INTRODUCTION TO THE



PROJECT

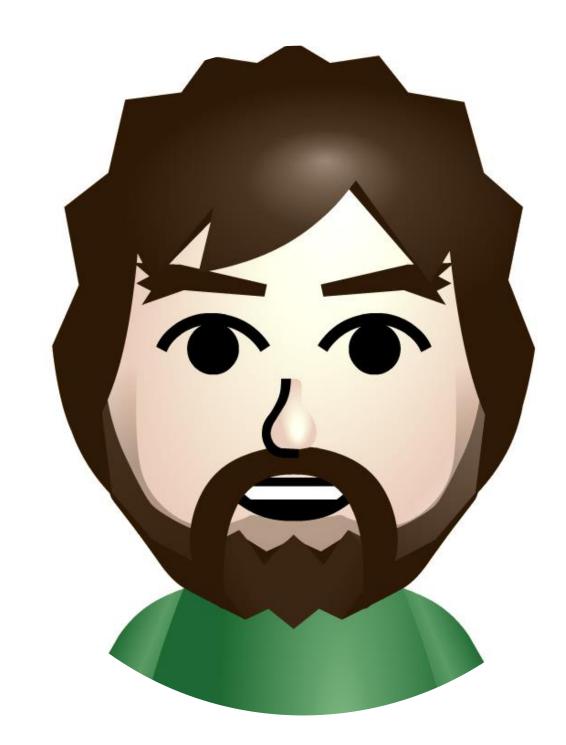
Yocto Project Dev Day

The Yocto Project Developer Day is a one day, hands-on training event that puts you in direct contact with Yocto Project technical experts and developers, held in conjunction with the Embedded Linux Conference.









About Mii

Stephano Cetola

Open Source Firmware Person

What is The Yocto Project?

The Yocto Project is an open source project that helps developers create custom Linux-based systems that are designed for embedded products regardless of the product's hardware architecture.

--Yocto Project Overview Documentation



ACTIVE RELEASES DOCUMENTATION YP CORE - SUMO

SOFTWARE

DOCS

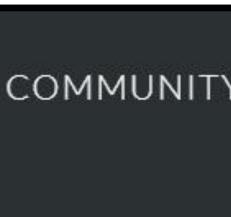
Select your chosen release in the dropdown menu to YP CORE - SUMO Tricks area on the WIKI for new documentation that YP CORE - ROCKO the manuals.

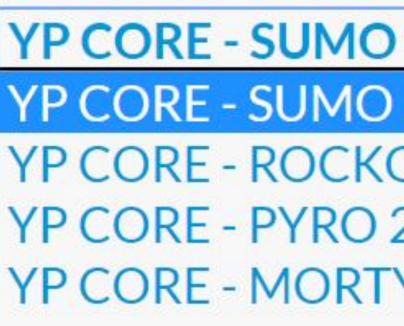
NEW TO THE YOCTO PROJECT®?

If you haven't already, it will be helpful to read through the Software Overvie









Check out the manual(s)

- Yocto Mega-Manual
- BitBake Manual
- Yocto Project Website

www.yoctoproject.org/docs/latest/mega-manual/mega-manual.html

www.yoctoproject.org/docs/current/bitbake-user-manual/bitbake-user-manual.html





Yocto Project Building Blocks

Collaboration in the Open Source Embedded Community

Open Embedded

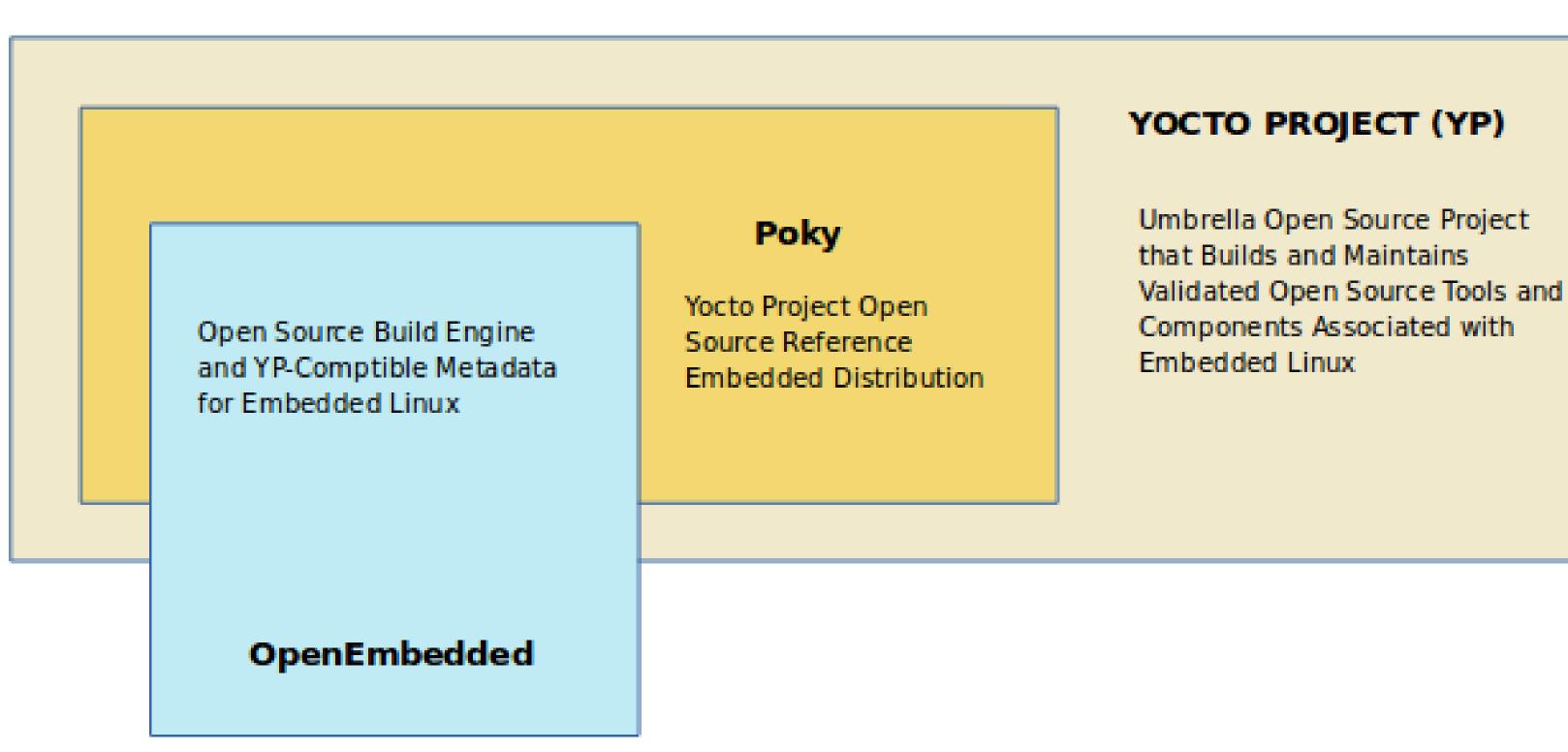
A line drawn in the sand of a rolling release.

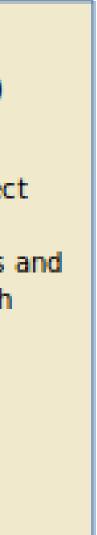
BitBake Build Tool

Make-like build tool with modern-day features.

Poky Reference Distro

The base distro for a well tested system.





Levels of Separation

Yocto in Practice

DISTRO musl systemd x11

MACHINE kernel bootloader drivers RECIPE scripts applications support

IMAGE console manufacturing kiosk web ui



Keep it Simple

SRC_URI DEPENDS, RDEPENDS EXTRA_OECONF, EXTRA_OEMAKE

FILES_*



Images Start Small

You might not need the kitchen sink. Start small and scale when you need it.







Choose the right tools

devtool for recipe creating & editing

• wic for image creation & management



• see the scripts folder for more!



Why use the Yocto Project?



Yocto Builds Packages

So you don't have to.

 do_packagedata Creates package metadata used by the build system to generate the final packages

do_package Analyzes the content of the holding area and splits it into subsets based on available packages and files

 do_package_write_rpm Creates the actual RPM packages and places them in the Package Feed area

do_populate_lic Writes license information for the recipe that is collected later when the image is constructed

do_populate_sysroot Copies a subset of files installed by do_install into the sysroot in order to make them available to other recipes

do_populate_sysroot_setscene

Yocto cached your sysroots for you. You're welcome.

do_populate_lic_setscene

Because you're not changing your licensing between builds right?

do_package_write_rpm_setscene

No change to the package? Write it out again from cache.

do_packagedata_setscene

Same goes for the meta-data. Update the RPM package feed with cached data.

SSTATE Caches Packages

...and so much more!



Yocto Ecosystem

Continuous Integration autobuilder.yoctoproject.org

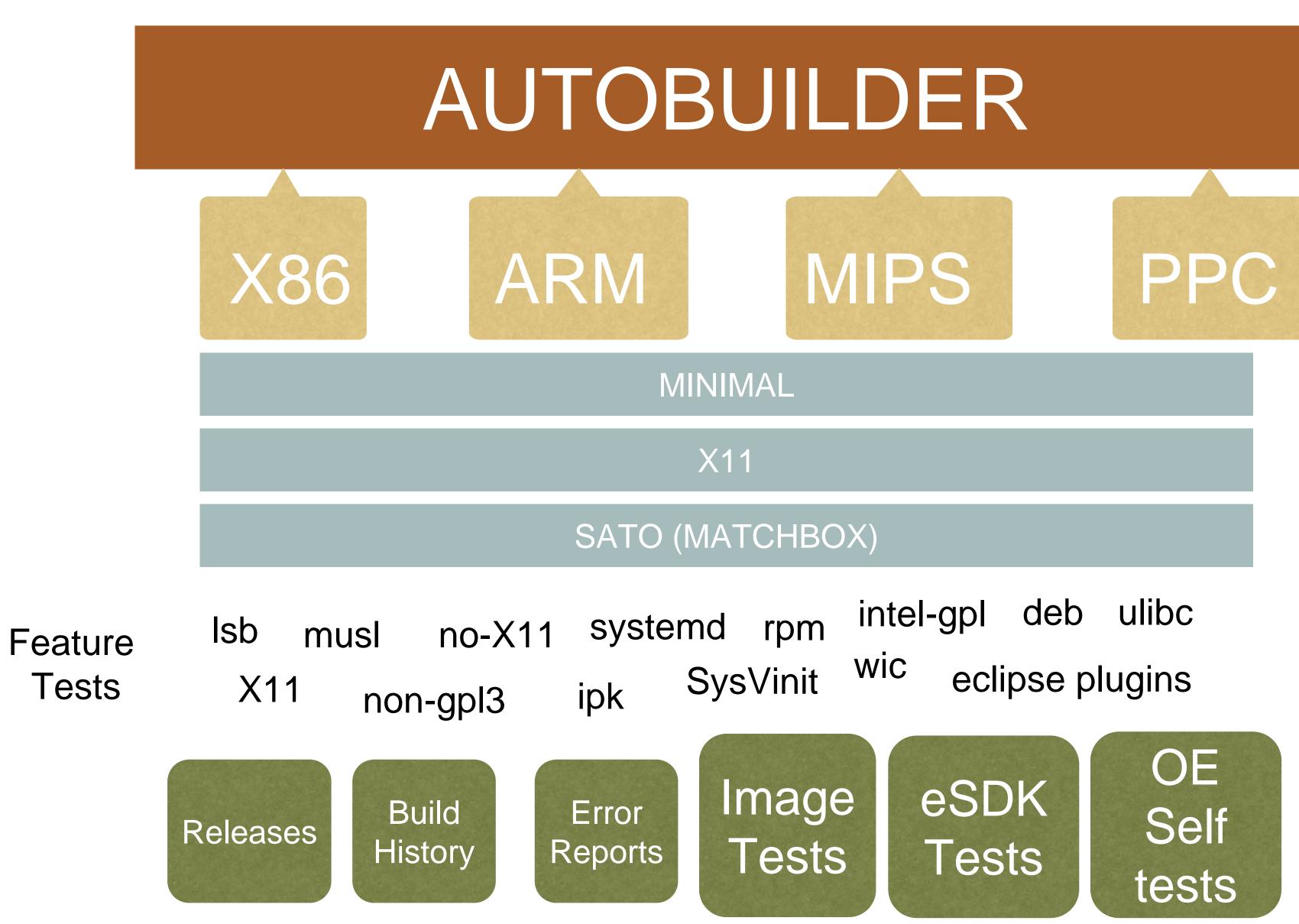
Tested Images & SDKs downloads.yoctoproject.org

Patch Tests & Bug Tracking patchwork.openembedded.org bugzilla.yoctoproject.org

Ready-made Recipes layers.openembedded.org



Yocto Project Cl



MULTIPLE TESTS



Multi Arch Multi Image Multi Feature





Before you ship-it...



runqemu

if you cannot emulate it it probably won't boot

Image Tests (runtime)

now that it boots, will it work?

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License Manifest File

build/tmp/deploy/licenses

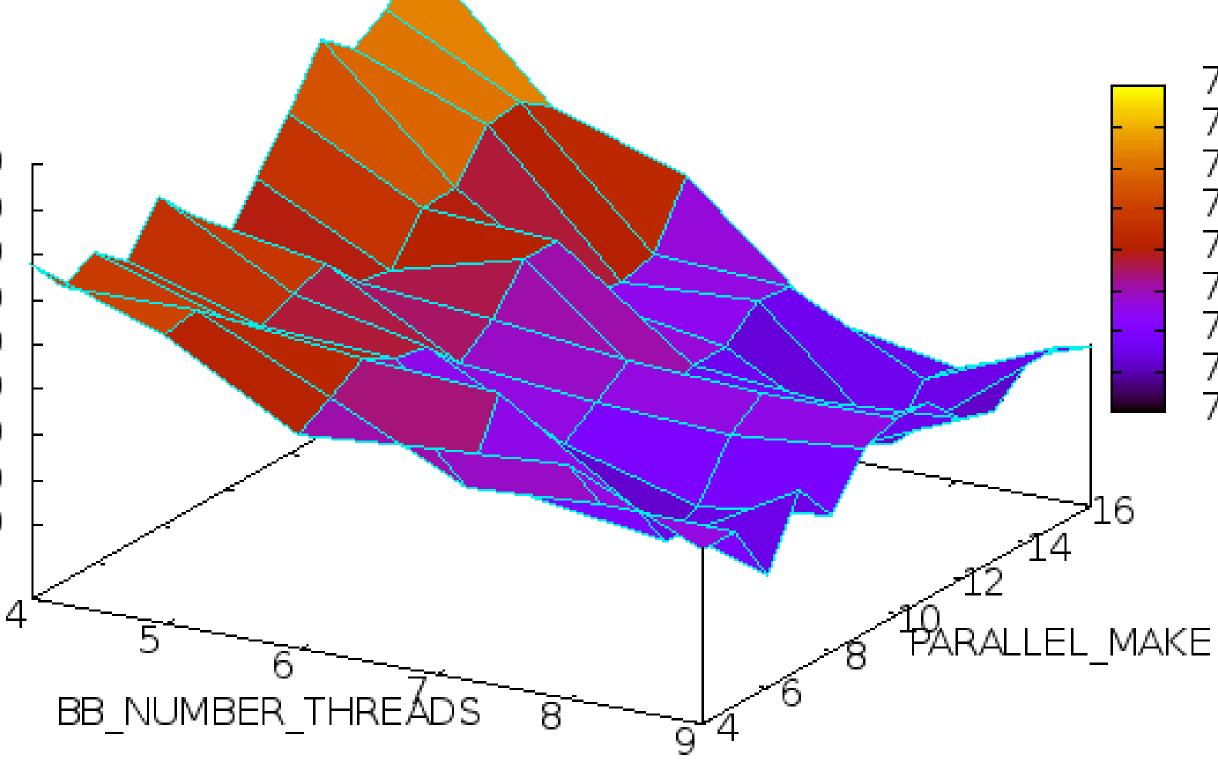


Tune Your Builds

- Collect build metrics
- Identify bottlenecks
- Optimize builds for scale

Elapsed Time (seconds)

"bb-pm-runtime-fear-jul6 dat" every ::1 using 1:2:3



https://wiki.yoctoproject.org/wiki/Build_Performance

Questions?

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- @stephano
- #OE #Yocto (IRC)

