## Embedded Linux system development training

### 5-day session

<table>
<thead>
<tr>
<th><strong>Title</strong></th>
<th>Embedded Linux system development training</th>
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</table>
| **Overview** | Bootloaders  
Kernel (cross) compiling and booting  
Block and flash filesystems  
C library and cross-compiling toolchains  
Lightweight building blocks for embedded systems  
Embedded system development tools  
Embedded application development and debugging  
Implementing real-time requirements in embedded Linux systems  
Practical labs with the ARM based SAMA5D3 Xplained board from Microchip |
| **Materials** | Check that the course contents correspond to your needs:  
| **Duration** | Five days - 40 hours (8 hours per day).  
50% of lectures, 50% of practical labs. |
| **Trainer** | One of the engineers listed on:  
https://bootlin.com/training/trainers/ |
| **Language** | Oral lectures: English or French.  
Materials: English. |
| **Audience** | People developing devices using the Linux kernel  
People supporting embedded Linux system developers. |
| **Prerequisites** | Knowledge and practice of UNIX or GNU/Linux commands  
People lacking experience on this topic should get trained by themselves, for example with our freely available on-line slides:  
https://bootlin.com/blog/command-line/. |
| **Alternative version** | Reduced version of the Embedded Linux system development training (4 days long) with the following topics removed:  
- Flash file system  
- Real time  
Practical labs using an STMicroelectronics STM32MP157A-DK1 Discovery board:  
## Required equipment

**For on-site sessions only**  
Everything is supplied by Bootlin in public sessions.

- Video projector
- PC computers with at least 8 GB of RAM, and Ubuntu Linux installed in a **free partition of at least 30 GB. Using Linux in a virtual machine is not supported**, because of issues connecting to real hardware.
- We need Ubuntu Desktop 20.04 (Xubuntu and other variants are fine). We don’t support other distributions, because we can’t test all possible package versions.
- **Connection to the Internet** (direct or through the company proxy).
- **PC computers with valuable data must be backed up** before being used in our sessions. Some people have already made mistakes during our sessions and damaged work data.

## Materials

- Electronic copies of presentations and labs.
- Electronic copy of lab files.

## Hardware

Using the Microchip SAMA5D3 Xplained board in all practical labs SAMA5D36 (Cortex A5) CPU from Microchip, which features:

- USB powered
- 256 MB DDR2 RAM
- 256 MB NAND flash
- 2 Ethernet ports (Gigabit + 100 Mbit)
- 2 USB 2.0 host ports
- 1 USB device port
- 1 MMC/SD slot
- 3.3 V serial port (like Beaglebone Black)
- Arduino R3-compatible header
- Misc: JTAG, buttons, LEDs

## Day 1 - Morning

### Lecture - Introduction to embedded Linux

- Advantages of Linux versus traditional embedded operating systems. Reasons for choosing Linux.
- Global picture: understanding the general architecture of an embedded Linux system. Overview of the major components in a typical system.

*The rest of the course will study each of these components in detail.*
### Lecture - Embedded Linux development environment

- Operating system and tools to use on the development workstation for embedded Linux development.
- Desktop Linux usage tips.

### Lecture - Cross-compiling toolchain and C library

- What’s inside a cross-compiling toolchain
- Choosing the target C library
- What’s inside the C library
- Ready to use cross-compiling toolchains
- Building a cross-compiling toolchain with automated tools.

## Day 1 - Afternoon

### Lab - Cross compiling toolchain

- Configuring Crosstool-NG
- Executing it to build a custom uClibc toolchain.

### Lecture - Bootloaders

- Available bootloaders
- Bootloader features
- Installing a bootloader
- Detailed study of U-Boot

### Lab - Bootloader and U-boot

**Using the Microchip SAMA5D3 Xplained board**

- Set up serial communication with the board.
- Configure, compile and install the first-stage bootloader and U-Boot on the Xplained board.
- Become familiar with U-Boot environment and commands.
- Set up TFTP communication with the board. Use TFTP U-Boot commands.

### Lecture - Linux kernel

- Role and general architecture of the Linux kernel
- Features available in the Linux kernel, with a focus on features useful for embedded systems
- Kernel user interface
- Getting the sources
- Understanding Linux kernel versions.
- Using the patch command
### Day 2 - Morning

<table>
<thead>
<tr>
<th>Lab - Kernel sources</th>
<th>Lecture – Configuring and compiling a Linux kernel</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Kernel configuration.</td>
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<tr>
<td></td>
<td>• Using ready-made configuration files for specific architectures and boards.</td>
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<tr>
<td></td>
<td>• Kernel compilation.</td>
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<tr>
<td></td>
<td>• Generated files.</td>
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<td></td>
<td>• Using kernel modules</td>
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<tr>
<td></td>
<td>• Downloading kernel sources</td>
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<td></td>
<td>• Apply kernel patches</td>
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<tr>
<td></td>
<td>• Configuring the Linux kernel and cross-compiling it for the ARM board.</td>
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<tr>
<td></td>
<td>• Downloading your kernel on the board through U-boot’s tftp client.</td>
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<tr>
<td></td>
<td>• Booting your kernel from RAM.</td>
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<td></td>
<td>• Copying the kernel to flash and booting it from this location.</td>
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<td></td>
<td>• Storing boot parameters in flash and automating kernel booting from flash.</td>
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### Day 2 - Afternoon

<table>
<thead>
<tr>
<th>Lecture – Root filesystem in Linux</th>
<th>Lecture - BusyBox</th>
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<tbody>
<tr>
<td>• Filesystems in Linux.</td>
<td>• Detailed overview. Detailed features.</td>
</tr>
<tr>
<td>• Role and organization of the root filesystem.</td>
<td>• Configuration, compiling and deploying.</td>
</tr>
<tr>
<td>• Location of the root filesystem: on storage, in memory, from the network.</td>
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<tr>
<td>• Device files, virtual filesystems.</td>
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<tr>
<td>• Contents of a typical root filesystem.</td>
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</table>
Lab – Tiny root filesystem built from scratch with BusyBox

Using the Microchip Xplained board
- Now build a basic root filesystem from scratch for your ARM system
- Setting up a kernel to boot your system on a workstation directory exported by NFS
- Passing kernel command line parameters to boot on NFS
- Creating the full root filesystem from scratch. Populating it with BusyBox based utilities.
- Creating device files and booting the virtual system.
- System startup using BusyBox /sbin/init
- Using the BusyBox http server.
- Controlling the target from a web browser on the PC host.
- Setting up shared libraries on the target and compiling a sample executable.

Day 3 - Morning

Lecture - Block filesystems
- Filesystems for block devices.
- Usefulness of journaled filesystems.
- Read-only block filesystems.
- RAM filesystems.
- How to create each of these filesystems.
- Suggestions for embedded systems.

Lab - Block filesystems

Using the Xplained ARM board
- Creating partitions on your block storage
- Booting a system with a mix of filesystems: SquashFS for applications, ext3 for configuration and user data, and tmpfs for temporary system files.
**Day 3 - Afternoon**

<table>
<thead>
<tr>
<th>Lecture - Flash filesystems</th>
<th>Lab – Flash filesystems</th>
</tr>
</thead>
<tbody>
<tr>
<td>• The Memory Technology Devices (MTD) filesystem.</td>
<td><strong>Using the SAMAD3 Xplained ARM board</strong></td>
</tr>
<tr>
<td>• Filesystems for MTD storage: JFFS2, Yaffs2, UBIFS.</td>
<td>• Defining partitions in U-Boot for your internal flash storage instead of using raw offsets.</td>
</tr>
<tr>
<td>• Kernel configuration options</td>
<td>• Sharing these definitions with Linux.</td>
</tr>
<tr>
<td>• MTD storage partitions.</td>
<td>• Creating a UBI image on your workstation, flashing it from U-Boot and booting your system on one of the UBI volumes with UBIFS.</td>
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<tr>
<td>• Focus on today’s best solution, UBI and UBIFS: preparing, flashing and using UBI images.</td>
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**Day 4 - Morning**

<table>
<thead>
<tr>
<th>Lecture – Leveraging existing open-source components in your system</th>
<th>Lecture – Cross-compiling applications and libraries</th>
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<tbody>
<tr>
<td>• Reasons for leveraging existing components.</td>
<td>• Configuring, cross-compiling and installing applications and libraries.</td>
</tr>
<tr>
<td>• Find existing free and open source software components.</td>
<td>• Details about the build system used in most open-source components.</td>
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<tr>
<td>• Choosing the components.</td>
<td>• Overview of the common issues found when using these components.</td>
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<tr>
<td>• The different free software licenses and their requirements.</td>
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<tr>
<td>• Overview of well-known typical components used in embedded systems: graphical libraries and systems (framebuffer, Gtk, Qt, etc.), system utilities, network libraries and utilities, multimedia libraries, etc.</td>
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<tr>
<td>• System building: integration of the components.</td>
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Day 4 - Afternoon

Lab – Cross-compiling applications and libraries

If enough time left
- Building a system with audio libraries and a sound player application.
- Manual compilation and installation of several free software packages.
- Learning about common techniques and issues.

Lecture - Embedded system building tools  Lab - System build with Buildroot

Using the Microchip Xplained board
- Review of existing system building tools.
- Buildroot example.
- Using Buildroot to rebuild the same system as in the previous lab.
- Seeing how easier it gets.
- Optional: add a package to Buildroot.

Day 5 - Morning

Lecture - Application development and debugging

- Programming languages and libraries available.
- Overview of the C library features for application development.
- Build system for your application, how to use existing libraries in your application.
- Source browsers and Integrated Development Environments (IDEs).
- Debuggers. Debugging remote applications with gdb and gdbserver. Post-mortem debugging with core files.
- Code checkers, memory checkers, profilers.

Lab – Application development and debugging

On the Microchip Xplained board
- Develop and compile an application relying on the ncurses library
- Using strace, ltrace and gdbserver to debug a crappy application on the remote system.
### Lecture - Linux and real-time

*Very useful for many kinds of devices, industrial or multimedia systems.*

- Understanding the sources of latency in standard Linux.
- Soft real-time solutions for Linux: improvements included in the mainline Linux version.
- Understanding and using the latest RT preempt patches for mainline Linux.
- Real-time kernel debugging. Measuring and analyzing latency.
- Xenomai, a hard real-time solution for Linux: features, concepts, implementation and examples.

### Lab - Linux latency tests

- Tests performed on the Xplained ARM board.
- Latency tests on standard Linux, with preemption options.
- Latency tests using the `PREEMPT_RT` kernel patchset.
- Setting up Xenomai.
- Latency tests with Xenomai.