

Understanding Linux Network Internals

Summary This classic howto was written in 2002, but it is still a must-read howto for any Linux networking professionals today. Many practical examples are included in the book. It is a very hands-on approach to iproute2, traffic shaping, policy routing and a bit of netfilter. This is a book you should have on your bookshelf. Table of Contents

Dedication Introduction Introduction to iproute2 Rules-routing policy database GRE and other tunnels IPv6 tunneling with Cisco and/or 6bone IPSec:secure IP over the internet Multicast routing Queueing Disciplines for Bandwidth Management Load sharing over multiple interfaces Netfilter & iproute - marking packets Advanced filters for (re-)classifying packets Kernel network parameters Advanced & less common queueing disciplines Cookbook Building bridges, and pseudo-bridges with Proxy ARP Dynamic routing - OSPF and BGP Other possibilities Further reading Acknowledgements

Furnishing in-depth coverage of Linux source-code internals, this high-level handbook explains how the Linux system operating system works and how to use it with various programming applications, discussing the various Linux versions, performance and tuning issues, kernel programming, troubleshooting details, and other important topics. Original. (Intermediate)

Linux Kernel Networking takes you on a guided in-depth tour of the current Linux networking implementation and the theory behind it. Linux kernel networking is a complex topic, so the book won't burden you with topics not directly related to networking. This book will also not overload you with cumbersome line-by-line code walkthroughs not directly related to what you're searching for; you'll find just what you need, with in-depth explanations in each chapter and a quick reference at the end of each chapter. Linux Kernel Networking is the only up-to-date reference guide to understanding how networking is implemented, and it will be indispensable in years to come since so many devices now use Linux or operating systems based on Linux, like Android, and since Linux is so prevalent in the data center arena, including Linux-based virtualization technologies like Xen and KVM.

"Linux internals simplified" is a book which discusses the basics of Linux kernel internals in a code driven approach. It picks the major subsystems of the kernel which are important, and tries to simplify its internal working and data structures. As such, this book is aimed at engineers who wish to start learning about the Linux kernel. This book starts with the basic steps to acquire the Linux kernel code. It then shows ways of customizing the build options and lastly kernel compilation. Next it looks at a number of hacking tools which will help one to debug and trace in a live Linux system. Practical examples of ftrace, kprobes and crash tool are discussed. These tools are useful in trying to understand the way the Linux system works. Chapter 3 discusses the details of a running process in a Linux system. It touches topics such as address spaces of a running process, user and kernel spaces, system calls, Linux process descriptor, Linux process creation, and so on. This chapter builds a foundation of a program in execution in the Linux system. Once the reader knows about the running processes, chapter 4 discusses about the Linux process scheduling subsystem. This chapter discusses different data structures and code paths of the Linux scheduler, which controls the scheduling of processes in the Linux system. Chapter 5 discusses Interrupts, which play a significant role in the Linux operating system. The chapter discusses edge and

level triggered interrupts, interrupt handlers and their registration, shared interrupt handlers, and so on. It also shows the ftrace of the do_irq function. Chapter 6 discusses the signal subsystem. It starts with a little introduction of the design of the signal subsystem. It then traces the code execution of delivering and handling of signals in the Linux kernel. The chapter then discusses signal overloading and how it is performed, while exploring the kernel code which handles this. Chapter 7 covers Linux synchronization primitives, and why they are needed. It shows the detailed implementation of primitives like atomic variables, spinlocks, semaphores and mutexes in the Linux kernel. Chapter 8 discusses various ways of Linux kernel memory allocation. It discusses Buddy allocator, Resource map allocator and Slab allocator. It discusses various APIs used for these allocators (alloc_page/s, kmem_cache_alloc, kmalloc etc.). It also discusses how user space malloc results in memory allocation in the Linux kernel. Chapter 9 discusses the Linux dynamic modules, Linux character driver framework, internal functions which are used while creating a character driver, UDEV events and IOCTL interface. It also discusses Linux device model. It discusses example of bus, device and device_driver components. It illustrates device model when used in PCI BUS. Chapter 10 covers the subsystem related to block IOs. It starts with an introduction of filesystem and its purpose. It then traces the path an IO takes, right from the "write()" system call, to the moment it gets written to the disk. The chapter covers basic data structures and design elements while going down the IO stack. Whether you're a systems administrator or a home user, you need to understand how Linux internals work before you can really master Linux — how it boots, how networking works, how to customize the kernel, and even what hardware to buy. How Linux Works contains the kind of information normally handed down from wizards—knowledge that comes from years of experience doing things the hard way. But instead of seeking the right incantation to make your system work, you can read How Linux Works to see how to administer Linux and why each particular technique works. This book covers such need-to-know topics as: –How Linux boots, with coverage of boot loaders and init –How networking, interfaces, firewalls, and servers work –How development tools and shared libraries work –How the kernel manages devices, device drivers, and processes, and how to build a custom kernel –How the Linux printing system works, with sections on cups, filters, and Ghostscript –How shell scripts work With its combination of background theory and real-world examples, How Linux Works will show you how to run your system instead of having your system run you.

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

Provides information on the basics of wireless computing and the technologies that are supported by Linux.

* Clear and abundant examples, using real-world code, written by three experienced developers who write networking code for a living. * Describes how to build clients and servers, explains how TCP, UDP, and IP work, and shows how to debug networking applications via packet sniffing and deconstruction. * Well suited for Windows developer looking to expand to Linux, or for the proficient Linux developer looking to incorporate client-server programming into their application.

Newly updated to include new calls and techniques introduced in Versions 2.2 and 2.4 of the Linux kernel, a definitive resource for those who want to support computer peripherals under

Access Free Understanding Linux Network Internals

the Linux operating system explains how to write a driver for a broad spectrum of devices, including character devices, network interfaces, and block devices. Original. (Intermediate) To thoroughly understand what makes Linux tick and why it's so efficient, you need to delve deep into the heart of the operating system--into the Linux kernel itself. The kernel is Linux--in the case of the Linux operating system, it's the only bit of software to which the term "Linux" applies. The kernel handles all the requests or completed I/O operations and determines which programs will share its processing time, and in what order. Responsible for the sophisticated memory management of the whole system, the Linux kernel is the force behind the legendary Linux efficiency. The new edition of Understanding the Linux Kernel takes you on a guided tour through the most significant data structures, many algorithms, and programming tricks used in the kernel. Probing beyond the superficial features, the authors offer valuable insights to people who want to know how things really work inside their machine. Relevant segments of code are dissected and discussed line by line. The book covers more than just the functioning of the code, it explains the theoretical underpinnings for why Linux does things the way it does. The new edition of the book has been updated to cover version 2.4 of the kernel, which is quite different from version 2.2: the virtual memory system is entirely new, support for multiprocessor systems is improved, and whole new classes of hardware devices have been added. The authors explore each new feature in detail. Other topics in the book include: Memory management including file buffering, process swapping, and Direct memory Access (DMA) The Virtual Filesystem and the Second Extended Filesystem Process creation and scheduling Signals, interrupts, and the essential interfaces to device drivers Timing Synchronization in the kernel Interprocess Communication (IPC) Program execution Understanding the Linux Kernel, Second Edition will acquaint you with all the inner workings of Linux, but is more than just an academic exercise. You'll learn what conditions bring out Linux's best performance, and you'll see how it meets the challenge of providing good system response during process scheduling, file access, and memory management in a wide variety of environments. If knowledge is power, then this book will help you make the most of your Linux system.

A task-oriented look at Linux Mint, using actual real-world examples to stimulate learning. Each topic is presented in an easy-to-follow order, with hands-on activities to reinforce the content. If you are starting out with Linux from a different platform or are well versed with Linux Mint and want a guide that shows you how to exploit certain functionality, this book is for you. No previous Linux experience is assumed.

Understanding Linux Network Internals"O'Reilly Media, Inc."

This book provides thorough knowledge of Linux TCP/IP stack and kernel framework for its network stack, including complete knowledge of design and implementation. Starting with simple client-server socket programs and progressing to complex design and implementation of TCP/IP protocol in linux, this book provides different aspects of socket programming and major TCP/IP related algorithms. In addition, the text features netfilter hook framework, a complete explanation of routing sub-system, IP QOS implementation, and Network Soft IRQ. This book further contains elements on TCP state machine implementation, TCP timer implementation on Linux, TCP memory management on Linux, and debugging TCP/IP stack using lcrash

With 28 new chapters, the third edition of The Practice of System and Network Administration innovates yet again! Revised with thousands of updates and clarifications based on reader feedback, this new edition also incorporates DevOps strategies even for non-DevOps environments. Whether you use Linux, Unix, or Windows, this new edition describes the essential practices previously handed down only from mentor to protégé. This wonderfully lucid, often funny cornucopia of information introduces beginners to advanced frameworks valuable for their entire career, yet is structured to help even experts through difficult projects. Other books tell you what commands to type. This book teaches you the cross-platform

strategies that are timeless! DevOps techniques: Apply DevOps principles to enterprise IT infrastructure, even in environments without developers Game-changing strategies: New ways to deliver results faster with less stress Fleet management: A comprehensive guide to managing your fleet of desktops, laptops, servers and mobile devices Service management: How to design, launch, upgrade and migrate services Measurable improvement: Assess your operational effectiveness; a forty-page, pain-free assessment system you can start using today to raise the quality of all services Design guides: Best practices for networks, data centers, email, storage, monitoring, backups and more Management skills: Organization design, communication, negotiation, ethics, hiring and firing, and more Have you ever had any of these problems? Have you been surprised to discover your backup tapes are blank? Ever spent a year launching a new service only to be told the users hate it? Do you have more incoming support requests than you can handle? Do you spend more time fixing problems than building the next awesome thing? Have you suffered from a botched migration of thousands of users to a new service? Does your company rely on a computer that, if it died, can't be rebuilt? Is your network a fragile mess that breaks any time you try to improve it? Is there a periodic "hell month" that happens twice a year? Twelve times a year? Do you find out about problems when your users call you to complain? Does your corporate "Change Review Board" terrify you? Does each division of your company have their own broken way of doing things? Do you fear that automation will replace you, or break more than it fixes? Are you underpaid and overworked? No vague "management speak" or empty platitudes. This comprehensive guide provides real solutions that prevent these problems and more!

Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

Since the introduction of Linux version 1.2 in March 1995, a worldwide community has evolved from programmers who were attracted by the reliability and flexibility of this completely free operating system. Now at version 2.0, Linux is no longer simply the operating system of choice for hackers, but is being successfully employed in commercial software development, by Internet providers and in research and teaching. This book is written for anybody who wants to learn more about Linux. It explains the inner mechanisms of Linux from process scheduling to memory management and file systems, and will tell you all you need to know about the structure of the kernel, the heart of the Linux operating system. This New Edition: has been thoroughly updated throughout to cover Linux 2.0 shows you how the Linux operating system actually works so that you can start to program the Linux kernel for yourself introduces the kernel sources and describes basic algorithms and data structures, such as scheduling and task structure helps you to understand file systems, networking, and how systems boot The accompanying CD-ROM contains Slackware distribution 3.1 together with its complete source code, the Linux kernel sources up to version 2.0.27, the PC speaker driver, and a wealth of documentation. 0201331438B04062001

Accompanying CD-ROM includes all RFC files mentioned in the book, the Linux source tree and sample protocol family module programs for running, configuring, and testing the NADA protocol family discussed in Ch. 10.

O'Reilly's bestselling book on Linux's bash shell is at it again. Now that Linux is an established player both as a server and on the desktop Learning the bash Shell has been updated and refreshed to account for all the latest changes. Indeed, this third edition serves as the most valuable guide yet to the bash shell. As any good programmer knows, the first thing users of the Linux operating system come face to face with is the shell the UNIX term for a user interface to the system. In other words, it's what lets you communicate with the computer via the keyboard and display. Mastering the bash shell might sound fairly simple but it isn't. In truth, there are many complexities that need careful explanation, which is just what Learning

the bash Shell provides. If you are new to shell programming, the book provides an excellent introduction, covering everything from the most basic to the most advanced features. And if you've been writing shell scripts for years, it offers a great way to find out what the new shell offers. Learning the bash Shell is also full of practical examples of shell commands and programs that will make everyday use of Linux that much easier. With this book, programmers will learn: How to install bash as your login shell The basics of interactive shell use, including UNIX file and directory structures, standard I/O, and background jobs Command line editing, history substitution, and key bindings How to customize your shell environment without programming The nuts and bolts of basic shell programming, flow control structures, command-line options and typed variables Process handling, from job control to processes, coroutines and subshells Debugging techniques, such as trace and verbose modes Techniques for implementing system-wide shell customization and features related to system security This soup-to-nuts collection of recipes covers everything you need to know to perform your job as a Linux network administrator, whether you're new to the job or have years of experience. With Linux Networking Cookbook, you'll dive straight into the gnarly hands-on work of building and maintaining a computer network. Running a network doesn't mean you have all the answers. Networking is a complex subject with reams of reference material that's difficult to keep straight, much less remember. If you want a book that lays out the steps for specific tasks, that clearly explains the commands and configurations, and does not tax your patience with endless ramblings and meanderings into theory and obscure RFCs, this is the book for you. You will find recipes for: Building a gateway, firewall, and wireless access point on a Linux network Building a VoIP server with Asterisk Secure remote administration with SSH Building secure VPNs with OpenVPN, and a Linux PPTP VPN server Single sign-on with Samba for mixed Linux/Windows LANs Centralized network directory with OpenLDAP Network monitoring with Nagios or MRTG Getting acquainted with IPv6 Setting up hands-free networks installations of new systems Linux system administration via serial console And a lot more. Each recipe includes a clear, hands-on solution with tested code, plus a discussion on why it works. When you need to solve a network problem without delay, and don't have the time or patience to comb through reference books or the Web for answers, Linux Networking Cookbook gives you exactly what you need.

A detailed introduction to the C programming language for experienced programmers. The world runs on code written in the C programming language, yet most schools begin the curriculum with Python or Java. Effective C bridges this gap and brings C into the modern era--covering the modern C17 Standard as well as potential C2x features. With the aid of this instant classic, you'll soon be writing professional, portable, and secure C programs to power robust systems and solve real-world problems. Robert C. Seacord introduces C and the C Standard Library while addressing best practices, common errors, and open debates in the C community. Developed together with other C Standards committee experts, Effective C will teach you how to debug, test, and analyze C programs. You'll benefit from Seacord's concise explanations of C language constructs and behaviors, and from his 40 years of coding experience. You'll learn:

- How to identify and handle undefined behavior in a C program
- The range and representations of integers and floating-point values
- How dynamic memory allocation works and how to use nonstandard functions
- How to use character encodings and types
- How to perform I/O with terminals and filesystems using C Standard streams and POSIX file descriptors
- How to understand the C compiler's translation phases and the role of the preprocessor
- How to test, debug, and analyze C programs

Effective C will teach you how to write professional, secure, and portable C code that will stand the test of time and help strengthen the foundation of the computing world.

Linux® is being adopted by an increasing number of embedded systems developers, who have been won over by its sophisticated scheduling and networking, its cost-free license, its open

development model, and the support offered by rich and powerful programming tools. While there is a great deal of hype surrounding the use of Linux in embedded systems, there is not a lot of practical information. *Building Embedded Linux Systems* is the first in-depth, hard-core guide to putting together an embedded system based on the Linux kernel. This indispensable book features arcane and previously undocumented procedures for:

- Building your own GNU development toolchain
- Using an efficient embedded development framework
- Selecting, configuring, building, and installing a target-specific kernel
- Creating a complete target root filesystem
- Setting up, manipulating, and using solid-state storage devices
- Installing and configuring a bootloader for the target
- Cross-compiling a slew of utilities and packages
- Debugging your embedded system using a plethora of tools and techniques

Details are provided for various target architectures and hardware configurations, including a thorough review of Linux's support for embedded hardware. All explanations rely on the use of open source and free software packages. By presenting how to build the operating system components from pristine sources and how to find more documentation or help, this book greatly simplifies the task of keeping complete control over one's embedded operating system, whether it be for technical or sound financial reasons. Author Karim Yaghmour, a well-known designer and speaker who is responsible for the Linux Trace Toolkit, starts by discussing the strengths and weaknesses of Linux as an embedded operating system. Licensing issues are included, followed by a discussion of the basics of building embedded Linux systems. The configuration, setup, and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered. uClibc, BusyBox, U-Boot, OpenSSH, tftpd, tftp, strace, and gdb are among the packages discussed.

“For an engineer determined to refine and secure Internet operation or to explore alternative solutions to persistent problems, the insights provided by this book will be invaluable.” —Vint Cerf, Internet pioneer

TCP/IP Illustrated, Volume 1, Second Edition, is a detailed and visual guide to today's TCP/IP protocol suite. Fully updated for the newest innovations, it demonstrates each protocol in action through realistic examples from modern Linux, Windows, and Mac OS environments. There's no better way to discover why TCP/IP works as it does, how it reacts to common conditions, and how to apply it in your own applications and networks. Building on the late W. Richard Stevens' classic first edition, author Kevin R. Fall adds his cutting-edge experience as a leader in TCP/IP protocol research, updating the book to fully reflect the latest protocols and best practices. He first introduces TCP/IP's core goals and architectural concepts, showing how they can robustly connect diverse networks and support multiple services running concurrently. Next, he carefully explains Internet addressing in both IPv4 and IPv6 networks. Then, he walks through TCP/IP's structure and function from the bottom up: from link layer protocols—such as Ethernet and Wi-Fi—through network, transport, and application layers. Fall thoroughly introduces ARP, DHCP, NAT, firewalls, ICMPv4/ICMPv6, broadcasting, multicasting, UDP, DNS, and much more. He offers extensive coverage of reliable transport and TCP, including connection management, timeout, retransmission, interactive data flow, and congestion control. Finally, he introduces the basics of security and cryptography, and illuminates the crucial modern protocols for protecting security and privacy, including EAP, IPsec, TLS, DNSSEC, and DKIM. Whatever your TCP/IP experience, this book will help you gain a deeper, more intuitive understanding of the entire protocol suite so you can build better applications and run more reliable, efficient networks. Learn how to secure your system and implement QoS using real-world scenarios for networks of all sizes.

Over the last few years, Linux has grown both as an operating system and a tool for personal and business use. Simultaneously becoming more user friendly and more powerful as a back-end system, Linux has achieved new plateaus: the newer filesystems have solidified, new commands and tools have appeared and become standard, and the desktop—including new

desktop environments--have proved to be viable, stable, and readily accessible to even those who don't consider themselves computer gurus. Whether you're using Linux for personal software projects, for a small office or home office (often termed the SOHO environment), to provide services to a small group of colleagues, or to administer a site responsible for millions of email and web connections each day, you need quick access to information on a wide range of tools. This book covers all aspects of administering and making effective use of Linux systems. Among its topics are booting, package management, and revision control. But foremost in Linux in a Nutshell are the utilities and commands that make Linux one of the most powerful and flexible systems available. Now in its fifth edition, Linux in a Nutshell brings users up-to-date with the current state of Linux. Considered by many to be the most complete and authoritative command reference for Linux available, the book covers all substantial user, programming, administration, and networking commands for the most common Linux distributions. Comprehensive but concise, the fifth edition has been updated to cover new features of major Linux distributions. Configuration information for the rapidly growing commercial network services and community update services is one of the subjects covered for the first time. But that's just the beginning. The book covers editors, shells, and LILO and GRUB boot options. There's also coverage of Apache, Samba, Postfix, sendmail, CVS, Subversion, Emacs, vi, sed, gawk, and much more. Everything that system administrators, developers, and power users need to know about Linux is referenced here, and they will turn to this book again and again.

Presents an overview of kernel configuration and building for version 2.6 of the Linux kernel. This introduction to networking on Linux now covers firewalls, including the use of ipchains and Netfilter, masquerading, and accounting. Other new topics in this second edition include Novell (NCP/IPX) support and INN (news administration).

Learn to develop customized device drivers for your embedded Linux system About This Book Learn to develop customized Linux device drivers Learn the core concepts of device drivers such as memory management, kernel caching, advanced IRQ management, and so on.

Practical experience on the embedded side of Linux Who This Book Is For This book will help anyone who wants to get started with developing their own Linux device drivers for embedded systems. Embedded Linux users will benefit highly from this book. This book covers all about device driver development, from char drivers to network device drivers to memory management. What You Will Learn Use kernel facilities to develop powerful drivers Develop drivers for widely used I2C and SPI devices and use the regmap API Write and support devicetree from within your drivers Program advanced drivers for network and frame buffer devices Delve into the Linux irqdomain API and write interrupt controller drivers Enhance your skills with regulator and PWM frameworks Develop measurement system drivers with IIO framework Get the best from memory management and the DMA subsystem Access and manage GPIO subsystems and develop GPIO controller drivers In Detail Linux kernel is a complex, portable, modular and widely used piece of software, running on around 80% of servers and embedded systems in more than half of devices throughout the World. Device drivers play a critical role in how well a Linux system performs. As Linux has turned out to be one of the most popular operating systems used, the interest in developing proprietary device drivers is also increasing steadily. This book will initially help you understand the basics of drivers as well as prepare for the long journey through the Linux Kernel. This book then covers drivers development based on various Linux subsystems such as memory management, PWM, RTC, IIO, IRQ management, and so on. The book also offers a practical approach on direct memory access and network device drivers. By the end of this book, you will be comfortable with the concept of device driver development and will be in a position to write any device driver from scratch using the latest kernel version (v4.13 at the time of writing this book). Style and approach A set of engaging examples to develop Linux device drivers

Provides a definitive resource for those who want to support computer peripherals under the Linux operating system, explaining how to write a driver for a broad spectrum of devices, including character devices, network interfaces, and block devices. Original. (Intermediate). If you've ever wondered how Linux carries out the complicated tasks assigned to it by the IP protocols -- or if you just want to learn about modern networking through real-life examples -- Understanding Linux Network Internals is for you. Like the popular O'Reilly book, Understanding the Linux Kernel, this book clearly explains the underlying concepts and teaches you how to follow the actual C code that implements it. Although some background in the TCP/IP protocols is helpful, you can learn a great deal from this text about the protocols themselves and their uses. And if you already have a base knowledge of C, you can use the book's code walkthroughs to figure out exactly what this sophisticated part of the Linux kernel is doing. Part of the difficulty in understanding networks -- and implementing them -- is that the tasks are broken up and performed at many different times by different pieces of code. One of the strengths of this book is to integrate the pieces and reveal the relationships between far-flung functions and data structures. Understanding Linux Network Internals is both a big-picture discussion and a no-nonsense guide to the details of Linux networking. Topics include: Key problems with networking Network interface card (NIC) device drivers System initialization Layer 2 (link-layer) tasks and implementation Layer 3 (IPv4) tasks and implementation Neighbor infrastructure and protocols (ARP) Bridging Routing ICMP Author Christian Benvenuti, an operating system designer specializing in networking, explains much more than how Linux code works. He shows the purposes of major networking features and the trade-offs involved in choosing one solution over another. A large number of flowcharts and other diagrams enhance the book's understandability.

This unique Linux networking tutorial reference provides students with a practical overview and understanding of the implementation of networking protocols in the Linux kernel. By gaining a familiarity with the Linux kernel architecture, students can modify and enhance the functionality of protocol instances. -- Provided by publisher.

Benvenuti describes the relationship between the Internet's TCP/IP implementation and the Linux Kernel so that programmers and advanced administrators can modify and fine-tune their network environment.

Firewalls, Network Address Translation (NAT), network logging and accounting are all provided by Linux's Netfilter system, also known by the name of the command used to administer it, iptables. The iptables interface is the most sophisticated ever offered on Linux and makes Linux an extremely flexible system for any kind of network filtering you might do. Large sets of filtering rules can be grouped in ways that makes it easy to test them and turn them on and off. Do you watch for all types of ICMP traffic--some of them quite dangerous? Can you take advantage of stateful filtering to simplify the management of TCP connections? Would you like to track how much traffic of various types you get? This pocket reference will help you at those critical moments when someone asks you to open or close a port in a hurry, either to enable some important traffic or to block an attack. The book will keep the subtle syntax straight and help you remember all the values you have to enter in order to be as secure as possible. The book has an introductory section that describes applications, followed by a reference/encyclopaedic section with all the matches and targets arranged alphabetically.

Learn how to write high-quality kernel module code, solve common Linux kernel programming issues, and understand the fundamentals of Linux kernel internals Key Features Discover how to write kernel code using the Loadable Kernel Module framework Explore industry-grade techniques to perform efficient memory allocation and data synchronization within the kernel Understand the essentials of key internals topics such as kernel architecture, memory management, CPU scheduling, and kernel

synchronization Book Description Linux Kernel Programming is a comprehensive introduction for those new to Linux kernel and module development. This easy-to-follow guide will have you up and running with writing kernel code in next-to-no time. This book uses the latest 5.4 Long-Term Support (LTS) Linux kernel, which will be maintained from November 2019 through to December 2025. By working with the 5.4 LTS kernel throughout the book, you can be confident that your knowledge will continue to be valid for years to come. This Linux book begins by showing you how to build the kernel from the source. Next, you'll learn how to write your first kernel module using the powerful Loadable Kernel Module (LKM) framework. The book then covers key kernel internals topics including Linux kernel architecture, memory management, and CPU scheduling. Next, you'll delve into the fairly complex topic of concurrency within the kernel, understand the issues it can cause, and learn how they can be addressed with various locking technologies (mutexes, spinlocks, atomic, and refcount operators). You'll also benefit from more advanced material on cache effects, a primer on lock-free techniques within the kernel, deadlock avoidance (with lockdep), and kernel lock debugging techniques. By the end of this kernel book, you'll have a detailed understanding of the fundamentals of writing Linux kernel module code for real-world projects and products. What you will learn Write high-quality modular kernel code (LKM framework) for 5.x kernels Configure and build a kernel from source Explore the Linux kernel architecture Get to grips with key internals regarding memory management within the kernel Understand and work with various dynamic kernel memory alloc/dealloc APIs Discover key internals aspects regarding CPU scheduling within the kernel Gain an understanding of kernel concurrency issues Find out how to work with key kernel synchronization primitives Who this book is for This book is for Linux programmers beginning to find their way with Linux kernel development. Linux kernel and driver developers looking to overcome frequent and common kernel development issues, as well as understand kernel internals, will benefit from this book. A basic understanding of Linux CLI and C programming is required.

UNIX, UNIX LINUX & UNIX TCL/TK. Write software that makes the most effective use of the Linux system, including the kernel and core system libraries. The majority of both Unix and Linux code is still written at the system level, and this book helps you focus on everything above the kernel, where applications such as Apache, bash, cp, vim, Emacs, gcc, gdb, glibc, ls, mv, and X exist. Written primarily for engineers looking to program at the low level, this updated edition of Linux System Programming gives you an understanding of core internals that makes for better code, no matter where it appears in the stack. -- Provided by publisher.

This is the eBook version of the print title. Note that only the Amazon Kindle version or the Premium Edition eBook and Practice Test available on the Pearson IT Certification web site come with the unique access code that allows you to use the practice test software that accompanies this book. All other eBook versions do not provide access to the practice test software that accompanies the print book. Access to the companion web site is available through product registration at Pearson IT Certification; or see instructions in back pages of your eBook. Learn, prepare, and practice for CompTIA Network+ N10-007 exam success with this CompTIA approved Cert Guide from Pearson IT Certification, a leader in IT Certification learning and a CompTIA Authorized Platinum Partner. Master CompTIA Network+ N10-007 exam topics Assess your

knowledge with chapter-ending quizzes Review key concepts with exam preparation tasks Practice with realistic exam questions Learn from more than 60 minutes of video mentoring CompTIA Network+ N10-007 Cert Guide is a best-of-breed exam study guide. Best-selling author and expert instructor Anthony Sequeira shares preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. Material is presented in a concise manner, focusing on increasing your understanding and retention of exam topics. The book presents you with an organized test preparation routine through the use of proven series elements and techniques. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. Review questions help you assess your knowledge, and a final preparation chapter guides you through tools and resources to help you craft your final study plan. The companion website contains a host of tools to help you prepare for the exam, including: The powerful Pearson Test Prep practice test software, complete with hundreds of exam-realistic questions. The assessment engine offers you a wealth of customization options and reporting features, laying out a complete assessment of your knowledge to help you focus your study where it is needed most. More than 60 minutes of personal video mentoring 40 performance-based exercises to help you prepare for the performance-based questions on the exam The CompTIA Network+ N10-007 Hands-on Lab Simulator Lite software, complete with meaningful exercises that help you hone your hands-on skills An interactive Exam Essentials appendix that quickly recaps all major chapter topics for easy reference A key terms glossary flash card application Memory table review exercises and answers A study planner to help you organize and optimize your study time A 10% exam discount voucher (a \$27 value!) Well-regarded for its level of detail, assessment features, and challenging review questions and exercises, this CompTIA approved study guide helps you master the concepts and techniques that will enable you to succeed on the exam the first time. The CompTIA approved study guide helps you master all the topics on the Network+ exam, including: Computer networks and the OSI model Network components Ethernet IP addressing Routing traffic Wide Area Networks (WANs) Wireless Technologies Network performance Command-line utilities Network management Network policies and best practices Network security Troubleshooting Pearson Test Prep system requirements: Online: Browsers: Chrome version 40 and above; Firefox version 35 and above; Safari version 7; Internet Explorer 10, 11; Microsoft Edge; Opera. Devices: Desktop and laptop computers, tablets running on Android and iOS, smartphones with a minimum screen size of 4.7". Internet access required. Offline: Windows 10, Windows 8.1, Windows 7; Microsoft .NET Framework 4.5 Client; Pentium-class 1 GHz processor (or equivalent); 512 MB RAM; 650 MB disk space plus 50 MB for each downloaded practice exam; access to the Internet to register and download exam databases Lab Simulator Minimum System Requirements: Windows: Microsoft Windows 10, Windows 8.1, Windows 7 with SP1; Intel Pentium III or faster; 512 MB RAM (1GB recommended); 1.5 GB hard disk space; 32-bit color depth at 1024x768 resolution Mac: Apple macOS 10.13, 10.12, 10.11, 10.10; Intel Core Duo 1.83 Ghz or faster; 512 MB RAM (1 GB recommended); 1.5 GB hard disk space; 32-bit color depth at 1024x768 resolution Other applications installed during installation: Adobe AIR 3.8; Captive JRE 6 Unlike some operating systems, Linux doesn't try to hide the important bits from you—it

gives you full control of your computer. But to truly master Linux, you need to understand its internals, like how the system boots, how networking works, and what the kernel actually does. In this completely revised second edition of the perennial best seller *How Linux Works*, author Brian Ward makes the concepts behind Linux internals accessible to anyone curious about the inner workings of the operating system. Inside, you'll find the kind of knowledge that normally comes from years of experience doing things the hard way. You'll learn: –How Linux boots, from boot loaders to init implementations (systemd, Upstart, and System V) –How the kernel manages devices, device drivers, and processes –How networking, interfaces, firewalls, and servers work –How development tools work and relate to shared libraries –How to write effective shell scripts You'll also explore the kernel and examine key system tasks inside user space, including system calls, input and output, and filesystems. With its combination of background, theory, real-world examples, and patient explanations, *How Linux Works* will teach you what you need to know to solve pesky problems and take control of your operating system.

Find an introduction to the architecture, concepts and algorithms of the Linux kernel in *Professional Linux Kernel Architecture*, a guide to the kernel sources and large number of connections among subsystems. Find an introduction to the relevant structures and functions exported by the kernel to userland, understand the theoretical and conceptual aspects of the Linux kernel and Unix derivatives, and gain a deeper understanding of the kernel. Learn how to reduce the vast amount of information contained in the kernel sources and obtain the skills necessary to understand the kernel sources.

Twenty five years ago, as often happens in our industry, pundits laughed at and called Linux a joke. To say that view has changed is a massive understatement. This book will cement for you both the conceptual 'why' and the practical 'how' of systems programming on Linux, and covers Linux systems programming on the latest 4.x kernels.

From Charles M. Kozierok, the creator of the highly regarded www.pcguide.com, comes *The TCP/IP Guide*. This completely up-to-date, encyclopedic reference on the TCP/IP protocol suite will appeal to newcomers and the seasoned professional alike. Kozierok details the core protocols that make TCP/IP internetworks function and the most important classic TCP/IP applications, integrating IPv6 coverage throughout. Over 350 illustrations and hundreds of tables help to explain the finer points of this complex topic. The book's personal, user-friendly writing style lets readers of all levels understand the dozens of protocols and technologies that run the Internet, with full coverage of PPP, ARP, IP, IPv6, IP NAT, IPSec, Mobile IP, ICMP, RIP, BGP, TCP, UDP, DNS, DHCP, SNMP, FTP, SMTP, NNTP, HTTP, Telnet, and much more. *The TCP/IP Guide* is a must-have addition to the libraries of internetworking students, educators, networking professionals, and those working toward certification.

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