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 (OS) for Raspberry π - 4 - model B[7] with Yocto[2]. Find project overview in [6].

The 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.

type	extension	purpose
recipe	bb	software (SW) build instructions
recipe	bbappend	SW recipe modification
class	bbclass	shared instructions
configuration	conf	global build definitions

Table 1: A list of *metadata* file types

layer type	contents
base	base metadata for the build
machine aka board support package (BSP)	hardware (HW) support
distribution	policy configuration
SW	additional SW
miscellaneous	do not fall in upper categories

Table 2: metadata layer types defined by OpenEmbedded[1]

2 metadata

Metadata is a set of instructions to build targets. It is organized in recipe files with the bb extension. There are files with bbappend extension to modify recipes and class files with a suffix bbclass for instructions shared between recipes. The configuration files have the extension conf. These define configuration variables to control the build process. See a list of metadata file types in Table 1.

Metadata is organized in layers. Layers logically separate information of a project. Table 2 presents OpenEmbedded[1] metadata layer types.

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 later during the OS build. See Section 4 for details. It means that users decide where to store fetched metadata. It is nice to have all layer sub-directories in one system location. In these instructions it is referred as <META-DIR>. The second directory to create is the <BUILD-DIR>. This is where the build and the build configuration live. I suggest that <BUILD-DIR> one is not inside <META-DIR> to not mix data and metadata.

2.1 automation

I have a shell script to fetch all metadata from public github repositories. After some major modifications hopefully it may serve other people to build their own OS for $Raspberry \pi$ - 4 - model B. The script performs metadata fetch, the bitbake initialisation and a simple layer verification.

```
cead -p "please confirm (y/n) " choix
     "$choix" == "y" | &&
       echo $1 confirm ||
            erreur $1 interrupted
while getopts ":m:b:r:hgd" option; do # parce command-line options
    case $option in
       m ) METADIR=$OPTARG;;
        b ) BUILDIR=$OPTARG;;
          ) BRANCH=$OPTARG;;
        g ) FETCHER=$GITFETCHER;;
        d ) DRYRUN=ves;;
        h ) usage $0;;
        * ) usage $0;;
    esac
done
# check system path
[ —n "$METADIR" | ||
                    METADIR=$DEFMETADIR
  -n "$BUILDIR"
                 | BUILDIR=$DEFBUILDIR
 -d $METADIR
                || mkdir —p $METADIR || erreur $? cannot create $METADIR
 -d $BUILDIR | | mkdir -p $BUILDIR | erreur $? cannot create $BUILDIR
METADIR=$(realpath $METADIR) && printf "\nmetadata:\t $METADIR\n" || erreur $?
   cannot find $METADIR
BUILDIR=$(realpath $BUILDIR) && printf "build:\t\t $BUILDIR\n" || erreur $?
   cannot find $BUILDIR
declare —A REPO
REPO=( # associative git repository array [yoctoproject/poky.git]=$METADIR/poky
     openembedded/meta-openembedded.git]=$METADIR/oe
     agherzan/meta-raspberrypi] = \$METADIR/rpi/meta-raspberrypi
     kaloyanski/meta-thc.git]=$METADIR/thc/meta-thc
     TripleHelixConsulting/rpiconf.git]=$BUILDIR/conf
 -n "$DRYRUN" | || confirm $0 confirmation
for repo in ${!REPO[@]}; do # clone repositories
    command="git clone -b $BRANCH $FETCHER$repo ${REPO[$repo]}"
    [ -n "$DRYRUN" ] || $command && echo $command
done
 -n "$DRYRUN" | && erreur $0 dry run exit
sed -i s#/home/yocto/layer#$METADIR#g $BUILDIR/conf/bblayers.conf || erreur sed $
OEINIT=oe-init-build-env
cd $METADIR/poky && pwd || erreur $? cannot find $METADIR/poky
[ -f $OEINIT ] && . ./$OEINIT $BUILDIR || erreur $? cannot find $OEINIT
bitbake-layers show-layers
printf "\n === how to start a new build === \n"
```

```
echo cd $METADIR/poky
echo . ./$OEINIT $BUILDIR
echo bitbake core—image—x11
echo
```

Download metafetch.sh here. It is designed in a way that after a successful run one may start a build with bitbake. The script takes <META-DIR> and <BUILD-DIR> from the command-line. You may use next examples to run metafetch.sh. The first one is a minimal example. You may specify directories like the second example. Otherwise the script will use default values. The default fetch protocol is https but I recommend using git if you can because it is an order of magnitude faster. Use the command-line option -g to switch. The default git branch is kirkstone. See all command-line options with -h.

```
./metafetch
./metafetch -m <META-DIR> -b <BUILD-DIR>
./metafetch -g
```

3 configuration

Build configuration is in <BUILD-DIR>/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. See next a list of important build configuration directives.

3.1 directives

3.1.1 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 $graphical\ user\ interface\ (GUI)$.

3.1.2 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*.

3.1.3 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 it.

3.1.4 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.

3.1.5 **INHERIT**

This is a list of included *bitbake* classes. See Section 3.2.

3.2 classes

3.2.1 rm work

This bitbake class is in <META-DIR>/poky/meta/classes/rm_work.bbclass. It defines a specific task for each SW package to remove intermediate files generated during the build. This decreases storage space about twice. Those who want to keep the working data and have enough storage space may want to comment the next line in local.conf.

INHERIT: append = "rm work"

4 build

It is very likely that you will need to install *Yocto* requirements[3] to be able to run *bitbake*. The list of *Yocto* sanity checked distributions currently includes *poky-3.3*, *poky-3.4*, *Ubuntu-18.04*, *Ubuntu-20.04*, *Ubuntu-22.04*, *Fedora-37*, *Debian — 11*, *OpenSUSEleap-15.3* and *AlmaLinux-8.8*. But I use *bitbake* on *Manjaro -* a not officially supported *GNU is not UNIX* (GNU)/Linux distribution. That is why I guess that it should not be complicated to satisfy requirements on a GNU/Linux machine. Of course, binary files are not the same on different HW architectures, but the OS has a Linux kernel and standard open-source programs.

4.1 requirements

Ensure that the following packages are installed.

- *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 only 412 MB

of free space but the build may need up to $30\,\mathrm{GB}$ or even $50\,\mathrm{GB}$ if intermediate files are kept. Read for the bitbake class rm_work in Section 3.

4.2 environment

To initialise build environment navigate to <META-DIR>/poky and source the initialization script like the next command.

source oe-init-build-env <BUILD-DIR>

This will change the system path to <BUILD-DIR>. You may want run now next command to check the project layers.

bitbake-layers show-layers

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 is bitbake. Run next command to build the OS.

bitbake core-image-x11

Unless your host machine is a supercomputer, this will take at least two hours. Find a list of tasks performed by *bitbake* for a typical SW package in Table 3.

4.3 flow

The build happens in <BUILD-DIR>. Table 4 presents a list of important <BUILD-DIR> sub-directories.

Source archives are saved in the *download* directory. They are extracted, configured, compiled and installed in the *work* directory. SW packages are created and stored in the *package* directory. Finally, following the build configuration packages are unpacked to create the OS *image* found in the *image* directory.

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 3: A short list of bitbake tasks

name	location	description
configuration	conf	build configuration files
download	downloads	fetched SW source code
work	$\mathrm{tmp/work}$	working directory
package	m tmp/deploy/rpm	final SW packages in rp
image	tmp/deploy/images/raspberrypi4-64	boot files, kernels and ii

Table 4: bitbake workflow

5 install

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

Yocto provides multiple package and image formats. Different ways exist to install images on SD card. The OS has two partitions - /root and /boot. There are no 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 SD card device name, in example |dev| < xxx >, unmount it with umount if mounted, and do copy data with the next command.

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

- note 1: run this command in <BUILD-DIR>/tmp/deploy/images/raspbe 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 does not take a lot of time. When it is over, replace the card to $Raspberry \pi$ - 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.

```
\#!/ \operatorname{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}')
sorry() {
    if [ "$1" = "" -o ! -e "$1" ]; then
         echo "no 2 \text{ supplied} 1>\&2
        exit 1
    fi
sorry $SSID network
 | -n "$SSID" | &&
    echo $0: $WIFACE $SSID ||
         erreur interface $WIFACE specify network: $0 -s '<SSID>'
  "$USER" == "root" | || erreur run $0 as root
```

```
-f $IFCONF ]; then
    grep "auto $WIFACE" $IFCONF > /dev/null ||
        printf "auto WIFACE n" >> IFCONF
else
    erreur $0: $IFCONF not found;
$IW dev | grep $SSID > /dev/null &&
    erreur $0 info: $WIFACE $SSID ||
        echo $0 connecting to $SSID
$IP link show $WIFACE | grep UP ||
    $IP link set $WIFACE up
$IW $WIFACE scan | grep $SSID | |
    erreur $0 warning: cannot find network $SSID;
grep $SSID $WPACONF ||
    $WPAPASS $SSID >> $WPACONF
  -S "$WPASOCKET" ] ||
    $WPASUPP -B -D wext -i $WIFACE -c $WPACONF
$DHCP -i $WIFACE |
    erreur $0 warning: $?
```

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

DHCP dynamic host configuration protocol

GNU GNU is not UNIX

 ${f GUI} \hspace{1cm} graphical \hspace{1mm} user \hspace{1mm} interface$

HW hardware

IP internet protocol

LTS $long - term \ support$

OS operating system

SSH secure shell

 \mathbf{SW} software

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