

# Cut the Cost of Porting: Linux Standard Base Compliant Applications

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# What is the LSB?

- € A working group of the Free Standards Group...
  - € <http://www.freestandards.org>
  - € <http://www.linuxbase.org>
- € A Family of Specifications....
  - € SUS, SVID, FHS, X 11, OGL, ISO...
  - € It documents what exists, does not create new standards
- € What does it do?
  - € The LSB defines a binary interface for application programs that are compiled and packaged for LSB-conforming implementations
- € Why do I care?
  - € Minimizes porting costs between distributions
  - € Makes it possible to easily support multiple distributions
  - € Develop once, deploy in many environments

# Where Are We Today?

- € Specification Versions:
  - € LSB 1.1, January 2002
  - € Includes lsbappchk and other tools
  - € LSB 1.2, June 2002
  - € Architecture-specific addenda for IA-32, PPC, s390 and IA-64
- € LSB Futures
  - € Adds breadth
  - € Compiling significant additions
  - € Candidates at <http://www.linuxbase.org/futures/candidates>
- € Certification Process
  - € Defined for distros and applications
  - € Pilot program under way

# What is in the LSB Spec?

- € Two flavors:

- € gLSB: general, architecture-neutral LSB specification
- € archLSB-machine: architecture-dependent LSB specification
  - € archLSB-IA32, archLSB-PPC32, and archLSB-IA64 available

- € The sections:

- € I: intro, related standards, terminology, and such
- € II: object file formats (ELF), sections needed, symbol mapping and versioning for C/C++
- € III: dynamic linking
- € IV: base libs (libc, libm, libpthread, libdl, libcrypt, librt)
- € V: utility libs (libz, libncurses, libutil)
- € VI: graphics libs (libX11, libXext, libSM, libICE, libXt, libGL)
- € VII: package format (RPM v3) and installation
- € VIII: commands, utilities, and their options
- € IX: standard shell (bash)
- € X: users and groups
- € XI: file system layout (FHS 2.2)
- € XII: cron jobs, init scripts, conventions in init scripts

# Mechanics

- € LSB Environment:
  - € Header files
  - € Stub libraries
- € Chroot Build Environment
  - € requires sshd
  - € requires 2.4.x kernel
  - € exported users need local home directories
- € lsbcc wrapper script
- € LSB Test Suite
  - € for distros
  - € lsbappchk

# Configuring Debian

## € Update:

€ apt-get update

## € Kernel:

€ apt-get install kernel-image-2.4.18-686

## € Dependencies:

€ apt-get install libz2-1.0 libc6 libpopt0 zlib1g

## € LSB Dev Applications:

€ ftp://ftp.freestandards.org/pub/lsb/lsbdev

€ dpkg -i lsb-rpm-4.0.3-1.0.3\_i386.deb

€ dpkg -i lsbdev-base\_1.2.2\_i386.deb

€ dpkg -i lsbdev-chroot\_1.2.2\_i386.deb

## € Edit /etc/lsbdev files

## € Install lsbappchk

€ ftp://ftp.freestandards.org/pub/lsb/test\_suites/released-1.1.0/binary/application

€ alien -k lsbappchk-1.2.2-1.i386.rpm

€ dpkg -i lsbappchk\_1.2.2-1\_i386.deb

# Configuring Red Hat

- € Kernel: make sure you're using 2.4.x kernel (7.1/7.2/7.3)
- € Dependencies:
  - € install binutils, glibc-devel, openssh-server
- € Install dependencies for lsb-rpm:
  - € rpm -q gawk fileutils textutils mktemp shadow-utils
- € LSB Dev Applications:
  - € <ftp://ftp.freestandards.org/pub/lsb/lsbdev>
  - € rpm -Uvh lsb-rpm-4.0.3-1.0.3.i386.rpm
  - € rpm -Uvh lsbdev-base-1.2.2.i386.rpm
  - € rpm -Uvh lsbdev-chroot-1.2.2.i386.rpm
- € Edit /etc/lsbdev files
- € Install lsbappchk
  - € [ftp://ftp.freestandards.org/pub/lsb/test\\_suites/released-1.1.0/binary/application](ftp://ftp.freestandards.org/pub/lsb/test_suites/released-1.1.0/binary/application)
  - € rpm -Uvh lsbappchk-1.2.2-1.i386.rpm

# Run the lsbdev Environment

- € Start up the chroot environment
  - € `/etc/init.d/lsbdev { start | stop }`
- € Login to the environment:
  - € `/usr/bin/slogin -p 5436 localuser@localhost`



# Simple LSB-Compliant App

€ Simple 'hello world':

```
#include <stdio.h>
int main(int argc, char *argv[]) {
    printf ("hello world\n");
    return 0;
}
```

€ Compile it:

```
€ gcc -o hw hello.c -L/usr/lib/lsb -
  I/usr/include/lsb -Wl,--dynamic-linker=/lib/ld-
  lsb.so.1
```

€ Run it:

```
$ ./hw
hello world
```

€ Test it:

```
$ lsbappchk hw
```

# Simple Non-LSB-Compliant Application

## € Simple domain name:

```
#include <stdio.h>
#include <unistd.h>
int main(int argc, char *argv[]) {
    char domain[BUFSIZ];
    int rc;
    rc = call_my_non_lsb_getdomainname((char *)&domain, BUFSIZ);
    if (rc == 0) {
        printf ("domain is: %s\n", domain);
    }
    return rc;
}
```

## € Compile it:

```
€ lsbcc -o dn dn.c
```

€ What happens?

## € Test it:

```
$ lsbappchk dn
call_my_non_lsb_getdomainname
```

# Complex LSB-Compliant Application

€ We'll use mutt

€ Cd someplace useful, get the source

```
$ cd mutt
$ rsync -v ftp.mutt.org::mutt/mutt-1.3.27i.tar.gz .
$ tar xvzf mutt-1.3.27i.tar.gz
$ ftp ftp://space.mit.edu/pub/davis/slang/slang-1.4.5.tar.gz
$ tar xvzf slang-1.4.5.tar.gz
```

€ Build slang:

```
$ CC=lsbcc ./configure -prefix=`pwd`/install
$ make
$ make runtests
$ make install
```

€ Build mutt

```
$ echo "#undef SYS_SIGLIST_DECLARED" >> config.h
$ CC=lsbcc ./configure -with-mailpath=/var/mail \
  -with-slang=../slang-1.4.5/install
$ make
```

€ Check the results:

```
$ ldd mutt
$ lsbappchk mutt
```

# Cut the Cost of Porting: LSB Compliant Applications

# The End