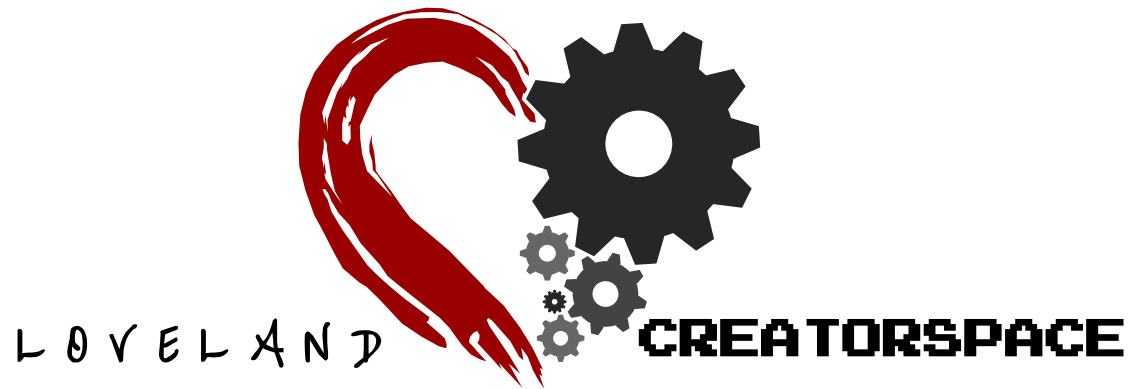


Introduction To
Free/Open Source Software
Development Process



What Is A Binary



- A representation of a computer program
- Computer instructions encoded into the CPU's native representation
- Each instruction is a number
- Very low-level instructions, like assembly
- Generally not considered
 - Human readable
 - Modifiable

What Is Source Code



- A representation of a computer program
- Encoded as text
- Human readable
- Readily modifiable in any old text editor
- Can be much more abstract than CPU instructions

Proprietary Software



(slight generalizations)

- You get just the binary, not the source code
- You are allowed to use it with restrictions like:
 - How many copies you can use
 - Who can use it
 - Where you can use it
 - What you can use it for
- You can't fix problems
 - You don't have the source
 - The license probably prohibits it

Free/Open Source Software



(slight generalizations)

- You get the source code
- You can run it wherever/whenever you like
- You can modify it
- You can fix bugs
- You can share it, and modified versions

F/OSS Licenses



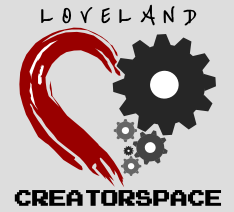
- There are many
- Differ in:
 - Requirement to share source changes when sharing binaries
 - Requirement for attribution
 - Modifications allowed?
- Not all are compatible!
 - (ability to be mix/match in the same project)
- Not all are OSS

How Does A Project Get Started



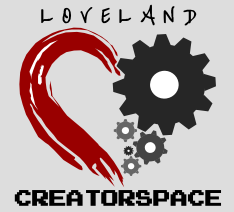
- Someone writes something for fun or to solve a problem
- They publish the source code (github, sourceforge, Google code, FTP site...)
- Someone else discovers it, finds it useful
- They improve the software
- They publish their modified version, or send changes back to the original author

Getting The Software



- Download an archive of a release
e.g. congruity-5.tar.bz2
using a web browser or script
- Use a source code control system, e.g.
`git clone git://git.code.sf.net/p/congruity/code`
- Build it, run it, etc.

Perhaps Something Is Wrong



- It crashes
- It generates the wrong result
- It's missing a feature you need
- There's no documentation

What To Do



- You have the source code
- Go fix it!
- Once you've fixed the code, you want to contribute the change back to the project
- How? Send a patch

Communication & Help



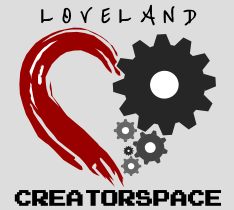
- Different for each project
- Usually, primarily by email
 - Often centered around patches
- Wikis? Sometimes
- Bug trackers? Sometimes
- IRC (multi-user real-time chat)
- Web forums? Much less common

What Is A Patch



- A textual representation of a change you made to some software
- Delta, so much smaller than the original or modified version of the software
- Easy to send by email
- Perfectly computer readable
- Human readable
- Can be “applied” to the original software to end up with your modified version

Example Patch



```
diff --git a/drivers/regulator/palmas-regulator.c
      b/drivers/regulator/palmas-regulator.c
index 3c861d5f9245..93b4ad842901 100644
--- a/drivers/regulator/palmas-regulator.c
+++ b/drivers/regulator/palmas-regulator.c
@@ -970,7 +970,7 @@ static int palmas_regulators_probe(
                                struct platform_device *pdev)
        PALMAS_SMPS12_CTRL_MODE_ACTIVE_MASK;

        pmic->desc[id].enable_reg =
-       PALMAS_BASE_TO_REG(PALMAS_LDO_BASE,
+       PALMAS_BASE_TO_REG(PALMAS_SMPS_BASE,
                            palmas_regs_info[id].ctrl_addr);
        pmic->desc[id].enable_mask =
        PALMAS_SMPS12_CTRL_MODE_ACTIVE_MASK;
```

Creating A Patch



```
cd some_git_checkout  
vi path/to/file.c  
git diff
```

or:

```
cp -r original edited  
vi edited/path/to/file.c  
diff -urN original edited
```

A Better Patch: Source Control



```
$ cd some_git_checkout
```

```
$ vi path/to/file.c
```

```
$ git commit -a -s
```

```
      (enter commit message in $EDITOR)
```

```
1 file changed, 1 insertion(+), 1 deletion(-)
```

```
$ git format-patch -1
```

```
0001-regulator-palmas-fix-typo-in-enable_reg-  
calc.patch
```

Commit Messages



regulator: palmas: fix typo in enable_reg calculation

When setting up `.enable_reg` for an SMPS regulator, presumably we should call `PALMAS_BASE_TO_REG(PALMAS_SMPS_BASE, ...)` rather than using `LDO_BASE`. This change makes the LCD panel and HDMI work again on the NVIDIA Dalmore board anyway.

**Fixes: 318dbb02b50c ("regulator: palmas: Fix SMPS
enable/disable/is_enabled")**

**Fixes: dbabd624d4eec50b6 ("regulator: palmas: Reemove open coded
functions with helper functions")**

Signed-off-by: Stephen Warren <swarren@nvidia.com>

Patch Style



- Documentation/CodingStyle (Linux kernel)
- Check with (kernel or U-Boot):

```
$ ./scripts/checkpatch.pl 0001-foo.patch
```

```
total: 0 errors, 0 warnings, 8 lines checked
```

```
0001-regulator-palmas-fix-typo-in-enable_reg-  
calc.patch has no obvious style problems and  
is ready for submission.
```

Sending Patches



```
$ git send-email
--to 'Liam Girdwood <lgirdwood@gmail.com>'
--to 'Mark Brown <broonie@kernel.org>'
--cc linux-kernel@vger.kernel.org
*.patch

0001-...patch

...

Password for 'smtp://swarren@localhost:8587':

...

Result: 250 2.0.0 Ok: queued as 767D8E4103
```

Where To Send A Patch



- Different for each project
- Send to mailing lists for visibility and CC maintainers so notice the patch
- U-Boot: `doc/git-mailrc` (aliases for git send-email)

```
alias uboot u-boot@lists.denx.de
```

```
alias u-boot uboot
```

```
alias arm uboot, aaribaud ...
```

- Kernel:

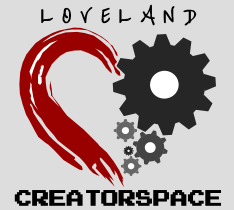
```
$ ./scripts/get_maintainer.pl *.patch
```

```
Liam Girdwood <lgirdwood@gmail.com> (supporter:VOLTAGE AND CURRE...)
```

```
Mark Brown <broonie@kernel.org> (supporter:VOLTAGE AND CURRE...)
```

```
linux-kernel@vger.kernel.org (open list)
```

Patch Feedback



On 06/19/2014 10:08 AM, Stephen Warren wrote:

> On 06/19/2014 12:58 AM, Alexandre Courbot wrote:

>> > From: Bryan Wu <pengw@nvidia.com>

>> >

>> > On Tegra114 and Tegra124 platforms, certain display-related registers cannot
>> > be accessed unless the VPR registers are programmed. For bootloader, we
>> > probably don't care about VPR, so we disable it (which counts as programming
>> > it, and allows those display-related registers to be accessed.

>> > diff --git a/arch/arm/cpu/tegra-common/vpr.c b/arch/arm/cpu/tegra-common/vpr.c

>> > +void config_vpr(void)

>> > + /* Turn off VPR */

>> > + writel(0x00000000, &mc->mc_video_protect_size_mb);

>> > + writel(0x00000001, &mc->mc_video_protect_reg_ctrl);

>> >

> Can we use a #define rather than "1" there, so we know what the bit

> means. Also "0" is as good as "0x00000000" and same for "1".

Patch Accepted



On 06/24/2014 05:01 AM, Mark Brown wrote:

> On Mon, Jun 23, 2014 at 02:53:25PM -0600, Stephen Warren wrote:

>> > From: Stephen Warren <swarren@nvidia.com>

>> >

>> > When setting up .enable_reg for an SMPS regulator, presumably we should

>> > call PALMAS_BASE_TO_REG(PALMAS_SMPS_BASE, ...) rather than using

>> > LDO_BASE. This change makes the LCD panel and HDMI work again on the

>> > NVIDIA Dalmore board anyway.

> Applied, thanks.

Questions?

