



Showcase - Mender, an end-to-end OTA solution

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Deploy Software Updates for Linux Devices



About me

Josef Holzmayr

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OpenEmbedded Social Media Manager
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Guilty of most sins in this presentation
myself

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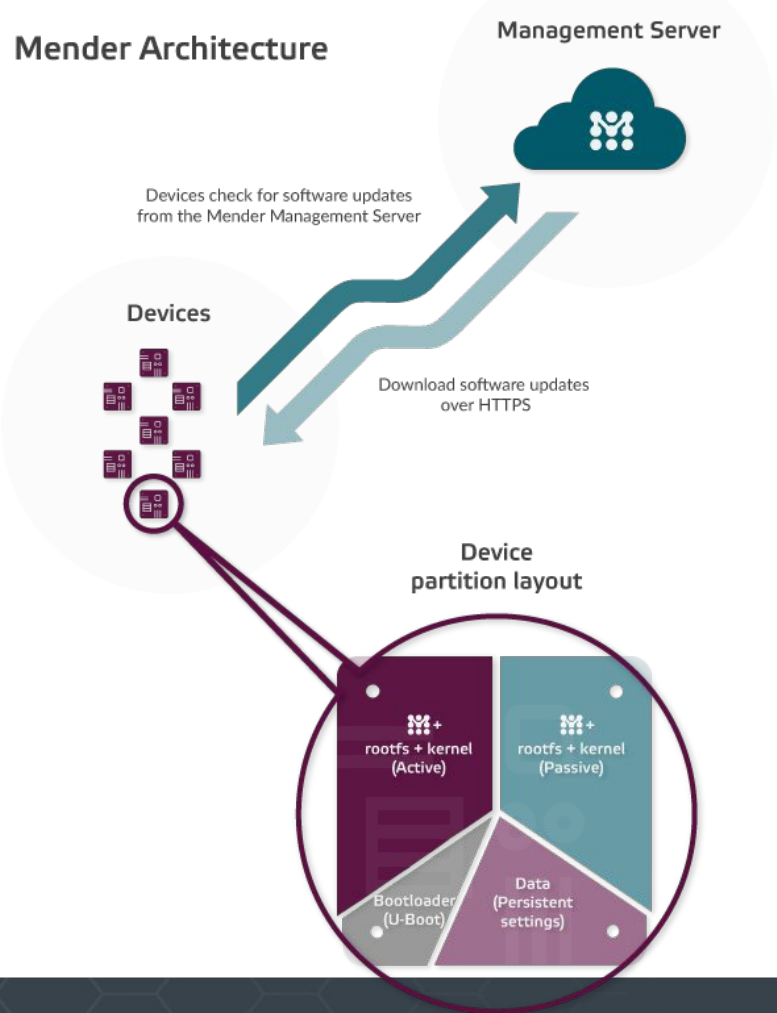


OTA requirements checklist

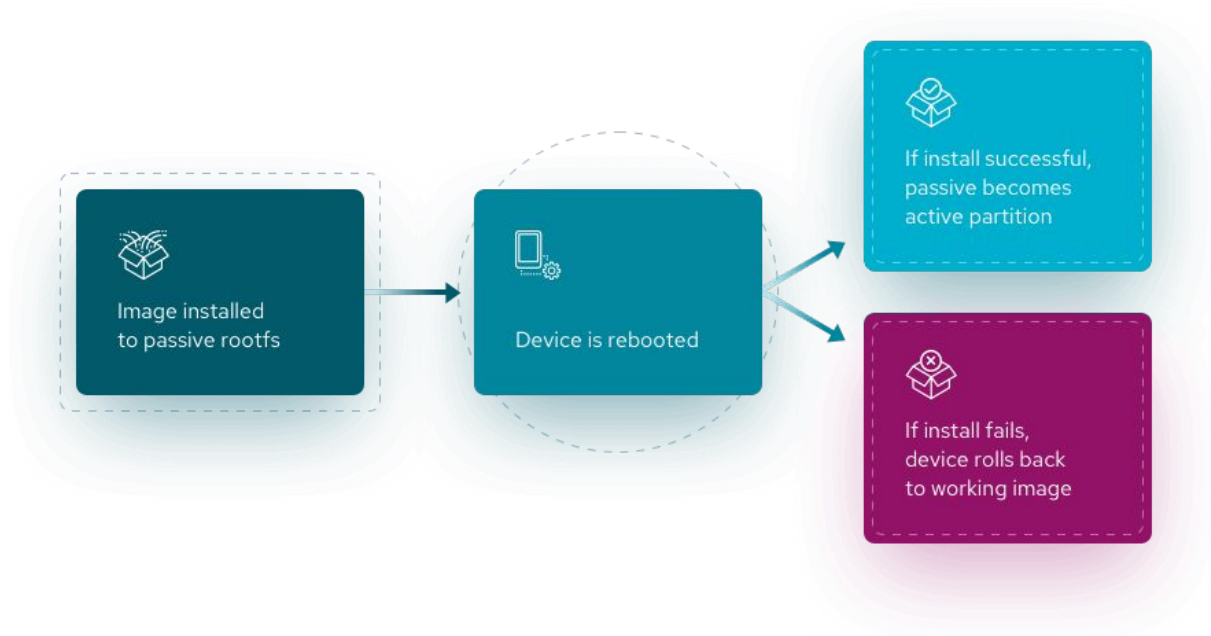
- ✓ Failsafe so it never renders device unusable (“bricked”), even when losing power
- ✓ Capable of atomic updates to avoid half-done installations
- ✓ Do integrity verification to avoid corruption of updates
- ✓ Able to do code signing of image updates to ensure control over updates



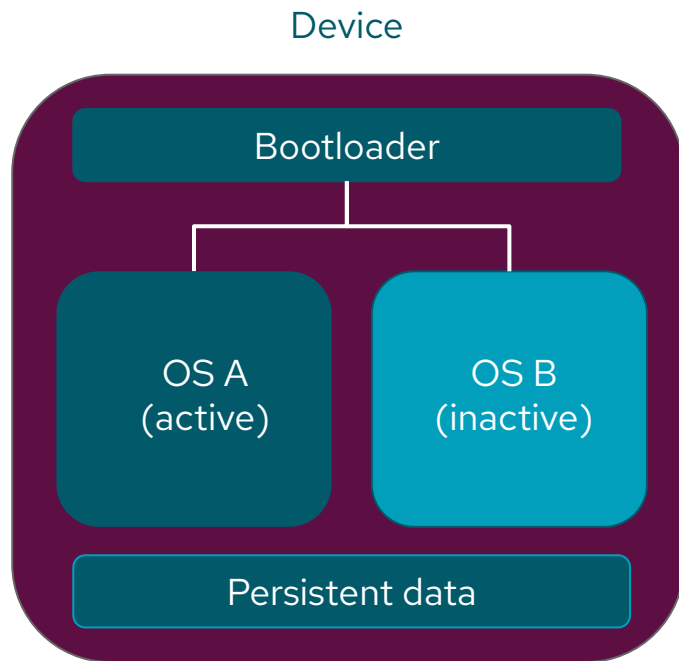
Mender Architecture



A/B system updates - flow



A/B system updates - partition persistence



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What artifacts do we need?

- Full Images
 - partition layout
 - bootloader
 - payload system / application
 - initial persistent data
 - `.sdimg`, `.uefiimg`
- System images
 - only payload system
 - doesn't change persistent data
 - `.mender`

[1] <https://docs.mender.io/overview/artifact>



What goes into a Yocto build, from where

- Machine configuration
 - comes from the BSP and triggers everything necessary to make a specific set of hardware work
- Distro configuration
 - defines the API of the linux system
- Image recipe
 - declares the actual application payload that you ship
- Local configuration
 - “transient”, per build respectively build setup



How does this fit together?

- Machine configuration

This defines the identifier that the OTA pipeline uses!

Sets what mender needs on that specific hardware

Example:

- `MENDER_BOOT_PART_SIZE_MB = "40"`

- Distro configuration

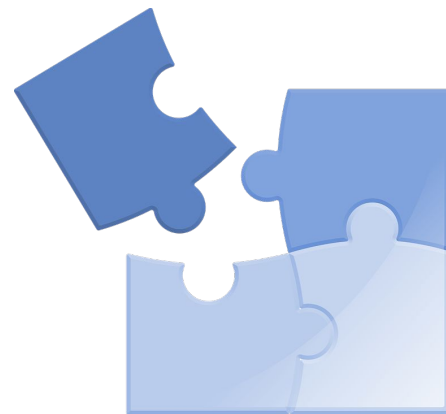
Applies the project-wide mender integration

- `INHERIT += "mender-full"`

- Local configuration

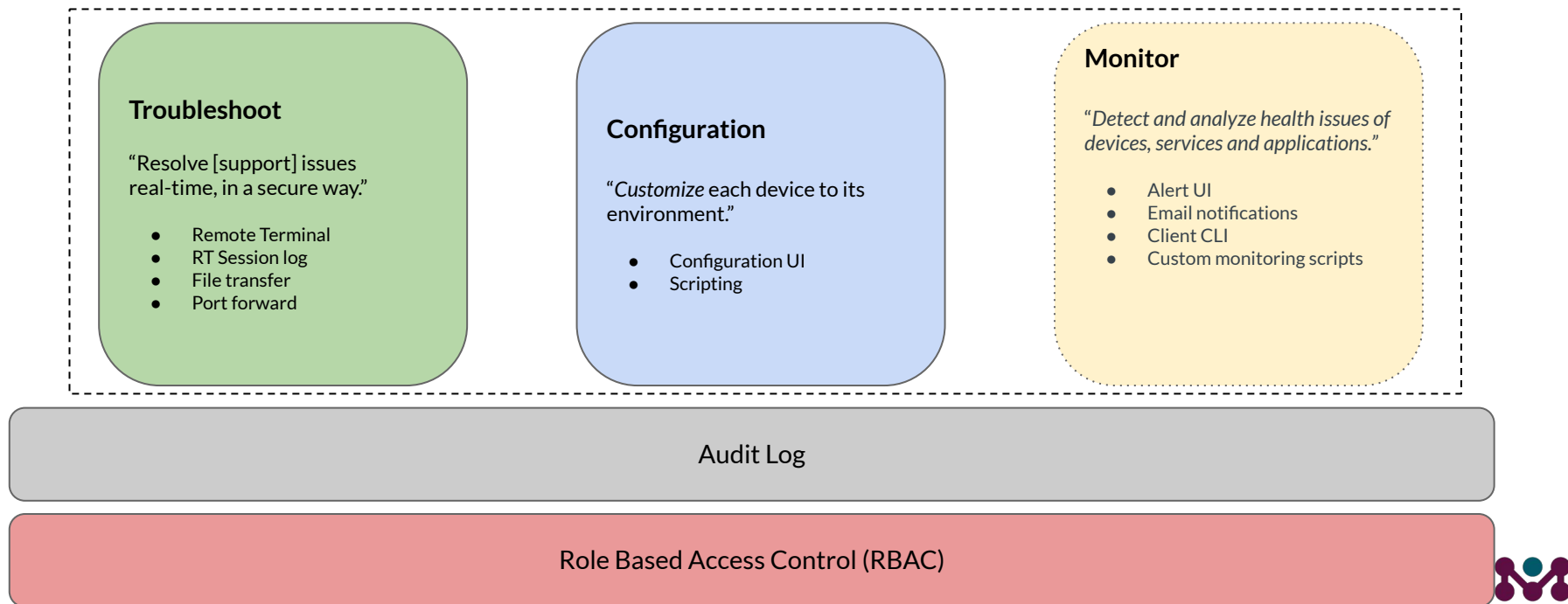
Configures how the build will be seen as an update

- `MENDER_ARTIFACT_NAME = "release-1"`



Mender - Beyond OTA - Add ons

Current Device Management add-ons in Mender



Demo time!



Learn more

Get started now

docs.mender.io/getting-started

Join the Mender Hub community

hub.mender.io

Mender on Github:

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