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LINUX DEVICE DRIVER AND KERNEL PROGRAMMING

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PREREQUISITE : Advanced C And Linux Systems Programming

Embisyslabs is the Linux Kernel Device Drivers Training Institute conducts best Courses on Linux Kernel Programming, Character, Block, USB Gadget, PCI, Network, I2C, SPI Driver, Device tree, Linux internals, Porting linux kernel, Embedded Linux, Embedded Firmware, RTOS, Beaglebone, Raspberry-PI, ARM courses, ARM 7, ARM9 For Freshers and Working Professionals on Weekend as well Weekdays in Bangalore Bengaluru India.

CH1: AN INTRO. TO DEVICE DRIVERS

- Role of the Device Drivers
- Splitting the kernel
- Classes of devices and modules
- Kernel Architecture or Model

CH2: BUILDING AND RUNNING MODULES

Types of Modules in the kernel
Writing Your first kernel module
Module Related Commands
Kernel Module vs Applications
Compiling Modules
Loading and Unloading Modules
Module Parameters
Modules and Exporting Symbols

[Hands-On Assignments](#)

Lab1: Simple Hello Linux Kernel Module.

Lab2: Write a module that can take an integer parameter when it is loaded, It should have a default value when none is specified.

Lab3: Write a pair of modules where the second one calls a function in the first one

CH3: CHAR DEVICE DRIVERS

Major and Minor Numbers
The Internal Representation of Device Numbers
Allocating and Freeing Device Numbers
File Operations Data structure
Driver methods and Function Pointers
Char Device Registration
The Cdev Structure
The inode Structure
The file Structure
Manual Creation of Device Files
Automatic Creation of Device Files

[Hands-On Assignments](#)

Lab1: Print the major and minor numbers when Registering by Static or Dynamic method.

Lab2: Implement a open,write,read and close entry point.

Lab3: Print the major and minor numbers when the device is Opened and keep track of the number of times it has been opened since loading, and print out the counter every time the device is opened.

Lab4: Modify the previous driver so that each opening of the device allocates its own data area, which is freed upon release. Thus data will not be persistent across multiple opens.

Lab5 : Implement a lseek entry point and Keeping track of file position.

Lab6: Dynamical Node Creation,Adapt the previous dynamic registration driver to use udev to create the device node on the fly.

CH4: MEMORY ALLOCATION TECHNIQUE

The Real Story of kmalloc

The Flags Argument

__get_free_pages

Memory zones

vmalloc and Friends

Memory caches

Hands-On Assignments

Lab1:Testing Maximum Memory Allocation ,using kmalloc()

Lab2:Testing Maximum Memory Allocation ,using __get_free_pages().

Lab3: Testing Memory Allocation,using vmalloc().

Lab4 :Memory cachesExtend your character driver to allocate the driver's internal buffer by using your own memory cache.Make sure you free any slabs you create.

CH5: ADVANCED CHAR DRIVER OPERATIONS

Input/Output Control (ioctl)

User space, the ioctl system call

The ioctl driver method

Choosing the ioctl Commands

Using the ioctl Argument

Hands-On Assignments

Lab1 : Implement a ioctl entry point along with read and write entry point.

Lab2 : Implement read and write entry point using ioctl command.

Lab3 : Write a character driver that has three ioctl commands: a)Set the process ID to which signals should be sent. b)Set the signal which should be sent. c)Send the signal.

CH6: CONCURRENCY AND RACE CONDITION

Concurrency and its Managements

Semaphores and Mutexes

Linux Semaphore Implementation

Introduction to the Semaphore API

Spinlocks Implementation

Introduction to the Spinlock API

Spinlocks and Atomic Context

Hands-On Assignments

Lab1: Mutex Contention -Write three simple modules where the second and third one use a variable exported from the first one.The second (third) module should attempt to lock the mutex and if it is locked, either fail to load or hang until the mutex is available.

Lab2: Semaphore Contention -Now do the same thing using semaphores .

CH7: INTERRUPT AND INTERRUPT HANDLING

The Definition and Role of Interrupt

Installing an Interrupt Handler

The /proc Interface

Implementing a Handler

Handler Arguments and Return Value

Installing a Shared Handler Hands-On Assignments

Hands-On Assignments

Lab1: Write a module that shares its IRQ with your network card. You can generate some network interrupts either by browsing or pinging.

Lab2: Extend the previous solution to construct a character driver that shares every possible interrupt with already installed handlers.

Lab3: Mutex Unlocking from an Interrupt. Modify the simple interrupt sharing lab to have a mutex taken out and then released in the interrupt handler.

CH8: TIME, DELAY AND DEFERRED WORK

Top and Bottom Halves

Tasklets and Workqueues Mechanisms

Measuring Time Lapses

Using the jiffies Counter

The Timer API

Hands-On Assignments

Lab1: Program based on Kernel Timer API

Lab2: Program based on Jiffies and HZ

Lab3: Program based on Tasklet API

Lab4: Program based on Workqueue API

Lab5: Write a driver that puts launches a kernel timer whenever a write to the device takes place. Pass some data to the driver and have it print out. Have it print out the current->pid field when the timer function is scheduled, and then again when the function is executed.

Lab6: Write a module that launches a periodic kernel timer function; i.e., it should re-install itself.

CH9: FUNDAMENTALS OF BLOCK DEVICE DRIVER

Block drivers Definitions.

Block drivers Registration.

Block device operations.

Linux Block I/O Layer

I/O Schedulers

Block Driver Data Structures and Methods

How to handle block devices

[Hands-On Assignments](#)

Lab1: Registering and unregistering a simple Block Driver to get Major number.

CH10: IMPLEMENTATION OF RAMDISK DEVIVE DRIVER

RAMDISK-based block device driver

Using the RAMDISK block device

Driver registration

Obtaining a gendisk object

Implement the driver's methods

Request Queue & Handle the request queue

[Hands-On Assignments](#)

Lab1: Write a simple Block driver program to read (and/or write) from the node, using the standard I/O functions (open(), read(), write(), close()).After loading the module with insmod use this program to access the node.

Lab2: Mountable Read/Write Block Driver, Extend the previous exercise in order to put or create an ext3 or ex4 file system on your Block device.

Lab3: Write a program to implement a ram disk device and make it into many partition like systems Hard disk and perform read() , write() operation through block driver vertical.

CH11: UNDERSTANDING PARTITIONING OF BLOCK DEVICES

Partitioning a Block Device

Sector,Cylinder and Head

Structure of a generic MBR

Partition Table

The Bootstrap Code Area/Bootloader

MBR – Partition Table Entries

Boot Record Signature/Magic Number

Creating a RAM Block Device

Hands-On Assignments

Lab1: Write a program to implement a ram disk device and make it into many partition like systems Hard disk and perform read() , write() operation through block driver vertical.

CH12: UNDERSTANDING USB DEVICE DRIVER

USB Device Basics

USB Driver types

Defferents types of data transfers

USB and Sysfs

USB Request Block

Writing a USB Driver

Registering a USB Driver

Hands-On Assignments

Lab1:Installing a and writing a simple USB device driver.The driver should register itself with the USB subsystem upon loading and unregister upon unloading.

Lab2: Write a USB device driver to print out information abot configuration , interfaces and endpoint for a registered usb device.

CH13: USB GADGET DEVICE DRIVER ON BEAGLEBONE

Linux USB Gadget & Host Drivers

USB Gadget Driver Mechanism

USB Host Driver Mechanism

USB Core & Hot Plug n Play

USB Gadget Transfer Functions

Integration with a Vertical

Types of USB Device Drivers

Register a composite driver

Structure of usb_composite_driver

Structure of struct usb_function

Hands-On Assignment

Lab1:Beaglebone Black as standard USB Gadget Devices

Lab2:First take at a USB Gadget Driver

Lab3:Getting down to the hardware of BBB

Lab4:Creating Interface for USB Gadget Driver

Lab5:Creatng Endpoint for USB Gadget Driver

Lab6:LoopBack USB Gadget Device Driver

Lab7:Creating Multiple Interface for USB Gadget Driver

Lab8:Controlling using custom USB Host Driver & App

Lab9:Controlling BBB GPIO LED through USB Drivers

CH14: PCI DEVICE DRIVER AND ITS ROLE

Understanding the x86 processor bus: PCI

PCI Core & Programming the PCI

Finding & Interacting with a PCI Device

PCI Bus, Device and Function numbers

Registering & Finding a PCI device

Mapping & Accessing the PCI device regions

Accessing the Configuration Space

Accessing the I/O and Memory Regions

Enabling the PCI Device

Hands-On Assignments

Lab1:Registering the driver with the PCI subsystem.

Lab2: Write a module that scans your PCI devices, and gathers information about them. For each found device, read some information from its configuration register. Fields you may wish to obtain could include: PCI_VENDOR_ID, PCI_DEVICE_ID, PCI_REVISION_ID, PCI_INTERRUPT_LINE, PCI_LATENCY_TIMER, PCI_COMMAND.

Lab3: Write a Character based PCI driver to find Information about IRQ Line, Memory region, I/O region, configuration region, prefetchable and non-prefetchable region in BAR.

CH15: MEMORY MAPPING AND DMA

What memory is DMA'able

DMA addressing limitations

Types of DMA mappings

DMA Direction

Hands-On Assignments

Lab1: Write a module that allocates and maps a suitable DMA buffer, and obtains the bus address handle. Do this in three ways: (a) Using dma_alloc_coherent(), (b) Using dma_map_single(), (c) Using a DMA Pool.

CH16: BASIC NETWORK DEVICE DRIVER

Registering the Network Driver

Buffer Management with skbuffs

Packet Transmission & Reception

Reception using interrupt and poll

Start the network interface's transmit Queue

Other network operations including statistics

[Hands-On Assignments](#)

Lab1: Building a Transmitting Network Driver, Module to include a transmission function.

Lab2: Adding Reception, Extend your transmitting device driver to include a reception function.

CH17: ADVANVED NETWORK DEVICE DRIVER

Registering with the Linux low level bus interface subsystem

Allocating interface descriptor block (net_device)

Device specific structure and initializing media specific fields

Getting device specific structure object pointer

Enabling Network interface card

Getting the Device resources (MMIO and PMIO)

Getting device MAC address

Initialization of device methods in the net_device

Registering net_device object with the kernel

Registering the interrupt handler (ISR)

Allocating Rxring and Txring

Initializing the hardware (network interface card)

[Hands-On Assignments](#)

Lab3: Writing the PCI based Network Driver for NIC(Network Interface Card). Programming the Network Device Registers, Implementing the Transmission & Reception with the actual device(NIC) and Setting up the network across computers.

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