# Update Strategies for the Edge

#### There's a better way.





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# How large is the Edge?

# 20,400,000,000

That's a lot of devices.





#### They don't update; device is effectively single-use OR It's time-consuming, complicated, or requires physical access

# Why change?

## It's beyond inconvenient



Edge computing is massive and growing

- Consumer
- Industrial
- Medical

Slow OTA updates are annoying Wired updates are expensive and more annoying





Unpatched bugs can be a huge vulnerability

- Expose private data
- Harnessed for a botnet
- Used for cryptocurrency mining
- Safety implications for medical

# What's slowing us down?

## Not building for it.



Many devices are not made to be updated.

- Designed to run one version until the end
- "Update strategy" here is flashing the device
- Bugs are inevitable

# Between 1 and 25

Number of bugs per 1000 LOC

## **Connectivity Concerns**

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We can't rely on the device's network

- Networks may be unstable
- Bandwidth may be low
- Network probably isn't secure

## Hardware Variations



- It's 20.4 billion devices
- Lots of specialized hardware
- Variations in memory, storage space, architecture

How do we design something that handles so much variety?

## Think future-forward.

Updates are your friend. Embrace updates, not security nightmares.

## Get better with age.

Your product should not be getting worse from the moment it ships.

## Build robust.

Brittle software means a brittle device, and that doesn't inspire trust.

# Modern DevOps tools.

Your developers will thank you and things will run more smoothly.

# The Proof of Concept







- Majority not designed for OTA updates
- OTA updates are still slow and inconvenient
- Little standardization
- Significant portion of recalls are due to software

## Cars as Edge Devices



- Presented a range of solvable pain points in one device
- Tangible example for end users and manufacturers
- Device in question meant speed, reliability, and safety were equally important

# Workflows and Tools

## Two Distinct Workflows



Software Updates

- Without flashing firmware
- No interruption of user
- Takes only seconds
- Relies on K3S and Helm

#### Firmware Updates

- More difficult update
- Takes only minutes
- Rollback if there is a failure
- Relies on Mender, Yocto, and Artifactory

# Software Workflow



# JFrog ARTIFACTORY



## JFrog Xray



- Vulnerability scanning tool
- All major package types supported
- Continuously scans your artifacts
- Risk Based Security's VulnDB

#### 

#### Kubernetes, but 5 less





- Lightweight Kubernetes, designed for Edge devices
- Uses only 512mb of RAM
- 40mb binary
- Very minimál OS requirements

HELM

A package manager for Kubernetes





"Charts" describe complex applications

- Easily repeatable installation
- Final authority on application
- Easy to version
- Supports rollbacks

#### **Helm Charts**

```
spec
 replicas: 1
 selector:
   matchLabels:
     app.kubernetes.io/name: {{ include "swampnuc.name" . }}-racewheel
     app.kubernetes.io/instance: {{ .Release.Name }}
 template:
   metadata:
     labels:
       app.kubernetes.io/name: {{ include "swampnuc.name" . }}-racewheel
       app.kubernetes.io/instance: {{ .Release.Name }}
   speci
     imagePullSecrets:
       - name: regcred
     containers:
       - name: {{ .Chart.Name }}-racewheel
         image: "{{ .Values.image.repository }}:{{ .Values.image.tag }}"
         imagePullPolicy: {{ .Values.image.pullPolicy }}
         command: ["swamp_wheel"]
         args: ["--pub", "tcp://{{ include "swampnuc.fullname" . }}-swampproxy:5560"]
         securityContext
           privileged: true
```

## The Result - Software



Application updates are quick and efficient

- Average of 35 seconds from dev to car
- No interruption for the user
- Can happen while device is in use
- Could happen silently, depends on device purpose

# Firmware Workflow



# MENDER

OTA updates for embedded Linux devices

## Mender Overview

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Ticks several of the boxes we're looking for:

- Updates are signed and verified
- Supports automatic rollbacks
- Several distinct installation strategies
- Dual A/B strategy

### Mender – A/B

Two partitions are on the device

- Bootloader aware of "active"
- Update streams to "inactive"
- Automatically revert to previous partition on failure

# Now let's handle the size of our builds.







Custom Linux distributions for any hardware architecture

### Yocto Overview

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- Eliminates OS bloat
- Drastically reduces resources required
- BitBake recipes and layers define your build
- Layers for common configurations are provided
- Custom layers to isolate applications or behaviors

#### **Yocto Layers**

}

```
do_compile() {
    cd ${S}/src/${GO_IMPORT}
    mkdir -p ${CHARTS_DIR}
    cp ${WORKDIR}/${TRAEFIK_FILE} ${CHARTS_DIR}/${TRAEFIK_FILE}
    cp ${WORKDIR}/go-build ./scripts/go-build
    cp ${WORKDIR}/go-package-cli ./scripts/go-package-cli
    chmod +x ./scripts/go-build
    chmod +x ./scripts/go-package-cli
    STATIC_BUILD=true ./scripts/go-build
    STATIC_BUILD=true ./scripts/go-package-cli
    cp dist/artifacts/k3s ./bin/k3s
```

```
do_install() {
    install -d ${D}/${bindir}
    install -m 755 -D ${S}/src/${GO_IMPORT}/dist/artifacts/* ${D}/${bindir}
```

```
install -d ${D}${systemd_unitdir}/system
install -c -m 0644 ${WORKDIR}/k3s.service ${D}${systemd_unitdir}/system
```

DEPENDS = "pkgconfig-native go-native zlib libseccomp go-runtime sqlite3 k3s-codegen-native"
RDEPENDS\_k3s += "bash go-runtime iptables ca-certificates"

## Yocto and Artifactory



- After first build, we can make things much faster
- Yocto cache allows for incremental updates
- Build cache can be stored in Artifactory
- Reduces time required to build by up to 50%

## The Result - Firmware



- Cuts the total time after first build to 5-10 minutes
- Build is as small as possible
- Updates are signed and secure
- Automatic rollbacks in case of failure

#### Success!

# Wrapping Up



#### Edge and IoT updates are broken

#### This is a security problem that must be addressed

#### Modern DevOps tools are here to help

# THANKS!

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