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

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1 introduction

These instructions[5] follow the configuration and build of a Linux-based operating system for $Raspberry \pi - 4 - model B$ [7] with Yocto[2]. Find project overview in [6].

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 [6] 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 referred as 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.

2.1 requirements

It is very likely that you will need to install *Yocto* requirements[3] to be able to run *bitbake*. There you find a list of packages to install. *Yocto* supports officially *Ubuntu*, *Fedora*, *CentOS*, *Debian*, *OpenSUSE* and *AlmaLinux*. As a matter of fact, I have *Manjaro* on my host machine. Any *GNU/Linux* distribution should have installed the following packages;

- *git*
- tar
- python
- *gcc*
- GNU make

Find more details in Yocto documentation at [3]. You may need to install in addition diffstat, unzip, texinfo, chrpath, wget, xterm, sdl, rpcsvc - proto, socat, cpio, lz4 and inetutils packages. As a double check, make sure to have the following command-line tools on your host machine: chrpath, diffstat, lz4c, rpcgen. Then have a look at your storage device. Fetched metadata requires 412 MB of free space. The build may need up to 30 GB or 50 GB if intermediate files are kept. Read for the bitbake class rm_work in Section 3.

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. The script performs metadata fetch, the bitbake initialisation and a simple check of installed layers.

```
#!/bin/bash
# metafetch.sh
# fetch rpi metadata
# release 3.3.2
```

```
FETCHER=https://github.com/
GITFETCHER=git@github.com:
BRANCH=kirkstone
DEFLAYER=$HOME/yocto $BRANCH/metadata
DEFBUILD=$HOME/yocto $BRANCH/rpi4
erreur() { echo $* && exit 0 || kill $$; }
usage() {  # print options and quit
   printf "
\t $0 < options >
                                              \t wet run
                  \t switch to git protocol
                                              \t $DEFLAYER
    erreur
confirm() {  # get confirmation or quit
    echo $1 confirm ||
           erreur $1 interrupted
while getopts ":1:b:r:hgd" option; do # parce command-line options
   case $option in
        1 ) LAYER=$OPTARG;;
        b ) BUILD=$OPTARG;;
        r ) BRANCH=$OPTARG;;
        g ) FETCHER=$GITFETCHER;;
        d ) DRYRUN=ves;;
       h ) usage $0;;
        * ) usage $0;;
   esac
done
# check system path
[ —n "$LAYER" ] || LAYER=$DEFLAYER
 -n "$BUILD"
               || BUILD=$DEFBUILD
|| mkdir —p $LAYER || erreur $? cannot create $LAYER
 -d $LAYER ]
 -d $BUILD | | mkdir -p $BUILD | erreur $? cannot create $BUILD
LAYER=$ (realpath $LAYER) & printf "\nmetadata:\t $LAYER\n" || erreur $? cannot
   find $LAYER
BUILD=$(realpath $BUILD) && printf "build:\t\t $BUILD\n" || erreur $? cannot find
printf "branch: \t \t \ \$BRANCH \nprotocol: \t \ \$FETCHER \n' "
declare —A REPO
REPO=( # associative array of git repositories
```

```
yoctoproject/poky.git]=$LAYER/poky
     openembedded/meta-openembedded.git]=$LAYER/oe
     agherzan/meta-raspberrypi] = LAYER/rpi/meta-raspberrypi \\ kaloyanski/meta-thc . git] = LAYER/thc/meta-thc
     TripleHelixConsulting/rpiconf.git]=$BUILD/conf
command="git clone -b $BRANCH $FETCHER$repo ${REPO[$repo]}"
    [ -n "$DRYRUN" ] || $command && echo $command git clone -b $BRANCH $FETCHER$repo ${REPO[$repo]} &&
 -n "$DRYRUN" | && erreur $0 dry run exit
sed -i s#/home/yocto/layer#$LAYER#g $BUILD/conf/bblayers.conf || erreur sed $?
OEINIT=oe-init-build-env
cd $LAYER/poky && pwd || erreur $? cannot find $LAYER/poky
-x $OEINIT | && . ./$OEINIT $BUILD || erreur $? cannot find $OEINIT
bitbake-layers show-layers
printf "\nt how to start a new build\n"
echo cd $LAYER/poky
echo . ./ $OEINIT $BUILD
echo bitbake core-image-x11
echo
```

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 takes-clayer_directory and build_directory from the command-line. You may use next commands to run metafetch.sh. The first one is a minimal example. You may specify directories like the first example. Otherwise the script will use default values. The default $Yocto\ branch$ is kirkstone. You may want to specify another branch with the second command.

3 configuration

Build configuration is in <build_directory>/conf, check files local.conf and bblayers.conf. Yocto layers are specified in bblayers.conf. The build directives are in local.conf. Variables in this file control the build. Sometimes I call these directives to avoid repetitions. Many directives are not covered in these instructions. Please refer bitbake[8] 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. Here is a short list.

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 to decrease the built time and added the wic format. It is possible to list the partitions on a wic image with the wic command-line tool. In addition we can copy it to SD cards. See Section 5 for details.

3.4 PACKAGE CLASSES

There are different package formats used in various Linux-based OS's to distribute and manage SW packages. Both *Debian* package format - *deb* and *rpm* from *RedHat* do well, but recently I had issues with *ipk* so I disabled this package format.

4 build

Yocto provides a list of image types. As I want to have a compact OS and I need a X server to run a GUI, I rely on core - image - x11[2]. This is a very basic X11 image.

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 OS image.

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

bitbake core-image-x11

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. Find image files in

 $< build_directory > /tmp/deploy/images/raspberrypi4 - 64$ Further, different ways exist to install images on SD card. The final 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 one is recommended. Find the SDcard device name, in example /dev/ < xxx >, unmount it with umount if mounted, and do copy data from the command line with

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

- note 1: run this command in <build_directory>/tmp/deploy/images/ras
- 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

Wireless connection is established via classic command-line tools like ip and iw. I use a $dynamic\ host\ configuration\ protocol\ (DHCP)$ client, udhcpc, and $wpa_supplicant$ to store WiFi connection. The shell scripts wifini.sh is designed by me and installed in /usr/bin, as well as a running GUI example to demonstrate the usage of the $Dear\ ImGui$ library.

```
/bin/sh
WPACONF=/etc/wpa supplicant.conf
WPASOCKET=/run/wpa_supplicant/$WIFACE
UDHCPID=/run/udhcpc.$WIFACE.pid
IFCONF=/etc/network/interfaces
WPAPASS=/usr/bin/wpa passphrase
IW = /usr/sbin/iw
WPASUPP=/usr/sbin/wpa supplicant
DHCP=/sbin/udhcpc
IP = /sbin/ip
erreur() { echo $* && exit 1; }
WIFACE='$IW dev|grep Interface|awk '{print $2}''
SSID=$(getopt s: $* | awk '{print $2}')
 -n "$SSID" ] &&
    echo $0: $WIFACE $SSID ||
         erreur interface $WIFACE specify network: $0 -s '<SSID>'
 "$USER" == "root" | || erreur run $0 as root
if [-f \$IFCONF]; then
    grep "auto $WIFACE" $IFCONF > /dev/null ||
         printf "auto $WIFACE
         wpa-roam / etc/wpa supplicant.conf\n" >> $IFCONF
    erreur $0: $IFCONF not found;
fi
```

```
# printf "auto $WIFACE.n" >> $IFCONF

# verify connexion
$IW dev|grep $SSID > /dev/null &&
    erreur $0 info: $WIFACE $SSID ||
    echo $0 connecting to $SSID

# up interface
$IP link show $WIFACE | grep UP ||
    $IP link set $WIFACE up

# search network
$IW $WIFACE scan|grep $SSID ||
    erreur $0 warning: cannot find network $SSID;

# save network
grep $SSID $WIPACONF ||
    $WIPAPASS $SSID >> $WIPACONF

# load network
[ -S "$WIPASOCKET" | ||
    $WIPASUPP -B -D wext -i $WIFACE -c $WIPACONF

# start a dhcp client
$DHCP -i $WIPACE ||
    erreur $0 warning: $?

# | -f "$UDHCPID" | ||
# ip addr show $WIPACE
# iw $WIPACE link
# ip route show
```

The script is available for download here. Specify network id from the command line with a short command-line option s. See next example usage.

```
wifini -s <SSID>
```

Once an *internet protocol* (IP) address is assigned to $Raspberry \pi$ - 4 - $model\ B$, the $secure\ shell\ (SSH)$ server by Dropbear[4] allows for secure remote login, 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[7]. 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	4
SSH	secure shell	14
GUI	graphical user interface	8
SW	software	4
HW	$hardware \dots \dots \dots \dots \dots \dots$	4
OS	operating system	3
DHCP	dynamic host configuration protocol	13
IP	internet protocol	14
LTS	$long-term\ support\ \dots\dots\dots\dots$	12

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