Kennesaw State University

CSE 3502 Operating Systems – Spring 2020

Project 1 - System call

Instructor: Kun Suo Points Possible: 100

Assignments

Assignment 0: Build the Linux kernel (50 points)

Create a virtual machine using VirtualBox on your machine. As the kernel compiling is pretty large, please make sure your VM has at least 4GB memory and 40GB storage.

Step 1: Get the Linux kernel code

Before you download and compile the Linux kernel source, make sure you have development tools installed on your system. We recommend you work this project on your virtual machine.

In Ubuntu, install this software using apt:

\$ sudo apt-get install -y gcc libncurses5-dev make wget flex bison vim libssl-dev libelf-dev

To obtain the version of your current kernel, type:

```
$ uname -r
5.0
```

Then, download kernel 5.1 and extract the source:

```
$ wget https://cdn.kernel.org/pub/linux/kernel/v5.x/linux-5.1.tar.gz
$ tar xvzf linux-5.1.tar.gz
```

We will refer LINUX_SOURCE to the top directory of the kernel source. Go to the linux source code folder:

```
$ cd linux-5.1
```

Step 2: Configure your new kernel

Before compiling the new kernel, a .config file needs to be generated in the top directory of the kernel source. To generate the config file and make possible changes to the default kernel configurations, type:

```
$ make menuconfig
```

No changes to the default configuration are needed at this time. Press SAVE and OK, and then exit the configuration menu and a default config file will be generated. You can check .config using the following command under kernel folder. (https://youtu.be/UyOGF4UOoR0) \$ ls -al

Step 3: Compile the kernel

In LINUX_SOURCE, compile to create a compressed kernel image:

\$ make

You can use "make -j N" to accelerate the compiling. Here N denotes the number of CPUs on your VM.

To compile kernel modules:

\$ make modules

You can use "make modules -j N" to accelerate the compiling. Here N denotes the number of CPUs on your VM.

Step 4: Install the kernel

Install kernel modules (become a root user, use the su command):

\$ sudo make modules install

Install the kernel:

\$ sudo make install

If you are using Ubuntu, you need to create an init ramdisk manually:

\$ sudo mkinitramfs -o /boot/initrd.img-5.1.0 \$ sudo update-initramfs -c -k 5.1.0

The kernel image and other related files have been installed into the /boot directory. You can check it from /boot/grub/grub.cfg. Linux will boot by default using the 1st menu item.

Step 5: Modify grub configuration file

If you are using Ubuntu: change the grub configuration file:

\$ sudo vim /etc/default/grub

Make the following changes:

GRUB_DEFAULT=0
GRUB_TIMEOUT=10

Then, update the grub entry:

\$ sudo update-grub2

Step 6: Reboot your VM

Reboot to the new kernel:

\$ sudo reboot

After boot, check if you have the new kernel:

\$ uname -r 5.1.0

Assignment 1: Add a new system call into the Linux kernel (50 points)

In this assignment, we add a simple system call helloworld to the Linux kernel. The system call prints out a hello world message to the syslog. You need to implement the system call in the kernel and write a user-level program to test your new system call.

Step 1: register your system call

arch/x86/entry/syscalls/syscall 64.tbl

```
1. vim /home/sys_admin/Downloads/linux-5.1 (ssh)

x vim /home/sys_admin... $1

328 64 pwritev2 ___x64_sys_pwritev2

329 common pkey_mprotect __x64_sys_pkey_mprotect

330 common pkey_alloc __x64_sys_pkey_alloc

331 common pkey_free __x64_sys_pkey_free

332 common statx __x64_sys_statx

333 common io_pgetevents __x64_sys_io_pgetevents

334 common rseq __x64_sys_rseq

# Project1: new system call

335 common helloworld __x64_sys_helloworld
```

Step 2: declare your system call in the header file

include/linux/syscalls.h

Step 3: implement your system call

kernel/sys.c

```
2. vim /home/sys_admin/Downloads/linux-5.1 (ssh)

× vim /home/sys_admin... #1

do_sysinfo(&val);

if (copy_to_user(info, &val, sizeof(struct sysinfo)))
    return -EFAULT;

return 0;
}

// Project1: new system call
SYSCALL_DEFINEO(helloworld)
{
    printk("helloworld");
    return 0;
}
```

Repeat step 3 and 4 in assignment 0 to re-compile the kernel and reboot to the new kernel.

Step 4: write a user-level program to test your system call

Go to your home directory and create a test program test_syscall.c

```
2. vim /home/sys_admin/Downloads/test (ssh)

× vim /home/sys_admin... #1

#include <linux/unistd.h>
#include <sys/syscall.h>
#include <stdio.h>
#include <unistd.h>

#define __NR_helloworld 335

int main(int argc, char *argv[])
{
    syscall(__NR_helloworld);
    return 0;
}
```

Compile the user level program:

\$ gcc test syscall.c -o test syscall

Test the new system call by running:

\$ sudo ./test syscall

The test program will call the new system call and output a helloworld message at the tail of the output of dmesg.

\$ dmesg | grep hello

```
2. fish /home/sys_admin/Downloads/test (ssh)

× fish /home/sys_admin... #1

sys_admin@R640-2 ~/D/test> dmesg | grep hello

[ 128.626914] helloworld
```

Submission of assignment 1:

Please have two copies of kernel source code: 1) the original kernel source code without any modification; 2) the kernel source code you modified. You can define the folder name based on your need. Here I use *linux-5.1* as the original source code without modification and *linux-5.1-modified* as the source code I worked on.

```
fish /Users/ksuo/Desktop/kernel V\11
ksuo@ltksup50143mac ~/D/kernel> ls
linux-5.1 linux-5.1-modified linux-5.1.tar.gz
```

Please use diff command to highlight your modification (Here the original_file.c refers the file or file path of the original file source code; the modified_file.c refers the file or file path of the file source code you have modified):

```
$ diff -u original file.c modified file.c > result.txt
```

For example, to show the difference between file include/linux/syscalls.h, just use the command below:

```
fish /Users/ksuo/Desktop/kernel

ksuo@ltksup50143mac ~/D/kernel>
diff -u ./linux-5.1/include/linux/syscalls.h ./linux-5.1-modified/include/linux/syscalls.h > result.txt
```