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X86 Operating System From Scratch How Hard Can It Be?



Bill Gates jumping an office chair

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Intro

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Intro

What Is An OS?

Let us define it by what we expect from it:

- Boots the computer and prepares it for a program to run.
- Provides a level of abstraction from the low level hardware (e.g. memory management, disk operations, etc).
- Allows programs to use predetermined functions, allowing for easier writing of programs.







[1]

Why Build An OS?

- General curiosity
- Advancing knowledge
- Fun project
- I always wanted my own [My Name] OS
- I want to be [Bill Gates/Steve Jobs/Linus Torvalds]

```
MikeOS Text Editor
rem *** MikeOS BASIC demo ***
cls
print "Which program do you want to run?"
print "1 - Hex dumper"
print "2 - MikeTron
print ""
                    Use Backspace to remove characters,
                    and Delete to remove newline chars.
startloop:
                    Unix-formatted text files only!
  waitkeu x
  if x = '1' then a
                                   OK
  if x = '2' then a
  goto startloop
runhex:
rem *** Hex dumper ***
[Esc] Quit [F1] Help [F2] Save [F3] New [F5] Delete line
```

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What OS Will We Build?

- 16 bit
- 16kB RAM
- Custom File System
- Command Line
- Monolithic

```
Selected Bute: 0065
                                                   01234567890123456789
                                                   e≐ ell‡eă‡ell‡ell†ell₄eZ
                                                   _ea_ëy$e "e←"e#*e \_e
                                                    10U40§"0ä"0á"0}†0¶"
                                                   Goto - Location
                                                          $$eW_@1$e#zeú
                                                          e""e≥*er‡e+‡e 140
                    Enter the number of a memory cell to
                                                          ¶θ i ΔθΤ∟θ» † θ=# 160
                    go to that location. It must be
                                                          σ ! θ == θÑ#θδ"θ/ 180
                    a hex between 0000 and FFFF.
                                                          Lacası • Fil
                   Press enter to go
280 E8DD25E9B500B84901BB5B01B99F00E8591DB867
    0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9
Use the arrow keys to move around, G for GOTO, Enter to change value,
Q for page up and Z for page down. O to Save and L to load files to memory
```

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Resources

You will need:

- Some virtualiation software (https://www.virtualbox.org/ or http://www.vmware.com/)
- Image Creator (can be downloaded)
- NASM (can be downloaded)

You can download the core resources from http: //coffeespace.org.uk/downloads/os-from-scratch.zip.



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Image Creator

- Allows the custom creation of disk images
- Command line utility, use: ./ic.jar -h for information
- Custom software written in Java

```
ic [OPT] <FILE 1> .. <FILE N>
 Legal
   USE THIS PROGRAM AT YOUR OWN RISK.
 Description
   This program has been design to generate an bootable image
   for a specific test Operating System with a custom file
   table. This program is to be used for the Operating System
   described in the book by Daniel Barry.
 OPTions
   --about
                    Information about program
   --boot
                    Set the bootloader
                    Default: boot.bin
   --help
                    Displays this help
   --output
                    Set the output
                    Default: os.img
                    Set the media size (bytes)
   --size
```

Ref

NASM

- Compiler for assmebly code to machine code
- Well tested, well documented
- Other compilers will unlikely work

```
497
      string_compare:
498
        push si
499
       mov si, ax
500
       push ax
501
       mov dl. ch : Store for later
502
503
      .repeat:
504
       cmp ch. UBYTE MIN : Make sure we have not exceeded the search
505
       je .exit ; If all searched, exit pass
506
507
       lodsb ; Get next byte from SI
508
       mov ah, byte [bx]; Retrieve byte from BX
509
        inc bx; Manually increment BX
510
511
        dec ch : Decrement counter
```

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Getting Started

- A good starting point is on page 5 of the book in the download, under the heading "Build Environment".
- Advanced users can skip to page 8, under the heading "Bootloader".

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References

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- [3] Anvin, H., Kukunas, K., Gorcunov, C., Kotler, F. "NASM", nasm.us, http://www.nasm.us/, 2017.