



Buildroot: what's new?

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Corrections, suggestions, contributions and translations are welcome!





Thomas Petazzoni

- ▶ Co-owner and CEO at **Bootlin**
 - Embedded Linux experts
 - Engineering services: Linux BSP development, kernel porting and drivers, Yocto/Buildroot integration, real-time, boot-time, security, multimedia
 - Training services: Embedded Linux, Linux kernel drivers, Yocto, Buildroot, graphics stack, boot-time, real-time
- ▶ Co-maintainer of **Buildroot**, contributor since 2008, 5200+ patches contributed.
- ▶ Former contributor to the Linux kernel, 900+ patches contributed.
- ▶ Program committee member and regular speaker at the Embedded Linux Conference
- ▶ Living in **Toulouse**, south west of France
- ▶ `thomas@bootlin.com`

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- ▶ What is Buildroot?
- ▶ Comparison with Yocto
- ▶ What's new between 2020.05 and 2022.05
 - Some numbers
 - LTS and security maintenance
 - Security vulnerability tracking
 - Security default settings
 - SELinux integration improvements
 - Vendoring support for Go/Rust
 - Python changes
 - Significant new packages
 - Testing improvements
 - Toolchain improvements
 - Architecture support





What is Buildroot?

- ▶ Is an **Embedded Linux build system**
 - Tool that **automates** the cross-compilation of a complete embedded Linux system from source
 - Builds: toolchain/compiler, bootloader and Linux kernel, complete root filesystem with user-space applications and libraries



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- ▶ Very **active community** of developers/users, used by many companies: silicon vendors, embedded system manufacturers, hobbyists
- ▶ Oldest still maintained build system: started in 2001



The one question that everybody asks!



Buildroot vs. Yocto

▶ What it builds

- **Yocto:** builds a distribution, with binary packages and a package management system
- **Buildroot:** builds a fixed functionality root filesystem, no binary packages
- Note: binary packages are not necessarily a good thing for embedded!



Buildroot vs. Yocto

- ▶ What it builds
- ▶ Configuration
 - **Yocto**: flexible, powerful but complex configuration description
 - **Buildroot**: very simple configuration system, but sometimes limited



Buildroot vs. Yocto

- ▶ What it builds
- ▶ Configuration
- ▶ Build strategy
 - **Yocto**: complex and heavy logic, but with efficient caching of artifacts and “rebuild only what’s needed” features
 - **Buildroot**: simple but somewhat dumb logic, no caching of built artifacts, full rebuilds needed for some config changes



Buildroot vs. Yocto

- ▶ What it builds
- ▶ Configuration
- ▶ Build strategy
- ▶ Ecosystem
 - **Yocto**: (relatively) small common base in OpenEmbedded, lots of features supported in third party layers → lots of things, but varying quality
 - **Buildroot**: everything in one tree → perhaps less, but more consistent quality



Buildroot vs. Yocto

- ▶ What it builds
- ▶ Configuration
- ▶ Build strategy
- ▶ Ecosystem
- ▶ Complexity/learning curve
 - **Yocto**: admittedly steep learning curve, *bitbake* remains a magic black box for most people
 - **Buildroot**: much smoother and shorter learning curve, tool is simple to approach, and reasonably simple to understand



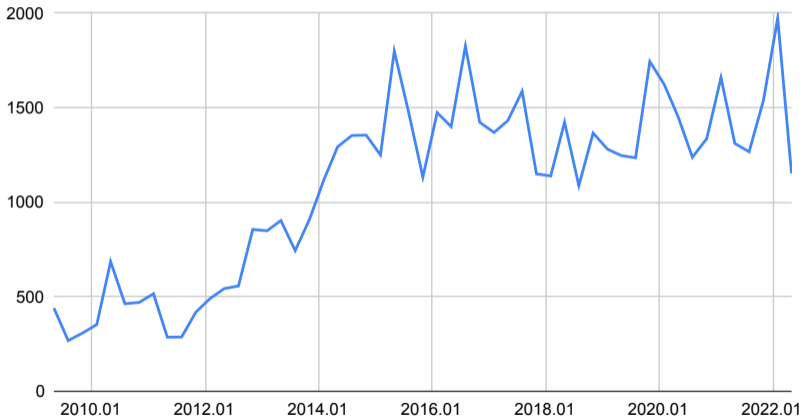
Buildroot vs. Yocto

- ▶ What it builds
- ▶ Configuration
- ▶ Build strategy
- ▶ Ecosystem
- ▶ Complexity/learning curve
- ▶ And also a matter of personal taste/preference, as often when choosing tools



Community vitality: some numbers

Number of commits per Buildroot release





Community vitality: some numbers

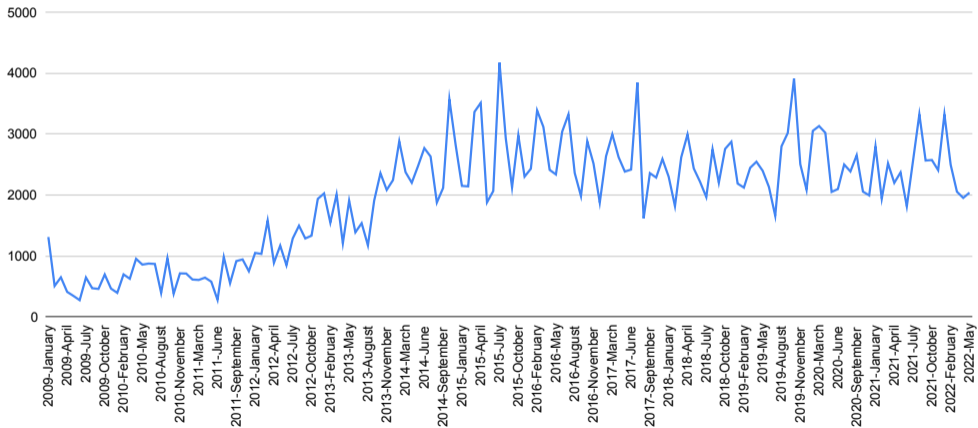
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Community vitality: some numbers

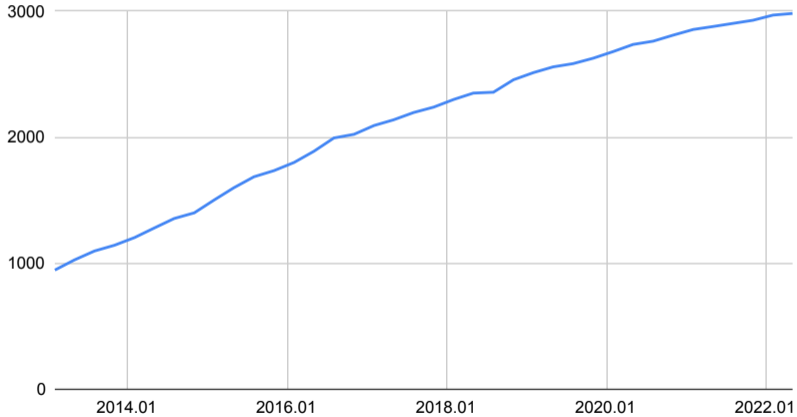
Monthly e-mail traffic on the Buildroot mailing list





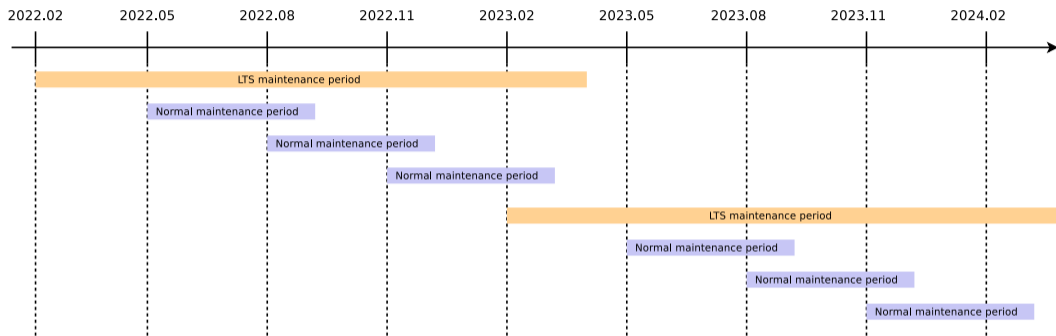
Community vitality: some numbers

Number of packages in Buildroot, per release





LTS and security maintenance



- ▶ Maintenance: security fixes, bug fixes
- ▶ *YYYY.02* releases maintained for slightly over 12 months
- ▶ *YYYY.{05,08,11}* releases maintained for slightly over 3 months



LTS and security maintenance

- ▶ Process started with 2019.02.x
- ▶ Process now works well: review of all commits in *master* and decision if applicable to the current LTS branch
- ▶ **2020.02.x** LTS branch
 - 1219 commits
 - 228 directly security related (probably more in reality)
 - 12 point releases: 2020.02.1 → 2020.02.12
 - End of life
- ▶ **2021.02.x** LTS branch
 - 751 commits
 - 110 directly security related (same, probably more in reality)
 - 12 point releases: 2021.02.1 → 2021.02.12
 - End of life on April 6, 2022
- ▶ **2022.02.x** LTS branch, current
 - Started in February 2022
 - End of life planned on April 2023



Security vulnerability tracking

- ▶ make pkg-stats matches your package set with the *NIST* security vulnerability database
 - CVE database: *Common Vulnerability and Exposure*
 - CPE database: *Common Platform Enumeration*
 - HTML and JSON output



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- ▶ Checks if packages...
 - are affected by known CVEs
 - have a CPE identifier known in the CPE database



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- ▶ Checks if packages...
 - are affected by known CVEs
 - have a CPE identifier known in the CPE database
- ▶ Helped with metadata from the package `.mk` file
 - `<pkg>_IGNORE_CVES` to ignore matching CVEs if they are fixed locally by a security fix backport
 - `<pkg>_CPE_ID_...` to override the default CPE identifier for the package
`cpe:2.3:a:<pkg>_project:<pkg>:<pkg-version>:*:*:*:*:*`



pkg-stats output details

package/attr/attr.mk	2.4.48	2.5.1 found by distro	0	Link	N/A	cpe:2.3:a:attr_project:attr:2.4.48:*:*:*:*:*
package/acl/acl.mk	2.2.53	2.3.1 found by distro	0	Link	N/A	no verified CPE identifier
package/atop/atop.mk	2.6.0	2.6.0 found by distro	0	Link	CVE-2011-3618	cpe:2.3:a:atop_project:atop:2.6.0:*:*:*:*:* CPE identifier unknown in CPE database
package/busybox/busybox.mk	1.33.0	1.33.1 found by distro	0	Link	N/A	cpe:2.3:a:busybox:busybox:1.33.0:*:*:*:*:* CPE identifier unknown in CPE database



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package/attr/attr.mk	2.4.48	2.5.1 found by distro	0	Link	N/A	cpe:2.3:a:attr_project:attr:2.4.48:*:*:*:*:*
----------------------	--------	---	---	----------------------	-----	--

- ▶ some <pkg>_CPE_ID_* variables defined → CPE information verified
- ▶ CPE identifier exists in the CPE dictionary
- ▶ no known CVEs

package/acl/acl.mk	2.2.53	2.3.1 found by distro	0	Link	N/A	no verified CPE identifier
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- ▶ no <pkg>_CPE_ID_* variable → don't know if the default CPE identifier is correct
- ▶ based on this default CPE identifier → no known CVE

package/atop/atop.mk	2.6.0	2.6.0 found by distro	0	Link	CVE-2011-3618	cpe:2.3:a:atop_project:atop:2.6.0:*:*:*:*:* CPE identifier unknown in CPE database
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- ▶ some <pkg>_CPE_ID_* variables defined → CPE information verified
- ▶ no entry in CPE dictionary → version 2.6.0 not known by NVD
- ▶ CVE-2011-3618 applicable: NVD database indicates it applies to all versions.

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- ▶ no entry in CPE dictionary → version 1.33.0 not known by NVD
- ▶ no known CVEs



Security default settings

- ▶ Default configuration settings changed to enable more security-hardening features
- ▶ *PIC/PIE* (position independent) → needed for some other security features
- ▶ *SSP* (Stack Smashing Protection) enabled by default: `-fstack-protector`
- ▶ *RELRO* (RELocation Read Only) enabled by default, making additional ELF sections read-only
- ▶ *FORTIFY_SOURCE* enabled by default, adds additional checks in the C library for buffer overflows



SELinux integration improvements

- ▶ Set the SELinux file security context at build time and not run-time → allows read-only root filesystems with SELinux enabled



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 - Enable additional modules
 - Provide additional custom modules



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```
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`SYSTEMD_SELINUX_MODULES = systemd udev xdg`

- ▶ Contributions to upstream SELinux *refpolicy* to make it work with Buildroot



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- ▶ Go and Rust have **language-specific package managers**
- ▶ These package managers automatically download the dependencies
 - Described by `go.mod` in Go
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- ▶ These package managers automatically download the dependencies
 - Described by `go.mod` in Go
 - Described by `Cargo.toml` in Rust
- ▶ They break fundamental features of build systems
 - Integration into a download infrastructure: caching, local backup site
 - Legal/license information collection: source code, license files
 - Reproducibility



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 - `support/download/go-post-process`
 - `support/download/cargo-post-process`



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- ▶ After downloading the main package source code, ability to run custom logic to finalize the download
 - `support/download/go-post-process`
 - `support/download/cargo-post-process`
- ▶ Runs the Go or Rust specific tools to retrieve the dependencies
- ▶ Makes sure that
 - The tarball contains the full source code, dependencies included
 - The hash used by Buildroot to validate the tarball covers also the dependencies
 - All source code and license files are available in the tarball



Vendoring support for Go

- ▶ Existing golang-package infrastructure
- ▶ Extended to use the *post-download* helper

package/tinifier/tinifier.mk

```
TINIFIER_VERSION = 3.4.0
TINIFIER_SITE = $(call github,tarampampam,tinifier,v$(TINIFIER_VERSION))
TINIFIER_LICENSE = MIT
TINIFIER_LICENSE_FILES = LICENSE
TINIFIER_GOMOD = ./cmd/tinifier

$(eval $(golang-package))
```



Vendoring support for Rust

- ▶ Newly added `cargo-package` infrastructure
- ▶ Uses a *post-download* helper

package/bat/bat.mk

```
BAT_VERSION = 0.19.0
BAT_SITE = $(call github,sharkdp,bat,v$(BAT_VERSION))
BAT_LICENSE = Apache-2.0 or MIT
BAT_LICENSE_FILES = LICENSE-APACHE LICENSE-MIT

$(eval $(cargo-package))
```



Python changes: Python 2.x removed

- ▶ Python 2.x EOL upstream in January 2020
- ▶ Kept for some time in Buildroot, marked deprecated, to help migration
- ▶ Finally removed in *2022.02*
- ▶ Allowed to remove a lot of complexity that was needed to support Python 2.x and Python 3.x in parallel



Python changes: PEP517 build system support

- ▶ Standard replacement for `setup.py`
- ▶ Uses a `pyproject.toml` file
- ▶ For now Buildroot supports `flit` based PEP517 build systems
- ▶ Needs `<pkg>_SETUP_TYPE = flit`

package/python-cssselect2/python-cssselect2.mk

```
PYTHON_CSSSELECT2_VERSION = 0.6.0
PYTHON_CSSSELECT2_SOURCE = cssselect2-$(PYTHON_CSSSELECT2_VERSION).tar.gz
PYTHON_CSSSELECT2_SITE = https://files.pythonhosted.org/packages/68/62/[...]
PYTHON_CSSSELECT2_SETUP_TYPE = flit
PYTHON_CSSSELECT2_LICENSE = BSD-3-Clause
PYTHON_CSSSELECT2_LICENSE_FILES = LICENSE

$(eval $(python-package))
```



Significant new packages

- ▶ \approx 290 new packages added between 2020.05 and 2022.05
- ▶ GNU Octave
- ▶ Tracing: bpftool, uftrace, ply, babeltrace2
- ▶ ARM Mali GPU drivers
- ▶ Zabbix
- ▶ liburing
- ▶ WirePlumber
- ▶ OpenCV 4
- ▶ libvirt
- ▶ OpenZFS
- ▶ PostGIS
- ▶ Additional Qt5 modules: Qt5Knx, Qt5Coap, Qt5Mqtt, Qt5Lottie
- ▶ 63 additional Python packages



CI testing improvements

▶ Already existing

- **Build-time** testing of semi-random configurations, autobuild.buildroot.org
- Suite of **run-time tests**, `support/testing`, tested in Gitlab CI
- Defconfigs build tested, and if possible boot tested, in Gitlab CI



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- ▶ Improvement
 - Switch to **fully random configurations** for build-time testing
 - Architecture/toolchain config used to be taken from a set of pre-defined config
 - Only package set was randomized
 - Now the full configuration is randomized
 - Allowed to **detect many corner cases**, and fix them
 - Still on-going



- ▶ Buildroot already **supports more CPU architectures** than any other build system
 - Synopsys ARC (LE/BE), AArch64 (LE/BE), ARM (LE/BE, including no-MMU Cortex-M), C-SKY, x86 (32-bit/64-bit), m68k, Microblaze (LE/BE), MIPS (32-bit/64-bit, LE/BE), NIOSII, OpenRISC, PowerPC, Power64 (LE/BE), RISC-V (32-bit/64-bit), SuperH, SPARC (32-bit/64-bit), Cadence Xtensa



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 - Contributed and maintained directly by IBM



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- ▶ Addition of support for the **RISC-V 64-bit no-MMU** architecture
 - Contributed mainly by Western Digital
- ▶ Removal of NDS32 happening soon
 - Follows removal of NDS32 from upstream Linux



Toolchain support

- ▶ Two choices in Buildroot for the toolchain/compiler:
 - **Internal toolchain:** Buildroot builds the full toolchain from source, i.e binutils, C library, kernel headers, gcc, gdb
 - **External toolchain:** Buildroot uses an existing pre-compiled cross-compilation toolchain



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 - **External toolchain:** Buildroot uses an existing pre-compiled cross-compilation toolchain
- ▶ Improvements
 - **Internal toolchain:** mainly updates to follow the latest upstream release of all components
 - **External toolchain:** main change is the direct support for 198 pre-built toolchains from toolchains.bootlin.com

Download

Select arch
aarch64

Select libc
glibc

Download stable

Download bleeding-edge

Tests passed

checksum (sha256)	
binutils	2.36.1
gcc	10.3.0
gdb	10.2
glibc	2.34-9-g9acab0b...
linux-headers	4.9.291

View all aarch64 toolchains

Bootlin toolchain variant

Use the arrow keys to navigate this window or press the hotkey of the item you wish to select followed by the <SPACE BAR>. Press <?> for additional information about this

```
(X) aarch64 glibc bleeding-edge 2021.11-1
() aarch64 glibc stable 2021.11-1
() aarch64 musl bleeding-edge 2021.11-1
() aarch64 musl stable 2021.11-1
() aarch64 uclibc bleeding-edge 2021.11-1
() aarch64 uclibc stable 2021.11-1
```

<select> < Help >



Buildroot training course

- ▶ Bootlin has a full training course on Buildroot
- ▶ Taught by your speaker
- ▶ Training materials are freely available
 - Like for all Bootlin training courses
- ▶ Next public on-line course
September 5-9, 2022



<https://bootlin.com/training/buildroot/>

Questions? Suggestions? Comments?

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<https://bootlin.com/pub/conferences/2022/elc/petazzoni-buildroot-whats-new/>