

GStreamer CI for embedded platforms

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COLLABORA

Open First

Who am I ?

- GNOME contributor since 2000
- GStreamer developer since 2007
- Multimedia Lead @ Collabora

Why do we CI ?

- To test automatically
- To prevent regressions
- To test in a reproduceable way



What do we build today?

- Debian x86-64
- Fedora x86-64
- Cross compiled mingw32 & mingw64
- iOS
- MacOS
- Android



But what do we test?

- Debian x86-64
- Fedora x86-64
- But most people use GStreamer on embedded systems



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What's not really tested

- GStreamer OMX
- Hardware codecs
- Capture devices
- KMS integration
- Zero copy paths

Our prototype

Required components

- A GStreamer build
- An embedded system
 - Raspberry Pi, an odd system



Setting up the build: cross-building

- Requires a sysroot
- We used debos (see ELCE presentation)
 - Creates Debian based sysroots

Setting up the build: Cerbero

- Built using Cerbero
- Created a custom config
 - Toolchain
 - Sysroot location
 - Special variant; R

Setting up the boards

- Using the Linaro Automated Validation Architecture (LAVA)
 - Flashes boards
 - Boots boards
 - Connects to boards
 - Resets boards

Setting up LAVA?

- Collabora has a LAVA instance
 - 16 boards
- Including a Raspberry Pi 2B

Setting up LAVA

- Kernel
- Sysroot
- Config





Testing Process

- Build
- Trigger LAVA
- LAVA boots device
- Device downloads GStreamer artifact
- Device runs tests
- Device sends result back to LAVA
- LAVA sends result back to Jenkins

LAVA – Jenkins integration

- Using command line “lqa”
- Sends request
 - with callback URL
- Using Jenkins plugin



Next steps

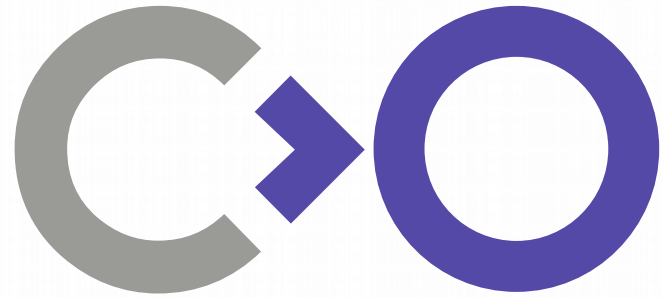
More platforms

- A standard Linux platform
 - V4L2 based
- An embedded use-cases test suite for Gst-Validate

Thank you

- Omar Akkila
 - Did all the work
- Nicolas Dufresne, Guillaume Tucker, Sjoerd Simons
- Configs:
 - <https://gitlab.collabora.com/users/rakko/projects>





Thank you!



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