Android Custom Kernel/ROM design

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About

- I am a research grad student in Universiti Teknologi Malaysia, Skudai, Johor Bahru, Malaysia
- My current employer is International Islamic University Malaysia, Kuala Lumpur
- Research area malware detection, narrowing on Windows executables
- Doing things on Android kernel and ROM due to some stories...



A bit about Android



- Android is a mobile operating system
- Using Linux kernel
- Components for kernel are C language
- Components for interface are mostly C++ and Java

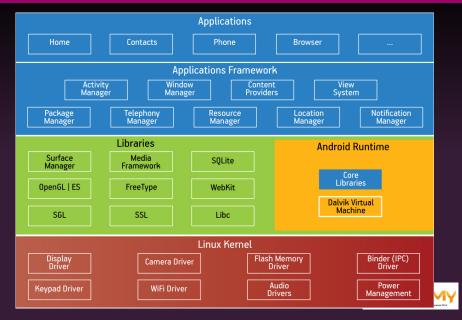


Comparison between Android kernel and ROM

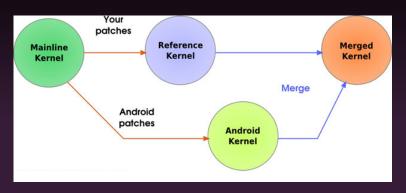
Kernel	ROM
GPL licensed	Apache licensed
Source code must be pub- lished	Source code is not compulsory to be published. Hence any modifications are not neccessarily going back to the public



Android structure



Android kernel vs Linux kernel



Source: http:

// eecatalog.com/embedded linux/2011/08/23/from-zero-to-boot-porting-and roid-to-your-arm-platform/2011/08/23/from-zero-to-boot-porting-and roid-to-your-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/23/from-zero-to-boot-porting-arm-platform/2011/08/20



My custom Android kernels

- Some are based from AOSP (Android Open Source Project) kernels - original source are from Google's git
- Some are based from CM (AOSP + Code Aurora Forum (CAF) commits)
- Some are based from other custom kernels which are based from two sources above



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 - Nexus 4 (codename: Mako)
 - Nexus 5 (codename: Hammerhead)
 - After I sold my Mako :)





Customization, add-on features:

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- Allow many more TCP congestion methods



Skillsets for kernel modifying/developing

- Git knowledge
 - Knows at least how to clone, pull, push
 - Then reading git log.. (i'm using --pretty option)
 - Creating branch, reset to certain checkpoint/offset..
 resetting everything (git reset --hard)



Git cloning the source

```
najmi@quds:~$ git clone https://android.googlesource.com/kernel/msm -b android-msm-hammerhead-3.4-l-preview Cloning into 'msm'...
remote: Sending approximately 953.94 MiB ...
remote: Finding sources: 100% (3604873/3604873)
Receiving objects: 0% (14589/3604873), 4.63 MiB | 656.00 KiB/s
```



```
najmi@guds:~/cempaka-kernel$ git log --pretty=format:
                                                                         eset' --abbrev-commit
ba22633 - (HEAD, origin/cempaka-stable, cempaka-stable)
Cempaka v2.5 (11 days ago) < Muhammad Naimi Ahmad Zabidi>
acaaeea - Merge branch
https://github.com/flar2/ElementalX-N5 into cempaka-stable (11 days ago) <Muhammad Naimi Ahmad Zabidi>
039a263 - (elementalx/ElementalX-1.00-cm) Merge branch
                                                                         into ElementalX-1.00-cm
(12 days ago) <flar2>
cb7e4f0 - (elementalx/ElementalX-1.00) update defconfig (12 days ago) <flar2>
753de48 - msm-sleeper: use ex max freq (12 days ago) <flar2>
c5cc9d2 - Merge branch
ElementalX-1.00-cm (2 weeks ago) <flar2>
8438630 - vibrator: change permissions again (2 weeks ago) <flar2>
e51fa2d - Revert
                                                      (2 weeks ago) <flar2>
9949aff - Merge branch
                                        into ElementalX-1.00-cm (3 weeks ago) <flar2>
cbee9fe - update defconfig (3 weeks ago) <flar2>
```



- Most of the developers' works are hosted on github
- Some use sourceforge's git and bitbucket's
- I prefer github because I am familiar with it



