

# Assignment 2

## CS330: Operating Systems

### 1 Introduction

As part of this assignment, you will be implementing system calls in a teaching OS (gemOS), some of which you became familiar during Assignment-1. We will be using a minimal OS called gemOS to implement these system calls and provide system call APIs to the user space. The gemOS source can be found in the `src` directory. This source provides the OS source code and the user space process (i.e., `init` process) code (in `src/user` directory).

gemOS is a teaching operating system. Typically OS boots on a hardware (bare metal or virtual). We will be using gem5 ([http://gem5.org/Main\\_Page](http://gem5.org/Main_Page)), an open source architectural simulator to boot **gemOS**. An architectural simulator simulates the hardware in software. In other words, all the hardware functionalities are implemented in software using some programming language. For example, Gem5 simulator implements architectural elements for different architectures like ARM, X86, MIPS etc. Advantages of using software simulators for OS development are,

- Internal hardware state and operations at different components (e.g., decoder, cache etc.) can be profiled to better understand the hardware-software interfacing.
- Hardware can be modified for several purposes—make it simpler, understand implications of hardware changes on software design etc.
- Bugs during OS development can be better understood by debugging both hardware code and the OS code.

The getting started guide helps you to setup Gem5 and execute **gemOS** on it. You can refer to this online tutorial to know more about gem5.

You need to setup gem5 by following the instructions (Step-0) mentioned in Section 2. We suggest to complete **Step-0** immediately to have a working gem5 simulator to start with the assignment. **Step-0** also helps you to understand how to boot **gemOS** binary in gem5. You can build the gemOS source provided in the `src` directory to test the working.

The assignment is divided into five tasks. The implementation of system calls for each task should be POSIX compliant. Which means, you need to read the man pages of each of corresponding system calls to know about their exact behavior. Testing procedure and submission guidelines are mentioned at the end of the document.

## 2 Step-0: Getting Ready

This section explains the setup procedure of gem5. Further, it explains the process to build and execute gemOS on gem5 platform and access the terminal to see the messages printed by the gemOS.

### 2.1 Preparing Gem5 simulator

#### System pre-requisites

- Git
- gcc 4.8+
- python 2.7+
- SCons
- protobuf 2.1+

On Ubuntu install the packages by executing the following command.

```
$ sudo apt-get install build-essential git m4 scons zlib1g zlib1g-dev  
libprotobuf-dev protobuf-compiler libprotoc-dev libgoogle-perftools-dev  
python-dev python automake
```

#### Gem5 installation

Clone the gem5 repository from <https://gem5.googlesource.com/public/gem5>.

```
$ git clone https://gem5.googlesource.com/public/gem5
```

Change the current directory to **gem5** and build it with scons:

```
$ cd gem5  
$ scons build/X86/gem5.opt -j9
```

In place of 9 in [-j9], you can use a number equal to available cores in your system plus one. For example, if your system have 4 cores, then substitute -j9 with -j5. For first time it will take around 10 to 30 minutes depending on your system configuration. After a successful Gem5 build, test it using the following command,

```
$ build/X86/gem5.opt configs/example/se.py --cmd=tests/test-progs/hello/bin/x86/linux/hello
```

The output should be as follows,

```
gem5 Simulator System.  http://gem5.org  
gem5 is copyrighted software; use the --copyright option for details.  
gem5 compiled Aug  4 2018 11:00:44  
gem5 started Aug  4 2018 17:15:06
```

```

gem5 executing on BM1AF-BP1AF-BM6AF, pid 8965
command line: build/X86/gem5.opt configs/example/se.py \
              --cmd=tests/test-progs/hello/bin/x86/linux/hello
/home/user/workspace/gem5/configs/common/CacheConfig.py:50: SyntaxWarning: import * only \
              allowed at module level def config_cache(options, system):
Global frequency set at 1000000000000 ticks per second
warn: DRAM device capacity (8192 Mbytes) does not match the address range assigned (512 Mbytes)
0: system.remote_gdb: listening for remote gdb on port 7000
**** REAL SIMULATION ****
info: Entering event queue @ 0. Starting simulation.....
Hello world!
Exiting @ tick 5941500 because exiting with last active thread context

```

## 2.2 Booting gemOS using Gem5

Gem5 execute in two modes—system call emulation (SE) mode and full system (FS) simulation mode. The example shown in the previous section, was a SE mode simulation of Gem5 to execute an application. As we want to execute an OS, Gem5 should be executed in FS mode. There are some initial setup to do before we can execute **gemOS** using Gem5 FS mode. To run OS in full-system mode, where we are required to simulate the hardware in detail, we need to provide the following files,

- **gemOS.kernel**: OS binary built from the **gemOS** source.
- **gemOS.img**: root disk image
- **swap.img**: swap disk image

Gem5 is required to be properly configured to execute the **gemOS** kernel. The configuration requires changing some existing configuration files (in **gem5** directory) as follows,

- Edit the **configs/common/FSConfig.py** file to modify the **makeX86System** function where the value of **disk2.childImage** is modified to (**disk('swap.img')**).
- Edit the **configs/common/Benchmarks.py** file to update it as follows,

```

elif buildEnv['TARGET_ISA'] == 'x86':
    return env.get('LINUX_IMAGE', disk('gemOS.img'))

```

Create a directory named **gemos** in **gem5** directory and populate it as follows,

```

/home/user/gem5$ mkdir gemos
/home/user/gem5$ cd gemos
/home/user/gem5/gemos$ mkdir disks; mkdir binaries
/home/user/gem5/gemos$ dd if=/dev/zero of=disks/gemOS.img bs=1M count=128
/home/user/gem5/gemos$ dd if=/dev/zero of=disks/swap.img bs=1M count=32

```

For the time being, you can use `gemOS.kernel` provided with the assignment (can be found in `src` directory). Copy the `gemOS.kernel` to `gemos/binaries` directory.

We need to set the `M5_PATH` environment variable to the `gemos` directory path as follows,

```
/home/user/gem5$ export M5_PATH=/home/user/gem5/gemos
```

Now, we are ready to boot GemOS.

```
gem5$ build/X86/gem5.opt configs/example/fs.py
--kernel=/home/user/gem5/gemos/binaries/gemOS.kernel --mem-size=2048MB
```

gem5 output will look as follows,

```
gem5 Simulator System.  http://gem5.org
gem5 is copyrighted software; use the --copyright option for details.

gem5 compiled Aug 21 2019 23:45:13
gem5 started Aug 22 2019 10:45:01
gem5 executing on kparun-BM1AF-BP1AF-BM6AF, pid 28942
command line: build/X86/gem5.opt configs/example/fs.py --kernel=/home/kparun/gem5/gemos/binaries/gemOS.kernel --mem-size=2048MB

Global frequency set at 1000000000000 ticks per second
warn: DRAM device capacity (8192 Mbytes) does not match the address range assigned (512 Mbytes)
info: kernel located at: /home/kparun/gem5/gemos/binaries/gemOS.kernel
system.pc.com_1.device: Listening for connections on port 3456
    0: rtc: Real-time clock set to Sun Jan  1 00:00:00 2012
0: system.remote_gdb: listening for remote gdb on port 7000
warn: Reading current count from inactive timer.
**** REAL SIMULATION ****
info: Entering event queue @ 0.  Starting simulation...
warn: Don't know what interrupt to clear for console.
```

Execute the following command in another terminal window to access the `gemOS` console

```
/home/user$ telnet localhost 3456
```

At this point, you should be able to see the `gemOS` shell.

## 2.3 How to build gemOS

To build `gemOS.kernel`, you need to run `make` inside `src` folder. After that you need to copy `gemOS.kernel` binary to `gemos/binaries` directory. This step is necessary every time you build the `gemOS` and want to test it. After copying `gemOS.kernel`, run

```
gem5$ build/X86/gem5.opt configs/example/fs.py
--kernel=/home/user/gem5/gemos/binaries/gemOS.kernel --mem-size=2048MB
```

Open a terminal window as before and access the console using the following command,

```
/home/user$ telnet localhost 3456.
```