

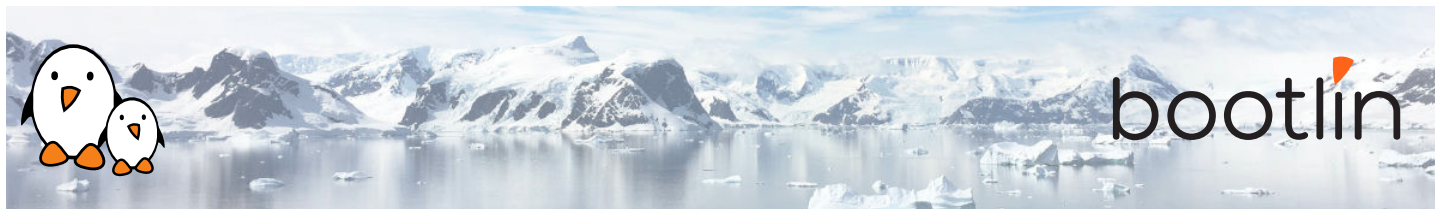


Embedded Linux system development training

On-site training, 5 days

Latest update: April 20, 2024

Title	Embedded Linux system development training
Training objectives	<ul style="list-style-type: none">• Be able to understand the overall architecture of Embedded Linux systems.• Be able to choose, build, setup and use a cross-compilation toolchain.• Be able to understand the booting sequence of an embedded Linux system, and to set up and use the U-Boot bootloader.• Be able to select a Linux kernel version, to configure, build and install the Linux kernel on an embedded system.• Be able to create from scratch a Linux root filesystem, including all its elements: directories, applications, configuration files, libraries.• Be able to choose and setup the main Linux filesystems for block and flash storage devices, and understand their main characteristics.• Be able to interact with hardware devices, configure the kernel with appropriate drivers and extend the <i>Device Tree</i>• Be able to select, cross-compile and integrate open-source software components (libraries, applications) in an Embedded Linux system, and to handle license compliance.• Be able to setup and use an embedded Linux build system, to build a complete system for an embedded platform.• Be able to develop and debug applications on an embedded Linux system.
Duration	Five days - 40 hours (8 hours per day)
Pedagogics	<ul style="list-style-type: none">• Lectures delivered by the trainer: 50% of the duration• Practical labs done by participants: 50% of the duration• Electronic copies of presentations, lab instructions and data files. They are freely available at https://bootlin.com/doc/training/embedded-linux.
Trainer	One of the engineers listed on: https://bootlin.com/training/trainers/
Language	Oral lectures: English, French, Italian. Materials: English.
Audience	People developing devices using the Linux kernel People supporting embedded Linux system developers.



Prerequisites	<ul style="list-style-type: none">• 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 English language level: B1, according to the <i>Common European Framework of References for Languages</i>, for our sessions in English. See bootlin.com/pub/training/cefr-grid.pdf for self-evaluation.
Required equipment	<ul style="list-style-type: none">• Video projector• One PC computer on each desk (for one or two persons) with at least 8 GB of RAM, and Ubuntu Linux 22.04 installed in a free partition of at least 30 GB• Distributions other than Ubuntu Linux 22.04 are not supported, and using Linux in a virtual machine is not supported.• Unfiltered and fast connection to Internet: at least 50 Mbit/s of download bandwidth, and no filtering of web sites or protocols.• PC computers with valuable data must be backed up before being used in our sessions.
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 platform for practical labs, option #1

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

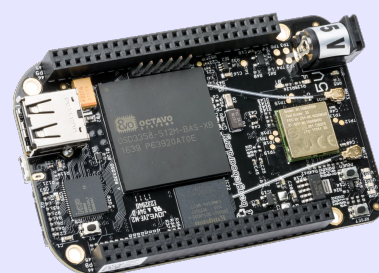
- STM32MP157, dual Cortex-A7 processor from STMicroelectronics
- USB powered
- 512 MB DDR3L RAM
- Gigabit Ethernet port
- 4 USB 2.0 host ports
- 1 USB-C OTG port
- 1 Micro SD slot
- On-board ST-LINK/V2-1 debugger
- Arduino compatible headers
- Audio codec, buttons, LEDs
- LCD touchscreen (DK2 kits only)



Hardware platform for practical labs, option #2

BeagleBone Black or **BeagleBone Black Wireless** board

- An ARM AM335x (single Cortex-A8) processor from Texas Instruments
- USB powered
- 512 MB of RAM
- 2 or 4 GB of on-board eMMC storage
- USB host and device
- HDMI output
- 2 x 46 pins headers, to access UARTs, SPI buses, I2C buses and more.
- Ethernet or WiFi

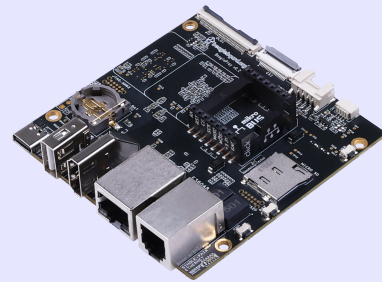




Hardware platform for practical labs, option #3

BeaglePlay board

- Texas Instruments AM625x (4xARM Cortex-A53 CPU)
- SoC with 3D acceleration, integrated MCU and many other peripherals.
- 2 GB of RAM
- 16 GB of on-board eMMC storage
- USB host and USB device, microSD, HDMI
- 2.4 and 5 GHz WiFi, Bluetooth and also Ethernet
- 1 MicroBus Header (SPI, I2C, UART, ...), OLDI and CSI connector.



Day 1 - Morning

Lecture - Introduction to embedded Linux

- Advantages of Linux versus traditional embedded operating systems.
- Typical hardware platforms used to run embedded Linux systems.
- Overall architecture of embedded Linux systems: overview of the major software components.
- Development environment for Embedded Linux development.

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.

Lab - Cross compiling toolchain

- Getting and configuring Crosstool-NG
- Executing it to build a custom cross-compilation toolchain
- Exploring the contents of the toolchain



Day 1 - Afternoon

Lecture - Boot process, firmware, bootloaders

- Booting process of embedded platforms, focus on the *x86* and *ARM* architectures
- Boot process and bootloaders on *x86* platforms (legacy and UEFI)
- Boot process on *ARM* platforms: ROM code, bootloaders, *ARM Trusted Firmware*
- Focus on U-Boot: configuration, installation, and usage.
- U-Boot commands, U-Boot environment, U-Boot scripts, U-Boot generic distro boot mechanism

Lab - Bootloader and U-boot

- Set up serial communication with the board.
- Configure, compile and install U-Boot for the target hardware.
- Only on STM32MP1: configure, compile and install Trusted Firmware-A
- Become familiar with U-Boot environment and commands.
- Set up TFTP communication with the board. Use TFTP U-Boot commands.

Using the embedded hardware platform.

Day 2 - Morning

Lecture - Linux kernel

- Role and general architecture of the Linux kernel
- Separation between kernel and user-space, and interfaces between user-space and the Linux kernel
- Understanding Linux kernel versions: choosing between vendor-provided kernel and upstream kernel, *Long Term Support* versions
- Getting the Linux kernel source code

Lab - Fetching Linux kernel sources

- Clone the mainline Linux tree
- Accessing stable releases



Lecture - Configuring, compiling and booting the Linux kernel

- Configuring the Linux kernel: ready-made configuration files, configuration interfaces
- Concept of *Device Tree*
- Cross-compiling the Linux kernel
- Study of the generated files and their role
- Installing and booting the Linux kernel
- The Linux kernel command line

Lab - Kernel cross-compiling and booting

- Configuring the Linux kernel and cross-compiling it for the embedded hardware platform.
- Downloading your kernel on the board through U-boot's TFTP client.
- Booting your kernel.
- Automating the kernel boot process with U-Boot scripts.

Using the embedded hardware platform

Day 2 - Afternoon

Lecture – Root filesystem in Linux

- Filesystems in Linux.
- Role and organization of the root filesystem.
- Location of the root filesystem: on storage, in memory, from the network.
- Device files, virtual filesystems.
- Contents of a typical root filesystem.

Lecture - BusyBox

- Detailed overview. Detailed features.
- Configuration, compiling and deploying.

Lab – Tiny root filesystem built from scratch with BusyBox

- 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.
- System startup using BusyBox `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.

Using the embedded hardware platform



Day 3 - Morning

Lecture - Accessing hardware devices

- How to access hardware on popular busses: USB, SPI, I2C, PCI
- Usage of kernel drivers and direct user-space access
- The *Device Tree* syntax, and how to use it to describe additional devices and pin-muxing
- Finding Linux kernel drivers for specific hardware devices
- Using kernel modules
- Hardware access using `/dev` and `/sys`
- User-space interfaces for the most common hardware devices: storage, network, GPIO, LEDs, audio, graphics, video

Lab - Accessing hardware devices

- Exploring the contents of `/dev` and `/sys` and the devices available on the embedded hardware platform.
- Using GPIOs and LEDs.
- Modifying the Device Tree to control pin multiplexing and to declare an I2C-connected joystick.
- Adding support for a USB audio card using Linux kernel modules
- Adding support for the I2C-connected joystick through an out-of-tree module.

Using the embedded hardware platform

Day 3 - Afternoon

Lecture - Block filesystems

- Accessing and partitioning block devices.
- 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

- Creating partitions on your SD card
- Booting a system with a mix of filesystems: *SquashFS* for the root filesystem, *ext4* for system data, and *tmpfs* for temporary system files.

Using the embedded hardware platform



Lecture - Flash filesystems

- The Memory Technology Devices (MTD) filesystem.
- Filesystems for MTD storage: JFFS2, Yaffs2, UBIFS.
- Kernel configuration options
- MTD storage partitions.
- Focus on today's best solution, UBI and UBIFS: preparing, flashing and using UBI images.

Note: as the embedded hardware platform used for the labs does not have any flash-based storage, this lecture will not be illustrated with a corresponding practical lab.

Day 4 - Morning

Lecture – Cross-compiling user-space libraries and applications

- Configuring, cross-compiling and installing applications and libraries.
- Concept of build system, and overview of a few common build systems used by open-source projects: Makefile, *autotools*, *CMake*, *meson*
- Overview of the common issues encountered when cross-compiling.

Lab – Cross-compiling applications and libraries

- Manual cross-compilation of several open-source libraries and applications for an embedded platform.
- Learning about common pitfalls and issues, and their solutions.
- This includes compiling *alsa-utils* package, and using its `speaker-test` program to test that audio works on the target.

Using the embedded hardware platform



Day 4 - Afternoon

Lecture - Embedded system building tools

- Approaches for building embedded Linux systems: build systems and binary distributions
- Principle of *build systems*, overview of Yocto Project/OpenEmbedded and Buildroot.
- Principle of *binary distributions* and useful tools, focus on Debian/Ubuntu
- Specialized software frameworks/distributions: Tizen, AGL, Android

Lab - System build with Buildroot

- Using Buildroot to rebuild the same basic system plus a sound playing server (*MPD*) and a client to control it (*mpc*).
- Driving music playback, directly from the target, and then remotely through an MPD client on the host machine.
- Analyzing dependencies between packages.

Using the embedded hardware platform

Lecture - Open source licenses and compliance

- Presentation of the most important open-source licenses: GPL, LGPL, MIT, BSD, Apache, etc.
- Concept of *copyleft* licenses
- Differences between (L)GPL version 2 and 3
- Compliance with open-source licenses: best practices



Day 5 - Morning

Lecture - Overview of major embedded Linux software stacks

- `systemd` as an *init* system
- Hardware management with *udev*
- Inter-process communication with *D-Bus*
- The graphics software stack: DRM/KMS, X.org, Wayland, Qt, Gtk, OpenGL
- The multimedia software stack: Video4Linux, GStreamer, Pulseaudio, Pipewire

Lab - Integration of additional software stacks

- Integration of *systemd* as an *init* system
- Use *udev* built in *systemd* for automatic module loading

Using the embedded hardware platform

Day 5 - Afternoon

Lecture - Application development and debugging

- Programming languages and libraries available.
- Build system for your application, an overview of *CMake* and *meson*
- The *gdb* debugger: remote debugging with *gdbserver*, post-mortem debugging with *core* files
- Performance analysis, tracing and profiling tools, memory checkers: *strace*, *ltrace*, *perf*, *valgrind*

Lab – Application development and debugging

- Creating an application that uses an I2C-connected joystick to control an audio player.
- Setting up an IDE to develop and remotely debug an application.
- Using *strace*, *ltrace*, *gdbserver* and *perf* to debug/investigate buggy applications on the embedded board.

Using the embedded hardware platform

Lecture - Useful resources

- Books about embedded Linux and system programming
- Useful online resources
- International conferences

