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syscall()

- **syscall()** dispatches to the function implementing the relevant system call.
- System call number in user mode is in eax.
- Hence it is in myproc()->tf->eax.
- We will be done by having syscalls[], a vector of routines addresses.
- return value of syscalls[myproc()->tf->eax] is put into myproc()->tf->eax.

syscall.h

#define SYS_fork 1 #define SYS_exit 2 #define SYS_wait 3 #define SYS_pipe 4 #define SYS_read 5 #define SYS_kill 6 #define SYS_exec 7 #define SYS_fstat 8 #define SYS_chdir 9 #define SYS_dup 10 #define SYS_getpid 11 #define SYS_sbrk 12 #define SYS_sleep 13 #define SYS_uptime 14 #define SYS_open 15 #define SYS write 16 kv6-rev10 syscalls

3201

```
#define SYS_mknod 17
#define SYS_unlink 18
#define SYS_link 19
#define SYS_mkdir 20
#define SYS_close 21
```

syscalls[]

```
static int (*syscalls[])(void) = {
 [SYS_fork] sys_fork,
 [SYS_exit] sys_exit,
 [SYS_wait] sys_wait,
 [SYS_pipe] sys_pipe,
 [SYS_read] sys_read,
 [SYS_kill] sys_kill,
 [SYS_exec] sys_exec,
 [SYS_fstat] sys_fstat,
 [SYS_chdir] sys_chdir,
 [SYS_dup] sys_dup,
 [SYS_getpid] sys_getpid
 [SYS_sbrk] sys_sbrk,
 [SYS_sleep] sys_sleep
 [SYS_uptime] sys_uptime,
 [SYS_open] sys_open,
```

```
[SYS_write] sys_write ,
[SYS_mknod] sys_mknod ,
[SYS_unlink] sys_unlink ,
[SYS_link] sys_link ,
[SYS_mkdir] sys_mkdir ,
[SYS_close] sys_close ,
};
```

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syscall()

```
void syscall(void) {
 int num;
 num = myproc() -> tf -> eax;
 if (num > 0 && num < NELEM(syscalls) &&</pre>
            syscalls[num]) {
   mvproc()->tf->eax = syscalls[num]();
 } else {
   cprintf("%d_%s:_unknown_sys_call_%d\n",
  myproc()->pid , myproc()->name , num );
  mvproc()->tf->eax = -1;
```

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myproc()->tf ->eax = syscalls[num]()

```
switch (num) {
case SYS fork:
  myproc()->tf->eax = sys_fork();
  break:
case SYS_exit:
  myproc()->tf->eax = sys_exit();
  break:
case SYS mkdir:
  myproc()->tf->eax = sys_mkdir()
  break:
case SYS close:
  myproc()->tf->eax = sys_close();
  break:
default:
myproc()->tf->eax = -1;
break
```

We can investigate each system call now...

Process control syscalls

Our current knowledge is enough for the first two syscalls:

- getpid().
- fork().

In addition, for the following syscalls we need to access arguments:

• kill().

In addition, for the following we also need the event system:

- exit().
- wait().
- sleep().

In addition, for the following syscall we need to read file:

• exec().