Handhelds Mojo:
Building and running Ubuntu distributions on ARM

Andrew Christian Brian Avery George France

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The Historical Approach

Development computer

- Ubuntu/RedHat/Debian…
- >12,000 packages
- Native build environment

Mobile device

- Maemo/OpenEmbedded…
- ~700-2500 packages
- Cross-build environment

The mismatch between development and mobile device is a nuisance…

What we'd like…

Precompiled software for mobile & embedded devices with:

- Large numbers of up-to-date packages
- Well-defined releases with security and bug fixes
- Easy interoperability with the developer's desktop
- Code compiled and optimized for our specific device

What's the quickest way to get this?

- Compile the desktop distribution for the mobile devices!

Common concerns

Aren't mobile devices too small to run desktop software?

- 256 MB of RAM and an SD flash card is larger than the laptops we used just 9 or 10 years ago

The graphical user interface for the desktop doesn't make sense on a mobile device!

- GUI applications represent only a small number of the applications in a distribution.
- Many desktop distributions contain small-device applications (e.g., Mobile Ubuntu)

Quick Summary

- The Mojo project has been rebuilding Ubuntu distributions for different flavors of ARM processors

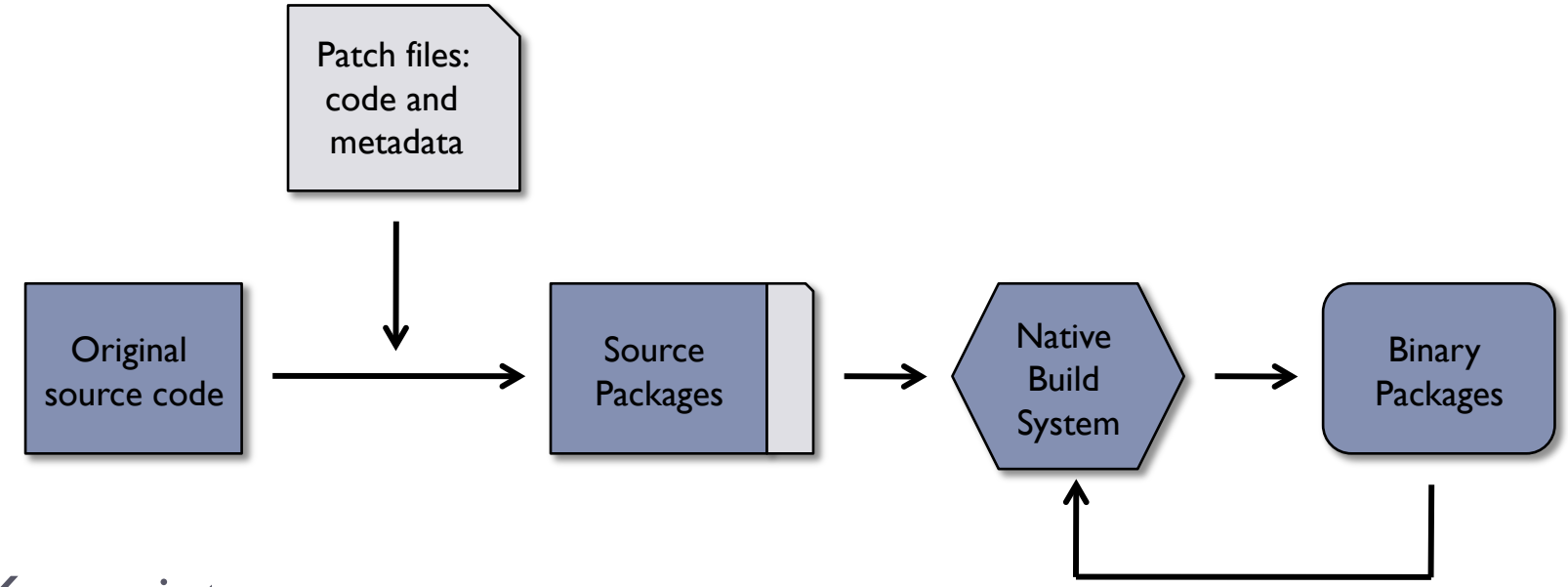
			ARM Targets		
Mojo	**Ubuntu**	**Released**	**v5**	**v5+VFP**	**v6+VFP**
Frisky	7.04	March 2008	✔		✔
Grumpy	7.10	June 2008	✔		✔
Hasty	8.04	July 2008	✔	✔	✔
Icy	8.10	Nov. 2008	✔	O	O

http://mojo.handhelds.org

Outline

- The challenges in building the distributions
  - Compilers, libraries, and toolchains
  - Native machine clusters
- The current state of the distributions
  - What works, what has been patched, what is missing
- How to use a Mojo distribution
  - Sample installation
  - Examples of systems that use the distribution
  - Performance
- Future work

Desktop distribution build process



Key points

- The build system is running its own packages. Iteration required!
- The build system runs on native hardware
- The toolchain is intrinsic to the distribution and gets compiled along with all of the other packages

Challenge: Toolchains

A toolchain is the combination of:

- C compiler (gcc)
- Linking and object tools (binutils)
- Standard C libraries (glibc)

You can't build a distribution without a good, stable toolchain. But you can't build the toolchain without a matching distribution….so you iterate.

Ubuntu's toolchains

- The quality of ARM code produced and the number of architectures supported have generally improved over time.

	gcc	binutils	glibc
Dapper	4.0.3-1	2.16.1.cvs2006…	2.3.6-0ubuntu20
Edgy	4.1.1-6ubuntu3	2.17-1ubuntu1	2.4-1ubuntu12
Feisty	4.1.2-1ubuntu1	2.17.20070103…	2.5-0ubuntu4
Gutsy	4.1.2-9ubuntu2	2.18-0ubuntu3	2.6.1-1ubuntu9
Hardy	4.2.3-1ubuntu3	2.18.1~cvs2008…	2.7-10ubuntu3
Intrepid	4.3.1-1ubuntu2	2.18.93.2008…	2.8~20080505-…

Verifying you have a good toolchain

A "good" toolchain is one that passes most of its test suites.

- ARM is not the most popular architecture: building a "good" ARM toolchain requires a fair bit of testing and patching
- Toolchains depend in surprising ways on all sorts of other packages (e.g. Perl, bash, …)
- Number of errors from test suite decreases as you iterate; for example, for gcc 4.1.2, we went from 11 to 5 to 0 with each iteration.

To maximize distribution quality, we iteratively compile each distribution at least 3 times

What, exactly, do you compile for?

Compiler option	Choices	What it affects
Application Binary Interface	Old ABI, EABI (1-5)	Data structure alignment, how parameters are passed to/from functions, kernel interface
Floating point	Hardware, Software, Vector (VFP)	Format of floating point numbers and execution speed
Endian	Little/Big	How words are stored in memory
ARM Architecture	v3, v4, v5, v6, v7…	The instruction set
Thumb	Non-thumb/Thumb (& version)	Code size, execution speed, & interoperability
Target processor	E.g. Xscale	Optimization for a specific processor or family

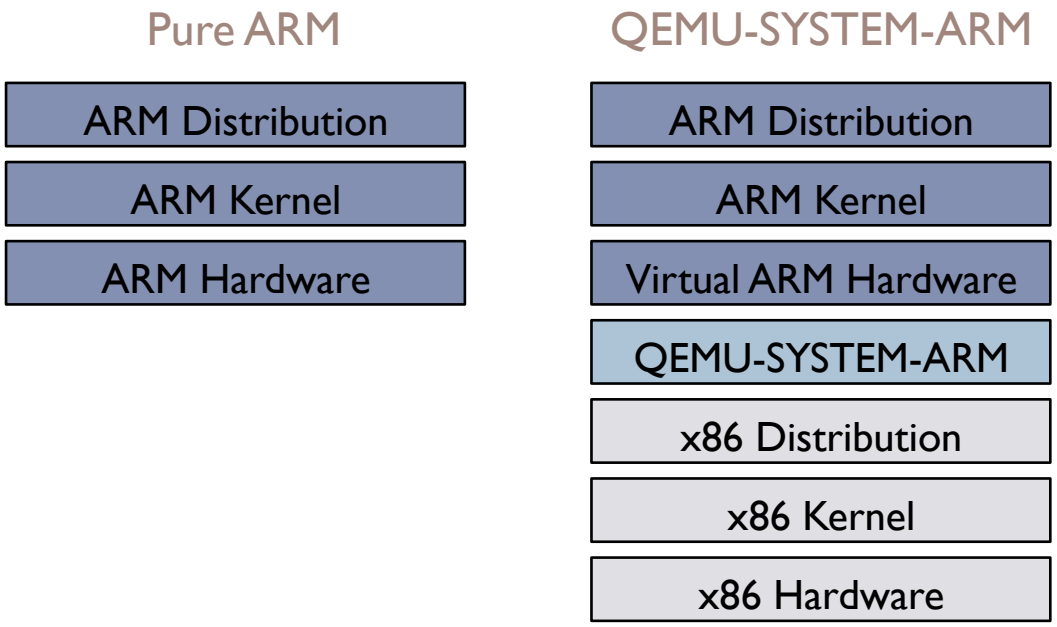
ARMv5EL= EABI, soft FP, little endian, v5, non-thumb

Challenge: Handling the “native” problem

Desktop distributions are not cross-built: you need an ARM-based machine to build an ARM-based distribution

- Option #1: Fundamentally change the build system using something like Scratchbox.
  - We couldn’t find a good way to do this without a lot of source package modifications
- Option #2: Create a build cluster of ARM-based machines...

Options for “native” build machines



In 2007 we looked at the time and cost to build a sufficiently fast cluster

2007 cluster: Native ARM build machines

20 home-built 1U ARM boxes

- 600 MHz ARMv5 processors
- 32 hours to compile and run the test suite for gcc-4.1 (one box)
- 4 days to compile the main Ubuntu packages (about 3000)

2008 cluster: Virtual ARM build machines

17 Dell x86 workstations
(34 virtual ARMv6/7 machines)

- Emulated ARMv6 processor (2 on each workstation)
- 25 hours to compile and run test suites for gcc-4.1
- 2 days to compile main Ubuntu packages (about 3000)

About a 25% performance increase and a 60% cost decrease

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Mojo Releases

ARM Targets

Mojo	Ubuntu	Released	v5	v5+VFP	v6+VFP
Frisky	7.04	March 2008	✔		✔
Grumpy	7.10	June 2008	✔		✔
Hasty	8.04	July 2008	✔	✔	✔
Icy	8.10	Nov. 2008	✔	O	O

- Frisky was our test case
- Grumpy only exists as a bridge to Hasty
- Hasty is in very good shape and has updates
- Icy is very new

Statistics from a sample build

Hasty ARMv5 EL	Main	Contributed
Ubuntu source packages	3114	11188
Ubuntu binary packages	6151	18955
Source packages we modified	55	6
Completely built source packages	2921 (94%)	9591 (86%)

The majority of packages just build without modification

Why didn't some packages build?

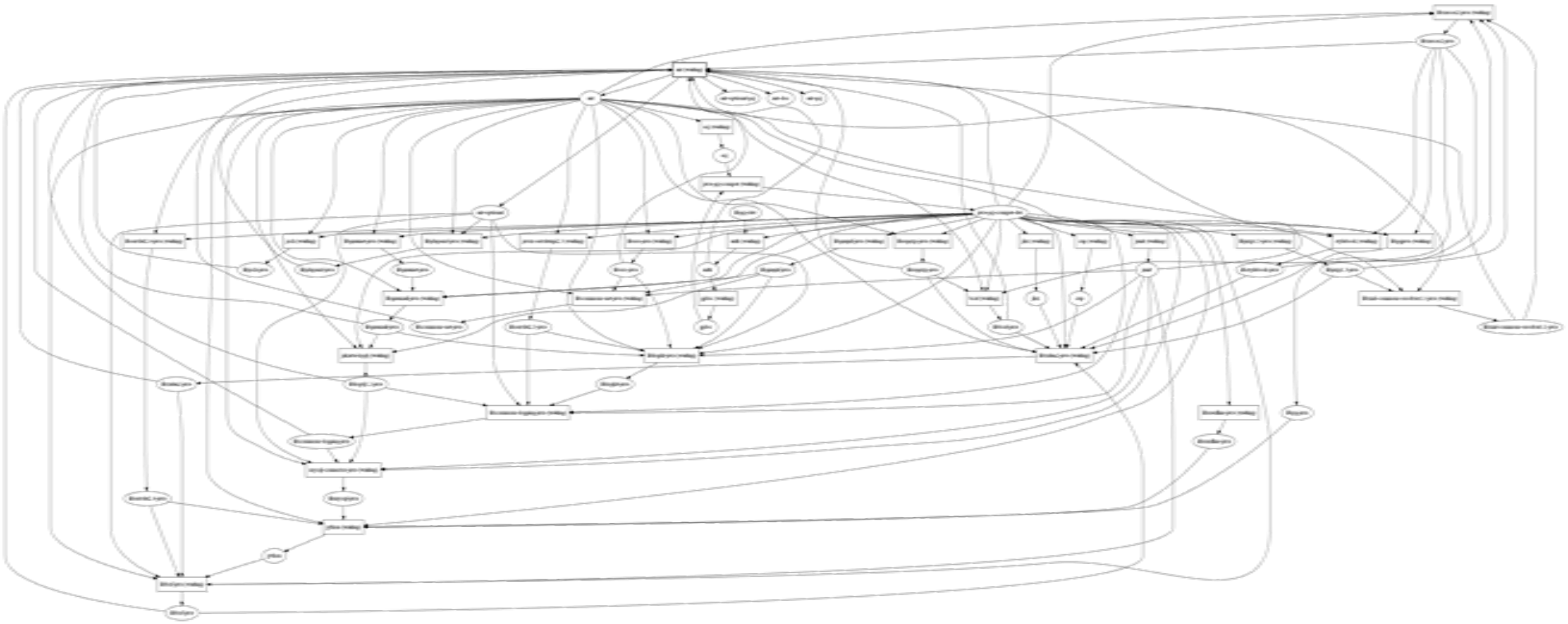
Hasty ARMv5EL	Main	Contributed
Wrong architecture (not ARM)	58 (29%)	247 (15%)
Partially built – some of generated debs are not for ARM (e.g., Linux kernel)	36 (18%)	33 (2%)
Waiting on other packages that failed	81 (41%)	993 (61%)
Failed (e.g., Java)	22 (11%)	364 (22%)

Many packages fail to build completely because they aren't for ARM

Challenges in package building

- Many Ubuntu packages come in build-dependency loops that must be manually unwound (e.g. KDE, Java)
- Some important packages simply don't exist for ARM (e.g., Java)
- Some important packages have to be backported from later distributions (e.g. Mono, Fortran compilers)
- Some key packages have to be patched because we're not officially part of Ubuntu (e.g., dpkg, apt, keyrings)
- Some packages just have errors (e.g., Qt float data type, minor fixes in Python)

A sample dependency loop (Java)



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Debian Installer with QEMU

- Download installer components

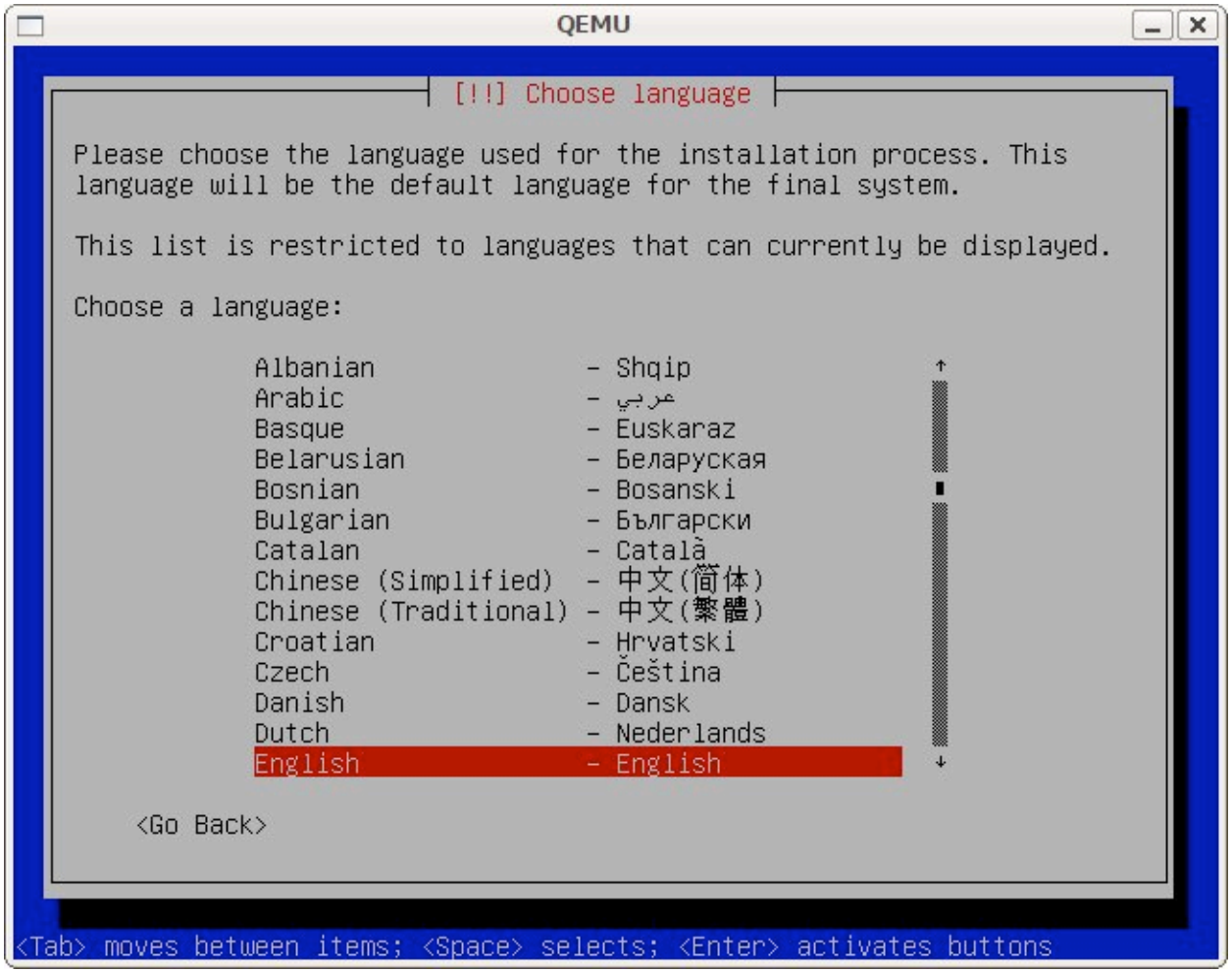
```
$ wget http://repository.handhelds.org/hasty-armv5el/installer-arm/images/versatilepb/ramdisk.gz
$ wget http://repository.handhelds.org/hasty-armv5el/installer-arm/images/versatilepb/vmlinuz-926
```

- Create a QEMU disk image

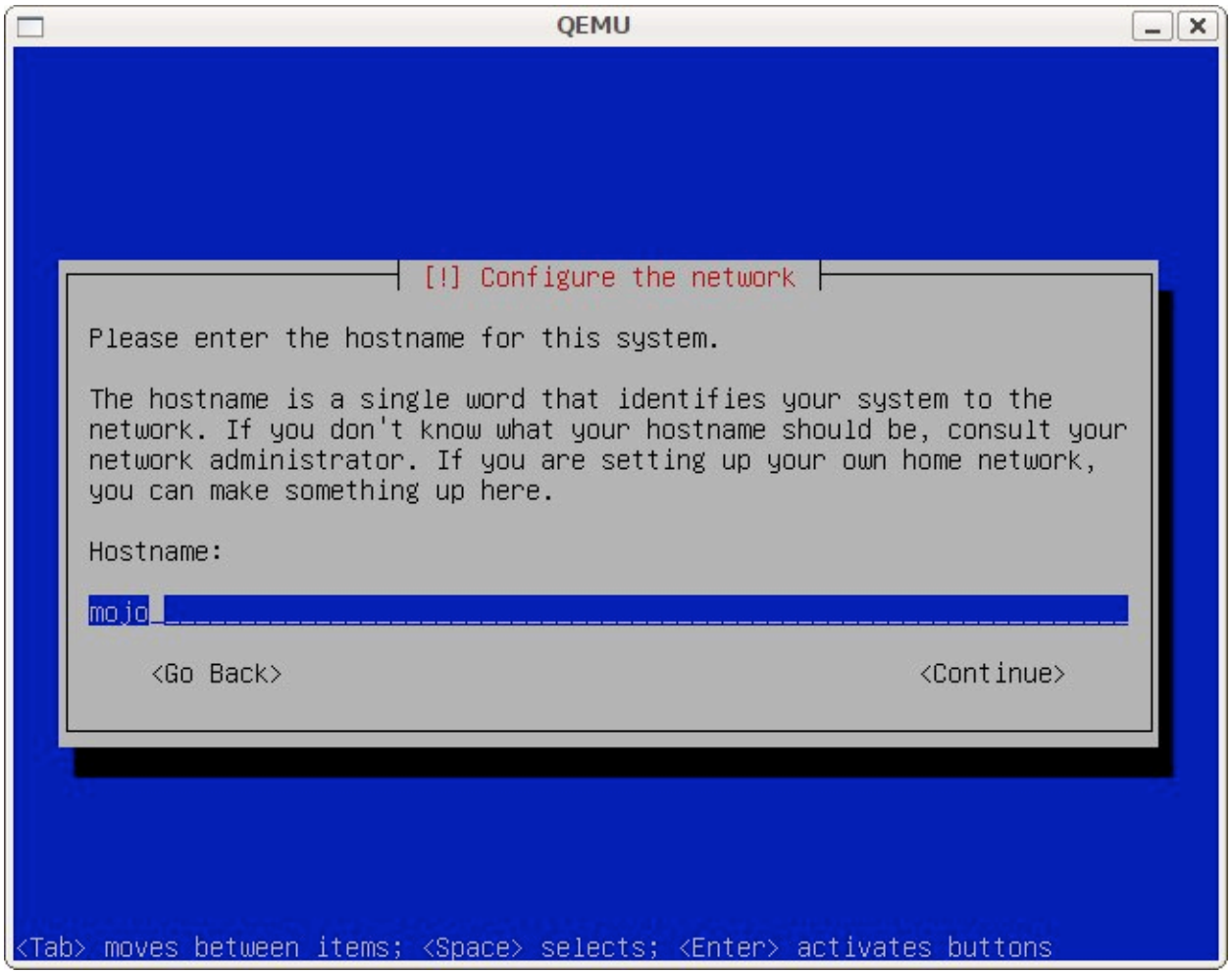
```
$ qemu-img create –f raw test.img 2G
$ qemu-system-arm –M versatilepb –m 256M –kernel vmlinux-926 \
                  –initrd ramdisk.gz –hda test.img –append “root=/dev/ram”
```

- Run the Debian Installer…

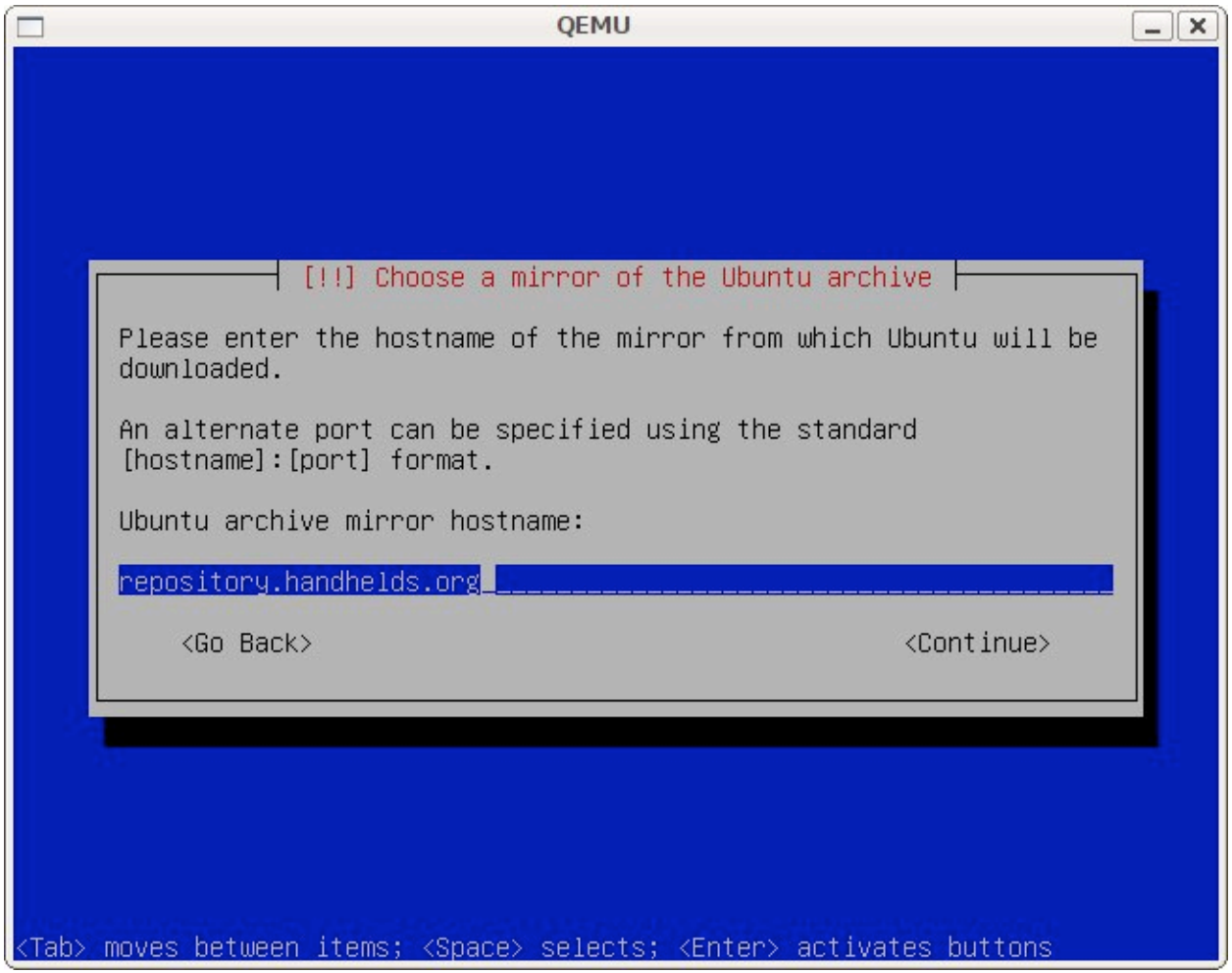
Debian Installer



Debian Installer



Debian Installer



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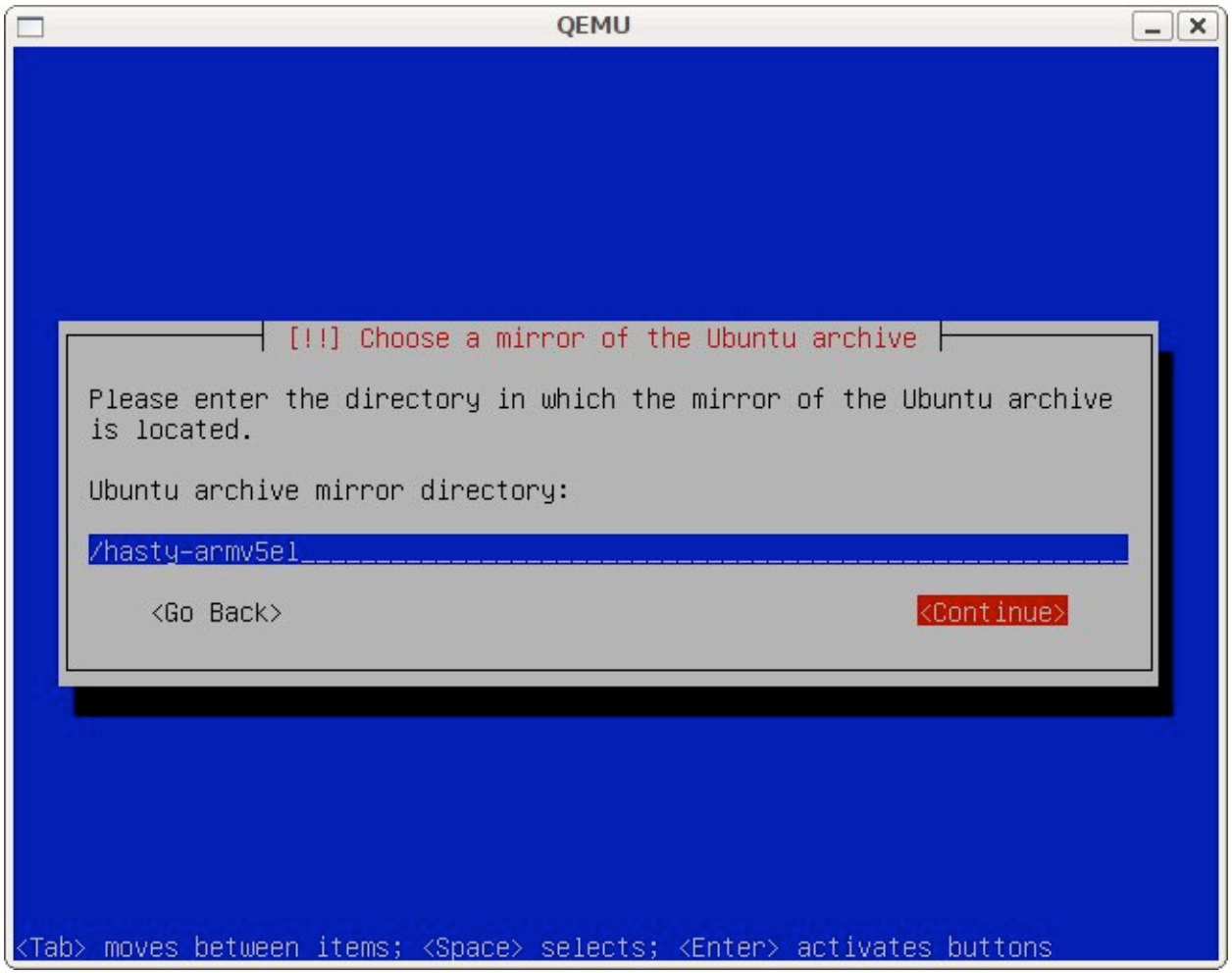

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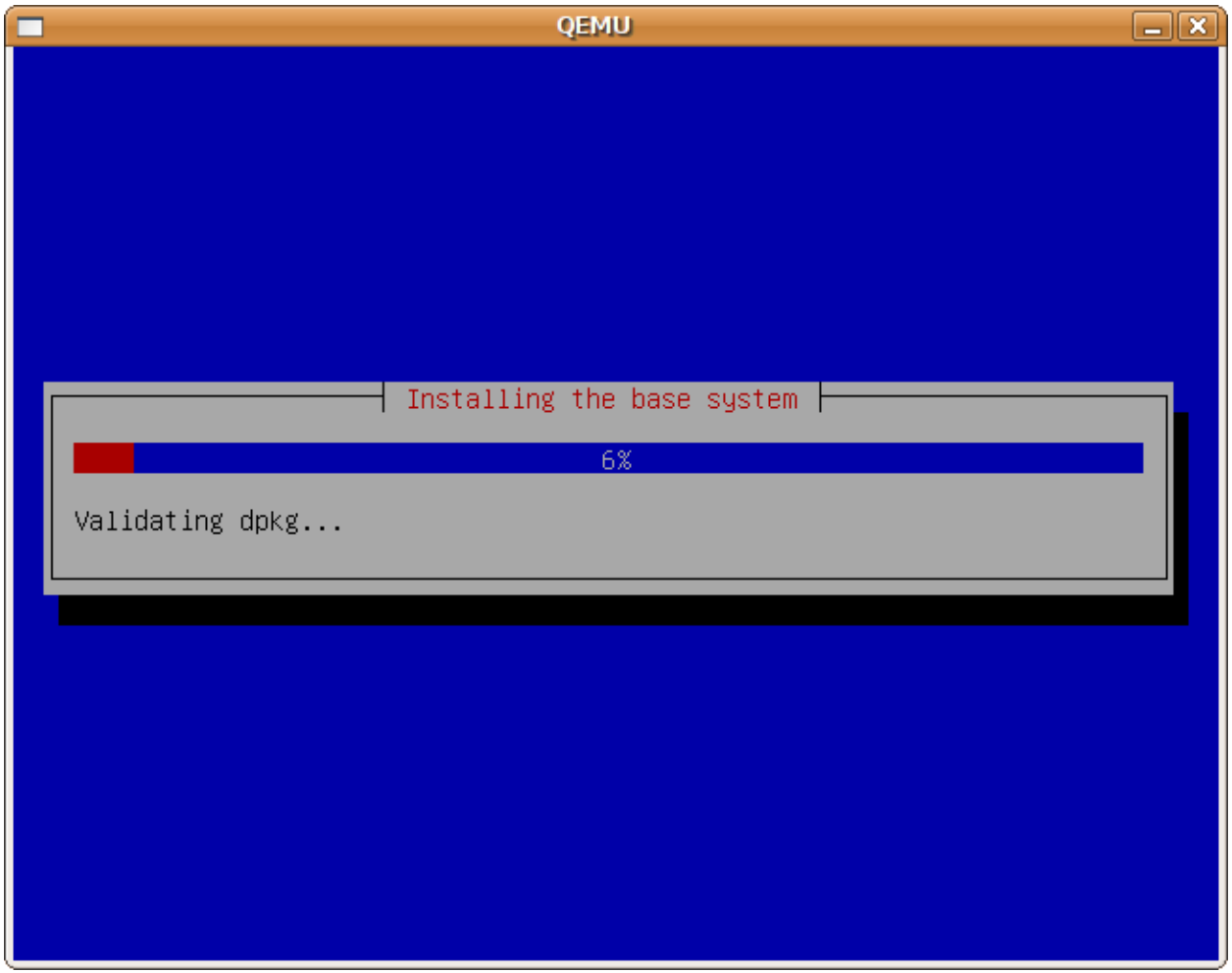
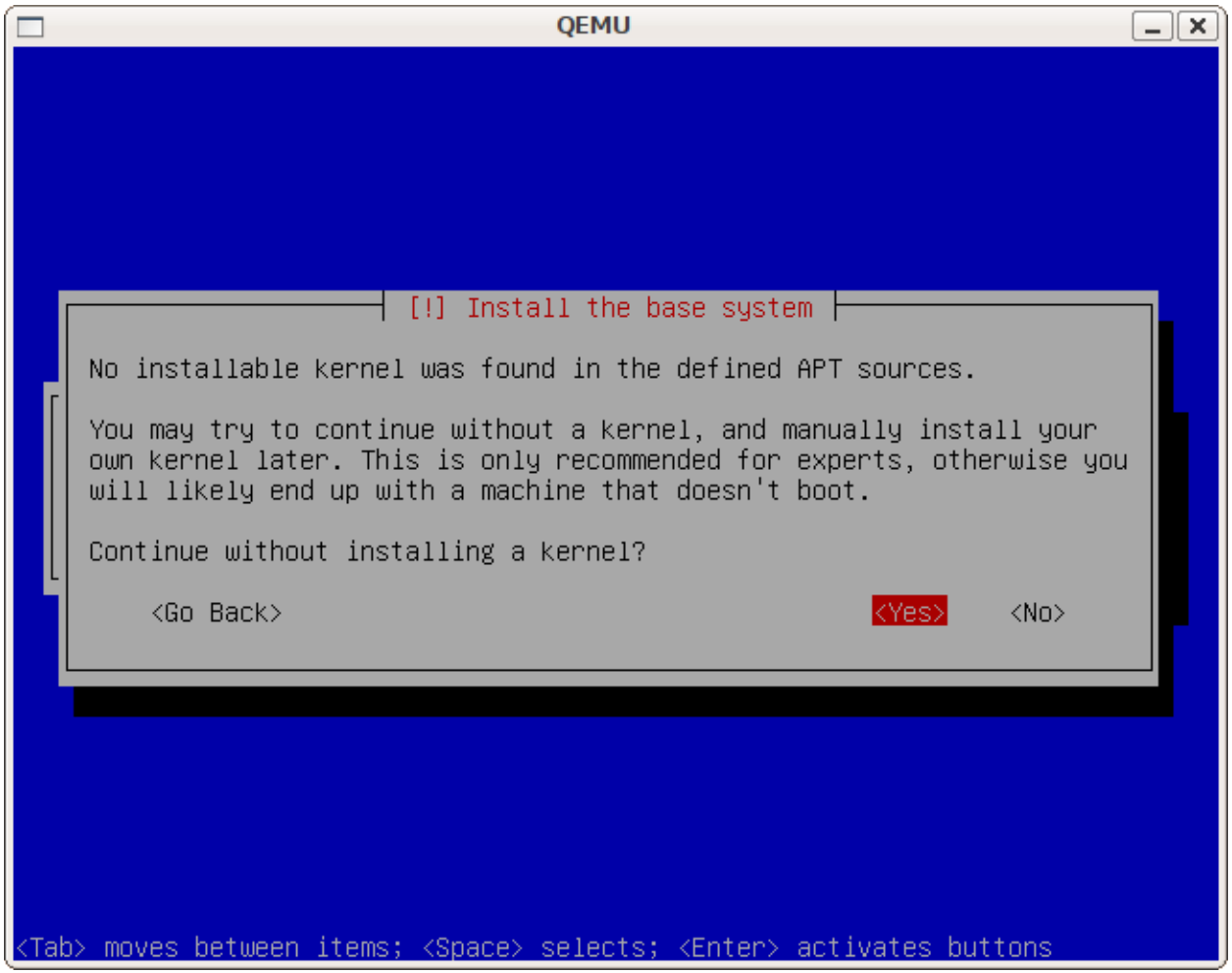
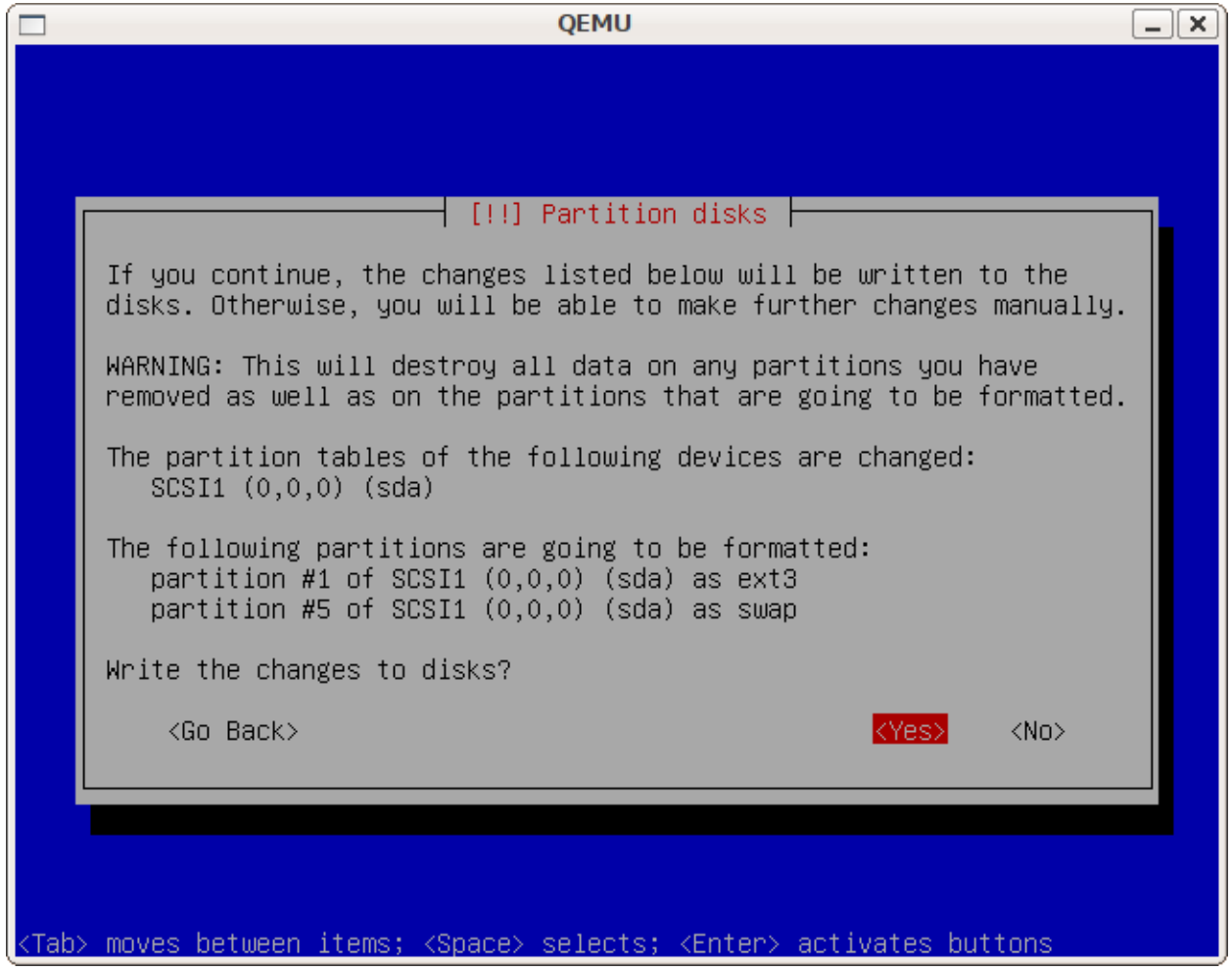


Debian Installer



Debian Installer



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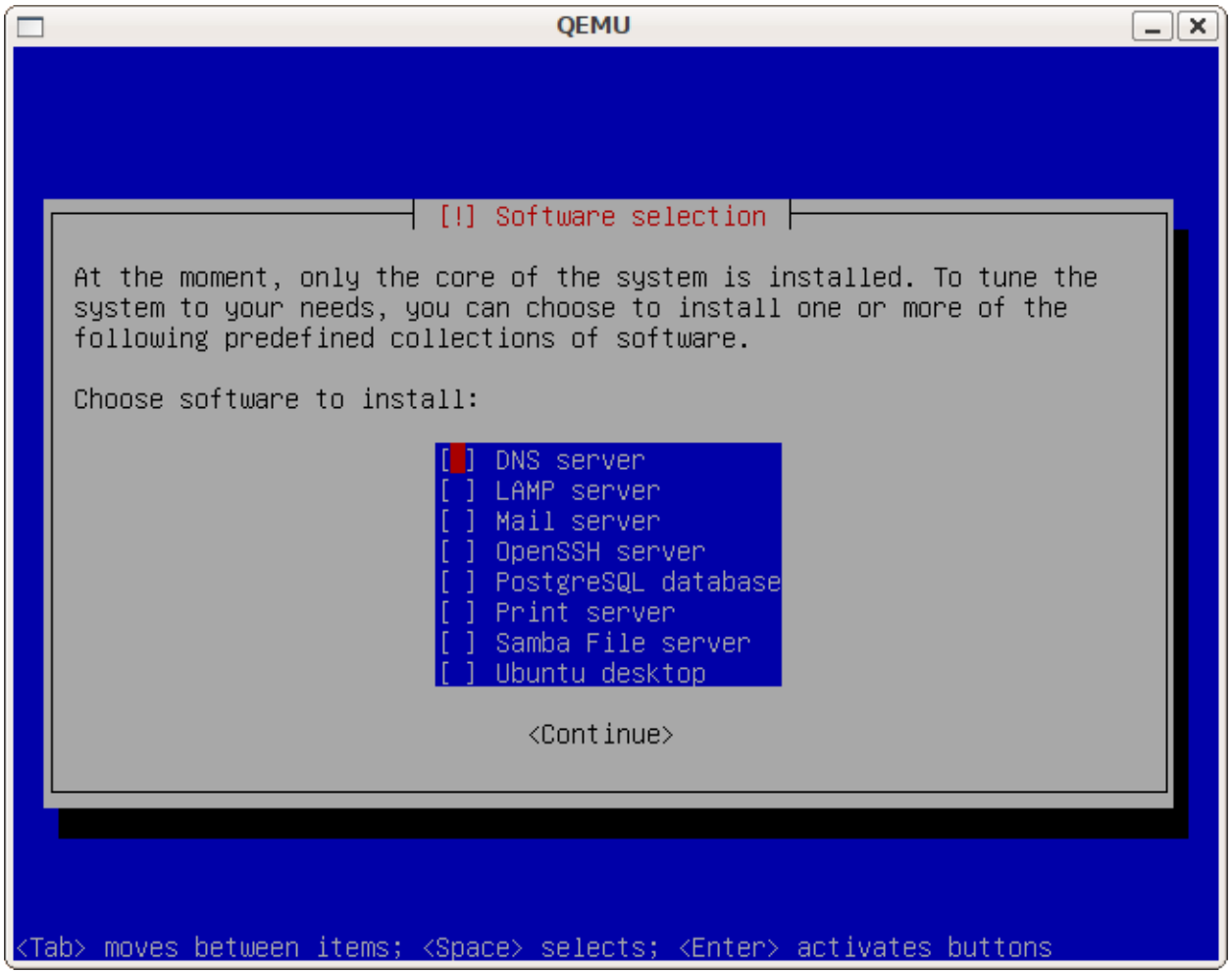

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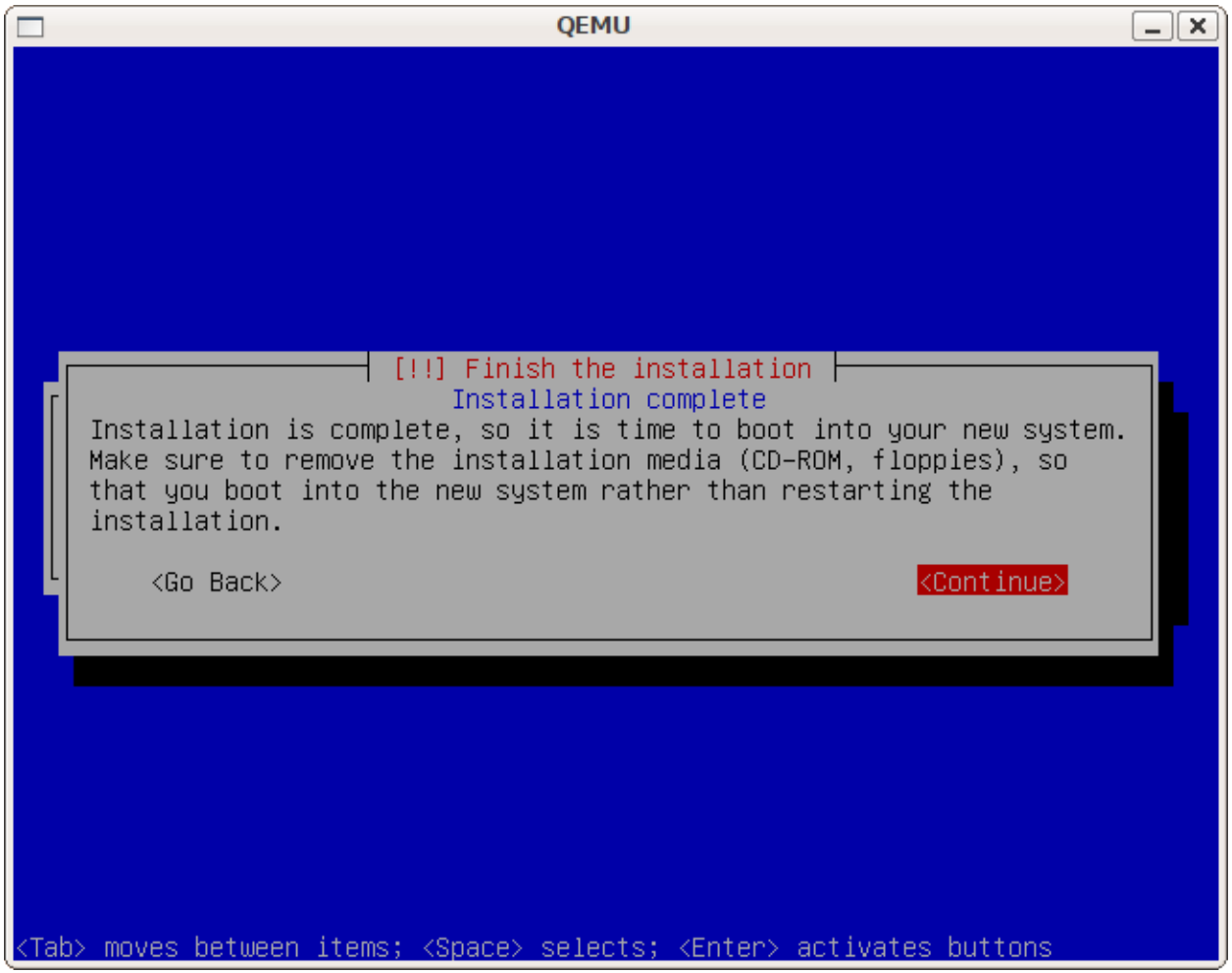


Moving beyond the installer

- Once the installer has finished, you can boot the image in QEMU with:

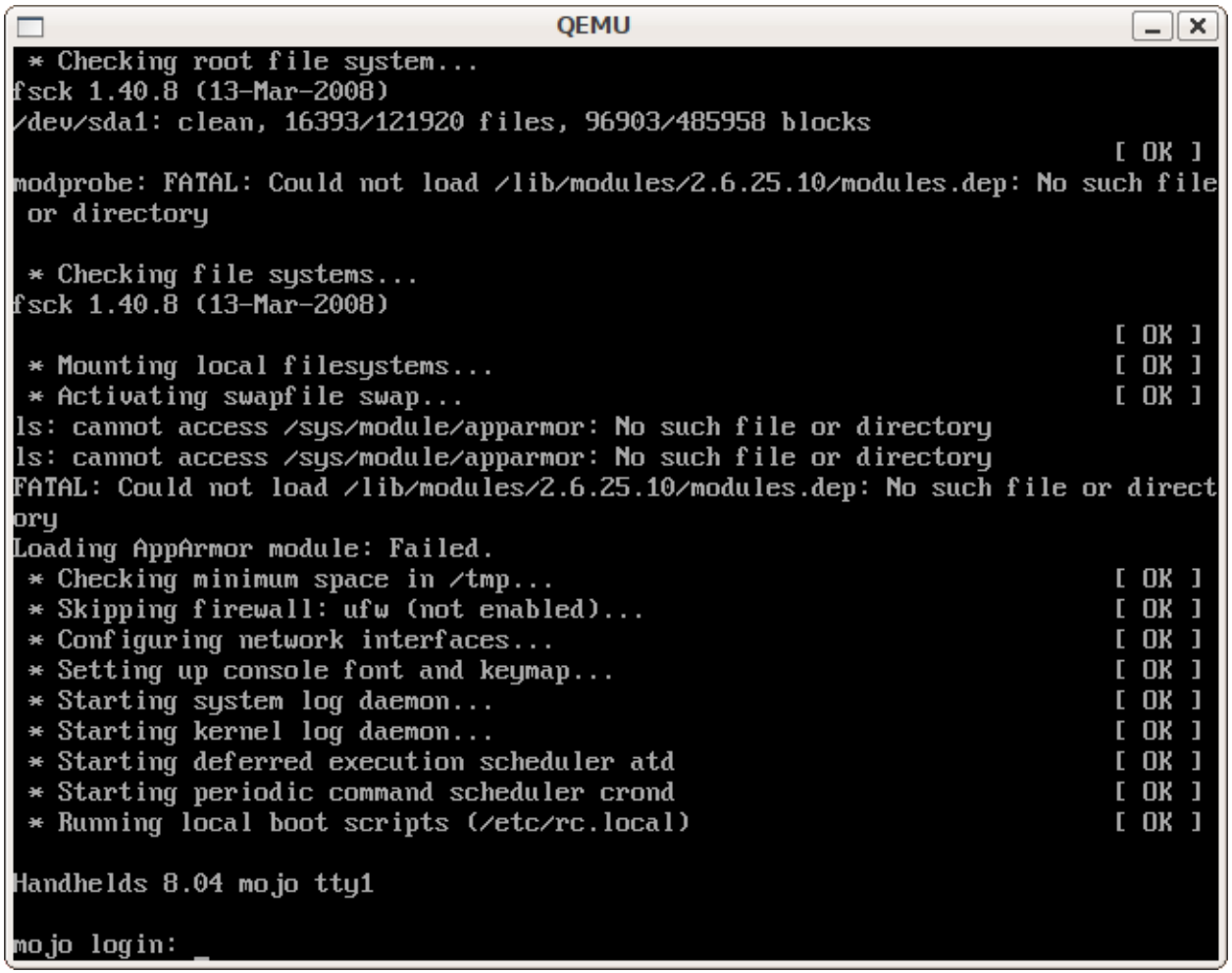
```
$ qemu-system-arm –M versatilepb –m 256M –kernel vmlinuz-926 –hda test.img \
                        –append “root=/dev/sda1”
```

- If you’d like a graphical environment, try:

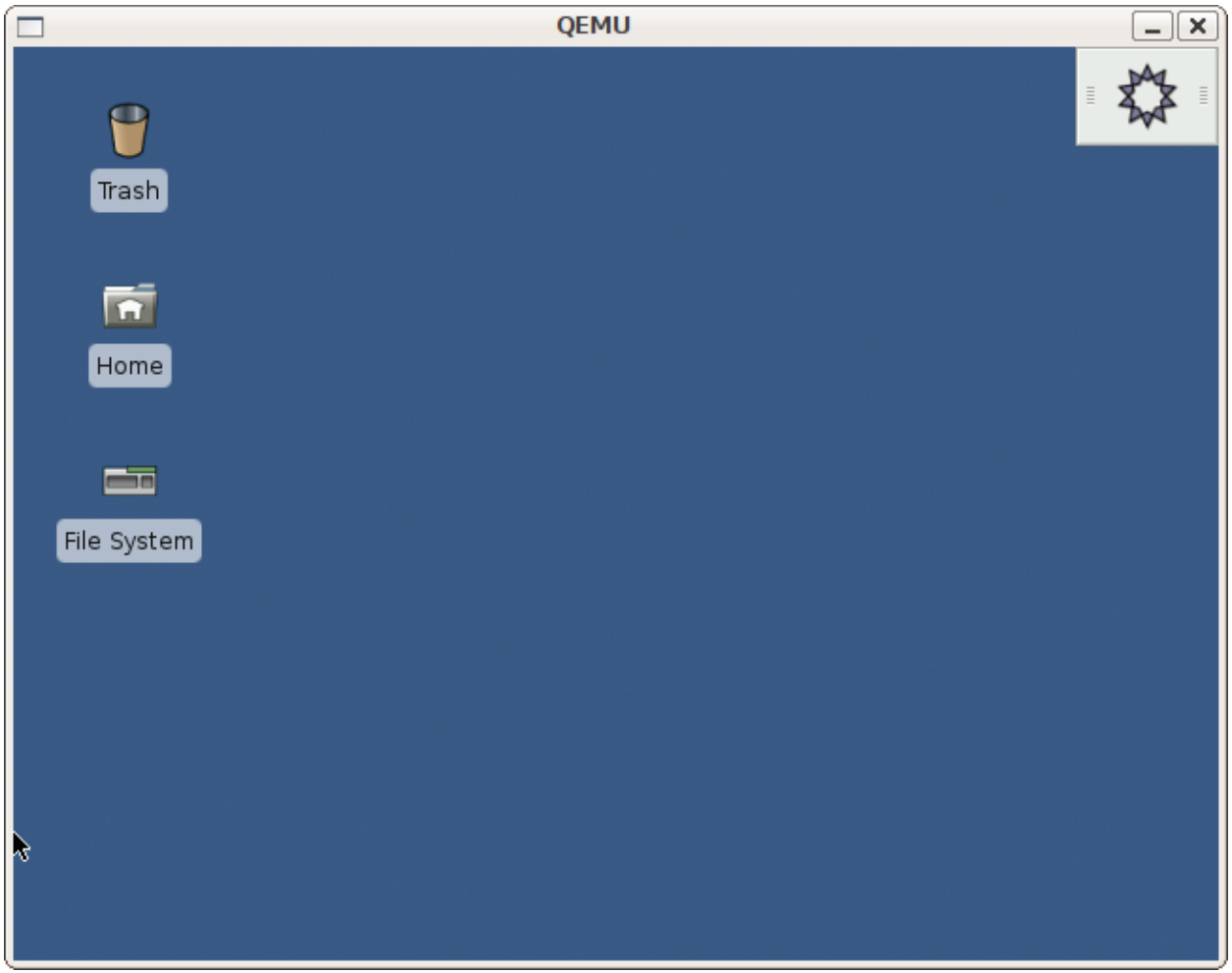
```
$ apt-get install xorg xfce4 gdm
# Edit /etc/X11/xor.g.conf to include Driver “fbdev”
```

Instructions are on the website and the Mojo wiki

Running system

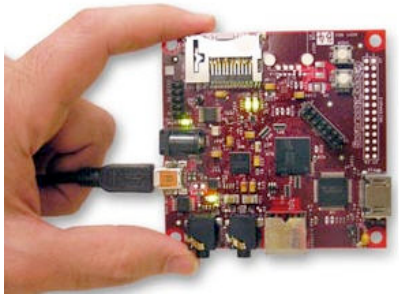


After running “startx”



Examples of what you can do

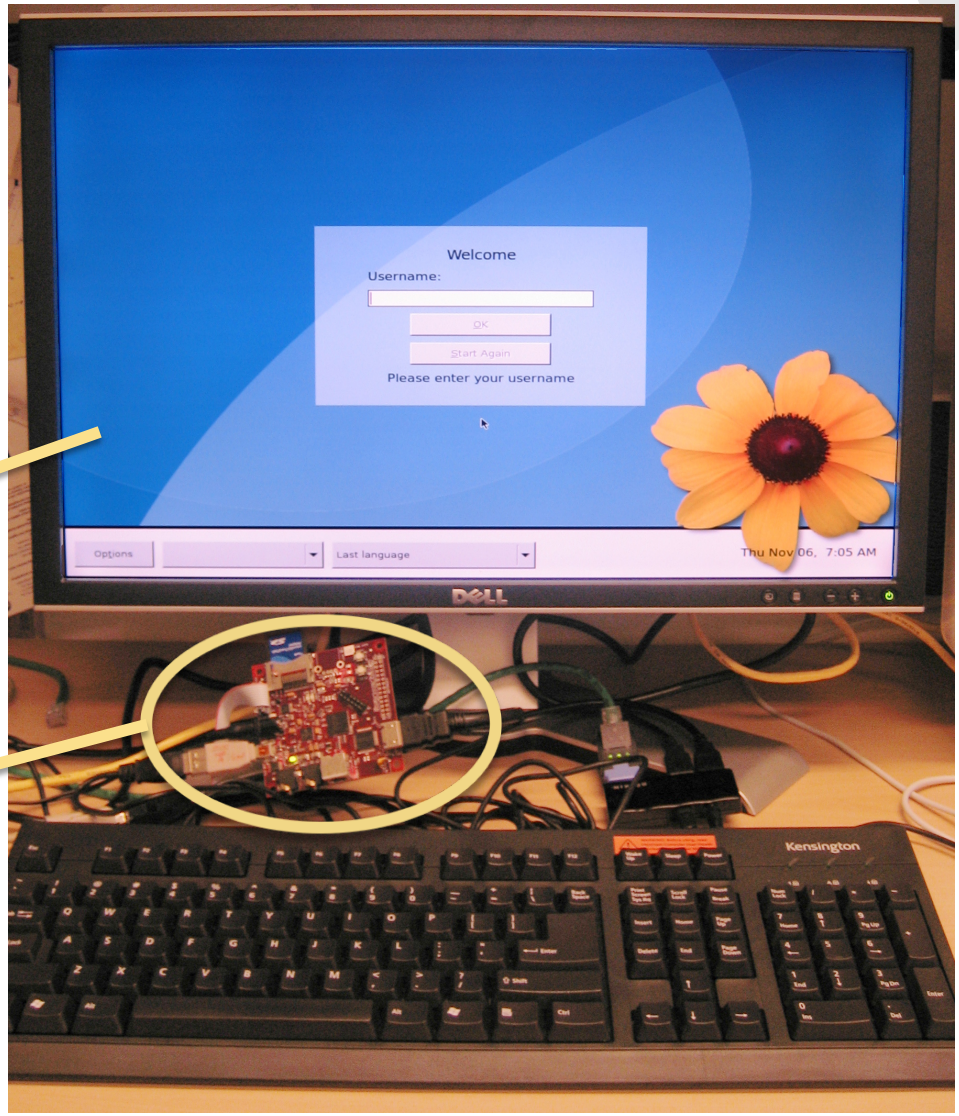
- Robert Nelson has Beagle Board instructions
- Cortez has been working on the Sharp Zaurus
- Rabeeh Khoury (Marvell) has good stuff for the Marvell 78100 board (wicked fast ARM…)



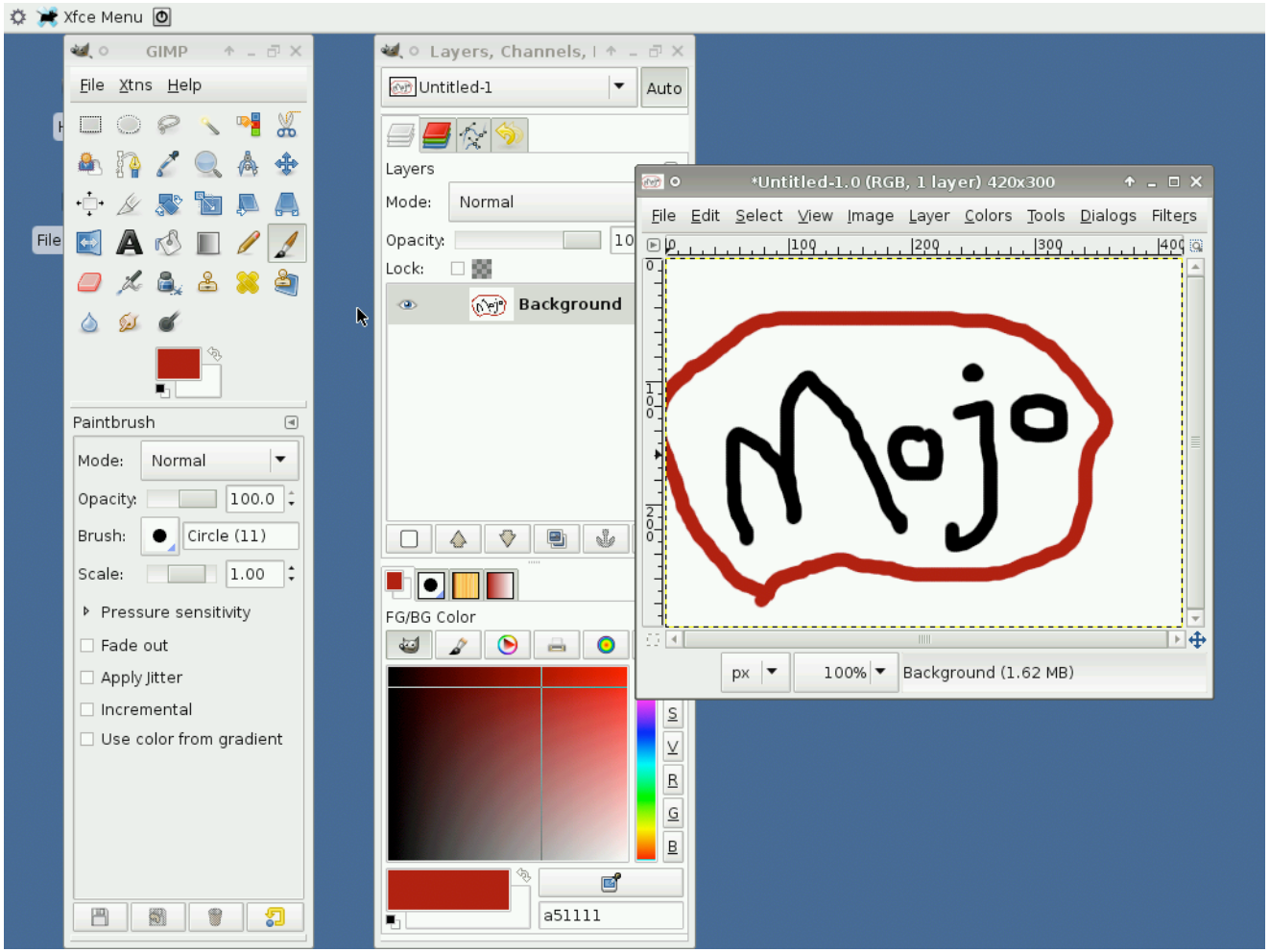
Testing Hasty ARMv5EL & v6EL-VFP

XFCE4 + gdm

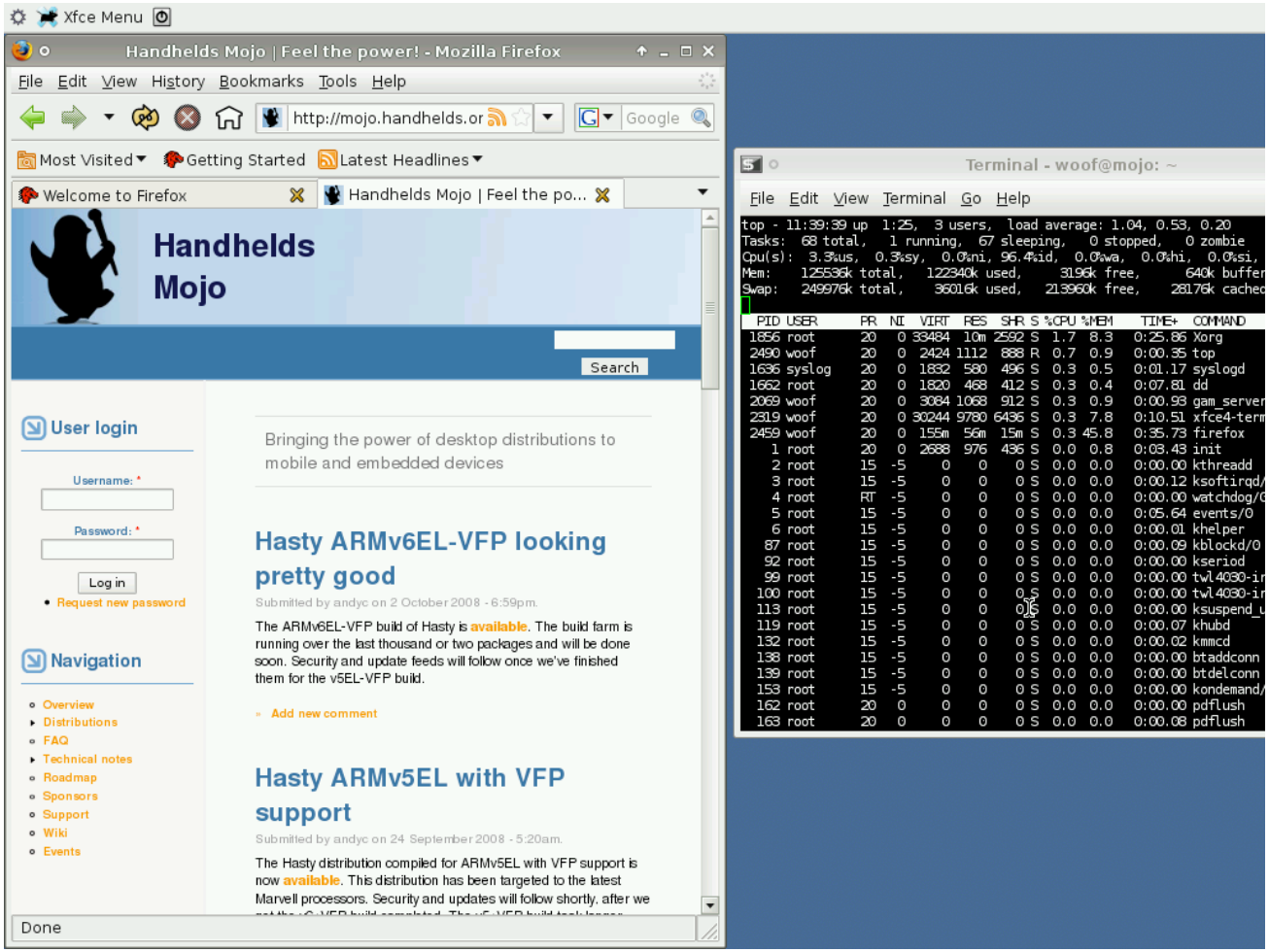
Beagleboard



Gimp on a BeagleBoard (Hasty v5)



Firefox on BeagleBoard (Hasty v5)



Does architecture matter?

- A quick performance test using Cairo to draw falling, spinning PNG and SVG files
- Tested on a TI BeagleBoard, we saw a 15-20% speedup from the Hasty ARMv5EL distribution to the Hasty ARMv6EL+VFP

Future work

- Building the Icy (8.10) release
- Submitting patches back to Debian and Ubuntu
- Considering adding a new architecture or two
- Considering building Debian

…and *using* these distributions, of course…

http://mojo.handhelds.org