Unit 4
LINUX Fundamentals

Image source: https://www.itdev.co.uk/blog/get-your-patch-merged-journey-linux-kernel-%E2%80%93-part-3

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Objective

- Introduction to Linux Kernel
- Linux Architecture
- History of Linux
- Linux Features
- Kernel Design Goals

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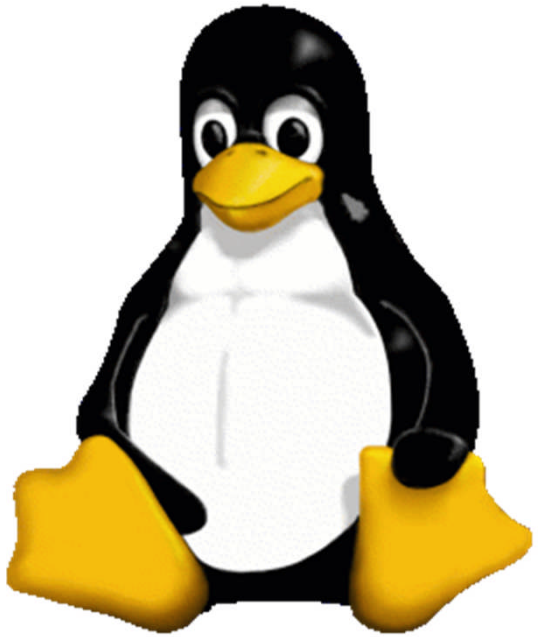
What is Linux Kernel?

The Linux kernel is a free and open-source, monolithic, modular, multitasking, Unix-like operating system kernel.

It was conceived and created in 1991 by Linus Torvalds for his i386-based PC, and it was soon adopted as the kernel for the GNU operating system, which was created as a free replacement for UNIX.



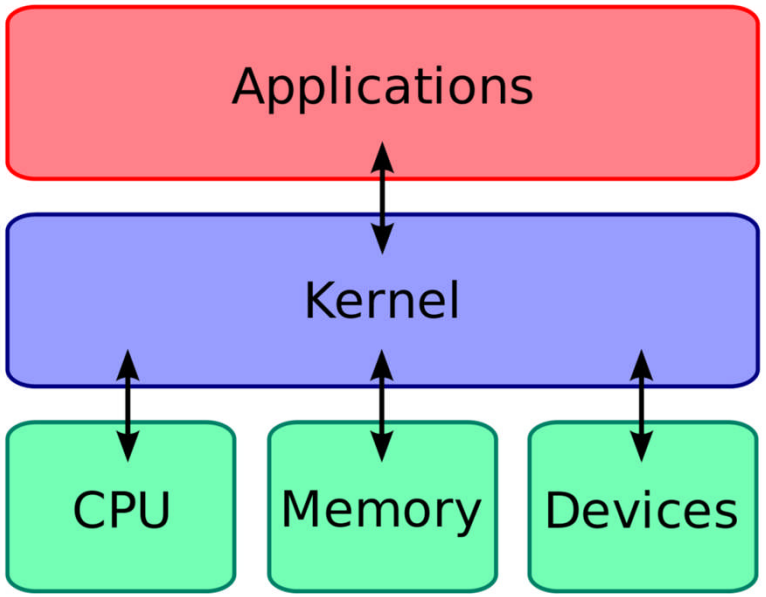
https://en.wikipedia.org/wiki/Linux_kernel

What is a Kernel?

Kernel runs each processes and provides system services to processes, provides protected access to hardware to processes.

The kernel has following jobs:

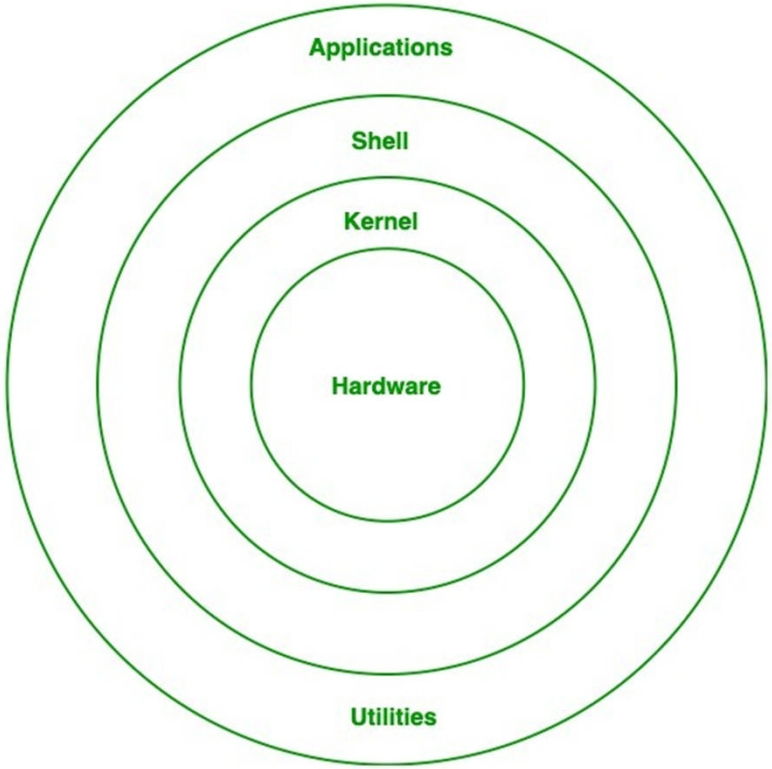
- **Memory management**
- **Process management**
- **Device drivers**
- **System calls and security**



https://blog.digilentinc.com/wp-content/uploads/2015/05/1280px-Kernel_Layout.svg_.png

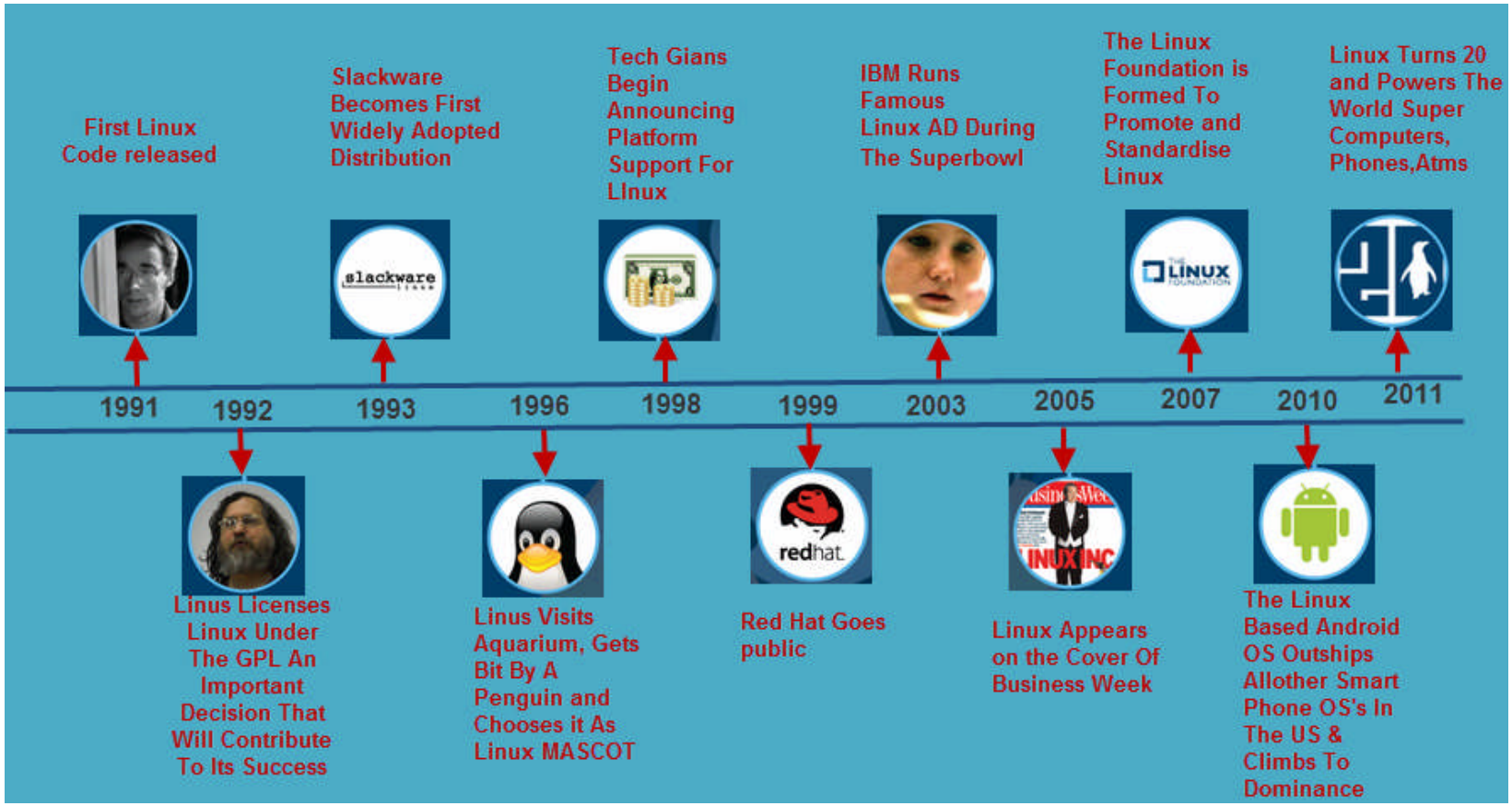
Linux Architecture

- Hardware Layer
- Kernel
- Shell
- Utilities



https://media.geeksforgeeks.org/wp-content/uploads/20200105215737/Untitled-Diagram-215-1.jpg

History of Linux



Source: https://www.elprocus.com/linux-operating-system/

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Linux Features

- UNIX-like kernel.
- Features:
  - Open source.
  - Preemptive multitasking.
  - Multi-user
  - Hierarchical file system
  - Portable
  - Security

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Linux Advantages

- Low cost
- Stability
- Performance
- Network friendliness
- Flexibility
- Compatibility
- Choice
- Fast and easy installation
- Multi-tasking
- Open Source

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Linux Distributions

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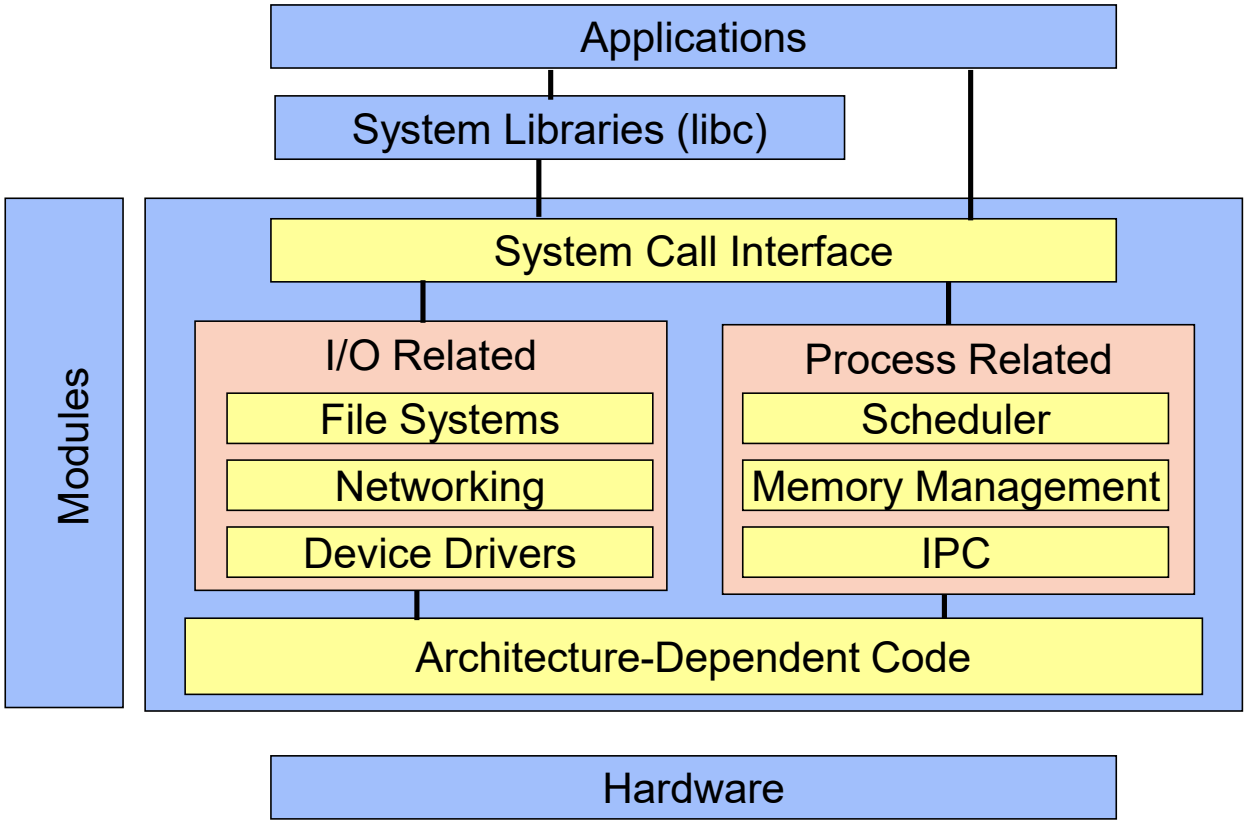
Kernel Design Goals

- Performance: efficiency, speed.
  - Utilize resources to capacity with low overhead.
- Stability: robustness, resilience.
  - Uptime, graceful degradation.
- Capability: features, flexibility, compatibility.
- Security, protection.
  - Protect users from each other & system from bad users.
- Portability.
- Extensibility.

Kernel Design



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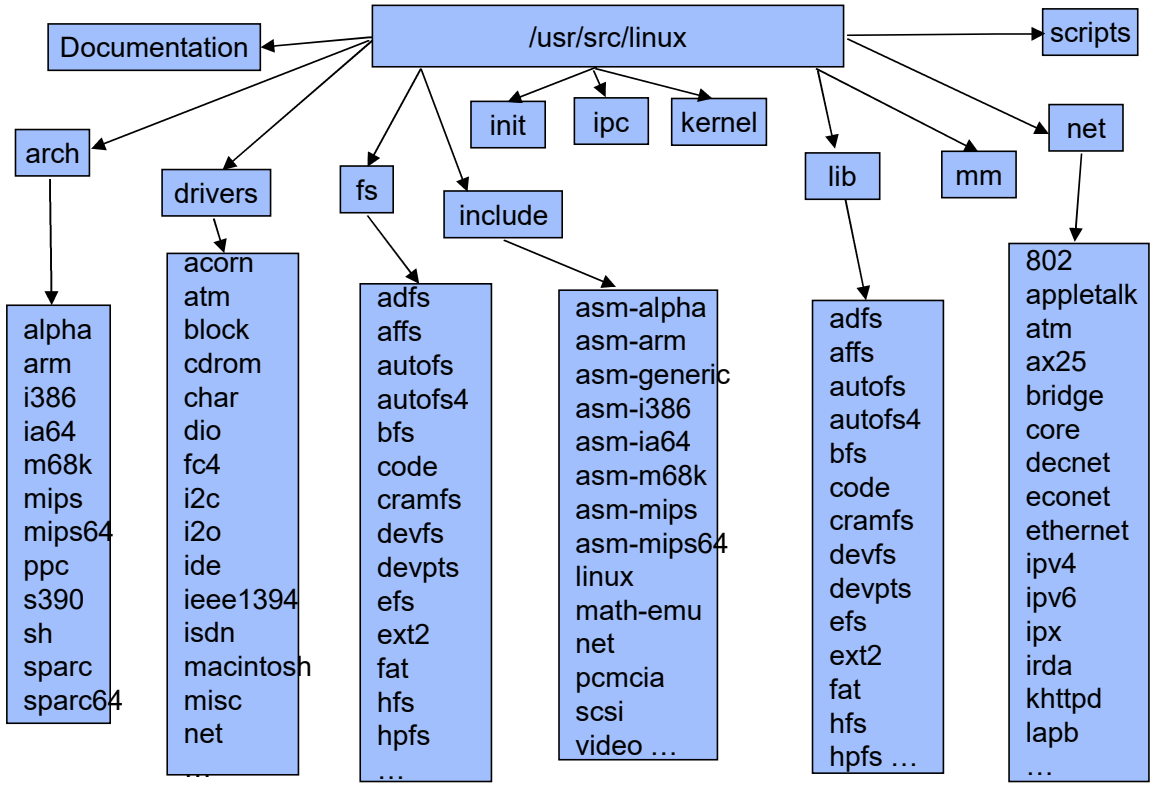
Linux Source Tree Layout



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Linux /arch

- Subdirectories for each current port.
- Each contains **kernel**, **lib**, **mm**, **boot** and other directories whose contents override code stubs in architecture independent code.
- **lib** contains highly-optimized common utility routines such as memcpy, checksums, etc.
- **arch** as of 2.4:
  - alpha, arm, i386, ia64, m68k, mips, mips64.
  - ppc, s390, sh, sparc, sparc64.

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Linux /drivers

- Largest amount of code in the kernel tree (~1.5M).
- device, bus, platform and general directories.
- drivers/char – n_tty.c is the default line discipline.
- drivers/block – elevator.c, genhd.c, linear.c, ll_rw_blk.c, raidN.c.
- drivers/net –specific drivers and general routines Space.c and net_init.c.
- drivers/scsi – scsi_*.c files are generic; sd.c (disk), sr.c (CD-ROM), st.c (tape), sg.c (generic).
- General:
  - cdrom, ide, isdn, parport, pcmcia, pnp, sound, telephony, video.
- Buses – fc4, i2c, nubus, pci, sbus, tc, usb.
- Platforms – acorn, macintosh, s390, sgi.

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Linux /fs

- Contains:
  - virtual filesystem (VFS) framework.
  - subdirectories for actual filesystems.
- vfs-related files:
  - exec.c, binfmt_*.c - files for mapping new process images.
  - devices.c, blk_dev.c – device registration, block device support.
  - super.c, filesystems.c.
  - inode.c, dcache.c, namei.c, buffer.c, file_table.c.
  - open.c, read_write.c, select.c, pipe.c, fifo.c.
  - fcntl.c, ioctl.c, locks.c, dquot.c, stat.c.

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Linux /Include

- include/asm-*:
  - Architecture-dependent include subdirectories.
- include/linux:
  - Header info needed both by the kernel and user apps.
  - Usually linked to /usr/include/linux.
  - Kernel-only portions guarded by #ifdefs
    - #ifdef __KERNEL__
    - /* kernel stuff */
    - #endif
- Other directories:
  - math-emu, net, pcmcia, scsi, video.

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Linux /init

- Just two files: version.c, main.c.
- version.c – contains the version banner that prints at boot.
- main.c – architecture-independent boot code.
- start_kernel is the primary entry point.

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Linux /ipc

- System V IPC facilities.
- If disabled at compile-time, util.c exports stubs that simply return – ENOSYS.
- One file for each facility:
  - sem.c – semaphores.
  - shm.c – shared memory.
  - msg.c – message queues.

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Linux /kernels

- The core kernel code.
- sched.c – “the main kernel file”:
  - scheduler, wait queues, timers, alarms, task queues.
- Process control:
  - fork.c, exec.c, signal.c, exit.c etc…
- Kernel module support:
  - kmod.c, ksyms.c, module.c.
- Other operations:
  - time.c, resource.c, dma.c, softirq.c, itimer.c.
  - printk.c, info.c, panic.c, sysctl.c, sys.c.

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Linux /mm

- Paging and swapping:
  - swap.c, swapfile.c (paging devices), swap_state.c (cache).
  - vmscan.c – paging policies, kswapd.
  - page_io.c – low-level page transfer.
- Allocation and deallocation:
  - slab.c – slab allocator.
  - page_alloc.c – page-based allocator.
  - vmalloc.c – kernel virtual-memory allocator.
- Memory mapping:
  - memory.c – paging, fault-handling, page table code.
  - filemap.c – file mapping.
  - mmap.c, mremap.c, mlock.c, mprotect.c.

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Linux /lib

- kernel code cannot call standard C library routines.
- Files:
  - brlock.c – “Big Reader” spinlocks.
  - cmdline.c – kernel command line parsing routines.
  - errno.c – global definition of errno.
  - inflate.c – “gunzip” part of gzip.c used during boot.
  - string.c – portable string code.
    - Usually replaced by optimized, architecture-dependent routines.
  - vsprintf.c – libc replacement.

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Linux /scripts

- Scripts for:
  - Menu-based kernel configuration.
  - Kernel patching.
  - Generating kernel documentation.

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Linux File System

Directory	Purpose
/mnt	Standard mount point for external file systems, e.g. a CD-ROM or a digital camera.
/net	Standard mount point for entire remote file systems
/opt	Typically contains extra and third party software.
/proc	A virtual file system containing information about system resources. More information about the meaning of the files in proc is obtained by entering the command man proc in a terminal window.
/root	The administrative user's home directory. Mind the difference between /, the root directory and /root, the home directory of the root user.
/sbin	Programs for use by the system and the system administrator.
/tmp	Temporary space for use by the system, cleaned upon reboot, so don't use this for saving any work!
/usr	Programs, libraries, documentation etc. for all user-related programs.

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Linux File System

Directory	Purpose
/bin	Common programs, shared by the system, the system administrator and the users.
/boot	The startup files and the kernel, vmlinuz. In some recent distributions also grub data. Grub is the GRand Unified Boot loader.
/dev	Contains references to all the CPU peripheral hardware, which are represented as files with special properties.
/etc	Most important system configuration files are in /etc, this directory contains data similar to those in the Control Panel in Windows
/home	Home directories of the common users.
/initrd	(on some distributions) Information for booting. Do not remove!
/lib	Library files, includes files for all kinds of programs needed by the system and the users.
/lost+found	Every partition has a lost+found in its upper directory. Files that were saved during failures are here.

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ls command

ls -a (all) **Lists all the files (including .* files)**	**ls -S (size)** **Lists the biggest files first**
ls -l (long) Long listing (type, date, size, owner, permissions)	ls -r (reverse) Reverses the sort order
ls -t (time) Lists the most recent files first	ls -ltr (options can be combined) Long listing, most recent files at the end

Lists the files in the current directory, in alphanumeric order, except files starting with the “.” character

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cd and pwd commands

cd <dir>
Changes the current directory to <dir>.

cd -
Gets back to the previous current directory.

pwd
Displays the current directory ("working directory").

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cp command

cp <source_file> <target_file>
Copies the source file to the target.

cp file1 file2 file3 ... dir
Copies the files to the target directory (last argument).

cp -i (interactive)
Asks for user confirmation if the target file already exists

cp -r <source_dir> <target_dir> (recursive)
Copies the whole directory.

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mv and rm commands

mv <old_name> <new_name> (move)
Renames the given file or directory.

mv -i (interactive)
If the new file already exits, asks for user confirm

rm file1 file2 file3 ... (remove)
Removes the given files.

rm -i (interactive)
Always ask for user confirm.

rm -r dir1 dir2 dir3 (recursive)
Removes the given directories with all their contents.

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Creating and removing directories

mkdir dir1 dir2 dir3 ... (make dir)
Creates directories with the given names.

rmdir dir1 dir2 dir3 ... (remove dir)
Removes the given directories
Safe: only works when directories and empty.
Alternative: rm -r (doesn't need empty directories).

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File access rights

Use ls -l to check file access rights

3 types of access rights:

- Read access (r)
- Write access (w)
- Execute rights (x)

3 types of access levels

User (u): for the owner of the file
Group (g): each file also has a “group” attribute, corresponding to a given list of users
Others (o): for all other users

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Access right examples

-rw-r--r--
Readable and writable for file owner, only readable for others

-rw-r-----
Readable and writable for file owner, only readable for users belonging to the file group.

drwx------
Directory only accessible by its owner

-------r-x
File executable by others but neither by your friends nor by yourself. Nice protections for a trap...

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chmod: changing permissions

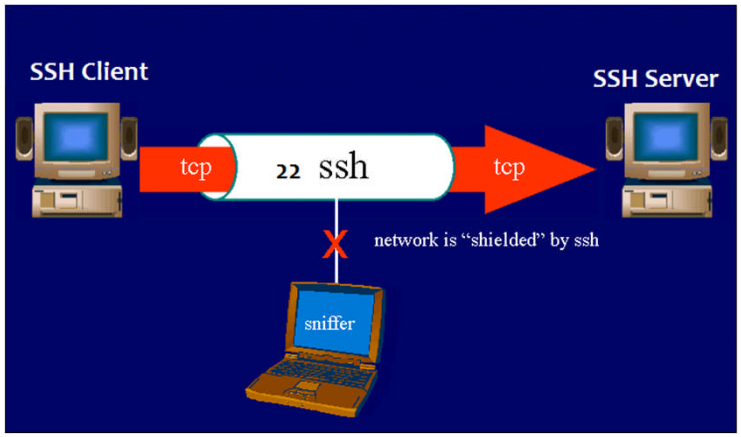
chmod <permissions> <files>
2 formats for permissions:

Octal format (abc):
a,b,c = r*4+w*2+x*1 (r, w, x: booleans)
Example: chmod 644 <file>
(rw for u, r for g and o)

symbolic format. Easy to understand by examples:
chmod go+r: add read permissions to group and others.
chmod u-w: remove write permissions from user.
chmod a-x: (a: all) remove execute permission from all.

SSH

- *ssh* stands for **“Secure Shell”**. It is a protocol used to securely connect to a remote server/system.
- ssh is secure in the sense that it transfers the data in encrypted form between the host and the client.
- It transfers inputs from the client to the host and relays back the output. ssh runs at TCP/IP port 22



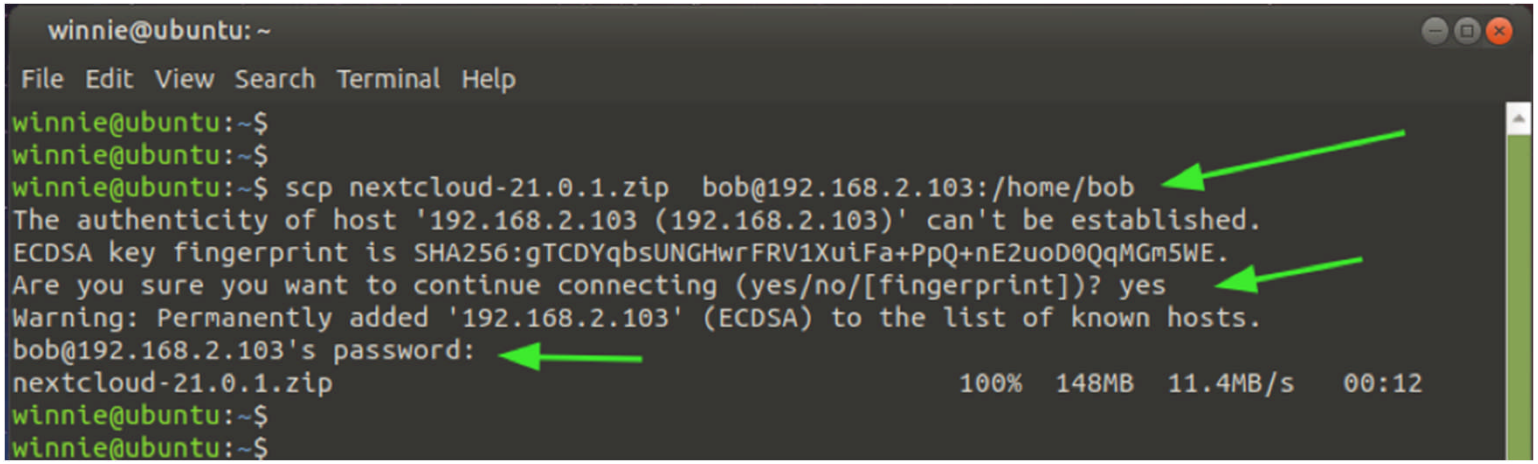
ssh user_name@host(IP/Domain_name) ***Example: ssh root@192.168.1.1***

SCP

- The scp command allows you to copy files over ssh connections.
- This is pretty useful if you want to transport files between computers
- Syntax

  scp examplefile yourusername@yourserver:/home/yourusername/
- *Example*

  scp file1.pdf root@192.168.1.1:/root/Desktop



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References

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6. https://www.hostinger.in/tutorials/linux-commands

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