

Cross compiling with rust

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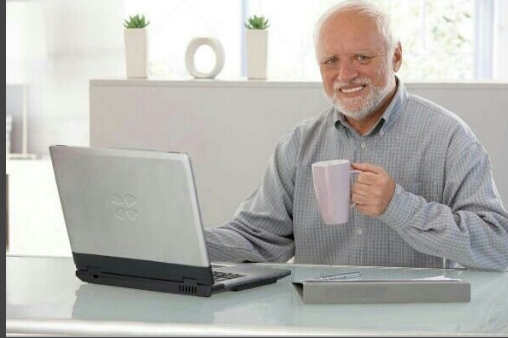
patrickjp@kde.org

- Definitions
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- Targets
- glibc vs musl
- The main machine
- The other machine
- Cross compiling with rust
- Examples

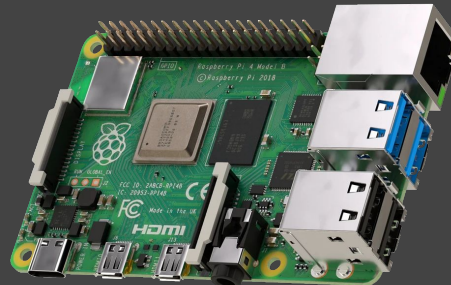
Everything in this talk will
be a TLDR version.

● Definitions

- **Host:** Your desktop or working environment.



- **Target:** Your embedded device or the machine that will run the code that does **not** use the same **architecture**.



● Definitions

- **Compiling:** Create binaries from the source code.

```
fn main() {  
    println!("Hello, world!");  
}
```

```
Contents of section .text.main:  
0000 4883ec18 8a050000 00004863 cf488d3d H.....Hc.H.=  
0010 00000000 48897424 104889ce 488b5424 ...H.t$.H..HT$  
0020 10884424 0fe80000 00004883 c418c3 ..D$......H....  
Contents of section .rodata.L__unnamed_3:  
0000 48656c6c 6f2c2077 6f726c64 210a Hello, world!  
Contents of section .data.rel.ro.L__unnamed_1:  
0000 00000000 00000000 0e000000 00000000 .....  
Contents of section .debug_gdb_scripts:  
0000 01676462 5f6c6f61 645f7275 73745f70 .gdb_load_rust_p  
0010 72657474 795f7072 696e7465 72732e70 retty_printers.p  
0020 7900 y.  
Contents of section .debug_str:  
0000 636c616e 67204c4c 564d2028 72757374 clang LLVM (rust
```

- **Opcode:** Operation code or human friendly representation of the CPU instruction.

Disassembly of section .interp:

```
000000000000002e0 <.interp>:  
2e0: 2f (bad)  
2e1: 6c insb (%dx),%es:(%rdi)  
2e2: 69 62 36 34 2f 6c 64 imul $0x646c2f34,0x36(%rdx),%esp  
2e9: 2d 6c 69 6e 75 sub $0x756e696c,%eax  
2ee: 78 2d js 31d <_ZN3std9panicking18update  
2f0: 78 38 js 32a <_ZN3std9panicking18update  
2f2: 36 2d 36 34 2e 73 ss sub $0x732e3436,%eax  
2f8: 6f outsl %ds:(%rsi),(%dx)  
2f9: 2e 32 00 xor %cs:(%rax),%al
```

Disassembly of section .text:

```
00010100 <elf_try_debugfile>:  
10100: e92d 4ff0 stmbd sp!, {r4, r5, r6, r7, r  
10104: b08b sub sp, #44 ; 0x2c  
10106: 4c29 ldr r4, [pc, #164] ; (101ac <e  
10108: 4680 mov r8, r0  
1010a: 4617 mov r7, r2  
1010c: 4828 ldr r0, [pc, #160] ; (101b0 <e  
1010e: 9a15 ldr r2, [sp, #84] ; 0x54  
10110: 447c add r4, pc  
10112: 9106 str r1, [sp, #24]  
10114: 9307 str r3, [sp, #28]  
10116: 4623 mov r3, r4  
10118: 9204 str r2, [sp, #16]  
1011a: 5822 ldr r2, [r4, r0]  
1011c: 9b14 ldr r3, [sp, #80] ; 0x50  
1011e: 9804 ldr r0, [sp, #16]  
10120: 18fb adds r3, r7, r3  
10122: 9303 str r3, [sp, #12]
```

- **objdump**: Display information from object files.
- **strings**: Search printable characters from object files.

● Cross compiling ?

GCC



x86_64

```
fn main() {  
    println!("Hello, world!");  
}
```

Disassembly of section .interp:

```
000000000000002e0 <.interp>:  
2e0: 2f                (bad)  
2e1: 6c                insb    (%dx),%es:(%rdi)  
2e2: 69 62 36 34 2f 6c 64 imul    $0x646c2f34,0x36(%rdx),%esp  
2e9: 2d 6c 69 6e 75    sub     $0x756e696c,%eax  
2ee: 78 2d            js      31d <_ZN3std9panicking18update  
2f0: 78 38            js      32a <_ZN3std9panicking18update  
2f2: 36 2d 36 34 2e 73 ss sub    $0x732e3436,%eax  
2f8: 6f              outsl    %ds:(%rsi),(%dx)  
2f9: 2e 32 00        xor     %cs:(%rax),%al
```

● Cross compiling ?

GCC

x86_64

Disassembly of section .interp:

```
00000000000002e0 <.interp>:
2e0: 2f                (bad)
2e1: 6c                insb    (%dx),%es:(%rdi)
2e2: 69 62 36 34 2f 6c 64 imul    $0x646c2f34,0x36(%rdx),%esp
2e9: 2d 6c 69 6e 75    sub     $0x756e696c,%eax
2ee: 78 2d            js      31d <_ZN3std9panickingl8update
2f0: 78 38            js      32a <_ZN3std9panickingl8update
2f2: 36 2d 36 34 2e 73 ss sub    $0x732e3436,%eax
2f8: 6f              outsl   %ds:(%rsi),(%dx)
2f9: 2e 32 00        xor     %cs:(%rax),%al
```

ARMv7

```
fn main() {
    println!("Hello, world!");
}
```

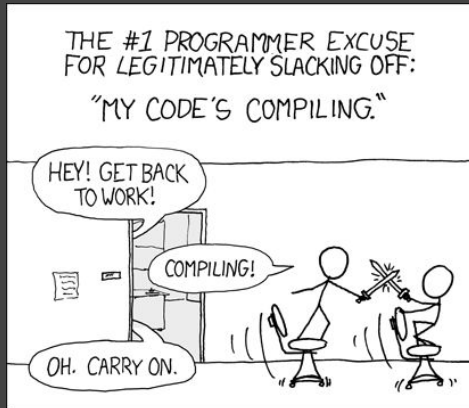
ARM-GCC

Disassembly of section .text:

```
00010100 <elf_try_debugfile>:
10100: e02d 4ff0    stmb    sp!, {r4, r5, r6, r7, r
10104: b08b        sub     sp, #44 ; 0x2c
10106: 4c29        ldr     r4, [pc, #164] ; (101ac <e
10108: 4680        mov     r8, r0
1010a: 4617        mov     r7, r2
1010c: 4828        ldr     r0, [pc, #160] ; (101b0 <e
1010e: 9a15        ldr     r2, [sp, #84] ; 0x54
10110: 447c        add     r4, pc
10112: 9106        str     r1, [sp, #24]
10114: 9307        str     r3, [sp, #28]
10116: 4623        mov     r3, r4
10118: 9204        str     r2, [sp, #16]
1011a: 5822        ldr     r2, [r4, r0]
1011c: 9b14        ldr     r3, [sp, #80] ; 0x50
1011e: 9804        ldr     r0, [sp, #16]
10120: 18fb        adds   r3, r7, r3
10122: 9303        str     r3, [sp, #12]
```


● Cross compiling ?

- Why can't you compile in your target computer ?



```
# AMD Ryzen 7 2700 Eight-Core Processor
```

```
# 16 threads, 16GB Ram
```

```
cargo build
```

```
Finished dev [unoptimized + debuginfo] target(s) in 1m 48s
```

```
# ARMv7 Processor rev 4 (v7l)
```

```
# 4 threads, 1GB Ram
```

```
Finished dev [unoptimized + debuginfo] target(s) in 33m 56s
```

- Targets

- List of available targets

rustup target list

!! | wc -l # 81

- glibc vs musl

- Both are low-level libraries



KERNEL

- glibc vs musl

- Both are low-level libraries



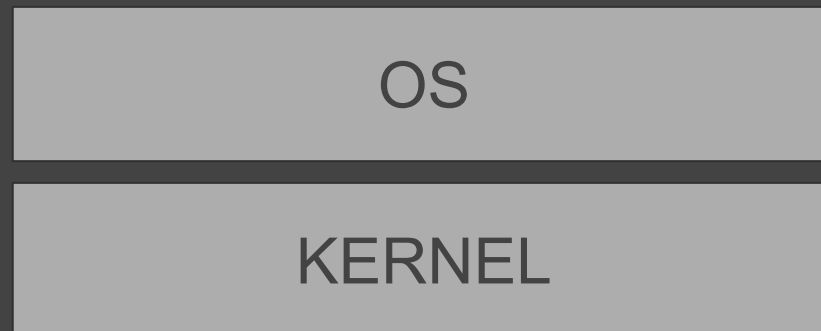
OS

A diagram consisting of two stacked light gray rectangular boxes. The top box contains the text 'OS' and the bottom box contains the text 'KERNEL'.

KERNEL

- glibc vs musl

- Both are low-level libraries



- glibc vs musl

- Both are low-level libraries



- glibc vs musl

- Both are low-level libraries



● glibc vs musl

- Both are low-level libraries
- glibc is backward compatible but not forward compatible
 - If you compile with glibc2 it'll run in a system with glibc6
 - If you compile with glibc6 it'll **not** run in a system with glibc2
 - Linux Appimages should be compatible with the standard deployment OS [CentOS 6 (2011)]

● glibc vs musl

- Both are low-level libraries
- glibc is backward compatible but not forward compatible
 - If you compile with glibc2 it'll run in a system with glibc6
 - If you compile with glibc6 it'll **not** run in a system with glibc2
 - Linux Appimages should be compatible with the standard deployment OS [CentOS 6 (2011)]
- musl is a new standard library
- It's backward and forward compatible
- There are more advantages that you can check here:
 - <https://www.musl-libc.org/>

- The main machine

macbook pro 2017

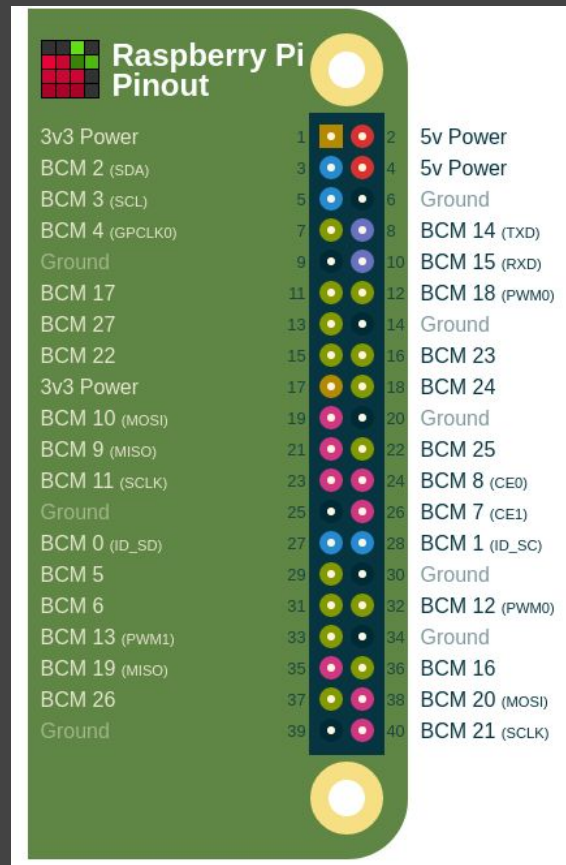
```
patrick@mac ➤ / ➤ uname -m  
x86_64
```

• The other machine

• Raspberry Pi 3B



```
x alarm@alarmpi ~> uname -m  
armv7l
```



Legend

- GPIO (General Purpose IO)
- SPI (Serial Peripheral Interface)
- I²C (Inter-integrated Circuit)
- UART (Universal Asynchronous Receiver/Transmitter)
- Ground
- 5v (Power)
- 3.3v (Power)

● Cross compiling with rust

1. Install rust!
 - a. <https://rustup.rs/>
2. Create a new project
 - a. cargo new cross
3. Build the project locally
 - a. cargo build
4. Run it!
 - a. cargo run

HOST MACHINE

● Cross compiling with rust

1. Install rust!
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 - a. cargo new cross
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 - a. cargo build
4. Run it!
 - a. cargo run

HOST MACHINE

Note: linker not found = no compiler in your machine
Try to install GCC

● Cross compiling with rust

1. Install rust-std for our target
 - a. `rustup target add armv7-unknown-linux-gnueabi`
2. Build the project locally
 - a. `cargo build --target armv7-unknown-linux-gnueabi`

TARGET MACHINE

● Cross compiling with rust

1. Install rust-std for our target
 - a. `rustup target add armv7-unknown-linux-gnueabihf`
2. Build the project locally
 - a. `cargo build --target armv7-unknown-linux-gnueabihf`

TARGET MACHINE

error: linking with ``cc`` failed: exit code: 1

● Cross compiling with rust

1. Install rust-std for our target
 - a. `rustup target add armv7-unknown-linux-gnueabihf`
2. Build the project locally
 - a. `cargo build --target armv7-unknown-linux-gnueabihf`
3. Download the compiler
 - a. <https://www.linaro.org/downloads/>-arm-linux-gnueabihf[bin]
4. Make it visible
 - a. `export PATH=$PATH:BIN_FOLDER`
5. Edit cargo configuration file
 - a. `$EDITOR ~/.cargo/config`
[target.armv7-unknown-linux-gnueabihf]
linker = "arm-linux-gnueabihf-gcc"
6. Build it 🎵 *one more time* 🎵
 - a. `cargo build --target armv7-unknown-linux-gnueabihf`

TARGET MACHINE

● Cross compiling with rust

1. Install rust-std for our target
 - a. `rustup target add armv7-unknown-linux-musleabihf`
2. Download the compiler
 - a. <https://musl.cc/> - [armv7l-linux-musleabihf-cross.tgz](#)
3. Make it visible
 - a. `export PATH=$PATH:BIN_FOLDER`
4. Edit cargo configuration file **TARGET MACHINE**
 - a. `$EDITOR ~/.cargo/config`
`[target.armv7-unknown-linux-musleabihf]`
`linker = "armv7l-linux-musleabihf-gcc"`
5. Build the project locally
 - a. `cargo build --target armv7-unknown-linux-musleabihf`

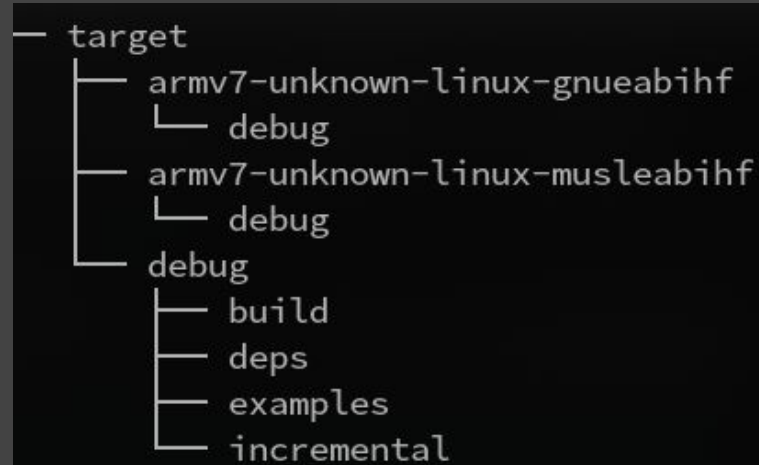
● Cross compiling with rust

```
— target
  — armv7-unknown-linux-gnueabi
    — debug
  — armv7-unknown-linux-musleabi
    — debug
  — debug
    — build
    — deps
    — examples
    — incremental
```

1. cargo build
 - a. file executable:
 - i. cross: **ELF 64-bit LSB** pie executable, **x86-64**, version 1 (SYSV), dynamically linked, interpreter...
 - b. ldd executable:

```
linux-vdso.so.1 (0x00007ffca0df7000)
libdl.so.2 => /usr/lib/libdl.so.2 (0x00007fe61751b000)
libpthread.so.0 => /usr/lib/libpthread.so.0 (0x00007fe6174f9000)
libgcc_s.so.1 => /usr/lib/libgcc_s.so.1 (0x00007fe6174df000)
libc.so.6 => /usr/lib/libc.so.6 (0x00007fe617318000)
/lib64/ld-linux-x86-64.so.2 => /usr/lib64/ld-linux-x86-64.so.2
(0x00007fe61755d000)
```

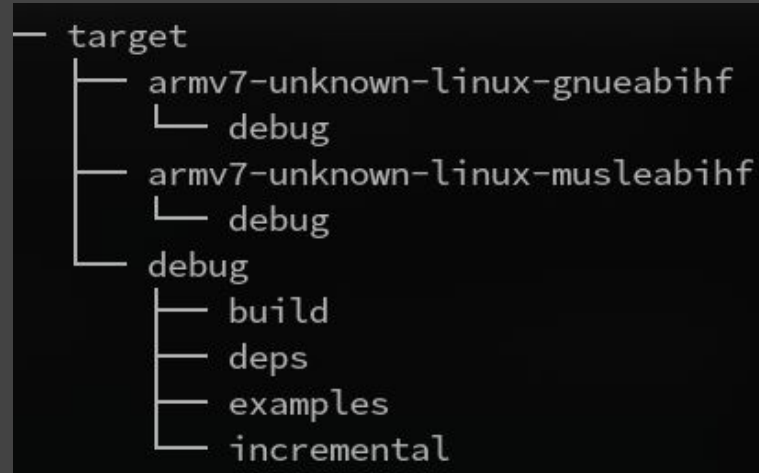
● Cross compiling with rust



1. `cargo build --target armv7-unknown-linux-gnueabi`
 - a. file executable:
 - i. cross: **ELF 32-bit LSB** pie executable, **ARM**, **EABI5** version 1 (SYSV), **dynamically linked**, interpreter ...
 - b. ldd executable:

```
linux-vdso.so.1 (0x7eff8000)
libc.so.6 => Not found
/lib/ld-linux-armhf.so.3 => /usr/lib/ld-linux-armhf.so.3 (0x76f49000)
libdl.so.2 => /usr/lib/libdl.so.2 (0x76a66000)
libpthread.so.0 => /usr/lib/libpthread.so.0 (0x76a3c000)
libgcc_s.so.1 => /usr/lib/libgcc_s.so.1 (0x76a0f000)
libm.so.6 => Not found
```

• Cross compiling with rust



1. `cargo build --target armv7-unknown-linux-gnueabi`
 - a. file executable:
 - i. cross: **ELF 32-bit LSB** pie executable, **ARM**, **EABI5** version 1 (SYSV), **dynamically linked**, interpreter ...
 - b. ldd executable:

```
linux-vdso.so.1 (0x7eff8000)
libc.so.6 => /usr/lib/libc.so.6 (0x76a79000)
/lib/ld-linux-armhf.so.3 => /usr/lib/ld-linux-armhf.so.3 (0x76f49000)
libdl.so.2 => /usr/lib/libdl.so.2 (0x76a66000)
libpthread.so.0 => /usr/lib/libpthread.so.0 (0x76a3c000)
libgcc_s.so.1 => /usr/lib/libgcc_s.so.1 (0x76a0f000)
libm.so.6 => /usr/lib/libm.so.6 (0x769a1000)
```

● Cross compiling with rust

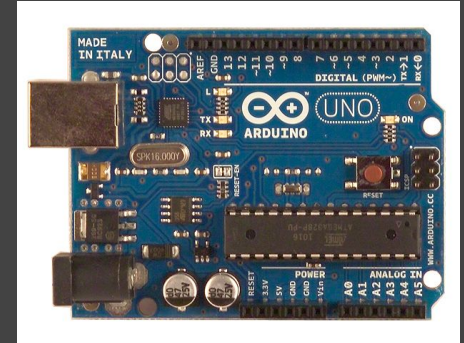
```
— target
  — armv7-unknown-linux-gnueabi
    — debug
  — armv7-unknown-linux-musleabi
    — debug
  — debug
    — build
    — deps
    — examples
    — incremental
```

1. cargo build --target armv7-unknown-linux-musleabi
a. file executable:
 - i. cross: **ELF 32-bit LSB** executable, **ARM, EABI5** version 1 (SYSV), **statically linked**, with ...
- b. ldd executable:
not a dynamic executable

● Examples

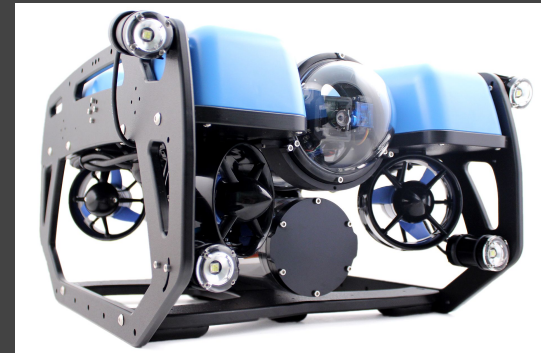
1. <https://github.com/patrickelectric/bridges>

a. A bidirectional Serial-UDP bridge!



2. <https://github.com/patrickelectric/mavlink2rest>

a. REST server that provides mavlink information from a mavlink source



- Demo





@patrickelectric



@patrickelectric



@patrickelectric



<https://patrickelectric.work>

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