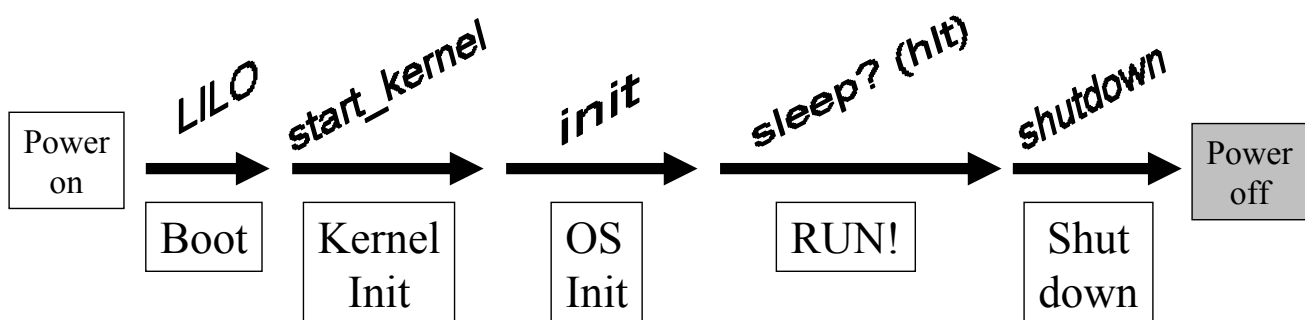


1. Booting and Kernel Initialization

1-1

System Lifecycle: Ups & Downs

- Booting
- Kernel Initialization
- `init`: Process Number One
- Shutdown
- Advanced Boot Concepts
- Power Management



1-2

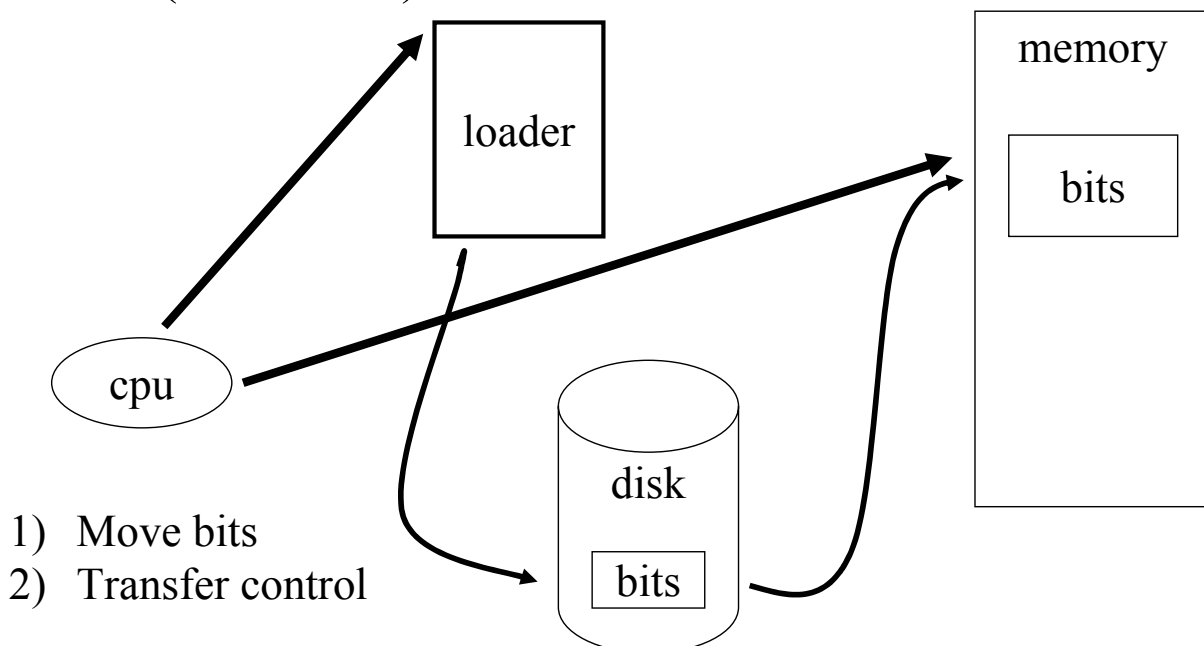
Boot Terminology

- **Loader**
 - Program that moves bits from disk (usually) to memory and then transfers CPU control to the newly “loaded” bits (executable)
- **Bootloader / Bootstrap**
 - Program that loads the “first program” (the kernel)
- **Boot PROM / PROM Monitor / BIOS**
 - Persistent code that is “already loaded” on power-up
- **Boot Manager**
 - Program that lets you choose the “first program” to load

1-3

What’s a Loader?

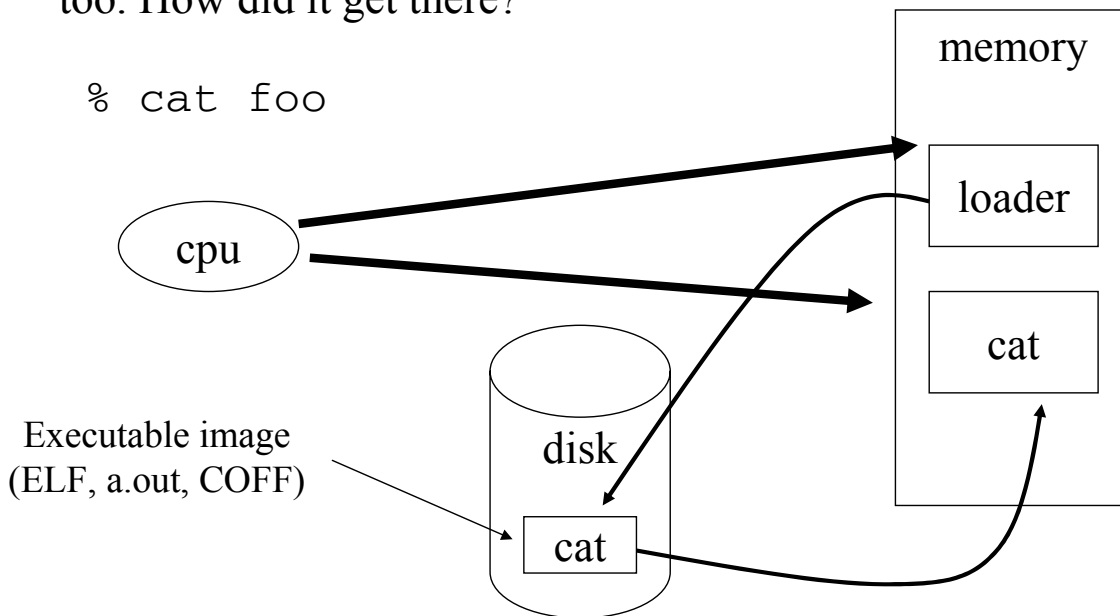
- A program that moves bits (usually) from disk to memory and then transfers control to the newly loaded bits (executable).



1-4

Who Loads the Loader?

- Of course, the loader is just a program and it resides in memory too. How did it get there?

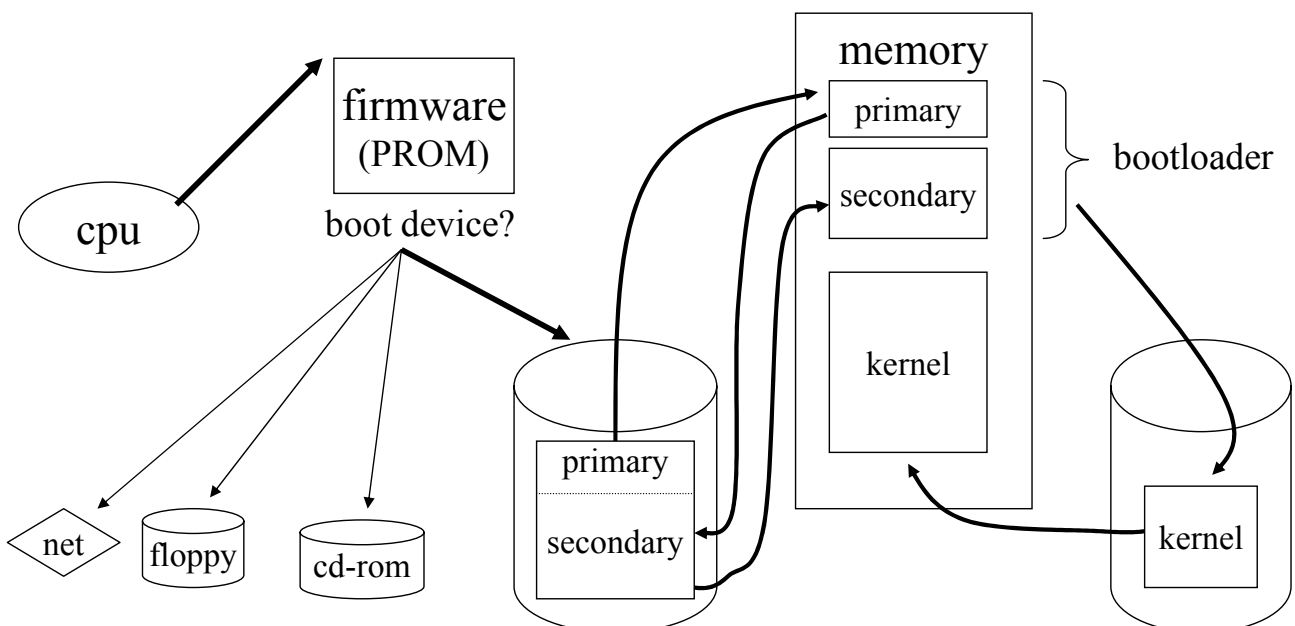


- We need a “loader loader” ...

1-5

Bootstrap Loader (Bootloader)

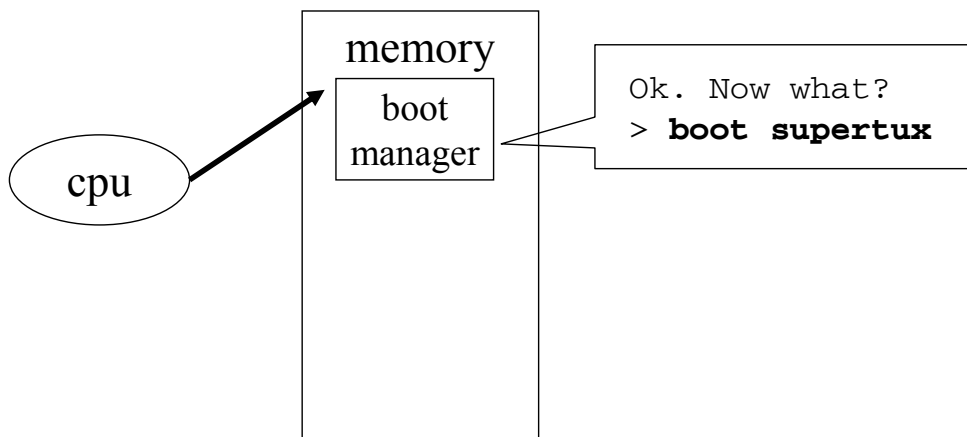
- The program that loads the “first program”
- Usually “staged”: primary, secondary
- Requires firmware support (“hardware bootstrap”)



1-6

Boot Managers

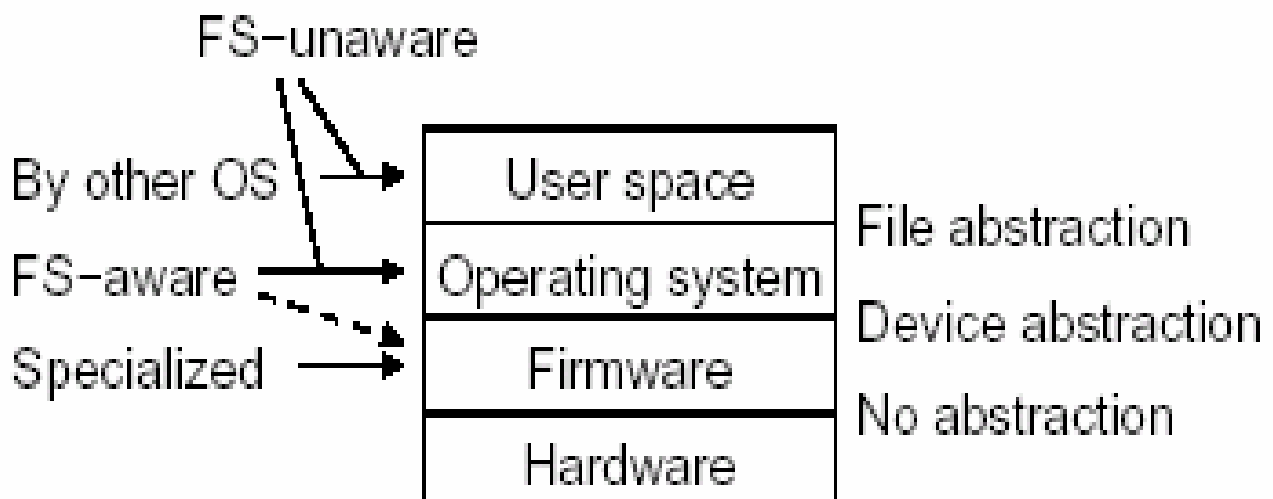
- Code loaded by firmware bootstrap that allows choice of boot image, specification of boot parameters, etc.
- Adds another “layer” to boot process but increases flexibility, supports “multiboot” configurations
- Examples: LILO, System Commander



1-7

Boot Manager

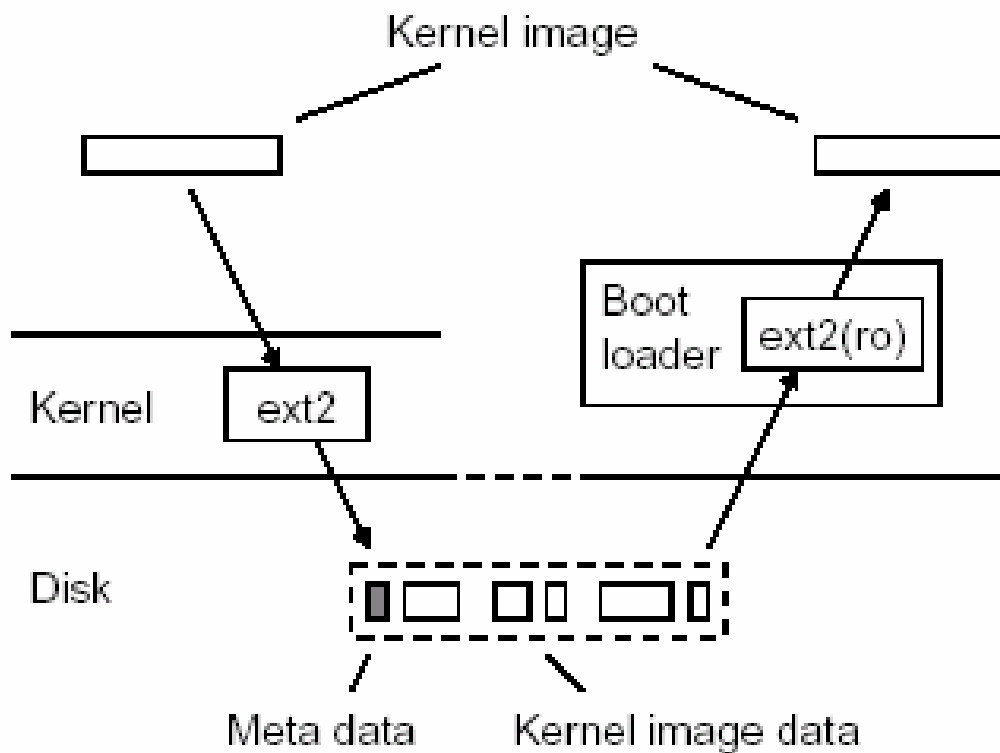
- Two types:
 - Filesystem aware, such as GRUB
 - Filesystem unaware, such as LILO



1-8

Data flow with filesystem aware boot loader

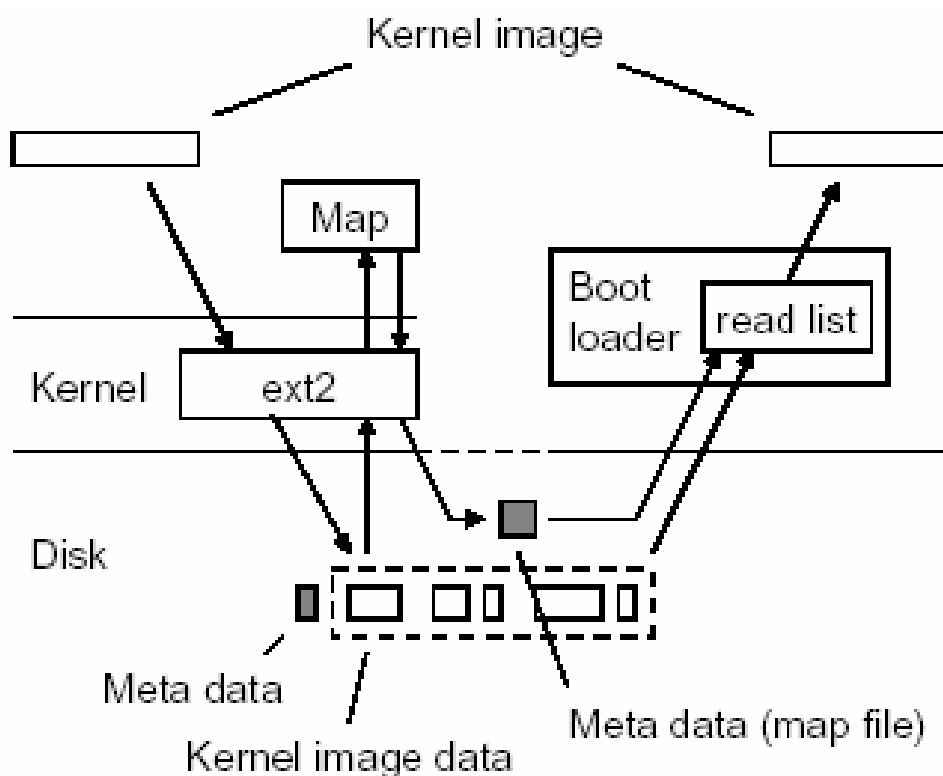
- Such as GRUB



1-9

Data flow with filesystem unaware boot loader

- Such as LILO



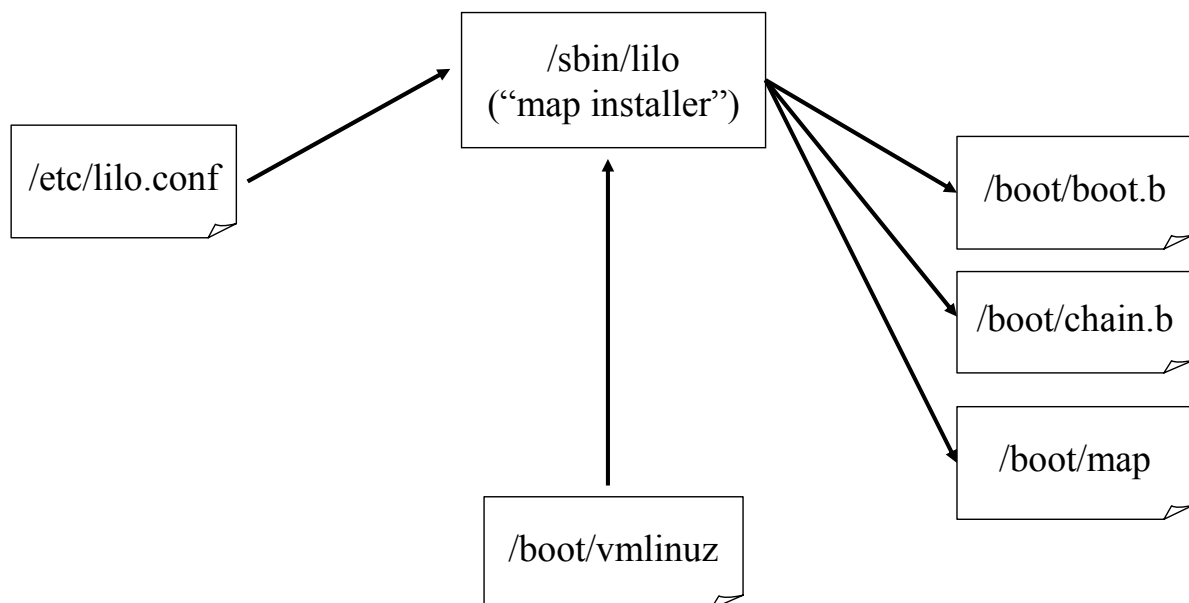
1-10

LILO: LInux LOader

- A versatile boot manager that supports:
 - Choice of Linux kernels
 - Boot time kernel parameters
 - Booting non-Linux kernels
 - A bewildering variety of configurations
- Characteristics:
 - Lives in MBR or partition boot sector
 - Has no knowledge of filesystem structure so...
 - Builds a sector “map file” (block map) to find kernel
- /sbin/lilo – “map installer”
 - Builds map file, boot sector
 - Run after change to kernel or /etc/lilo.conf

1-11

LILO Components



1-12

Example lilo.conf File

```
boot=/dev/hda
map=/boot/map
install=/boot/boot.b
prompt
timeout=50
default=linux

image=/boot/vmlinuz-2.2.12-20
    label=linux
    initrd=/boot/initrd-2.2.12-20.img
    read-only
    root=/dev/hda1
```

1-13

start_kernel

- **init/main.c: start_kernel**

- identify bootstrap processor (BSP)
- setup_arch()
- init crucial subsystems
- parse_options()
- setup kernel profiling
- enable interrupts (sti())
- calibrate_delay() -- BogoMIPS
- init subsystems needing delay
- check_bugs()
- smp_init()
- spawn init as a “kernel thread”
- become idle process!

1-14

Other bootloaders

- SYSLINUX

- SYSLINUX is a boot loader for the Linux operating system which operates off an MS-DOS/Windows FAT filesystem.
- SYSLINUX is probably not suitable as a general purpose boot loader. It can only boot Linux from a FAT filesystem, and not, for example, ext2
- In order to create a bootable Linux floppy using SYSLINUX, prepare a normal MS-DOS formatted floppy. Copy one or more Linux kernel files to it, then execute the DOS command:
syslinux [-s] a:

1-15

- LoadLin

- a DOS program that has the capability to launch a Linux kernel from the DOS prompt (with boot-args) assuming that certain resources are available.
- Example boot command

```
LOADLIN bzimage /dev/ram rw initrd=diskimage
```

```
@echo off
```

```
cls
```

```
choice /t:y,5 "Do you wish to boot Linux? "
```

```
if errorlevel 2 goto End
```

```
c:\loadlin c:\vmlinuz root=/dev/hdc2 ro
```

```
:End
```

1-16