

# MP0: Setting Up a Kernel Development Environment

CS 423: Operating System Design
Fall 2025

## **Important Dates**

- MP0 is released today.
- The due date is 9/16.
- MP0 will cost you from several minutes to a few hours, depends on your machine's performance.



### Goals

- In this MP you will learn to download, compile, and test your own kernel.
- You will configure your development environment for upcoming MPs.
- The kernel source code will be a helpful reference.



# What you need

- A Linux environment to compile your kernel.
- You can either use a bare-metal machine or a VM.
- We will provide a QEMU script, and you will use QEMU to test it.

# **Linux VM Setup**

- If you are planning to use a bare metal machine, ignore this part.
- To setup VM, you will need a hypervisor.
- This depends on your current OS.
- Be sure that you turn on nested virtualization.

#### Windows

- Most modern Windows PCs ships with a Hyper-V hypervisor.
- It is very nasty to turn it off especially in Win11 24H2.
- In this case, we recommend WSL 2. Follow the instructions on the website.
- If you have already turned it off, you can use third-party hypervisors like
   VirtualBox, VMware Workstation.



## macOS

- If you are using Apple Silicon (ARM) based Mac, use UTM.
- If you are using Intel (x86) based Mac, there are plenty of choices like
   VirtualBox, VMware Fusion, and Parallels.



#### Linux

- You can use bare metal machine to compile and run kernel directly, or compile inside a docker container if toolchain versions mismatch.
  - (try ubuntu:jammy if you are looking for the image)
- VirtualBox, VMware Workstation are also available

#### **Install Linux VM**

- We recommend Ubuntu Server 24.04.
- Check "Install OpenSSH Server" during the installation.
- Use your favorite SSH client and terminal simulator to connect.
- May also use external editors + SSH (like VSCode).



Demo



## **Submission**

- Submit to Google Form (posted on the MP0 doc).
- dmesg | grep 'Linux version'
- Requires Illinois login.
- We will use your last submission for grading.



Q/A