SysPlay elearning Academy for You Playing with Systems



"Weekend Workshop on Linux File System Drivers" by **Anil Pugalia**

<u>Day 1</u>

+ Goal 1: Understanding the Project & its Pre-requisites

- W's of this project? Goals & Expectations
- Setting up the Project Development Environment
- First level debugging Techniques: syslog & Oops
- Fundamentals of 'Kernel C' programming: Concurrency, Delays, Work Queues
- Linux USB Drivers Refresher

+ Goal 2: Understanding the Block Drivers

- Request Queue Ecosystem
- Kernel C APIs & Data Structures
- Creating a RAM Block Device
- Partitioning a Block Device
- Coding for LDDK as a USB Block Device

+ Goal 3: File System Design & Implementation

- Virtual File System & its Role
- File System Design & Challenges
- Hardware File System & Formatting

<u>Day 2</u>

+ Goal 4: File System Implementation (Contd.)

- Kernel File System
- The 5 Operation Sets
- Coding for the bunch of System Calls

+ Goal 5: File System in Action

• Modifications, Enhancements, Feature Additions

+ Wrap Up

- Conclusion
- What Next?

Caution: All sessions are highly interactive & hands-on with hardware

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Project Guidance Details

- + Provided with an individual PC
- + Feel free, if you want to bring & setup your laptop
- + Decide yourself to do the project individually, or as a team
- + Initiate yourself with design discussions
- + Indulge yourself in TODO based Coding
- + Guidance available for:
 - Setting up the Development Environment
 - Kernel C APIs & Data Structures
 - Debugging Techniques
 - Project Flow & Design

Hands-On Details (Goal-wise)

+ Goal 1: Project Development Environment

• Setting up the project development environment

+ Goal 2: Understanding the Block Drivers

- Experiments with a RAM-based Block driver
- Creating Partitions and Formating them
- Integrating the LDDK's memory into Block vertical over USB

+ Goals 3 & 4: File System Design & Implementation

- Designing your custom File System
- Application to Format your File System
- Coding for a hardware-less File System
- Mounting the File System over LDDK

+ Goal 5: File System in Action & TODOs

- Experiments with fundamental File System operations
- Add the feature of (efficient) renaming of files (Homework)
- Enhance the File System to Support bigger file sizes (optional Homework)