

Faculty of Computer Science Institute of System Architecture, Operating Systems Group

SPPEXA TEACHLET: GETTING STARTED WITH L4RE

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AGENDA

- first contact with a microkernel OS
- getting to know QEMU
- compile Fiasco
- compile minimal system environment
- talk about system booting
- the usual "Hello World"
- review some stuff and play with the system



QEMU

- developing your own kernel usually requires a dedicated machine
- we will use a virtual machine
- QEMU is open-source software providing a virtual machine by binary translation
- it emulates a complete x86 PC
- available for other architectures as well
- our QEMU will boot from an ISO image



BOOTING



- Basic Input Output System
- fixed entry point after "power on" and "reset"
- initializes the CPU in 16-bit real-mode
- detects, checks and initializes some platform hardware (like RAM, PCI, ATA)
- finds the boot device





BOOT SECTOR

- first sector on boot disk
- 512 bytes
- contains first boot loader stage and partition table
- BIOS loads code into RAM and executes it
- problem: How to find and boot an OS in 512 bytes?





MEMORY LAYOUT

BIOS, Video RAM

Boot Code

Physical Memory

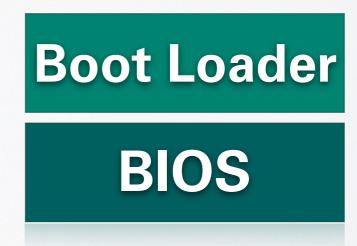






GRUB

- popular boot loader
- used by most (all?) Linux distributions
- uses a two-stage-approach
 - first stage fits in one sector
 - has hard-wired sectors of second stage files
 - second stage can read common file systems





GRUB

- second stage loads a menu.lst config file to present a boot menu
- from there, you can load your kernel
- supports loading multiple modules
- files can also be retrieved from network





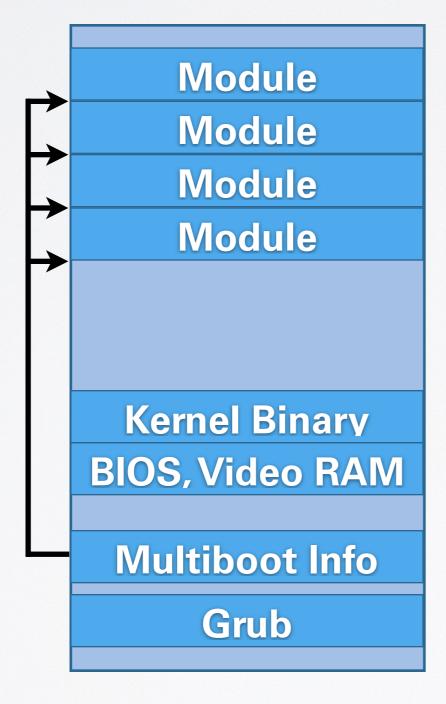
GRUB

- switches CPU to 32-bit protected mode
- loads and interprets the "kernel" binary
- loads additional modules into memory
- sets up multiboot info structure
- starts the kernel





MEMORY LAYOUT



Physical Memory



BIOS



German Priority Programme 1648

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BOOTSTRAP

- our modules are ELF files: executable and linkable format
- contain multiple sections
 - code, data, BSS
- bootstrap interprets the ELF modules
- copies sections to final location in physical memory

Bootstrap
Boot Loader
BIOS





BOOTSTRAP

- actual kernel is the first of the modules
- must know about the other modules
- bootstrap sets up a kernel info page
 - contains entry point and stack pointer of sigma0 and moe
- passes control to the kernel

Bootstrap

Boot Loader



MEMORY LAYOUT

Module Data Code Data Code **BIOS, Video RAM** Multiboot Info Kernel

Physical Memory

Bootstrap

Boot Loader

BIOS



German Priority Programme 1648

Software for Exascale Computing

Getting Started with L4Re, TU Dresden



KERNEL LOADER

- initial kernel code
- basic CPU setup
 - detecting CPU features
 - setup various CPU-tables
- sets up basic page table
- enables virtual memory mode
- runs the actual kernel code

Kernel Loader

Bootstrap

Boot Loader





MEMORY LAYOUT

Kernel Memory

Kernel

Physical Memory 1:1 mapped

Virtual Memory

Kernel Loader

Bootstrap

Boot Loader





FIASCO

- sets up kernel structures
- sets up scheduling timer
- starts first pager
- starts first task
- starts scheduling
- scheduler hands control to userland for the first time

Kernel

Kernel Loader

Bootstrap

Boot Loader



SIGMAO

- is the first pager in the system
- initially receives a 1:1
 mapping of physical memory
- and other platform-level resources (IO ports)
- sigma0 is the root of the pager hierarchy
- pager for moe

 σ_0

Kernel

Kernel Loader

Bootstrap

Boot Loader



MOE

- manages initial resources
 - namespace
 - memory
 - VESA framebuffer
- provides logging facility
- mini-filesystem for read-only access to boot-modules

σ₀ Moe Kernel

Kernel Loader

Bootstrap

Boot Loader



NED

- script-driven loader for further programs
 - startup-scripts written in Lua
- additional software can be loaded by retrieving binaries via disk or network drivers
- ned injects a common service kernel into every task

Ned

 σ_0

Moe

Kernel

Kernel Loader

Bootstrap

Boot Loader

Install Development Packages

- On 64-bit Debian or Ubuntu run the following command:
 - sudo apt-get install pkg-config g++
 g++-multilib libncurses5-dev make gawk
 dialog mkisofs gemu
- On 32-bit installs, g++-multilib is not needed
- Other Linux distributions work, too, but package names may differ from DebianUbuntu

Setup

- download the source tarball from https://os.inf.tu-dresden.de/Studium/KMB/ WS2015/Exercise1.tar.bz2
- unpack the tarball
 - it comes with a working directory
 - cd in there and have a look around
- initialize the environment with make setup in the toplevel directory you unpacked and select x86-32 as build target

Compiling the System

• run make within the toplevel directory

Test-Driving QEMU

- create a bootable ISO image
 - the iso subdirectory is for the ISO's content
 - run isocreator from src/14/tool/bin on this directory
- your ISO will contain a minimal grub installation
- launch QEMU with the resulting ISO: qemu-system-i386 -cdrom boot.iso

Booting Fiasco

- copy some files to the ISO directory
 - fiasco from the Fiasco build directory obj/fiasco/ia32/
 - bootstrap from
 obj/14/x86/bin/x86_586/
 - sigma0, moe, l4re and ned from obj/l4/x86/bin/x86_586/l4f/

Booting Fiasco

```
• edit iso/boot/grub/menu.lst:
   title Getting Started
   kernel /bootstrap -modaddr 0x01100000
   module /fiasco
   module /sigma0
   module /moe
   module /l4re
   module /ned
```

rebuild the ISO and run gemu

Preparing for Hello

 create the file hello.lua in the iso directory with this content:

```
L4.default_loader:start({}, "rom/hello");
```

- pass ned this new startup script
 - add this line to menu.lst: module /hello.lua
 - pass rom/hello.lua as parameter to moe
- load the future hello module in menu.lst

Exercise 1: Hello World

- create a directory for your hello-project
- create a Makefile with the following content:

```
PKGDIR ?= .

L4DIR ?= absolute path to

L4 source tree

OBJ_BASE = absolute path to L4 build tree

TARGET = hello

SRC_C = hello.c

include $(L4DIR)/mk/prog.mk
```

- fill in hello.c and compile with make
- run in qemu

Exercise 2: Ackermann Function

- write a program that spawns six threads
 - you can use pthreads in our system
 - add the line
 REQUIRES_LIBS = libpthread
 to your Makefile
- each thread should calculate one value a(3,0..5) of the Ackermann function:
 - a(0,m) = m+1
 - a(n,0) = a(n-1,1)
 - a(n,m) = a(n-1,a(n,m-1))



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