

Microkernel Construction

Exercise 4: IPC

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Roadmap




- Create and map UTCBs
- Create portals
- Call portals
- Reply from portals

- Hands-on
 - Core of `call` syscall
 - Core of `reply` syscall
 - IPC between two threads in userspace


Get the Code




```
$ git clone https://github.com/Nils-TUD/MKC  
$ git checkout exercise4
```

 Shell

```
# build it  
$ make
```

 Shell

```
# run it  
$ make run
```

 Shell

UTCB Allocation



- Kernel: `kern/{include,src}/ec.{h,cc}`
 - EC allocates UTCB on creation
 - Kernel maps it to user-defined virtual address
 - UTCB address is used as an identifier for threads (until we have capabilities)
 - Main thread does **not** have a UTCB
- User: `user/src/user.cc`
 - Creates two ECs for sender and receiver
 - Use `UTCB_{SENDER,RECEIVER}`



- Kernel: kern/{include,src}/pt.{h,cc}
 - Properties:
 1. rip: instruction pointer
 2. id: identifier (until we have capabilities)
 3. recv: receiving EC
 - create_pt creates new portal object
 - ▶ UTCB address specifies receiving EC
 - ▶ Portals are managed in singly-linked list
- User: user/src/user.cc
 - create_pt binding
 - Dummy portal function



- ECs have a state
 1. READY: can run or is running
 2. WAITING: waiting on portal call
 3. BLOCKED: blocked in portal call
- ECs with `rip = 0` are considered local threads
 - Initially blocked instead of ready
- Simple scheduler
 - Picks the next ready EC
- Skeletons of:
 1. `sys_call`
 2. `sys_reply`



Task 1: Implement `call` System Call

- User part:
 - Create portal via `sys_create_pt`
 - Implement sender
 1. Put something in UTCB (e.g., 2 integers)
 2. Perform `sys_call`
 3. You can use `sys_dump` to print 2 values
- Kernel part:
 - `sys_call` gets portal id
 - Check if the receiving thread is waiting
 - Prepare resume of current thread
 - Prepare resume of receiving thread
 - What if receiving thread is not waiting?



Task 2: Implement `reply` System call

- User part:
 - Perform some operation with data in UTCB
 - Call `sys_reply`
- Kernel part:
 - Put local thread (`current`) back to `WAITING`
 - Copy message
 - Switch back to caller
- More to play with:
 1. What if the receiver is not ready?
 2. Create multiple senders
 3. How can the receiver distinguish senders?