Building Embedded Operating System with IMGUI Demo for Raspberry π - 4 - model B with Yocto

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1 introduction

These instructions[4] follow the configuration and build of a Linux-based operating system for $Raspberry \pi - 4 - model B[6]$ with Yocto[2]. Find project overview in [5].

The operating system (OS) build is done in several steps organized in corresponding sections as follows. Read in Section 2 how to fetch metadata. Section 3 shows how to configure the OS build. In Section 4 learn how to build the OS image and see how to copy image to SD card in Section 5. Section 6 is dedicated to post-install issues like the configuration of the WiFi interface from the command line.

2 metadata

Metadata is a set of instructions to build targets. It is organized in recipe files with the .bb suffix. Further there are class files with the suffix .bbclass with information shared between recipes. Finally, there are configuration files with the extension .conf. These define configuration variables to control the build process. Metadata is organized in layers. Layers logically separate information of a project. OpenEmbedded[1] defines the following layer types.

- base layers contain base *metadata* for the build
- machine aka board support package (BSP) layers include hardware (HW) support
- distribution layers hold the policy configuration
- software (SW) layers are used for additional SW
- miscellaneous layers do not fall in upper categories

The complete list of github SW metadata repositories used in this project includes Yocto layers, the $Raspberry \pi$ - 4 - model B BSP layer, a SW layer with custom recipes, and the build configuration itself. Please refer [5] for details.

In short, users fetch *metadata* in contrast to the *real data* fetched by *bitbake* during OS build. See Section 4 for details. It is an user decision where to put fetched *metadata*. However, it is nice to have all layer sub-directories in one location. In these instructions this location is referred as layer_directory. The second directory to create is the build_directory. This is where the build and build configuration live. I suggest that this one is not inside the layer_directory to not mix *data* and *metadata*.

It is very likely that you will need to install *Yocto* requirements[3] to be able to run *bitbake*. Make sure to have the following command-line tools on your host machine: *chrpath*, *diffstat*, *lz4c*, *rpcgen*; Also have a look at your storage device. Fetched data requires 400 Mb, but for the build prepare at least 10 Gb of free space.

I have a shell script to fetch metadata from public github repositories. This modification may serve people to build their own OS for $Raspberry \pi$ - 4 - model B. Reading the script may help advanced users to follow the fetch, initialisation and a check of installed layers.

```
BRANCH=kirkstone
while getopts ":1:b:r:h" option; do
   case $option in
      h) echo usage: $0 -1 layerdir -b buildir -r branch; exit 420;;
      \?) echo minimal usage: $0 -l layerdir -b buildir; exit 420;;
      1) LAYER=$OPTARG;;
      b) BUILD=$OPTARG;
      r) BRANCH=$OPTARG;;
done
nodat() { echo $1; exit 111; }
    echo error: $1 is not a directory && mkdir $1 &&
        echo info: directory $1 created ||
            exit 111;

-n "$LAYER" ] || nodat 'specify layer directory'
-n "$BUILD" ] || nodat 'specify build directory'
-d $LAYER ] || nodir $LAYER
-d $BUILD ] || nodir $BUILD

LAYER=$(realpath $LAYER) && echo fetching $BRANCH in $LAYER
BUILD=$(realpath $BUILD) && echo fetching configuration in $BUILD
git clone -b $BRANCH git@github.com:yoctoproject/poky.git $LAYER/poky
git clone -b $BRANCH git@github.com:openembedded/meta-openembedded.git $LAYER/oe
git clone -b $BRANCH git@github.com:agherzan/meta-raspberrypi $LAYER/rpi/meta-
   raspberrypi
git clone git@github.com:kaloyanski/meta-thc.git $LAYER/thc/meta-thc
git clone git@github.com: TripleHelixConsulting/rpiconf.git $BUILD/conf
sed -i s#/home/yocto/layer#$LAYER#g $BUILD/conf/bblayers.conf
source $LAYER/poky/oe-init-build-env $BUILD
bitbake-layers show-layers
```

exit 0

Download metafetch.sh here. It is designed in a way that after a successful run you may start a build with bitbake. The script takes layer_directory and layer_directory from the command-line. You may use next commands to run metafetch.sh. The first one is a minimal example. The default $Yocto\ branch$ is kirkstone. You may want to specify another branch with the second command.

3 configuration

After the last command from the previous section there should be two files in <build_directory>/conf, namely local.conf and bblayers.conf.

The path to *Yocto* layers is specified in *bblayers.conf*. Layer locations are wrong because most probably your layer_directory is not /home/yocto/layer. Change this to correspond layers system path.

The build configuration is in *local.conf*. This should work as it is. Variables in this file control the build. I call them directives to avoid repetitions. Many directives are not covered in these instructions. Please refer *bitbake* documentation for details. It is not always easy to understand the meaning and the relations between different directives. What is more, *bitbake* syntax is pretty complicated. In short, your life can easily become unbearable if the build configuration is too long.

3.1 MACHINE

No doubt, this is the most important directive, set here to raspberrypi4-64. You may want to change this value if you build an OS for a different HW. If you want to examine OS built for $Raspberry \pi - 4$ - $model\ B$ on your host machine with qemu, set MACHINE to qemuarm64. I confirm that this works although I did not find this approach very useful to test a $graphical\ user\ interface\ (GUI)$.

3.2 PACKAGE_INSTALL

This is where to specify additional SW packages. This is useful for packages not included in the *image* by default. In my experience, the default OS has all necessary programs or compact alternatives. However this is the directive used to append *imgui*.

3.3 IMAGE_FSTYPES

This is another important directive. Here I have removed archived images that I do not need to decrease the built time and added the wic format to have an image file ready to be copied to the SD card immediately after the build. See Section 5 for details.

4 build

Yocto provides a list of image types. For obvious reasons, I have chosen core-image-x11[2] - a very basic X11 image with a terminal.

The primary build tool of *OpenEmbedded* based projects, such as the *Yocto* project, *bitbake*, works in the <build_directory>. Here is a list of the most important sub-directory names by default. These are configurable but usually there is no need to change their default names.

- <build directory>/downloads fetched source code archives
- <build_directory>/tmp/work working directory where source code is extracted, configured, compiled and installed
- <build_directory>/tmp/deploy/images/raspberrypi4-64 boot files, compiled kernels and OS *images*.

First, you need to initialize build environment.

source <layer_directory>/poky/oe-init-build-env <build_directory>

This will change your system path to <build_directory>. You may run now next command to check the project layers.

bitbake-layers show-layers

If this is fine, the following command is going to build the \overline{OS} image.

bitbake core—image—x11

task	description
do_fetch	fetch the source code
do_unpack	unpack the source code
do_patch	apply patches to the source
do_configure	source configuration
do_compile	compile the source code
do_install	copy files to the holding area
do_package	analyse holding area
do_package_write_ipk	create ipk package
do_package_qa	quality checks on the package

Table 1: A list of bitbake tasks

Be patient because, unless your host machine is a supercomputer, this will take hours. Find a list of tasks performed by bitbake for a typical SW package in Table 1.

5 install

The OS includes a kernel ARM, 64 bit boot executable image of 23MB, a $Raspberry \pi$ - 4 - $model\ B$ configuration of Linux 5.15. The total size of kernel modules is 21MB. Happily this kernel release has a $long - term\ support\ (LTS)$.

Yocto provides multiple package and image formats. Further, different ways exist to install images on SD card. The result is an OS with two partitions - /root and /boot. There are not swap and home partitions. I recommend the classic command-line tool dd to copy data. It works fine with different image formats like rpi - sdimg, hddimg and wic. The last format is recommended. Find the card device name, usually /dev/sda, unmount it with umount if mounted, and do copy data with a simple command

dd if=core-image-x11-raspberrypi4-64.wic of=/dev/sda status=progress

note 1: run this command in <build_directory>/tmp/deploy/images/raspb 64

note 2: run this command with *root* privileges

note 3: be careful to not specify the device name of your hard drive (see note 2)

The transfer is going to take a while. Once it is over, put the card in you $Raspberry \pi$ - 4 - $model\ B$ and turn it on. That's it.

6 run

Connected embedded systems can communicate to one another and to cloud-based *platform-as-a-service* (PaaS) solutions. In addition, a remote control may be required. An *secure shell* (SSH) server is a standard solution for both problems.

Wireless connection is established via classic command-line tools like ip, iw, dhcpcd, and $wpa_supplicant$. Custom shell scripts are installed in /usr/bin, as well as a running GUI example to demonstrate the usage of the $Dear\ ImGui$ library. Once an $internet\ protocol\ (IP)$ address is assigned, the SSH server by Dropbear allows for a secured remote login, remote control and file transfer.

7 outlook

This reports the progress in the development of a custom Linux-based OS for $Raspberry \pi$ - 4 - $model\ B[6]$. The kernel version of this embedded OS is Linux release 5.15. An example GUI application using the $Dear\ ImGui$ library is built as a part of the OS image. In addition, an SSH server provides remote connection, data transfer and device control. As the OS is now functional, performance and real-time tests are ongoing.

acronyms

BSP board support package

SSH secure shell

 ${f GUI}$ graphical user interface

SW software

HW hardware

OS operating system

 ${\bf IP}\ internet\ protocol$

 ${\bf PaaS}\ platform\hbox{-} as\hbox{-} a\hbox{-} service$

 $LTS \ long-term \ support$

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