

# CS614: Linux Kernel Programming

## Logistics, Introduction

Debadatta Mishra, CSE, IIT Kanpur

# Course and instructors

\$whereis cs614

Mon, Wed 2PM - 3.15PM RM-101

<https://www.cse.iitk.ac.in/users/deba/cs614/>

Piazza link: <https://piazza.com/iitk.ac.in/secondsemester2023/cs614>

Canvas: <https://canvas.cse.iitk.ac.in/login>

\$whereis deba

KD 212, [deba@cse.iitk.ac.in](mailto:deba@cse.iitk.ac.in) , Meeting hours: 3PM - 5PM Thursday

\$ ls TAs

Arun KP ([kparun@cse.iitk.ac.in](mailto:kparun@cse.iitk.ac.in)), Rohit Singh ([rohit@cse.iitk.ac.in](mailto:rohit@cse.iitk.ac.in))

# Course policy

## Add/Drop

Course registration and drop:- Ideally before 16th Jan 2023

## Class guidelines

Keep your mobile phones switched off / silent

Ask questions and interact (both in class and in Piazza)

Be on time!

# Evaluation

1. Quizzes (10%)
2. Assignments (40%)
3. Mid-semester (15%)
4. End-semester (35%)

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## References

Operating Systems: Three Easy Pieces. Remzi H. Arpaci-Dusseau and Andrea C. Arpaci-Dusseau.

Understanding the Linux Kernel, Daniel P. Bovet, Marco Cesati.

Linux Kernel Development, 3rd Edition, Robert Love.

Linux Device Drivers, 3rd Edition, By Jonathan Corbet, Greg Kroah-Hartman, Alessandro Rubini.

Linux kernel documentation, Research papers

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“Take pride in honest hard work”

“Cheating implies accepting defeat”

“If you are here to learn, never defeat the purpose by cheating”

<https://www.cse.iitk.ac.in/pages/AntiCheatingPolicy.html>

# Homework -1

- Personal laptops with decent backup desirable
- **HW1: Setup a Virtual machine for the course (Due before next lecture)**
  - Create a Linux VM (Ubuntu Linux recommended) (KVM is preferred)
  - Download the Linux kernel version - linux-6.1.4
  - Compile and boot the latest kernel

# OS refresher: True/False

1. Superuser (e.g., root user in UNIX) in a multi-tasking OS can execute all instructions provided by the hardware instruction set architecture (ISA).
2. Every process in a computer system is guaranteed to be in running state at least once during its life time.
3. A critical section consisting of a single instruction may require mutual exclusion.
4. A user process interrupted by a device interrupt is always scheduled immediately after the interrupt is serviced.
5. A page fault can be handled without changing any page table entry.



# OS refresher: Quiz

In a uniprocessor system, in which of the following case(s), a process executing in user mode can cause an entry into the OS?

- A. accessing a general purpose register like RAX
- B. executing a JMP (jump) instruction
- C. decrementing an unsigned integer value stored in a register beyond zero
- D. executing a printf( ) statement
- E. returning from a function

# Revisiting Hello World!

hello.c

```
int main(void)
```

```
{
```

```
    printf("Hello world");
```

```
    while(1);
```

```
}
```

- What will be the execution behavior and why?
- Alternate ways to print "hello world" on screen?

# Program execution



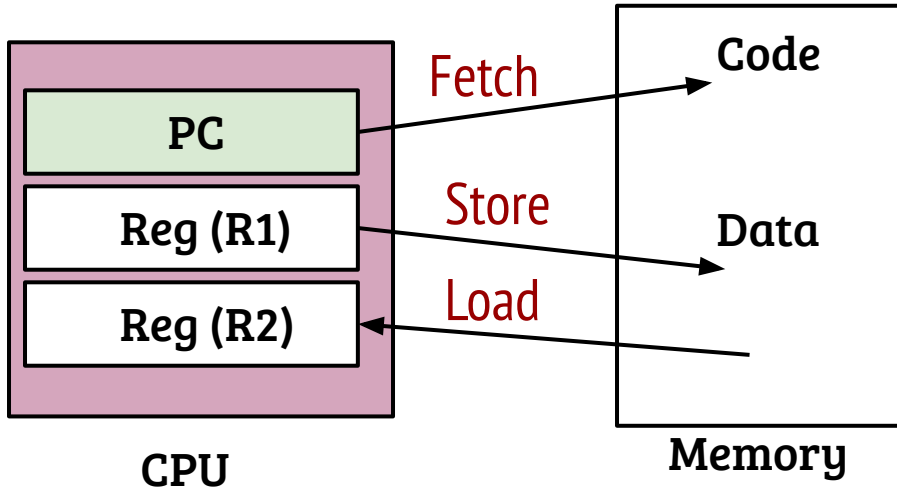
You said only CPU can execute!

# Inside program execution



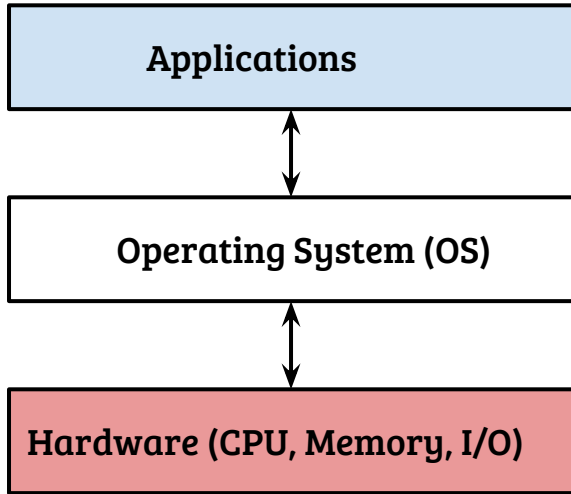
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## CPU execution (from hardware perspective)



- Loads instruction pointed to by PC
- Decode instruction
- Load operand into registers
- Execute instruction (ALU)
- Store results

# Role of the OS



- OS bridges the *semantic gap* between the notions of application execution and real execution
  - OS loads an executable from disk to memory, allocates/frees memory dynamically
  - OS initializes the CPU state i.e., the PC and other registers
  - OS provides interfaces to access I/O devices
- OS facilitates hardware resource sharing and management (How?)

# Virtual view of resources

- Process
  - Each running process thinks that it owns the CPU

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  - The user feels like operating on the files directly



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- What are the OS responsibilities in providing the above virtual notions?

# Virtual view of resources

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- File system tree
  - The user feels like operating on the files directly
- What are the OS responsibilities in providing the above virtual notions?
  - The OS performs multiplexing of physical resources efficiently
  - Maintains mapping of virtual view to physical resource

# Virtualization: Efficiency/performance

- Resource virtualization should not add *excessive* overheads
- Efficient when programs use the resources directly, infrequent OS mediation
  - Example: when a process is scheduled on CPU, it should execute without OS intervention
- What is the catch?

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Conclusion: Some limits to direct access must be enforced.

# Limited direct execution

- Can the OS enforce limits to an executing process by itself?

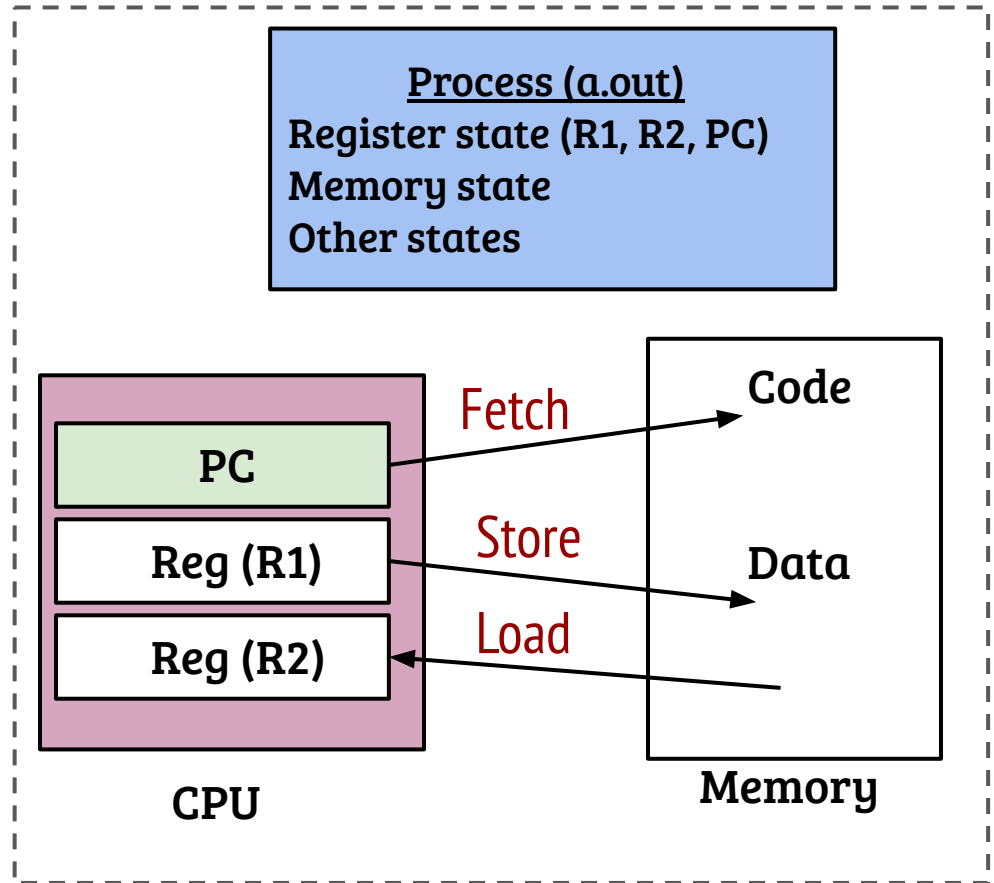
# A process in execution

I want to take control of the CPU from this process which is executing an infinite loop, but how?

OS



I want to restrict this process accessing memory of other processes, but how?  
Monitoring each memory access is not efficient!



# A process in execution

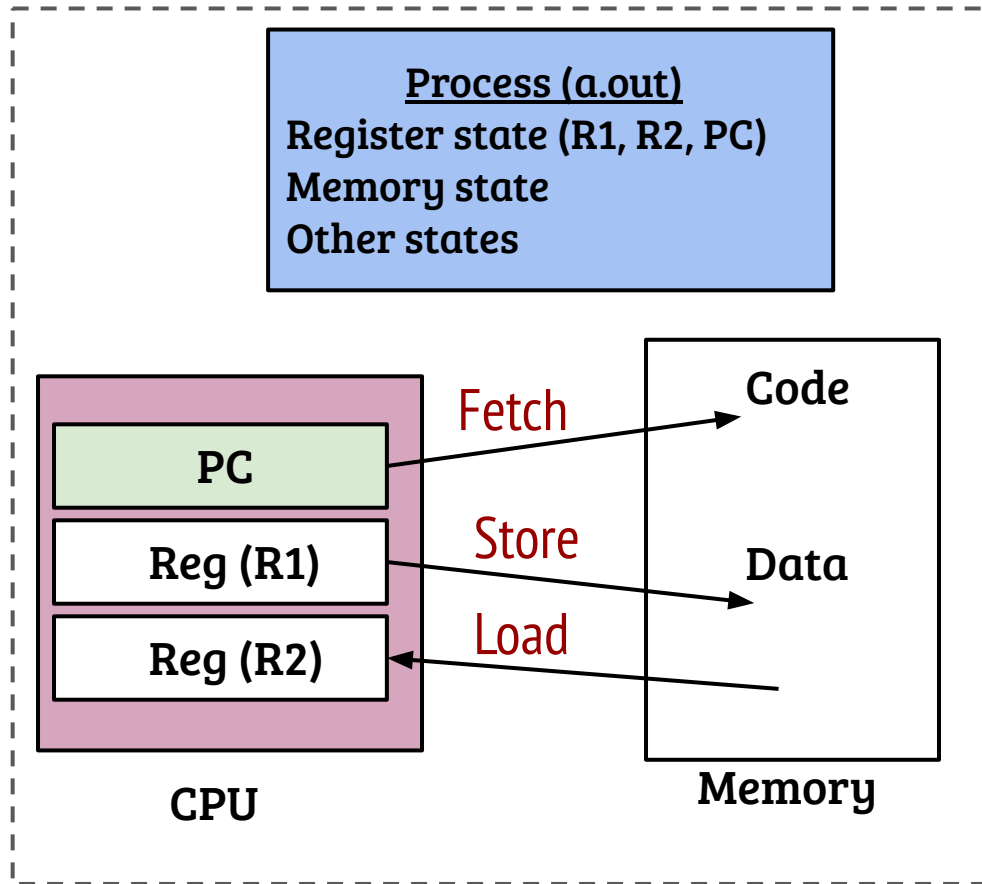
I want to take control of the CPU from this process which is executing an infinite loop, but how?

Help me!

OS



I want to restrict this process accessing memory of other processes, but how?  
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# Limited direct execution

- Can the OS enforce limits to an executing process by itself?
- No, the OS can not enforce limits by itself and still achieve efficiency
- OS requires support from hardware!

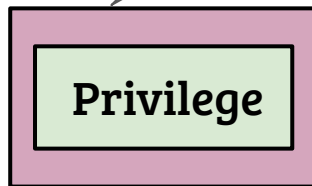
# Limited direct execution

- Can the OS enforce limits to an executing process?
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- What kind of support is needed from the hardware?

# Hardware support: Privilege levels



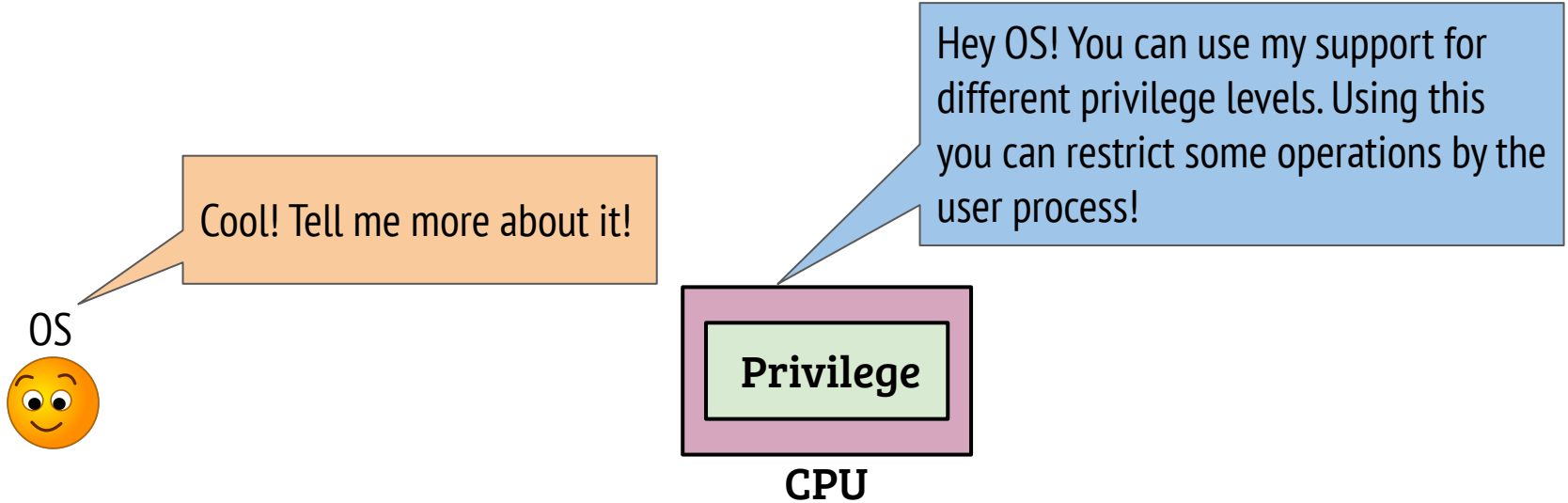
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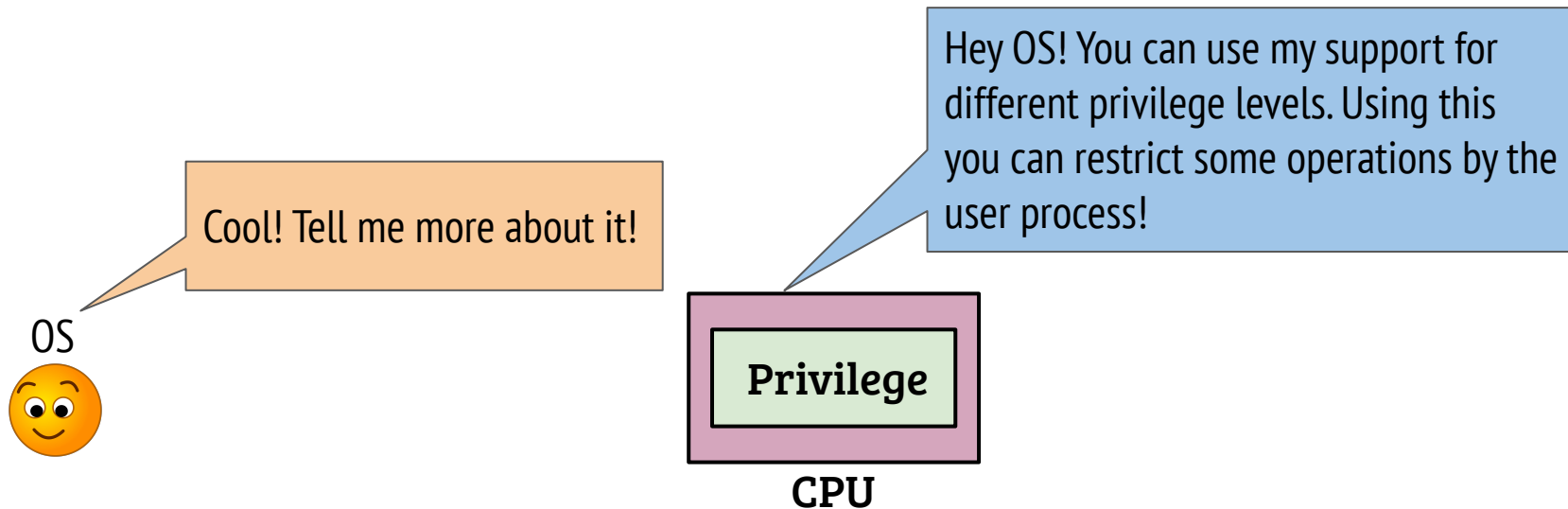
CPU

Hey OS! You can use my support for different privilege levels. Using this you can restrict some operations by the user process!

# Hardware support: Privilege levels

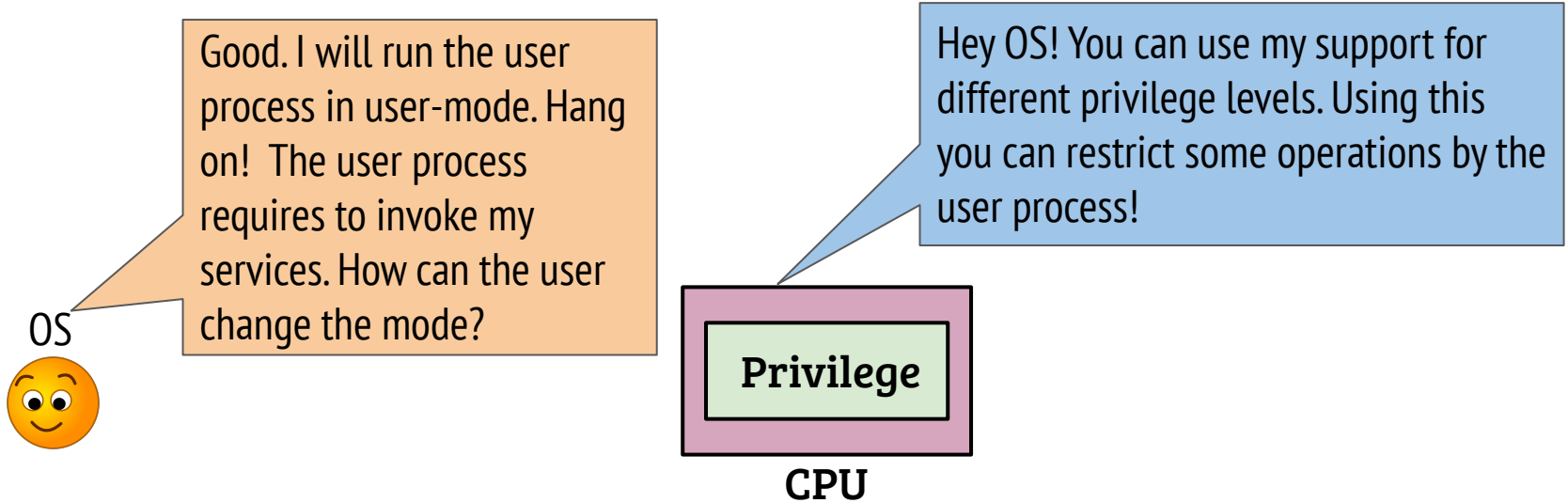


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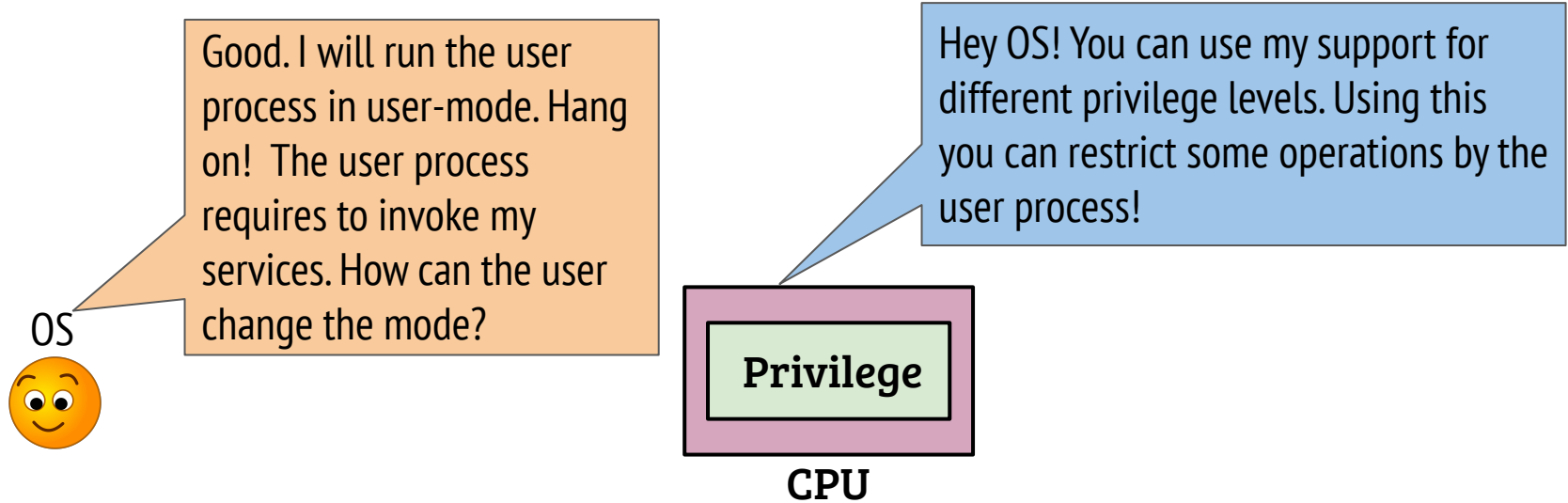


- CPU can execute in two modes: *user-mode* and *kernel-mode*
- Some operations are allowed only from kernel-mode (privileged OPs)
  - If executed from user mode, hardware will notify the OS by raising a fault/trap

# Hardware support: Privilege levels



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- From user-mode, privilege level of CPU can not be changed directly
- The hardware provides entry instructions from the user-mode which causes a mode switch
- The OS can define the handler for different entry gates

# Hardware support: Privilege levels

OS



Okay. You said that if the process does some mischief from the user mode, you will notify me. That means, I can define handlers for faults and exceptions too.

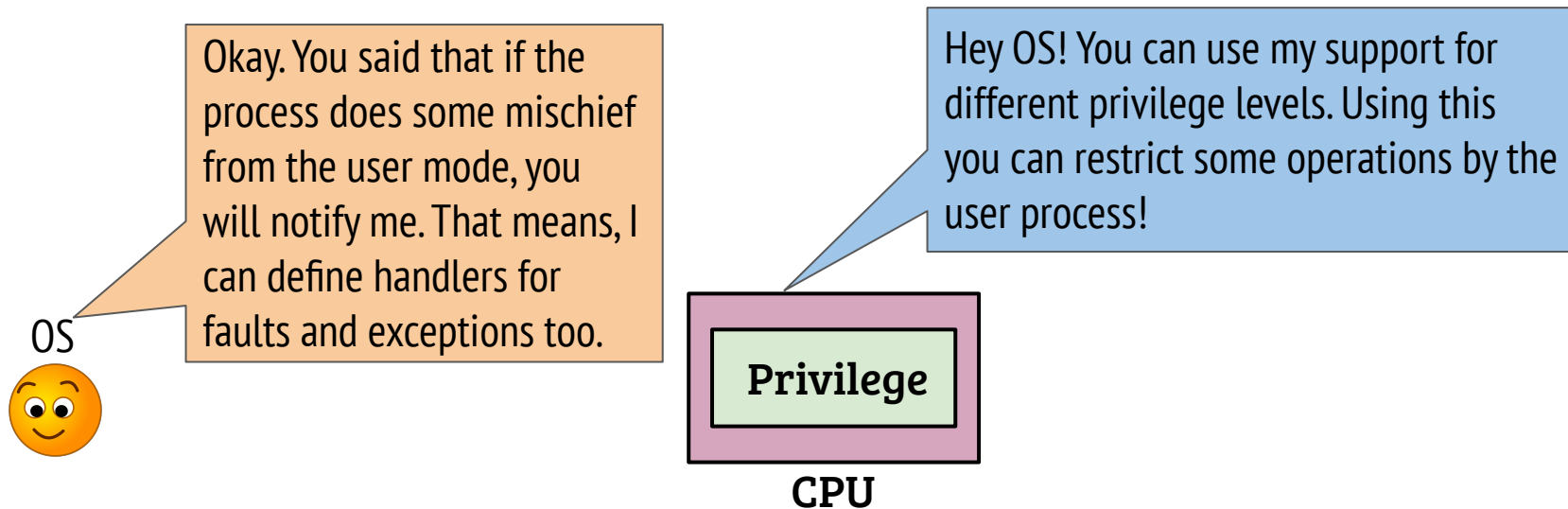
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# Hardware support: Privilege levels



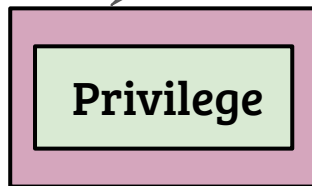
- The OS can register the handlers for faults and exceptions
- The OS can also register handlers for device interrupts
- *Registration of handlers is privileged!*

# Hardware support: Privilege levels

OS



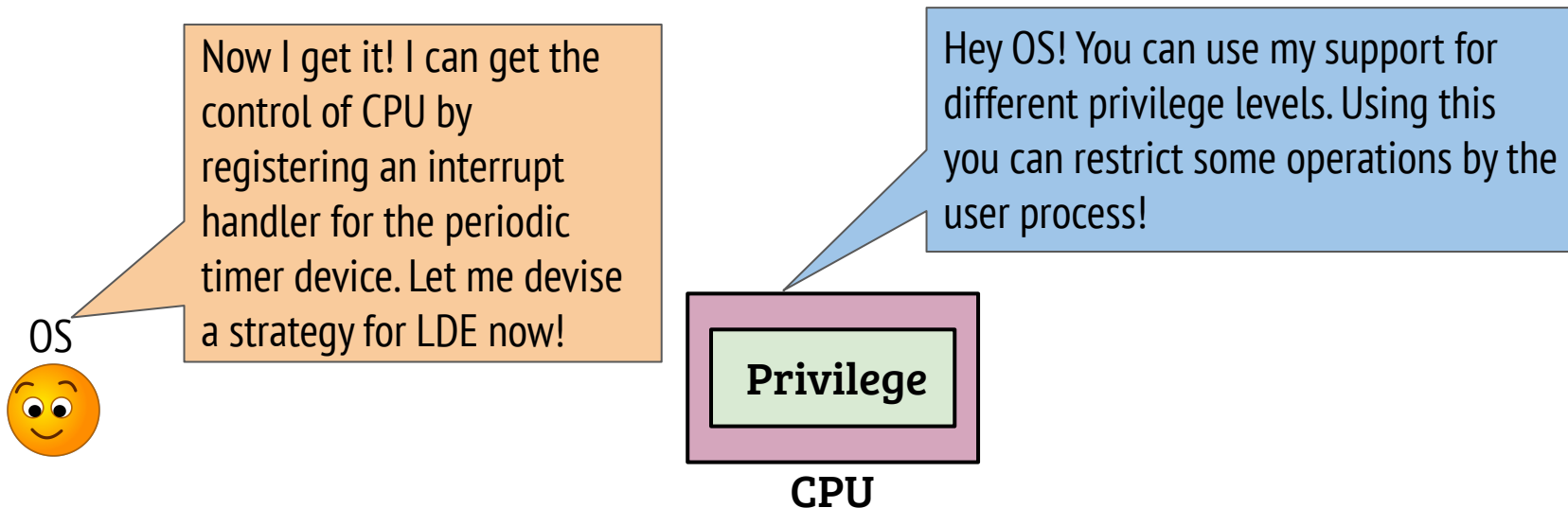
Now I get it! I can get the control of CPU by registering an interrupt handler for the periodic timer device. Let me devise a strategy for LDE now!



CPU

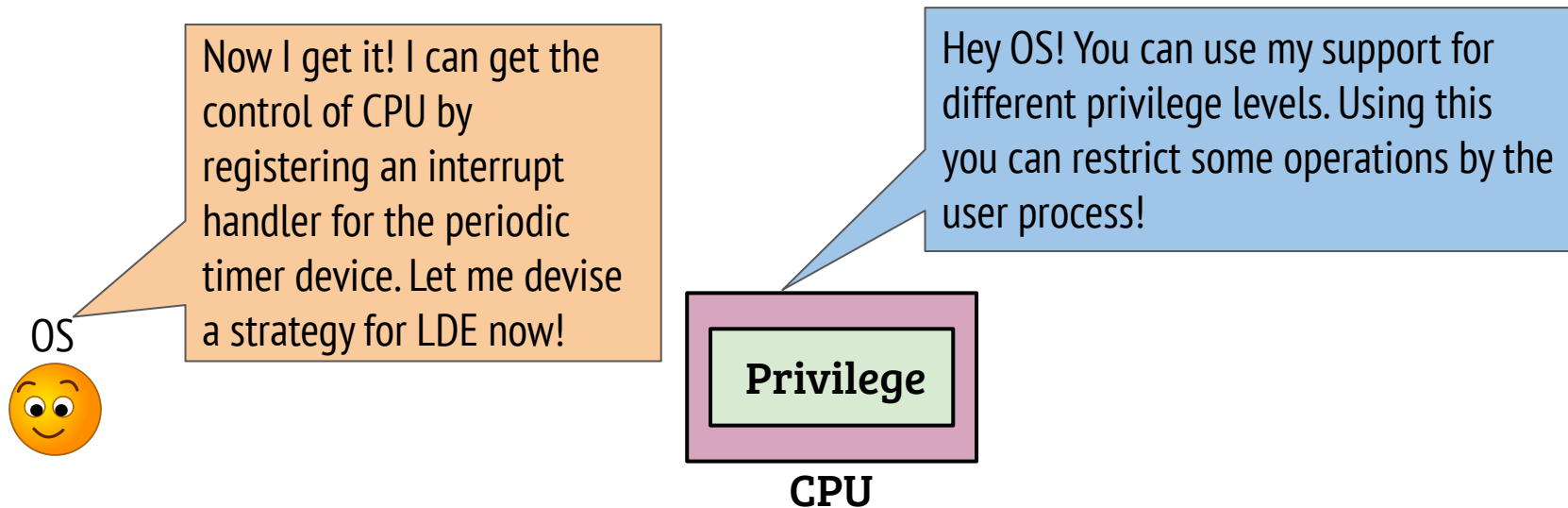
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- After the boot, the OS needs to configure the handlers for system calls, exceptions/faults and interrupts
- The handler code is invoked by the OS when user-mode process invokes a system call or an exception or an external interrupt

# Limited direct execution

- Can the OS enforce limits to an executing process?
- No, the OS can not enforce limits by itself and still achieve efficiency
- OS requires support from hardware!
- What kind of support is needed from the hardware?
- CPU privilege levels: user-mode vs. kernel-mode
- Switching between modes, entry points and handlers

# Evidence based Proof of LDE!

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- “Evidence based proof” is very important for this course
- Proving LDE in the Linux kernel
  - How to prove using a user program executing an infinite loop?

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  - Is this evidence enough?

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  - CPU usage in user mode should dominate
  - Is this evidence enough? OS intervention yet to be shown!
  - If a program does division by zero infinitely, we can prove OS intervention. How to go about it?
  - Handle the signal and ignore it or something better (modify division-by-zero handler in OS)  $\Rightarrow$  First hand evidence