Embedded Linux

A Tour inside ARM's Kernel



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Shell

- A Shell provides you with an interface to the Unix system.
- It gathers input from you and executes programs based on that input.
- When a program finishes executing, it displays that program's output.
- Types of Shell
 - 1. BASH
 - 2. SH
 - 3. CSH
 - 4. KSH



Shell in Sys Architecture

APPLICATIONS
SHELL
KERNEL
HARDWARE
UTILITIES

Shell basics

- To start with basics, try the command
 - echo Hello World
 - a=1
 - b=2
 - `expr \$a + \$b`

But how do we try this?



Let's have The Juice SSH





Authentication





Embedded Linux

- A Linux Kernel specially designed for ARMx processors can be said as Embedded Linux
- So far, maximum hardware for development; run such Linux based environment only
 - Raspberry Pi
 - BeagleBone
 - Banana Pi
 - and many more
- These usually include a ported Linux kernel with cross-development tools, and sometimes with real time extensions

Why Embedded Linux?

- Royalty-free
- Strong networking support
- Has already been ported to many different CPU architectures
- Relatively small for its feature set
- Easy to configure
- Huge application base
- Modern OS (eg. memory management, kernel modules, etc.)

Embedded Linux OS



Kernel Programming

- Kernel modules are piece of code, that can be loaded and unloaded from kernel on demand.
- Kernel modules offers an easy way to extend the functionality of the base kernel without having to rebuild or recompile the kernel again.
- Most of the drivers are implemented as a Linux kernel modules.
- When those drivers are not needed, we can unload only that specific driver, which will reduce the kernel image size.
- The kernel modules will have a **.ko** extension.
- On a normal linux system, the kernel modules will reside inside /lib/modules/<kernel_version>/kernel/ directory.



• PRE-REQUISITES

- sudo apt-get install linux-source
- sudo apt-get install git bc
- sudo wget

https://raw.githubusercontent.com/notro/rpisource/master/rpi-source -O /usr/bin/rpi-source && sudo chmod +x /usr/bin/rpi-source && /usr/bin/rpi-source -q --tag-update

 git clone --depth=1 https://github.com/raspberrypi/linux

PREPING THE MODULE

- Change your directory to cloned Linux
 - cd linux
- Create a directory of your Module
 - mkdir hello
- Create 2 files inside it using any editor

• Writing a Device Driver / Module

```
1 #include <linux/module.h>
                               // included for all kernel modules
 2 #include <linux/kernel.h> // included for KERN INFO
 3 #include <linux/init.h>
                               // included for init and exit macros
 4
 5 MODULE LICENSE("GPL");
 6 MODULE AUTHOR("Mister T");
7 MODULE DESCRIPTION("This Module is Cool Bro!");
 8
9 static int init hello init(void)
10 {
11
      printk(KERN INFO "Hey Man! I'm inside your Kernel now!\n");
      return 0; // Non-zero return means that the module couldn't be loaded.
12
13 }
14
15 static void exit hello cleanup(void)
16 {
      printk(KERN_INFO "Adios homey!\n");
17
18 }
19
20 module init(hello init);
21 module exit(hello cleanup);
```

• Writing Makefile for creating targets

```
1 obj-m += hello.o
2 all:
3 make -C /lib/modules/$(shell uname -r)/build M=$(PWD) modules
4 clean:
5 make -C /lib/modules/$(shell uname -r)/build M=$(PWD) clean
```

COMPILATION

- Start with Building a configuration
 - cd linux
 - KERNEL=kernel7
 - make bcm2709_defconfig
 - make -**j4** zImage modules dtbs
 - sudo make modules_install



CROSS-COMPILING

- First, you will need a suitable Linux crosscompilation host.
- Ubuntu is preferred; since Raspbian is also a Debian distribution, it means many aspects are similar, such as the command lines.
- You can either do this using VirtualBox (or VMWare) on Windows, or install it directly onto your computer.

<u>Wikihow</u>

TOOL CHAIN

- git clone https://github.com/raspberrypi/tools
 - Will Help you get the tools of RPi into Home folder
- echo PATH=\\$PATH:~/tools/armbcm2708/gcc-linaro-arm-linux-gnueabihfraspbian-x64/bin >> ~/.bashrc
- source ~/.bashrc
 - Updating the \$PATH environment variable makes the system aware of file locations needed for cross-compilation.





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