AstraKernel Documentation

By Chris Dedman

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Preface

AstraKernel is a minimal, experimental operating system kernel written in modern C and ARM assembly. Designed to run on QEMU's VersatilePB (ARM926EJ-S) emulated platform, AstraKernel serves as a practical and approachable foundation for learning and experimenting with core operating system concepts.

This project was developed with a focus on clarity, simplicity, and educational value. Rather than attempting to re-create the complexity of established operating systems, AstraKernel aims to strip away unnecessary abstractions and present a clean, understandable codebase for anyone interested in the "bare metal" foundations of computing.

Through hands-on implementation of kernel bootstrapping, direct hardware communication, and basic user interaction, AstraKernel demonstrates how fundamental OS components come together. The project showcases how modern C best practices can be utilized in a systems programming context to create code that is maintainable, portable, and robust.

It is my hope that AstraKernel will not only serve as a stepping stone for those wishing to understand kernel development, but also inspire curiosity and confidence in exploring lower-level aspects of computer systems.

Chapter 1

Introduction

I. Getting Started

AstraKernel begins its life in a small bootstrap routine, written in ARM assembly, that prepares the processor's state before passing control to the main C kernel. This bootstrap code is responsible for setting up the stack pointer, clearing the uninitialized data section (.bss), and ensuring a clean environment for the kernel's entry point.

Below is the initial assembly code that executes at startup:

```
// Check if we are done zeroing the BSS
      CMP RO, R1
                              // Compare current address to end
17
      BGE bss_done
                              // If done, skip zeroing
      STR R2, [R0], #4
                              // Store zero at [r0], increment r0 by 4
      B zero_bss
21 bss_done:
22
      // Call kernel_main function
      BL kernel_main
25 hang:
      // Halt if kernel_main returns (should not happen)
26
              // Infinite loop
      B hang
```

Listing 1.1: Initial bootstrap code for AstraKernel.

This startup sequence is the essential first step for any kernel, ensuring the CPU is properly initialized and memory is in a known state before higher-level code takes over. Once these preparations are complete, the kernel_main function from kernel/kernel.c is called, marking the transition from low-level assembly to the C code that forms the core of AstraKernel.

A. Prerequisites

Before you can build and run AstraKernel, please ensure you have the following tools installed on your system:

- ARM Cross-Compiler: A cross-compiler targeting ARM is required to build the kernel. It is recommended to use arm-none-eabi-gcc, arm-none-eabi-ld, and arm-none-eabi-objcopy for ARM926EJ-S, which is the target architecture for AstraKernel.
 - Example installation: arm-none-eabi-xxx (available via package managers such as brew,
 apt, or direct download from ARM's website).
- **QEMU Emulator:** QEMU is used to emulate the ARM VersatilePB (ARM926EJ-S) platform for kernel development and testing.
 - Ensure your QEMU installation supports the versatilepb machine.

- Example installation: qemu-system-arm via qemu https://www.qemu.org/download/.
- Build Tools: Standard build tools such as make are required to compile the kernel.
 - Example installation: make (available via package managers such as brew, apt, or direct download https://www.gnu.org/software/make/#download).

For best results, ensure all tools are up-to-date. Consult the official documentation of each tool for installation instructions on your operating system.



Figure 1.1: AstraKernel booted in QEMU.