

Project 1: Getting Acquainted

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Group #39

Abstract

Abstract here.

I. LOG OF COMMANDS

- 1) `cd /scratch/fall2017`
- 2) `mkdir 39`
- 3) `cd /scratch/fall2017/39`
- 4) `git clone git://git.yoctoproject.org/linux-yocto-3.19`
- 5) `cd linux-yocto-3.19`
- 6) `git status` - to confirm we are on tag v3.19.2
- 7) `cd ..`
- 8) `source /scratch/files/environment-setup-i586-poky-linux.csh`
- 9) `qemu-system-i386 -gdb tcp::5539 -S -nographic -kernel bzImage-qemu86.bin -drive file=core-image-lsb-sdk-qemu86.ext4,if=virtio -enable-kvm -net none -usb -localtime -no-reboot -append "root=/dev/vda rw console=ttyS0 debug"`
- 10) `gdb` (in new terminal tab)
- 11) (gdb) `target remote: 5539`
- 12) (gdb) `c`
- 13) root (in VM)
- 14) `cp /scratch/files/config-3.19.2-yocto-qemu /scratch/fall2017/39/linux-yocto-3.19/.config`
- 15) `make -j4 all`
- 16) `qemu-system-i386 -gdb tcp::5539 -S -nographic -kernel linux-yocto-3.19/arch/x86/boot/bzImage -drive file=core-image-lsb-sdk-qemu86.ext4,if=virtio -enable-kvm -net none -usb -localtime -no-reboot -append "root=/dev/vda rw console=ttyS0 debug"`
- 17) `gdb` (in new terminal tab)
- 18) (gdb) `target remote: 5539`
- 19) (gdb) `c`
- 20) root (in VM)

II. EXPLANATION OF QEMU FLAGS

- `-gdb`
This enables the debug mode.
- `tcp::5539`
This specifies the port.
- `-S`
This tells the CPU to not start right at startup.
- `-nographic`
This disables graphics which makes qemu only display on the command line.
- `-kernel`
This is where the kernel file location is defined.
- `-drive file=`
This is where the file that will be used for the virtual disk is defined.

- if=virtio

- -enable-kvm

This enables KVM virtualization and is the reason the VM boots so quickly.

- -net none

This says there should be no network devices configured.

- -usb

This enables the USB driver.

- -localtime

Set the CPU at local time.

- -no-reboot

Don't reboot qemu, just exit.

- -append "root=/dev/vda rw console=ttyS0 debug"

This tells qemu to launch in debug mode.

III. CONCURRENCY WRITE UP

- 1) What do you think the main point of this assignment is?
- 2) How did you personally approach the problem? Design decisions, algorithm, etc.
- 3) How did you ensure your solution was correct? Testing details, for instance.
- 4) What did you learn?

IV. VERSION CONTROL LOG

V. WORK LOG