Reducing the pain of Yocto development upgrades

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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

  - 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
    - Hierarchal 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 ™ 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

Main poky directory and repository

rel/14g/master

.next/poky/ directory and repository

poky upstream repository

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Start

Pull changes from poky upstream

Integrate into "next" & Build

Build issues?

No

Perform BVT test

BVT pass?

Yes

Cycle end?

No

Resolv e issues

Yes

Push the upgrades to Mainline

Stop

Yes

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

Start → Pull changes from poky upstream → Integrate into "minor" & Build → Build issues? (No) → Perform BVT test → BVT pass? (Yes) → Push the upgrades to Mainline (Yes) → Stop (No) → Resolv e issues → Yes

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

rel/14g/master → .minor/poky/ directory → Main poky directory

poky upstream → poky minor releases (1.6, 1.7, 1.8)
End of Slides – Demo Time