# Reading Material for
# System Call Implementation in Linux OS
# [Including Kernel Recompilation]

## As Part of

## Operating Systems [CS F372] Course

## Semester I, 2023 – 2024


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# INDEX



**Important Note**: Please **do not try this directly on your laptop**, you may end up crashing your system/corrupting several files. We recommend installing Virtual Box and setting up a Linux VM on it. You can find instructions on how to do that here: https://itsfoss.com/install-linux-in-virtualbox/. Proceed with the next steps only after you a Ubuntu VM up and running in Virtual Box.

# Basic Preparation for Recompilation

Step #1. Download the kernel source 5.19.8 from https://www.kernel.org

Step #2: Open a terminal and login to super-user by

$ **sudo su**
<Enter root password here>

Step #3: Place the tar.xz file in /usr/src/ directory

Step #4: Set the present working directory as /usr/src/ by

$ ***cd /usr/src/***

Step #5: Untar the ***linux-5.19.8.tar.xz*** file by

$ ***tar -xvf linux-5.19.8.tar.xz***

Step #6: Set the present working directory as linux-5.19.8

$ ***cd linux-5.19.8/***

# Recompilation of Linux Kernel with / without Modification(s)

## Step #1: Reconfiguration of the Kernel

The Linux Kernel is extraordinarily configurable; you can enable and disable many of its features, as well as set build parameters.
Some of the widely used options are: menuconfig, xconfig, gconfig, oldconfig, defconfig etc.

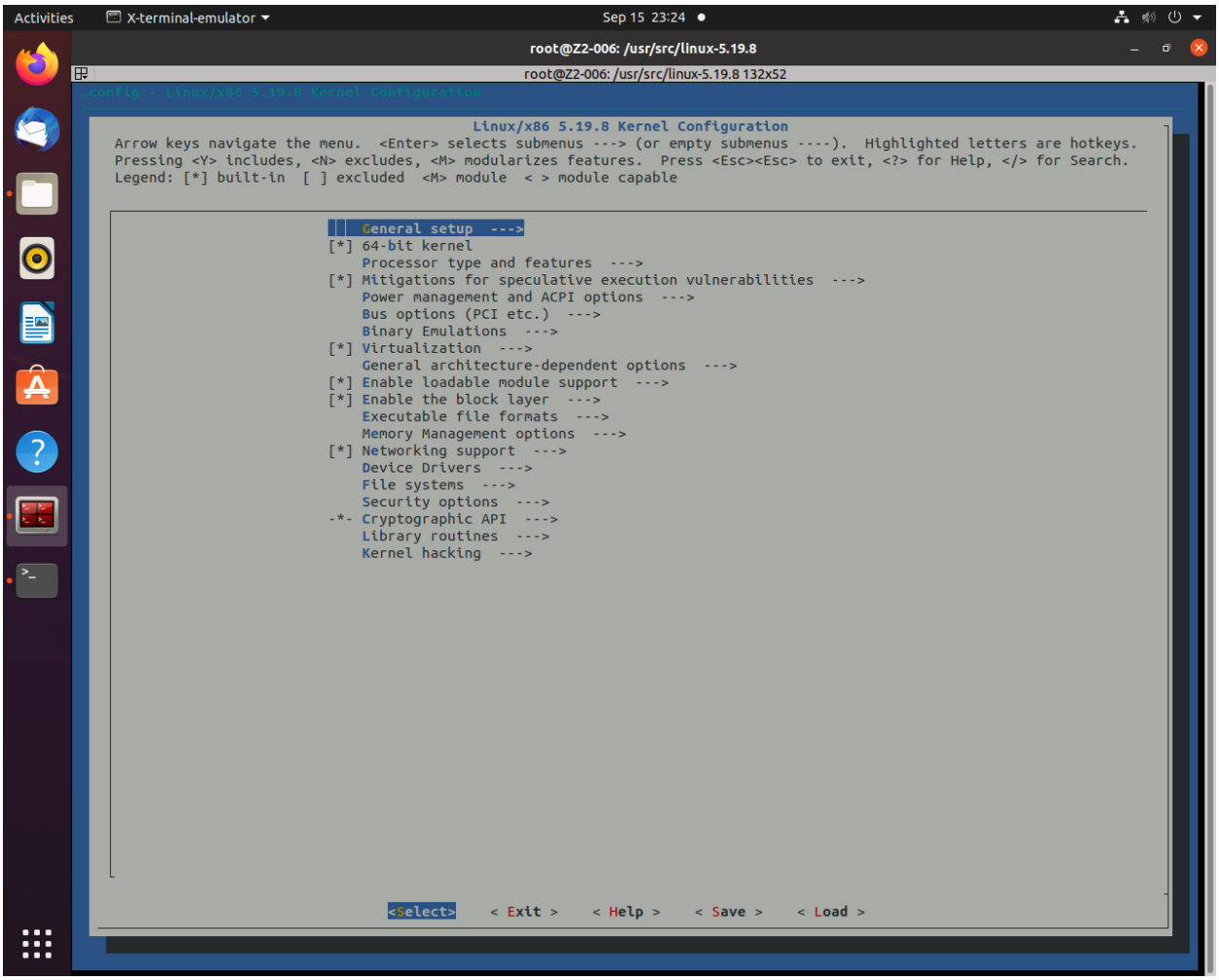
**Dependencies you may require to install: flex, bison, libssl-dev, libelf-dev**

**$apt install flex bison libssl-dev libelf-dev or**

**$apt-get install <package name> E.g.: $apt-get install flex**

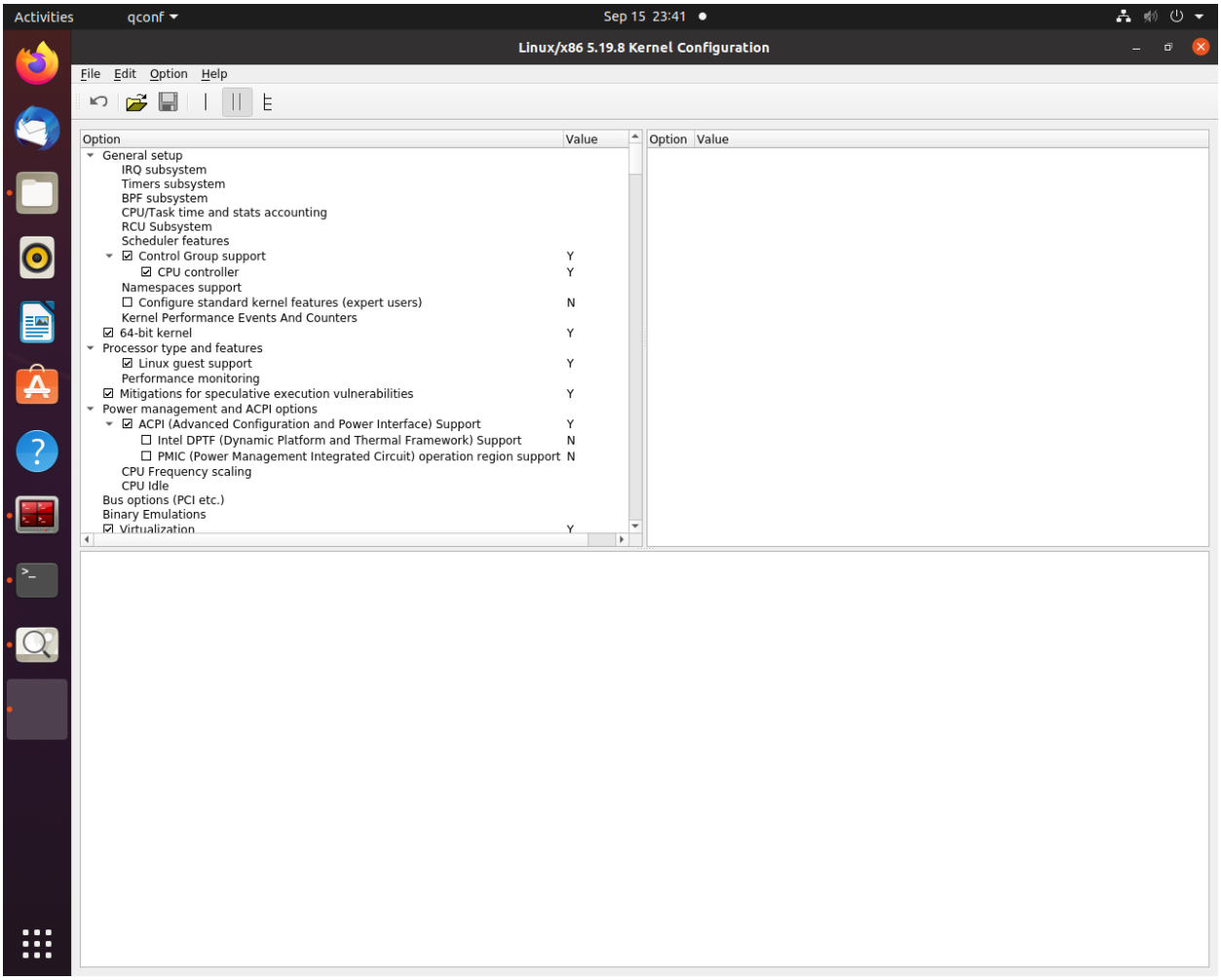
**$ make menuconfig**

<Text based color menus, radio lists & dialogs. This option is also useful on remote server if you want to compile kernel remotely.>



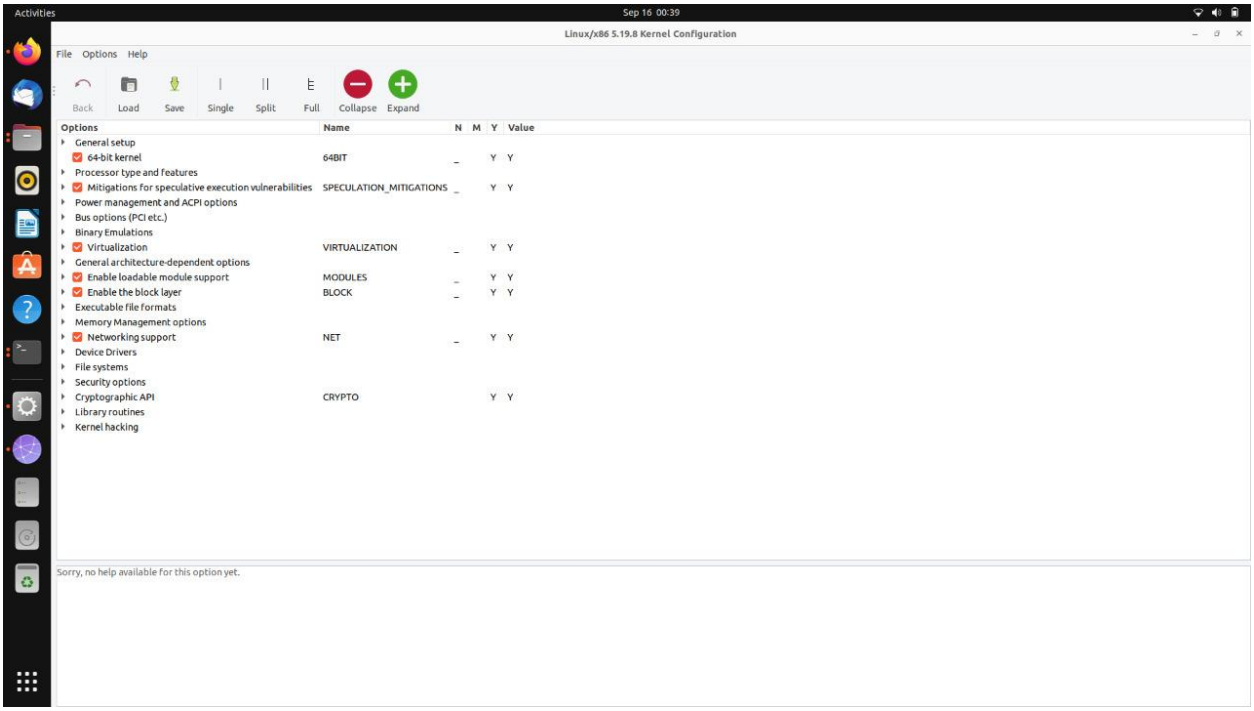
**$ make xconfig**

<X windows (Qt) based configuration tool, works best under KDE Desktop.>



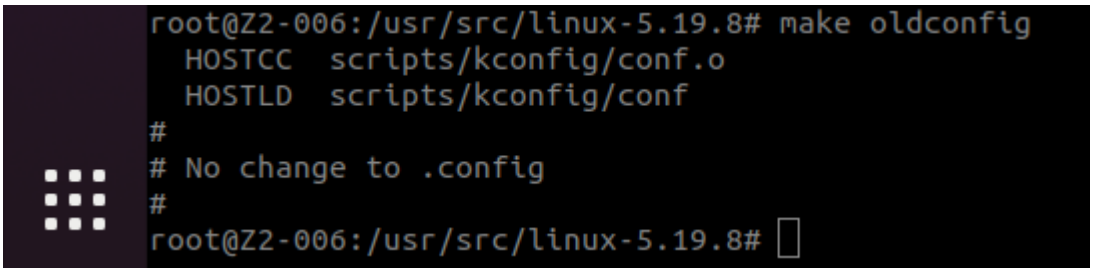
**$ make gconfig**

<X windows (Gtk) based configuration tool, works best under Gnome Desktop.>



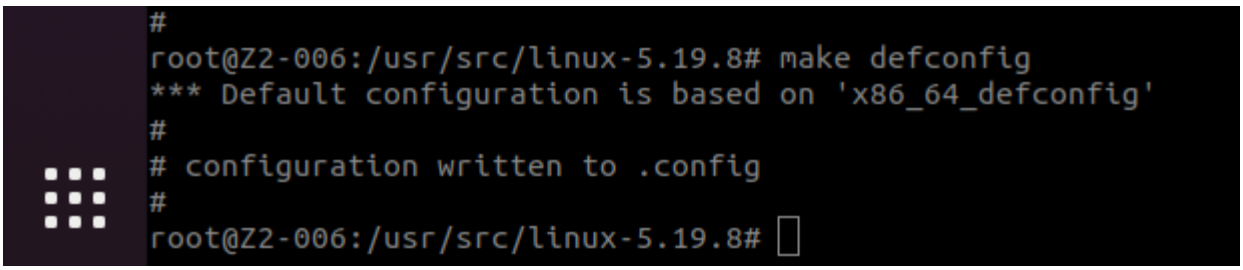

**$ make oldconfig**

<Reads the existing config file and prompts the user options in the current kernel source that are not found in the file>




**$ make defconfig [Use this for reconfiguration option for this assignment]**

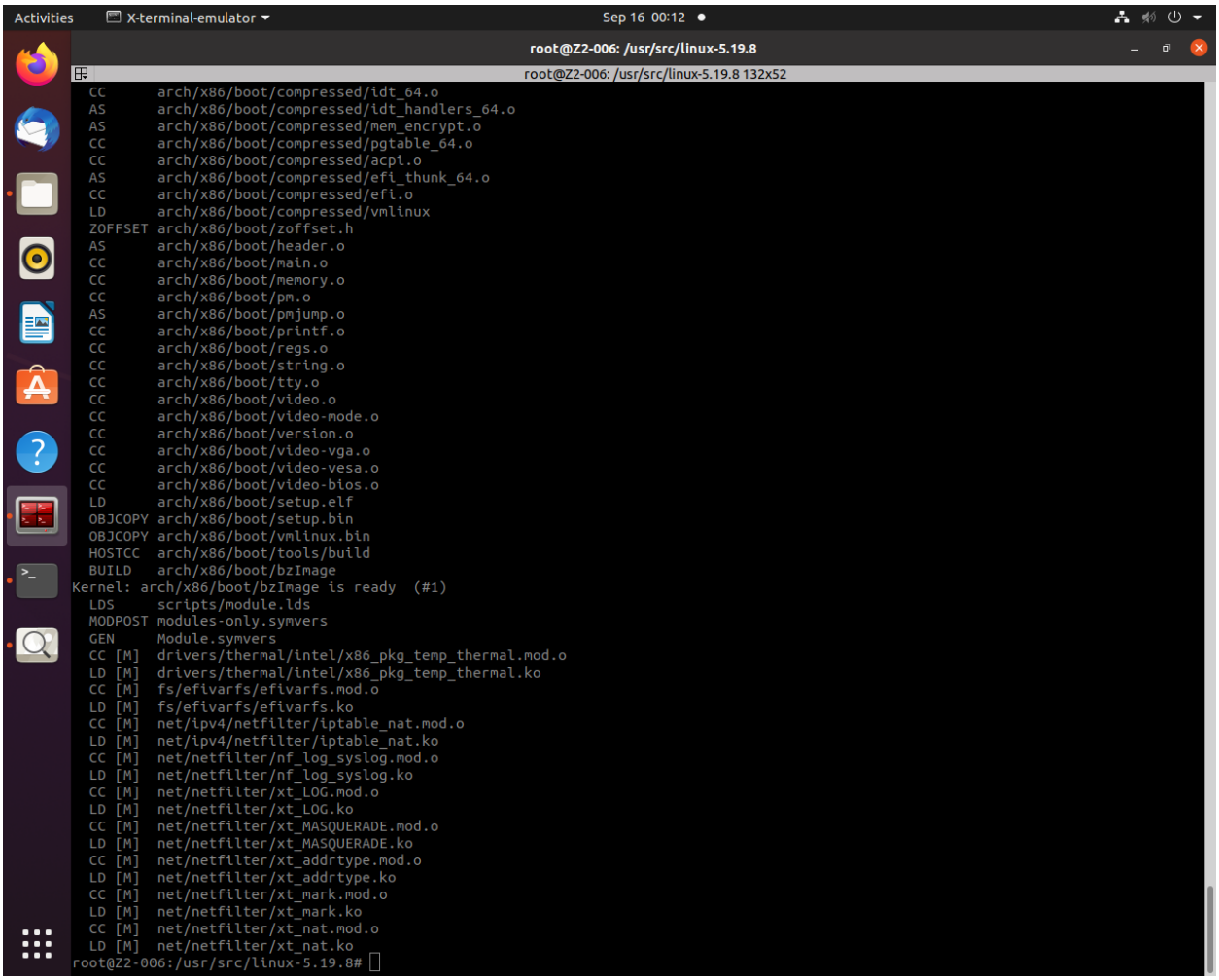
<Creates a default config file for the kernel delineating all the necessary modules to be installed into the kernel>



## Step #2: Preliminary Recompilation of the Kernel

Execute make to compile the kernel.

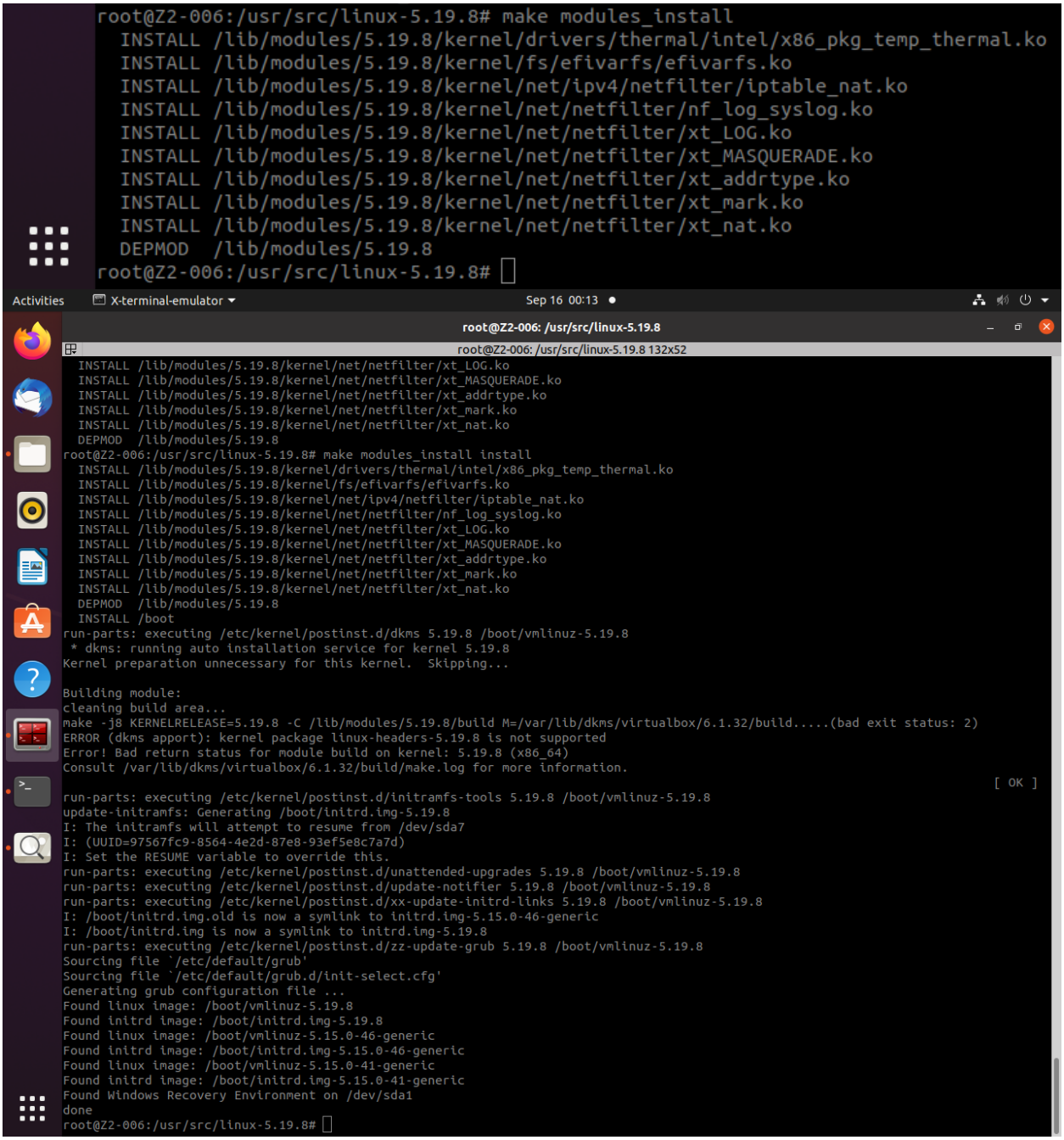
```
$ make
```




## Step #3: Recompilation of the Kernel module, update initramfs and grub

Execute make modules_install & make modules_install install to compile the modules and update the initramfs and grup.

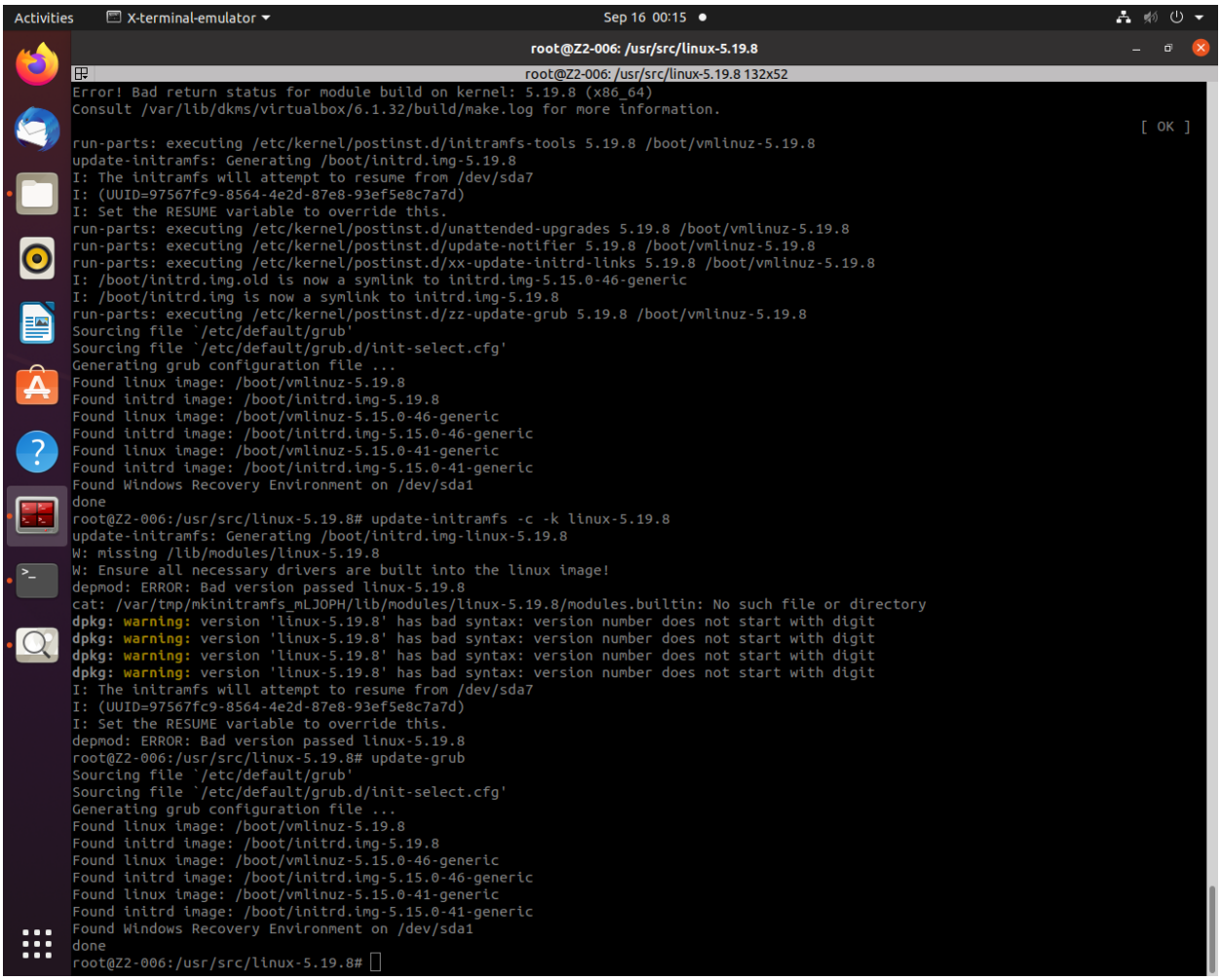
```
$ make modules_install && make modules_install install
```




In addition to installing the bzImage it even runs the following commands

update-initramfs -c -k linux-5.19.8

update-grub




**Now that the kernel has been recompiled, reboot the system and boot into this kernel from the grub <Select advanced ubuntu tab followed by the New kernel>**

# Implementation of New System Call [New System Call to Add 2 Positive Integers]

## Step #1: Create a directory under /usr/src/linux-5.19.8/

Create a directory named add_syscall under /usr/src/linux-5.19.8/

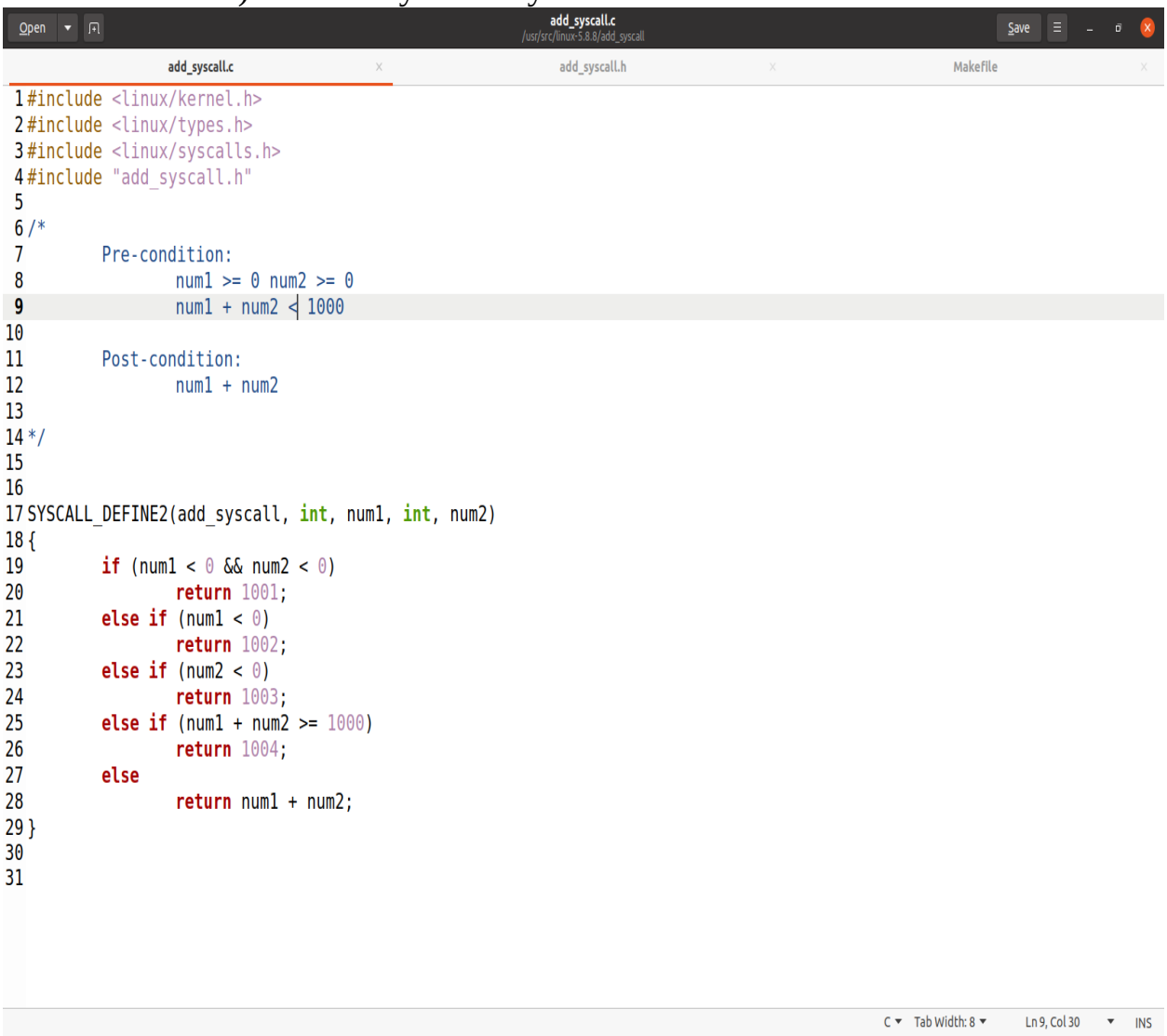
$ mkdir add_syscall

## Step #2: Create the following files under add_syscall directory

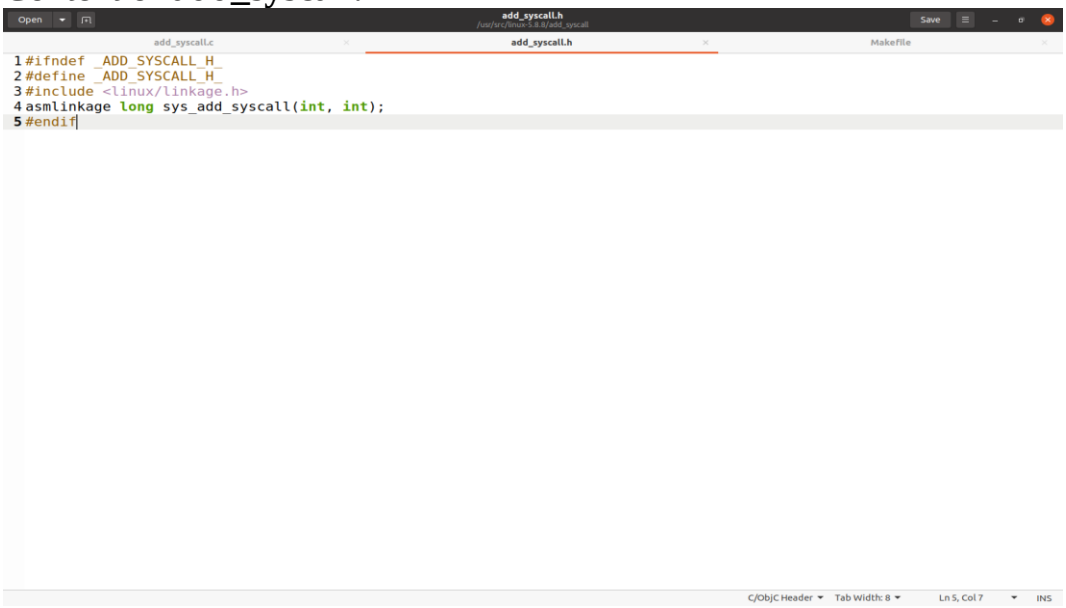
1. **add_syscall.c**
2. **add_syscall.h**
3. **Makefile**

Contents of **add_syscall.c**

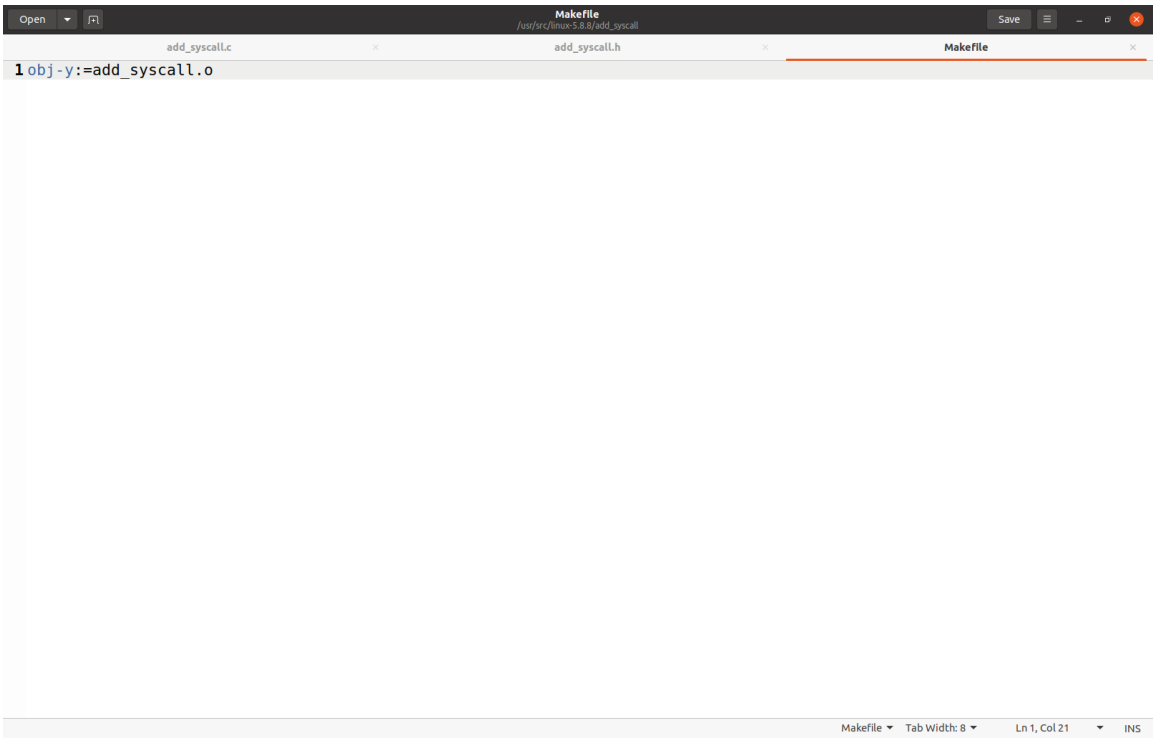
SYSCALL_DEFINE*n*() macros are the standard way for kernel code to define a system call, where the *n* suffix indicates the argument count.
The first argument to the macro is the name of the system call (without sys_ prepended to it). The remaining arguments are pairs of type and name for the parameters.
The definitions of these **SYSCALL_DEFINE**... macros are in **#include </linux/syscalls.h>**. Hence, the .c file in which you code the body of your syscall's service routine must **#include <linux/syscalls.h>**
It has within { ... } (after your SYSCALL_DEFINE...(...) ) the code (you will write!) of the body of the syscall to be run.



Content of **add_syscall.h**




Content of **Makefile**




# Step #3: Modify the following files

1. **/usr/src/linux-5.19.8/Makefile**
2. **/usr/src/linux-5.19.8/arch/x86/entry/syscalls/syscall_64.tbl**
3. **/usr/src/linux-5.19.8/include/asm-generic/syscalls.h**
4. **/usr/src/linux-5.19.8/include/linux/syscalls.h**

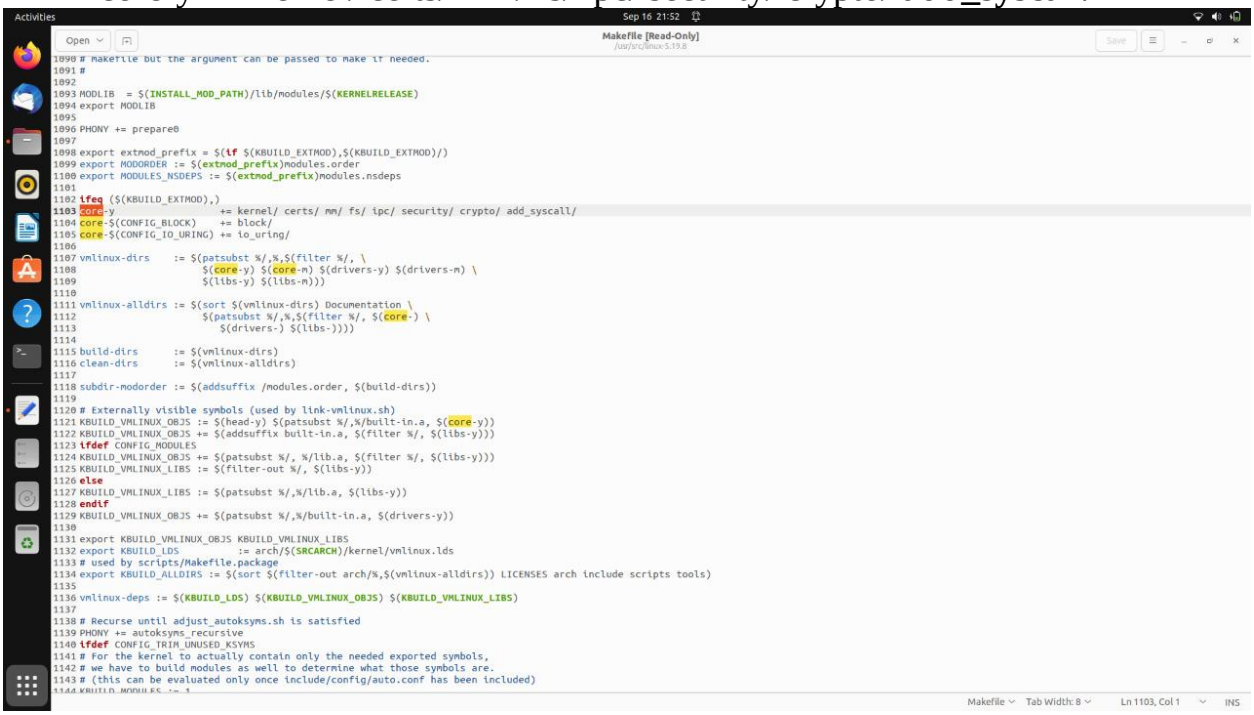
**3.1: Modify /usr/src/linux-5.19.8/Makefile:**

**<Update the following line in Makefile>**

core-y += kernel/ certs/ mm/ fs/ ipc/ security/ crypto/

**<to the following by adding add_syscall/ in the end>**

core-y += kernel/ certs/ mm/ fs/ ipc/ security/ crypto/ **add_syscall/**

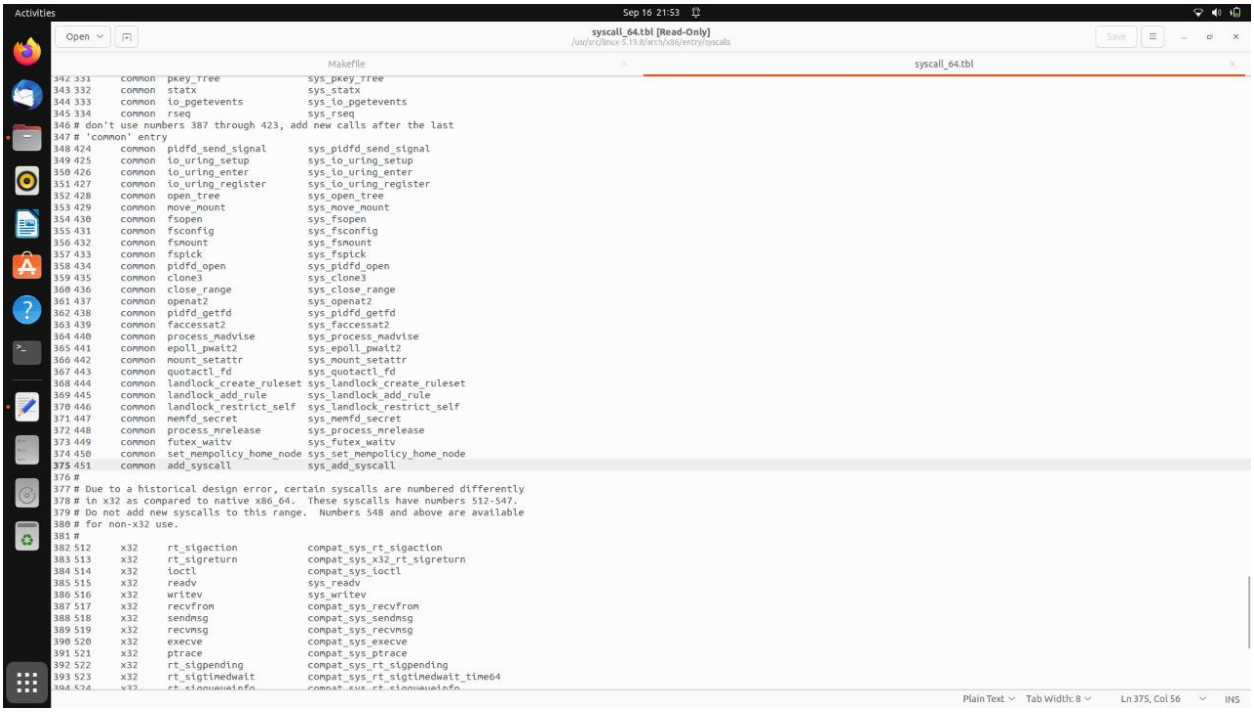



**3.2: Modify /usr/src/linux-5.19.8/arch/x86/entry/syscalls/syscall_64.tbl:**

Update the file: **/arch/x86/entry/syscalls/syscall_64.tbl** to add the new syscall at the **next available system call number** in the common list of syscalls like:

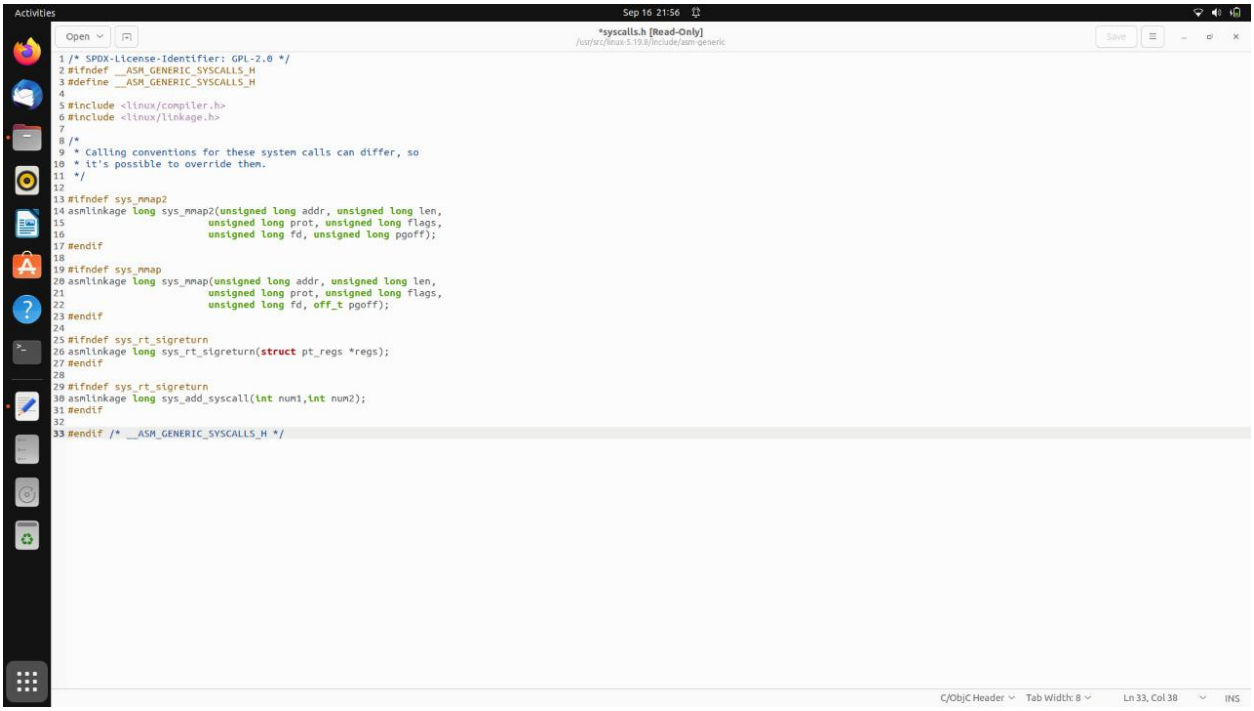
**451 common  add_syscall  sys_add_syscall**

**Here sys_add_syscall is the entry point for the system call add_syscall and it will be common across the x86-{64, 32} bit architectures.**

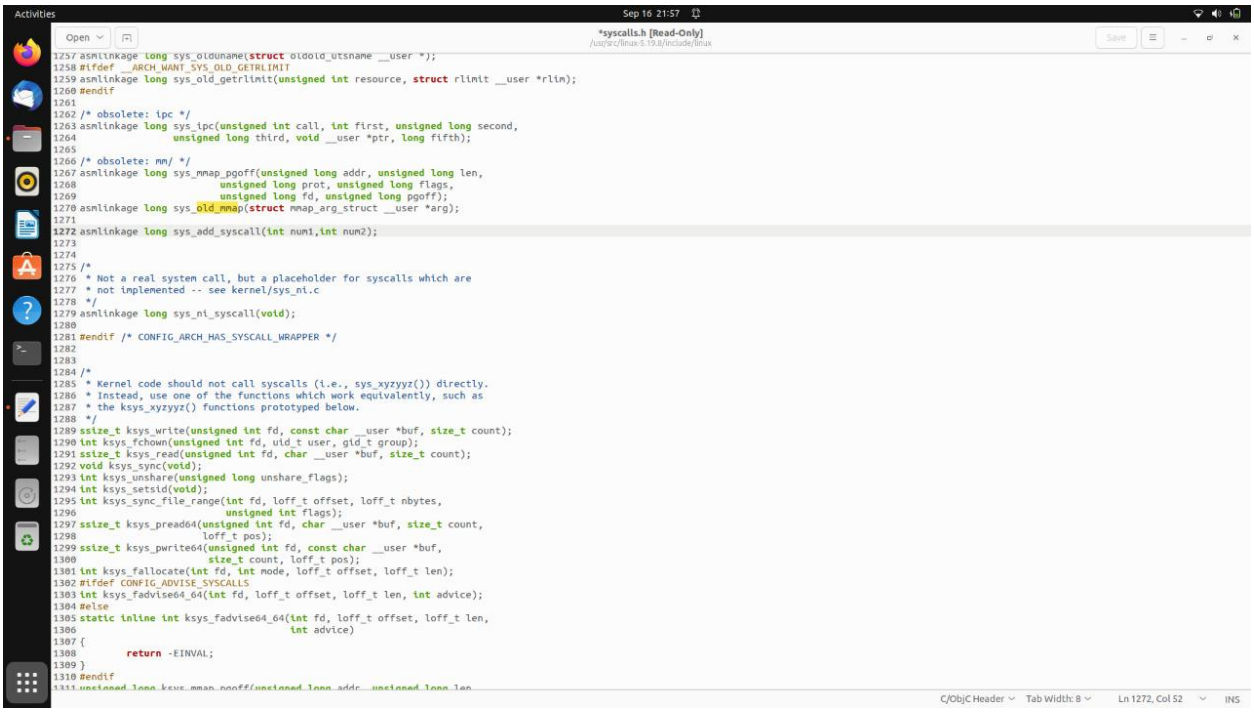



**This table is read by scripts and used to generate some of the boilerplate code**

**3.3: Modify /usr/src/linux-5.19.8/include/asm-generic/syscalls.h:**



## 3.4: Modify /usr/src/linux-5.19.8/include/linux/syscalls.h:



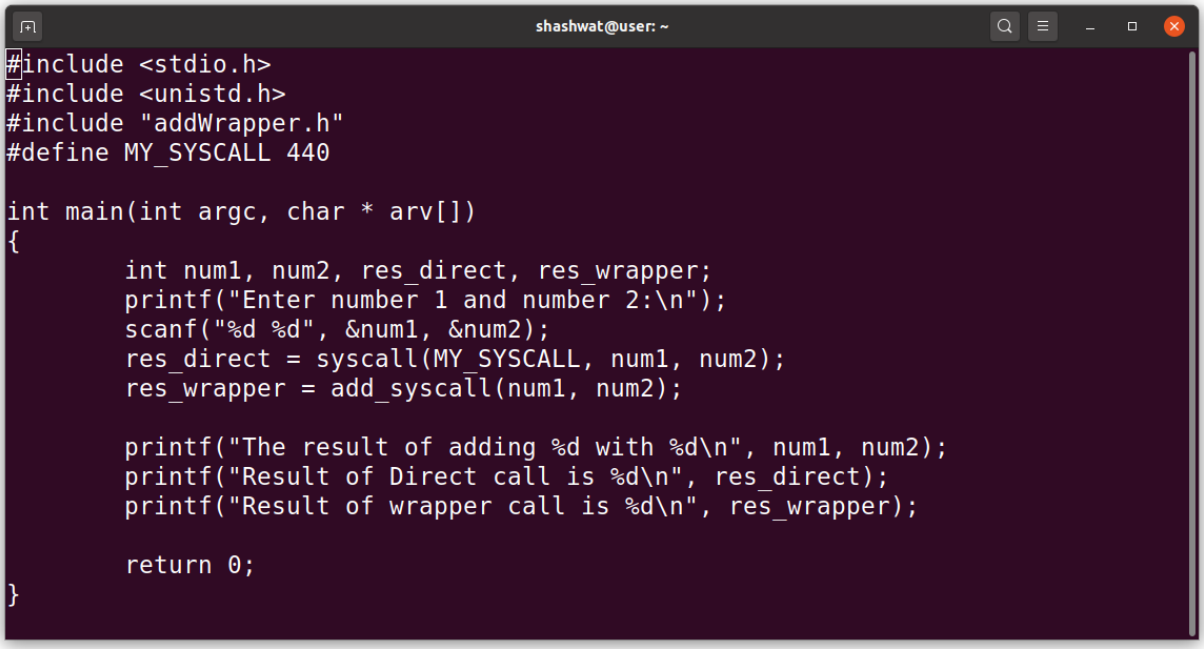

Recompile the Kernel [Follow section#2]to get all the changes reflected. Reboot the system and boot into this kernel from the grub <Select advanced ubuntu tab followed by the New kernel>

# Implementation of User Space Programs

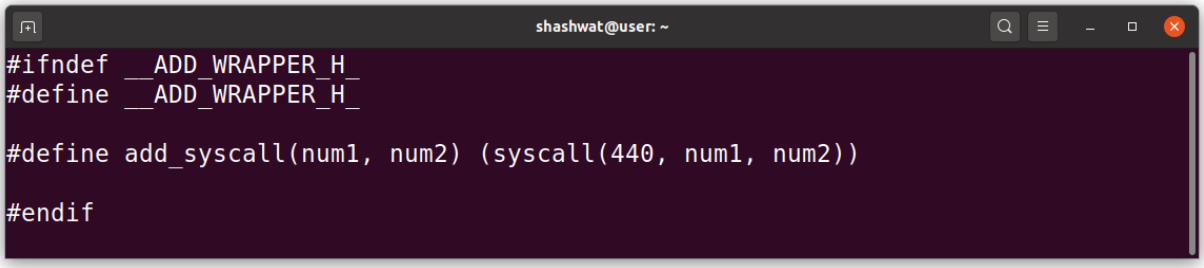
1. **add2Num.c**
2. **addWrapper.h**

The C user library wraps most system calls for us. This avoids triggering interrupts directly. The user space .c file provides two mechanisms of calling a system call (A) directly using the ***syscall()*** function with the help of system call number [GNU C library provides this for us] and (B) with the help of a Wrapper where the end user never need to remember the system call number.

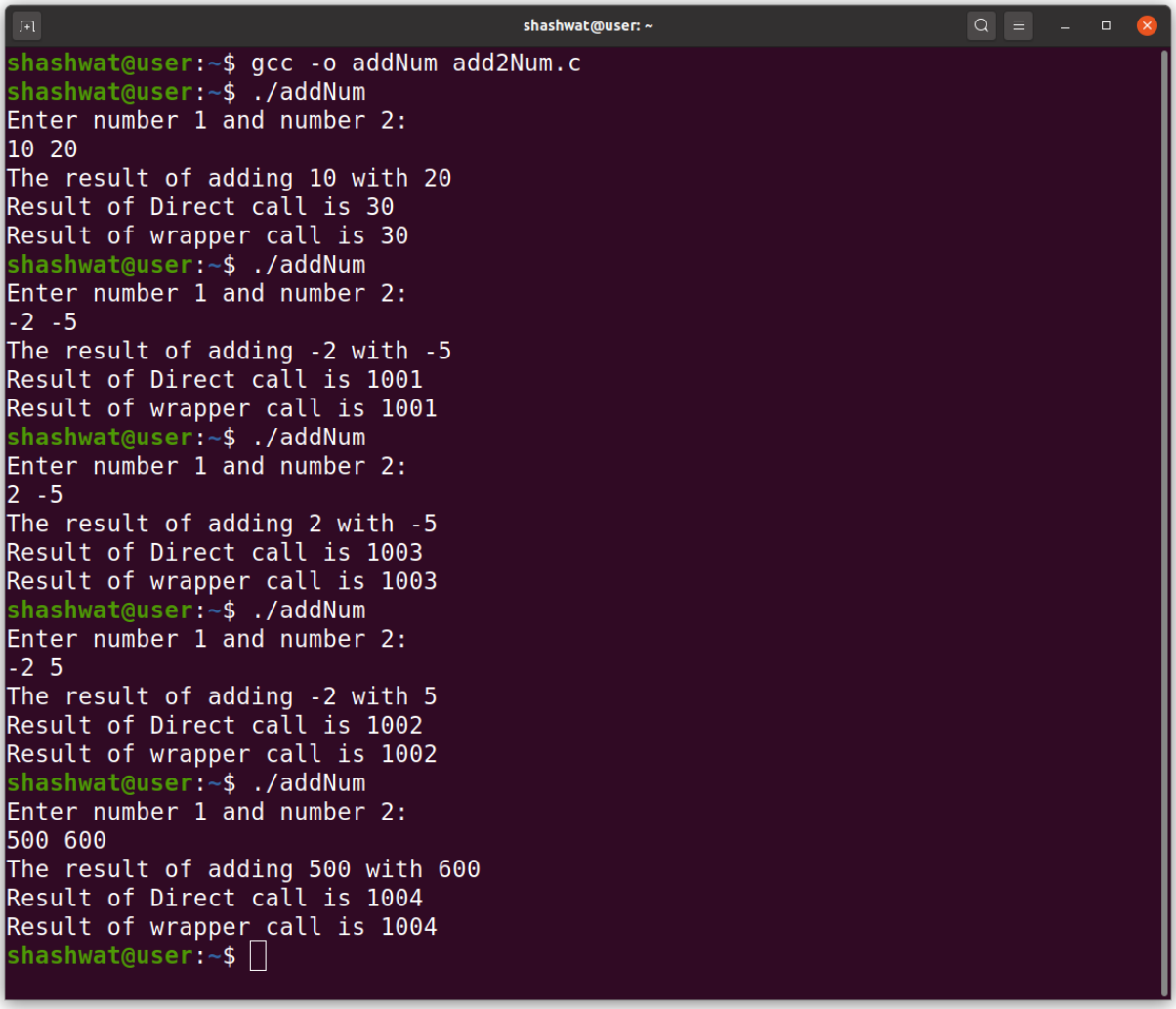
### 1.1: add2Num.c:




### 1.2: addWrapper.h:



### 1.3: Compiling and Executing the User program:




# Practice Problem:

Write a New system call in Kernel space which will add 2 floating point numbers and return the result to the user space. Make sure both the floating point numbers are Valid Positive Numbers. Make sure the result is a Valid Positive floating point number.