Building the Kernel

Advanced Operating Systems and Virtualization
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How to Compile the Kernel

```
$ make menuconfig / nconfig / xconfig /
 gconfig
 make -jX
 make modules
 make modules install
 make install
 make headers install
 mkinitcpio -c /etc/mkinitcpio-custom.conf
 -q /boot/linux-custom.img -k 3.3.0-ARCH
# grub-mkconfig -o /boot/grub/grub.cfg
```



initrd

- A way to load a temporary root file system into memory
- This mainly hosts kernel modules to be loaded during the boot to interact with the specific hardware
- This file system is then replaced by the actual root file system, moved to a folder, and unmounted

• lsinitcpio /boot/initramfs-linux.img



Kernel Build System

- **Kconfig files**: define each config symbol and its attributes, such as its type, description and dependencies. Programs that generate an option menu tree (for example, make menuconfig) read the menu entries from these files.
- .config file: stores each config symbol's selected value. You can edit this file manually or use one of the many make configuration targets, such as menuconfig and xconfig, that call specialized programs to build a tree-like menu and automatically update (and create) the .config file for you.





Kernel Build System

• **Upper-Level Makefiles**: normal GNU makefiles that describe the relationship between source files and the commands needed to generate each make target, such as kernel images and modules.

• **Kbuild Files**: a "special flavor" of Makefiles used by the kernel, to instruct how to build subsystems





Kconfig Example

```
menu "Character devices"
config DUMMY CHAR
       tristate "DummyChar device support"
       ---help---
         Say Y here if you want to add support for the
         DummyChar device.
         If unsure, say N.
         To compile this driver as a module, choose M here:
         the module will be called dummy.
config DUMMY STAT
        bool "dummy statistics"
        depends on DUMMY CHAR
       ---help---
        Say Y here if you want to enable statistics about
        the DummyChar device.
```

Kbuild Files

- A Kbuild file is named "Makefile" or "Kbuild"
- Goal definitions: they define the files to be built, any special compilation options, and any subdirectories to be entered recursively.





Kbuild for obj-y

- The kbuild Makefile specifies object files for vmlinux in the \$ (obj-y) lists.
- Kbuild compiles all the \$ (obj-y) files.
- It then calls "\$(LD) -r" to merge these files into one built-in.o file



Final Kernel Linking

- The final linking is carried out via the linkvmlinux.sh script
- vmlinux is linked from the objects selected by
 \$(KBUILD_VMLINUX_INIT) and
 \$(KBUILD_VMLINUX_MAIN)
- Order is important! \$ (KBUILD_VMLINUX_INIT) must come first
- This is the point where kallsyms is placed in the kernel image



Kernel System Map

- It contains a mapping between symbols and virtual memory locations (determined at compile/link time) for:
 - Steady-state Kernel functions (steady-state ones)
 - Kernel data structures
- Symbols are associated with 'storage class':
 - T: global (non-static but not necessarily exported) function;
 - t: a function local to the compilation unit (i.e. static)
 - D: global data;
 - d: data local to the compilation unit.
 - R/r: same as D/d, but for read-only data



System map applications

- Kernel debugging
- Kernel run-time hacking
- The system map is also (partially) reported by the (pseudo) file /proc/kallsysm
- This is access-protected from non-root users:
 - Kernel printing function uses the %pK format specifier
 - This checks whether the current command is being run by root
 - In the negative case, it returns zero



An example

2.6.5-7.282-smp #1 SMP i686 i686 i386 GNU/Linux

c03a8a00 D sys_call_table

Read/write data

2.6.32-5-amd64 #1 SMP x86_64 GNU/Linux

fffffff81308240 R sys_call_table





