

# 示例: Linux 的缺 页中断处理

#### Linux 缺页中断相关源程序

- ◆ 系统初始化阶段,设置缺页中断的中断矢量 /\* arch/i386/kernel/traps.c \*/ set\_intr\_gate(14,&page\_fault);
- ◆ 页表项中的"有效位"
- ◆缺页中断发生时,中断响应程序的汇编代码/\* arch/i386/kernel/entry.S \*/
- ENTRY(page\_fault)
   pushl \$ SYMBOL\_NAME(do\_page\_fault)
   jmp error\_code
- ◆ 跳转至缺页中断响应程序的 C 代码 参见 "28. 缺页响应程序的 C 函数 do\_page\_fault().doc

#### 设置缺页中断的中断矢量

```
/* arch/i386/kernel/traps.c */
void ___init trap_init(void)
set_intr_gate(14,&page_fault);
```

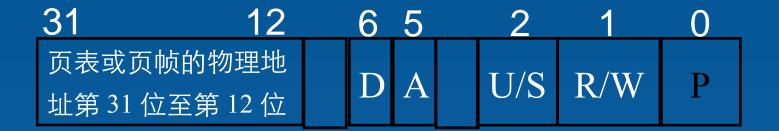
## 设置缺页中断的中断矢量

```
/* arch/i386/kernel/traps.c */
void set_intr_gate(unsigned int n, void *addr)
{
    _set_gate(idt_table+n,14,0,addr);
}
```

## 设置缺页中断的中断矢量

```
/* arch/i386/kernel/traps.c */
#define _set_gate(gate_addr,type,dpl,addr) \
do { \
 int __d0, __d1; \
  "movw %4,%%dx\n\t" \
        "movl %%eax,%0\n\t" \
        "movl %%edx,%1" \
        :"=m" (*((long *) (gate_addr))), \
        "=m" (*(1+(long *) (gate_addr))), "=&a" (__d0), "=&d" (__d1) \
        :"i" ((short) (0x8000+(dpl<<13)+(type<<8))), \
        "3" ((char *) (addr)),"2" (__KERNEL_CS << 16)); \
} while (0)
```

### i386 页表项中的"有效位"



P=1 则地址转换有效; P=0 则地址转换无效

R/W=1 则该页可写,可读,且可执行; R/W=0 则该页可读,可执行,但不可写

U/S=1 则该页可在任何特权级下访问; U/S=0 则该页只能在特权级 0 、 1 和 2 下访

阅:访问位

D: 已写标志位

/\* arch/i386/kernel/entry.S \*/

```
ENTRY(page_fault)

pushl
$SYMBOL_NAME(do_page_fault)

jmp error_code
```

```
arch/i386/kernel/entry.S */
error_code:
                            # 保护现场
  movl ORIG_EAX(%esp), %esi # 错误代码
  movl ES(%esp), %edi # C 响应函数的首地址
  pushl %esi
                        # 错误代码压栈
                        # 跳转至 C 响应函数
  call *%edi
  addl $8,%esp
                       # 从 C 函数返回, 调整堆栈
  jmp ret_from_exception
```

```
restore_all:

RESTORE ALL
```

```
arch/i386/kernel/entry.S */
#define RESTORE_ALL \
  popl %ebx; \
  popl %ecx; \
  popl %edx; \
  popl %esi; \
  popl %edi; \
  popl %ebp; \
  popl %eax; \
1: popl %ds; \
2: popl %es; \
  addl $4,%esp;\
3: iret;
```

