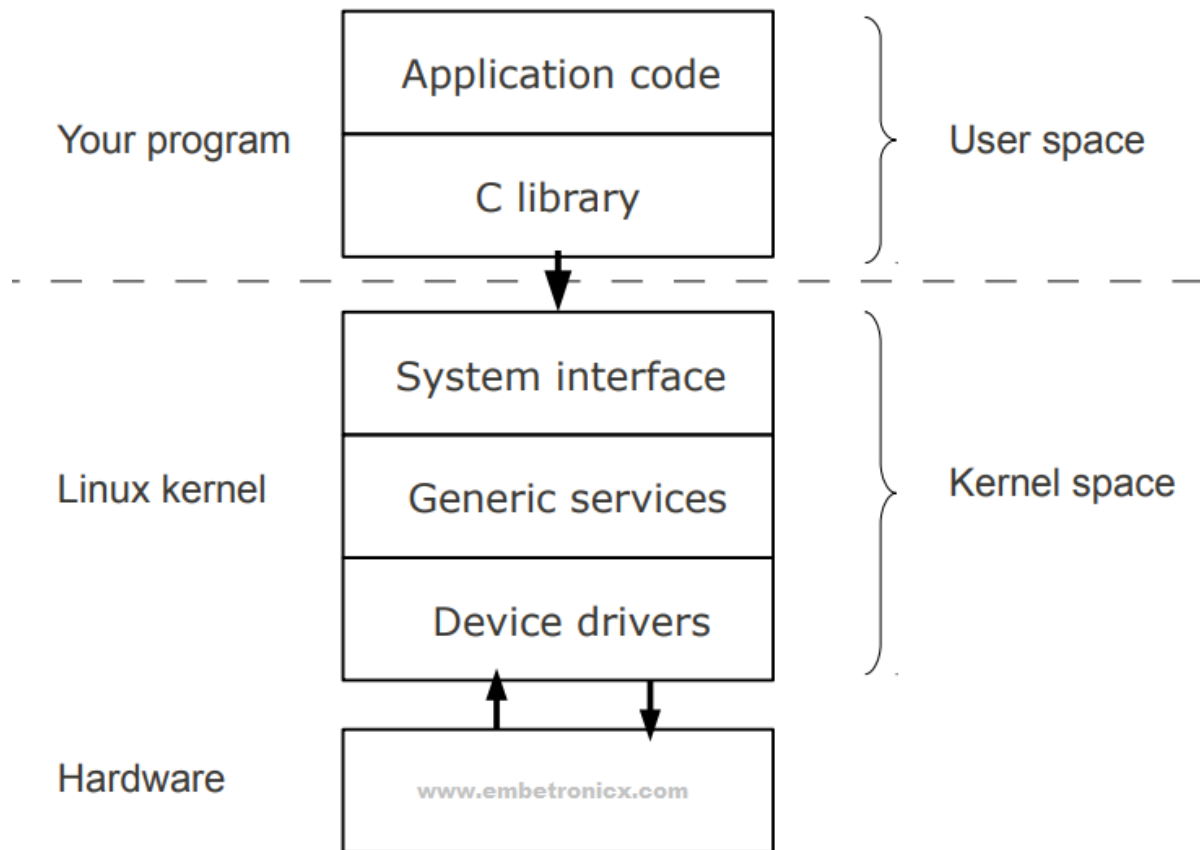


Kernel vs user space



Linux Architecture

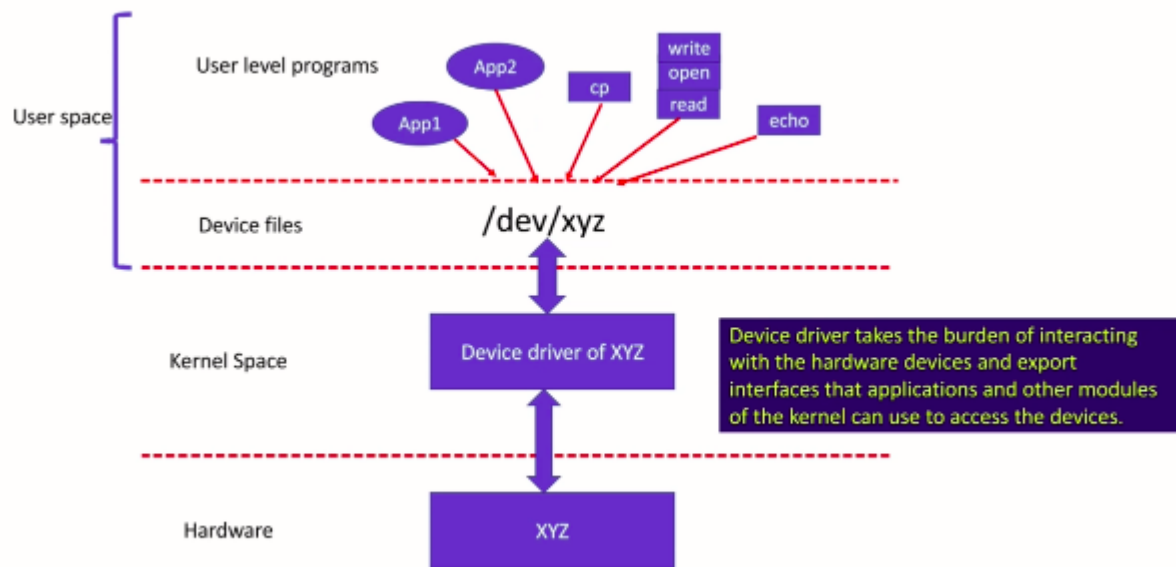
- **What is Linux?** Linux is primarily divided into *User Space* & *Kernel Space*. These two components interact through a system call interface – which is a predefined & matured interface to Linux kernel for User Space applications.
 - **Kernel Space:** is where the kernel executes & provides its services.
 - **User Space:** is where the user applications are executed.
- **What are Linux Kernel Modules?** Kernel modules are pieces of code that can be loaded and unloaded into the kernel upon demand. They extend functionality of the kernel without the need to reboot the system.
 - The basic way is to add the code to the kernel src tree & recompile the kernel.

- A more efficient way to do this by adding code to the kernel while it is running (this process is called loading the module)

- **The kernel modules's purposes:**

- Device drivers
- Filesystem drivers
- System calls

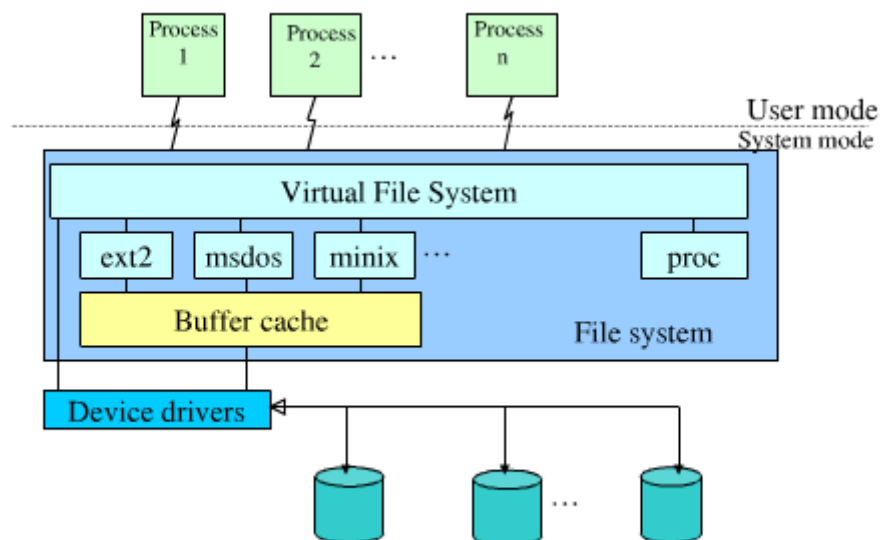
1. Device drivers:



The interaction between device drivers and hardware layer in Linux

- A device driver is designed for a specific piece of hardware.
- Without having to know any details of how the hardware works

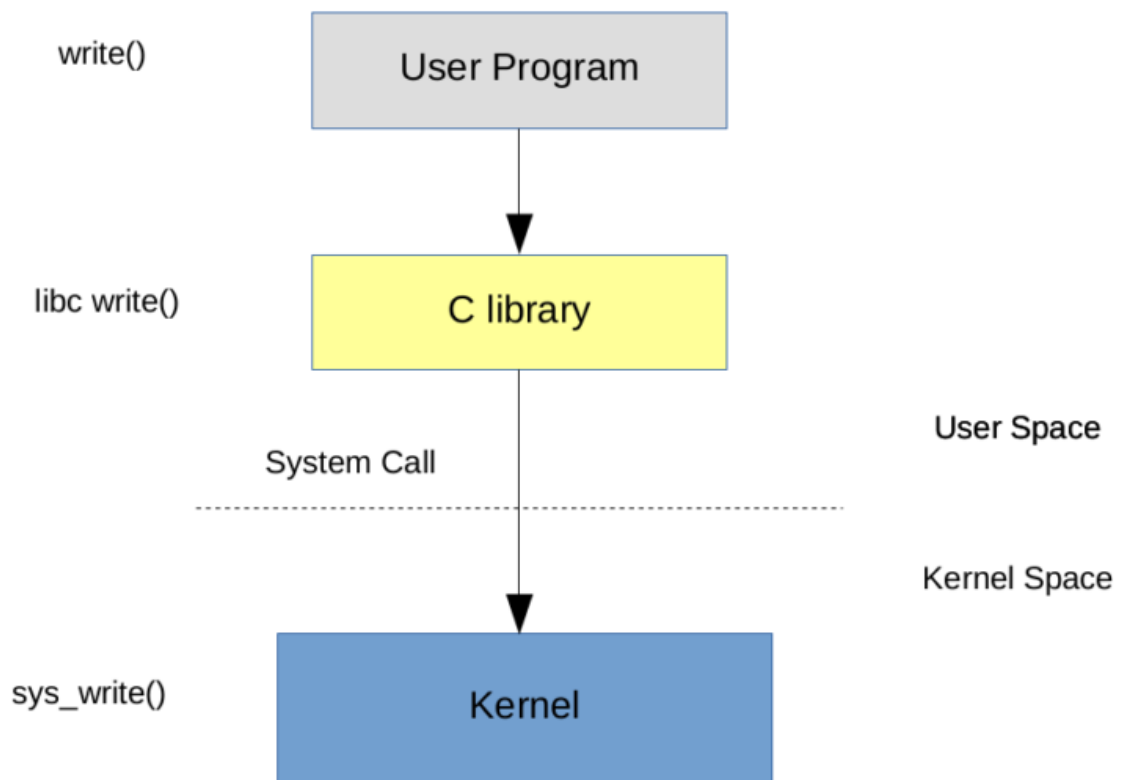
2. Filesystem drivers:



???

- A filesystem driver interprets the contents of a filesystem (ex: disk drive, ...) as files and directories.
- For example, there's a filesystem driver for the EXT2 filesystem type used almost universally on Linux disk drive

3. *System calls:*



The calling from User space to Kernel

- No LKM option
- Userspace programs use system calls to get services from the kernel

- **The difference between kernel modules and user programs?**
 - Separate address spaces
 - Higher execution privileges
 - Not execute sequentially
 - A different header files
- **The difference between kernel modules and kernel drivers?**
 - *A kernel module* is a bit of compiled code that can be inserted into the kernel at run-time, such as with “**insmod**” or “**modprobe**”
 - *A driver* is a bit of code that runs in the kernel to talk to some hardware device