

OPEN OPERATING SYSTEMS

# DISK PARTITIONING & Arch Installation

Practical exercises — from loop devices  
to Arch Linux install

fallocate · losetup · fdisk · mkfs · mount · pacstrap · grub

## Part 1

Creating filesystems

## Part 2

Mounting — visual guide

## Part 3

Arch Linux install from scratch

# Step 1 — Connect to the Lab Server

Log in via SSH from your terminal:

```
$ ssh user_name@oos.wimic.agh.edu.pl
```

**Reminder:**

Use any terminal: Linux/macOS have one built in.

Windows: use PuTTY or Windows Terminal.

**To log in to your account, use the login and password from your email.**

Then select:

Option 1 - Run the AGHOS ISO via SSH

Option 2 - Simply log in to the system.

## Step 2 — Select AGHOS Boot Menu

After logging in to the lab server, type **1** and press **Enter**.

This launches your personal QEMU virtual machine session, booted from the AGHOS ISO image.

```
005 Lab - AGH University
[1] Start AGHOS virtual machine (QEMU)
[2] Interactive shell (bash)

Choose [1/2, default 1 in 30s]: █
```

**If you select 1 (run from ISO), after AGHOS boots, you'll see the AGHOS login screen. Log in with username: aghos - No password required.**

## Step 3 — Select Language / Keyboard Layout

**Select language you want from the language menu.**

**This sets the keyboard layout for the live session.**

```
GNU GRUB version 2:2.14-1
+-----+
| AGHOS Live DE
| *AGHOS Live EN
| AGHOS Live ES
| AGHOS Live FR
| AGHOS Live PL
| AGHOS Live CN
| AGHOS Live (Legacy PS/2)
| AGHOS Live (No KMS)
| AGHOS Live (USB HID)
| AGHOS Live (Failsafe)
| UEFI Firmware Settings
| Reboot
+-----+
v

Use the ^ and v keys to select which entry is highlighted.
Press enter to boot the selected OS, 'e' to edit the commands
before booting or 'c' for a command-line.
The highlighted entry will be executed automatically in 3s.
```

## Step 4 — Login and Gain Root Privileges

After booting, log in as `aghos` — no password required.  
Then escalate to root:

```
$ sudo su
```

**Note:**

**Initial boot may take several minutes — the system image is pulled over the network.  
This is normal. Wait until the shell prompt appears.**

```
Booting `AGHOS Live EN`  
  
AGHOS 6.18.22-1-lts (ttyS0)  
aghos login: aghos  
[aghos@aghos ~]$ sudo su  
[root@aghos aghos]# █
```

# How the Lab Infrastructure Works

## What happens when you choose option 1:

The server starts a dedicated QEMU virtual machine for each student, booting from the AGHOS ISO. You see the boot output in your terminal because GRUB detects headless mode and routes all output via serial port.

### To end your session:

**Do NOT use exit** — that only logs you out of the shell.

Instead, shut down the VM properly:

```
$ shutdown -h now
```

Option 2 at login: plain host shell (no QEMU).

## The virtual disk:

The 100 GB `disk.img` file on the host appears as `/dev/vda` inside your QEMU session — it is your virtual hard drive.

If `disk.img` is too large to download, create a smaller image, copy only your data into it, and download that instead. Figuring out how is left as an exercise!

Each student has their own isolated QEMU session — your changes do not affect anyone else.

# Loop Devices & Partitioning

Create a virtual disk inside a file · partition it · no real hardware needed

## fallocate / dd

Create a raw file  
= our virtual disk

## losetup

Connect file to  
/dev/loop device

## fdisk / parted

Create partition  
table inside file

## kpartx / -P flag

Expose partitions  
as /dev/loop0p1...

# How to create a virtual disk file

Two tools to create a raw file of a specific size — choose one:

## Method A — fallocate (fast, recommended)

```
# Check the free space on the disk
$ df -h

$ fallocate -l 30G disk.img

# Verify size
$ ls -lh disk.img

-rw-r--r-- 1 user 2.0G disk.img

# Check it looks like raw data
$ file disk.img
disk.img: data
```

## Method B — dd (slower, fills with zeros)

```
# Create a 2 GB file filled with zeros
# bs=1M = block size, count=2048 = 2 GB
$ dd if=/dev/zero of=disk.img bs=1M count=2048

# With progress indicator
$ dd if=/dev/zero of=disk.img bs=1M count=2048 status=progress

# Result identical to fallocate
$ ls -lh disk.img
```

### fallocate -l SIZE FILE

-l = length  
Supports: K, M, G, T  
Example: -l 500M

### dd if=SRC of=DST

if=input of=output  
bs=block size  
count=num blocks

### Why 2 GB?

Large enough to hold a real OS.  
Use any size — even 500M for practice.

---

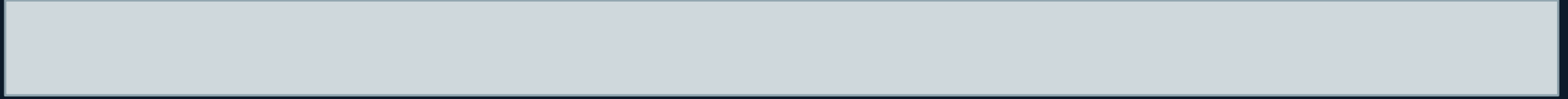
**Drive 1 (/dev/nvme0n1); 1TB (very fast SSD drive)**

**Drive 2 (/dev/nvme1n1); 1TB (very fast SSD drive)**

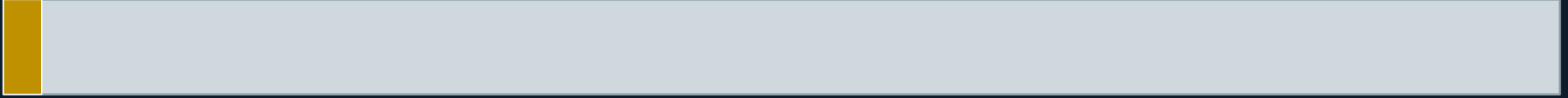
**Drive 3 (/dev/sda); 10TB (slow SATA drive - cheap but spacious)**

# Drive 1 — Partition Plan

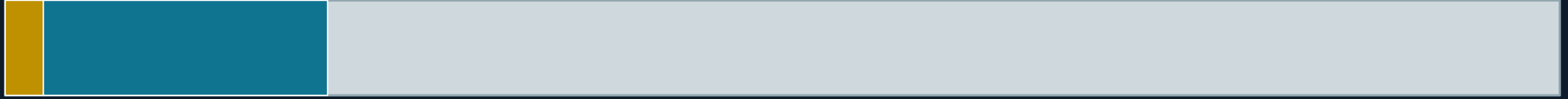
---



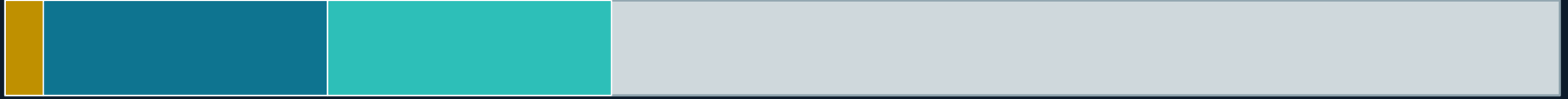
# Drive 2 — Games Partition



# Drive 3 — Media Partition



# All Drives — Partition Overview



# All Drives — Before Partitioning



# Partition Assignment Summary

**very fast SSD drive - for /boot, root (/), /var and /home**

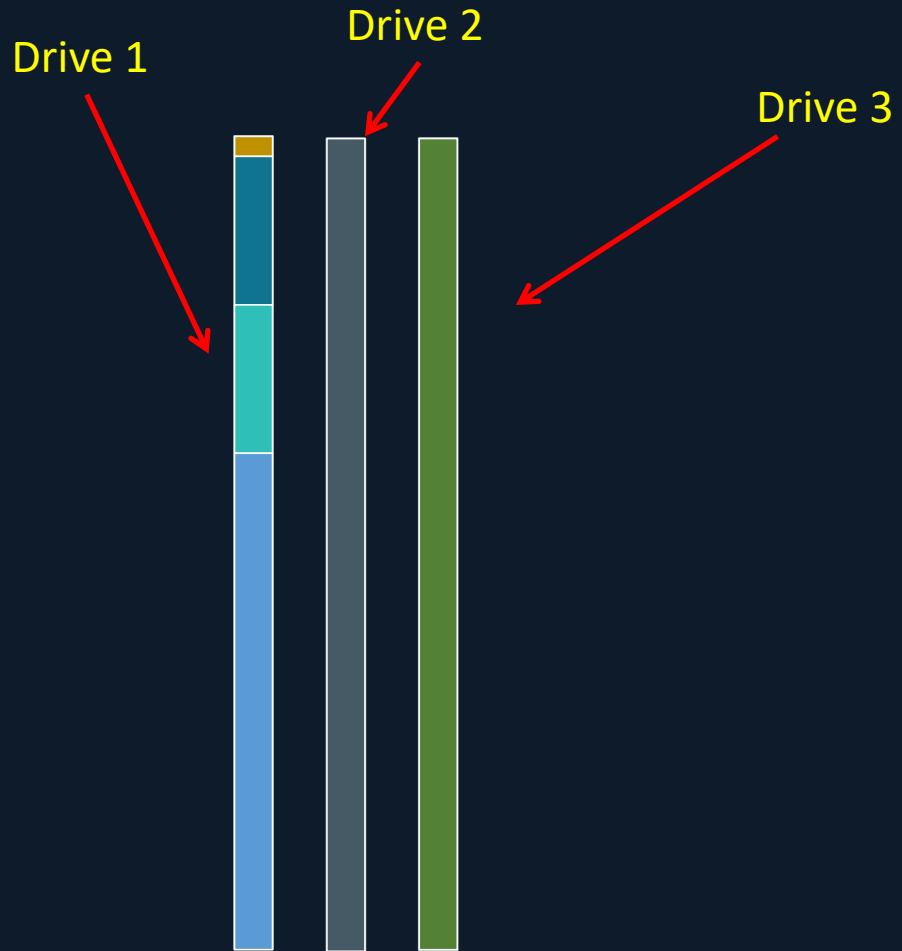


**very fast SSD drive - for /home/**user\_name**/games**



**slow SATA drive - spacious (10TB) for /home/**user\_name**/media**





# Linux Filesystem Tree — Booted Live System

Live or installed Linux



```
/
├── /bin
├── /boot
├── /etc
├── /lib
├── /mnt
├── /usr
├── /var
├── /tmp
├── /root
└── /home/
```

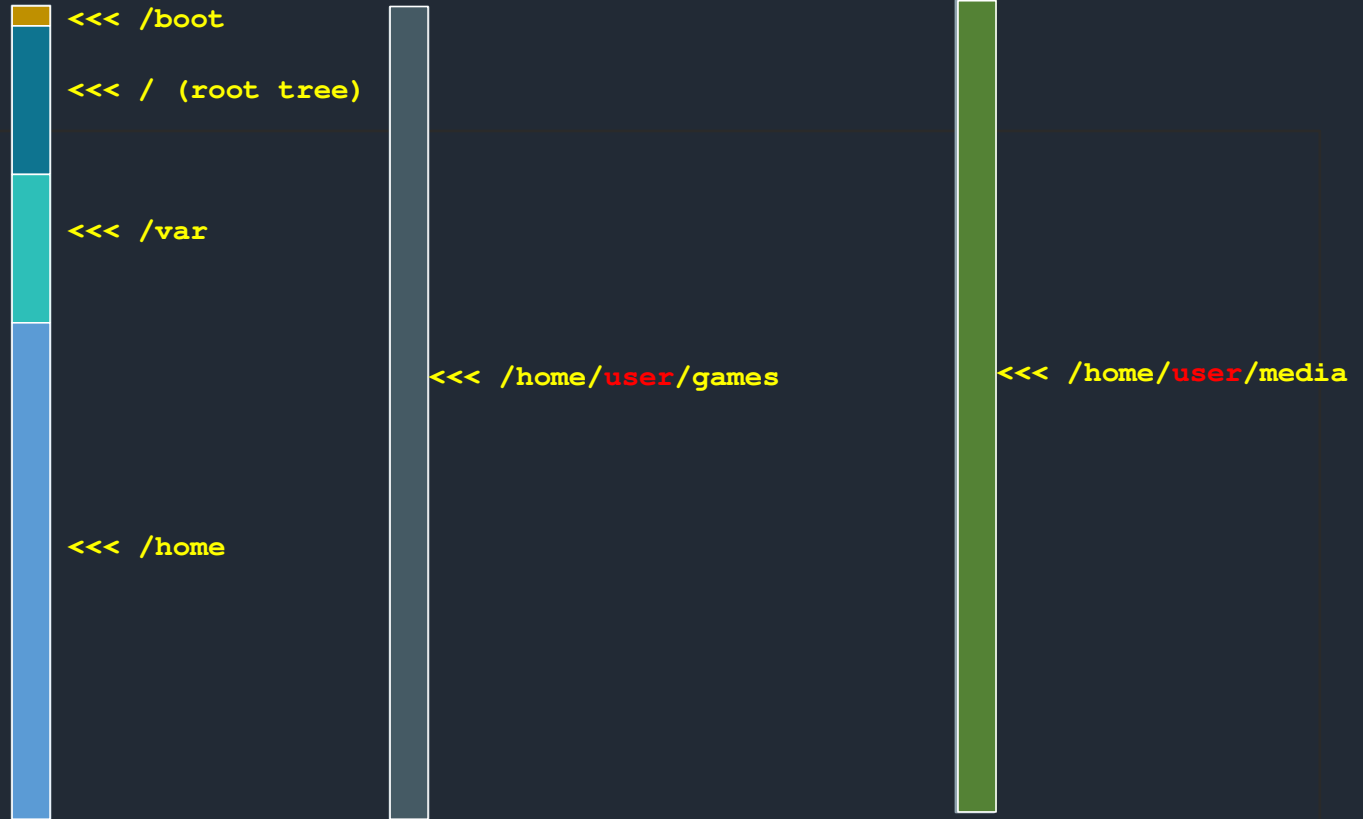
# Partition Assignment Plan

This is the partition assignment plan — no mounts have happened yet.

## Booted Live system

Live or installed Linux

```
/
├── /bin
├── /boot
├── /etc
├── /lib
├── /mnt
├── /usr
├── /var
├── /tmp
├── /root
└── /home/
```



# Two Trees — Live System vs New System

Live or installed Linux

02 / 03

```
|— /bin
|— /boot
|— /etc
|— /lib
|— /usr
|— /var
|— /tmp
|— /root
└─ /home/
```

— /mnt **New system**

```
|— /bin
|— /boot
|— /etc
|— /lib
|— /usr
|— /var
|— /tmp
|— /root
└─ /home
    |— /home/user/games
    └─ /home/user/media
```

# Step 1 — Mount Root Partition

Live or installed Linux

```

|— /bin
|— /boot
|— /etc
|— /lib
|— /mnt
|— /usr
|— /var
|— /tmp
|— /root
|— /home/

```

/mnt

New system

```

|— /
|— /boot
|— /etc
|— /lib
|— /usr
|— /var
|— /tmp
|— /root
|— /home
    |— /home/user/games
    |— /home/user/media

```

Drive 1

```

|— <<< /boot partition - /dev/nvme0n1p1
|— <<< (/) root partition - /dev/nvme0n1p2
|— <<< /var partition - /dev/nvme0n1p3
|— <<< /home partition - /dev/nvme0n1p4

```

# mount — Command Anatomy

command:

mount

device:

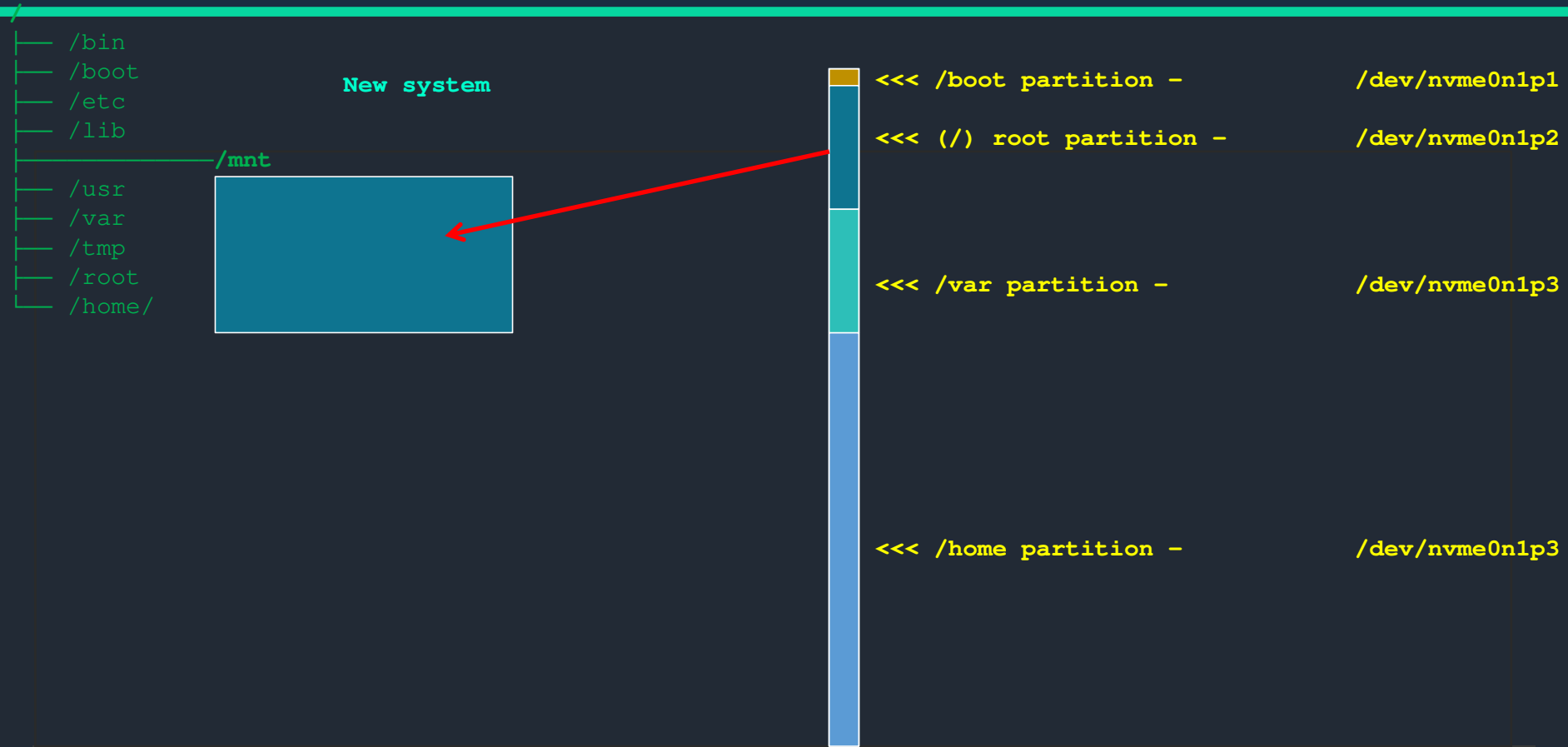
/dev/nvme0n1p2

mountpoint:

/mnt

# After Mounting Root — Empty /mnt

Live or installed Linux



# Create Mount Point Directories

Before mounting other partitions, create the necessary directories inside the already-mounted root at /mnt.

command:

mkdir

mkdir

mkdir

where:

/mnt/boot

/mnt/var

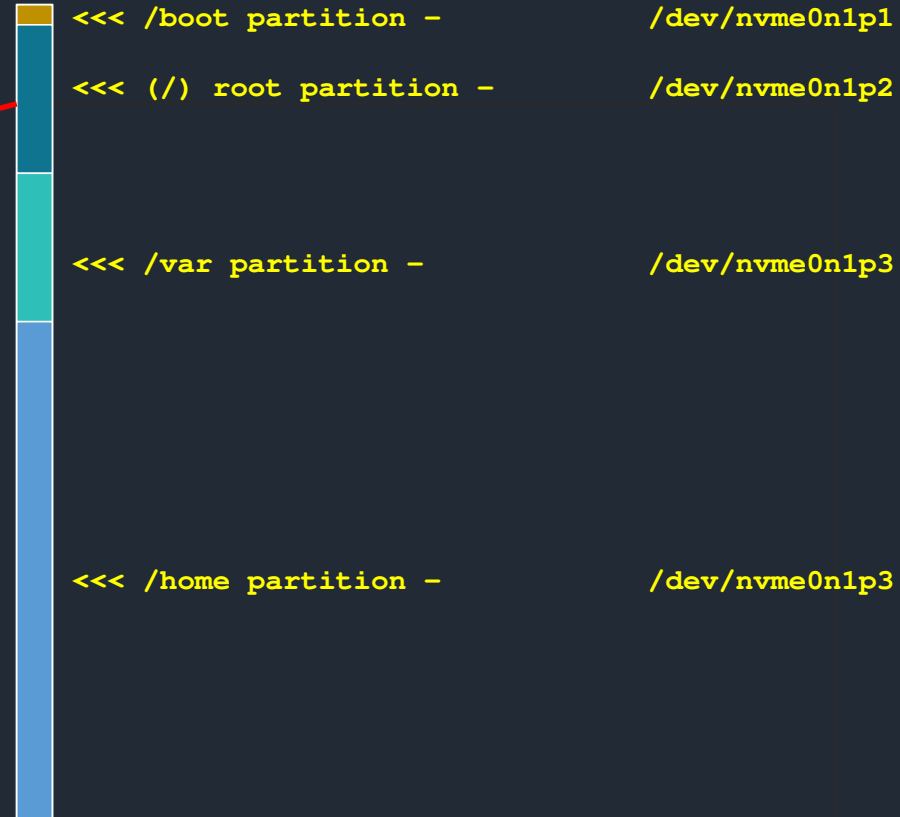
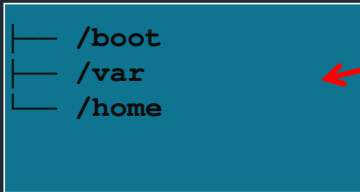
/mnt/home

# Mount Point Directories Created

Live or installed Linux

- |— /bin
- |— /boot
- |— /etc
- |— /lib
- |— /mnt
- |— /usr
- |— /var
- |— /tmp
- |— /root
- |— /home/

New system



# Mount boot, var, home Partitions

command:	device:	mountpoint:
mount	/dev/nvme0n1p1	/mnt/boot
mount	/dev/nvme0n1p3	/mnt/var
mount	/dev/nvme0n1p4	/mnt/home

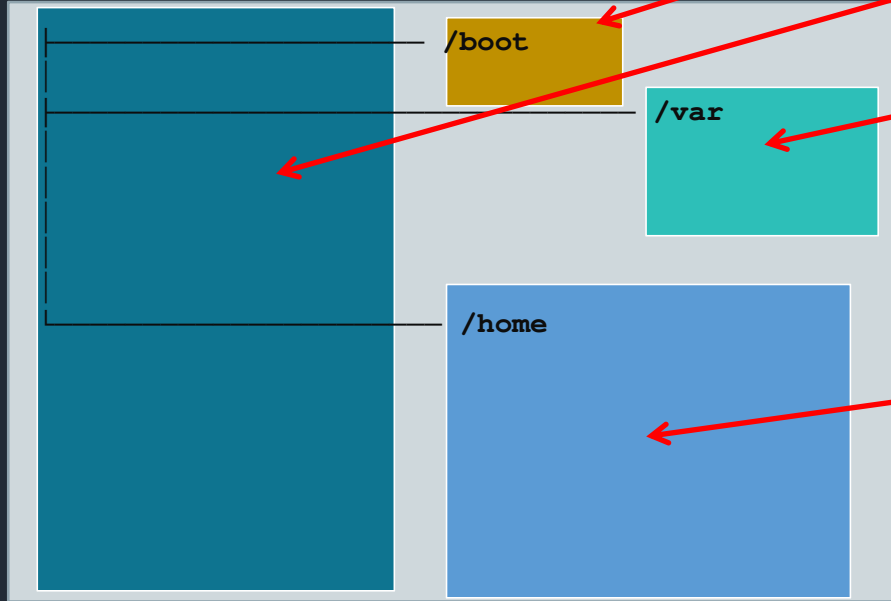
02/03

# Drive 1 Fully Mounted

Live or installed Linux

- /bin
- /boot
- /etc
- /lib
- /mnt
- /usr
- /var
- /tmp
- /root
- /home/

New system



02/03

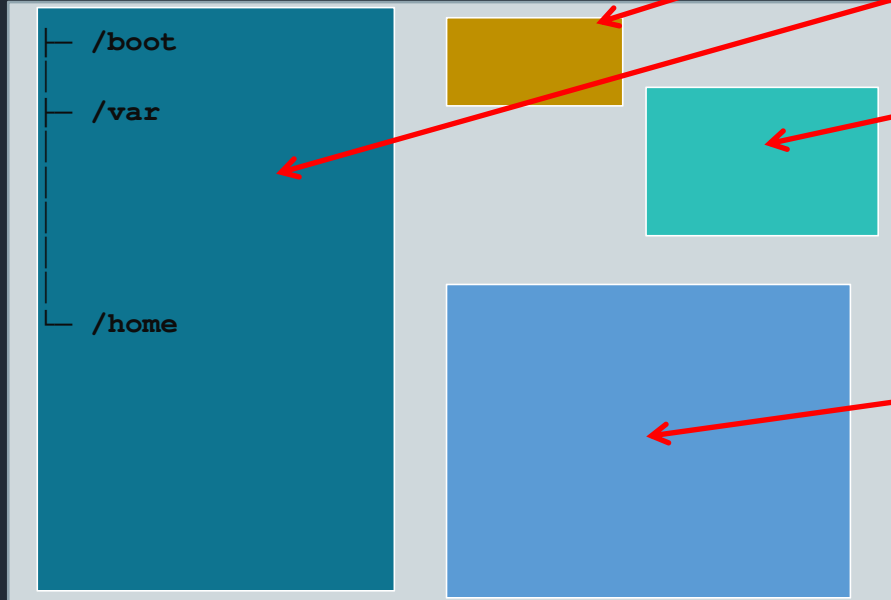
# Drive 1 Not Mounted

Live or installed Linux

/

- /bin
- /boot
- /etc
- /lib
- /mnt
- /usr
- /var
- /tmp
- /root
- /home/

New system



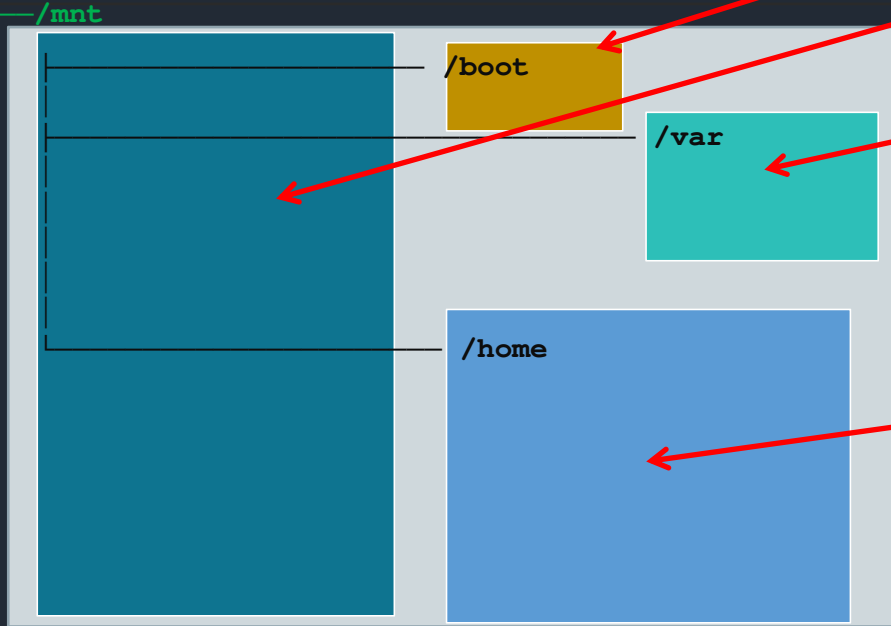
02/03

# Drive 1 Fully Mounted

Live or installed Linux

/  
|— /bin  
|— /boot  
|— /etc  
|— /lib  
|— /mnt  
|— /usr  
|— /var  
|— /tmp  
|— /root  
|— /home/

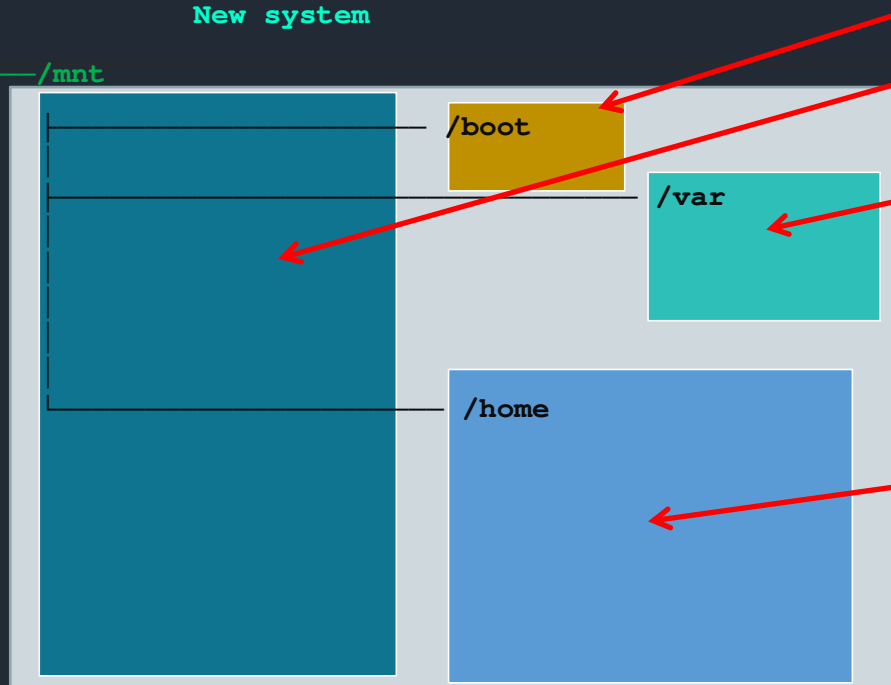
New system



# Adding Drives 2 and 3

Live or installed Linux

```
/
├── /bin
├── /boot
├── /etc
├── /lib
├── /mnt
├── /usr
├── /var
├── /tmp
├── /root
└── /home/
```



We also have two additional drives to mount inside /home — one fast NVMe for games, one large SATA for media.

# Mount /home/games and /home/media

Create mount point directories inside /home, then mount the two extra drives into them.

```
mkdir -p /mnt/home/user_name/games  
mkdir -p /mnt/home/user_name/media
```

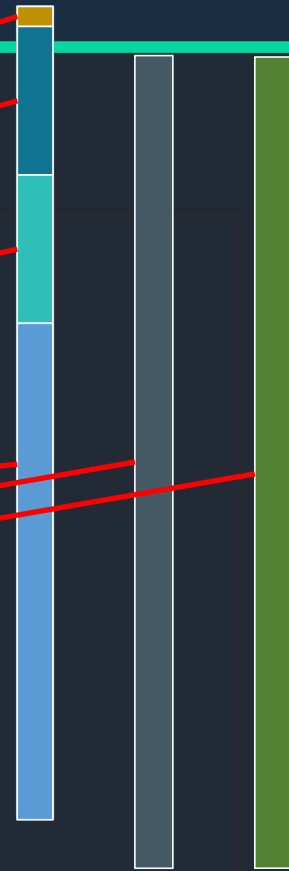
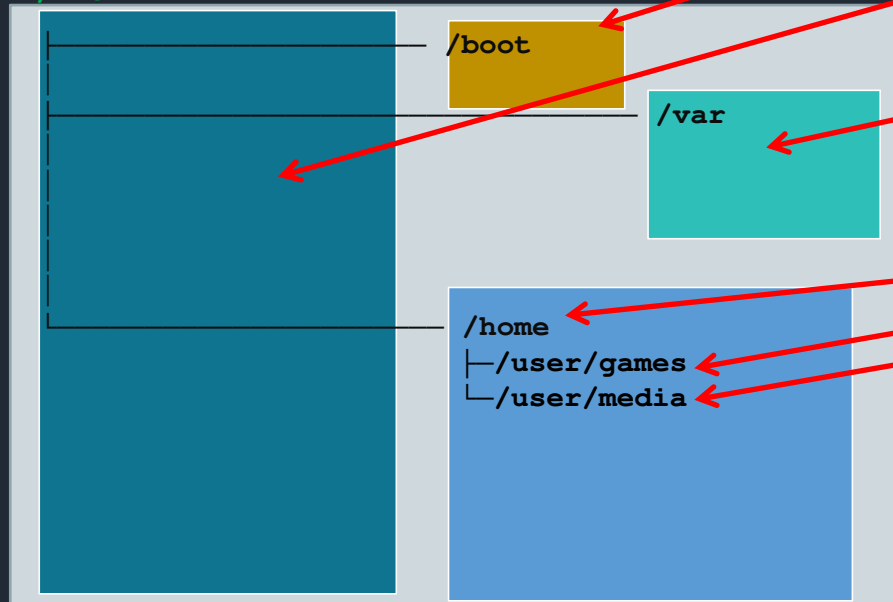
```
mount /dev/nvme1n1p1 /mnt/home/user_name/games <<< SSD drive for games  
mount /dev/sda1 /mnt/home/user_name/media <<< SATA drive for media
```

# Complete Mount Tree — All Drives

Live or installed Linux

- /
- /bin
- /boot
- /etc
- /lib
- /mnt
- /usr
- /var
- /tmp
- /root
- /home/

New system



But we have two additional drives for /home

# Ready for pacstrap

All partitions mounted — **Booted Live system** ready for pacstrap. This is what your mount tree should look like before running pacstrap.

```
├── /bin
├── /boot
├── /etc
├── /lib
├── /mnt
├── /usr
├── /var
├── /tmp
├── /root
└── /home/

├── /bin
├── /boot
├── /etc
├── /lib
├── /usr
├── /var
├── /tmp
├── /root
├── /home
│   ├── /home/user/games
│   └── /home/user/media
```

# Arch Linux Install from Scratch

loop file · partitions · filesystems · pacstrap · chroot · GRUB



# Steps 1–3: disk file, partitions, filesystems

```
# STEP 1: Create the disk file (4 GB)
$ fallocate -l 4G arch.img
# STEP 2: Attach + partition
$ sudo losetup -P --find --show arch.img
/dev/loop0
$ sudo parted -s /dev/loop0 \
    mklabel gpt \
    mkpart ESP fat32 1MiB 513MiB \
    set 1 esp on \
    mkpart primary ext4 513MiB 100%
# STEP 3: Format
# p1 = EFI System Partition (must be FAT32!)
$ sudo mkfs.vfat -F 32 /dev/loop0p1
# p2 = root filesystem
$ sudo mkfs.ext4 /dev/loop0p2
# Verify
$ lsblk -f /dev/loop0
NAME FSTYPE SIZE
loop0p1 vfat 512M
loop0p2 ext4 3.5G
```

p1	512M	EFI
		vfat

p2	3.5G	/	ext4
----	------	---	------

# Step 4: mount partitions at /mnt

Create the directory tree and mount each partition into the right place

```
# Mount root partition first
$ sudo mount /dev/loop0p2 /mnt
# Create /boot directory INSIDE the mounted root
$ sudo mkdir -p /mnt/boot
# Mount EFI partition inside
$ sudo mount /dev/loop0p1 /mnt/boot
# Verify
$ findmnt /mnt
  TARGET      SOURCE          FSTYPE  SIZE
  /mnt        /dev/loop0p2   ext4    3.5G
  /mnt/boot   /dev/loop0p1   vfat    512M
# Check space
$ df -h /mnt /mnt/boot
/dev/loop0p2 3.4G 24K 3.2G 1% /mnt
/dev/loop0p1 511M  0 511M 0% /mnt/boot
```

## MOUNT TREE

```
/mnt ← loop0p2 (ext4)
├─ boot/ ← loop0p1 (vfat)
├─ bin/
├─ etc/ ↑ created by
├─ usr/ pacstrap
└─ var/
```

⚠ Mount / (loop0p2) BEFORE creating /mnt/boot and mounting loop0p1 inside it!

# Mounting a partition inside a user home directory & /etc/fstab

## Mounting Inside User Home & /etc/fstab

How to permanently mount a partition into /home/username/directory — and configure fstab mount options

### Step 1 — Create the mount point directory

The directory must exist before mounting:

```
$ mkdir -p /home/alice/data
```

### Step 2 — Test-mount manually first

Always verify the partition works before editing fstab:

```
$ sudo mount /dev/sdb1 /home/alice/data
$ ls /home/alice/data # verify it works
$ sudo umount /home/alice/data
```

### Step 3 — Get the partition UUID

Always use UUID in fstab — device names (/dev/sdb1) can change after reboot:

```
$ blkid /dev/sdb1
/dev/sdb1: UUID="a1b2c3d4-..." TYPE="ext4"
```

### Step 4 — Add an entry to /etc/fstab

```
$ sudo nano /etc/fstab
```

### fstab entry format — 6 fields:

```
UUID=a1b2... /home/alice/data ext4 defaults,nofail 0 2
[device]      [mountpoint]      [fs] [options]      [dump]
[pass]
```

### Key mount options (field 4):

```
defaults rw, suid, dev, exec, auto, nouser, async
nofail boot succeeds even if drive is missing
noatime do not update access timestamps (faster)
uid=1000,gid=1000 force ownership (FAT32/NTFS only)
x-systemd.automount mount on first access (lazy)
```

### dump / pass fields:

```
dump = 0 (always 0 — legacy backup flag, ignored today)
pass = 0 skip fsck on boot (use for extra drives)
pass = 1 fsck root (!) first
pass = 2 fsck other partitions after root
```

### Step 5 — Test the fstab entry without rebooting

```
$ sudo mount -a # mount all fstab entries
$ findmnt /home/alice/data # verify mounted
```

**⚠ WARNING: a typo in fstab can prevent the system from booting!**

Always run `mount -a` to catch errors before reboot.

# Step 5: pacstrap — install base system

pacstrap downloads and installs Arch Linux packages directly into /mnt

```
# -K = initialize a new pacman keyring in /mnt
# base = minimal Arch userland
# linux = the kernel
# linux-firmware = hardware firmware blobs
$ sudo pacstrap -K /mnt base linux linux-firmware

# pacstrap will:
# 1. Create /mnt/etc/pacman.d/gnupg (key database)
# 2. Download packages from Arch mirrors
# 3. Install into /mnt (not into the running system!)
# 4. Run post-install hooks inside /mnt

# Output looks like:
# :: Synchronizing package databases...
# (1/N) installing linux ...

# Recommended: add useful tools in the same command
$ sudo pacstrap -K /mnt base linux linux-firmware \
    vim nano grub efibootmgr networkmanager
```

Minimum: base linux linux-firmware · Also install: grub efibootmgr networkmanager vim

# Steps 6–7: genfstab and arch-chroot

Generate the filesystem table, then chroot into the new system to configure it

```
# STEP 6: Generate /etc/fstab
$ genfstab -U /mnt >> /mnt/etc/fstab
$ cat /mnt/etc/fstab # verify!
  UUID=aaaa /      ext4 rw,relatime 0 1
  UUID=bbbb /boot  vfat rw,relatime 0 2

# STEP 7: chroot into the new system
# arch-chroot auto-mounts /proc /sys /dev /run
$ sudo arch-chroot /mnt

# You are now INSIDE the new system!
[root@archiso /]# uname -r # kernel from /mnt/boot
  6.x.x-arch1-1

# Set timezone
[root@archiso /]# ln -sf /usr/share/zoneinfo/Europe/Warsaw /etc/localtime
[root@archiso /]# hwclock --systohc

# Set hostname
[root@archiso /]# echo 'myhostname' > /etc/hostname

# Set root password
[root@archiso /]# passwd

# Enable NetworkManager
[root@archiso /]# systemctl enable NetworkManager
```

arch-chroot is smarter than plain chroot — auto-mounts /proc /sys /dev /run inside the new root

# Step 8: install GRUB bootloader

GRUB is the first thing that runs after UEFI — it loads the Linux kernel

```
# Inside arch-chroot!
# Install GRUB EFI binary
[root@archiso /]# grub-install \
  --target=x86_64-efi \
  --efi-directory=/boot \
  --bootloader-id=ARCH \
  --removable
# --target=x86_64-efi   EFI mode (i386-pc for BIOS/MBR)
# --efi-directory=/boot where EFI partition is mounted
# --bootloader-id=ARCH name in UEFI firmware menu
# --removable         writes /boot/EFI/BOOT/BOOTX64.EFI
#                     (fallback path – essential for loop devices!)
# Generate GRUB config (detects kernels, creates menu)
[root@archiso /]# grub-mkconfig -o /boot/grub/grub.cfg
Generating grub configuration file ...
Found linux image: /boot/vmlinuz-linux
Found initrd image: /boot/initramfs-linux.img
done
# Verify EFI file was created
[root@archiso /]# ls /boot/EFI/BOOT/
BOOTX64.EFI
```

--removable is essential for loop device installs — without it GRUB registers with the HOST UEFI and won't be portable

Final steps inside chroot, then unmount cleanly and boot the image

```
# Still inside arch-chroot
[root@archiso /]# echo 'en_US.UTF-8 UTF-8' >> /etc/locale.gen
[root@archiso /]# locale-gen
[root@archiso /]# echo 'LANG=en_US.UTF-8' > /etc/locale.conf
[root@archiso /]# exit

# Back on host – unmount in REVERSE order!
$ sudo umount /mnt/boot
$ sudo umount /mnt
$ sudo losetup -d /dev/loop0

# Test with QEMU (optional)
$ qemu-system-x86_64 \
    -drive file=arch.img,format=raw \
    -m 2G \
    -bios /usr/share/ovmf/OVMF.fd \
    -nographic

# Or verify without QEMU:

$ sudo losetup -P --find --show arch.img
$ sudo mount /dev/loop0p2 /mnt
$ sudo mount /dev/loop0p1 /mnt/boot
$ ls /mnt/boot
vmlinuz-linux  initramfs-linux.img  EFI/  grub/
$ sudo umount /mnt/boot /mnt
$ sudo losetup -d /dev/loop0
```

Unmount order: reverse of mount order. `umount /mnt/boot` then `umount /mnt` – never the other way!

# Complete command reference

## Loop device

```
fallocate -l 4G file.img      # create disk file

losetup -P --find --show f    # attach + scan

losetup -l                   # list loop devices

losetup -d /dev/loop0        # detach
```

## Filesystems

```
mkfs.vfat -F 32 /dev/loop0p1 # FAT32 for EFI

mkfs.ext4 /dev/loop0p2       # ext4

lsblk -f                      # show FS types

blkid /dev/loop0p2           # show UUID
```

## Arch install

```
pacstrap -K /mnt base linux linux-firmware grub efibootmgr
genfstab -U /mnt >> /mnt/etc/fstab
arch-chroot /mnt
grub-install --target=x86_64-efi --efi-directory=/boot --removable
grub-mkconfig -o /boot/grub/grub.cfg
```

## Partitioning

```
fdisk /dev/loop0             # interactive

parted -s /dev/loop0 mklabel gpt

parted -s /dev/loop0 mkpart primary 1MiB 513MiB

lsblk /dev/loop0             # verify
```

## Mounting

```
mount /dev/loop0p2 /mnt      # mount root

mount /dev/loop0p1 /mnt/boot # mount EFI

findmnt /mnt                  # show tree

umount /mnt/boot && umount /mnt
```

# Complete command reference

## Arch install

```
pacstrap -K /mnt base linux linux-firmware grub efibootmgr net-tools dhclient nano mc
```

# Complete command reference

## Arch install

```
pacstrap -K /mnt ntfs-3g firejail debugedit spotify-launcher fakeroot k3b git ktorrent cargo patch sof-firmware vlc steam signal-desktop nextcloud-client  
extra/kde-accessibility-meta extra/kde-applications-meta extra/kde-development-environment-meta extra/kde-education-meta extra/kde-games-meta extra/kde-  
graphics-meta extra/kde-multimedia-meta extra/kde-network-meta extra/kde-office-meta extra/kde-pim-meta extra/kde-sdk-meta extra/kde-system-meta  
extra/kde-utilities-meta extra/kdevelop-meta extra/plasma-meta extra/plasma-meta plasma-nm
```

# Common errors and fixes

losetup: /dev/loop0 is busy

losetup -d /dev/loop0  
Maybe still mounted: umount first

mount: /dev/loop0p1 does not exist

losetup -P --find --show disk.img  
The -P flag scans for partition nodes

mkfs: disk.img contains a filesystem

Use the PARTITION (/dev/loop0p1), not the disk file  
or fdisk first to create partitions

grub-install: EFI variables not supported

Add --removable to grub-install  
Or: modprobe efivars

pacstrap: failed to retrieve files

Check internet: ping archlinux.org  
Update mirrors: reflector --save /etc/pacman.d/mirrorlist

umount: target is busy

Kill processes: fuser -km /mnt  
or lsof +D /mnt  
Then try again