

Linux Introduction

Chih-Hsuan Yang(SCC)

zxc25077667@pm.me

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Before this talk

- ▶ Browse this slide for **15** minutes first.
- ▶ Write down the section(s) you don't know yet.
- ▶ Be attention on those sections.
- ▶ Ask questions on sli.do/fcmeqjza.
- ▶ Download this slide at [Here](#),
this full source code (tar archive) at [Here](#).
- ▶ These source files are [\(CC BY-SA 4.0\)](#)

Outline

1. What is OS?
2. Permissions
3. File systems
4. Small is beautiful
5. Command Line Interface

What is OS?

What is OS?

Time: 00:02:29 → 00:03:09 in "Revolution OS"

<https://youtu.be/vWvvh3036Fw?t=149>

(The next page is the text version of this segment.)

What is OS?

Linus Torvalds:

The thing about an operating system is that you are never ever supposed to serve. Because nobody really uses an operating system. People use programs on their computers and the only mission in the life of an operating system is to help those programs run. So an operating system never does anything on its' own. It's only waiting for the programs to ask for certain resources, ask for certain files on the disk or ask for the programs to connect them to the outside world. And then the operating system comes steps in and tries to make it easy for people to write programs.

User-space programs in execution

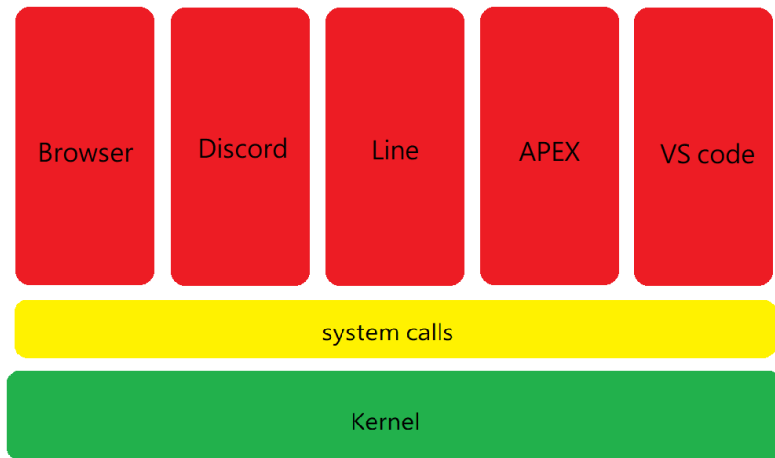
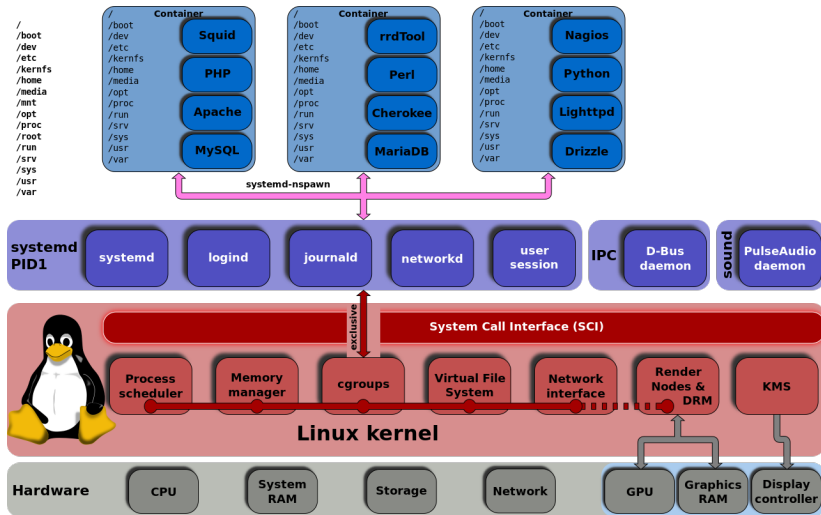


Photo credits: [Koul](#)

Components



<https://zh.wikipedia.org/wiki/Cgroups>

Why you should learn Linux?

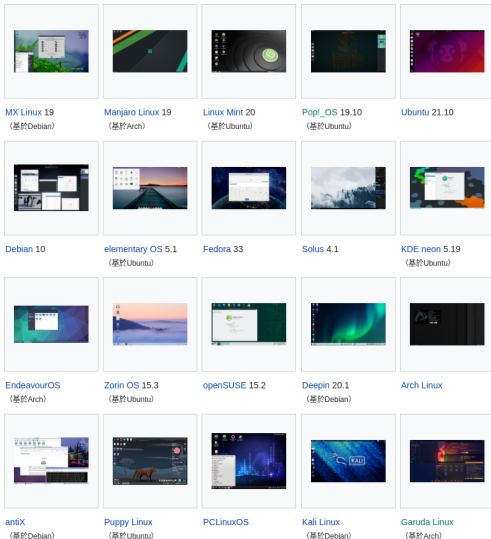
1. Understand how computers work (customize)
2. Open source¹ and ubiquitous
3. Programmer, security researcher, *big/LITTLE*² architectures
4. You can Google it!

¹<https://www.gnu.org/home.zh-tw.html>

²<https://zh.wikipedia.org/wiki/Big.LITTLE>

Distros.

在DistroWatch網站可以看到很多發行版的點擊率 and 信息，其中關注度位居前列的發行版展示如下：



<https://zh.wikipedia.org/wiki/Linux%E5%8F%91%E8%A1%8C%E7%89%88>

Linux distribution

Traverse it: [Wiki](#)
and <https://distrowatch.com/>

Booting and history

Traverse it: [IBM boot](#)

Netscape history: [Wiki](#)

Revolution OS: [YouTube](#)

Traverse it: [Hurd](#)

Read parts of [initrd](#).

Permissions

File Permissions

```
$ ls -l
```

```
→ Linux git:(main) ✗ ls -l
total 872
drwxrwxr-x 2 scc scc 4096 10月 19 20:08 images
-rw-rw-r-- 1 scc scc 10265 10月 19 20:32 Linux.aux
-rw-rw-r-- 1 scc scc 513 10月 19 20:32 Linux.bbl
-rw-rw-r-- 1 scc scc 0 10月 18 09:39 Linux.bib
-rw-rw-r-- 1 scc scc 1987 10月 19 20:32 Linux.blg
-rw-rw-r-- 1 scc scc 341 10月 19 20:32 Linux-blx.bib
-rw-rw-r-- 1 scc scc 31214 10月 19 20:33 Linux.fdb_latexmk
-rw-rw-r-- 1 scc scc 30666 10月 19 20:32 Linux.flx
-rw-rw-r-- 1 scc scc 50115 10月 19 20:32 Linux.log
-rw-rw-r-- 1 scc scc 5313 10月 19 20:32 Linux.nav
-rw-rw-r-- 1 scc scc 690353 10月 19 20:32 Linux.pdf
-rw-rw-r-- 1 scc scc 2526 10月 19 20:32 Linux.run.xml
-rw-rw-r-- 1 scc scc 0 10月 19 20:32 Linux.snm
-rw-rw-r-- 1 scc scc 22947 10月 19 20:32 Linux.synctex.gz
-rw-rw-r-- 1 scc scc 4197 10月 19 20:32 Linux.tex
-rw-rw-r-- 1 scc scc 705 10月 19 20:32 Linux.toc
drwxrwxr-x 2 scc scc 4096 10月 18 11:58 svg-inkscape
→ Linux git:(main) ✗
```

stat: <https://linux.die.net/man/1/stat>

File Permissions

Traverse it:

<https://linuxjourney.com/lesson/file-permissions>

Process permissions (capabilities)

Process is a program in execution.

File permission extending: access control and capabilities

[Linux Capabilities intro, \(zh_cn\)](#)

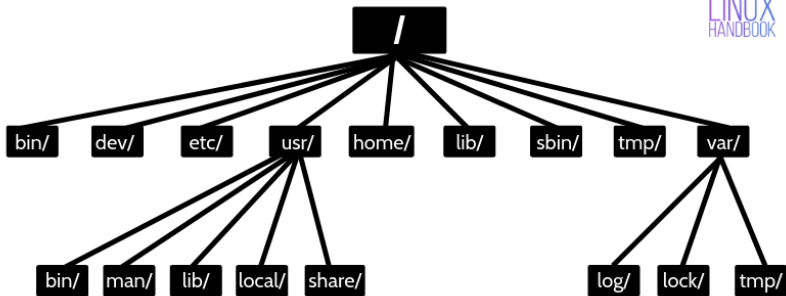
capabilities since Linux 2.2 (1999/1/25)⁴:

[Man capabilities](#)

[Search the 2.2.0](#)

⁴<https://zh.wikipedia.org/wiki/Linux%E5%86%85%E6%A0%B8>

File systems



src: <https://linuxhandbook.com/linux-directory-structure/>

Tree

\$ tree -L 1 /; # You can man it!

```
→ Linux git:(main) X tree -L 1 /
```

```
/
├── bin -> usr/bin
├── boot
├── config
├── dev
├── etc
├── home
├── lib -> usr/lib
├── lib32 -> usr/lib32
├── lib64 -> usr/lib64
├── libx32 -> usr/libx32
├── lost+found
├── media
├── mnt
├── opt
├── proc
├── recovery
├── root
├── run
├── sbin -> usr/sbin
├── snap
├── srv
├── sys
├── tmp
├── usr
└── var
```

```
25 directories, 0 files
```

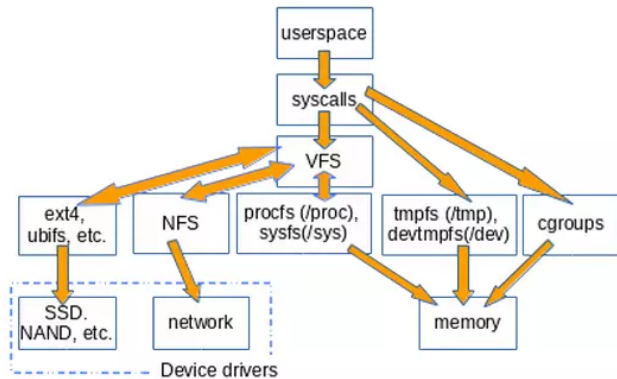
```
→ Linux git:(main) X
```

Mount devices

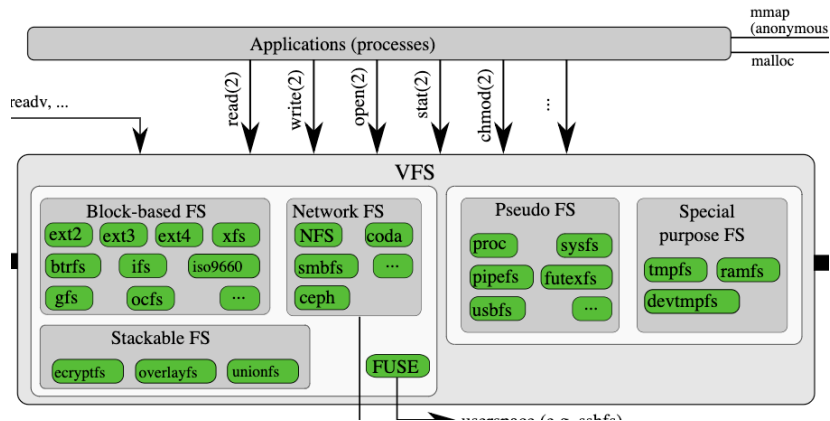
The mount must mount 'device' on the directory.

Traverse it: [Mount tutorial](#)

VFS in kernel



VFS in kernel



Everything is a file descriptor

Read parts of [Universal-IO](#)

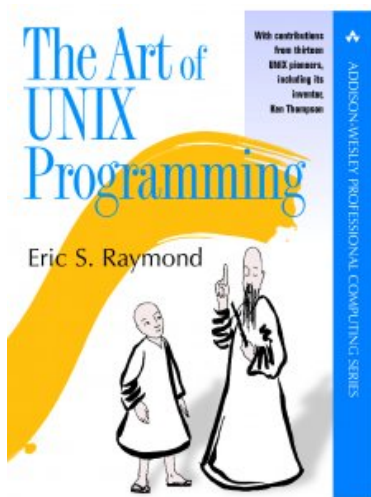
Rather than have a variety of device emulation mechanisms (for network, block, and other drivers) , virtio provides a common front end for these device emulations to standardize the interface and increase the reuse of code across the platforms.

Small is beautiful

The Art of UNIX Programming

Rule of Modularity: Write simple parts connected by clean interfaces.
Rule of Clarity: Clarity is better than cleverness.
Rule of Composition: Design programs to be connected with other programs.
Rule of Separation: Separate policy from mechanism; separate interfaces from engines.
Rule of Simplicity: Design for simplicity; add complexity only where you must.
Rule of Parsimony: Write a big program only when it is clear by demonstration that nothing else will do.
Rule of Transparency: Design for visibility to make inspection and debugging easier.
Rule of Robustness: Robustness is the child of transparency and simplicity.
Rule of Representation: Fold knowledge into data, so program logic can be stupid and robust.
Rule of Least Surprise: In interface design, always do the least surprising thing.
Rule of Silence: When a program has nothing surprising to say, it should say nothing.
Rule of Repair: Repair what you can — but when you must fail, fail noisily and as soon as possible.
Rule of Economy: Programmer time is expensive; conserve it in preference to machine time.
Rule of Generation: Avoid hand-hacking: write programs to write programs when you can.
Rule of Optimization: Prototype before polishing. Get it working before you optimize it.
Rule of Diversity: Distrust all claims for one true way.
Rule of Extensibility: Design for the future, because it will be here sooner than you think.

<http://www.catb.org/~esr/writings/taoup/html/>



The 17 Rules of Eric Raymond

- ▶ Build modular programs
- ▶ Write readable programs
- ▶ Use composition
- ▶ Separate mechanisms from policy
- ▶ Write simple programs
- ▶ Write small programs
- ▶ Write transparent programs
- ▶ Write robust programs
- ▶ Make data complicated when required, not the program
- ▶ Build on potential users' expected knowledge
- ▶ Avoid unnecessary output
- ▶ Write programs which fail in a way that is easy to diagnose
- ▶ Value developer time over machine time
- ▶ Write abstract programs that generate code instead of writing code by hand
- ▶ Prototype software before polishing it
- ▶ Write flexible and open programs
- ▶ Make the program and protocols extensible.

Less is more than more

man page of less

Master Foo and the Ten Thousand Lines

Review the modular from the first section

Go!

Package manager

Best Linux Package Managers

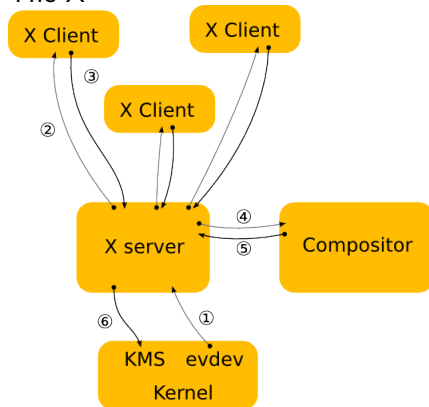
- ▶ DPKG
- ▶ RPM
- ▶ Pacman (AUR)

Use Docker image to demo.

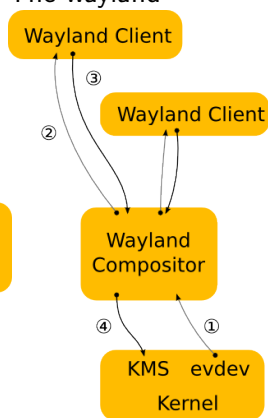
GUI Concepts and DE

Take WSL as an example

The X



The wayland



Wiki

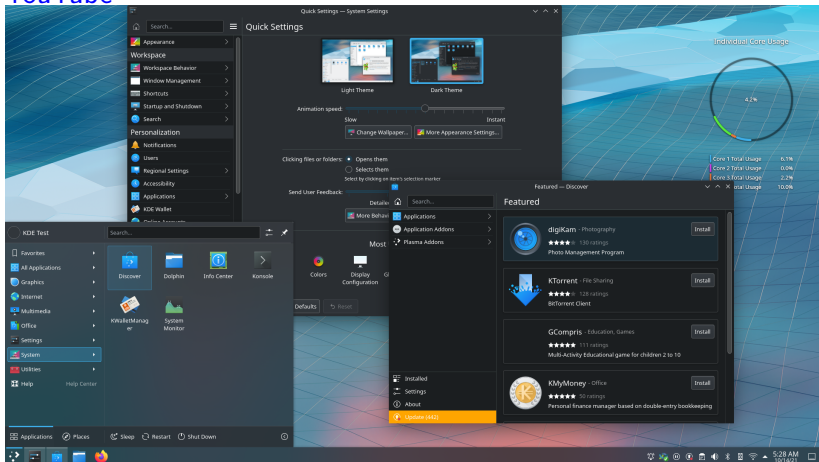
GNOME

YouTube: Plugins

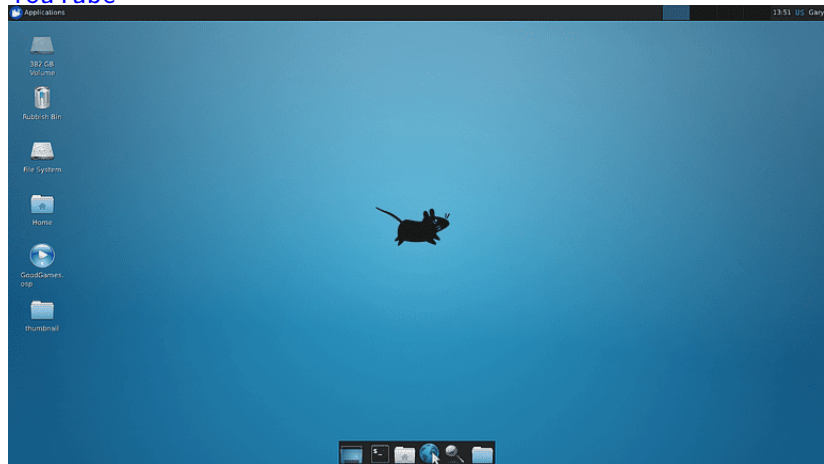
Youtube: GNOME 40



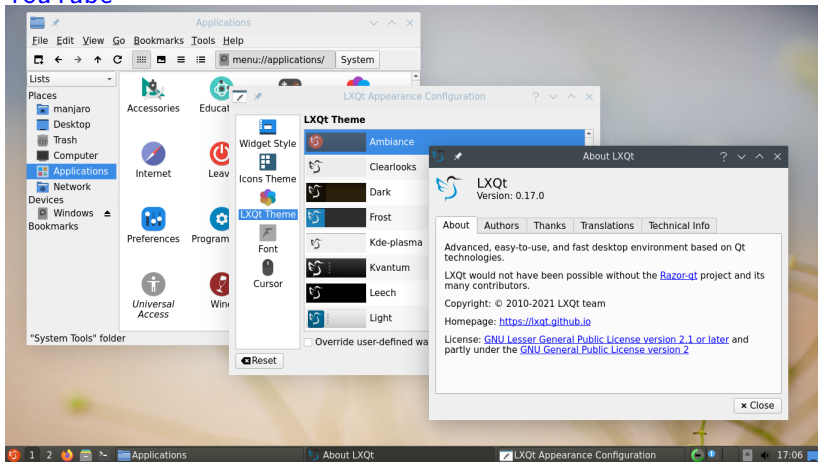
YouTube



YouTube

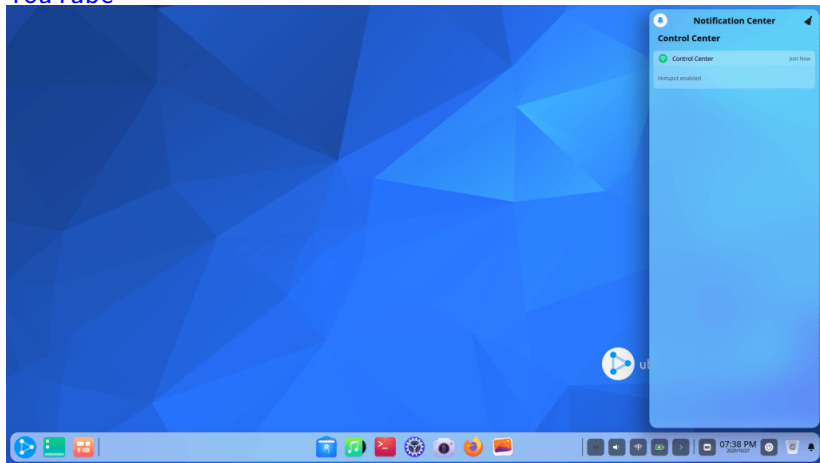


YouTube



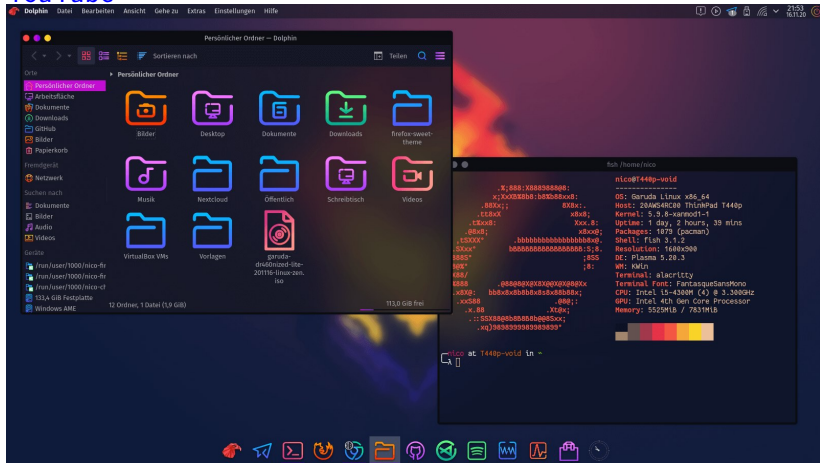
Deepin: DDE

YouTube



Garuda KDE Dr460nized

YouTube



Command Line Interface

Above features are added strength

In my opinion: there are 3 main utilities of CLI

- ▶ Scripting (faster)
- ▶ Logging
- ▶ GUI is not essential

Scripting

Try:

- ▶ Create a folder named 'a' for 100 times recursively.
- ▶ Find where are this 'word' in this directory.
- ▶ Poke **me** to make the counter overflow($> 2^{16} - 1$).
You can win **a secret price** if you do it! (Show me.)

Logging

We are developers. We need those information to solve the errors.



你的电脑遇到问题，需要重启。
我们只收集某些错误信息，然后你可以重新启动。

100% 完成



有关此问题的详细信息和可能的解决方法，请访问 <http://windows/stopcode>

如果致电支持人员，请向他们提供一下信息

终止代码：SYSTEM_SERVICE_EXCEPTION

GUI is not essential

"A wifi access point does not need a desktop environment."
change my mind.

How to learn commands?

Click me

How to learn commands *faster*?

Flash your entire device and install a Linux distro.