Syscalls and Userspace ECE598: Advanced Operating Systems – Homework 5 Spring 2018

Due: Thursday, 1 March 2018, 2:00pm

This homework involves setting up a system call handler and moving code to execute in userspace.

1. Download the homework code template

- Download the code from: http://web.eece.maine.edu/~vweaver/classes/ece598/ece598_hw5_code.tar.gz
- Uncompress the code. On Linux or Mac you can just tar -xzvf ece598_hw5_code.tar.gz

2. Convert the shell to a user application (2pt)

- You can use either the provided shell.c or else the one you wrote yourself for HW#4.
- The shell.c file now lives in the user subdirectory, so make sure you are editing it there.
- We will need to convert it so that it no longer makes function calls into the kernel directly, but instead uses system calls. To make this easier I've provided a "vlibc" library that implements a few simple system calls.
 - (a) First add the #include "vlibc.h" header. You can also remove any headers that reference the kernel directly.
 - (b) Change all calls to printk() to printf()
 - (c) Change uart_getc() and uart_putc() to the vlibc routines getchar() and putchar()
 - (d) You might want to take a look at the vlibc.c and syscalls.h code to see how userspace makes a system call.
 - (e) Edit kernel_main.c and remove the #if 0 and #endif at the end to activate the calls to setup the user stack and switch to userspace. Be sure you understand why those assembly calls are needed!
 - (f) Boot your system, if all went well your shell should be operating like before, but now in userspace!

3. Add a time system call (3pt)

- We are going to add a TIME system call that returns the amount of seconds since your system has booted.
- First, modify interrupt_handler() in interrupts.c so that it increments the (already provided) variable tick_counter each time a timer interrupt happens. (tick_counter is defined for you in timer.c).
- Next, edit syscalls.c. Find the location where r7 is matched to SYSCALL_TIME in the switch statement. The code there is currently doing nothing.
- Modify the code there so that it puts the current value of tick_counter into the address pointed to by r0. There are various ways to do this. To avoid breaking your head with too much C pointer math you might try to break things into multiple steps, like this:

and then use int_ptr to write the tick_counter value to the memory pointed to by r0. Remember, int_ptr is an address but *int_ptr is the value (the dereferenced pointer).

• Add code to your command parser in shell.c so that it recognizes the time command. When you give the time command, it should print the number of seconds since boot. It can get this by calling the time syscall you just implemented. Something like the following (that's syscall followed by the number 1):

```
syscall1(SYSCALL_TIME, (long)&ticks);
```

where ticks is a 32-bit variable that you create.

• Test your new syscall and make sure it works.

4. Something Cool (1pt)

Be sure you document in your README what your something cool does

- Easy: have your parser handle commands other than just "print" (i.e. port your HW#4 something cool to this one).
- Harder: add another system call of your own design. One idea might be a SYSCALL_BLINK that disables or enables the LED blinking.

5. Answer the following questions (4pt)

Put your answers to these questions in the README file.

- (a) I had to modify the provided codes so it uses a non-blocking read for the read() syscall used by getchar(). Why is this necessary? (hint, what would happen if we called read() and it sat waiting in the SWI handler for keys to be pressed?)
- (b) What is one reason to run some code in userspace rather than running everything in supervisor mode?
- (c) When running in user mode you cannot change the mode bits in the CPSR register. What are the two ways remaining that can cause your Pi to switch from userspace back to supervisor mode?
- (d) What is an ABI and why do they exist?
- (e) Look up a Linux system call, that's not read/write/open/close. Give a brief, few line discussion of what it does. The manual pages can be useful for finding out this information.

6. Submit your work

• Run make submit in your code directory and it should make a file called hw5_submit.tar.gz. E-mail that file to me as well as the document with the answers to the questions.