

RaspberryPi Emulation Using

QEMU

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Abstract

This tutorial was set as an illustration about how to use QEMU for emulation of ARM development boards, namely Raspberry pi board. It will start with quick demonstration about how using QEMU for virtualization. Then detailed guide will be shown to learn how to build emulation environment for Raspberry in QEMU.

1 Introduction

Developing a project for an ARM board requires testing of your project performance on this target board. In case of target board is not available to work with, you can rely on emulation techniques to run your environment. QEMU can be used for that purpose. Generally QEMU is used for virtualization and Emulation. In the following lines, needed procedure for setting and running QEMU as emulation for ARM development board will be discussed.

2 QEMU Installation

You can install QEMU directly by typing

```
$sudo apt-get install qemu
```

or by getting source code from

```
$git clone git://git.qemu-project.org/qemu.git
```

then configure and install. It is preferred to use latest method, in order to configure the installation.

Before start installation, some packages should be installed on your machine first,

```
$sudo apt-get install zlib1g-dev  
$sudo apt-get install libglib2.0-dev  
$sudo apt-get install libpixman-1-dev  
$sudo apt-get install libfdt  
$sudo apt-get install gvncviewer  
$sudo apt-get install libsdl1.2-dev
```

Now you can start QEMU installation using the following steps:

- Create directory to clone source code in it

```
$mkdir WORKING_DIR  
$cd WORKING_DIR  
$git clone git://git.qemu-project.org/qemu.git  
$cd qemu  
$./configure --target-list=x86_64-softmmu --enable-debug --enable-sdl  
$make  
$make install
```

Note that in this line “./configure –target-list=x86_64-softmmu –enable-debug –enable-sdl” we configured QEMU to support x86 processors, this is in case we need to virtualize or emulate PC machine. But later we will need to emulate ARM processor so it is recommended to run this line as

```
$/configure --target-list="x86_64-softmmu arm-softmmu arm-linux-user --enable  
-debug --enable-sdl
```

3 Running QEMU

In general to run QEMU you need to provide the operating system that will run and disk space for running it. You can imagine any qemu command should have

```
$qemu [Running System Image] [Disk Image]
```

Some other attributes are needed sometimes, but this will be discussed later.

You need then to have an image of your disk “Hardware part” and an ISO image of the operating system that you need to virtualize “Software part”. Now lets see how to work with QEMU as a virtualizer to get familiar with QEMU important instructions. Then we can see how to work with QEMU as ARM board emulator.

To get a running system image, In this tutorial I downloaded Ubuntu iso file from Ubuntu website, my downloaded version is “ubuntu-14.04.2-desktop-amd64”.

We need now to create disk image that will host this operating system. lets work in WORKING_DIR

```
$cd path/to/WORKING_DIR
$qemu-img create -f qcow tutorial_disk.img 3G
$qemu-system-x86_64 -cdrom ubuntu-14.04.2-desktop-amd64.iso -hda \
tutorial_disk.img -m 1024 -boot d
```

In the command “qemu-img create -f qcow tutorial_disk.img 3G” we created an image of the hddisk with size 3G.

In the last command “-cdrom” is used to indicate for qemu as this iso file is running as from cdrom. “-hda” to direct qemu that this system will run on a hddisk “tutorial_disk.img”. “-m” is used to indicate what the RAM speed which is in our example 1024 M.

your operating system should run then. Note, if you found this message at the start “Failed to access perfctr msr” this is not error message, it says that the CPU doesn’t support performance counters. You should have your system as shown in figure 1. You can continue with setup of your operating system.

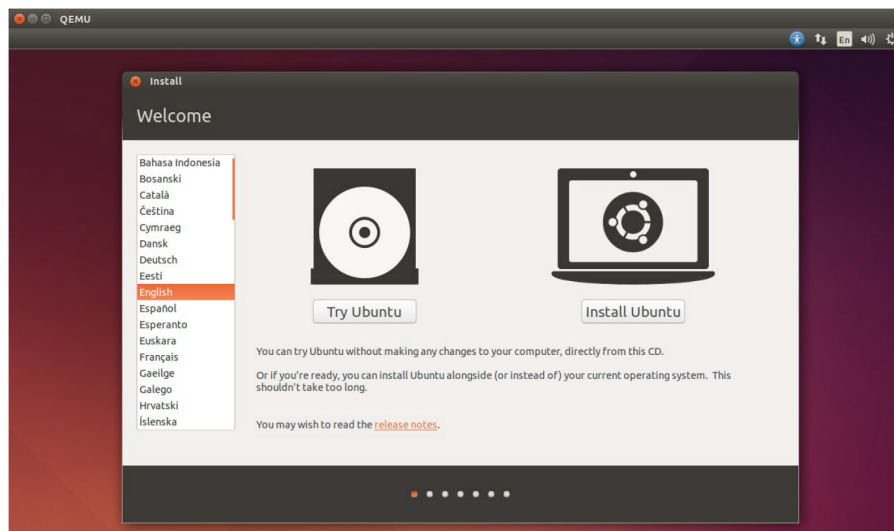


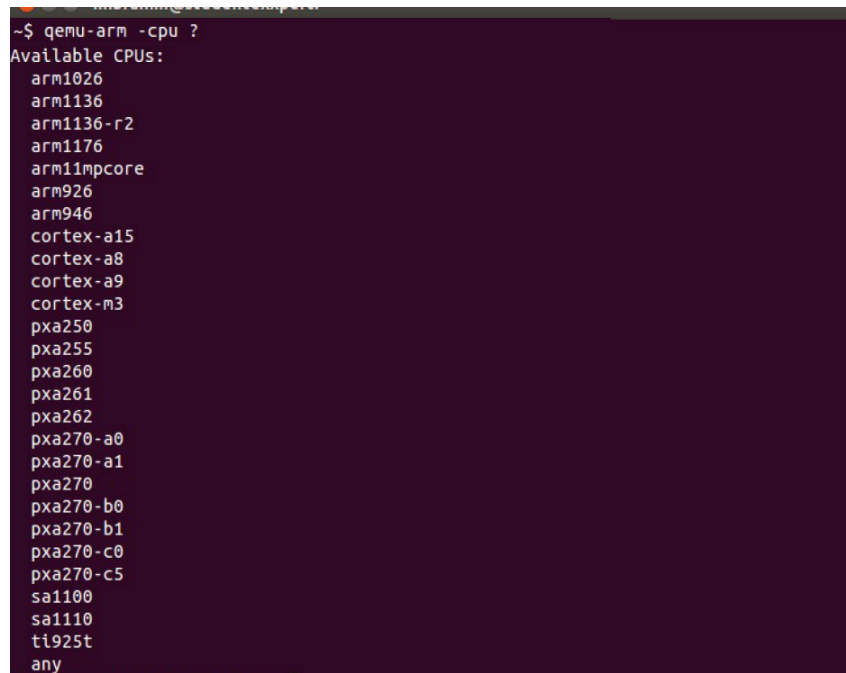
Figure 1: Ubuntu Running in QEMU

4 QEMU for ARM Development Boards

To evaluate a board, specification of this board should be provided to QEMU. These specifications are built in QEMU library files. So when you configure QEMU, you actually choose which library files should be compiled during installation. For example we configured QEMU to support x86 and ARM using the command

```
$. /configure --target-list="x86_64-softhmmu arm-softhmmu arm-linux-user"
```

Since ARM has different models and versions of the processor, we need to check if our target model is supported in QEMU or not. You can know that by typing `qemu-arm -cpu ?`. You should get a list of available supported ARM processors.



```
~$ qemu-arm -cpu ?
Available CPUs:
arm1026
arm1136
arm1136-r2
arm1176
arm11mpcore
arm926
arm946
cortex-a15
cortex-a8
cortex-a9
cortex-m3
pxa250
pxa255
pxa260
pxa261
pxa262
pxa270-a0
pxa270-a1
pxa270
pxa270-b0
pxa270-b1
pxa270-c0
pxa270-c5
sa1100
sa1110
ti925t
any
```

Figure 2: Supported Processors Samples

Since we target to work with development board, we need to make sure also that QEMU is supporting emulation of these boards. You can check that by typing

```
$qemu-system-arm -M ?
```

M denotes for machine, as development boards are defined as machines. You will get like figure 3.

It worth mentioning here that, to work with Raspberry board versatilepb board is used instead.

```

~$ qemu-system-arm -M ?
Supported machines are:
akita          Akita PDA (PXA270)
borzoi         Borzoi PDA (PXA270)
canon-a1100    Canon PowerShot A1100 IS
cheetah        Palm Tungsten|E aka. Cheetah PDA (OMAP310)
collie         Collie PDA (SA-1110)
connex         Gumstix Connex (PXA255)
cubieboard     cubietech cubieboard
highbank       Calxeda Highbank (ECX-1000)
integratorcp   ARM Integrator/CP (ARM926EJ-S)
kzm            ARM KZM Emulation Baseboard (ARM1136)
lm3s6965evb    Stellaris LM3S6965EVB
lm3s811evb     Stellaris LM3S811EVB
mainstone      Mainstone II (PXA27x)
midway         Calxeda Midway (ECX-2000)
musicpal       Marvell 88w8618 / MusicPal (ARM926EJ-S)
n800           Nokia N800 tablet aka. RX-34 (OMAP2420)
n810           Nokia N810 tablet aka. RX-44 (OMAP2420)
netduino2      Netduino 2 Machine
none           empty machine
nuri           Samsung NURI board (Exynos4210)
realview-eb    ARM RealView Emulation Baseboard (ARM926EJ-S)
realview-eb-mpcore ARM RealView Emulation Baseboard (ARM11MPCore)
realview-pb-a8 ARM RealView Platform Baseboard for Cortex-A8
realview-pbx-a9 ARM RealView Platform Baseboard Explore for Cortex-A9
smdkc210       Samsung SMDKC210 board (Exynos4210)
spitz          Spitz PDA (PXA270)
sx1            Siemens SX1 (OMAP310) V2
sx1-v1         Siemens SX1 (OMAP310) V1
terrier        Terrier PDA (PXA270)
tosa           Tosa PDA (PXA255)
verdex         Gumstix Verdex (PXA270)
versatileab    ARM Versatile/AB (ARM926EJ-S)
versatilepb    ARM Versatile/PB (ARM926EJ-S)
vexpress-a15   ARM Versatile Express for Cortex-A15
vexpress-a9    ARM Versatile Express for Cortex-A9
virt           ARM Virtual Machine
xilinx-zynq-a9 Xilinx Zynq Platform Baseboard for Cortex-A9
z2            Zipit Z2 (PXA27x)

```

Figure 3: Supported Machines Sample

If previous checks are met, everything shall be ready then for emulation. In this tutorial we will go through Raspberry Pi board emulation.

5 Get Hardware Specifications

From Raspberry website we can find that raspberry pi is using BCM2835/BCM2836 processor chip from Broadcom, follow further this chip you will find it is based on ARM1176 processor. Doing some online research you can find that this processor core is built on ARMv6 architecture.

To simplify it, all what we need to know from our Hardware: on which processor core and processor architecture it works.

6 Get Running Operating System

6.1 Image

For Raspberry pi, you can find ready builds “operating systems” that are designed to work with this board. You can find online these builds at the following link

<http://www.raspberrypi.org/downloads/>

Currently we will work with Raspbian, so download this image. This image is downloaded with size ~ 700 M. The emulation can't run on this space, so we have to append more disk space for this image. You can do that using qemu with the following command

```
$qemu-img resize 2015-02-16-raspbian-wheezy.img +2G
```

Image size will be around 2.7 G after this operation.

6.2 Kernel

Downloaded image "Raspbian" can't work standalone, you need to provide the kernel on which this image will run. Any Linux kernel should be suitable for running. So download any Linux kernel.

Operating System that you need to run should be also supporting working on ARM processors. To know that open the directory of your Linux version (directory of the Linux that you will run on the board) >> arch >> arm. You will find there folders with each supported machine. Since we target to emulate Raspberry, the Versatile machine should be supported. So in arm directory open folder "mach-versatile". Open "Kconfig" to know which models of the machine are supported.

Now step back up to arm directory then open folder "mm" then open file "Kconfig". You will find there all supported processors architecture by this Linux version. Make sure that your architecture is covered by the machine we will work with.

For example, In latest version downloaded from Linux kernel, ARmv6 wasn't covered by versatilepb machine. But our emulation needs it. So I added machine name "ARCH_VERSATILE_PB" in Kconfig file as shown in the following figure.

```
# ARMv6
config CPU_V6
    bool "Support ARM V6 processor" if ARCH_INTEGRATOR || MACH_REALVIEW_EB || MACH_REALVIEW_PBX || MACH_BCM2708 || ARCH_VERSATILE_PB || ARCH_VERSATILE_AB
    select CPU_32v6
    select CPU_ABRT_EV6
    select CPU_CACHE_V6
    select CPU_CACHE_VIPT
    select CPU_COPY_V6 if MMU
    select CPU_CP15_MMU
    select CPU_HAS_ASID if MMU
    select CPU_PABRT_V6
    select CPU_TLB_V6 if MMU

# ARMv6k
config CPU_V6K
```

Figure 4: Needed Kernel Configuration

If your kernel is supporting the versatile machine, you can continue now with compilation steps. In the following steps we will show how to prepare a kernel for raspberry emulation.

As any kernel, it should be compiled for the target platform. Compile means to convert system file (normally in C) to the suitable instruction set. That is why we have to make sure that the kernel is supporting target architecture. We need then a tool that compiles the system files to the target machine language. This tool is the cross compiler.

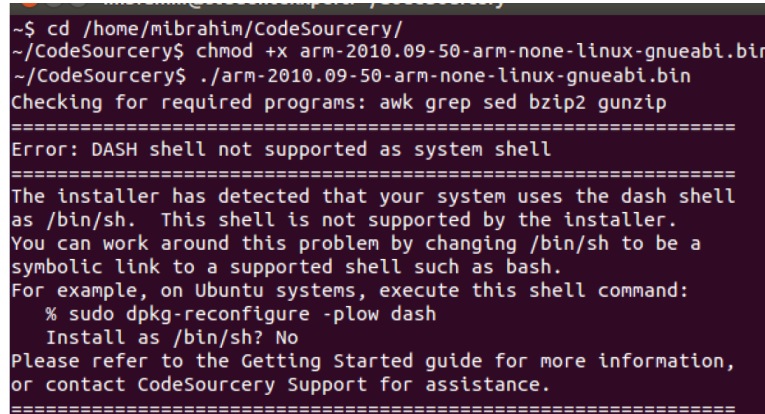
For Linux, you can work with a tool called codesourcery or linearo. In this tutorial we will work with codesourcery. You can download it from the link

<https://sourcery.mentor.com/sgpp/lite/arm/portal/kbentry62>

a file called "arm-2010.09-50-arm-none-linux-gnueabi" shall be downloaded, install it


```
$chmod +x arm-2010.09-50-arm-none-linux-gnueabi.bin  
$./arm-2010.09-50-arm-none-linux-gnueabi.bin
```

Usually, you will get an error message tells that dash shell is not supported.



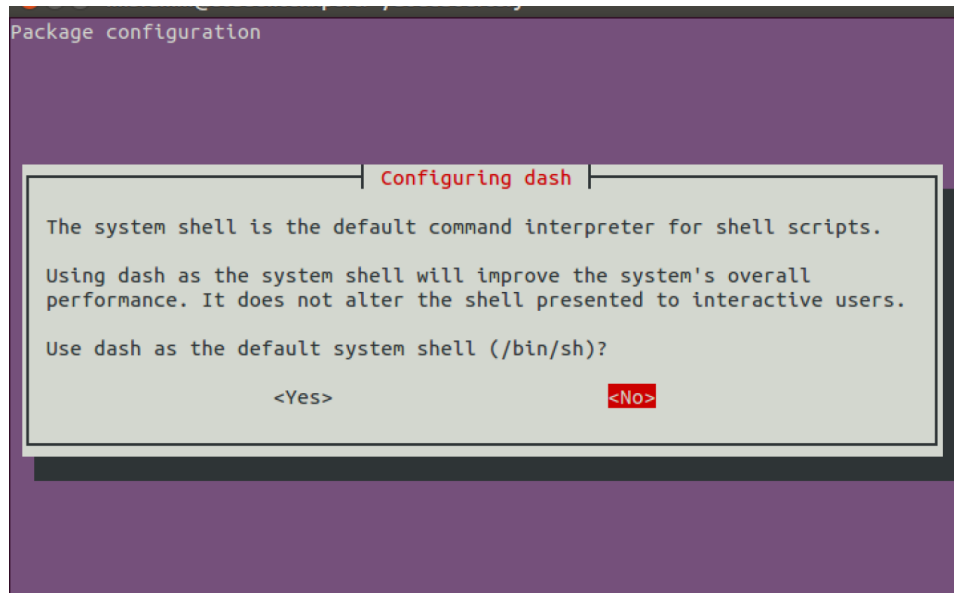
```
~$ cd /home/mibrahim/CodeSourcery/  
~/CodeSourcery$ chmod +x arm-2010.09-50-arm-none-linux-gnueabi.bin  
~/CodeSourcery$ ./arm-2010.09-50-arm-none-linux-gnueabi.bin  
Checking for required programs: awk grep sed bzip2 gunzip  
=====  
Error: DASH shell not supported as system shell  
=====  
The installer has detected that your system uses the dash shell  
as /bin/sh. This shell is not supported by the installer.  
You can work around this problem by changing /bin/sh to be a  
symbolic link to a supported shell such as bash.  
For example, on Ubuntu systems, execute this shell command:  
% sudo dpkg-reconfigure -plow dash  
Install as /bin/sh? No  
Please refer to the Getting Started guide for more information,  
or contact CodeSourcery Support for assistance.  
=====
```

Figure 5: CodeSourcery Error

You can resolve this error by typing

```
$sudo dpkg-reconfigure -plow dash
```

then select No.



```
Package configuration  
  
Configuring dash  
  
The system shell is the default command interpreter for shell scripts.  
Using dash as the system shell will improve the system's overall  
performance. It does not alter the shell presented to interactive users.  
Use dash as the default system shell (/bin/sh)?  
  
<Yes> <No>
```

Figure 6: Change System Shell

Now, invoke the installation again

```
$./arm-2010.09-50-arm-none-linux-gnueabi.bin
```

Installation wizard shall start, follow steps to end of wizard.

When installation is completed, return to bash shell again

```
$sudo dpkg-reconfigure -plow dash
```

This time select Yes.

After you finish installation, you need to add executables of this codesourcery to bin directory in order to call it anywhere. So define its bin to PATH environment variables

```
$echo "export PATH=path/to/Sourcery_CodeBench_Lite_for_ARM_EABI/bin:${PATH}"  
>> ~/.bashrc
```

To make sure that the cross compiler tool is ready, lets do small check.

Create a Hello World C code sample

```
int main (void) {  
printf ("\n Hello World\n");  
return 0;  
}
```

Then compile this code by

```
$arm-none-linux-gnueabi-gcc -o hello hello.c
```

Then execute it by

```
$qemu-arm -L ~/CodeSourcery/Sourcery_G++_Lite/arm-none-linux-gnueabi/libc hello
```

If you see Hello World message, then the cross compiler is successfully installed.

So far cross compile tool shall be successfully setup and ready. Remaining to configure and compile the kernel.

You can download Linux kernels from the following link

<https://www.kernel.org/pub/linux/kernel/>

unpack your downloaded package

```
$tar xvf linux-3.18.10.tar.bz2  
$cd linux-3.18.10  
$make ARCH=arm versatile_defconfig  
$make ARCH=arm menuconfig
```

Configuration menu shall start now go to System setup to make sure that your kernel is supporting versatile machine

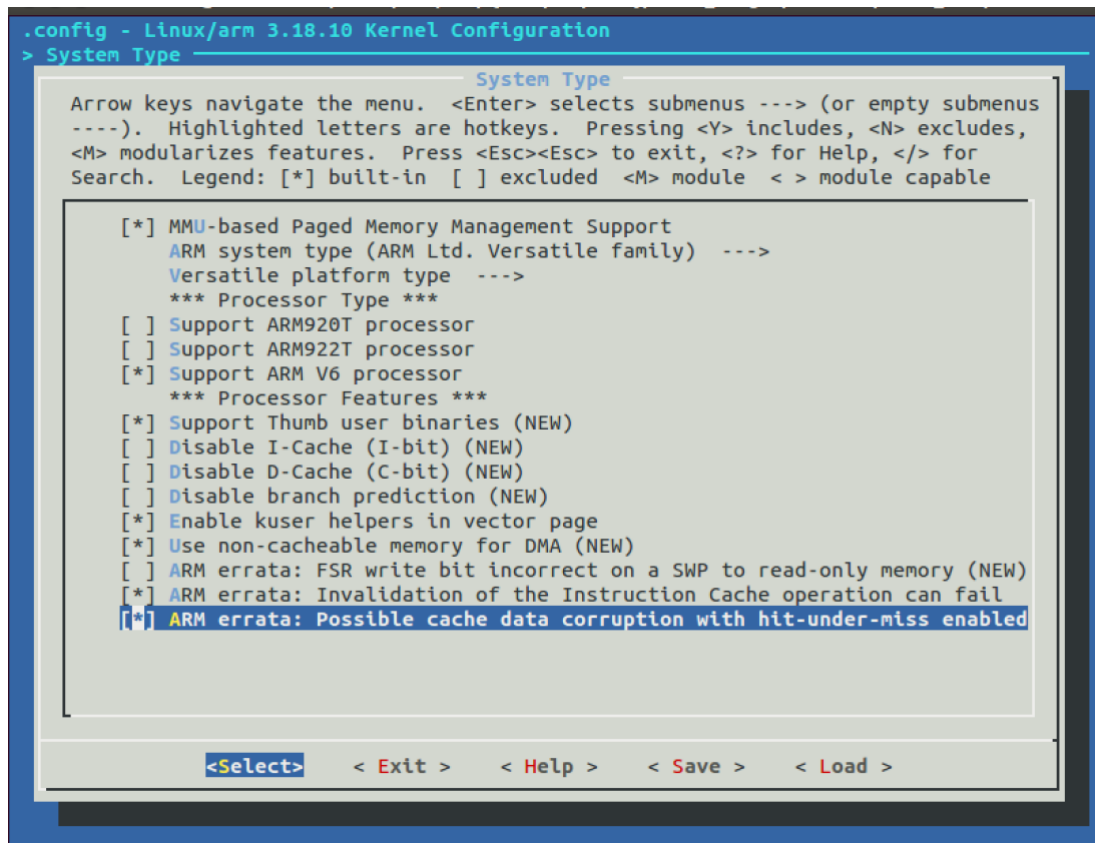


Figure 7: Kernel Menuconfig

Also in “General Setup” define the name of the cross compiler in “Cross-compiler tool prefix” option as “Arm-none-linux-gnueabi-” and don’t forget the last dash -. this is the name of codesourcery that we just installed. You can figure out this name from the bin directory of the installation directory.

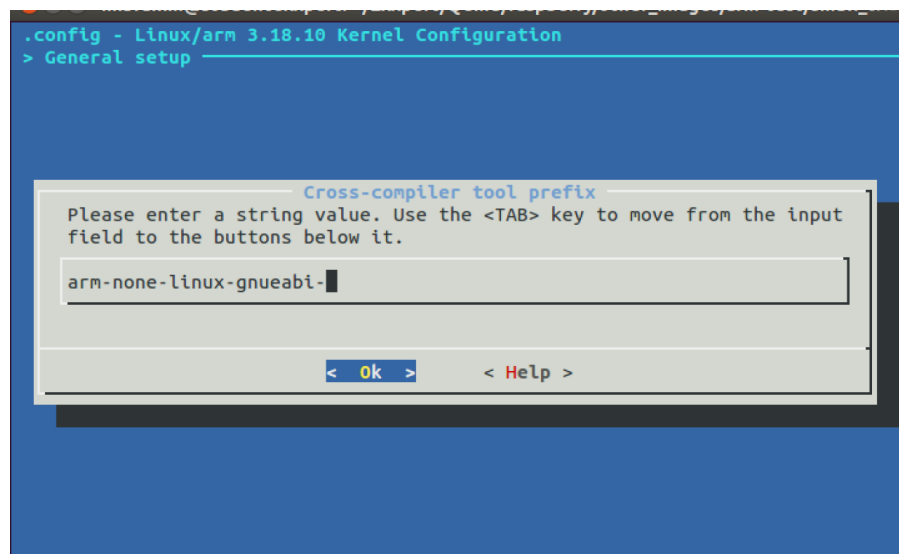


Figure 8: Cross Compiler Tool Prefix

Continue with other features setting as discussed in the following table

Credit for these configurations goes to <http://xecdesign.com/compiling-a-kernel/>

Section	Feature	Sub-Feature	Subsub-feature	Action
General Setup	Cross-compiler tool prefix			set its value to Arm-none-linux-gnueabi-
System Type	Support ARM V6 processor			Enable
	ARM errata: Invalidation of the Instruction Cache operation can fail			Enable
	ARM errata: Possible cache data corruption with hit-under-miss enabled			Enable
Floating point emulation	VFP-format floating point maths			Enable
Kernel Features	Use ARM EABI to compile the kernel			Enable
	Allow old ABI binaries to run with this kernel			Enable
Bus Support	PCI Support			Enable
Device Drivers	SCSI Device Support		SCSI Device Support	Enable
			SCSI Disk Support	Enable
			SCSI CDROM support	Enable
			SCSI low-level drivers	Enable
	Generic Driver Options		SYM53C8XX Version 2 SCSI support	Enable
			Maintain a devtmpfs filesystem to mount at /dev	Enable
			Automount devtmpfs at /dev, after the kernel mounted the root	Enable
	Input device support		Event interface	Enable
File systems			Ext3 journalling file system support	Enable
			The Extended 4 (ext4) filesystem	Enable
	Pseudo filesystems		Virtual memory file system support (former shm fs)	Enable

Table 1: Kernel Configuration

After this configuration step, your kernel is ready for compilation.

```
$make ARCH=arm
$make ARCH=arm INSTALL_MOD_PATH=../modules modules_install
```

To here you have compiled successfully a kernel for emulation usage. You can find an image created for this kernel in the directory arch/arm/boot, there you can find zImage of the kernel. We will use this image to run the emulation, so take a copy.

7 Start the Emulation

All prerequisites are now prepared. Emulation is ready to start. First, we start with some fixes in the downloaded image to work with the emulation. So start the emulation as a shell display by executing

```
$qemu-system-arm -kernel kernel-qemu -cpu arm1176 -m 256 -M versatilepb -append
"root=/dev/sda2 panic=1 init=/bin/sh rw" -hda 2015-02-16-wheezy-raspbian.
img
```

When shell prompt becomes ready type

```
$nano /etc/ld.so.preload
```

A file will open. It contains exactly one line. Add # to this line to be

```
#!/usr/lib/arm-linux-gnueabi/libc/libc.so
```

Now press Ctrl+O <ENTER> to write the file and then Ctrl+X to exit the editor.

Another file that is needed to be created, type

```
$nano /etc/udev/rules.d/90-qemu.rules
```

Add the following in that file

```
KERNEL=="sda", SYMLINK+="mmcblk0"
KERNEL=="sda?", SYMLINK+="mmcblk0p%n",
```

Don't forget the last comma. Then press Ctrl+O <ENTER> to write the file and then Ctrl+X to exit the editor.

Up to here all fixes needed for the image to run on qemu has been applied. We can now start running the system on Qemu. Close current Qemu window and write back in Terminal window the following

```
$qemu-system-arm -kernel kernel-qemu -cpu arm1176 -m 256 -M versatilepb -append
"root=/dev/sda2 panic=1" -hda 2015-02-16-wheezy-raspbian.img
```

It will boot to raspi-config as shown in figure 9. Click Finish

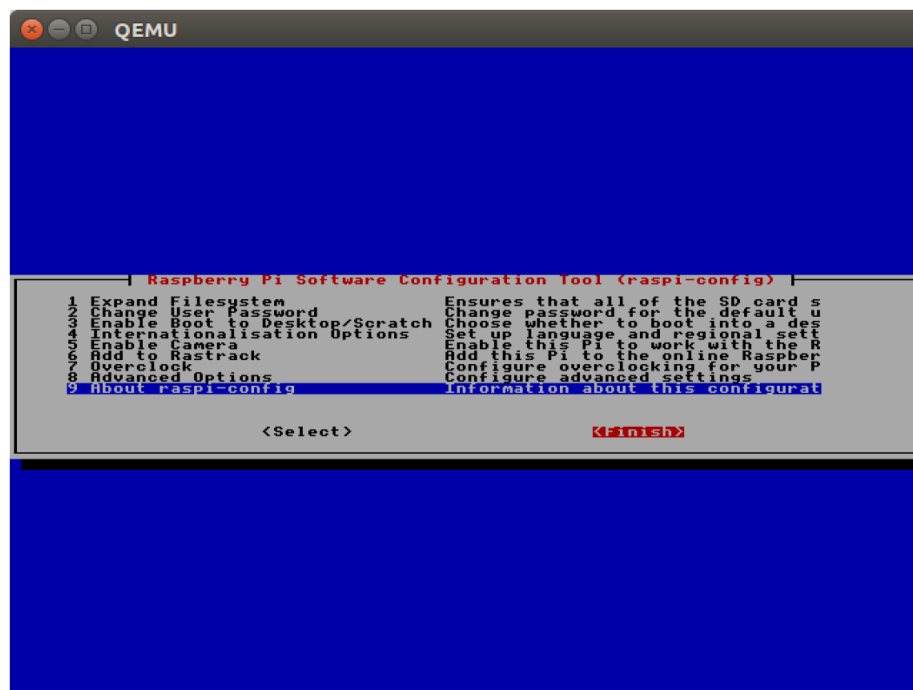


Figure 9: Raspi-config in QEMU

Create a link with the following command

```
$sudo ln -snf mmcblk0p2 /dev/root
```

then start raspi-config with

```
$sudo raspi-config
```

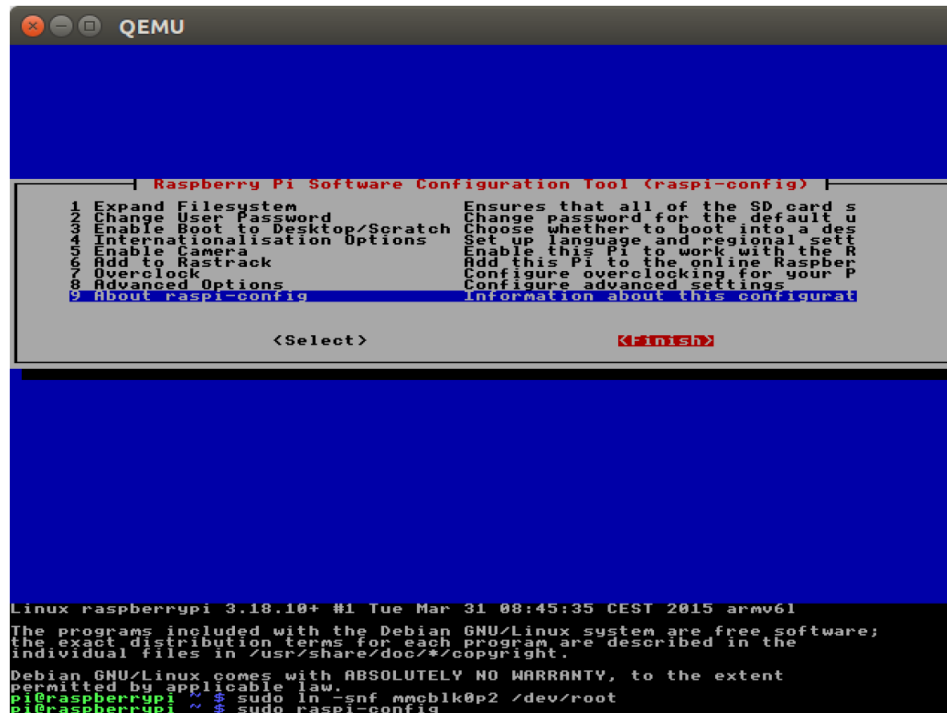


Figure 10: Create SymLink to Booting Device

Select first option

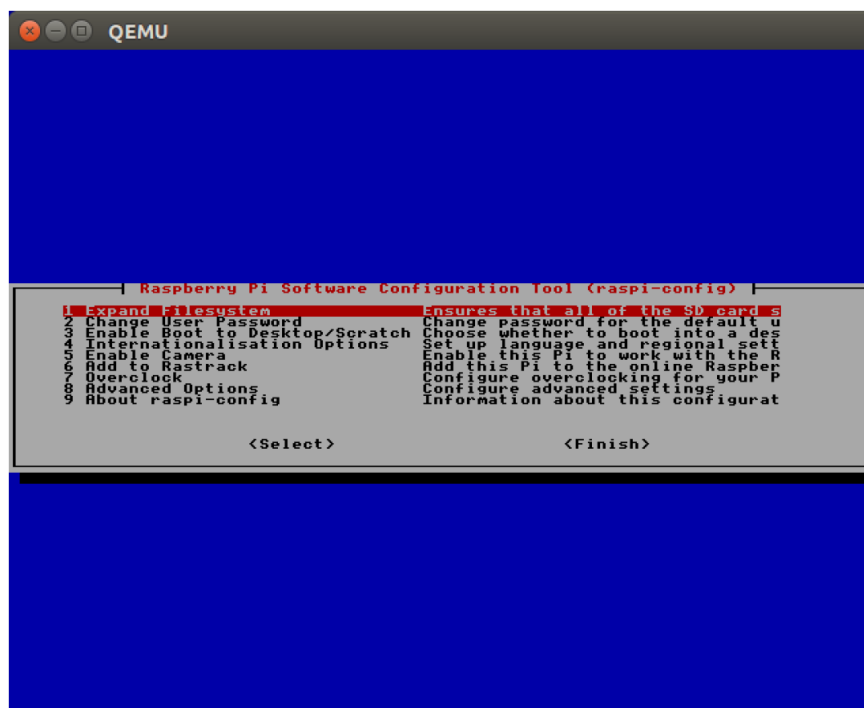


Figure 11: Expand File System for Raspberry

Then you will have the following screen, select ok

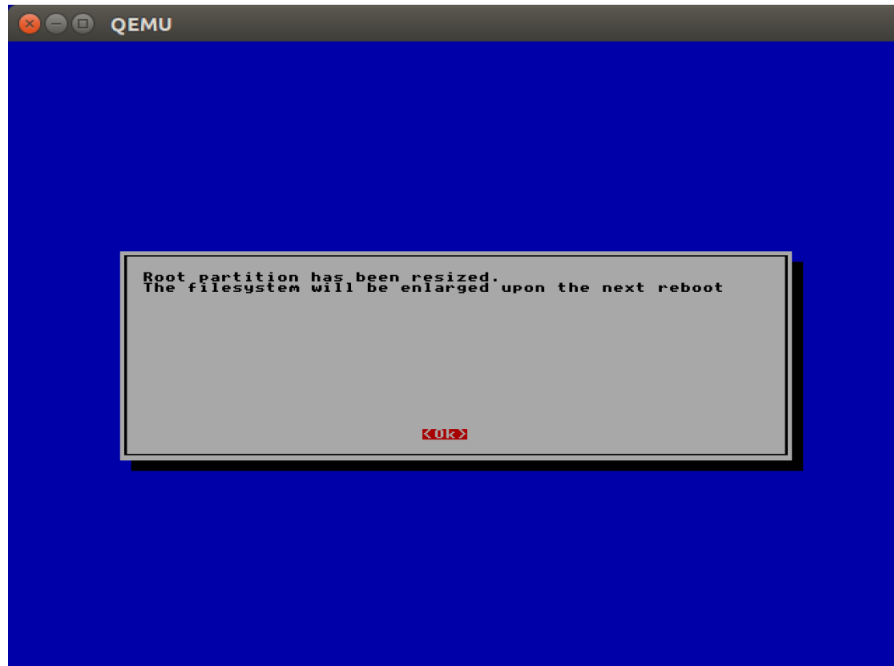


Figure 12: Expand File System Confirmation

Select Finish

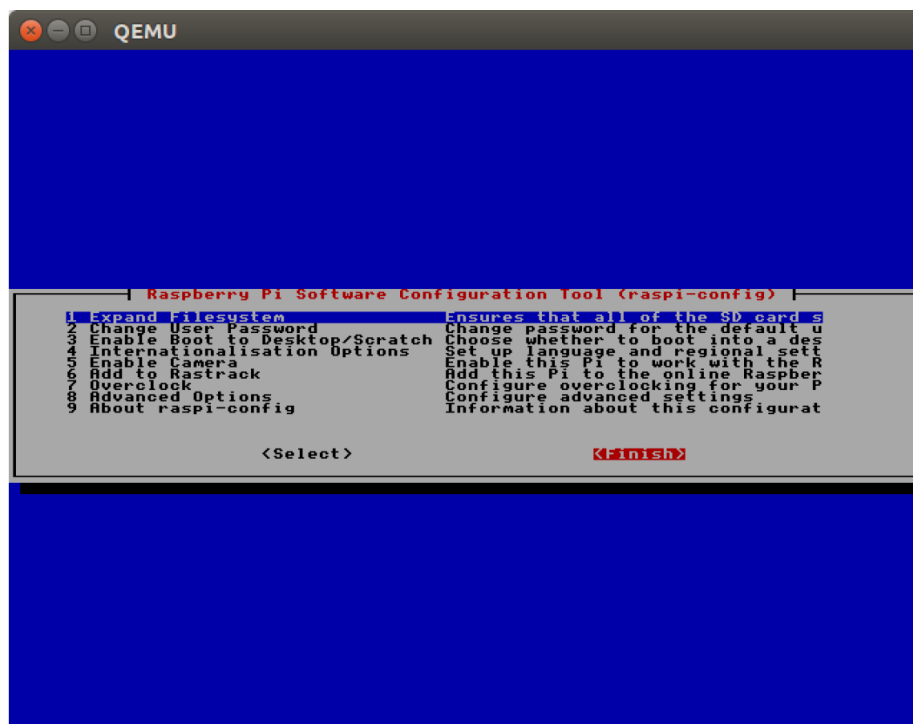


Figure 13: Finish Expand File System

Now select Yes to reboot

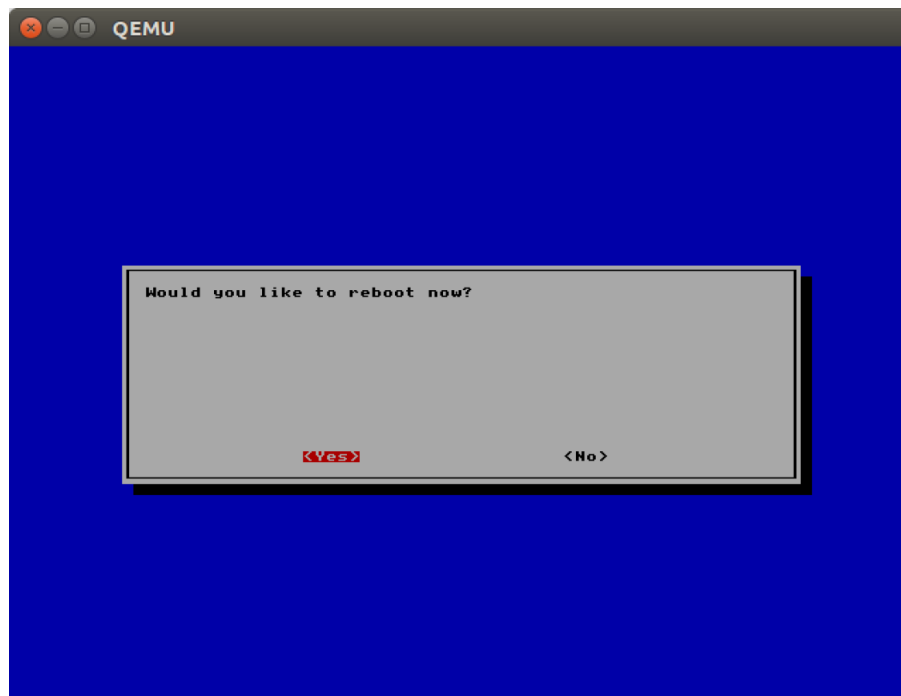


Figure 14: Reboot Configuration

Login to Raspbian with the following credentials

username: pi, password: raspberry

These credentials are given in Raspberry Pi website.

```

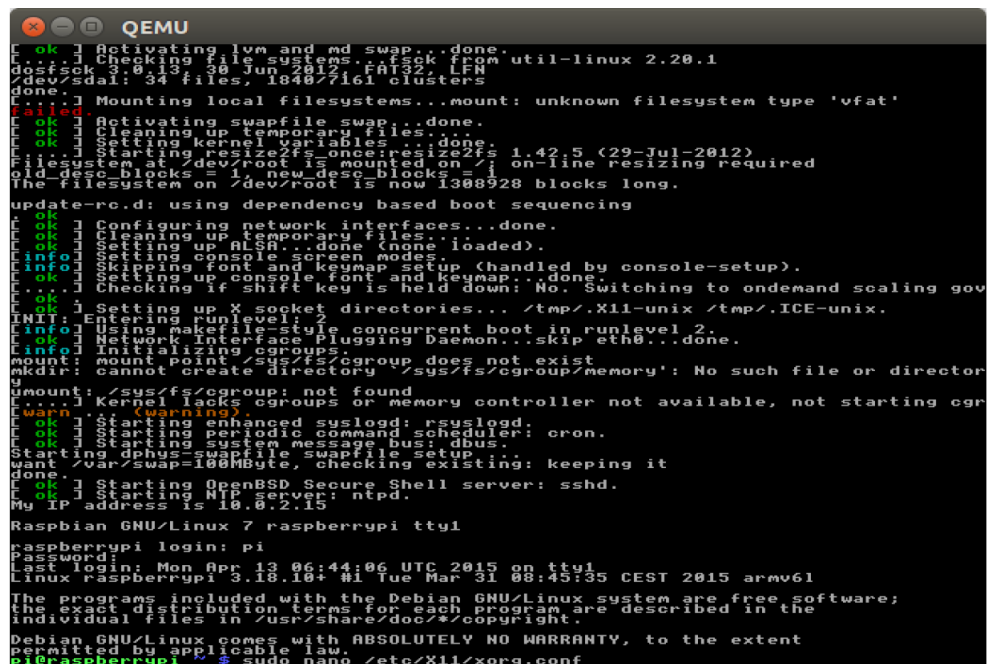
QEMU
EXT4-fs (sda2): re-mounted. Opts: (null)
...J Checking root file system...fsck from util-linux 2.20.1
e2fsck 1.42.5 (29-Jul-2012)
/dev/sda2: clean, 85290/196224 files, 648133/784640 blocks
done.
EXT4-fs (sda2): re-mounted. Opts: (null)
[ok] Cleaning up temporary files.../tmp.
[info] Loading kernel module snd-bcm2835.
libkmod: ERROR: ../libkmod/libkmod.c:554 kmod_search_moddep: could not open moddep file: /lib/modules/3.18.10+/modules.dep.bin
[ok] Activating lvm and md swap...done.
...J Checking file systems...fsck from util-linux 2.20.1
e2fsck 1.42.5 (29-Jul-2012)
/dev/sda1: 34 files, 1840/7161 clusters
done.
...J Mounting local filesystems...mount: unknown filesystem type 'vfat'
Failed
[ok] Activating swapfile swap...done.
[ok] Cleaning up temporary files...
[ok] Setting kernel variables...done.
...J Starting resize2fs once:resize2fs 1.42.5 (29-Jul-2012)
filesystem at /dev/root is mounted on /; on-line resizing required
old_desc_blocks = 1, new_desc_blocks = 1
The filesystem on /dev/root is now 1308928 blocks long.
update-rc.d: using dependency based boot sequencing
[ok] Configuring network interfaces...done.
[ok] Cleaning up temporary files...
[ok] Setting up ALSA...done (none loaded).
[info] Setting console screen modes.
[ok] Skipping font and keymap setup (handled by console-setup).
[ok] Setting up console font and keymap...done.
...J Checking if shift key is held down: No. Switching to ondemand scaling governor.
[ok] Setting up X socket directories... /tmp/.X11-unix /tmp/.ICE-unix.
[INIT]: Entering runlevel: 2
[info] Using makefile-style concurrent boot in runlevel 2.
[ok] Network Interface Plugging Daemon...skip eth0...done.
[info] Initializing cgroup.
mount: mount point /sys/fs/cgroup does not exist
mkdir: cannot create directory '/sys/fs/cgroup/memory': No such file or directory
umount: /sys/fs/cgroup: not found
[....] Kernel lacks cgroups or memory controller not available, not starting cgr
[warn] (warning)
[ok] Starting enhanced syslogd: rsyslogd.
[ok] Starting periodic command scheduler: cron.
[ok] Starting system message bus: dbus.
Starting dphys-swapfile swapfile setup...
want /var/swap=100MByte, checking existing: keeping it
done.
[ok] Starting OpenBSD Secure Shell server: sshd.
[ok] Starting NTP server: ntpd.
My IP address is 10.0.2.15
Raspbian GNU/Linux 7 raspberrypi tty1
raspberrypi login: pi
Password:

```

Figure 15: Raspbian Login

We need to do some fixes for the emulation display, write the following command

```
$sudo nano /etc/X11/xorg.conf
```

```

QEMU
[ ok ] Activating lvm and md swap...done.
[ ok ] Checking file systems...fsck from util-linux 2.20.1
dosfsck 3.0.13, 30 Jun 2012, fat32, LFN
/dev/sda1: 34 files, 1840/7161 clusters
done.
[ ok ] Mounting local file systems...mount: unknown filesystem type 'vfat'
failed.
[ ok ] Activating swapfile swap...done.
[ ok ] Cleaning up temporary files...
[ ok ] Setting kernel variables...done.
[ ok ] Starting resize2fs on /dev/sda1: 1,42,5 (29-Jul-2012)
Filesystem at /dev/root is mounted on /; on-line resizing required
old_desc_blocks = 1, new_desc_blocks = 1
The filesystem on /dev/root is now 1308328 blocks long.
update-rc.d: using dependency based boot sequencing
[ ok ] Configuring network interfaces...done.
[ ok ] Cleaning up temporary files...
[ ok ] Setting up ALSA...done (none loaded).
[ info ] Setting console screen modes.
[ info ] Skipping font and keymap setup (handled by console-setup).
[ ok ] Setting up console font and keymap...done.
[ ok ] Checking if shift key is held down: No. Switching to ondemand scaling governor.
[ ok ] Setting up X socket directories... /tmp/.X11-unix /tmp/.ICE-unix.
INIT: Entering runlevel: 2
[ info ] Using makefile-style concurrent boot in runlevel 2.
[ ok ] Network Interface Plugging Daemon...skip eth0...done.
[ info ] Initializing cgroups.
mount: point /sys/fs/cgroup does not exist
mkdir: cannot create directory '/sys/fs/cgroup/memory': No such file or directory
mount: /sys/fs/cgroup: not found
[ ok ] Kernel lacks cgroups or memory controller not available, not starting cgr
[ warn ] (warning).
[ ok ] Starting enhanced syslogd: rsyslogd.
[ ok ] Starting periodic command scheduler: cron.
[ ok ] Starting system message bus: dbus.
Starting dbus-swallow: swapfile setup...
want /var/swap=100MByte, checking existing: keeping it
done.
[ ok ] Starting OpenBSD Secure Shell server: sshd.
[ ok ] Starting NTP server: ntpd.
My IP address is 10.0.2.15
Raspbian GNU/Linux 7 raspberrypi tty1
raspberrypi login: pi
Password:
Last login: Mon Apr 13 06:44:06 UTC 2015 on tty1
Linux raspberrypi 3.18.10+ #1 Tue Mar 31 08:45:35 CEST 2015 armv6l
The programs included with the Debian GNU/Linux system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*/*copyright.
Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent
permitted by applicable law.
pi@raspberrypi ~$ sudo nano /etc/X11/xorg.conf

```

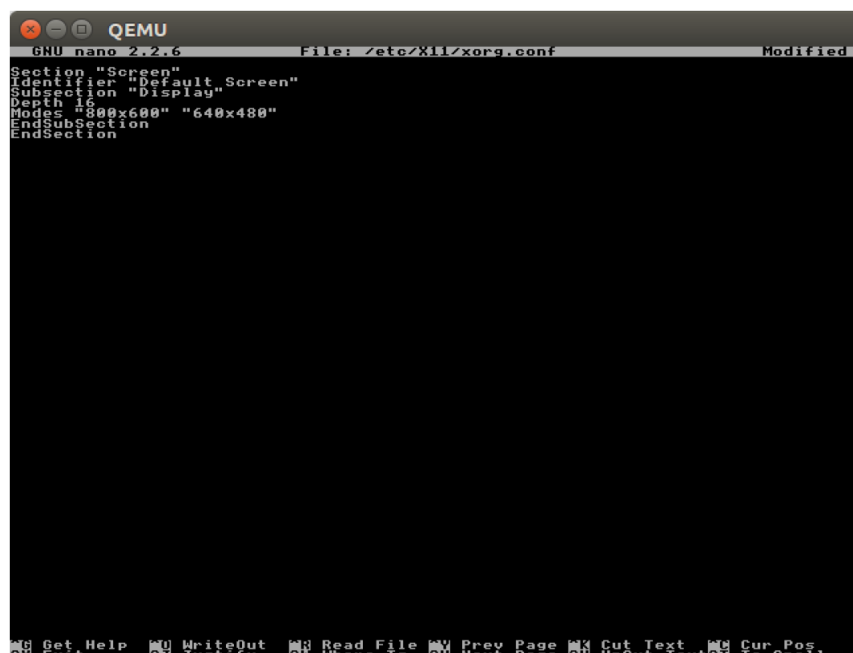
Figure 16: Fix Display Options

Then add the following lines

```

Section "Screen"
Identifier "Default Screen"
SubSection "Display"
Depth 16 Modes "800x600" "640x480"
EndSubSection
EndSection

```



```

QEMU
GNU nano 2.2.6 File: /etc/X11/xorg.conf Modified
Section "Screen"
Identifier "Default Screen"
SubSection "Display"
Depth 16
Modes "800x600" "640x480"
EndSubSection
EndSection

```

Figure 17: Display Settings

Then CTRL+O then ENTER then CTRL+X to save and exit.
Finally you can start gui of raspberry, type startx

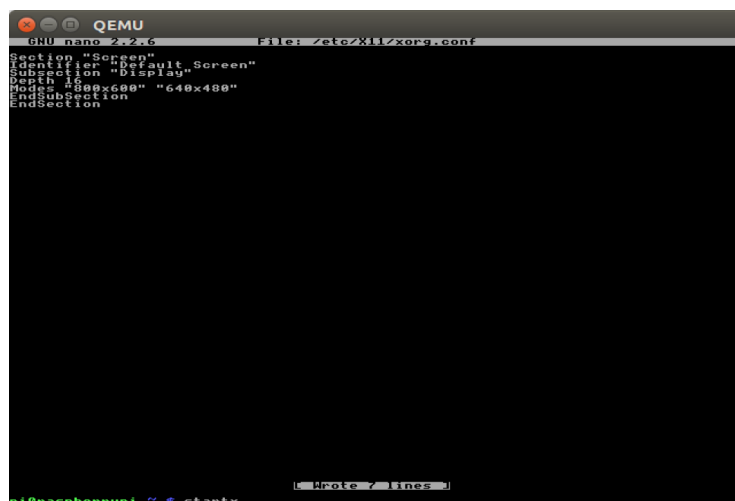


Figure 18: Starting Raspbian GUI

Enter

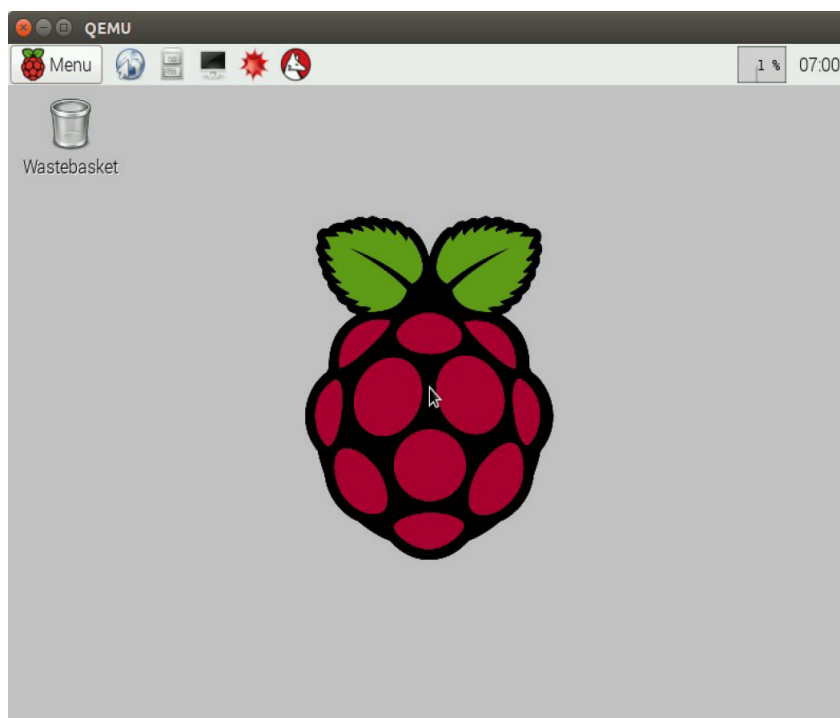


Figure 19: Raspbian Desktop

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