



MKC - Exercise 1

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- Brief intro/review on kernel bootstrapping
- Start within minimal kernel
- Leave kernel to userland via iret
- Reenter via sysenter
- Do very basic syscalls (nop, add, ...)



```
$ git clone
```

```
https://os.inf.tu-dresden.de/repo/git/mkc.git
```

```
$ git checkout exercise1
```

```
# build it
```

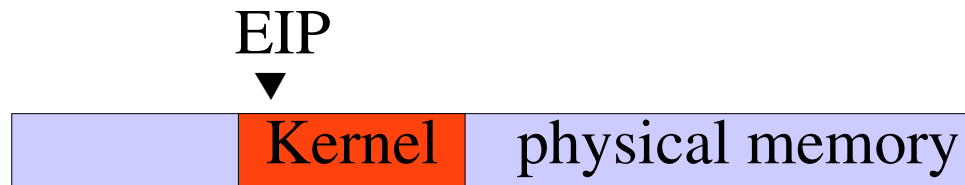
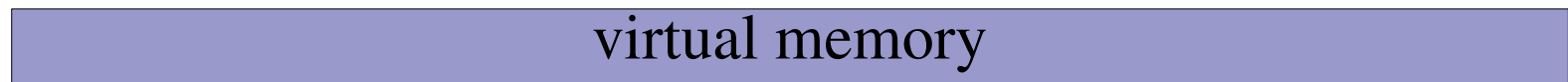
```
$ make
```

```
# run it
```

```
$ make run
```

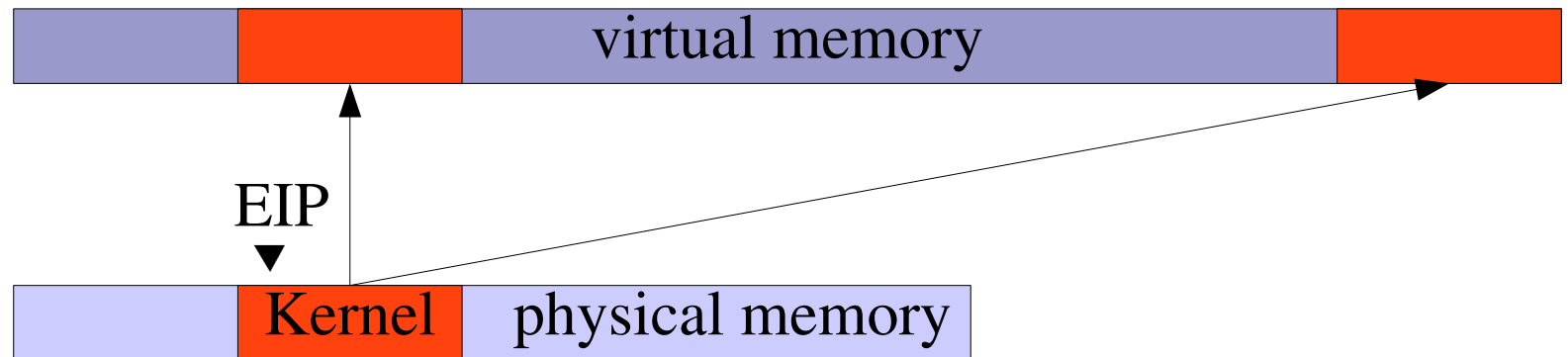
- Open src/start.S
- Hard-coded segment descriptor table
- Execution starts at symbol **__start**
- Setup boot page table
- Enable paging
- Load segment selectors
- Call init()

- Protected mode, no paging, but segmentation
- All segments: base 0, limit 0xFFFF FFFF
- CS: 32bit r+x code segment
- DS,ES,FS,GS,SS: 32bit r+w data segment
- Exact values are undefined
- See Multiboot Specification for details

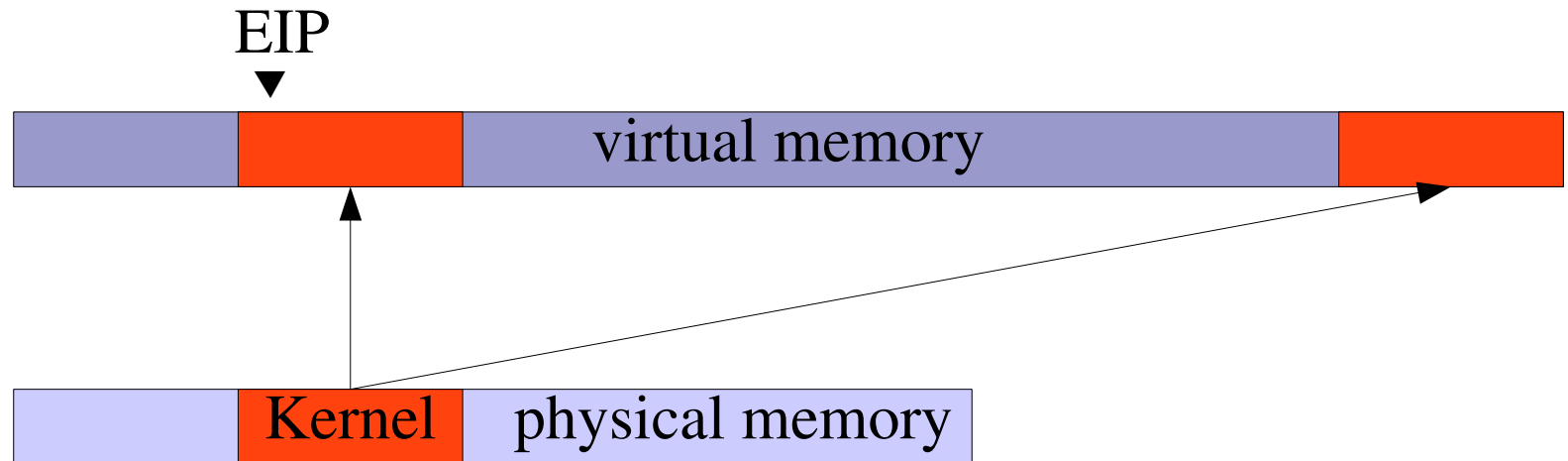




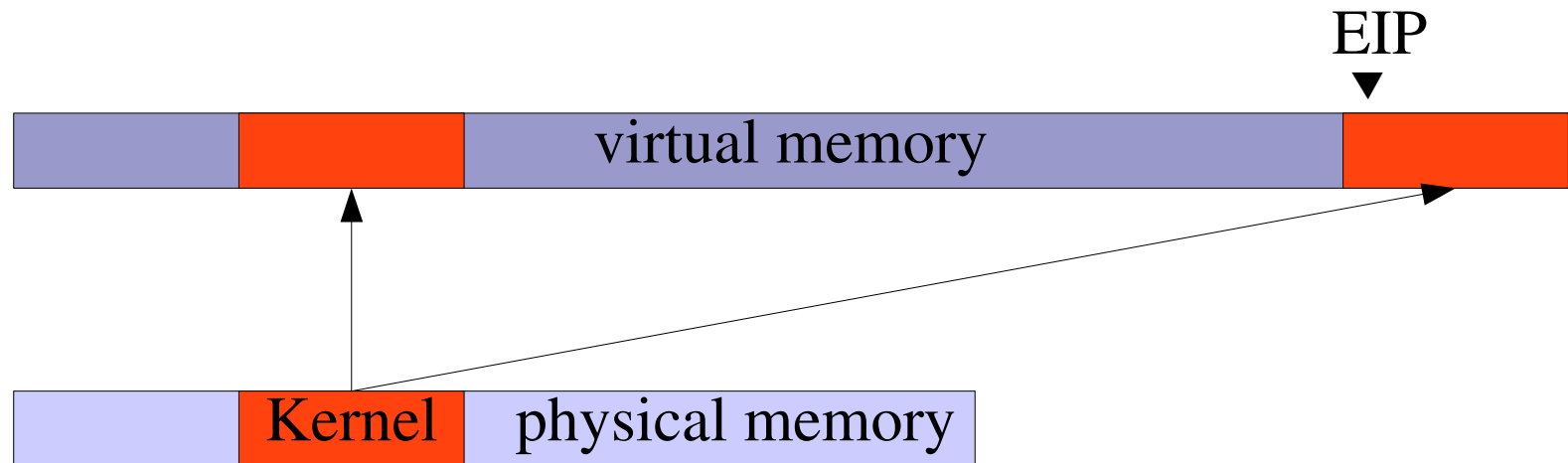
- Setup boot page table



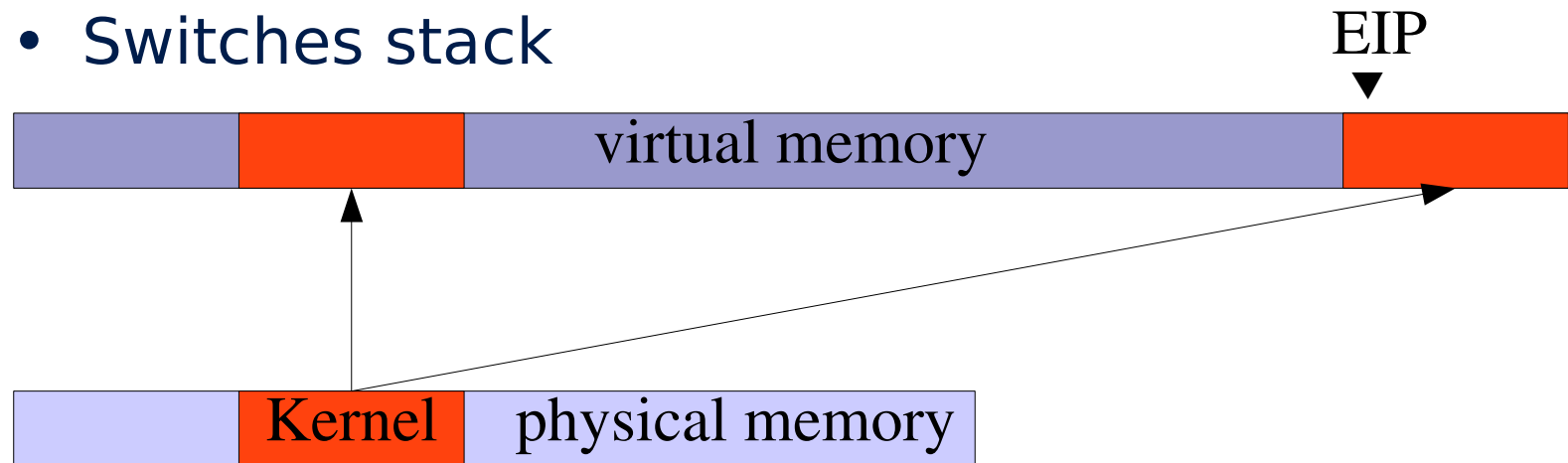
- Setup boot page table
- Enable paging, thus use page tables to fetch next instruction (therefore need 1:1 mapping)



- Setup boot page table
- Enable paging, thus use page tables to fetch next instruction (therefore need 1:1 mapping)
- Jump to high memory
 - This changes the EIP, but the 'old' stack from 1:1 mapping is still in use, need to switch later

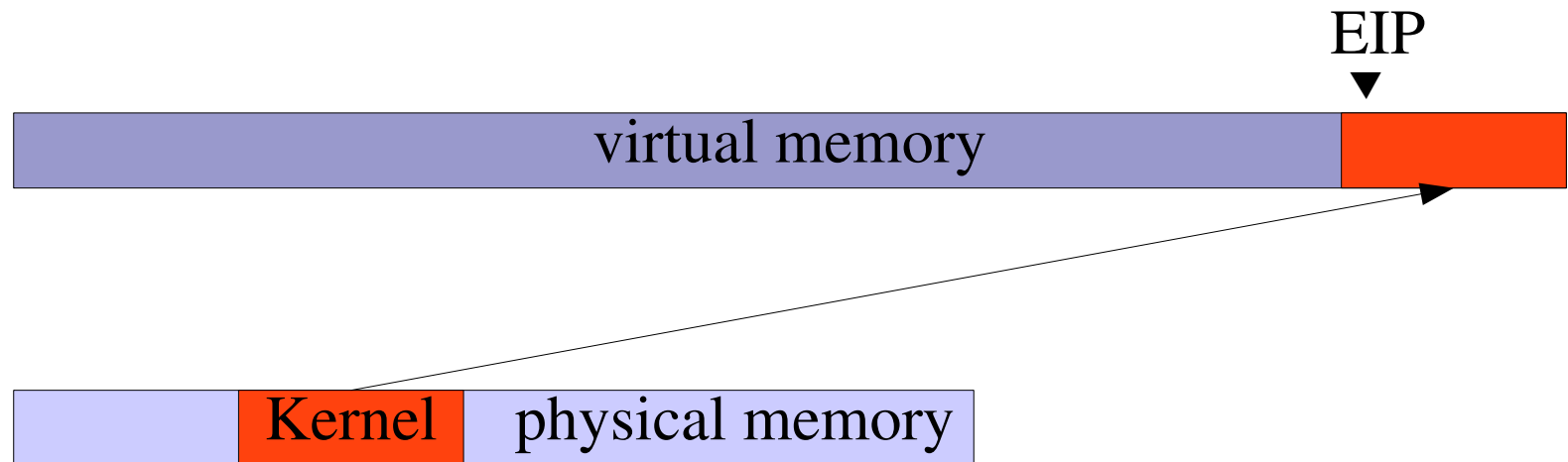


- Open src/init.cc
- Setup serial port for early debug output
- Map new kernel stack
- Setup GDT, IDT, GSI, and TSS
- Init PIC, mask all IRQs or install handlers
- Prepare Sysenter (CS,EIP,ESP)
- Switches stack



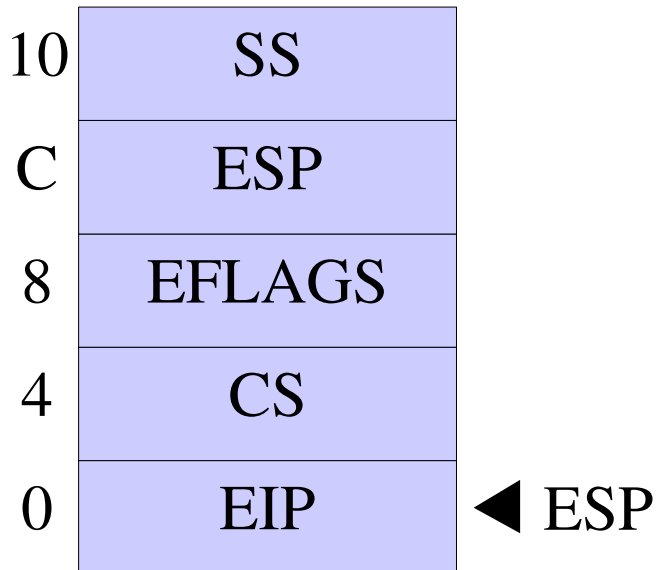


- Again, src/init.cc, bootstrap
- Removes 1:1 mapping
- Flushes TLB
- Creates new EC (thread) for our user-code
- Switches to that EC



- Open src/ec.cc : **root_invoke()**
- Prepare address space
 - Map 1 page user stack (at address 0x1000)
 - Map 1 page user code (at address 0x2000)
- Prepare stack frame to be used with **iret**
 - User code segment + instr. pointer (**CS, EIP**)
 - User stack segment + stack pointer (**SS, ESP**)
 - No Data segment for now
- IRET: loads CS:EIP, SS:ESP and EFLAGS

IRET stack layout



- (kernel) ESP points to array with ES:EIP, EFLAGS and SS:ESP
- IRET (atomically) loads registers and switches from privilege level 0 to 3
- Fetches and starts executing first instruction from new instruction pointer

- User code starts in function `usercode`, thus
`mword code = reinterpret_cast<mword>(&usercode);`
- Adjust new EIP to point within page at 0x2000
`code = (code & PAGE_MASK) + 2 * PAGE_SIZE;`
- Handcraft stack frame and **`IRET`**

```
asm volatile (  
    "nop;"  
    : <out> : <in> : <clobber> );
```

```
mword i=2, j=3;  
asm volatile (  
    "add %%ebx, %%eax;"  
    : "+a" (i) : "b" (j) );  
printf ("%d %d\n", i, j);
```

- Load esp with addr of stack frame and do 'iret'

- Prepare array with 5 elements and **iret**
 - Code : user instruction pointer to exit to
 - SEL_USER_CODE : new CS (include/selectors.h)
 - 0x200 : EFLAGS, just set interrupt enabled flag
 - 2 * PAGE_SIZE : new stack pointer
 - SEL_USER_DATA : new SS stack segment
- Open src/usercode.cc : usercode()
 - 1st Fault immediately
 - 2nd reenter kernel via **sysenter**
 - 3rd prepare **sysexit** by loading ecx and edx with proper values (ESP and EIP **after** returning)
 - 4th do simple system calls, like add 2 numbers



- Open src/usercode.cc, function usercode()
- To check if everything is ok, fault immediately
 - `asm ("ud2");` → exception #6
 - `Ec::handle_exc 0x6 (eip=0x2016 cr2=0x0)`
 - Force a page fault by reading or writing to an address somewhere below 0x1000
 - `Ec::handle_exc 0xe (eip=0x2016 cr2=0x23)`