

# Reducing the pain of Yocto development upgrades

Michael Brown – NGM Firmware Lead Technologist – Dell EMC  
Embedded Linux Conference 2017



# Outline – Easier Yocto upgrades in development

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# Who am I?

## **Michael Brown – Dell EMC**

I am a 17 year veteran of Dell. During that time, I have done a lot around build architecture. Most recently I led the yocto-ization of the Dell EMC Firmware builds, porting the build of the Dell IDRAC and CMC from a hand-rolled monolithic build over to a fully-componentized Yocto build. I designed everything from individual component autotools layout up to the entire Yocto layout.

I am currently the lead technologist for embedded management on our next generation chassis.

Eventually they are going to figure out that they never revoked my git admin access when I turned over all those servers to our official build team.

# Problem Statement

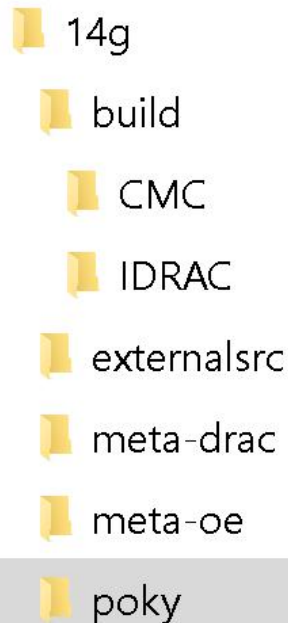
- I'm going to talk about keeping development environment current, NOT updating devices
  - Often not addressed. The obvious way to do this is often the hardest and riskiest.
- Keeping development up to date is hard!
- Breakages are tough in development and after a few, managers and leads get gun shy
- Worst case scenario is development can be broken, stopping entire development teams
- On the other hand, delaying updates can be bad: security issues, interlocking dependencies, etc can make it hard to do piecemeal updates. Getting a high severity defect patched quickly can be impossible. How do you update that 2.4 kernel, glibc 2.1, and gcc 3.2? (um, asking for a friend...)
- I'm giving this talk specifically addressing Yocto, however the concepts can be applied in many environments

# Dell EMC firmware development environment

- This update strategy has been in use on the Dell EMC firmware development team for 2 years now. We've done 4 major Yocto updates using this method.
- Dell EMC firmware team is large and encompasses:
  - IDRAC (Embedded Server Management) for 12G and 13G servers
  - Chassis Management Controller (CMC) for M1000e and other chassis.
  - IDRAC for our in-development servers and CMC for our in-development chassis
  - **IDRAC and CMC codebases built from one Yocto environment starting with our next generation servers**
- Dell EMC Yocto environment:
  - Base Yocto environment: Poky plus select meta-oe components.
  - Roughly 300 Dell EMC components.
  - Each component is a standalone GIT repository with a standalone Autotools build producing a library or set of binaries
  - Tens of thousands of commits across these per release

# Development Setup

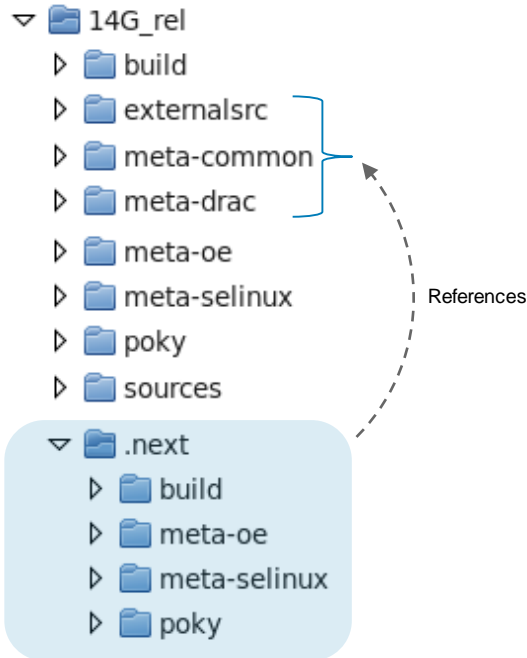
- Android “repo” tool: <https://source.android.com/source/using-repo.html>
  - We have about 300 repositories to check out to do a build
  - Full from-source build
  - Highly recommend versioning everything identically: same branches, tags, etc everywhere
  - Our branch naming scheme:
    - › rel/14g/master
    - › rel/14g/1.0/master
    - › rel/14g/1.1/master
    - › Hierarchical namespace to sort tags and branches
    - › Never use “master” because it is very difficult to use external git repos that also use “master”



# The Big Idea

- The core of this method is to have an extra build called “poky-next”.
  - (cue audience gasp: we waited through 4 slides to hear *this?*)
- Yes, this is really basic, but it seems to be nonobvious.
- Here are the core requirements/ideas
  - The poky-next build is a **parallel** build structure. You can build either using regular poky, or with poky-next
  - Builds **your same** source code as the “normal” build (for all non-yocto components)
  - **Small** units of work: update frequently so that each individual update is manageable.
  - **Separate** source control copy for the poky and poky-next repos so that you can carefully control the flow of updates into the tree
- Benefits:
  - Work on Hard Stuff <sup>™</sup> without breaking main development stream.

# Directory Structure

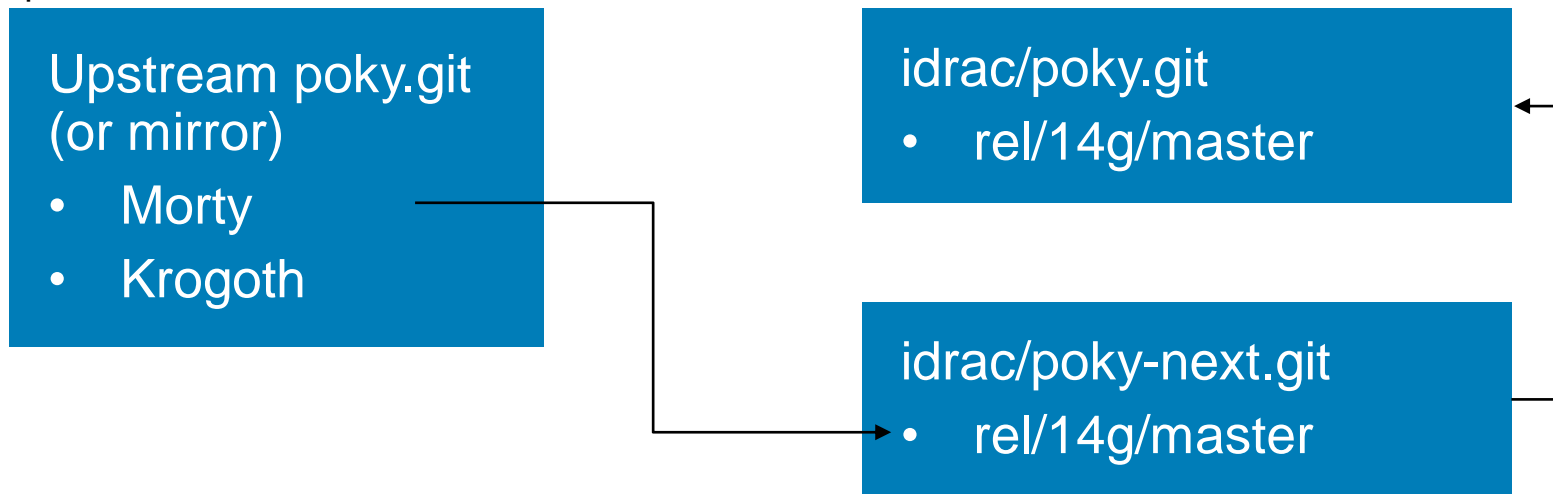


- New directory “.next” is created.
- The .next/build/ directory config has bblayer files that reference poky, meta-oe, and other upstream meta layers under the .next directory
- The .next/build/ directory config bblayer files reference the main layer meta-drac and other local meta layers, however, for complicated cases, these can be branched as well



# Git repositories

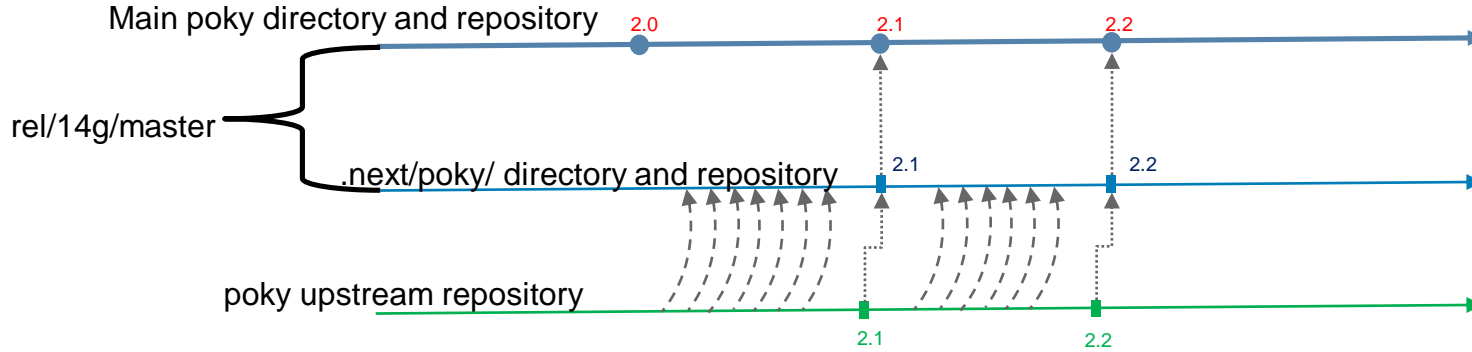
Our design has everything on the same branch, so we have multiple repository copies that have our branch (re/14g/master) tracking different upstream branches (Morty, Krogoth, etc). You could easily design something similar with one repository and multiple branches.



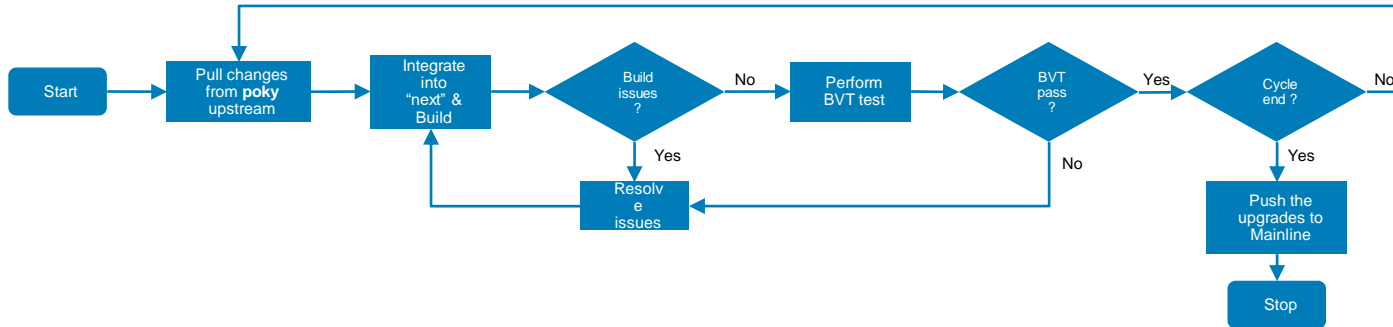
# Repository Manifest

```
<?xml version="1.0" encoding="UTF-8"?>
<manifest>
  <remote name="origin" fetch=".." />
  <default revision="rel/14g/master" remote="origin" sync-s="true" sync-j="4" sync-c="true" />
  <project path="poky" name="idrac/poky.git" />
  <project path="meta-drac" name="idrac/meta.git" />
  <project path="build/configs" name="idrac/buildconfigs.git" />
  <project path=".next/poky" name="idrac/poky-next.git" />
  <project path="externalsrc/dell-emc-example" name="idrac/dell-emc-example.git" />
</manifest>
```

# Branching Overview: poky-next



## Poky Next Branch



Note: The poky changes are pulled from upstream every week

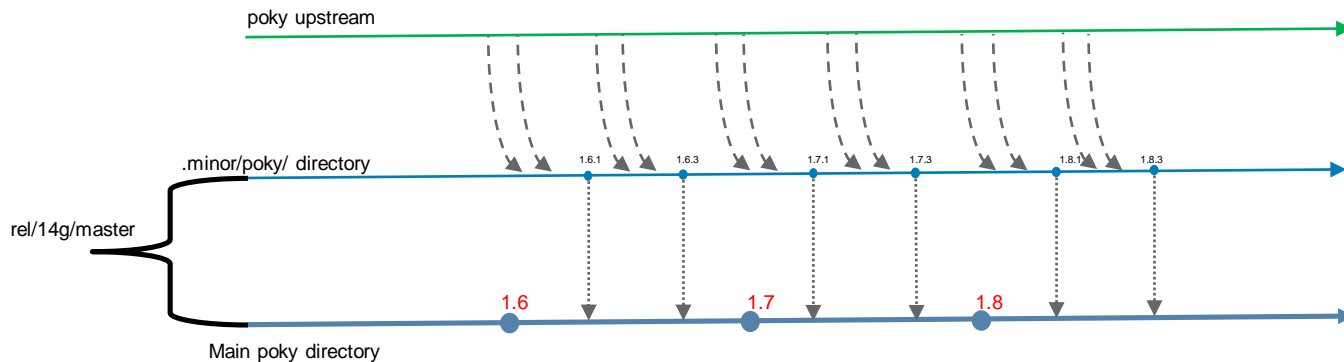
# Benefits

- Great for long-lived development projects
- Smaller units of work for doing updates
- Predictable
- Control over when updates go into production
  - Easier to work with scheduling disparities between upstream and your release schedule.
- Extensively testable – Jenkins (or equivalent) can do daily/continuous builds of the .next build.
- Less stuff breaks when you do smaller updates

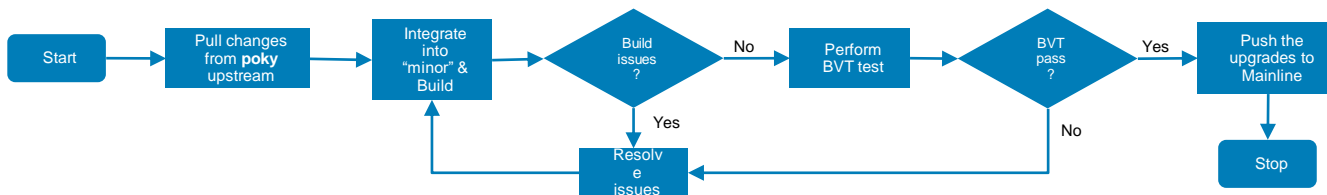
# Taking it further

- The .next concept works well for in-development releases to keep them up-to-date
- Once you have done a release, switch concepts to “**.minor**”. Instead of following upstream “master”, follow the upstream fixes branch.
- Even further: for long-lived released products, combine the .minor and .next concepts to keep devices completely up to date per release, and then migrate them from Yocto release to Yocto release

# Branching Overview: poky minor



## Poky Minor Branch



Note: The poky minor releases are pulled from upstream every 3 weeks

End of Slides – Demo Time