Lab 4: Integer Stack Kernel Module Implementation

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Github repo: https://github.com/dExNight/Advanced-Linux-Lab4

1. Introduction

Linux kernel module that provides an integer stack data structure accessed through character device. The module supports basic stack operations (push/pop) and stack size configuration via ioctl system calls. User-space utility provides command-line interface for interacting with the kernel module

2. Objectives

- Implement a kernel module with dynamic memory allocation
- Implement thread-safe operations using mutex synchronization
- Create a character device driver with file operations
- Develop a user-space CLI utility for device interaction
- Handle edge cases and error conditions properly

3. Implementation

3.1 I created project structure

```
mkdir -p kernel_module userspace
```

The project is organized into two main components:

3.2 Header file implementation

Hheader file (int stack.h) defines the core data structures, constants:

```
EXPLORER
                        ▼ REPORT.md • C int_stack.h X

√ LAB-4

                        kernel_module > C int_stack.h
                                #ifndef INT STACK H

√ assets

                                #define INT STACK H

√ kernel_module

  C int_stack.c
                                #define DEVICE NAME "int stack"
  C int_stack.h
                                #define MAJOR NUMBER 0
  M Makefile

∨ userspace

                                #define IOCTL_SET_SIZE _IOW('s', 1, int)
  C kernel_stack.c
                                struct int_stack {
  M Makefile
                                    int *data;
                          10
 REPORT.md
                          11
                                    int top;
                          12
                                    int max size;
                          13
                                    struct mutex lock;
                          14
                                };
                          15
                                #endif
                          16
```

Key components:

- Device name definition for registration
- IOCTL command for stack size configuration
- Stack structure with dynamic array, top pointer, maximum size
- Mutex for thread synchronization

3.3 Kernel module implementation

The kernel module (int stack.c) implements the character device driver:

```
C int_stack.c X
kernel_module > C int_stack.c
     #include <linux/module.h>
     #include <linux/kernel.h>
     #include <linux/fs.h>
     #include <linux/device.h>
     #include <linux/slab.h>
     #include <linux/uaccess.h>
     #include <linux/mutex.h>
     MODULE LICENSE("GPL");
      MODULE_AUTHOR("Amir Gubaidullin");
      MODULE_DESCRIPTION("Integer Stack Character Device");
     MODULE VERSION("0.1");
     static dev_t dev_num;
     static struct cdev c_dev;
     static struct class *cl;
     static struct int_stack *stack;
 24
     static int device_open(struct inode *, struct file *);
     static int device_release(struct inode *, struct file *);
     static ssize_t device_read(struct file *, char __user *, size_t, loff_t *);
     static ssize_t device_write(struct file *, const char __user *, size_t, loff_t *);
     static long device_ioctl(struct file *, unsigned int, unsigned long);
     static struct file_operations fops = {
          .open = device open,
          .release = device release,
          .read = device read,
          .write = device_write,
          .unlocked ioctl = device ioctl,
                   THIS MODILLE
```

1. Module Initialization (int_stack_init):

- Dynamic device number allocation
- Device class creation for automatic device file generation
- Character device registration
- Stack structure allocation and initialization

2. File Operations:

- open() and release(): Basic file operations (currently minimal implementation)
- read(): Implements pop operation, returns 0 bytes when stack is empty
- write(): Implements push operation, returns -ERANGE when stack is full
- ioctl(): Configures stack size, validates input, manages memory allocation

3. Thread Safety:

- All stack operations are protected by mutex locks
- Proper lock/unlock sequences in error paths
- Prevents race conditions during concurrent access

4. Module Cleanup (int_stack_exit):

- Frees allocated memory
- Unregisters character device
- Destroys device class
- Releases device number

Then created kernel module makefile:

```
▶ REPORT.md ● M Makefile X C int_stack.c

kernel_module > M Makefile

1   obj-m += int_stack.o

2   3   KDIR ?= /lib/modules/$(shell uname -r)/build
4   5   all:
6     $(MAKE) -C $(KDIR) M=$(PWD) modules
7   8   clean:
9   $(MAKE) -C $(KDIR) M=$(PWD) clean
```

Features:

- Out-of-tree module compilation
- Automatic kernel version detection
- Clean target for build artifacts

3.4 User-space utility

The user-space program (kernel_stack.c) provides a CLI interface:

```
▼ REPORT.md ● C kernel_stack.c ×
userspace > C kernel_stack.c
      #include <stdio.h>
      #include <stdlib.h>
      #include <fcntl.h>
      #include <unistd.h>
      #include <sys/ioctl.h>
      #include <string.h>
      #define DEVICE PATH "/dev/int stack"
      #define IOCTL_SET_SIZE _IOW('s', 1, int)
      void print_usage(const char *prog_name) {
           printf("Usage:\n");
           printf(" %s set-size <size>\n", prog_name);
          printf(" %s push <value>\n", prog_name);
printf(" %s pop\n", prog_name);
           printf(" %s unwind\n", prog_name);
       int main(int argc, char *argv[]) {
 21
           int fd;
           int value, size;
           int ret;
           if (argc < 2) {
               print_usage(argv[0]);
           fd = open(DEVICE PATH, 0 RDWR);
           if (fd < 0) {
               perror("Failed to open device");
               return errno;
           if (strcmp(argv[1], "set-size") == 0) {
```

Supported commands:

- set-size <size>: Configure stack size
- push <value>: Add element to stack
- pop: Remove and display top element
- unwind: Remove and display all elements

Then created user-space makefile:

```
W REPORT.md ● M Makefile

1    CC = gcc
2    CFLAGS = -Wall -Wextra
3
4    kernel_stack: kernel_stack.c
5    $(CC) $(CFLAGS) - o $@ $^
6
7    clean:
8    rm -f kernel_stack
```

Features:

- Strict compilation flags (-Wall -Wextra)
- Simple build process for CLI utility

3.5 Building and testing

Successfully built both components:

- Kernel module compiled without warnings
- User-space utility compiled with strict flags

Builded kernel module:

Built user-space utility:

```
→ userspace make
gcc -Wall -Wextra -o kernel_stack kernel_stack.c
→ userspace
```

I faced some issues due to Secure Boot being enabled, the module required signing before loading:

```
# Create signing keys
cd ~
```

3.6 Module loading

After signing, the module was successfully loaded:

3.7 Test cases

I ran test cases:

```
REPORT.md X
REPORT.md > Image: #
      #
PROBLEMS
          OUTPUT
                  DEBUG CONSOLE
                                TERMINAL
                                         PORTS
   userspace ./kernel stack set-size 3
   userspace ./kernel stack push 1
   userspace ./kernel stack push 2
   userspace ./kernel stack push 3
   userspace ./kernel stack pop
3
   userspace ./kernel stack set-size 2
→ userspace ./kernel stack push 1
   userspace ./kernel stack push 2
   userspace ./kernel stack push 3
ERROR: stack is full
   userspace echo $?
34
   userspace ./kernel stack pop
2
   userspace ./kernel stack pop
1
   userspace ./kernel stack pop
NULL
→ userspace ./kernel stack set-size 3
   userspace ./kernel stack push 1
   userspace ./kernel stack push 2
   userspace ./kernel stack push 3
   userspace ./kernel stack unwind
3
2
1
   userspace ./kernel stack set-size 0
ERROR: size should be > 0
   userspace ./kernel stack set-size -1
ERROR: size should be > 0
   userspace
```

Executed test cases demonstrating:

1. Basic Operations:

- Setting stack size
- Push operations
- Pop operations

- Stack full error handling
- Stack empty handling

2. Edge Cases:

- Invalid size values (≤0)
- Stack overflow behavior
- Empty stack pop
- Unwind operation
- Error code verification

3.8 Resubmission

Check items are saved when the stack size increases

```
kernel_module sudo /usr/src/linux-headers-$(uname -r)/scripts/sign-file sha256 \
 ~/kernel-signing/MOK.priv \
 ~/kernel-signing/MOK.der \
 int stack.ko
    kernel_module sudo insmod int stack.ko
    kernel_module lsmod | grep int_stack
                        12288 0
    kernel module sudo chmod 666 /dev/int stack
    kernel_module cd ../userspace
• → userspace ./kernel_stack set-size 3
• → userspace ./kernel_stack push 1
■ → userspace ./kernel_stack push 2
• → userspace ./kernel_stack push 3
• → userspace ./kernel_stack set-size 5
    userspace ./kernel stack unwind
 3
 2
 1
    userspace
```

Check for deleting items when reducing the stack size

```
→ userspace ./kernel_stack set-size 5

→ userspace ./kernel_stack push 1

→ userspace ./kernel_stack push 2

→ userspace ./kernel_stack push 3

→ userspace ./kernel_stack push 4

→ userspace ./kernel_stack push 5

→ userspace ./kernel_stack set-size 3

→ userspace ./kernel_stack unwind

3
2
1

→ userspace ■
```

Check correctness of operations after resizing