Microkernel Construction

Kernel Entry / Exit

Nils Asmussen Viktor Reusch

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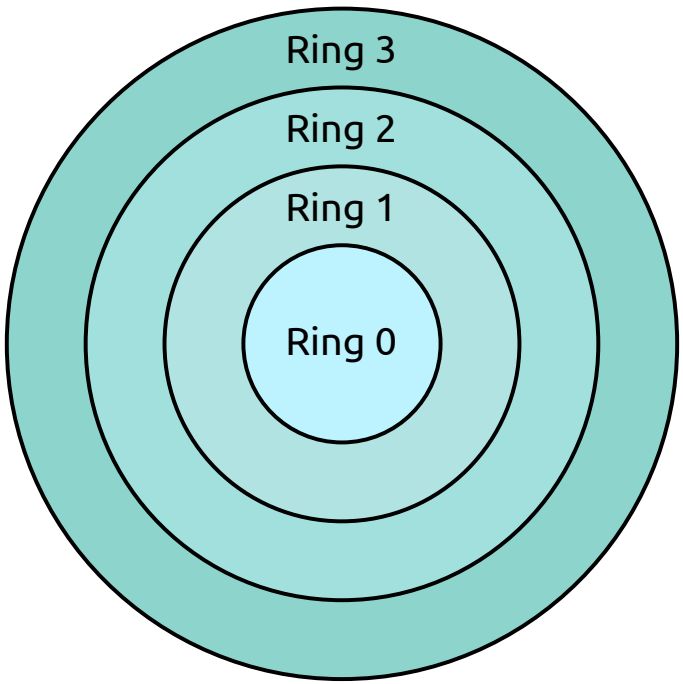
Outline

- x86 Details
  - Protection Facilities
  - Interrupts and Exceptions
  - Instructions for Entry/Exit
- Entering NOVA
- Leaving NOVA

Privilege Levels



- Ring 0
  - Operating System Kernel
  - Privileged
- Ring 1 & 2
  - Operating System Services
  - Unprivileged
- Ring 3
  - User-level Applications
  - Unprivileged

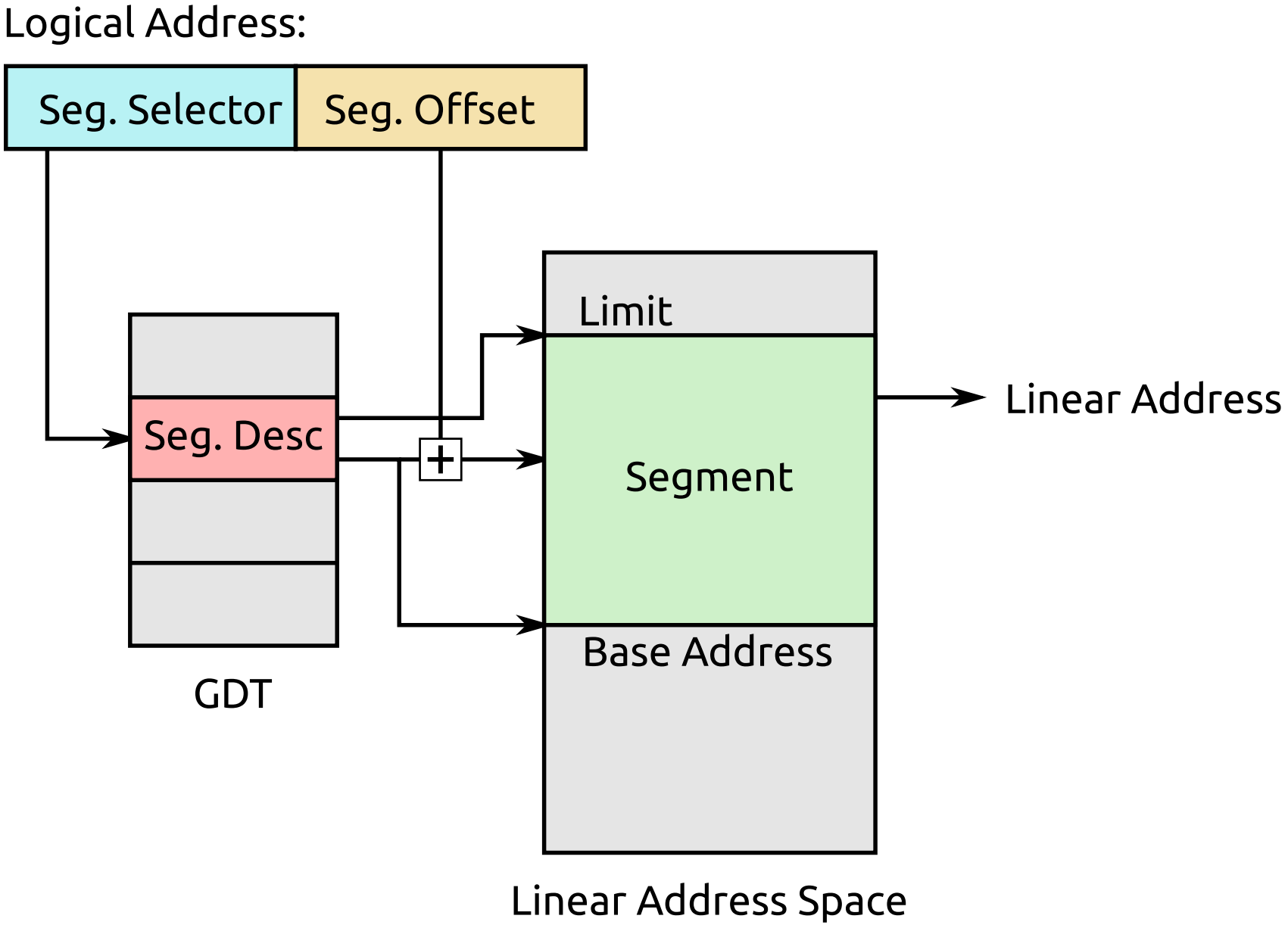
Protection Facilities

- Segmentation
  - Mechanism for dividing linear address space into segments
  - Different segment types: code, data, stack, ...
  - Segment has base address and limit
  - Mandatory mechanism; cannot be disabled
- Paging
  - Mechanism for translating virtual to physical addresses
  - Splits virt. & phys. address space into same-sized pages/frames
  - Per-page access rights (present, writable, user/kernel)
  - Optional; can be turned off (not on x86_64)

Logical Address Translation

- Logical address consists of
  - Segment selector
  - Segment offset
- CPU uses table indicator in segment selector to access descriptor in GDT/LDT
- Segment descriptor provides segment base address, segment limit and access rights (checked by CPU)
- CPU adds segment offset to segment base address to form linear address

Logical Address Translation



Segment Registers

- CPU provides 6 segment registers for holding selectors
  - `CS` (code segment)
  - `DS` (data segment)
  - `SS` (stack segment)
  - `ES`, `FS`, `GS` (extra data segments)
- Selector forms visible part
- Base address, limit and access rights form shadow part

Segment Selector

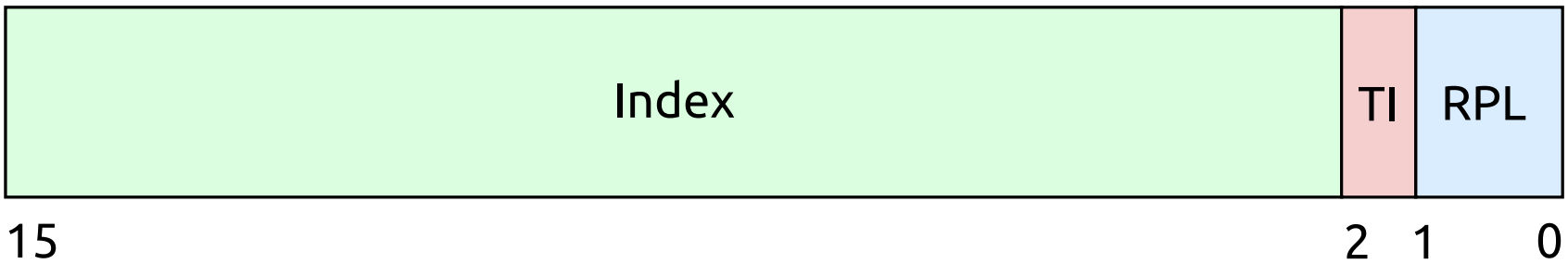


Figure: Segment Selector

Index Index Into GDT/LDT
TI Table Indicator
RPL Requested Privilege Level

Segment Descriptor

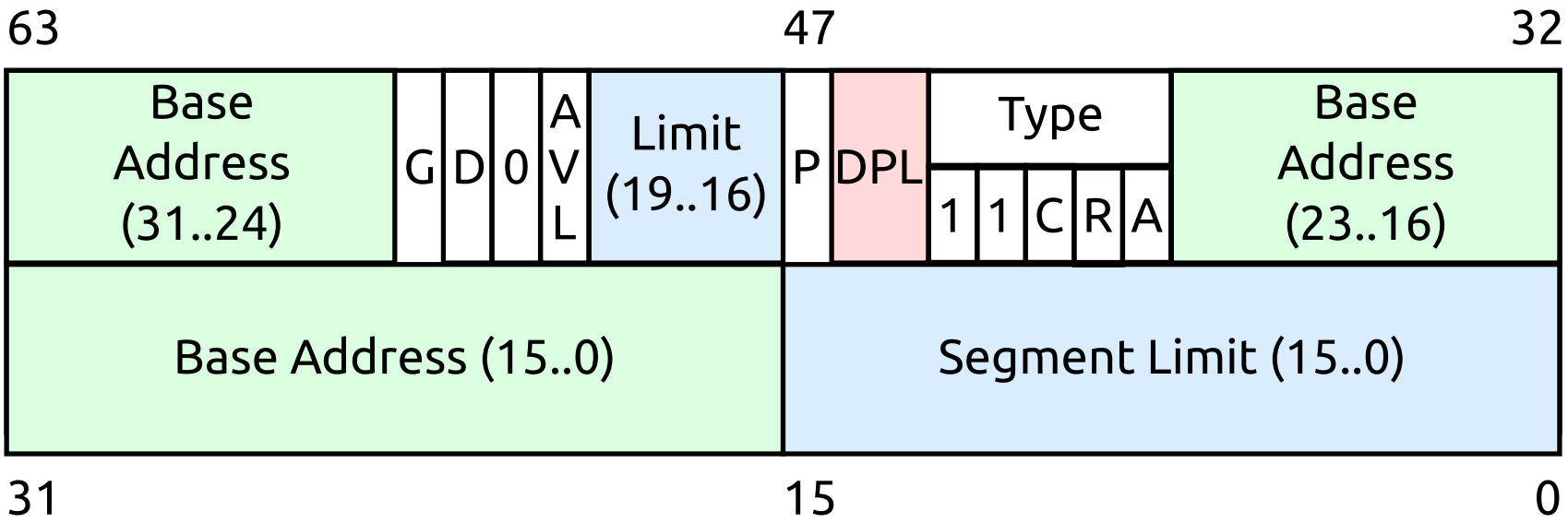


Figure: Code Segment Descriptor

G	Granularity	**DPL**	Descriptor Privilege Level
D	Default Size (16/32 Bit)	**C**	Conforming
AVL	Available to Programmer	**R**	Readable
P	Present	**A**	Accessed

Flat Memory Model

- Hide segmentation mechanism by
  - Setting segment base address to 0
  - Setting segment limit to *max-address*
- Mandatory for x86_64
- We need at least 2 segments
  - Code segment
  - Data/Stack segment
- If kernel/user use different segment settings, we need 2 additional segments

Protection Checks

- CPU checks on instructions and memory references that certain protection conditions hold:
  - Segment limit check
  - Segment type check
  - Privilege level check
  - Restricted procedure entry points
  - Restricted instruction set
  - ...
- CPU raises exception if protection check fails
- Protection checks in parallel with address translation
- No big performance penalty

Privileged Instructions

- LGDT
- LLDT
- LTR
- LIDT
- MOV to CR
- LMSW
- CLTS
- MOV to DR
- INVD
- WBINVD
- INVLPG
- HLT
- RDMSR / WRMSR
- CLI / STI

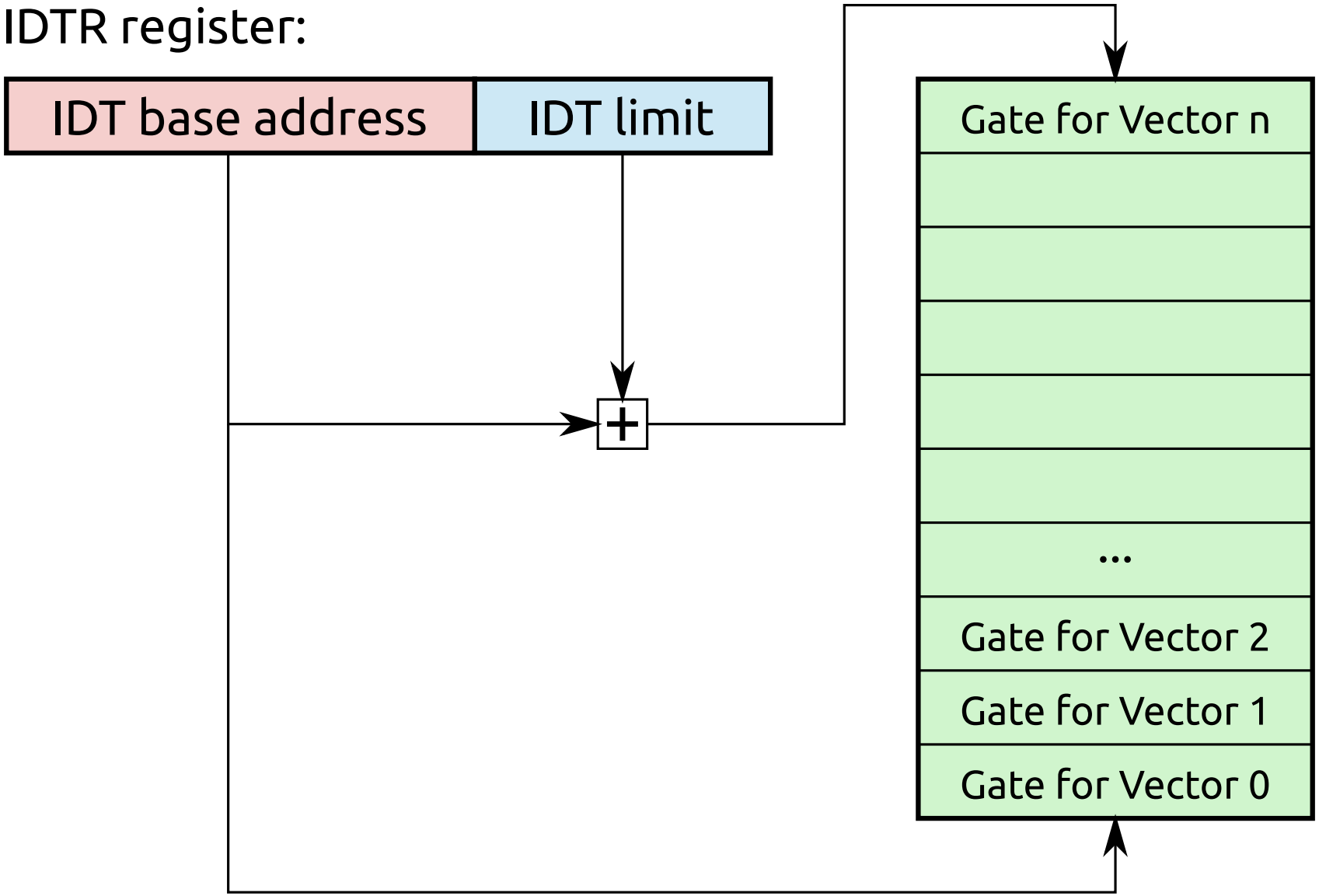
Interrupts & Exceptions

- Forced transfer of execution from currently executing code to interrupt or exception handler
- Hardware interrupts occur asynchronously in response to hardware events
- Exceptions (including software interrupts) occur synchronously to the instruction stream

Interrupt & Exception Vectors

- Vector uniquely identifies source of the interrupt or exception
  - Vectors 0 .. 31 are used for exceptions
  - Vectors 32 .. 255 are designated user vectors (e.g., interrupts)
- Interrupt Descriptor Table (IDT) is table of handler functions for all interrupts and exceptions
  - Setup by OS
  - Hardware is informed about it via `LIDT` instruction
  - Vector = offset into IDT

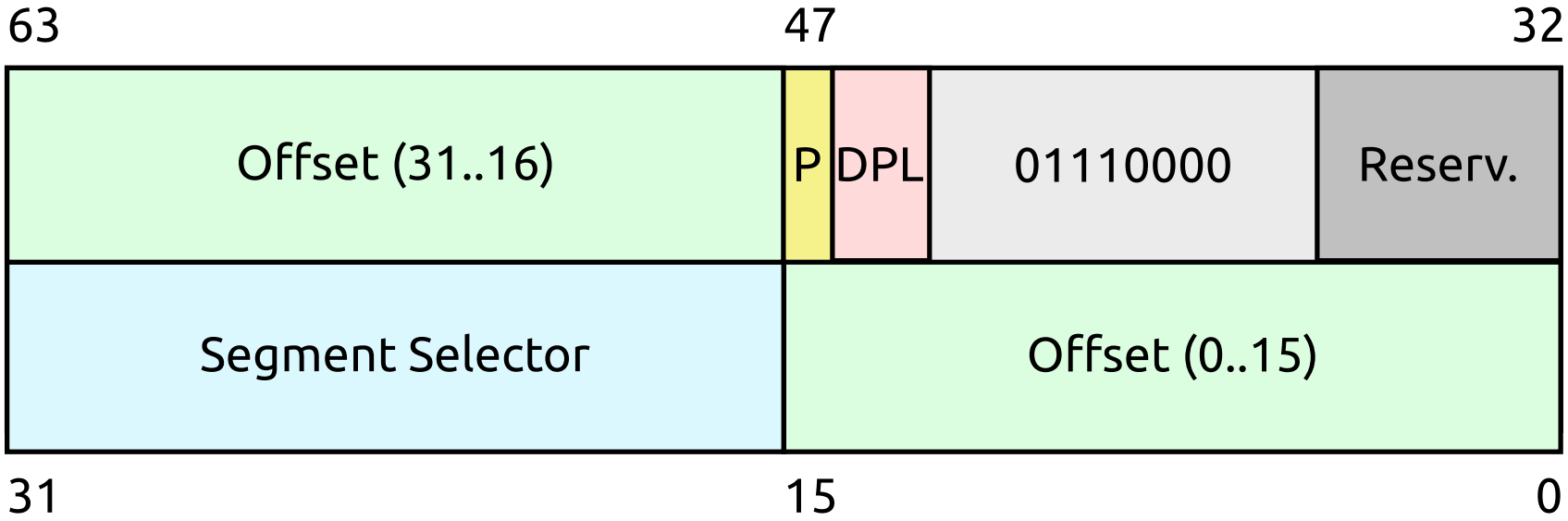
Interrupt Descriptor Table (IDT)



Restricted Procedure Entry Points: Gates

- Descriptors to call procedures at different privilege levels
  - Subject to CPL vs. DPL checking
  - `CS` and `EIP` loaded from descriptor
  - Interrupt Gate disables interrupts, Trap Gate doesn't
- When switching privilege levels, new `ESP` loaded from TSS
  - TSS contains stack pointers for privilege levels 0, 1 and 2
  - Kernel updates $\texttt{SP}_0$ in TSS on every thread switch
  - Interrupt and exception handlers run current thread's context

Interrupt Gate



Selector	Segment Selector for destination code segment
Offset	Offset to procedure entry point in segment
DPL	Descriptor privilege level (ignored for HW ints)
P	Segment present flag

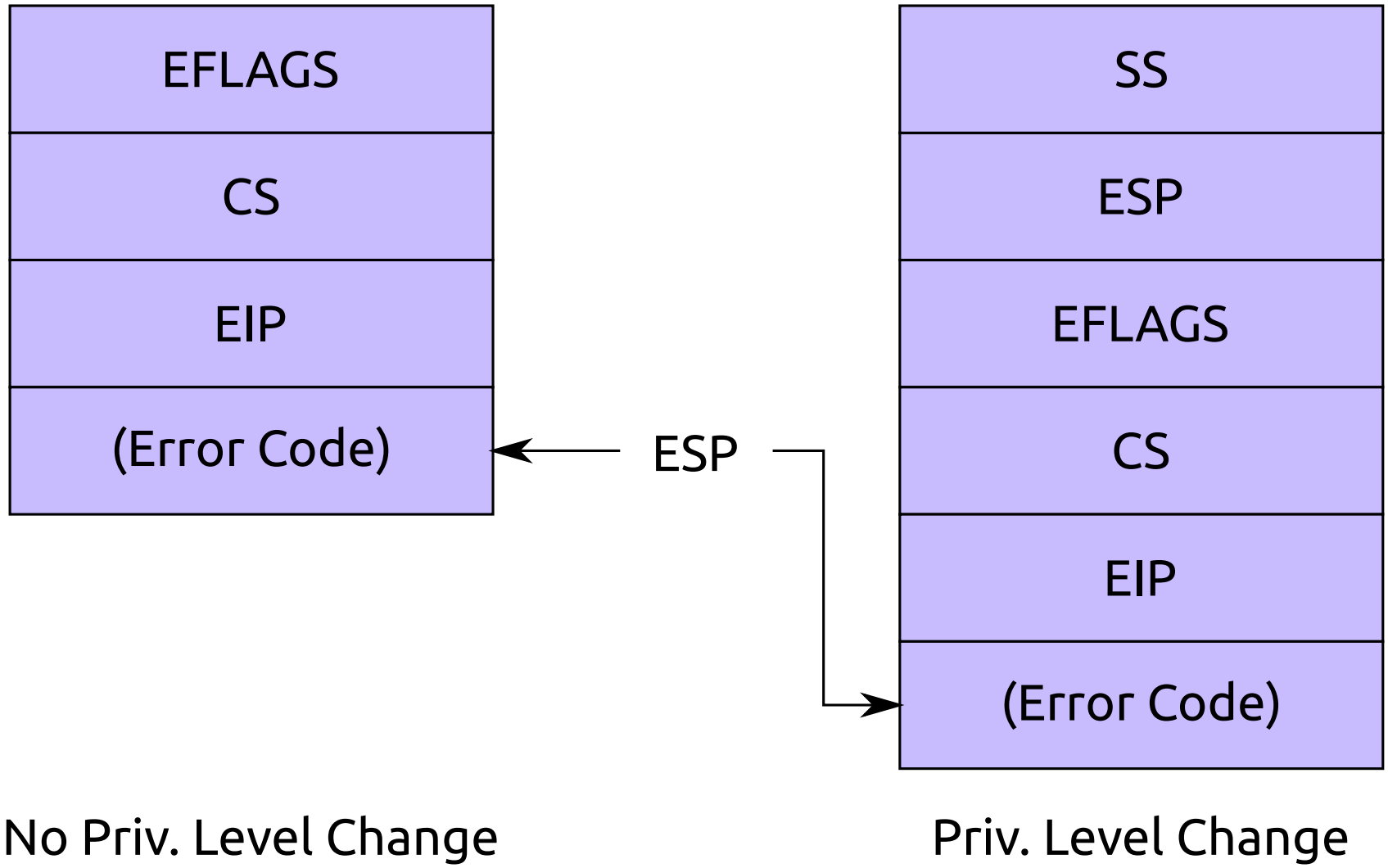
Exception Types

- Faults
  - Can be corrected and allow the program to be resumed
  - Processor restores machine state prior to the execution of faulting instruction (`CS` and `EIP` point to faulting instruction)
- Traps
  - Reported immediately after execution of trapping instruction
  - Allow the program to be resumed (`CS` and `EIP` point to following instruction)
- Aborts
  - Are not always reported at the precise location of the exception
  - Do not allow to resume the program
  - Usually report severe hardware errors or inconsistent state

Exceptions

- 0: Divide Error (F)
- 1: Debug Exception (F/T)
- 2: Non-maskable Interrupt
- 3: Breakpoint (T)
- 4: Overflow (T)
- 5: Bound Range Exc. (F)
- 6: Invalid Opcode (F)
- 7: Device Not Available (F)
- 8: Double Fault (A)
- 9: Coproc. Seg. Overr. (F)
- 10: Invalid TSS (F)
- 11: Segm. Not Present (F)
- 12: Stack Segment Fault (F)
- 13: General Prot. Fault (F)
- 14: Pagefault (F)
- 15: *reserved*
- 16: FPU Math Fault (F)
- 17: Alignment Check (F)
- 18: Machine Check (A)
- 19: SIMD FP Exception (F)

Kernel Stack after Kernel Entry



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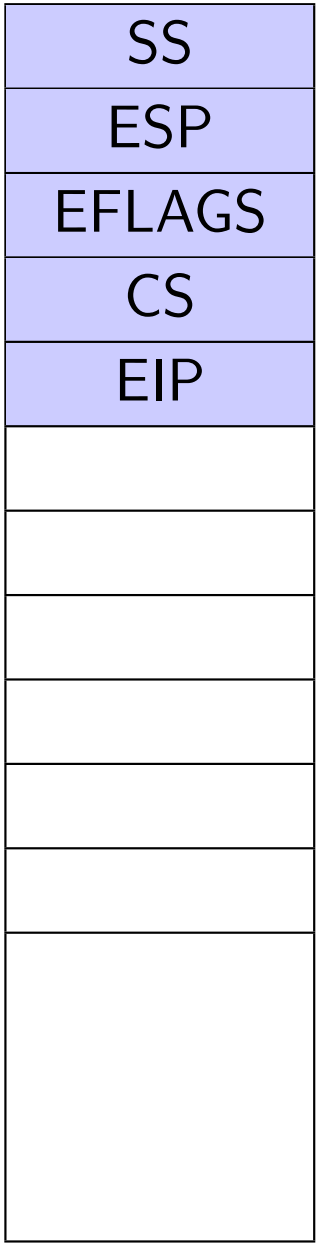


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entry_exc:        push $0
entry_exc_err:    push %ds; push %es
                  push %fs; push %gs
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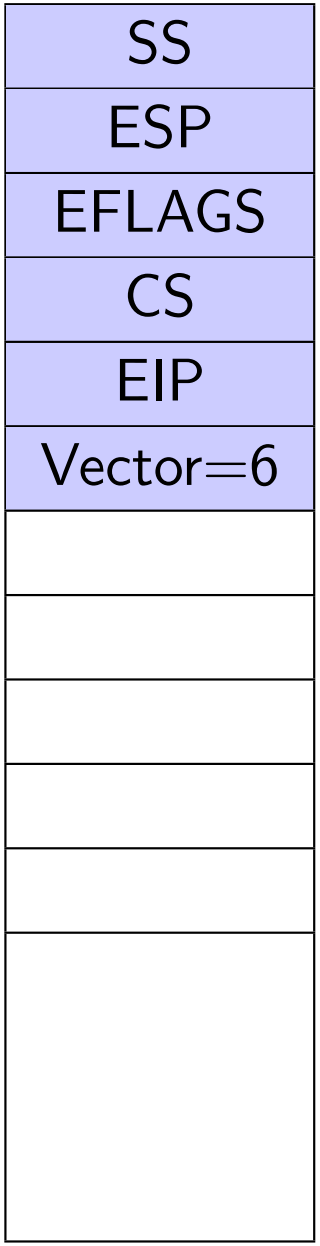


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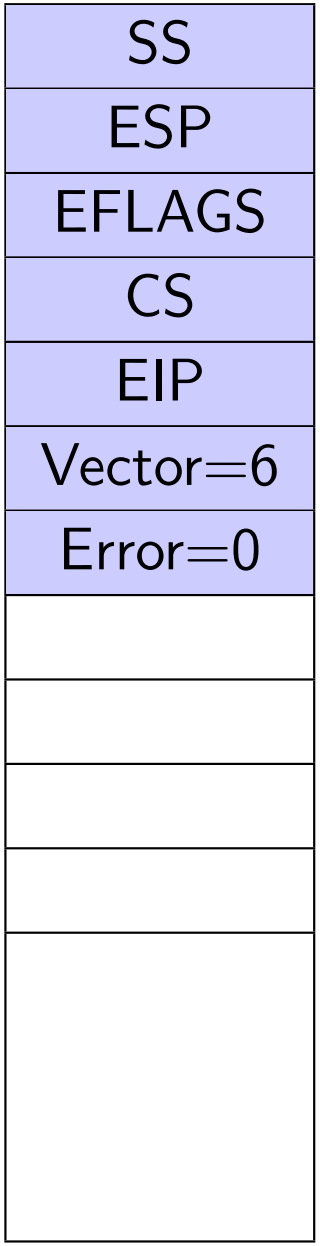


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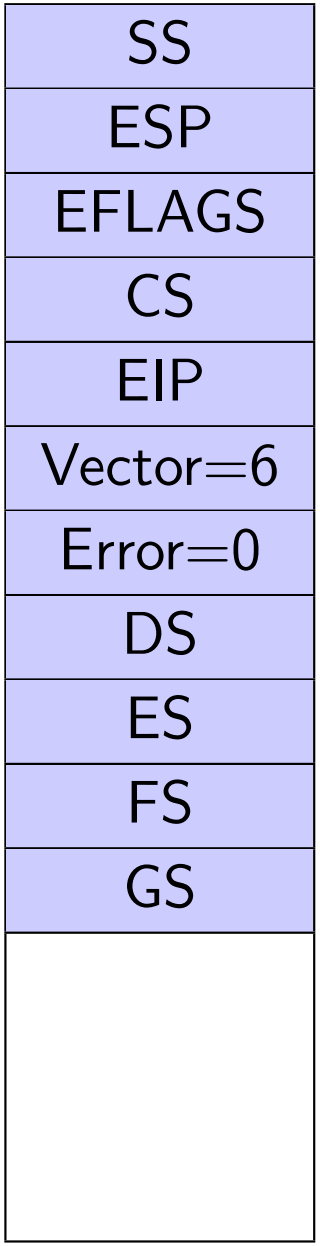


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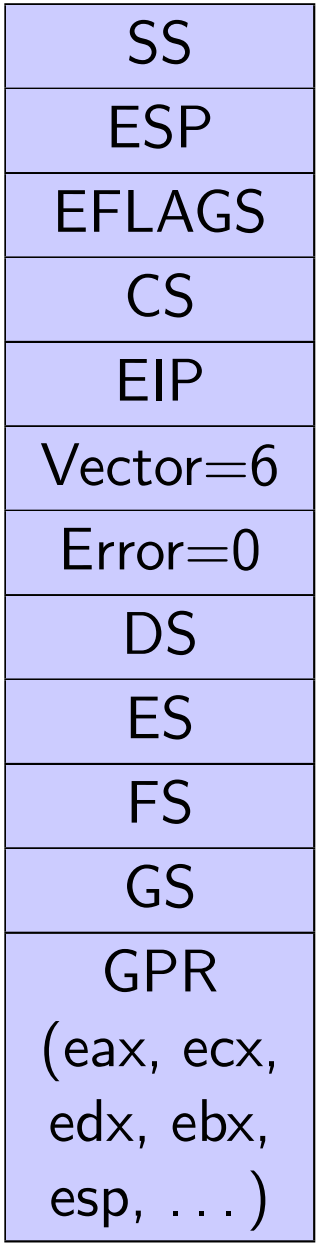


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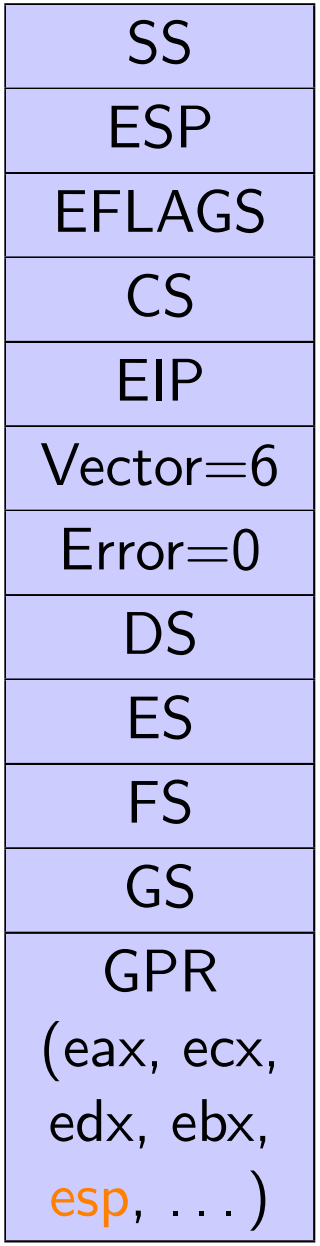


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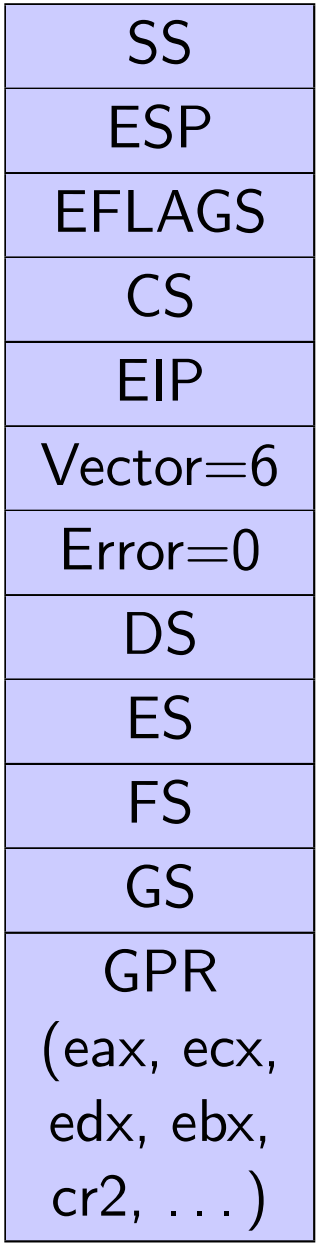


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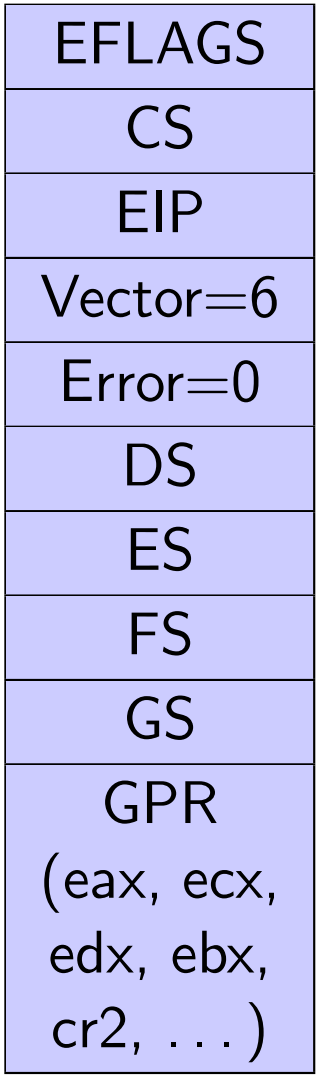
Exception Handler

```
REGPARM(1) void exc_handler (Exc_regs *r) {
    switch (r->vec) {
        case Cpu::EXC_TS:
            handle_exc_ts (r);
            break;
        case Cpu::EXC_PF:
            handle_exc_pf (r);
            break;
        ...
    }
}

void handle_exc_pf (Exc_regs *r) {
    mword addr = r->cr2;
    if(Pd::current->Space_mem::loc[Cpu::id].sync_from (
        Pd::current->Space_mem::hpt, addr))
        return;
    ...
}
```

Kernel Exit to Kernel Mode

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                        popa
                        add $24, %esp
                        iret
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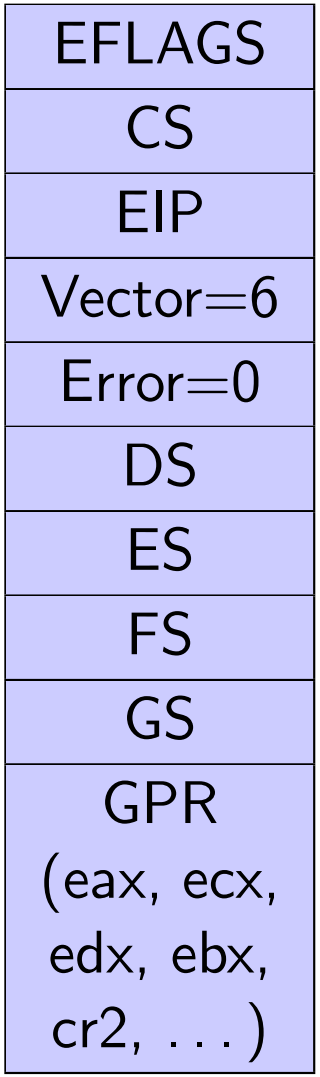
Kernel Exit to Kernel Mode

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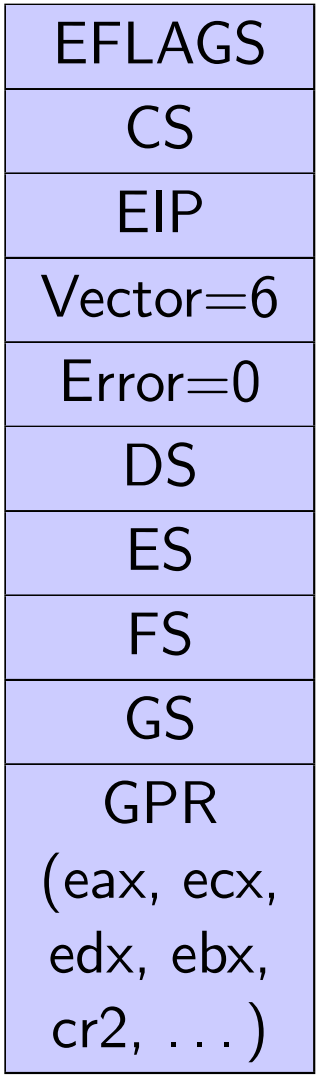


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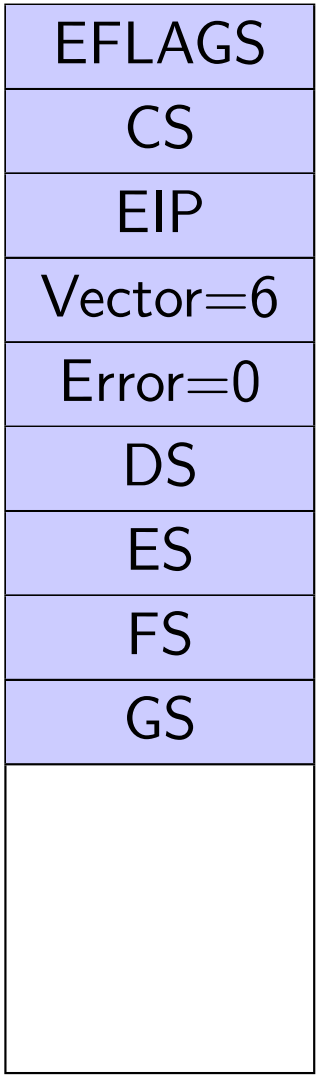


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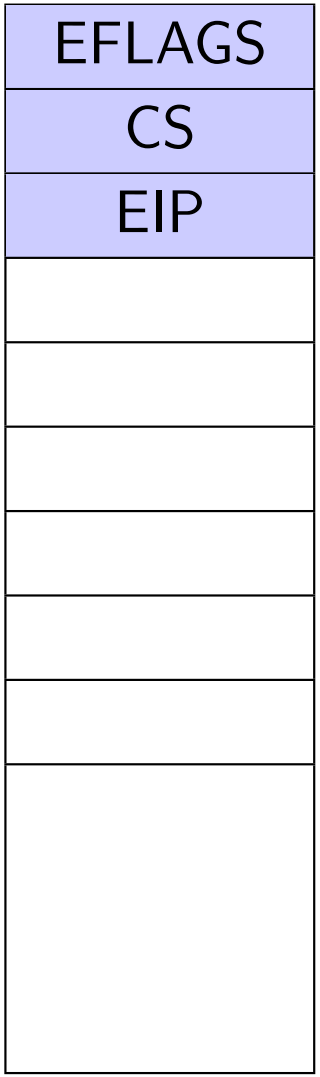


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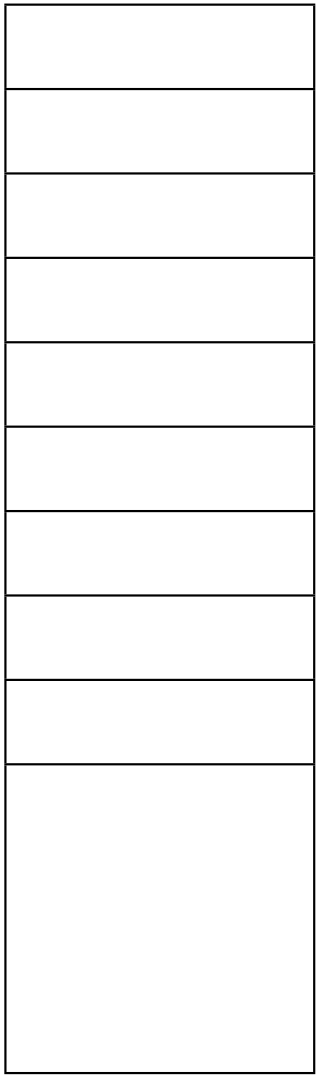

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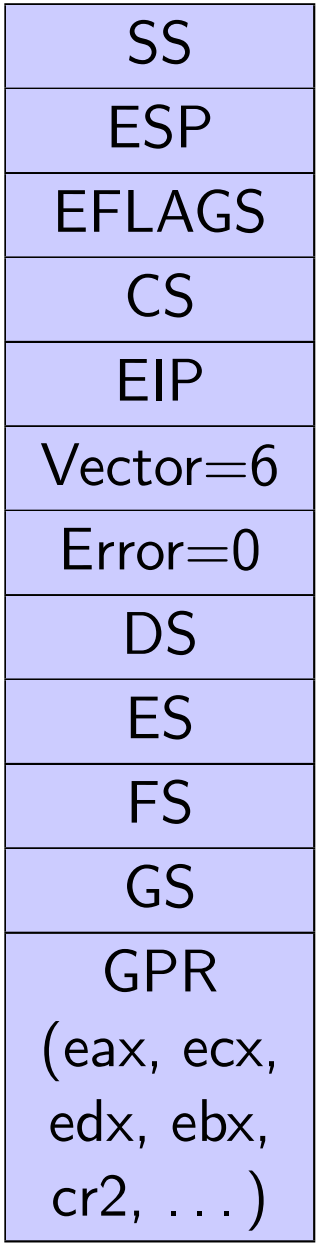


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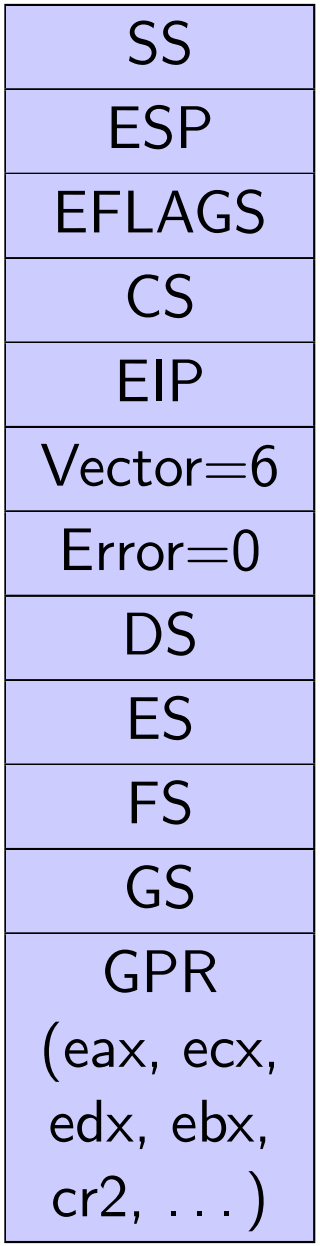


```
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    handle_hazards();

    asm volatile (
        "lea %0, %%esp;"
        "popa;"
        "pop %%gs;"
        "pop %%fs;"
        "pop %%es;"
        "pop %%ds;"
        "add $8, %%esp;"
        "iret;"
        : : "m" (current->regs) : "memory"
    );
    UNREACHED;
}
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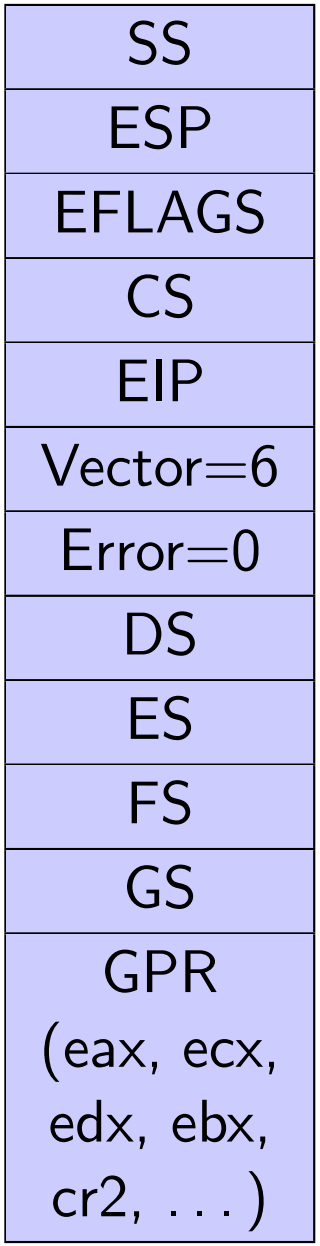


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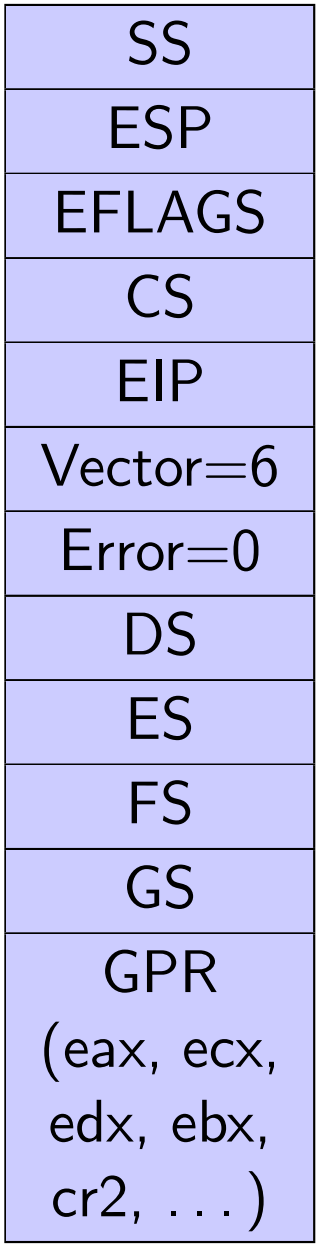


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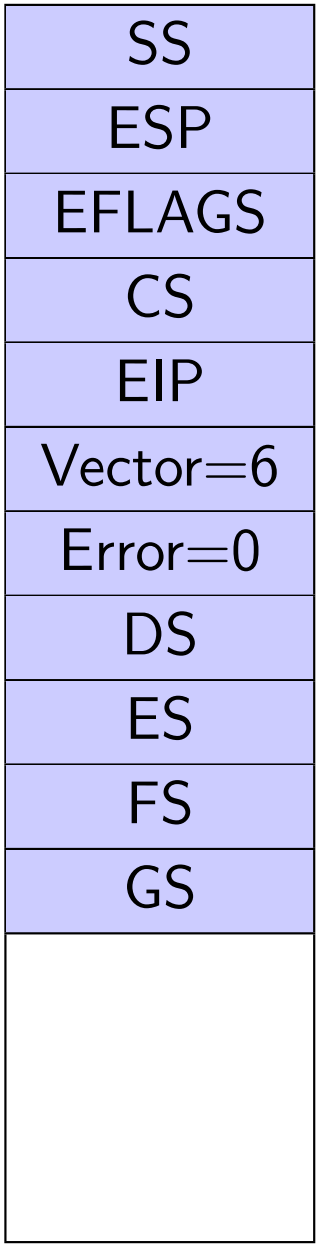


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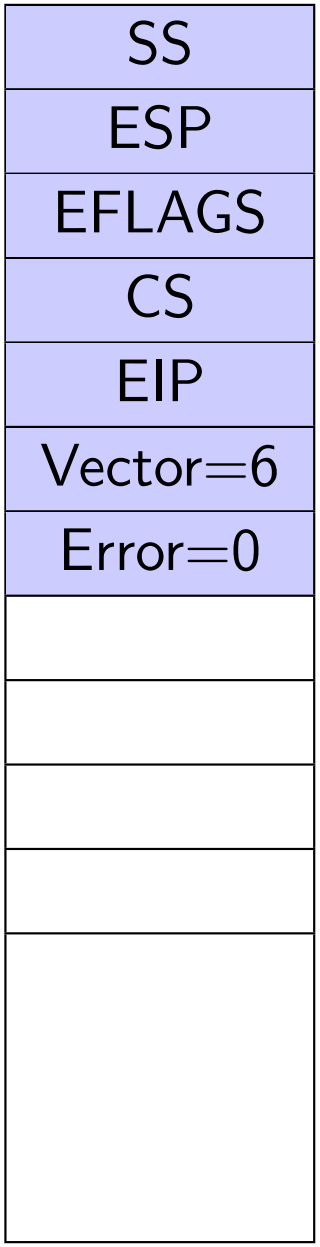


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        "popa;"
        "pop %%gs;"
        "pop %%fs;"
        "pop %%es;"
        "pop %%ds;"
        "add $8, %%esp;"
        "iret;"
        : : "m" (current->regs) : "memory"
    );
    UNREACHED;
}
```
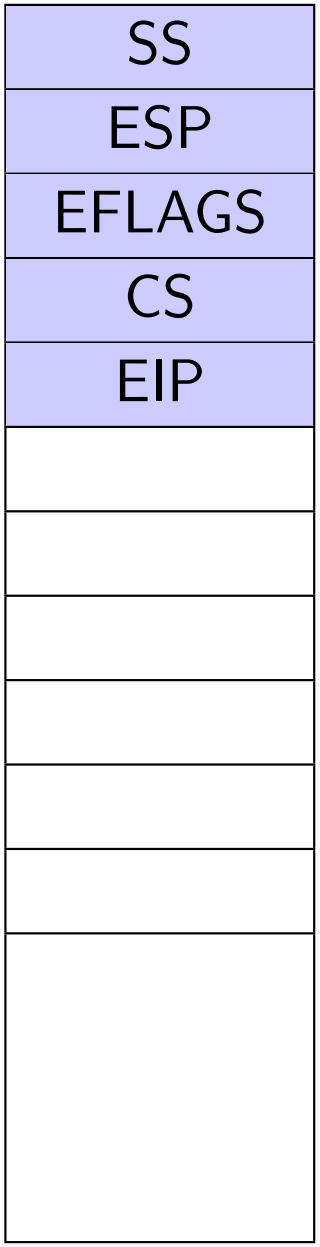
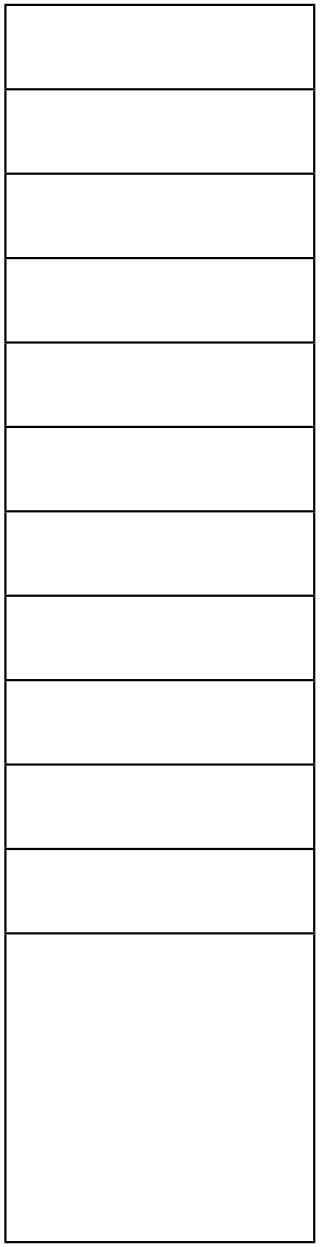

Kernel Exit to User Mode




```
void ret_user_iret() {
    handle_hazards();

    asm volatile (
        "lea %0, %%esp;"
        "popa;"
        "pop %%gs;"
        "pop %%fs;"
        "pop %%es;"
        "pop %%ds;"
        "add $8, %%esp;"
        "iret;"
        : : "m" (current->regs) : "memory"
    );
    UNREACHED;
}
```

Kernel Exit to User Mode



```
void ret_user_iret() {
    handle_hazards();

    asm volatile (
        "lea %0, %%esp;"
        "popa;"
        "pop %%gs;"
        "pop %%fs;"
        "pop %%es;"
        "pop %%ds;"
        "add $8, %%esp;"
        "iret;"
        : : "m" (current->regs) : "memory"
    );
    UNREACHED;
}
```

Kernel Exit: IRET

- Load code segment selector, `EIP` and flags from stack
- Evaluate RPL of `CS` from stack
  - RPL $>$ CPL: return to other privilege level
    Change CPL to value of RPL
  - otherwise: return to same privilege level
- If privilege level changes
  - Load stack segment selector and `ESP` from stack
  - Adjust CPL

Fast Kernel Entry: SYSENTER

- Fast ring transition from any ring to ring 0
- Kernel code entry point specified via
  - SYSENTER_CS_MSR (code segment)
  - SYSENTER_EIP_MSR (entry function)
  - SYSENTER_ESP_MSR (kernel stack pointer)
- CPU ...
  - Disables interrupts
  - Loads kernel CS (from SYSENTER_CS_MSR)
  - Loads kernel SS (from SYSENTER_CS_MSR + 8)
  - Loads kernel ESP (from SYSENTER_ESP_MSR)
  - Loads kernel EIP (from SYSENTER_EIP_MSR)
  - Does NOT save user return EIP or other user state

Fast Kernel Exit: SYSEXIT

- Fast ring transition from any ring to ring 3
- CPU ...
  - Loads user CS (from SYSENTER_CS_MSR + 16)
  - Loads user SS (from SYSENTER_CS_MSR + 24)
  - Loads user ESP (from ECX)
  - Loads user EIP (from EDX)
  - Enables interrupts

Next Week

- First exercise on May 15 (kernel entry/exit)
- Room APB/E042

- Next lecture on May 22 (IPC)