

* HW #5 has a spreadsheet rubric

* Cloning the kmorse repo...
- clone, compile, load, verify device tree stuff is there

* Makefile for kernmod...

Flash Firmware:

- Patched AVRdude
- Firmware posted

Project:

- Use Linux dictionary (word-by-word)
- Debugging
 - Disable BT on Pi 3
 - boot/config.txt

minicom -o gps

no initialization
↓
data to serial port on gpio

* 115200
band rate

* put spaces between letters for debugging

* How to set up minicom?

* Remove checksum/preamble - capture both - do diff to verify

Kernel Module:

- start header (permissions?)
- device tree: (pretty new - still in dev) → file: .dts
 - probs hardware, makes text hash, finds drivers that match
- For RPi - at boot, i2c ~~bus~~ bus tells about hardware there
 - Graphics processor boots, tells ARM to load kernel
- Expansion board emulates "EEPROM"
 - Pin 4, 17, 22, 23 * kernel driver will take ownership of these
- EEPROM settings file
 - device tree compiler combines .dts & EEPROM settings into bin. file, perl converts to C, dumps it onto board

[*Concurency,
locking]

* "Probe & Remove"

"bcm", "bcm2835-morse"
name of board

[* "of" - open firmware (device tree is part of this)]

* null terminated array (sentinal) of matches - morse-of-math[]

* MODULE_DEVICE_TABLE (of, morse-of-match)

* .probe = ... ← allows you to init members in order you want
(gcc extension)

↑
member
(ptr. to func.)

[* initialization of a structure]

* Look @ the source of other drivers! (in linux src)

[* MAKE SURE BOARD IS PLUGGED IN WHEN YOU LOAD
* Don't have programmer plugged in when you reboot!]

* /sys/firmware/devicetree/base/hat

/soc/morse ← info about board
← info on pin

* In kernel:

ret = -ENODEV; // Based on ERRNO

goto fail; // gonna need (always negative)

(* Check return values!)

to use this — need to free memory,
too many errors to possibly take place
(don't get kernel memory leaks!)

* Kernel fault = back trace (need to reboot)

* Know: allocating memory in kernel (kmalloc)

→ (size, type of memory) ⇒ GFP_ATOMIC (ch. 7 of dev. driver book)
↑ get free pages
outside of process context, never sleeps

* Addresses:

• Physical, virtual, kernel

[* Organize data with structures]

⇒ memory will stay on processor
alloc