Operating Systems Lab

Part 0: Installing PintOS

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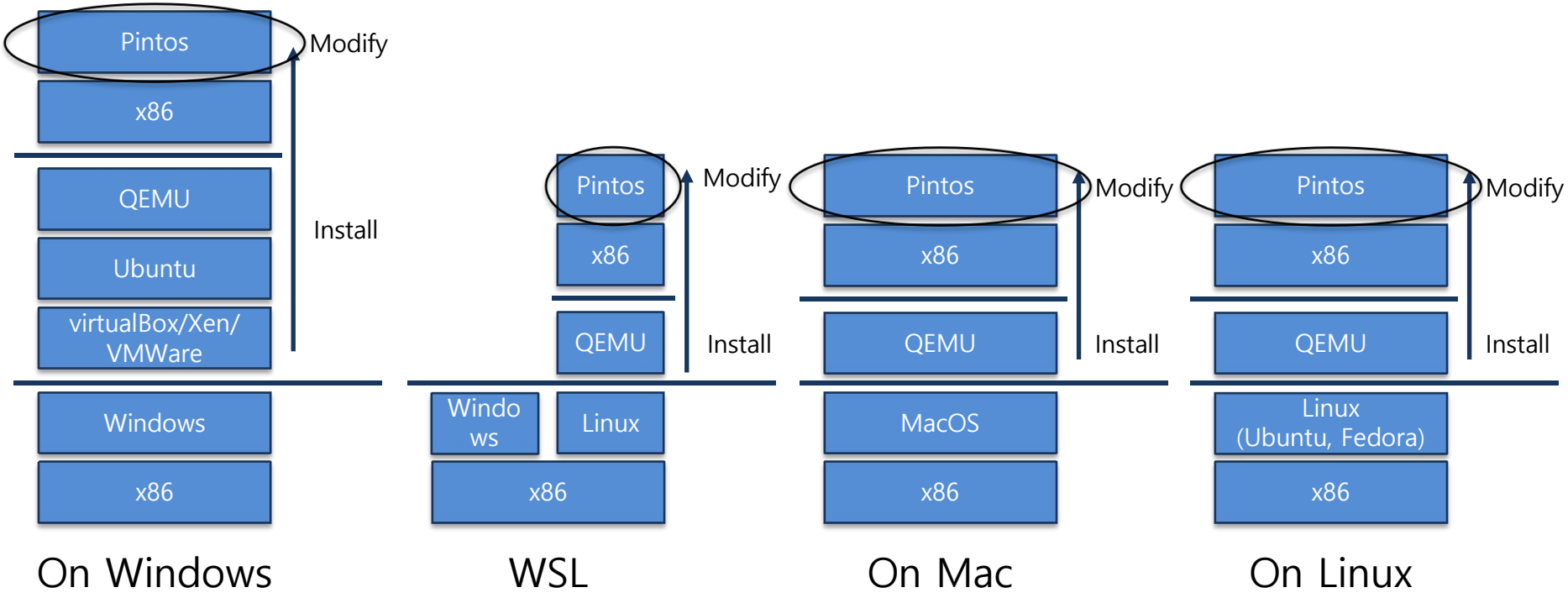
PintOS

- Pintos?
  - Educational operating system for x86 architecture
  - Developed by Ben Pfaff in Stanford Univ, 2004
  - Support kernel threads, loading and running user programs, file system, etc.
  - Uses x86 simulators, such as Bochs or QEMU
- Why we use Pintos?
  - It is important to implement a variety of concepts (threads, processes, memory man agement, and file systems) in the operating system manually
  - Commercial operating systems, such as Linux are very large(1 million lines). More th an 80% of 1 million lines are device driver codes to support hardware.
  - Linux compile: takes at least an hour.
  - PintoS : Simple, easy to understand, easy to compile

Execution of Pintos



Install pintos

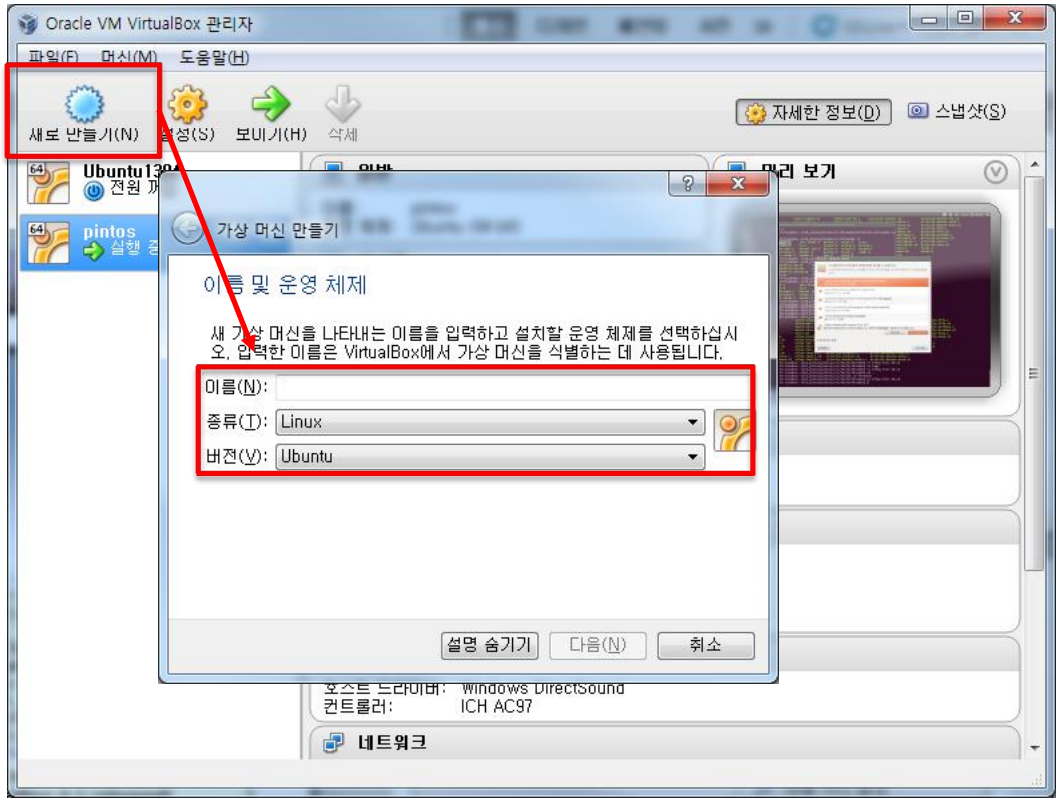
- Install pintos on Windows
  - VM + Linux + QEMU + PintOS
  - WSL + QEMU + PintOS
- Install pintos on Linux
  - QEMU + PintOS
- Install PintOS on MacOS
  - QEMU + PintOS

For Windows user: Install Virtual Box

- Download Virtual Box at http://www.virtualbox.org and install it.

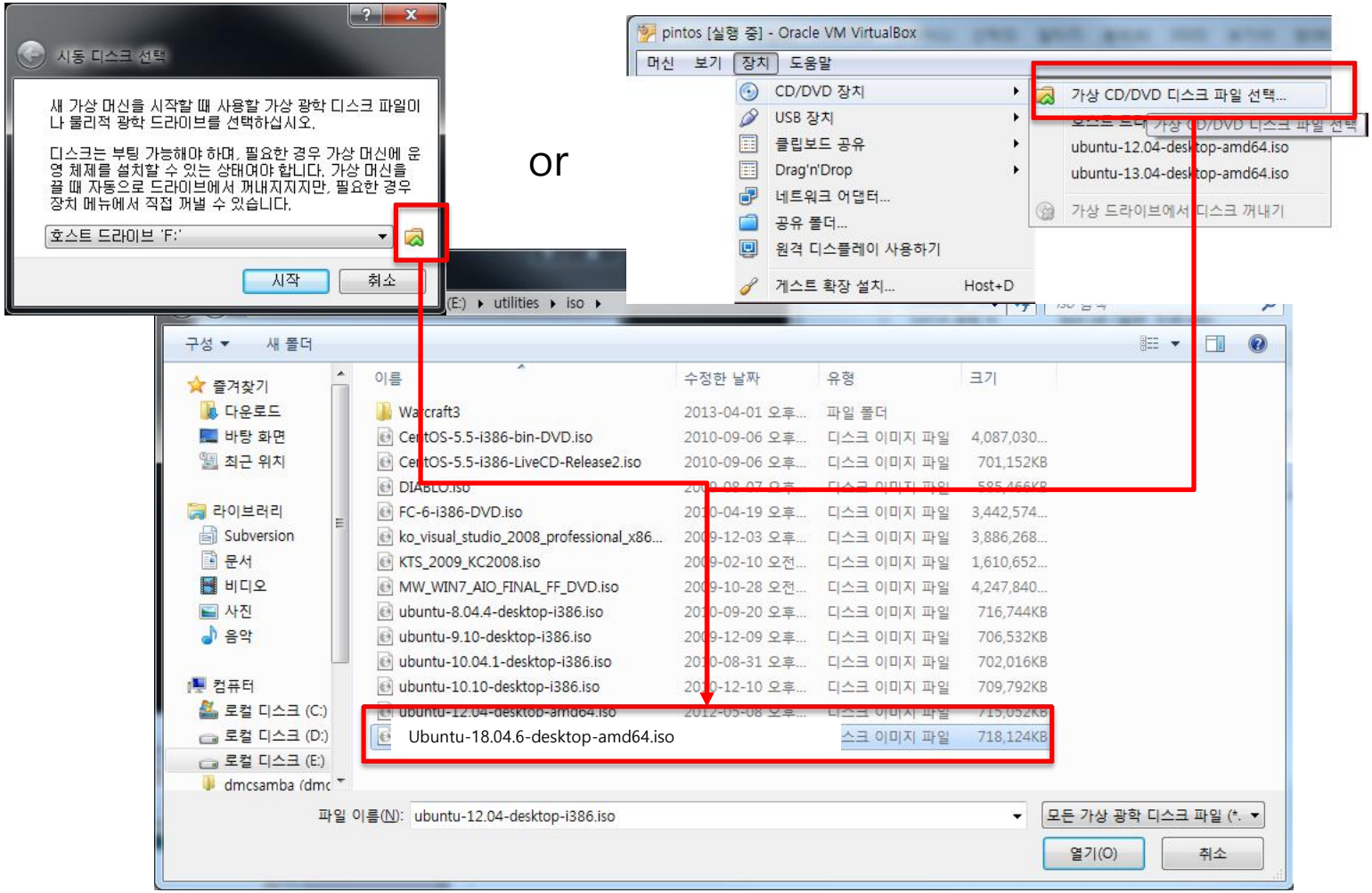
For Windows user: Install Ubuntu

- Create a Linux Virtual Machine on VirtualBox, and then install Linux (Ubuntu 18.04 LTS)
  - Download ubuntu-18.04.6-desktop-amd64.iso : https://releases.ubuntu.com/18.04.6/?_ga=2.173865891.1436103949.1646090779-879543907.1646090779
  - Create the Virtual Machine



For Windows user: Install Ubuntu

- Mount the Ubuntu image file, and install



For Windows user: Ubuntu Installation Complete

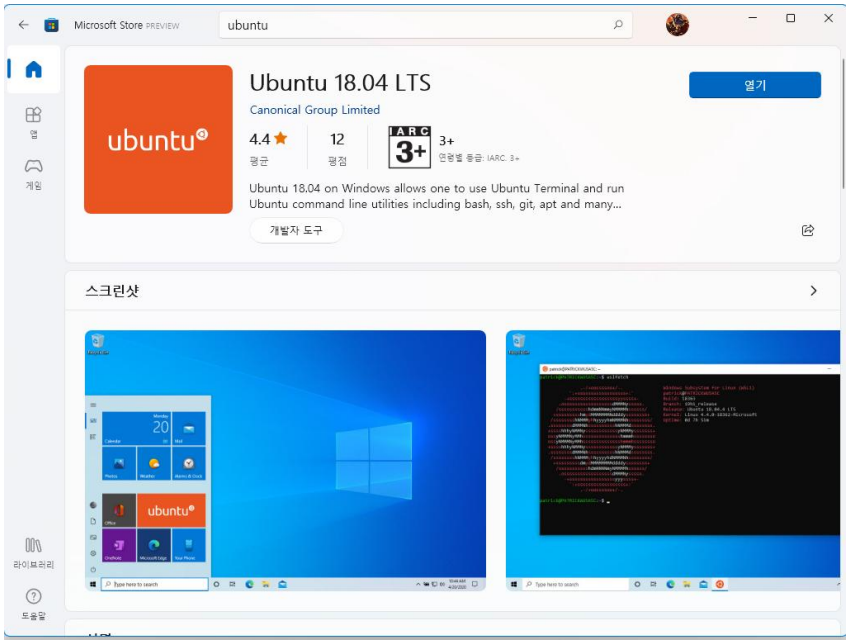
- Ubuntu Installation Complete and booting

WSL: Install WSL (Recommended)

- https://docs.microsoft.com/en-us/windows/wsl/install
- Ensure using Windows 10 Version>=2004 or Windows 11
- Open Powershell or Windows Terminal with administrator
- Run `wsl --install`

WSL: Install Ubuntu 18.04

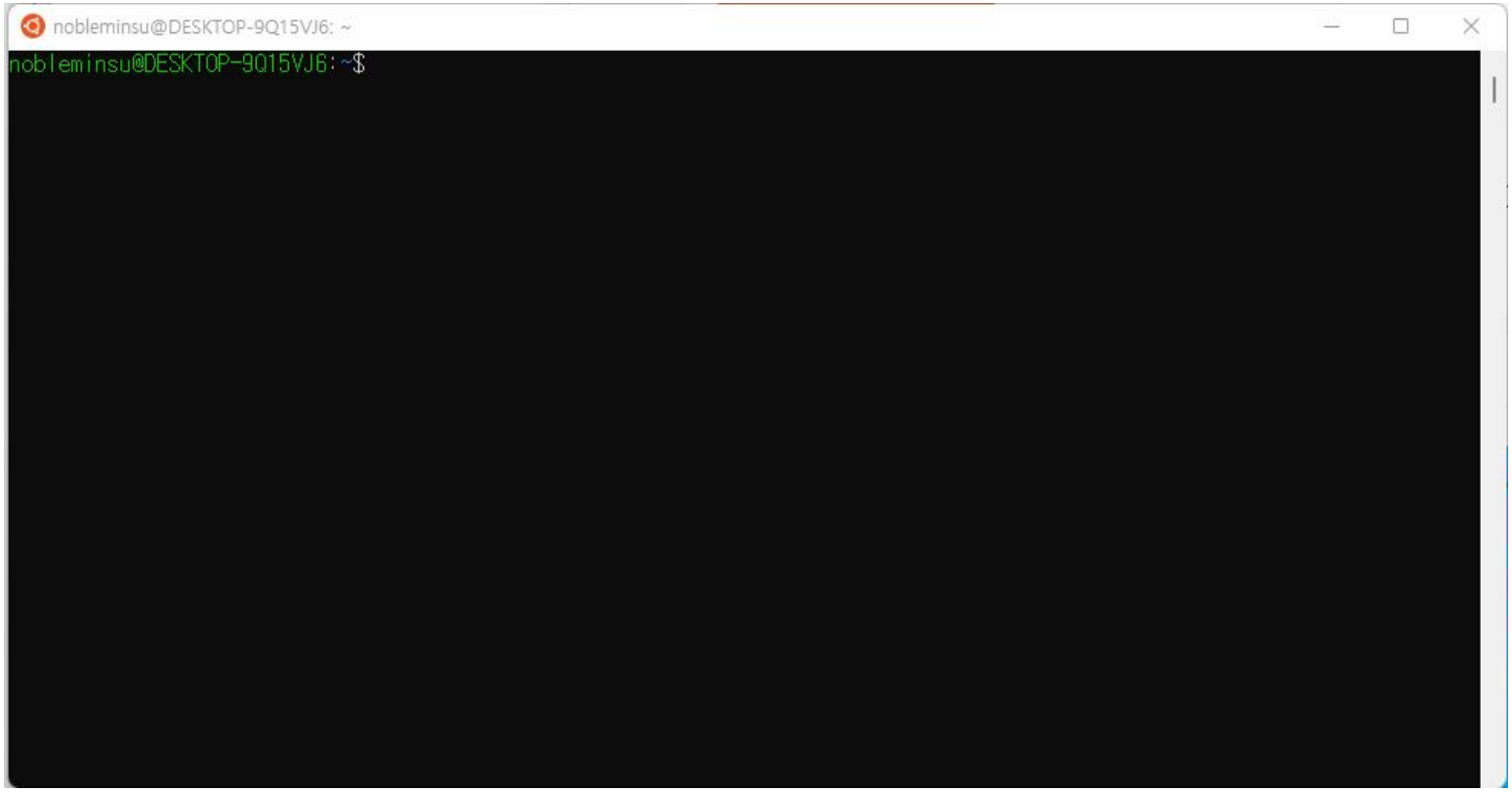
- Open Microsoft Store (https://aka.ms/wslstore)
- Search 'Ubuntu' and find Ubuntu 18.04 LTS



- Install it
- Find the installed program and run it

WSL: Ubuntu Installation Complete

- Set up account and you will see shell screen



For Linux: Install QEMU

- Install QEMU on system

  ("qemu-system-i386" command is available after below command)

```
$ sudo apt-get install qemu
```

- Make link "qemu"

  ("qemu" command is available after executing the command below)

```
$ sudo ln -s /usr/bin/qemu-system-i386 /usr/bin/qemu
```

For MacOS: Install QEMU

- Install qemu

```
$ brew install qemu
```

- Make link "qemu"

("qemu" command is available after below command)

```
$ sudo ln -s /usr/bin/qemu-system-i386 /usr/bin/qemu
```

Errors

- Error 1: C compiler cannot create executables
  - Install gcc, g++ and library package

```
$ sudo apt-get install libc6-dev g++ gcc
```

- Error 2: X windows libraries were not found
  - `Install X windows` library

```
$ sudo apt-get install xorg-dev
```

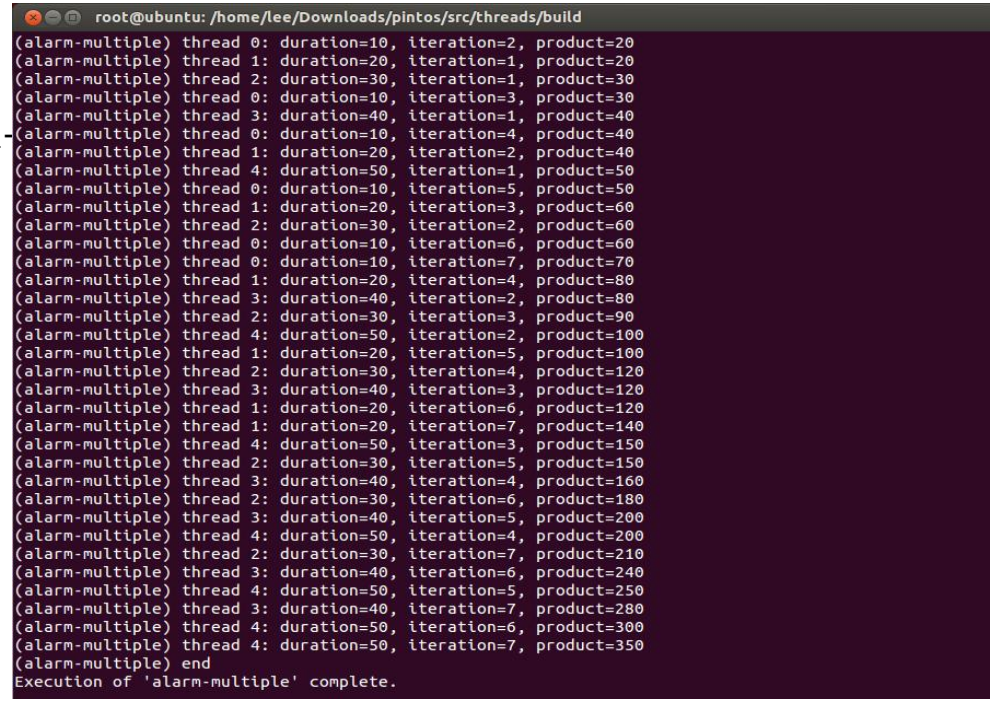
Install PintOS

- Download the source code from the class piazza.
- Unzip and untar

```
$ tar xvf pintos.tar.gz
```

- cd to pintos/src/threads/

```
$ make
$ cd build
$ pintos --qemu -- -q run alarm-
```



Install PintOS (MacOS)

- Change the simulator to qemu in Make.vars in src directory.

```
SIMULATOR = --qemu
```

- Trouble shooting I

  Can't exec "qemu": No such file or directory at /home/arpith/pintos/src/utils/pintos line 923.

  Change the line 623 of perl script (filename: pintos in src/utils)

  before: `my (@cmd) = ('qemu');`

  After: `my (@cmd) = ('qemu-system-i386');`

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Install PintOS (MacOS)

- Trouble shooting II

```
baekdu:threads yjwon$ make
cd build && /Applications/Xcode.app/Contents/Developer/usr/bin/make all
../../Make.config:37: *** Compiler (i386-elf-gcc) not found.  Did you set $PATH
properly? Please refer to the Getting Started section in the documentation for d
etails. ***
/bin/sh: i386-elf-ld: command not found
make[1]: Nothing to be done for `all'.
```

- Add the location of i386-elf-ld to your $PATH.

```
% echo PATH="$PATH:/opt/local/bin" >> ~/.bashrc

% source ~/.bashrc
```

Install PintOS (MacOS)

- Trouble shoot III

```
cd build && /Applications/Xcode.app/Contents/Developer/usr/bin/make all
ld: unknown option: -melf_i386
gcc -m32 -E -nostdinc -I../.. -I../../lib -I../../lib/kernel -P ../../threads/ke
rnel.lds.S > threads/kernel.lds.s
gcc -m32 -c ../../threads/start.S -o threads/start.o -Wa,--gstabs -nostdinc -I..
/.. -I../../lib -I../../lib/kernel  -MMD -MF threads/start.d
clang: error: unsupported argument '--gstabs' to option 'Wa,'
make[1]: *** [threads/start.o] Error 1
make: *** [all] Error 2
```

- It failed to locate the compiler. We need to enforce the compiler selection.

Install PintOS (MacOS)

- Enforce the compiler selection. Change the compiler setting. Comment out the line 24-30 in src/Make.config as follows.

```
#ifneq (0, $(shell expr `uname -m` : '$(X86)'))
# CC = $(CCPROG)
# LD = ld
# OBJCOPY = objcopy
#else
# ifneq (0, $(shell expr `uname -m` : '$(X86_64)'))
#    CC = $(CCPROG) -m32
#    LD = ld -melf_i386
#    OBJCOPY = objcopy
#  else
    CC = i386-elf-gcc
    LD = i386-elf-ld
    OBJCOPY = i386-elf-objcopy
#  endif
#endif
```

Install PintOS (MacOS)

- Trouble shoot IV

In normal situation, PintOS should quit with '-q' option and shell needs to be ready to acce pt the next command. If the shell hangs, the PintOS failed to shutdown the system properly. There is a problem with the ACPI shutdown module. Please make the following update in src/de vices/shutdown.c.

```
printf ("Powering off...\n");
serial_flush ();

  //add the following line
  ++ outw( 0x604, 0x0 | 0x2000 );

  /* This is a special power-off sequence supported by Bochs and
    QEMU, but not by physical hardware. */
  for (p = s; *p != '\0'; p++)
    outb (0x8900, *p);
```

GCC version issue

- Downgrade the gcc version to 4.5 (recommended for pintos)

```
$ sudo apt-get install gcc-4.5
$ sudo update-alternatives --install /usr/bin/gcc gcc /usr/
bin/gcc-4.5 50
```