



Adding simple system call to kernel from scratch

First create a directory named linuxSRC to download linux source, and Change directory to the folder:

console:

```
mkdir /linuxSRC
```

```
cd linuxSRC
```

after that you should first download the linux source, in order to download every source on the package repository of ubuntu you should go to your package list, You need to uncomment the deb-src lines in the main file `/etc/apt/sources.list` not the extra files in `/etc/apt/sources.list.d`:

open software & updates

go to ubuntu software tab

check source code

save and exit

after that you should get your current version linux kernel and build dependencies:

console:

```
mkdir newKernel
```

```
cd newKernel
```

now download the linux source and decompress it:



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console:

```
sudo apt-get install linux source
```

```
tar xjvf /usr/src/linux-source-<your version>.tar.bz2
```

now go to the specified folder below :

```
/home/nubuntu/linuxSRC/linux-source-4.4.0/arch/x86/entry/syscalls
```

now open `syscall_64.tbl` or `syscall_32.tbl` (based on your system)(i use 64)

at the end add your hello syscall after the last number (here 333), with the following format, save and exit.

```
Text Editor
syscalls
*syscall_64.tbl (~/.linuxSRC/linux-source-4.4.0/arch/x86/entry/syscalls) - gedit
Save
297 04 rt_sigaction compat_sys_rt_sigaction
298 common perf_event_open sys_perf_event_open
299 64 recvmsg sys_recvmsg
300 common fanotify_init sys_fanotify_init
301 common fanotify_mark sys_fanotify_mark
302 common prlimit64 sys_prlimit64
303 common name_to_handle_at sys_name_to_handle_at
304 common open_by_handle_at sys_open_by_handle_at
305 common clock_adjtime sys_clock_adjtime
306 common syncfs sys_syncfs
307 64 sendmsg sys_sendmsg
308 common setns sys_setns
309 common getcpu sys_getcpu
310 64 process_vm_readv sys_process_vm_readv
311 64 process_vm_writev sys_process_vm_writev
312 common kcmp sys_kcmp
313 common finit_module sys_finit_module
314 common sched_setattr sys_sched_setattr
315 common sched_getattr sys_sched_getattr
316 common renameat2 sys_renameat2
317 common seccomp sys_seccomp
318 common getrandom sys_getrandom
319 common memfd_create sys_memfd_create
320 common kexec_file_load sys_kexec_file_load
321 common bpf sys_bpf
322 64 execveat stub_execveat
323 common userfaultfd sys_userfaultfd
324 common membarrier sys_membarrier
325 common mlock2 sys_mlock2
326 64 hello sys_hello
#
# x32-specific system call numbers start at 512 to avoid cache impact
# for native 64-bit operation.
#
512 x32 rt_sigaction compat_sys_rt_sigaction
Plain Text Tab Width: 8 Ln 336, Col 1 INS
root@ubuntu: /home/nubuntu/linuxSRC/newKernel# cd
```

After that you should go to this directory :

```
/home/nubuntu/linuxSRC/linux-source-4.4.0/include/linux
```

add your asmlinkage for your hello system call before `#endif` at the bottom of file.



```
asmlinkage long sys_open_by_handle_at(int mountdirfd,
                                     struct file_handle __user *handle,
                                     int flags);
asmlinkage long sys_setns(int fd, int nstype);
asmlinkage long sys_process_vm_readv(pid_t pid,
                                     const struct iovec __user *lvec,
                                     unsigned long liovcnt,
                                     const struct iovec __user *rvec,
                                     unsigned long riovcnt,
                                     unsigned long flags);
asmlinkage long sys_process_vm_writev(pid_t pid,
                                       const struct iovec __user *lvec,
                                       unsigned long liovcnt,
                                       const struct iovec __user *rvec,
                                       unsigned long riovcnt,
                                       unsigned long flags);
asmlinkage long sys_kcmp(pid_t pid1, pid_t pid2, int type,
                         unsigned long idx1, unsigned long idx2);
asmlinkage long sys_finit_module(int fd, const char __user *uargs, int flags);
asmlinkage long sys_seccomp(unsigned int op, unsigned int flags,
                             const char __user *uargs);
asmlinkage long sys_getrandom(char __user *buf, size_t count,
                              unsigned int flags);
asmlinkage long sys_bpf(int cmd, union bpf_attr *attr, unsigned int size);
asmlinkage long sys_execveat(int dfd, const char __user *filename,
                              const char __user *const __user *argv,
                              const char __user *const __user *envp, int flags);
asmlinkage long sys_membarrier(int cmd, int flags);
asmlinkage long sys_mlock2(unsigned long start, size_t len, int flags);
asmlinkage long sys_hello(const char * test);
#endif
```

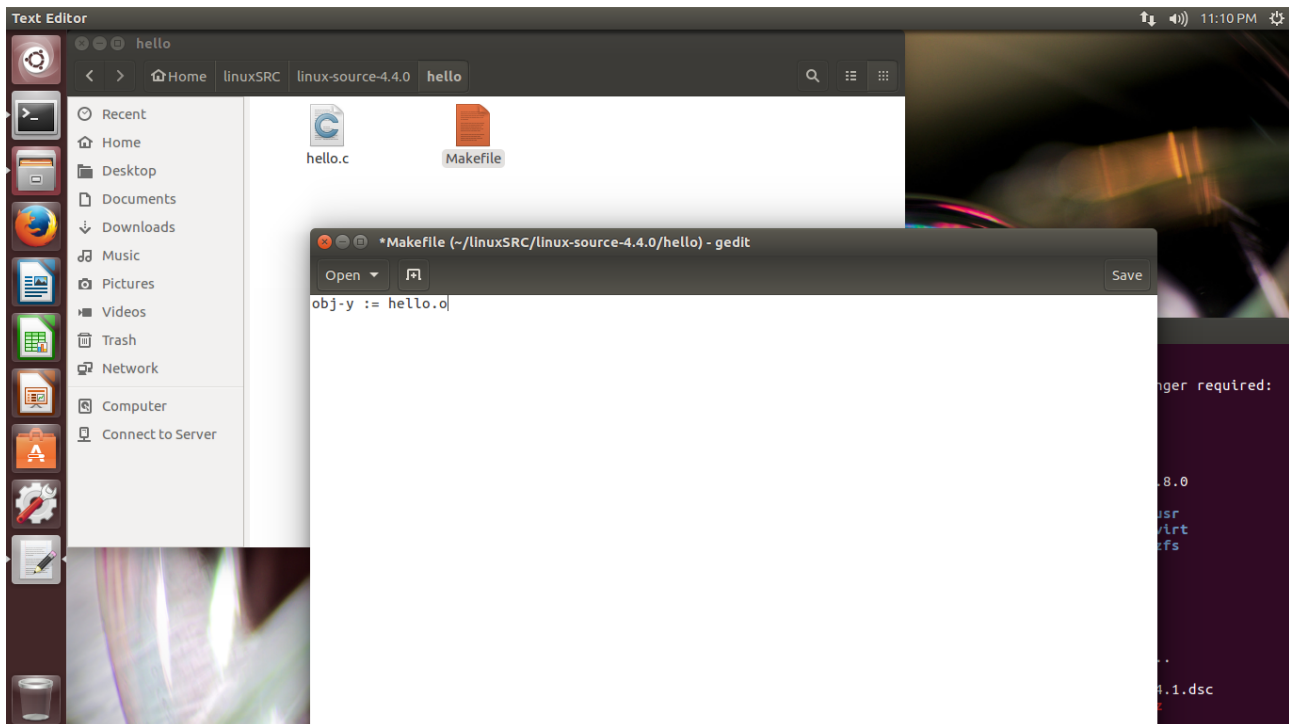
Next, you should create a new directory in the root of a clean copy of the kernel sources created for this tutorial. Call the new directory "hello". In this directory, we need to create two files. The first of which is the implementation of the system call itself:

```
#include <linux/kernel.h>
#include <linux/syscalls.h>

asmlinkage long sys_hello(const char *test) {
    printk("Hello human! you said to me: %s\n", test);
    return 0; // for showing it was a success
}
```



and beside your kernel module you should create a config file(called make file) for it in order to compile.



Now you should notify the kernel of your directory of syscall in order to compile the directory when kernel is compiled.

To do this, open up the root level Makefile. Look for the following section of the Makefile.



```
$(CONFIG_MODULE_SIG_KEY) certs/signing_key.x509
else
mod_sign_cmd = true
endif
export mod_sign_cmd

ifeq ($(KBUILD_EXTMOD),)
core-y += kernel/ certs/ mm/ fs/ ipc/ security/ crypto/ block/ |
vmlinux-dirs := $(patsubst %/,,$(filter %/, $(init-y) $(init-m) \
$(core-y) $(core-m) $(drivers-y) $(drivers-m) \
$(net-y) $(net-m) $(libs-y) $(libs-m) $(virt-y)))
vmlinux-alldirs := $(sort $(vmlinux-dirs) $(patsubst %/,,$(filter %/, \
$(init-) $(core-) $(drivers-) $(net-) $(libs-) $(virt-)))
init-y := $(patsubst %/, %/built-in.o, $(init-y))
core-y := $(patsubst %/, %/built-in.o, $(core-y))
drivers-y := $(patsubst %/, %/built-in.o, $(drivers-y))
net-y := $(patsubst %/, %/built-in.o, $(net-y))
libs-y1 := $(patsubst %/, %/lib.a, $(libs-y))
libs-y2 := $(patsubst %/, %/built-in.o, $(libs-y))
libs-y := $(libs-y1) $(libs-y2)
virt-y := $(patsubst %/, %/built-in.o, $(virt-y))

# Externally visible symbols (used by link-vmlinux.sh)
export KBUILD_VMLINUX_INIT := $(head-y) $(init-y)
export KBUILD_VMLINUX_MAIN := $(core-y) $(libs-y) $(drivers-y) $(net-y) $(virt-y)
export KBUILD_LDS := arch/$(SRCARCH)/kernel/vmlinux.lds
export LDFLAGS_vmlinux
# used by scripts/pacmage/Makefile
export KBUILD_ALLDIRS := $(sort $(filter-out arch/%,$(vmlinux-alldirs)) arch Documentation include
samples scripts tools)

vmlinux-deps := $(KBUILD_LDS) $(KBUILD_VMLINUX_INIT) $(KBUILD_VMLINUX_MAIN)
```

You must modify the core-y line to add our new directory. Modify it to look like this:

```
$(CONFIG_MODULE_SIG_KEY) certs/signing_key.x509
else
mod_sign_cmd = true
endif
export mod_sign_cmd

ifeq ($(KBUILD_EXTMOD),)
core-y += kernel/ certs/ mm/ fs/ ipc/ security/ crypto/ block/ hello/
vmlinux-dirs := $(patsubst %/,,$(filter %/, $(init-y) $(init-m) \
$(core-y) $(core-m) $(drivers-y) $(drivers-m) \
$(net-y) $(net-m) $(libs-y) $(libs-m) $(virt-y)))
vmlinux-alldirs := $(sort $(vmlinux-dirs) $(patsubst %/,,$(filter %/, \
$(init-) $(core-) $(drivers-) $(net-) $(libs-) $(virt-)))
init-y := $(patsubst %/, %/built-in.o, $(init-y))
core-y := $(patsubst %/, %/built-in.o, $(core-y))
drivers-y := $(patsubst %/, %/built-in.o, $(drivers-y))
net-y := $(patsubst %/, %/built-in.o, $(net-y))
libs-y1 := $(patsubst %/, %/lib.a, $(libs-y))
libs-y2 := $(patsubst %/, %/built-in.o, $(libs-y))
libs-y := $(libs-y1) $(libs-y2)
virt-y := $(patsubst %/, %/built-in.o, $(virt-y))

# Externally visible symbols (used by link-vmlinux.sh)
export KBUILD_VMLINUX_INIT := $(head-y) $(init-y)
export KBUILD_VMLINUX_MAIN := $(core-y) $(libs-y) $(drivers-y) $(net-y) $(virt-y)
export KBUILD_LDS := arch/$(SRCARCH)/kernel/vmlinux.lds
export LDFLAGS_vmlinux
# used by scripts/pacmage/Makefile
export KBUILD_ALLDIRS := $(sort $(filter-out arch/%,$(vmlinux-alldirs)) arch Documentation include
samples scripts tools)

vmlinux-deps := $(KBUILD_LDS) $(KBUILD_VMLINUX_INIT) $(KBUILD_VMLINUX_MAIN)
```



save and exit.

Now you should compile and install the kernel.

consider checking the above steps one more time!

Before building the kernel, you must configure it.

console:

```
cp -vi /boot/config-`uname -r` .config //not suggested
sudo apt-get install libncurses5 libncurses5-dev //not suggested
make oldconfig
make localmodconfig
make menuconfig
```

after configuration you will finally start making the kernel(compiling kernel).
Commands(from wiki.ubuntu.com):

Now you can compile the kernel and create the packages:

```
make clean # only needed if you want to do a "clean" build
make deb-pkg
```

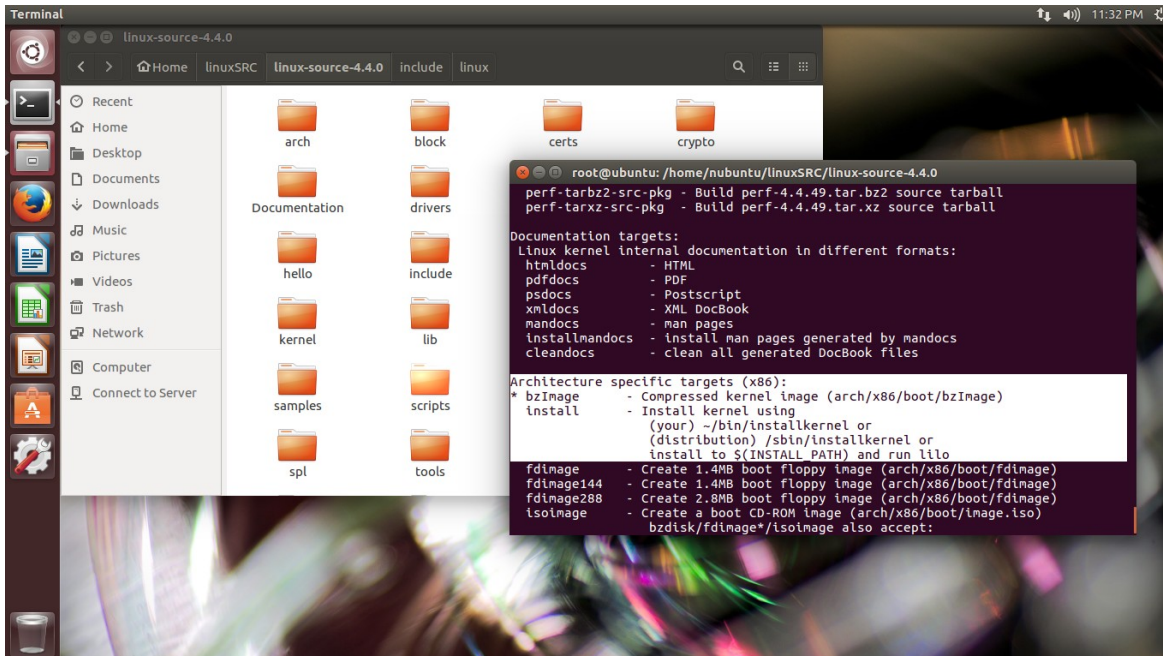
You can enable parallel make use make -j). Try 1+number of processor cores, e.g. 3 if you have a dual core processor:

```
make -j3 deb-pkg
```

On a newer kernel, if you only need binary packages and want several builds (while editing the source) to not cause everything to be rebuilt, use:

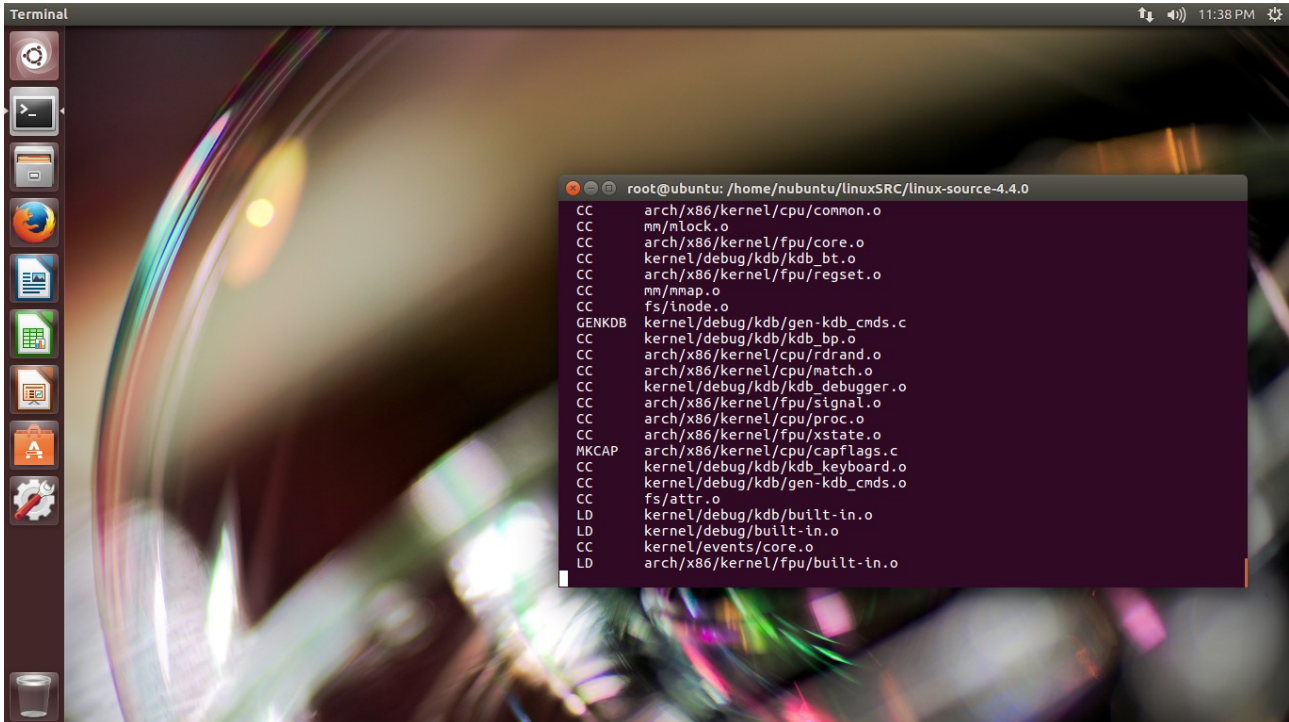
```
make -j3 bindeb-pkg
```

if we use make help command you will see:



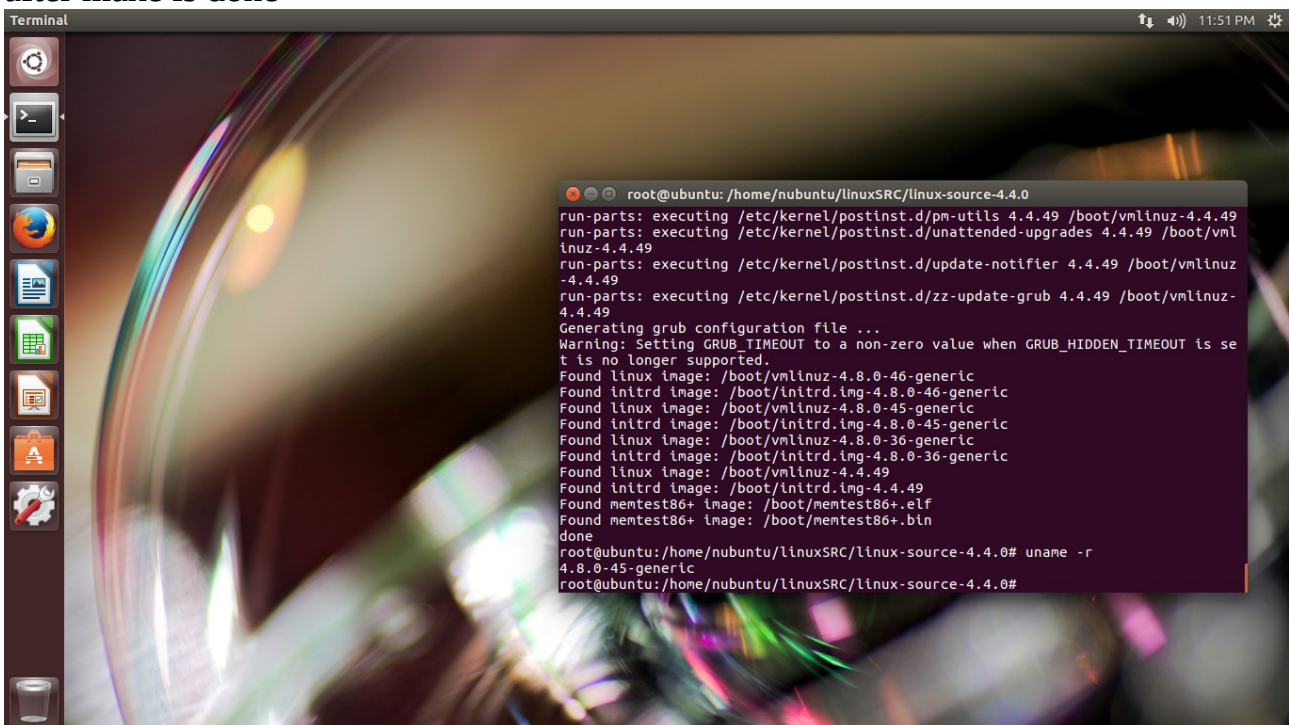
what is really important bzImage and installing it.
So we simply use only make or make all

console:
make clean #only for the first time or every time the compilation gets interrupted
make -j5 all



this gonna take a while.... :D

after make is done

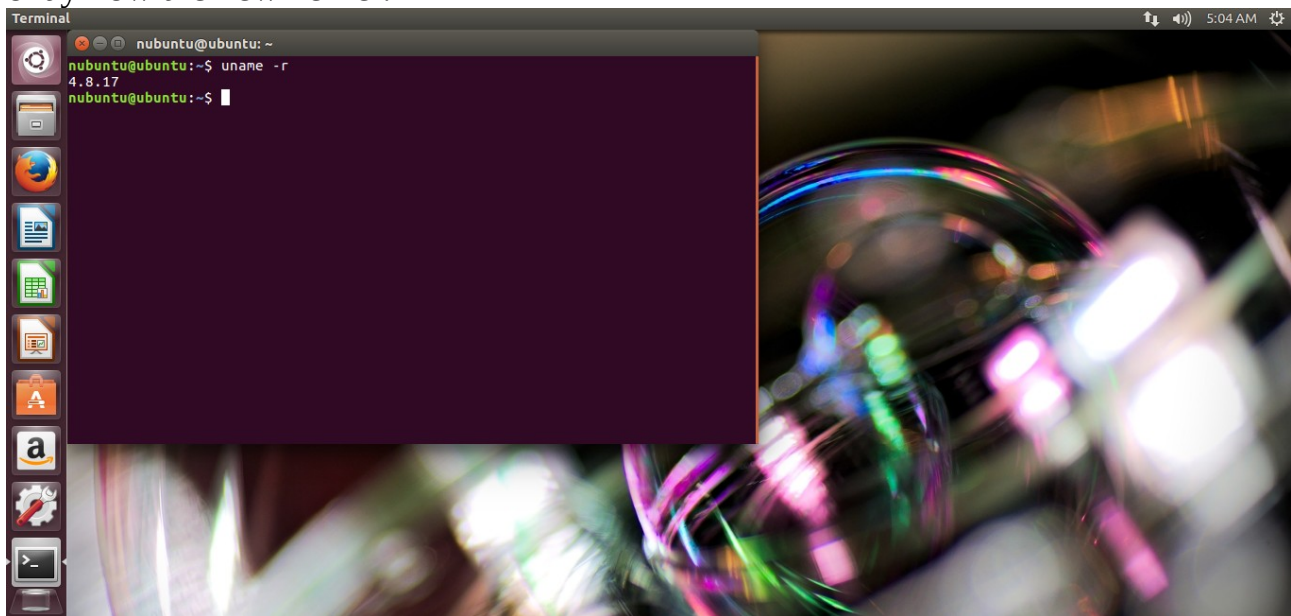


current kernel version is shown(4.8.0-45), now install kernel and reboot.



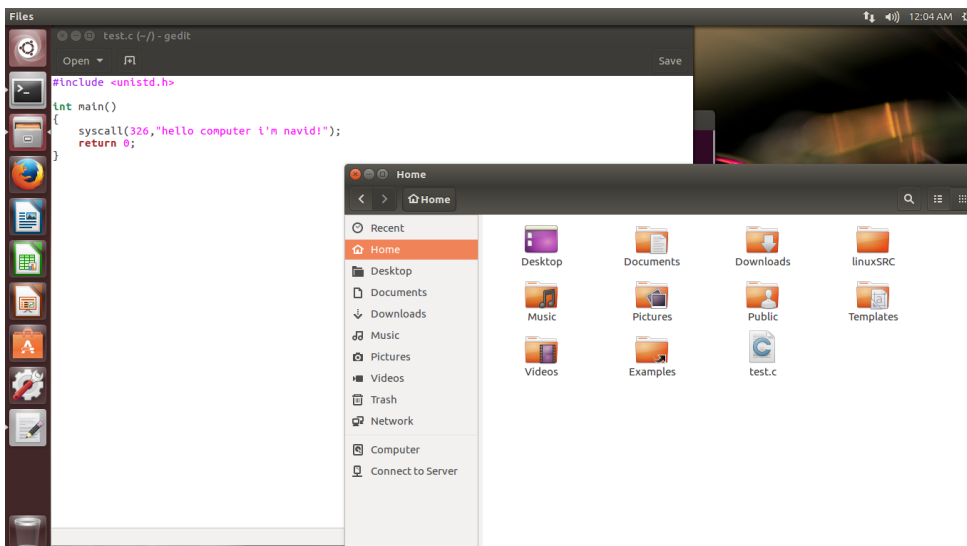
Console:
make modules
make modules_install
make install
reboot #in order to boot new kernel

okay now the new kernel:



welcome to the new kernel! It is 4.8.17

okay now we have to Implement the user space program to see our systemcall
create c file like this:





okay after creating c , we compile it with gcc and run it.

Console:

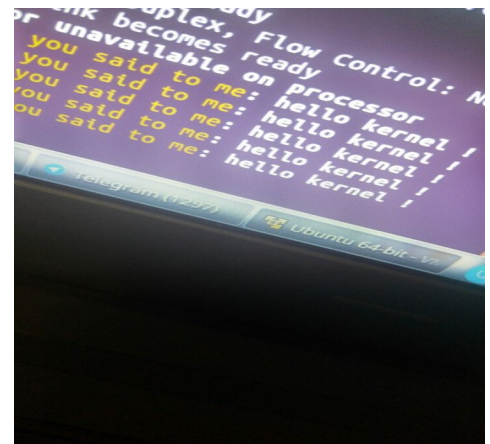
```
gcc -o test test.c
```

```
./test
```

```
dmesge
```

output:

this is the picture of my screen ,first time I've added hello world :D nostalgic!



!!note!!

this is my implementation , on different systems it can be a little more different.

Important noteeee !!!

if you have done all parts and you can't get a resuault try downloading the source with this command:

```
sudo apt-get source linux-image-`uname -r`
```

then if it's locked (can't write into it) use:

```
sudo chmod 777 -R /ADRESSOFFOLDER
```

now its editable!

then do the rest of parts :D