

Assignment 1: Interrupt handlers

January 28, 2018

The goal of this assignment is to get familiar with interrupt handlers. An interrupt descriptor table (IDT) is a sequential array of descriptors (max 256). The size of each descriptor is 64-bits. The first 32 descriptors are reserved for exception handling and the others are reserved for interrupts. A descriptor corresponding to a vector `x` contains the address of the target handler(routine), which is called on every occurrence of interrupt vector `x`. Apart from containing the address of target interrupt handler (32-bits), the rest 32-bits of the descriptor contain the `cs` segment selector and other flags. Interested readers may refer to page-197, fig 6-2 of Intel Software developer manual (volume 3). For this assignment, we are only interested in the address of the target interrupt handler (In Linux `cs` segment base is always set to zero).

`struct idt_entry` in `main.c` represents an IDT entry. Here, `lower16` and `higher16` correspond to lower 16-bits and higher 16-bits address of target interrupt handler. `sidt` instruction on X86 hardware takes a 6-byte memory location as input and stores the size and base address of the current IDT table in it. Routine `imp_store_idt` (`main.c`) takes a pointer to a 6-byte memory location and returns the address and size of the current IDT. Similarly, `imp_load_idt` loads a new IDT whose size and base address are passed to this routine (For this assignment you might not need this routine).

In this assignment, you need to modify the kernel module to count the number of `divbyzero` exception. First entry (0th index) in IDT table corresponds to `divbyzero` exception. To count the number of `divbyzero` exceptions you need to overwrite the original `divbyzero` handler with `__wrapper_divbyzero` (`wrapper.S`). You might also want to look at indirect `jmp` instruction (`jmp *MEM`), which takes a 4-byte memory location as input and `jmp` to the program counter stored in that location. For example: `jmp *orig_divbyzero`, will jump to an address which is stored in `orig_divbyzero` (`main.c`) variable.

0.1 Compilation and running

The source code contains two folders `kernel` and `user`. As the name suggests, `kernel` runs as a part of kernel address space and `user` runs as a part of user address space.

To compile:

```
cd kernel && make
cd user && make
```

To run:

```
cd kernel && ./load loads the kernel module.
```

`start_module` (main.c) is called automatically when the module is loaded. If you run “`dmesg`” at this point, you should see “aos module loaded successfully”. `dmesg` prints the kernel log (i.e., log generated using `printk`, etc.) on terminal.

User programs can make a call to the kernel module for different services. In this example, if a user program does the `ioctl` system call, `device_ioctl` (main.c) routine is called. `Ioctl` takes an identifier and a 32-bit argument (user-mode addresses can also be passed as an argument). Depending on the identifier the driver may do different tasks (see switch case in `device_ioctl`). The user folder contains three programs. You need to run them after loading the kernel module. These programs do different kind of `ioctls`. e.g., `start` does `START_DIVBYZERO` (see `device_ioctl`), `stop` does `STOP_DIVBYZERO`, and `stats` does `STATS_DIVBYZERO`. `STATS_DIVBYZERO` copies (using `copy_to_user`) the value of `total_count` into the user-space address passed by `stats`.

0.2 Turn in:

In this assignment, you need to implement `start_tracking_divbyzero` and `stop_tracking_divbyzero` routines. `start_tracking_divbyzero` routine modifies the interrupt handler to increment the `total_count` variable before calling the original `divbyzero` handler. `stop_tracking_divbyzero` routine restores the original `divbyzero` handler.

0.3 Environment:

You need to do this assignment on uniprocessor Linux 32-bit virtual machine. A virtual hard-disk will be provided to you that can be booted using VirtualBox. VirtualBox is installed in the L23 (library 2nd floor, 3rd lab) on Linux hosts.

0.4 How to submit.

Before implementing anything first make a local branch (`git checkout -b [your entry number]`). For submission send a merge request to the master branch.