Yocto Project and OpenEmbedded development training

On-line seminar, 4 sessions of 4 hours

Latest update: February 24, 2023

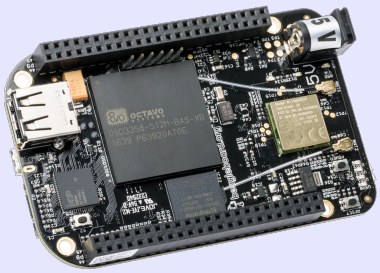
Title	**Yocto Project and OpenEmbedded development training**
Training objectives	• Be able to understand the role and principle of an embedded Linux build system, and compare Yocto Project/OpenEmbedded to other tools offering similar functionality. • Be able to configure and build basic embedded Linux system with Yocto, and install the result on an embedded platform. • Be able to write and extend recipes, for your own packages or customizations. • Be able to use existing layers of recipes, and create your own new layers. • Be able to integrate support for your own embedded board into a BSP layer. • Be able to create custom images. • Be able to use the tools and workflows suitable to develop applications with the Yocto Project SDK.
Duration	**Four** half days - 16 hours (4 hours per half day)
Pedagogics	• Lectures delivered by the trainer, over video-conference. Participants can ask questions at any time. • Practical demonstrations done by the trainer, based on practical labs, over video-conference. Participants can ask questions at any time. Optionally, participants who have access to the hardware accessories can reproduce the practical labs by themselves. • Instant messaging for questions between sessions (replies under 24h, outside of week-ends and bank holidays). • Electronic copies of presentations, lab instructions and data files. They are freely available at https://bootlin.com/doc/training/yocto.
Trainer	One of the engineers listed on: `https://bootlin.com/training/trainers/`
Language	Oral lectures: English, French, Italian. Materials: English.
Audience	Companies and engineers interested in using the Yocto Project to build their embedded Linux system.

Prerequisites	• **Knowledge and practice of UNIX or GNU/Linux commands**: participants must be familiar with the Linux command line. Participants lacking experience on this topic should get trained by themselves, for example with our freely available on-line slides at bootlin.com/blog/command-line/. • **Minimal experience in embedded Linux development**: participants should have a minimal understanding of the architecture of embedded Linux systems: role of the Linux kernel vs. user-space, development of Linux user-space applications in C. Following Bootlin's *Embedded Linux* course at bootlin.com/training/embedded-linux/ allows to fulfill this pre-requisite. • **Minimal English language level: B1**, according to the *Common European Framework of References for Languages*, for our sessions in English. See bootlin.com/pub/training/cefr-grid.pdf for self-evaluation.
Required equipment	• Computer with the operating system of your choice, with the Google Chrome or Chromium browser for videoconferencing. • Webcam and microphone (preferably from an audio headset) • High speed access to the Internet
Certificate	Only the participants who have attended all training sessions, and who have scored over 50% of correct answers at the final evaluation will receive a training certificate from Bootlin.
Disabilities	Participants with disabilities who have special needs are invited to contact us at *training@bootlin.com* to discuss adaptations to the training course.

Hardware, first option

BeagleBone Black board

- An ARM AM335x processor from Texas Instruments (Cortex-A8 based), 3D acceleration, etc.
- 512 MB of RAM
- 2 GB of on-board eMMC storage (4 GB in Rev C)
- USB host and device
- HDMI output
- 2 x 46 pins headers, to access UARTs, SPI buses, I2C buses and more.



Hardware, second option

One of these Discovery Kits from STMicroelectronics: **STM32MP157A-DK1**, **STM32MP157D-DK1**, **STM32MP157C-DK2** or **STM32MP157F-DK2**

- STM32MP157 (dual Cortex-A7) CPU from STMicroelectronics
- USB powered
- 512 MB DDR3L RAM
- Gigabit Ethernet port
- 4 USB 2.0 host ports
- 1 USB-C OTG port
- 1 Micro SD slot
- On-board ST-LINK/V2-1 debugger
- Arduino Uno v3-compatible headers
- Audio codec
- Misc: buttons, LEDs
- LCD touchscreen (DK2 kits only)

Day 1 - Morning

Lecture - Introduction to embedded Linux build systems

- Overview of an embedded Linux system architecture
- Methods to build a root filesystem image
- Usefulness of build systems

Lecture - Overview of the Yocto Project and the Poky reference system

- Organization of the project source tree
- Building a root filesystem image using the Yocto Project

Lab - First Yocto Project build

- Downloading the Poky reference build system
- Building a system image

Day 1 - Afternoon

Lecture - Using Yocto Project - basics	Lab - Flashing and booting
• Organization of the build output • Flashing and installing the system image	• Flashing and booting the image on the board

Lecture - Using Yocto Project - advanced usage	Lab - Using NFS and configuring the build
• Configuring the build system • Customizing the package selection	• Configuring the board to boot over NFS • Learn how to use the `PREFERRED_PROVIDER` mechanism

Day 2 - Morning

Lecture - Writing recipes - basics	Lab - Adding an application to the build
• Writing a minimal recipe • Adding dependencies • Development workflow with *bitbake*	• Writing a recipe for *nInvaders* • Adding *nInvaders* to the final image

Lecture - Writing recipes - advanced features

- Extending and overriding recipes
- Adding steps to the build process
- Learn about classes
- Analysis of examples
- Logging
- Debugging dependencies

Day 2 - Afternoon

Lecture - Layers	Lab - Writing a layer
• What layers are • Where to find layers • Creating a layer	• Learn how to write a layer • Add the layer to the build • Move *nInvaders* to the new layer

Day 3 - Morning

Lecture - Writing a BSP	Lab - Implementing the kernel changes
• Extending an existing BSP • Adding a new machine • Bootloaders • Linux and the linux-yocto recipe • Adding a custom image type	• Extend the kernel recipe to add the nunchuk driver • Configure the kernel to compile the nunchuk driver • Play *nInvaders*

Day 3 - Afternoon

Lecture - Creating a custom image	Lab - Creating a custom image
• Writing an image recipe • Adding users/groups • Adding custom configuration • Writing and using package groups recipes	• Writing a custom image recipe • Adding *nInvaders* to the custom image

Lecture - Creating and using an SDK

- Understanding the purpose of an SDK for the application developer
- Building an SDK for the custom image

Lab - Experimenting with the SDK

- Building an SDK
- Using the Yocto Project SDK