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

As Part of
Operating Systems [CS F372] Course
Semester I, 2023 – 2024





Please contact: [only if you fail miserably!!]

Saket B {f20200983@goa.bits-pilani.ac.in}
Rahul M Biju {f20200953@goa.bits-pilani.ac.in}
Ashmit Khandelwal {f20200980@goa.bits-pilani.ac.in}
S Ravi Sanker {f20200142@goa.bits-pilani.ac.in}
Harsh Gujarathi {f20201712@goa.bits-pilani.ac.in}
Akhil Bansal {f20200116@goa.bits-pilani.ac.in}
Manank Patel {f20201696@goa.bits-pilani.ac.in}

BIRLA INSTITUTE OF TECHNOLOGY AND SCIENCE, PILANI –K K BIRLA GOA CAMPUS

INDEX

Sec. No.	Section Title	Page No.
1.	Basic Preparation for Recompilation	3
2.	Recompilation of Linux Kernel with / without Modification(s)	4
3.	Implementation of New System Call [New System Call to Add Two Positive Integers]	7
4.	Implementation of User Space Programs	13
5.	Practice Problem	14

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.

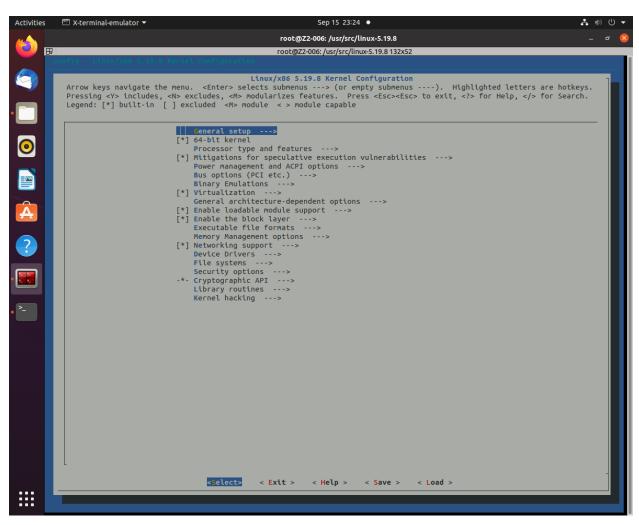
Dependencies you may require to install: flex, bison, libssl-dev, libelf-dev

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

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

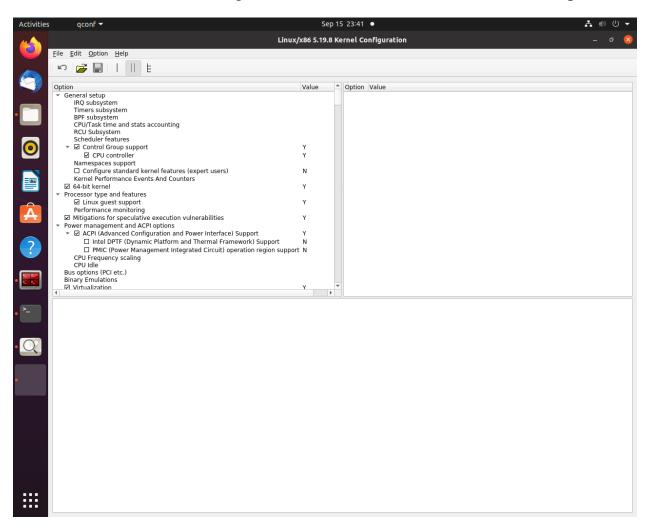
\$ make menuconfig

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



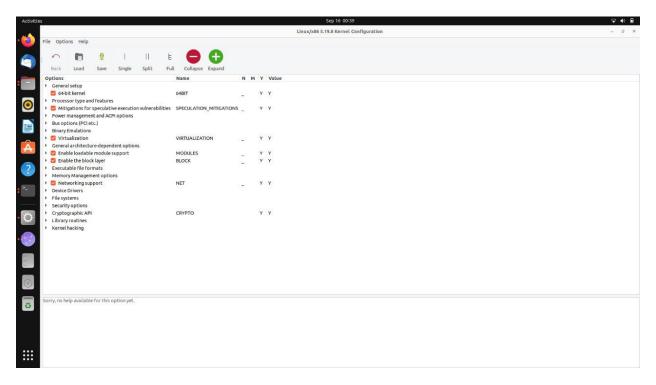
\$ make xconfig

<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>

```
root@Z2-006:/usr/src/linux-5.19.8# make oldconfig

HOSTCC scripts/kconfig/conf.o

HOSTLD scripts/kconfig/conf

#

No change to .config

"""

root@Z2-006:/usr/src/linux-5.19.8#
```

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

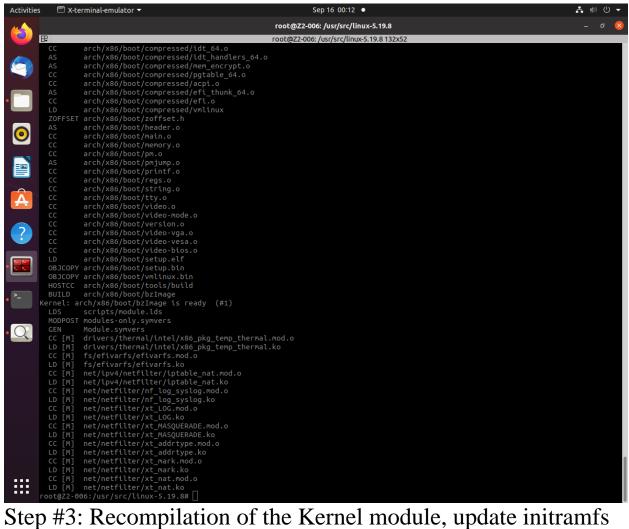
<Creates a default config file for the kernel delineating all the necessary modules to be installed into the kernel>

```
#
root@Z2-006:/usr/src/linux-5.19.8# make defconfig
*** Default configuration is based on 'x86_64_defconfig'
#
# configuration written to .config
#
root@Z2-006:/usr/src/linux-5.19.8# []
```

Step #2: Preliminary Recompilation of the Kernel

Execute make to compile the kernel.

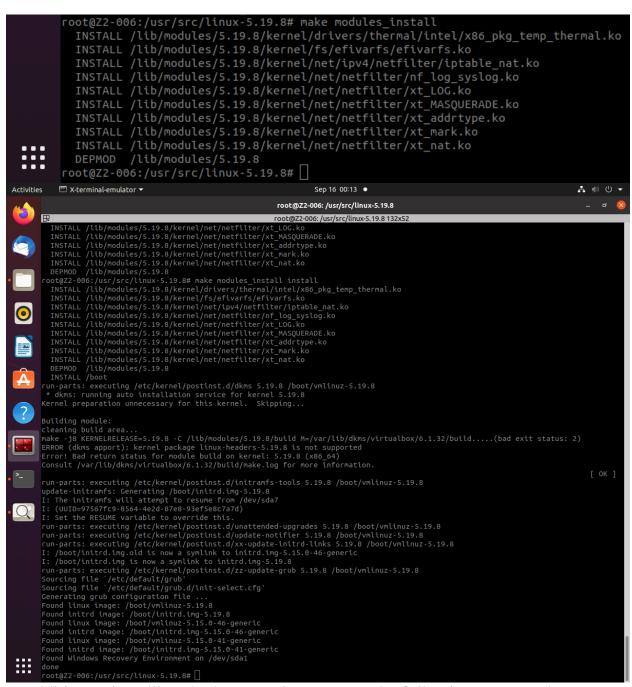
\$ make



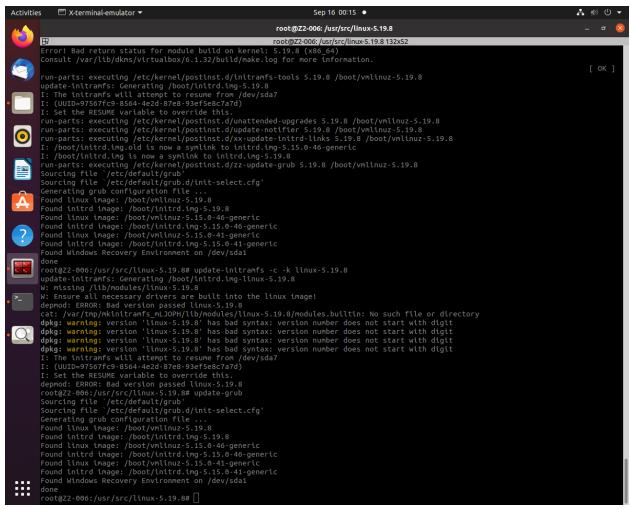
Step #3: Recompilation of the Kernel module, update initramfs and grub

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.

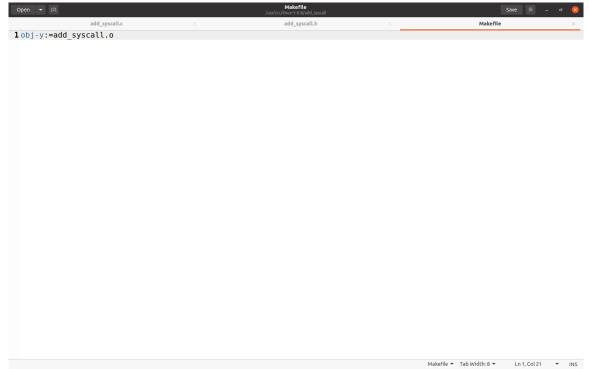
The definitions of these **SYSCALL_DEFINE**... macros are in **#include #include
#include #include #include
#include
#include #include
#include **#include **#include **#include **#include
#include **#include **#include **#include **#include **#include **#include **#include **#include **#include **#include **#include **#include **#include #include <

```
add_syscall.c
 <u>O</u>pen ▼ 🗐
                  add_syscall.c
                                                                                                            Makefile
                                                               add_syscall.h
 1#include <linux/kernel.h>
 2#include <linux/types.h>
 3#include <linux/syscalls.h>
 4#include "add syscall.h"
 6 /*
 7
           Pre-condition:
 8
                   num1 >= 0 num2 >= 0
 9
                   num1 + num2 < 1000
10
11
           Post-condition:
12
                   num1 + num2
13
14 */
15
16
17 SYSCALL DEFINE2(add syscall, int, num1, int, num2)
18 {
19
           if (num1 < 0 && num2 < 0)
20
                   return 1001;
           else if (num1 < 0)
21
22
                   return 1002;
23
           else if (num2 < 0)
24
                   return 1003;
25
           else if (num1 + num2 >= 1000)
26
                   return 1004;
27
           else
28
                   return num1 + num2;
29 }
30
31
```

Content of add_syscall.h



Content of Makefile



Step #3: Modify the following files

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

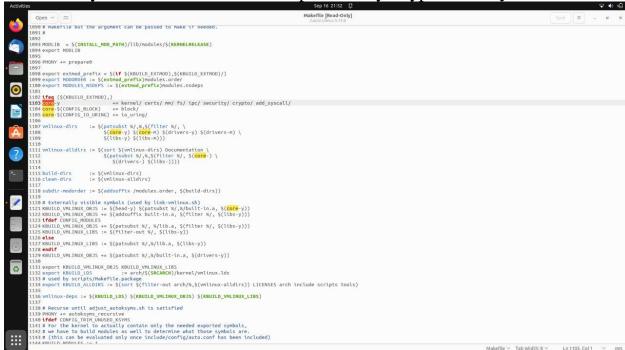
3.1: Modify /usr/src/linux-5.19.8/Makefile:

<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>

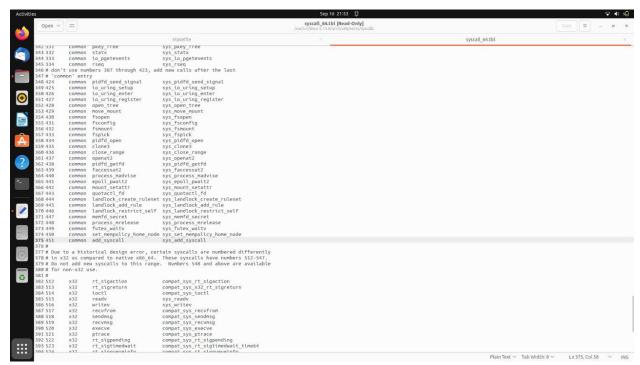
core-y += kernel/ certs/ mm/ fs/ ipc/ security/ crypto/ add_syscall/



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:

```
| Sept |
```

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:

```
#include <stdio.h>
#include <unistd.h>
#include "addWrapper.h"
#define MY_SYSCALL 440

int main(int argc, char * arv[])

{
    int num1, num2, res_direct, res_wrapper;
    printf("Enter number 1 and number 2:\n");
    scanf("%d %d", &num1, &num2);
    res_direct = syscal(MY_SYSCALL, num1, num2);
    res_wrapper = add_syscall(num1, num2);

    printf("The result of adding %d with %d\n", num1, num2);
    printf("Result of Direct call is %d\n", res_direct);
    printf("Result of wrapper call is %d\n", res_wrapper);

    return 0;
}
```

1.2: addWrapper.h:

```
#ifndef __ADD_WRAPPER_H_
#define __ADD_WRAPPER_H_
#define add_syscall(num1, num2) (syscall(440, num1, num2))
#endif
```

1.3: Compiling and Executing the User program:

```
shashwat@user: ~
shashwat@user:~$ gcc -o addNum add2Num.c
shashwat@user:~$ ./addNum
Enter number 1 and number 2:
10 20
The result of adding 10 with 20
Result of Direct call is 30
Result of wrapper call is 30
shashwat@user:~$ ./addNum
Enter number 1 and number 2:
-2 -5
The result of adding -2 with -5
Result of Direct call is 1001
Result of wrapper call is 1001
shashwat@user:~$ ./addNum
Enter number 1 and number 2:
2 - 5
The result of adding 2 with -5
Result of Direct call is 1003
Result of wrapper call is 1003
shashwat@user:~$ ./addNum
Enter number 1 and number 2:
The result of adding -2 with 5
Result of Direct call is 1002
Result of wrapper call is 1002
shashwat@user:~$ ./addNum
Enter number 1 and number 2:
500 600
The result of adding 500 with 600
Result of Direct call is 1004
Result of wrapper call is 1004
shashwat@user:~$
```

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.