## YOU CAN BE A KERNEL HACKER

by Julia Evans
twitter.com/b0rk
github.com/jvns
jvns.ca



#### WHERE WE'RE GOING

- 1. WTF is a kernel?
- 2. Why should you care?
- 3. Strategies for getting started with kernel programming
  - 1. Read some kernel code!
  - 2. Write a kernel module!
  - 3. Write your own operating system
  - 4. Do an internship

#### 1. WTF IS A KERNEL?

## KERNELS ARE JUST CODE!

#### When I go to http://google.com, kernel code runs for:

- Typing in the address
- Handling every network packet
- Writing history files to disk
- Allocating memory
- Communicating with the graphics card

## HOW TO CALL KERNEL CODE

System calls!!!

#### SYSTEM CALLS: AKERNEL'S API

- open a file! (open)
- start a program! (execve)
- change a file's permissions! (chmod)

#### WHAT WE'VE LEARNED

- Your kernel does tons of stuff
- Programs tell it what to do using system calls

## 2. WHY SHOULD YOU CARE?

- People will think you're a badass
- You'll become a better programmer

#### USUAL STRATEGIES

- Read LKML
- Submit patches
- Linus yells at you for being dumb
- Cry

#### OUR STRATEGIES

- 1. Read some kernel code!
- 2. Write a kernel module!
- 3. Write your own operating system
- 4. Do an internship

## 3. STRATEGIES FOR GETTING STARTED

# STRATEGY 1: READ SOME KERNEL CODE

#### BUT THAT'S TERRIFYING!!!!

Pick one system call and try to understand one thing about it

Linux kernel: LXR, http://livegrep.com

OS X kernel: http://opensource.apple.com

```
static int chmod common(struct path *path, umode t mode)
    struct inode *inode = path->dentry->d_inode;
    struct iattr newattrs;
    int error;
    error = mnt_want_write(path->mnt);
    if (error)
        return error;
   mutex_lock(&inode->i_mutex); // Lock to prevent a race condition!
   error = security_path_chmod(path, mode); // Make sure we're allowed to do this
    if (error)
        goto out_unlock;
    newattrs.ia mode = (mode & S IALLUGO) | (inode->i mode & ~S IALLUGO);
    newattrs.ia_valid = ATTR_MODE | ATTR_CTIME;
    error = notify_change(path->dentry, &newattrs);
out unlock:
   mutex unlock(&inode->i mutex); // We're done, so the mutex is over!
   mnt_drop_write(path->mnt); // ???
    return error;
```

```
chmod common(struct path *path, umode t mode)
mutex_lock(&inode->i_mutex); // Lock to prevent a race condition!
newattrs.ia mode = (mode & S IALLUGO) | (inode->i mode & ~S IALLUGO);
newattrs.ia_valid = ATTR_MODE | ATTR_CTIME;
mutex unlock(&inode->i mutex); // We're done, so the mutex is over!
```

## STRATEGY 2: WRITE A LINUX KERNEL MODULE

**DEMO DEMO DEMO** 

```
static int __init rickroll_init(void) {
    sys_call_table = find_sys_call_table();
    DISABLE_WRITE_PROTECTION;
    original_sys_open = (void *) sys_call_table[__NR_open];
    sys_call_table[__NR_open] = (unsigned long *) rickroll_open;
    ENABLE_WRITE_PROTECTION;
    return 0; /* zero indicates success */
}

static void __exit rickroll_cleanup(void)
{
    /* Restore the original sys_open in the table */
    DISABLE_WRITE_PROTECTION;
    sys_call_table[__NR_open] = (unsigned long *) original_sys_open;
    ENABLE_WRITE_PROTECTION;
}
```

```
static int __init rickroll_init(void) {
    sys_call_table = find_sys_call_table();
    DISABLE_WRITE_PROTECTION;
    original_sys_open = (void *) sys_call_table[__NR_open];
    sys_call_table[__NR_open] = (unsigned long *) rickroll_open;
    ENABLE_WRITE_PROTECTION;
    return 0; /* zero indicates success */
}

static void __exit rickroll_cleanup(void)
{
    /* Restore the original sys_open in the table */
    DISABLE_WRITE_PROTECTION;
    sys_call_table[__NR_open] = (unsigned long *) original_sys_open;
    ENABLE_WRITE_PROTECTION;
}
```

```
static char *rickroll_filename = "/home/bork/media/music/Rick Astley - Never Gonna Give
You Up.mp3";
asmlinkage long rickroll_open(const char __user *filename, int flags, umode_t mode)
{
   int len = strlen(filename);
   if(strcmp(filename + len - 4, ".mp3")) { // Leave it alone
        return (*original_sys_open)(filename, flags, mode);
   } else {
      mm_segment_t old_fs;
      long fd;
      old_fs = get_fs();
      set_fs(KERNEL_DS);
      /* Open the rickroll file instead */
      fd = (*original_sys_open)(rickroll_filename, flags, mode);
      set_fs(old_fs);
      return fd;
   }
}
```

```
static char *rickroll_filename = "/home/bork/media/music/Rick Astley - Never Gonna Give
You Up.mp3";
asmlinkage long rickroll_open(const char __user *filename int flags, umode_t mode)
{
   int len = strlen(filename);

   if(strcmp(filename + len - 4, ".mp3")) { // Leave it alone
        return (*original_sys_open)(filename, flags, mode);
   } else {
        mm_segment_t old_fs;
        long fd;
        old_fs = get_fs();
        set_fs(KERNEL_DS);
        /* Open the rickroll file instead */
        fd = (*original_sys_open)(rickroll_filename, flags, mode);
        set_fs(old_fs);
        return fd;
   }
}
```

## OKAY NO MORE CODE I PROMISE

## STRATEGY 3: WRITE YOUR OWN OS

Not as scary as it sounds. I promise!

### STRATEGY 4: DO A LINUX KERNEL INTERNSHIP

#### LINUX INTERNSHIPS

- Google Summer of Code
- GNOME Outreach Program for Women

#### QUESTIONS?

http://github.com/jvns

http://twitter.com/b0rk

julia@jvns.ca

Resources:

http://bit.ly/kernelfun