

Learning Kernel Hacking from Clever People - A grab bag of hints & tips

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Hugh Blemings



Introduction

- Who am I?
 - Working on Free Software since mid '90s
 - My profession since 1997 :)
 - With OzLabs at IBM Linux Technology Centre since 2001
 - Mostly work on PowerPC "stuff", particularly Linux
- What is this talk about ?
 - The tips and tricks used by experienced kernel/FOSS developers
 - I'm not an expert, but am fortunate to work with and know a number of them!
 - Based on own experiences with Taishan board port and suggestions solicited from colleagues
- Questions welcome at any time

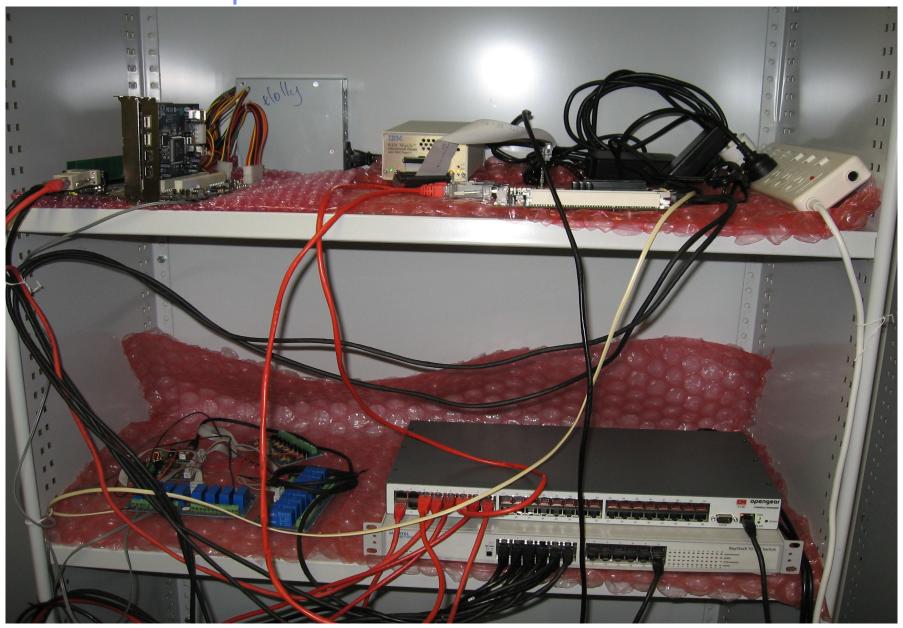


Topics

- Hardware setup
- Early bringup
- Getting the kernel running
- Working with kernel source
- Building kernels
- Random datapoints & quotes



Hardware Setup





Hardware Setup (continued)





Hardware Setup (continued)

- Remote reset
- Remote power control
- Serial concentrators
- Ethernet hub / switches with "monitoring" port
- Local subnets / tftp servers
 - Sometime firmware has broken tftp/dhcp support
- In circuit debuggers
- Oscilloscope / LEDs



Early Bringup

- Simulators
- New hardware can have interesting "Features"
- Chicken Switches & Broken Things
- Ignoring firmware
 - Do some/all device initialisation yourself?
- In memory console
- Device numbering fun
 - Linux thinks: eth0 and eth1
 - Hardware thinks: EMAC2 and EMAC3
 - PCB is labelled: Ethernet I and Ethernet II
 - You're not plugged in to any of them ?



Getting the kernel running

- Get it into memory
 - If necessary hack your bootloader to get something going
 - jtag or ICE trickery
- Some Gotchas
 - Kernel will re-initialise serial ports
 - Can lead you astray if divisors wrong or other registers incorrect
 - Don't forget debug on kernel command line...
 - Watch the right serial port...



Working with kernel source

- Getting a current tree
 - git pull
 - Matt Mackall's "ketchup"
- Visualising source tree & commits
 - _ gitk
- Finding bugs w/bisection search
 - _ git bisect start
 - git bisect good v2.6.24
 - _ git bisect bad v2.6.25
 - build resulting kernel
 - git bisect good Or git bisect bad as appropriate
 - repeat
 - git bisect reset



Working with kernel source (continued)

- Quilt is wonderful
 - Modest learning curve time well spent
 - Tutorial would be a whole session in itself
- Keep work as patches
 - Makes tracking mainline much easier
 - Takes a bit of getting used to, but well worth effort
- Navigating tree
 - etags (emacs) or ctags (vi/vim)
- Generic diff visualisation
 - _ dirdiff



Building kernels

- You're going to do this a lot, so make it quick
 - Buy a honkin' big compile box
 - IBM p595 64 way POWER6
 - About 3k/s
 - Or borrow cycles
 - ccache
 - _ distcc
 - _ ccontrol
- Object code in separate tree to kernel source
 - make O=../some-other-dir [...]
 - Nice for keeping build cruft out of your source tree



Random Datapoints

- A neat conversion utility
 - iprint
- Inspect bit fields with ease
 - bitfield
- bash stuff
 - Curly brace expansion gcc -o foo{,.c}
 - Command line completion/etc/bash.completion
 - Time saving
 #for-really-long-command-lines



Random Datapoints (continued)

- Man pages to read include
 - _ lsof
 - _ x11vnc
 - _ screen -x
- A Swiss Army knife
 - LD_PRELOAD=/path/to/some/hack/i/made.so



Random Quotes

- "When you have a hard problem, find a smart person to help you solve it"
 - paulus (paraphrased)
- "There are many cases where you don't need to check preconditions for things you're trying to do. Simplest example is opening a file. No need to fstat(3) a file to see if it exists before trying fopen(3). fopen(3) will tell you if the file isn't there. Moreover, checking first can cause a race condition, especially if the file might disappear between the fstat(3) and the fopen(3)."
 - Tridge (paraphrased)
- "Don't send email when drunk"
 - gkh (not paraphrased :)



Close

- Questions ?
- Thankyou to
 - Stephen Rothwell, Jeremy Kerr, Paul Mackerras, Tridge, Greg Kroah-Hartman, Michael Neuling, Ronnie Sahlberg, Matt Mackall, David Gibson and Martin Schwenke
- Contributions welcome
- Links will be in online version



Close

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