

- 作業上傳後如果有更新版本，檔名請加v#.
 - Example: OSPJ1_Team99v2.zip
- 報告內請放上學號姓名.
- 繳交的檔案(.c, .h)與報告放在同一個目錄下即可.
- 解析度問題
 - <http://tern.logdown.com/posts/194790-virtualbox-ubuntu-1404-how-adjusting-screen-resolution>
- Report可以用中文或英文.
- 使用system call計算數值時不用考慮負值.
- 每次重編譯kernel, 請從menuconfig之後的指令開始.
- sys_min(), 用來傳回兩數值中的最小值.

Operating Systems 2018 Project 1

Linux Kernel Building System Call Implementation

Advisor: Prof. Tei-Wei Kuo

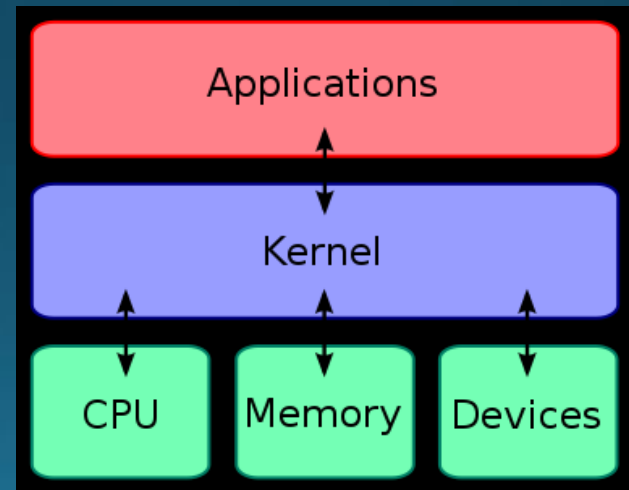
TAs: Han-Yi Lin, Yu-Chen Lin, Yi-Shen Chen, Yu-Chuan Chang

Outline

- Linux Kernel Building
- System Call Implementation
- Project Requirements
- Submission Rules

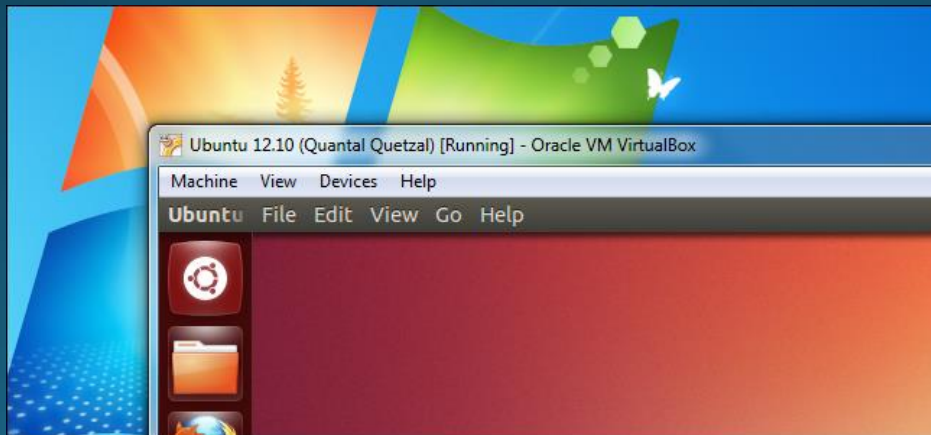
What is “Kernel”?

- The kernel^[1] is a fundamental part of a modern computer's operating system.
- The kernel's primary functions are to
 - Manage the computer's hardware and resources
 - E.g., CPU, main memory, I/O devices, and so on.
 - Allow applications to run and use these resources



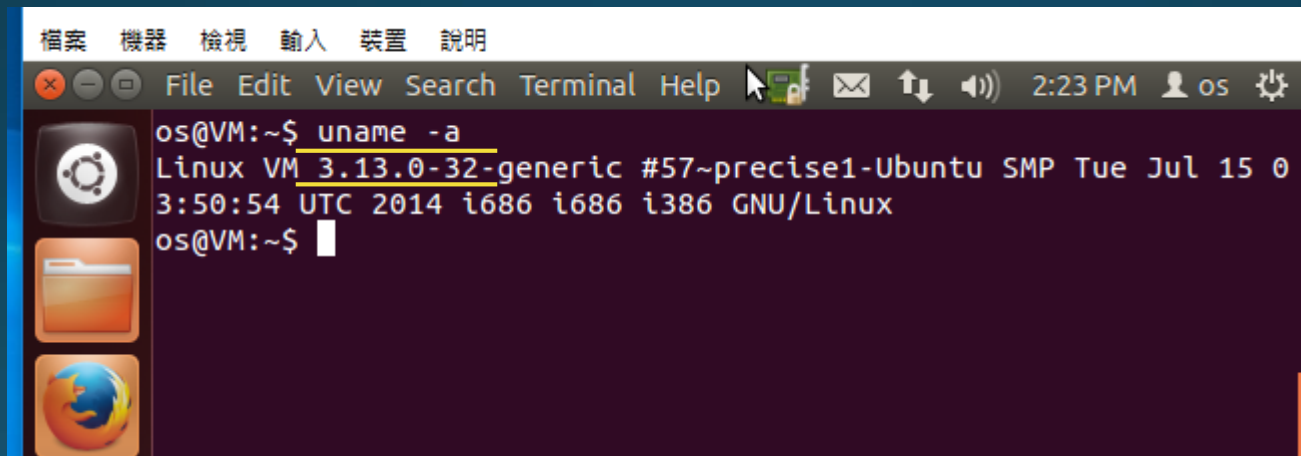
Environment Setup

- Oracle VM VirtualBox^[2]
 - Download link:
<https://www.virtualbox.org/wiki/Downloads>
- Ubuntu 12.04.5 32bits LTS^[3]
 - Download link:
<http://tw.archive.ubuntu.com/ubuntu-cd/12.04.5/ubuntu-12.04.5-desktop-i386.iso>
- Install the Ubuntu 12.04.5 on the VirtualBox



Build Linux Kernel (1/4)

- After the installation, please login Ubuntu and open a terminal to start building your Linux kernel^[4]



The screenshot shows a terminal window with a menu bar at the top containing '檔案', '機器', '檢視', '輸入', '裝置', and '說明'. Below the menu bar is a toolbar with icons for file operations and system settings. The terminal text shows the command 'uname -a' being executed, resulting in the output: 'Linux VM 3.13.0-32-generic #57~precise1-Ubuntu SMP Tue Jul 15 03:50:54 UTC 2014 i686 i686 i386 GNU/Linux'. The prompt 'os@VM:~\$' is visible before and after the command.

```
os@VM:~$ uname -a
Linux VM 3.13.0-32-generic #57~precise1-Ubuntu SMP Tue Jul 15 0
3:50:54 UTC 2014 i686 i686 i386 GNU/Linux
os@VM:~$
```

Build Linux Kernel (2/4)

```
$ sudo apt-get install vim fakeroot build-essential kernel-package  
libncurses5 libncurses5-dev
```

```
$ cd /tmp
```

```
$ wget
```

```
https://www.kernel.org/pub/linux/kernel/v2.6/longterm/v2.6.32/linux-  
2.6.32.60.tar.xz
```

```
$ sudo tar xvf linux-2.6.32.60.tar.xz -C /usr/src
```

```
$ cd /usr/src/linux-2.6.32.60
```

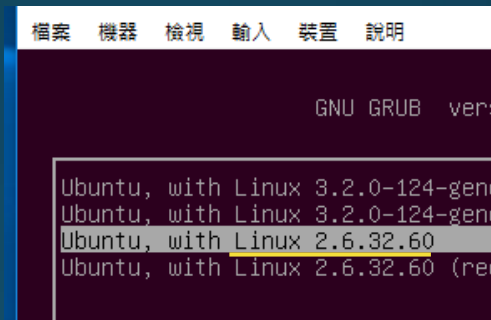
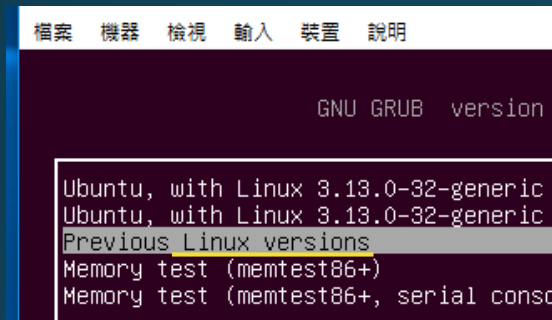
```
$ make mrproper
```

Build Linux Kernel (3/4)

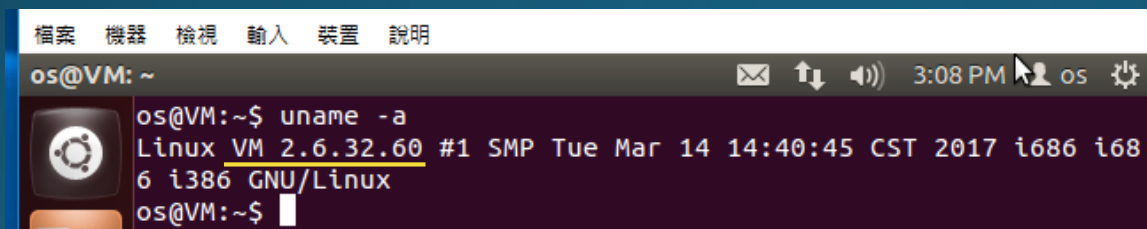
- `$ sudo make menuconfig`
 - Exit and save
- `$ sudo make bzImage`
 - You can use `make -j#` (`#` is the number of your physical cores) to create multiple threads to speed up the kernel building
- `$ sudo make modules`
- `$ sudo make modules_install`
- `$ sudo make install`
- `$ sudo vim /etc/default/grub`
 - Add “#” to comment the following 2 lines
 - `#GRUB_HIDDEN_TIMEOUT=0`
 - `#GRUB_HIDDEN_TIMEOUT_QUIET=true`
- `$ sudo update-grub2`
- `$ sudo shutdown -r now`

Build Linux Kernel (4/4)

- Now, you can select the version 2.6.32.60 kernel in the GNU grub to boot your Ubuntu.



- Then, you can use terminal and type “uname -a” to check the kernel version.



References

- [1] Wikipedia [http://en.wikipedia.org/wiki/Kernel_\(computing\)](http://en.wikipedia.org/wiki/Kernel_(computing))
- [2] Oracle VM VirtualBox <https://www.virtualbox.org/>
- [3] Ubuntu <http://www.ubuntu.com/>
- [4] Linux Kernel in a Nutshell <http://www.kroah.com/lkn/>

Outline

- Linux Kernel Building
- **System Call Implementation**
- Project Requirements
- Submission Rules

What is System Call?

- **System call** is how a program **requests services from the kernel** of an operating system
- **System call** provides an **essential interface** between processes (user) and the operating system (kernel)
- System calls can be roughly grouped into **five major categories**:
 - 1) Process control
 - 2) File management
 - 3) Device management
 - 4) Information maintenance
 - 5) Communication

System Call: Start

Once a system call occurs,

- The processor is switched to the system **execution mode** (or privileged execution mode)
- Key parts of the current thread context (e.g., the program counter and the stack pointer) are saved
- Then the thread context is then changed:
 - The **program counter** is set to a fixed (determined by the hardware) memory address, which is within the kernel's address space
 - The **stack pointer** is pointed at the top of a stack in the kernel's address space

System Call: Execute

Then,

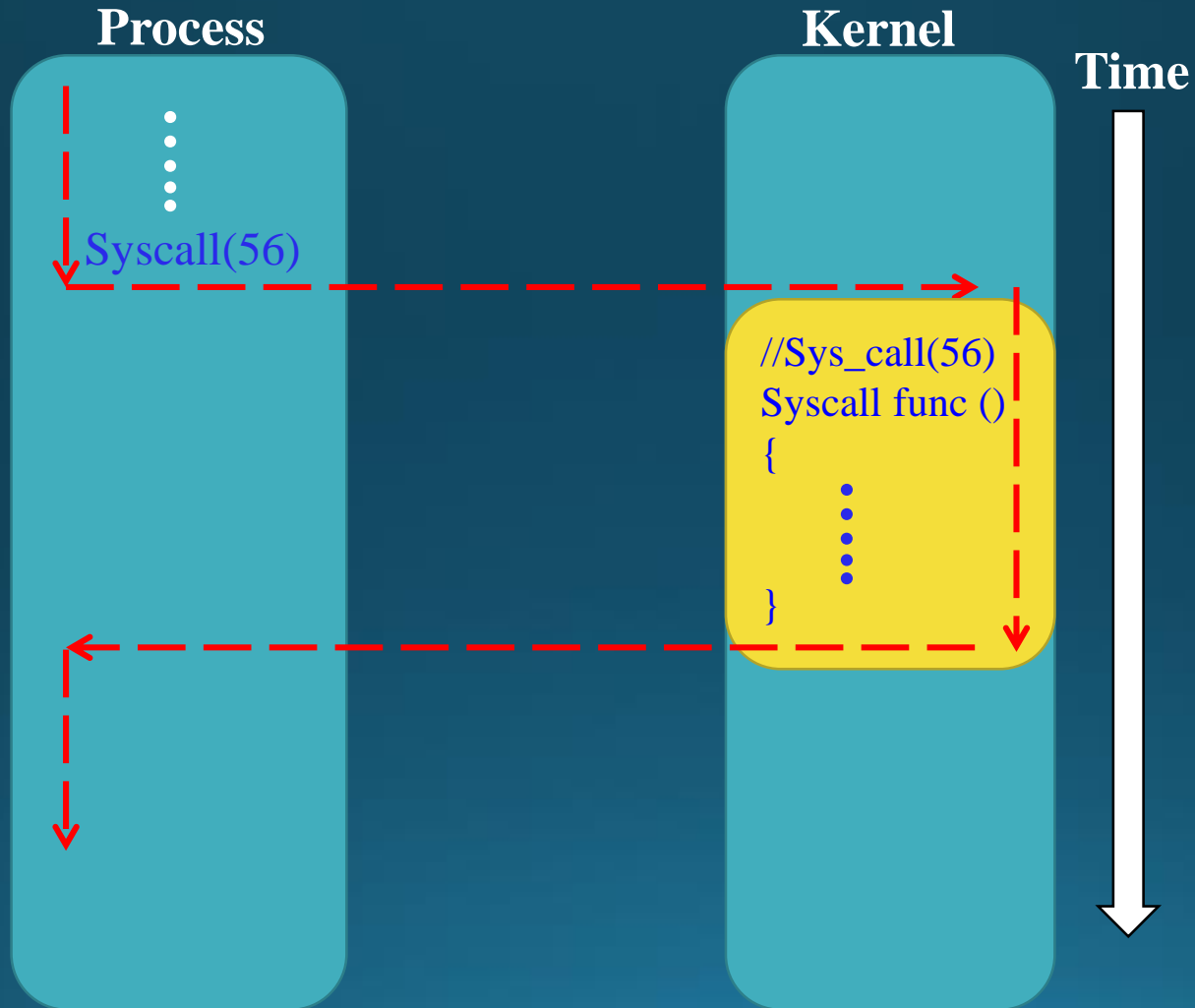
- The calling thread will be executing a **system call handler**, which is **part of the kernel**, in system mode
- This kernel's system call handler determines which service the calling process wanted and then performs that service

System Call: End

When the kernel finishes,

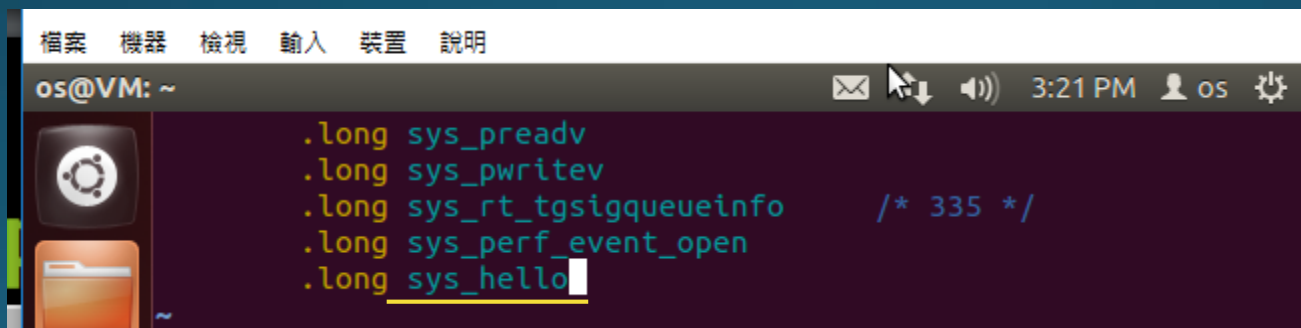
- It returns from the system call and this means to
 - Restore the key parts of the thread context that were saved when the system call was made
 - Switch the processor status back to the user execution mode (or unprivileged execution mode)
- Now the thread is executing the calling-process program again and picks up where it left when it made the system call

System Call: Diagram



Example: Hello System Call (1/5)

1. Download the linux-2.6.32.60 kernel source code
 - `wget https://www.kernel.org/pub/linux/kernel/v2.6/longterm/v2.6.32/linux-2.6.32.60.tar.xz`
2. Decompress the kernel source code
 - `sudo tar xvf linux-2.6.32.60.tar.xz -C /usr/src`
3. Add system call to the system call table
 - Open the file `linux-2.6.32.60/arch/x86/kernel/syscall_table_32.S` and add the following line.
 - Add `“.long sys_hello”`



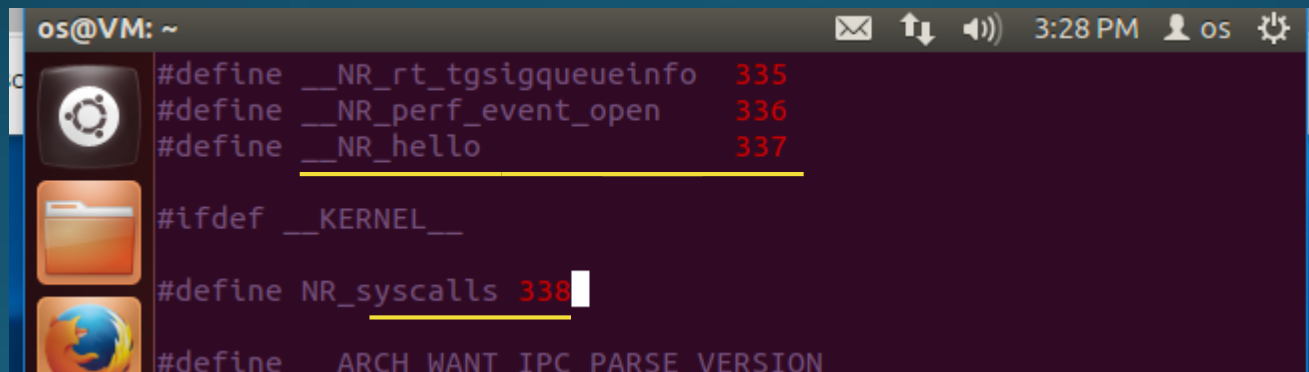
The screenshot shows a terminal window with a dark background. The title bar at the top contains the text "檔案 機器 檢視 輸入 裝置 說明". Below the title bar, the prompt "os@VM: ~" is visible. The terminal displays a list of system calls being added to the kernel source code, each preceded by ".long". The calls are: `sys_preadv`, `sys_pwritev`, `sys_rt_tgsigqueueinfo` (with a comment `/* 335 */`), `sys_perf_event_open`, and `sys_hello`. The `sys_hello` line is currently being edited, with a cursor at the end of the line.

```
os@VM: ~  
.long sys_preadv  
.long sys_pwritev  
.long sys_rt_tgsigqueueinfo /* 335 */  
.long sys_perf_event_open  
.long sys_hello
```

Example: Hello System Call (2/5)

4. Define **macros** associated with system call

- Open the file **linux-2.6.32.60/arch/x86/include/asm/unistd_32.h**
- You will notice that a macro is defined for each system call. At the end of the huge macro definition, add a definition for our new system call and accordingly **incremented the value of the macro NR_SYSCALLS**
- Add “**#define __NR_hello 337**”
- Update “**#define NR_syscalls 338**”



The screenshot shows a terminal window titled "os@VM: ~" with a dark background. On the left side, there are three icons: a terminal icon, a folder icon, and a Firefox icon. The terminal content shows the following code snippets:

```
#define __NR_rt_tgsigqueueinfo 335
#define __NR_perf_event_open 336
#define __NR_hello 337

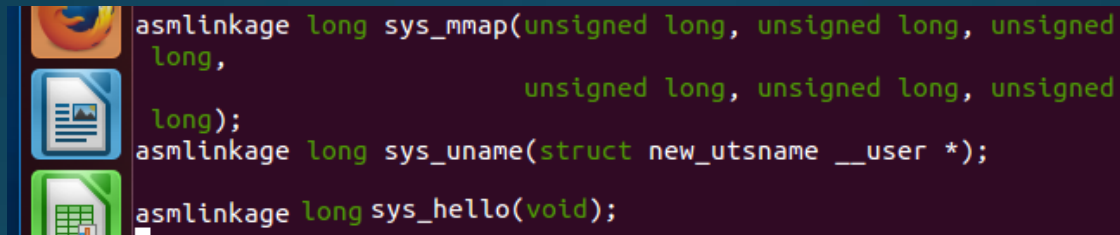

---


#ifdef __KERNEL__
#define NR_syscalls 338
#define ARCH_WANT_IPC_PARSE_VERSION
```

Example: Hello System Call (3/5)

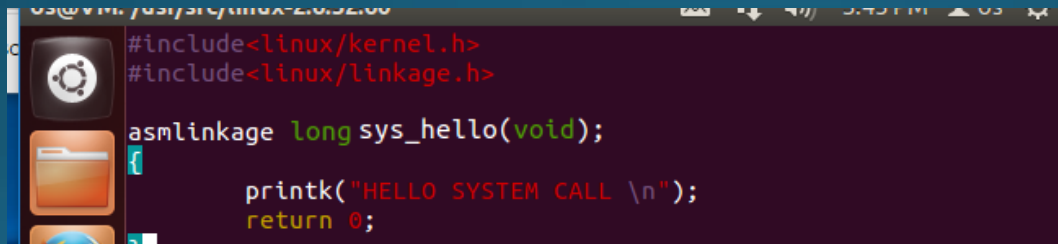
5. Define **macros** associated with system call

- Now to the file **linux-2.6.32.60/arch/x86/include/asm/syscalls.h**, add the **prototype** of the system call.
- Add the prototype of the system call “**asmlinkage long sys_hello(void);**”



```
asmlinkage long sys_mmap(unsigned long, unsigned long, unsigned
long,
                        unsigned long, unsigned long, unsigned
long);
asmlinkage long sys_uname(struct new_utsname __user *);
asmlinkage long sys_hello(void);
```

- Now, in the directory of the kernel sources **linux-2.6.32.60/kernel/**, create a file “**hello.c**” with the following contents:



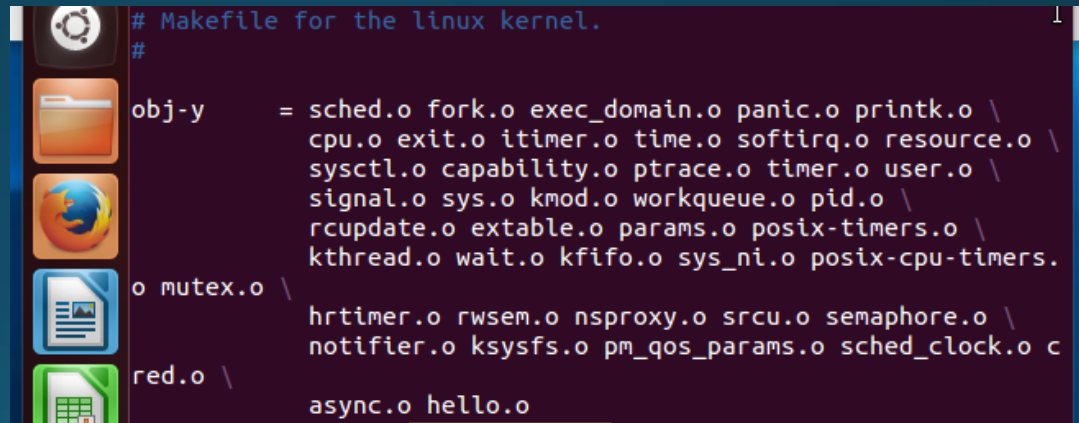
```
#include<linux/kernel.h>
#include<linux/linkage.h>

asmlinkage long sys_hello(void);
{
    printk("HELLO SYSTEM CALL \n");
    return 0;
}
```

Example: Hello System Call (4/5)

6. After you create the function definition, we have to **modify the Makefile (linux-2.6.32.60/kernel/Makefile)** so as to compile the new system call to merge it into the kernel

Add “hello.o” to “obj-y”

A screenshot of a terminal window showing the contents of the Linux kernel Makefile. The file is titled "# Makefile for the linux kernel." and contains a list of object files to be compiled. The 'obj-y' list is being modified to include 'hello.o'. The 'red.o' list is also shown, containing 'async.o' and 'hello.o'.

```
# Makefile for the linux kernel.
#
obj-y      = sched.o fork.o exec_domain.o panic.o printk.o \
              cpu.o exit.o itimer.o time.o softirq.o resource.o \
              sysctl.o capability.o ptrace.o timer.o user.o \
              signal.o sys.o kmod.o workqueue.o pid.o \
              rcupdate.o extable.o params.o posix-timers.o \
              kthread.o wait.o kfifo.o sys_ni.o posix-cpu-timers.
o mutex.o \
              hrtimer.o rwsem.o nsproxy.o srcu.o semaphore.o \
              notifier.o ksysfs.o pm_qos_params.o sched_clock.o c
red.o \
              async.o hello.o
```

REBUILD the whole kernel and reboot the Ubuntu

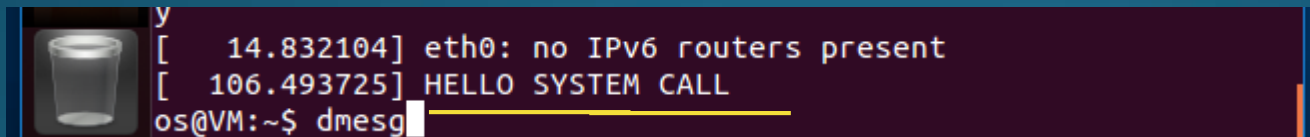
Example: Hello System Call (5/5)

- After you **REBUILD** and **REBOOT** into the kernel that you just compiled, try to **run the following program**:

- Test program

```
#include <sys/syscall.h>
#include <unistd.h>
#include <stdio.h>
int main() {
    syscall(337);
    return 0;
}
```

- The output of `printk()` is written to the kernel log. To view it, **type the command “dmesg”**

A terminal window with a dark background. On the left is a small icon of a glass. The terminal text shows two lines of kernel log output: "[14.832104] eth0: no IPv6 routers present" and "[106.493725] HELLO SYSTEM CALL". Below this, the prompt "os@VM:~\$" is followed by the command "dmesg" and a cursor. A yellow horizontal line is drawn under the "dmesg" command.

```
y
[ 14.832104] eth0: no IPv6 routers present
[ 106.493725] HELLO SYSTEM CALL
os@VM:~$ dmesg
```

Outline

- Linux Kernel Building
- System Call Implementation
- Project Requirements
- Submission Rules

Requirements of Project 1 (1/2)

- Implement 3 new system calls into your Linux kernel (60%, 20% for each):
 - 1. `sys_hello (void) *337*`
 - `printk "HELLO SYSTEM CALL Student-id1 Student-id2"`
 - 2. `sys_multiply (long, long) *338*`
 - Return the calculation result
 - 3. `sys_min (long, long) *339*`
 - Return the calculation result

Requirements of Project 1 (2/2)

- Write a **test program** to test your implemented system calls (20%)
 - Notably, the test program should call the 3 system calls to demonstrate the results
- Report (20%)
 - Implementation details or faced difficulties
 - Your results (please print-screen)
 - At most 2 pages

Outline

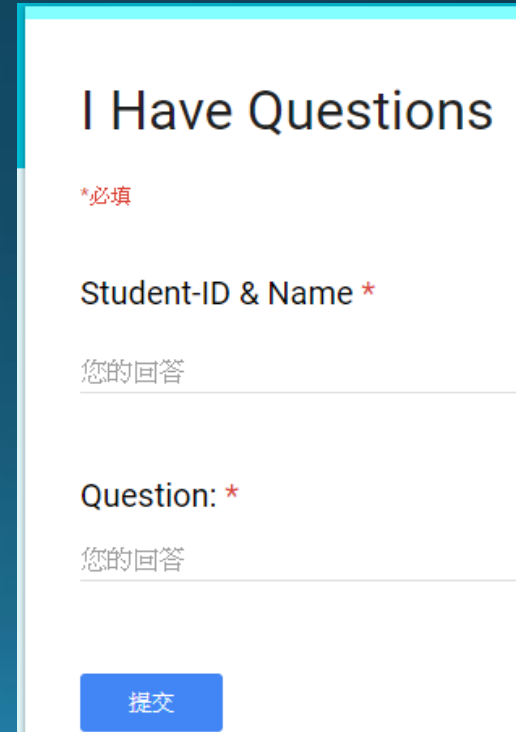
- Linux Kernel Building
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Submission Rules

- Project deadline: 2018/04/14 23:00
 - Delayed submissions yield severe point deduction, -5/day.
 - Upload to FTP Server
 - IP: 140.112.28.143
 - Port: 21
 - Account name: os2018
 - Password: ktw2018os
- The team project should
 - Contain your test program, modified source files (NOT the whole kernel), and your report (PDF format, within 2 pages)
 - Be packed as one file named “OSPJ1_Team##.zip”
- DO NOT COPY THE HOMEWORK

Contact TAs

- If you have any question about the project, please feel free to contact TAs.
- I have questions:
<https://goo.gl/forms/39eB4ex4w3EX7I4K2>
- Han-Yi Lin: d03922006@csie.ntu.edu.tw
- Yu-Chen Lin: f04922077@csie.ntu.edu.tw
- Yi-Shen Chen: d05922009@csie.ntu.edu.tw
- Yu-Chuan Chang: r05922057@csie.ntu.edu.tw



I Have Questions

*必填

Student-ID & Name *

您的回答

Question: *

您的回答

提交

Reference

1. Wikipedia http://en.wikipedia.org/wiki/System_call
2. Linux System Calls
<http://www.advancedlinuxprogramming.com/alp-folder/alp-ch08-linux-system-calls.pdf>