

CS4411 Project 2. Implement a system call

Due Feb. 6 11:59 PM

Purpose

The purpose of this project is to setup experimental environments for xv6 OS and to understand system call.

Project summary

- 1) Install QEMU required for the xv6
- 2) Download, compile, and boot xv6
- 3) Add a new system call to xv6 and test it
- 4) Submit your files to Canvas

Install QEMU

- 1) Create QEMU installation dir
`mkdir $HOME/opt`
- 2) Download the QEMU4.2
`wget https://download.qemu.org/qemu-4.2.0.tar.xz`
`tar xvJf qemu-4.2.0.tar.xz`
`cd qemu-4.2.0`
`./configure --disable-kvm --disable-werror --prefix=$HOME/opt/bin --target-list="i386-softmmu x86_64-softmmu"`
`make`
`make install`
- 3) Add QEMU installation dir to the PATH variable
Add " `export PATH=$PATH:$HOME/opt/bin`" to the `$HOME/.bashrc` file.

Install XV6

- 1) Download the XV6 source code
`git clone https://github.com/mit-pdos/xv6-public`
- 2) Compile and run XV6
`cd xv6`
`make qemu-nox`
- 3) Quit from xv6
To exit xv6, type `ctrl-a x`.

GDB debug XV6

- 1) Run xv6 with GDB port open

```
cd xv6
make qemu-nox-gdb
```

You will see the tcp port xxxx
- 2) Run GDB with the kernel binary

```
gdb
(gdb) target remote :xxxx
(gdb) file kernel
(gdb) continue
```

Adding the system call

Add a new system call that takes no arguments and returns the number of runnable processes. See below for hints about how to do this.

For this task, you might want to read Chapter 3 of the xv6 book describing how exceptions, traps, interrupts, etc. How system call dispatching is implemented in `syscall.c` and `syscall.h`, and how the handlers for individual system calls are implemented in `sysproc.c` and `sysfile.c`.

Basic steps for adding system calls:

- 1) Create a `sys_getrunble` function based on an existing simple system call function like `sys_uptime`. (For this assignment, you do not need to (but are allowed to) use a spinlock and acquire or release like `uptime` does since we do not care how your code works with or multiple processors.)
- 2) Add a system call number for your new system call to `syscall.h`.
- 3) Add your `sys_getrunble` to the table in `syscall.c`.
- 4) Read `procdump()` in `proc.c`.
Find out how to iterate through the process queue in XV6.
- 5) Edit `usys.S` and `user.h` to create a system call wrapper function that invokes your system call from a normal user program.

Testing the system call

- 1) Using `echo.c` as a template, create a new program to run your `getrunble` system call and print the results.
- 2) Edit `Makefile` by adding your program to `UPROGS`, similar to how `echo` is included on this list.
- 3) Run `make` and then `make qemu` to boot the OS with your new program included.
- 4) If your test program crashes after finishing, you may have forgotten to `exit()` at the end. (Returning from `main()` will not work.)

5) You could run other programs that call (e.g. by outputting anything to the console) and/or have your test program make writes (using the system call wrapping function directly or by taking advantage of `printf()` calling `write`) to verify that the count make sense.

Submission

- 1) Remove the object files, binary files and the FS image file

```
make clean
```

Issue the above command when you are under the `xv6-public` folder.

- 2) Compress the `xv6` folder

```
tar cvfz xv6-your-last-name.tar.gz xv6-public/*
```

Issue the above command when you are outside of the `xv6-public` folder. Note that only files under the `xv6-public` are include the archive and do not put the sub-folder to it. Otherwise the size of archive is 18MB.

- 3) Upload the `xv6-your-last-name.tar.gz` to Canvas

Credit

This assignment is based on Charles Reiss's assignment.