

# Operating System 실습

## [Linux Module]

# Background

## ■ Monolithic kernel

- 커널 설정을 변경한 경우 커널 전체가 다시 컴파일 되어야 함.
- 자주 사용되지 않는 파일 시스템이나 드라이버 코드가 메모리에 상주하게 된다.
- 커널 코드를 변경하면 컴파일을 다시 해야 할 뿐만 아니라 매번 재부팅이 필요하다.

## ■ Linux Module

- 파일 시스템이나 드라이버 같은 커널의 functional unit
- 시스템이 부팅된 후라 할지라도 언제든지 커널과 동적으로 링크됨.
- 동적으로 적재된 모듈도 커널의 일부로 취급됨.
- 더 이상 필요하지 않으면 언제든지 제거하여 커널 메모리 낭비를 막을 수 있음.

# Macros

## ■ MODULE\_LICENSE()

GPL	GNU Public License v2 or later
GPL v2	GNU Public License v2
GPL and additional rights	GNU Public License v2 rights and more
Dual BSD/GPL	GNU Public License v2 or BSD license choice
Dual MIT/GPL	GNU Public License v2 or MIT license choice
Dual MPL/GPL	GNU Public License v2 or Mozilla license choice

## ■ MODULE\_DESCRIPTION()

- is used to describe what the module does

## ■ MODULE\_AUTHOR()

- declares the module's author

## ■ MODULE\_SUPPORTED\_DEVICE()

- declares what types of devices the module supports

# Modules Command

- Modules Shell Command

명령어	설명
insmod	모듈 install
rmmod	실행중인 모듈 제거
lsmod	Load 된 모듈의 정보 표시
modinfo	Ko 파일의 관련 정보 표시
depmod	커널 내부에 적재된 모듈간의 의존성 검사
modprobe	의존성을 검사하여 누락된 모듈을 적재

# 실습 (hello.c)

```
1 #include <linux/init.h>
2 #include <linux/module.h>
3 #include <linux/kernel.h>
4
5 static int hello_init(void)
6 {
7     printk(KERN_ALERT "I bear a charmed life.\n");
8     return 0;
9 }
10
11 static void hello_exit(void)
12 {
13     printk(KERN_ALERT "Out, out, brief candle!\n");
14 }
15
16 module_init(hello_init);
17 module_exit(hello_exit);
18
19 MODULE_LICENSE("GPL");
20 MODULE_DESCRIPTION("A hello, World Module");
21 MODULE_AUTHOR("Kihan Choi");
22
```

# 실습 (Makefile)

```
1 obj-m    := hello.o
2
3 KDIR     := /lib/modules/$(shell uname -r)/build
4 PWD      := $(shell pwd)
5
6 default:
7     $(MAKE) -C $(KDIR) SUBDIRS=$(PWD) modules
8 clean:
9     rm -rf *.ko
10    rm -rf *.mod.*
11    rm -rf *.cmd
12    rm -rf *.o
```



# 실습

- `$dmesg -c //clear dmesg`
- `$ make`
- `$modinfo hello.ko //module 정보 출력`
- `$ insmod hello.ko`
- `$ lsmod`
- `$ rmmod hello.ko`
- `$ dmesg`

# Function

- `hello_init()`
  - Registered as this module's entry point via `module_init()`
  - The kernel invokes when the module is loaded
  
- `module_init()`
  - Not actually a function call
  - A macro that assigns its sole parameter as the initialization function
  - All init functions must have the form
    - \* `Int my_init(void)`
  
- `module_exit()`
  - Registers a module's exit point
  - The kernel invokes when the module is removed from memory
  - Responsible for undoing whatever the init function and lifetime of the module did
  - Exit functions must have the form
    - \* `Int my_exit(void)`



# Debugging by printing

- `printk()`
  - Happens to be a logging mechanism for the kernel, and is used to log information or give warnings
  - `printk` message is stored to ring buffer
- Loglevels
  - Declared in `<linux/kernel.h>`

Loglevel	Description
<code>KERN_EMERG</code>	An emergency condition; the system is probably dead.
<code>KERN_ALERT</code>	A problem that requires immediate attention.
<code>KERN_CRIT</code>	A critical condition.
<code>KERN_ERR</code>	An error.
<code>KERN_WARNING</code>	A warning.
<code>KERN_NOTICE</code>	A normal, but perhaps noteworthy, condition.
<code>KERN_INFO</code>	An informational message.
<code>KERN_DEBUG</code>	A debug message—typically superfluous.

# 실습 (param\_mod.c)

```
1 #include<linux/init.h>
2 #include<linux/module.h>
3 #include<linux/kernel.h>
4
5
6 static int age = 0;
7 static char *name = NULL;
8
9
10 module_param(name, charp, 0);
11 module_param(age, int, 0);
12
13 static int hello_init(void)
14 {
15     printk(KERN_ALERT "hello, My name is %s, my age is %d\n", name, age);
16     return 0;
17 }
18
19 static void hello_exit(void)
20 {
21     printk(KERN_ALERT "Bye bye!\n");
22 }
23
24
25 module_init(hello_init);
26 module_exit(hello_exit);
27
28 MODULE_LICENSE("GPL");
29 MODULE_DESCRIPTION("Module Parameters");
30 MODULE_AUTHOR("Kihan Choi");
```

# Module Parameters

- Creating and managing module parameters that can be specified in a myriad of convenient ways is trivial

- `module_param();`

- Define a module parameter

```
module_param(name, type, perm);
```

- \* Name

- The name of both the parameter exposed to the user and the variable holding the parameter inside your module

- \* Type

- Holds the parameter's data type

- Byte, short, ushort, int, uint, long, ulong, charp, bool, invbool

- \* Perm

- The permissions of the corresponding file in sysfs

# 실습

- Modify Makefile
- `$dmesg -c`
- `$ make`
- `$modinfo param_mod.ko`
- `$ insmod param_mod.ko name="Kihan" age=15`
- `$ rmmod param_mod.ko`
- `$ dmesg`

# 실습 결과

```
os@os-VirtualBox:~/practice$ modinfo hello.ko
filename:      hello.ko
author:        Kihan Choi
description:    A hello, World Module
license:       GPL
srcversion:    D78D32956BF669CDE6E010D
depends:
vermagic:      3.11.0 SMP mod_unload modversions 686
```

```
os@os-VirtualBox:~/practice$ modinfo param_mod.ko
filename:      param_mod.ko
author:        Kihan Choi
description:    Module Parameters
license:       GPL
srcversion:    7EE06BDF4C3486659C8C461
depends:
vermagic:      3.11.0 SMP mod_unload modversions 686
parm:          name:charp
parm:          age:int
```

```
os@os-VirtualBox:~/practice$ dmesg
[147442.116355] hello, My name is Kihan, my age is 15
[148433.209435] Bye bye!
```