

```

free_list; // Free environment list // (linked by Env ->
env_link)
NULL,
K T >>
3] =
SEG(STA_X | STA_R, 0x0, 0xffffffff, 0),
K D >>
3] =
SEG(STA_W, 0x0, 0xffffffff, 0),
U T >>
3] =
SEG(STA_X | STA_R, 0x0, 0xffffffff, 3),
U D >>
3] =
SEG(STA_W, 0x0, 0xffffffff, 3),
init_percpu()[GD_TSS0 >>
3] =
SEG_NULL;
pd =
sizeof(gdt) - 1, (unsigned long)gdt;
BAD_ENV_onerror. // On success, sets*
env_store to the environment. // On error, sets*
env_store to NULL. // int env_id2env(env_id_t env_id, struct Env*
*env_store, bool check_perm) struct Env *e;
store =
curenv; return 0;
id field in that struct Env // to ensure that the env_id is not stale // (i.e., does not refer to a previous environment // that used the same
envs[ENV_X(env_id)]; if (e ->
env_status ==
ENV_FREE || e ->
env_id! =
env_id) *env_store = 0; return -E_BAD_ENV;
parent_id! =
curenv ->
env_id) *env_store = 0; return -E_BAD_ENV;
store =
e; return 0;
dsto0, // and insert them into the env_free_list. // Makesure the environments are in the free list in the same order // they are inserted
init_percpu();
init_percpu(void) lgdt(gdt_pd); // The kernel never uses G or F S, so we leave those set to // the user data segment. asm volatile ("r
pgdir accordingly, // and initialize the kernel portion of the new environment's address space. // Do NOT (yet) map anything into it
0 on error. Errors include :
// -
ENO_MEM if paged directory or table could not be allocated. // static int env_setup_m(struct Env*
e) int i; struct PageInfo *p = NULL;
alloc(ALLOC_ZERO)) return -
ENO_MEM;
pgdir and initialize the paged directory. // Hint :
// -
The V Aspace of all envs is identical above UTOP // (except at UVPT, which we've set below). // See inc/memlayout.h for permissions
Yes. // (Makesure you got the permissions right in Lab2.) // -
The initial V A below UTOP is empty. // -
You do not need to make any more calls to page_alloc. // -
Note :
In general, pp_ref is not maintained for // physical pages mapped only above UTOP, but env_pgdir // is an exception -
- you need to increment env_pgdir's // pp_ref for env_free to work correctly. // -
The functions in kern/pmap.h are handy.
pgdir =
page2kva(p); memmove(e ->
env_pgdir, kern_pgdir, PGSIZE); memset(e ->
env_pgdir, 0, PDX(UTOP)*
sizeof(pde_t)); p ->
pp_ref +
+;
pgdir[PDX(UVPT)] =
PADDR(e ->
env_pgdir) | PTE_P | PTE_U;
store. // Returns 0 on success, <
0 on failure. Errors include :
// -
ENO_FREE_ENV if all NENV environments are allocated // -
ENO_MEM on memory exhaustion // int env_alloc(struct Env*
*new_env_store, env_id_t parent_id) int32_t generation; intr; struct Env *e;
free_list)) return -
ENO_FREE_ENV;
setup_m(e) <
0) return r;
id for this environment. generation =
(e ->
env_id +

```