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

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1 introduction

These instructions[3] follow the configuration and build of a Linux-based operating system for *Raspberry* π - 4 - *model B*[5] with *Yocto*[2]. Find project overview in [4].

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* π - 4 - *model B* BSP layer, a SW layer with custom recipes, and the build configuration itself. Please refer [4] 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>. Execute next script to fetch layers from public *github* repositories. This shell script takes <layer_directory> as argument. Download *metafetch.sh* here.

```
#!/usr/bin/env sh
# metafetch.sh
# fetch rpi metadata
error() { echo $1; exit 111; }
if [ ! "$#" -eq 1 ]; then error "usage: $0 <directory>"; fi
if [ ! -d $1 ]; then error "error: $1 not a directory"; fi

echo fetching metadata in $1 ...

exit 1

git clone -b kirkstone \
    git@github.com:yoctoproject/poky.git \
    $1/poky
git clone -b kirkstone \
    git@github.com:openembedded/meta-openembedded.git \
    $1/oe
git clone -b kirkstone \
    git@github.com:agherzan/meta-raspberrypi \
    $1/rpi/meta-raspberrypi
git clone \
    git@github.com:kaloyanski/meta-thc.git \
    $1/thc/meta-thc

exit 0
```

The second directory to create is the <build_directory> and I suggest that this one is not inside the <layer_directory> to not mix *data* and *metadata*. Fetch the project build configuration with the command that follows.

```
  git clone git@github.com:TripleHelixConsulting\
  /rpiconf.git <build_directory>/conf
```

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 *raspberrypi*4-64. 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* π - 4 - *model B* on your host machine with *qemu*, set $MACHINE$ to *qemuarm*64. 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>/conf - build (*local.conf*) and layer (*bblayers.conf*) configuration files
- <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/ipk - final SW packages in *ipk* format
- <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* π - 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=progre

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* π - 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* π - 4 - *model* *B*[5]. 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*

GUI *graphical user interface*

SW *software*

HW *hardware*

OS *operating system*

IP *internet protocol*

PaaS *platform-as-a-service*

LTS *long – term support*

bibliography

[1] Yocto Project community. *OpenEmbedded*. 2017. URL: https://www.openembedded.org (visited on 2023).

[2] Yocto Project community. *Yocto Project*. 2023. URL: https://www.yoctoproject.org (visited on 2023).

[3] Kaloyan Krastev. *Building Embedded Operating System with IMGUI Demo for Raspberry π - 4 - model B with* Yocto. 2023. URL: https://kaloyanski.github.io/meta-thc/thchowto.html (visited on 2023).

[4] Kaloyan Krastev. *Embedded Operating System for Raspberry π - 4 - model B with* Yocto. 2023. URL: https://kaloyanski.github.io/meta-thc/thcport.html (visited on 2023).

[5] Raspberry π Ltd. *Raspberi π*. 2023. URL: https://www.raspberrypi.com (visited on 2023).

[6] Atanas Rusev. *Triple Helix Consulting*. 2023. URL: https://triplehelix-consulting.com (visited on 2023).