# Building Embedded Operating System with IMGUI Demo for Raspberry $\pi$ - 4 - model B with Yocto

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#### 1 introduction

These instructions[6] follow the configuration and build of a Linux-based operating system for  $Raspberry \pi - 4 - model B[8]$  with Yocto[1]. Find project overview in [7].

The *operating system* (OS) build is done in four steps and instructions are organized in four corresponding sections as follows.

- section 2 get metadata
- section 3 configure OS build
- section 4 build OS image
- section 5 copy *image* to SD card

Section 6 is dedicated to post-install issues like the configuration of the WiFi interface from the command line.

#### 2 download

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. In example, there are board support layer (BSP), distribution and software (SW) layers.

A complete list of *github* SW repositories used in this project includes *Yocto*, the BSP, a SW layer with custom recipes, the configuration and the source code of the application and the dependencies. Note that for a relatively simple application I must fetch six SW repositories. Follow links for details.

- Yocto reference distribution yoctoproject.org/poky.git
- BSP layer for  $Raspberry \pi$  boards agherzan/meta-raspberrypi.git
- Yocto configuration TripleHelixConsulting/yocto\_x86\_BasicConfig.git
- SW layer kaloyanski/meta-thc.git
- Immediate mode graphical user interface (GUI) kaloyanski/imgui\_aar
- OpenGL library glfw/glfw.git

## 3 configuration

 $Dear\ ImGui[2]$  is a bloat-free GUI library for C++. It outputs optimized vertex buffers that you can render anytime in your 3D-pipeline-enabled application. It is fast, portable, renderer agnostic,

and self-contained (no external dependencies). Dear ImGui is designed to enable fast iterations and to empower programmers to create content creation tools and visualization/debug tools (as opposed to UI for the average end-user). It favors simplicity and productivity toward this goal and lacks certain features commonly found in more high-level libraries. Dear ImGui is particularly suited to integration in game engines (for tooling), real-time 3D applications, full-screen applications, embedded applications, or any applications on console platforms where operating system features are non-standard.

Dear ImGui depends on GLFW[3], an open-source, multi-platform library for OpenGL, OpenGL ES and Vulkan development on the desktop. It provides a simple API for creating windows, contexts and surfaces, receiving input and events. GLFW is written in C and supports Windows, macOS, X11 and Wayland.

 $Dear\ ImGui$  is licensed under the MIT License. GLFW is licensed under the zlib/libpng license.

#### 3.1 layers

Here is a list of *Yocto* layers. The project reference distribution is *poky*.

- metaUser-space data
- meta − poky
   Yocto reference distribution
- meta-raspberrypiThis[4] is the general hardware (HW) specific BSP overlay for the RaspberryPi device. The core BSP part of meta —

raspberrypi works with different OpenEmbedded/Yocto distributions and layer stacks. In short, the recipes to build the kernel and kernel modules are in this layer. For details see the package linux-raspberrypi. In addition, here is the HW specific firmware. By chance, the build configuration corresponds the specific HW, in this case  $Raspberry \pi - 4 - model B$ .

#### • meta - thc

I have introduced a new Yocto SW layer to control the build of Dear ImGui and GLFW. As long as the source codes have a standard build configuration, the bitbake recipes are straightforward. Both instructions inherit cmake.

#### 4 build

### 4.1 configuration

Yocto provides a list of image types. For obvious reasons, I have chosen core-image-x11[1] - a very basic X11 image with a terminal. In the main build configuration, apart from  $Dear\ ImGui$  and GLFW, I have added the following packages;

- os releaseOS identification
- Dropbear
  Compact secure shell (SSH) server[5]
- dhcpcd dynamic host configuration protocol (DHCP) client[9]
- thcp
  OS post-configuration scripts

#### 5 install

The total size of the operating system is between from 250 up to 384MB or 79MB tar.bz archive, including 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). The list of packages included in the OS image in Table 1 gives a good idea of the contents.

Yocto provides multiple package and image formats. Further, different ways exist to install images on SD card. The result is an

package	description
packagegroup-core-boot	boot
packagegroup-base-extended	base
run-postinsts	post
opkg	package manager
psplash-raspberrypi	$Raspberry \pi$ - 4 - $model B$ splash
packagegroup-core-x11-base	the $X$ server
os-release	OS identifier
dropbear	SSH server
dhcpcd	DHCP client
thcp	SW layer
glfw	OpenGL
imgui	Dear ImGui

Table 1: A list of packages in core-image-x11-raspberrypi4-64

OS with two partitions only - /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 it is mounted, and do copy data with the simple command

$$dd\ if = whatever.wic\ of = /dev/sda$$

Run this command with root privileges and be careful to not specify the device name of your hard drive. This will take a while. When 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 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 -  $model\ B[8]$ . 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

 ${f BSP}\ board\ support\ layer$ 

SSH secure shell

GUI graphical user interface

SW software

HW hardware

OS operating system

DHCP dynamic host configuration protocol

IP internet protocol

 ${f PaaS}\ platform ext{-}as ext{-}as-ervice$ 

 $LTS \ long - term \ support$ 

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