

MutekH quick start guide for SoCLib platform

This quickstart guide only present 2 target plaforms among those supported by MutekH. These platforms are linux/darwin user process and the SoCLib hardware simulator. Other supported platforms are multiprocessors IBMPC/x86 and some micro-controllers.



MutekH can be compiled for Mips, Arm, PowerPC, x86 and Avr porcessors.

MutekH configurations

The MutekH kernel source code is fully configurable and can be tweaked to adapt hardware platform and application needs. Configuration is handled by a dedicated tool which check dependencies and other relationships between the large set of available configuration tokens.

This document present two source code configurations:

1. A first MutekH build designed to run embedded in a unix process.



This is the simplest way to have MutekH running as it does not need extra hardware or simulator. It enables running MutekH natively on the host processor. This configuration suffer from several limitations regarding available peripheral, but it is usefull to test and debug algorithms.



The first example below show how to run MutekH using this configuration.

2. The second example below explain how to setup a SoCLib hardware simulator with 4 RISC processor (Mips, Arm or PowerPC).



Part 1 : Running MutekH in a UNIX process

This first example only require to get the MutekH source code.

Getting the sources

```
svn co -r 1024 https://www-asim.lip6.fr/svn/mutekh/trunk/mutekh
```

Source tree is organized this way:

```
mutekh
|-- arch           contains hardware platforms modules for hexo
|-- cpu           contains processors modules for hexo
|-- doc           documentation
|-- drivers       device and filesystem drivers
|-- examples      Test and example programs
```

```

|-- gpct          container library, available as a separate project
|-- hexo         Hexo hardware abstraction layer
|-- libc         standard C library
|-- libm         standard math library
|-- libnetwork   network stack
|-- libpthread   posix thread library
|-- libvfs       virtual File System
|-- mutek        hardware independant kernel code
|-- scripts      build system scripts
`-- tools        some usefull tools

```

More directories are actually available with other libraries and features.

Writing the example source code

Note: This example is available directly from `examples/hello` in source tree.

- Creating a new modules directory

```

mkdir hello
cd hello

```

- Writing the source code in `hello.c`

```

#include <pthread.h>

pthread_mutex_t m;
pthread_t a, b;

void *f(void *param)
{
    while (1)
    {
        pthread_mutex_lock(&m);
        printf("(%i) %s", cpu_id(), param);
        pthread_mutex_unlock(&m);
        pthread_yield();
    }
}

int main()
{
    pthread_mutex_init(&m, NULL);
    pthread_create(&a, NULL, f, "Hello ");
    pthread_create(&b, NULL, f, "World\n");
}

```

- Writing the Makefile

```

objs = hello.o

```

Writing the MutekH configuration file

Our configuration file is named `hello/config_emu`. Details about configuration file is explained later. This configuration file describe the following things:

- The application license, used to check license consistency for modules in use,
- The target hardware platform and processor
- Use of the POSIX threads library
- Use of terminal output

- Declaration of a new "hello" modules

The MutekH source code is split in modules. We now have to declare our new module to have it compiled along with the kernel by the build system. As modules may be located out of the source tree, we have to specify the module directory.

```
# Application license
CONFIG_LICENSE_APP_LGPL

# Platform types
CONFIG_ARCH_EMU

# Processor types
CONFIG_CPU_X86_EMU

# Mutek features
CONFIG_PTHREAD
CONFIG_MUTEK_CONSOLE

# Device drivers
CONFIG_DRIVER_CHAR_EMUTTY

# Code compilation options
CONFIG_COMPILE_DEBUG

# New source code module to be compiled
CONFIG_MODULES hello:%CONFIGPATH
```

Compiling the application along with MutekH

Simply type:

```
make CONF=hello/config_emu
```

Once the compilation process has finished, the executable binary is available:

```
kernel-emu-x86-emu.out
```

Execution

Simply execute the program as a normal unix executable:

```
$ ./kernel-emu-x86-emu.out
(0) Hello (0) World
(0) Hello (0) World
(0) Hello (0) World
(0) Hello (0) World
...
```

Part2 : Running MutekH in a multiprocessor SoCLib simulator

Getting SoCLib

We now need to have a working SoCLib install. SoCLib installation is explained here:

[?https://www.soclib.fr/trac/dev/wiki/InstallationNotes](https://www.soclib.fr/trac/dev/wiki/InstallationNotes)

SoCLib platform description

The SoCLib source tree contains a platform dedicated to this tutorial:
`soclib/soclib/platform/topcells/caba-vgmn-mutekh_tutorial/`.

Getting the cross-compilers

You can rely on the `tools/crossgen.mk` script which comes along with MutekH to build some GNU cross-toolchains:

```
$ tools/crossgen.mk
$ tools/crossgen.mk all TARGET=mipsel-unknown-elf
```

MutekH Configuration

Note: This example is readily available in the `examples/hello` directory in the MutekH source tree.

The MutekH configuration for the 4 Mips processors platform is in the `trunk/mutekh/examples/hello/config_soclib_mipsel` file.

You may have noticed the processor definition change: we are now building for a 4 little-endian Mips processors platform.

Have a look to the [BuildSystem](#) page for more information about configuration system and configuration file format. The [?MutekH API reference manual](#) describes all available configuration tokens.

Platform description

This hardware platform uses now hardware enumeration (plug and play), so the `CONFIG_ARCH_DEVICE_TREE` token is defined in the configuration file. It will let the kernel get the platform layout description from a [FlattenedDeviceTree](#) which will be built-in.

Therefore, we have to provide the platform description [FlattenedDeviceTree](#) and add it to the Makefile to have it compiled in. The `hello/Makefile` file must contain:

```
objs = hello.o platform-mips.o
```

The current [FlattenedDeviceTree](#) source file is `trunk/mutekh/examples/hello/platform-mips.dts`.

Compiling the application along with MutekH

The MutekH kernel and the application may be built out of the source tree.

Change to the SoCLib platform directory and apply the following steps to experiment with out of tree compilation. You have to setup the following variables:

```
MUTEKH_DIR
    Path to MutekH source tree
APP
    Path to application source
CONFIG
```

MutekH configuration file name

```
$ cd soclib/soclib/platform/topcells/caba-vgmn-mutekh_tutorial
$ make MUTEKH_DIR=~/.mutekh/ APP=~/.mutekh/examples/hello CONFIG=config_soclib_mipsel all
```

This will build the MutekH kernel along with the application. You can still build MutekH separately as explained in the first part. The simulator can then be built using:

```
$ cd soclib/soclib/platform/topcells/caba-vgmn-mutekh_tutorial
$ make system.x
```

Execution

The simulator needs the MutekH executable file name and the processor type and the number of processors of this type:

```
$ ./system.x mutekh/kernel-soclib-mips.out:mips32:4
```

You may want to refer to other articles and documents available from the main page to go further with MutekH.

The [?SoCLib](#) home page provides a livecd image with more advanced examples ready to compile and run. These examples are using older MutekH revisions though.