

# Linux Build Infrastructure



ECE 373

# You want to build a kernel...

- First you need one...
- What is upstream? What is distro?
- Useful to tune for different installations
- Include your driver in the build

# Prep the machine

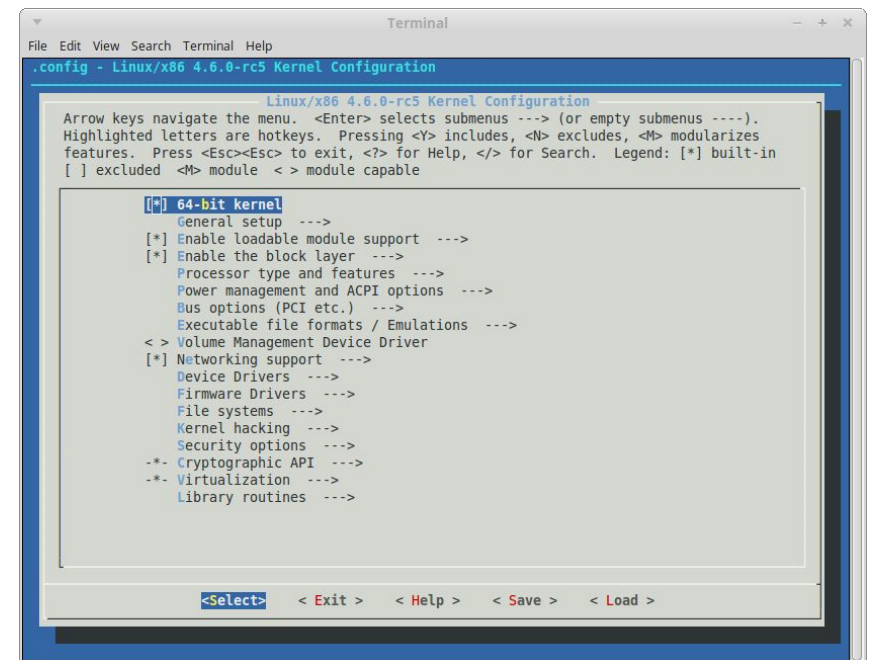
- Download code
  - <http://kernel.org> and unpack the kernel code archive
    - or
  - git <https://git.kernel.org/cgit/linux/kernel/git/torvalds/linux.git/>
    - or
  - apt-get source linux-image-\$(uname -r)
- Get distro build headers
  - Ubuntu: apt-get install linux-headers-generic libssl-dev
  - Fedora/RedHat/Centos yum install kernel-headers kernel-devel openssl-devel
- Start with distro config for most likely success
  - Copy from /boot/config... to .config
  - Make olddefconfig
- [https://fedoraproject.org/wiki/Building\\_a\\_custom\\_kernel](https://fedoraproject.org/wiki/Building_a_custom_kernel)
- <https://wiki.ubuntu.com/Kernel/BuildYourOwnKernel>

# How to configure a kernel

- Start with an existing .config that you know works
  - /boot/config-3.13.0-37-generic or
  - /usr/src/linux-headers-3.13.0-37-generic/.config
  - 'make olddefconfig' to update it

- Tweak the config for your needs
  - Interactive terminal 'make config'
  - Curses-based 'make menuconfig'
  - GUI-based 'make gconfig'

- Or just edit .config directly



- Where does this all come from?

# The Kconfig framework

- Infrastructure to enable/disable kernel features
- Source directory structure
- Used to manipulate makefiles
- Layered, like an onion (and stinky too!)
- Can implement multiple dependencies



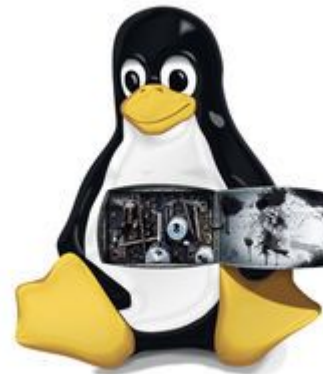
# Building and booting a kernel

- make, make modules\_install, make install
- GRUB, various bootloaders
- vmlinuz and vmlinux images
- Modules installation
- Initial RAM disks (initrd)
- Debian pkgs for other machine
  - make deb-pkg



# Add your own code!

- New driver directory – where?
- Editing/adding Kconfig for inclusion
- Creating your makefile



# Wrap-up

- Practice makes perfect
- Trimming the fat for embedded
- Dealing with the bootloader
- Dropping code into the kernel