

Kernel Compilation

Kernel Core: /usr/src/kernel/

arch/x86/entry/syscalls/syscall_64.tbl
add our syscalls to syscall table

include/linux/syscalls.h
define asmlinkage for our syscalls

SystemCalls/test_call.c
implementation of our test syscall
(if module attached, call function
associated with STUB
(syscallModule.c)

(kernel) Makefile
tell compiler to compile SystemCalls
folder when compiling kernel

SystemCalls/syscallModule.c
defines functions for STUBs referenced in
system call implementation (test_call.c)

SystemCalls/Makefile
compiles kernel module
compiles our syscall implementation

Kernel Compilation

- .Because we modified files internal to the kernel to add our system calls, we must compile the entire kernel (~ hours)
- .Once the kernel files are setup correctly, we will only need to recompile the kernel module during the rest of the development (~ seconds)
- .Before compiling, make sure you added all 3 system calls as defined in the project description
 - You should NOT be adding a call named “test_call”

Development Tools

.Install tools needed to compile kernel:

> sudo apt-get install

- build-essential
- libncurses-dev
- bison
- flex
- libssl-dev
- libelf-dev

Menuconfig

> make menuconfig

- .Provides gui for editing kernel compilation config file

- .Can remove unnecessary components to allow faster compilation, but make sure you don't accidentally remove something you need

- .If no changes desired, use esc to exit and save

Building

> `sudo make -j $(nproc)`

- `-j` flag allows you to specify number of processors to use during compilation

- Dramatically speeds up computation time

- `nproc` provides the number of processing units available

Install

- `sudo make modules_install`
- `sudo make install`

.Installs the kernel

.Creates necessary boot/grub files

Reboot and Pray

- .Confirm you are in your new kernel

 - > `uname -r` (should return 4.19.98)

- .You should only need to compile the kernel once to set up linkage / file pointers for new system calls

- .Implementation of system call functionality is done in the kernel module which can be compiled independently as done in part 2