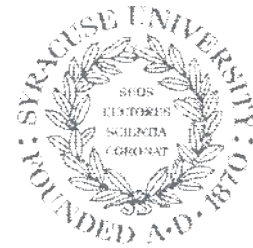


80x86 Protection Mode



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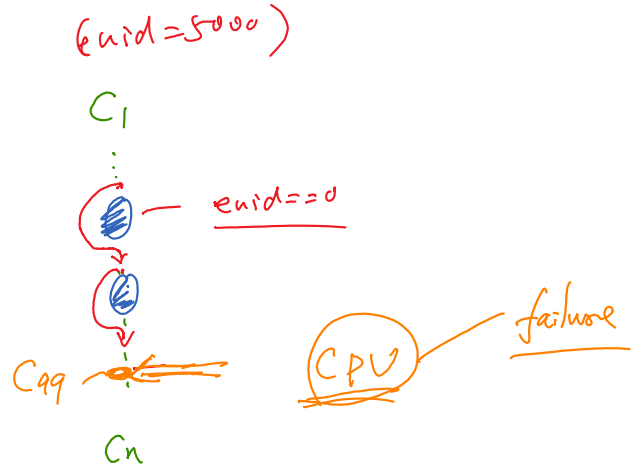
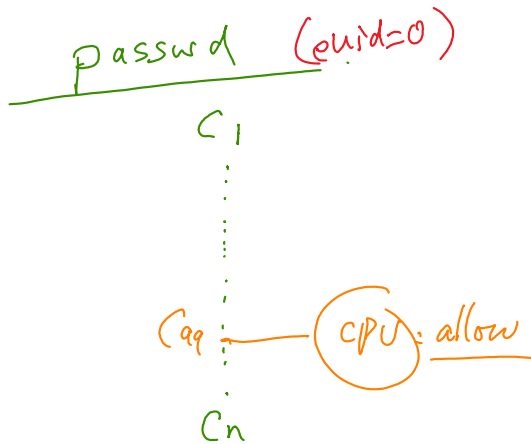
Why We Need Access Control in CPU



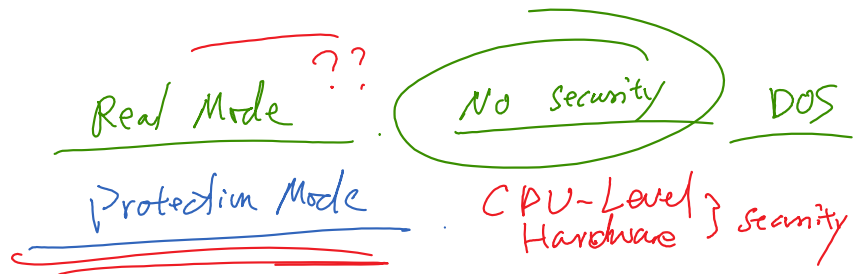
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A Question

Why do we need access control inside in CPU?



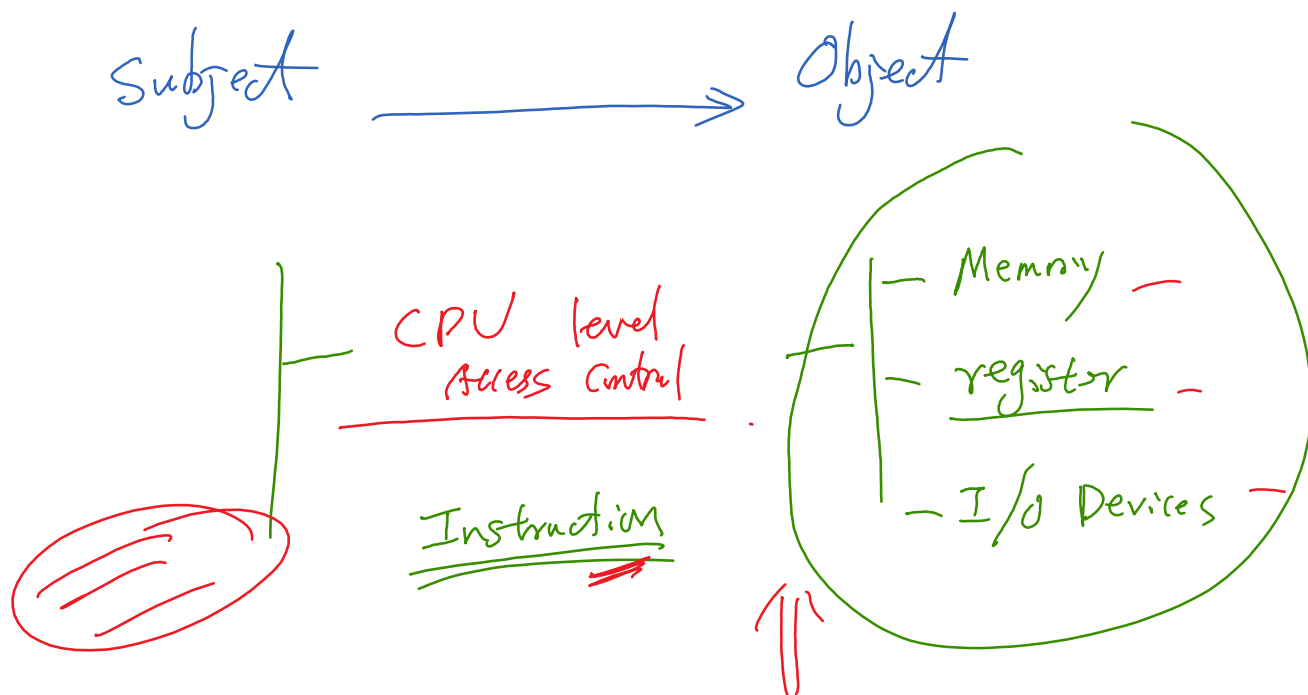
- In 8086 ~ 80286
- 80286 ~



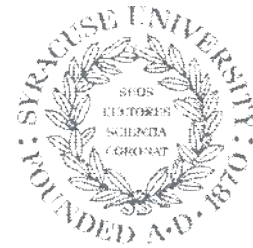
TCB: Trust Computing Base.

- These days — { Intel SGX, ARM TrustZone } Hardware Security

Access Control Overview

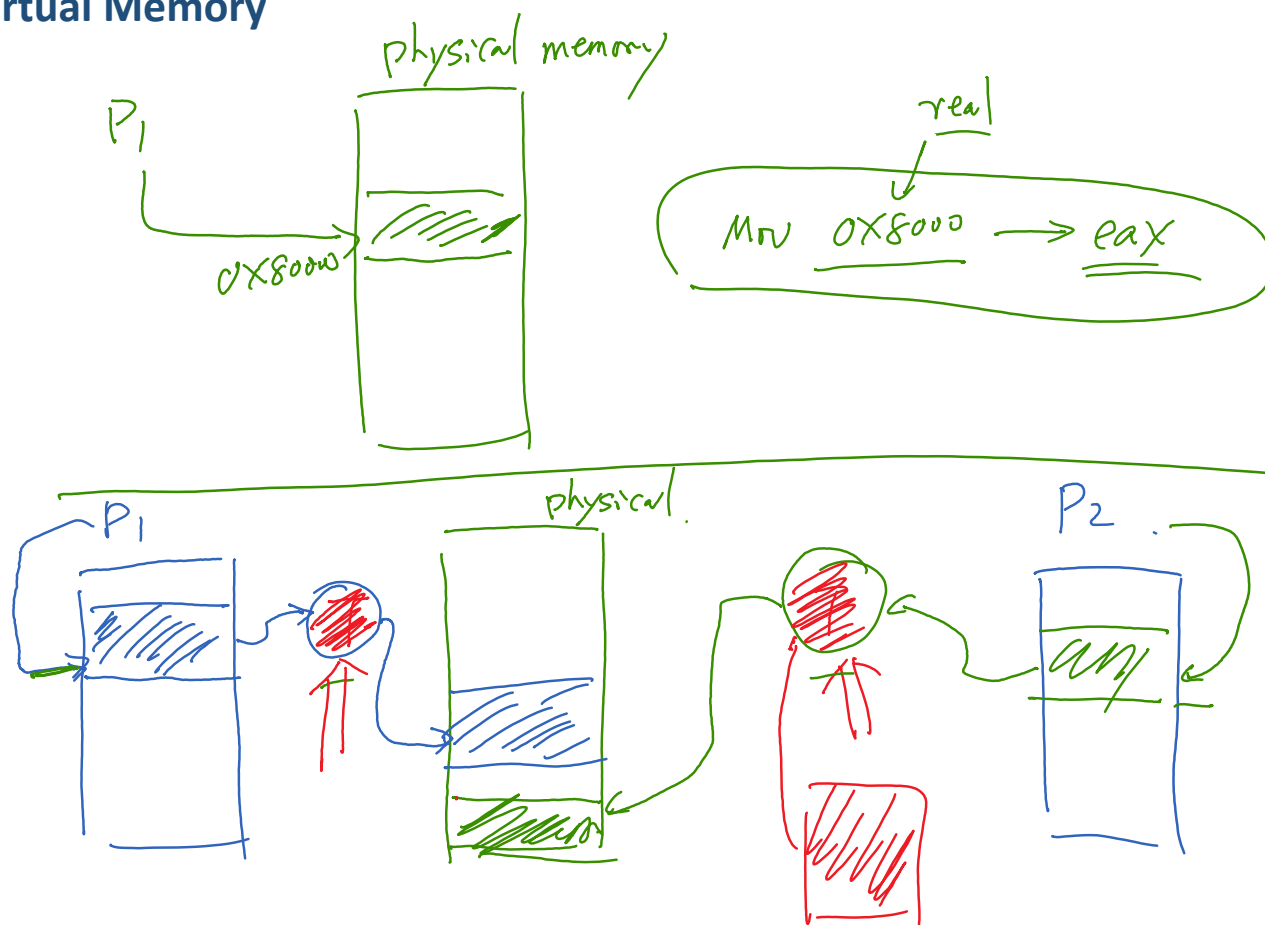


Memory Isolation

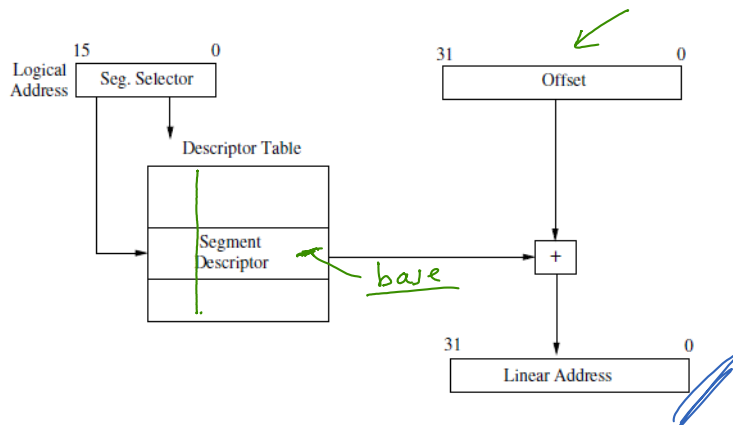


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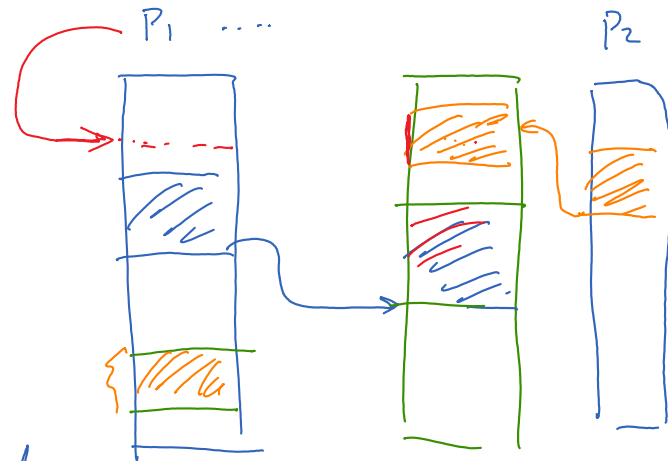
Virtual Memory



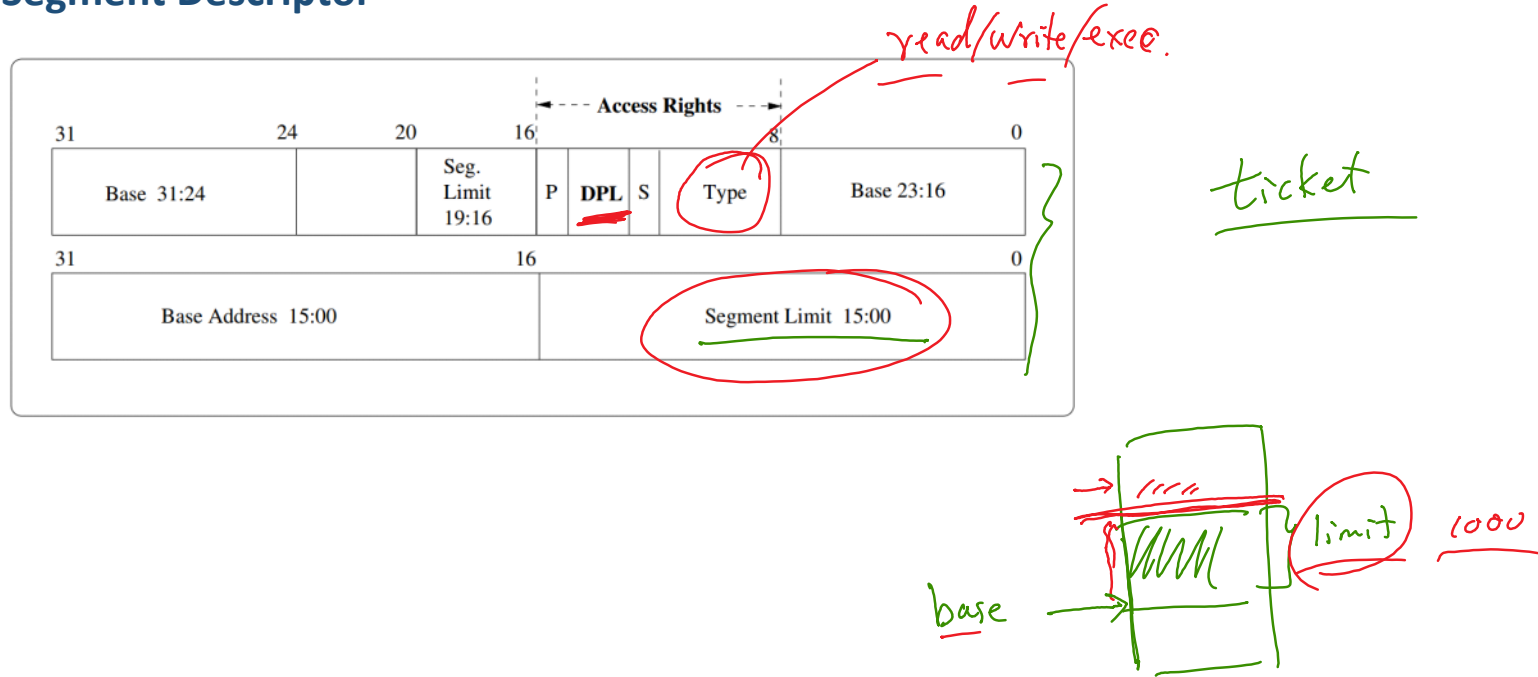
Logical Address to Linear Address



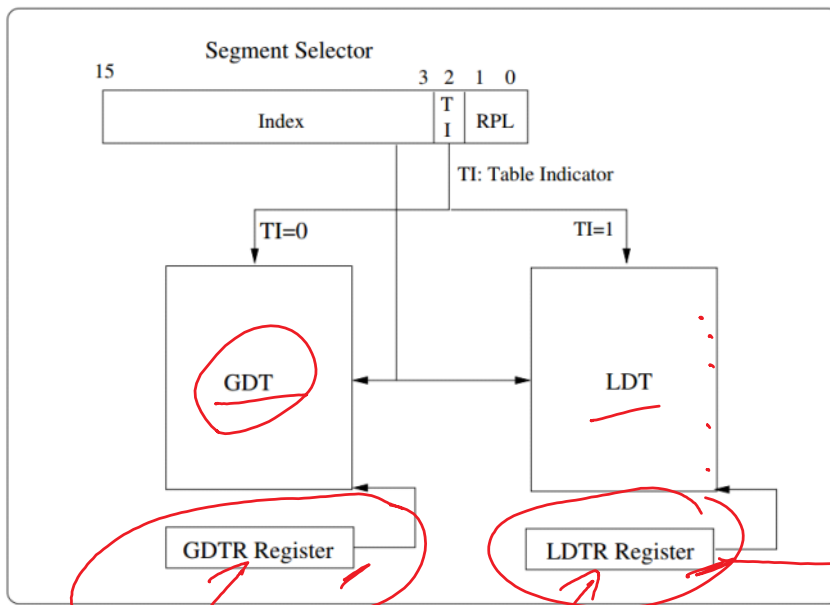
- capability-based access control.



Segment Descriptor



Descriptor Table



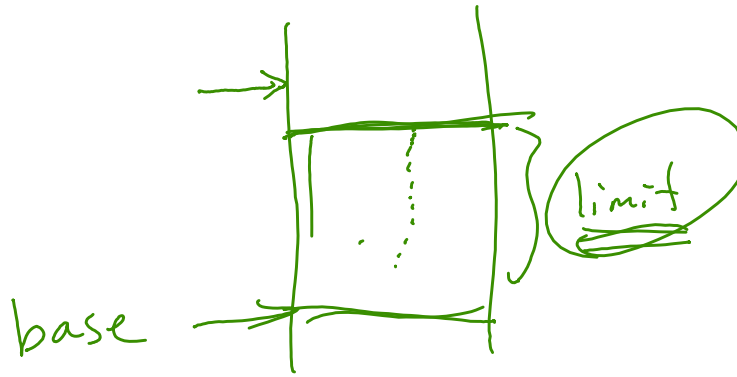
forge ticket



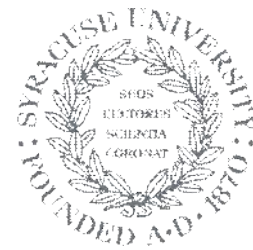
register protection

Question 1

If a program is copying data to a buffer located toward the end of a segment, is it possible to overflow the segment as the result of buffer overflow?

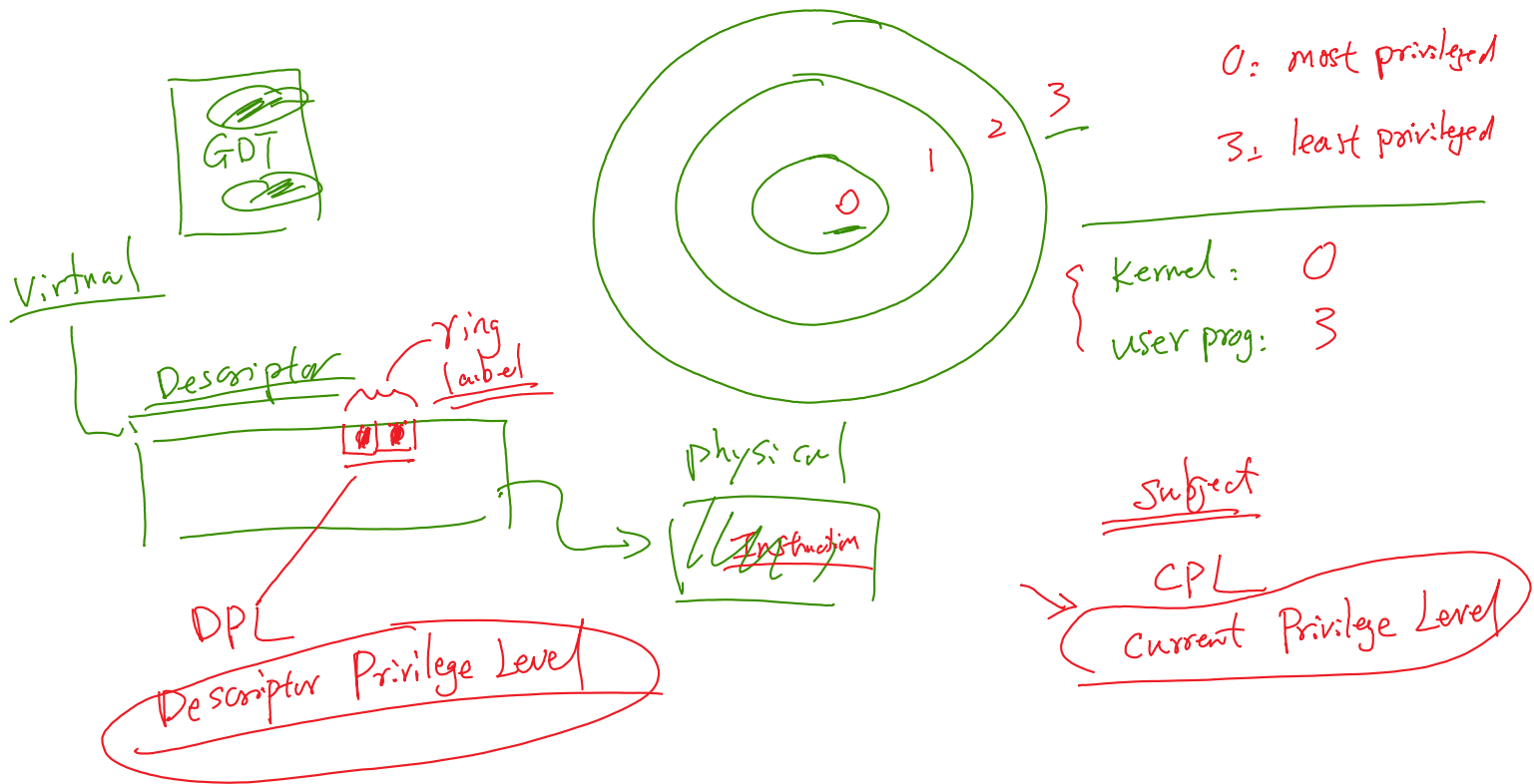


Rings

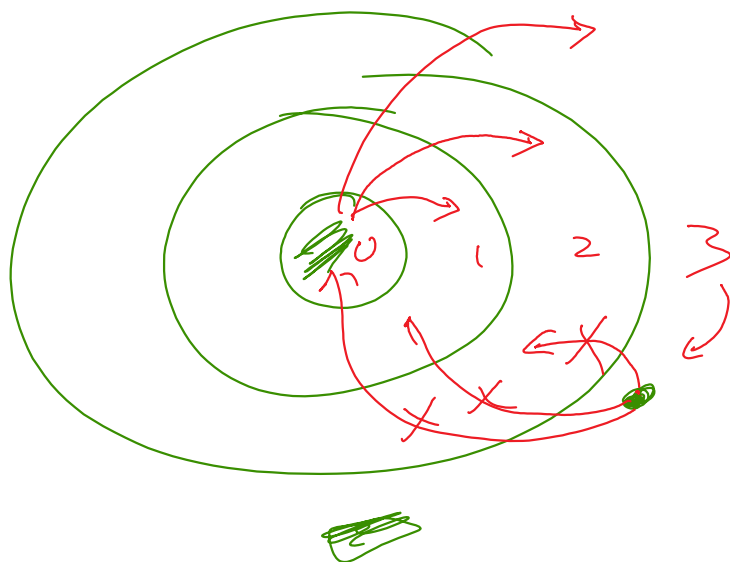


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Rings and Privilege Level



Data Access

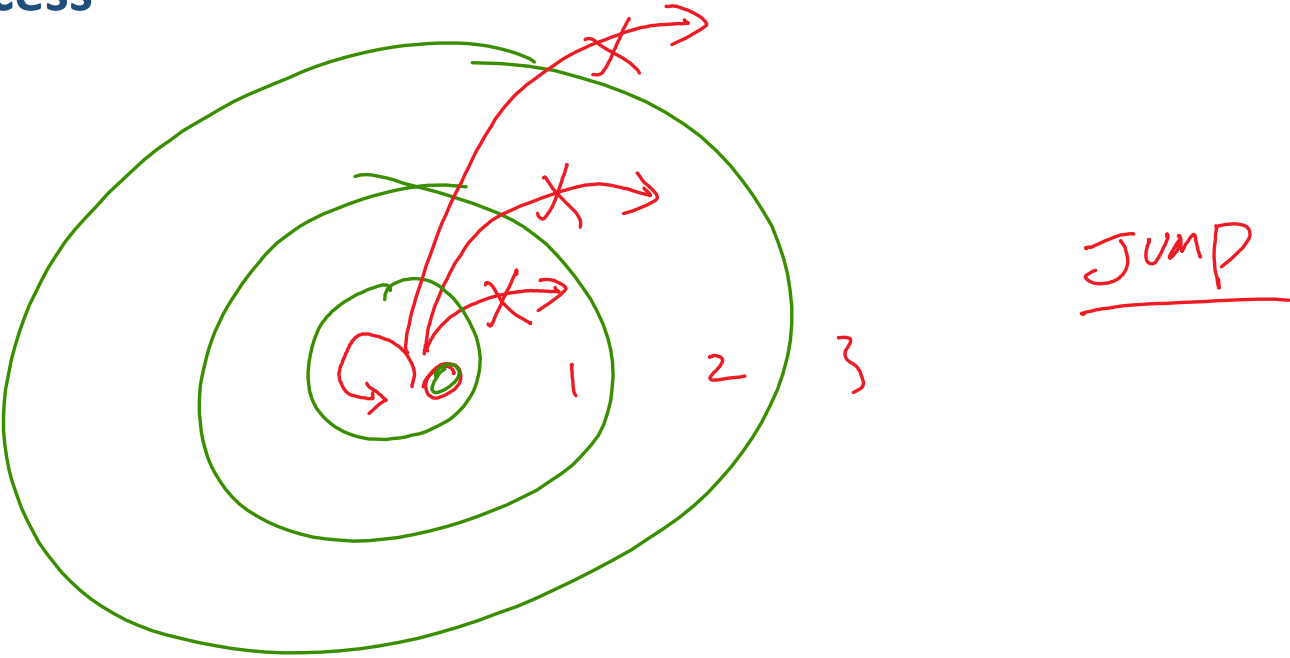


- CPL : 0

= DPL : 0, 1, 2, 3 ✓

X CPL : 3
DPL : 0, 1, 2,

Code Access



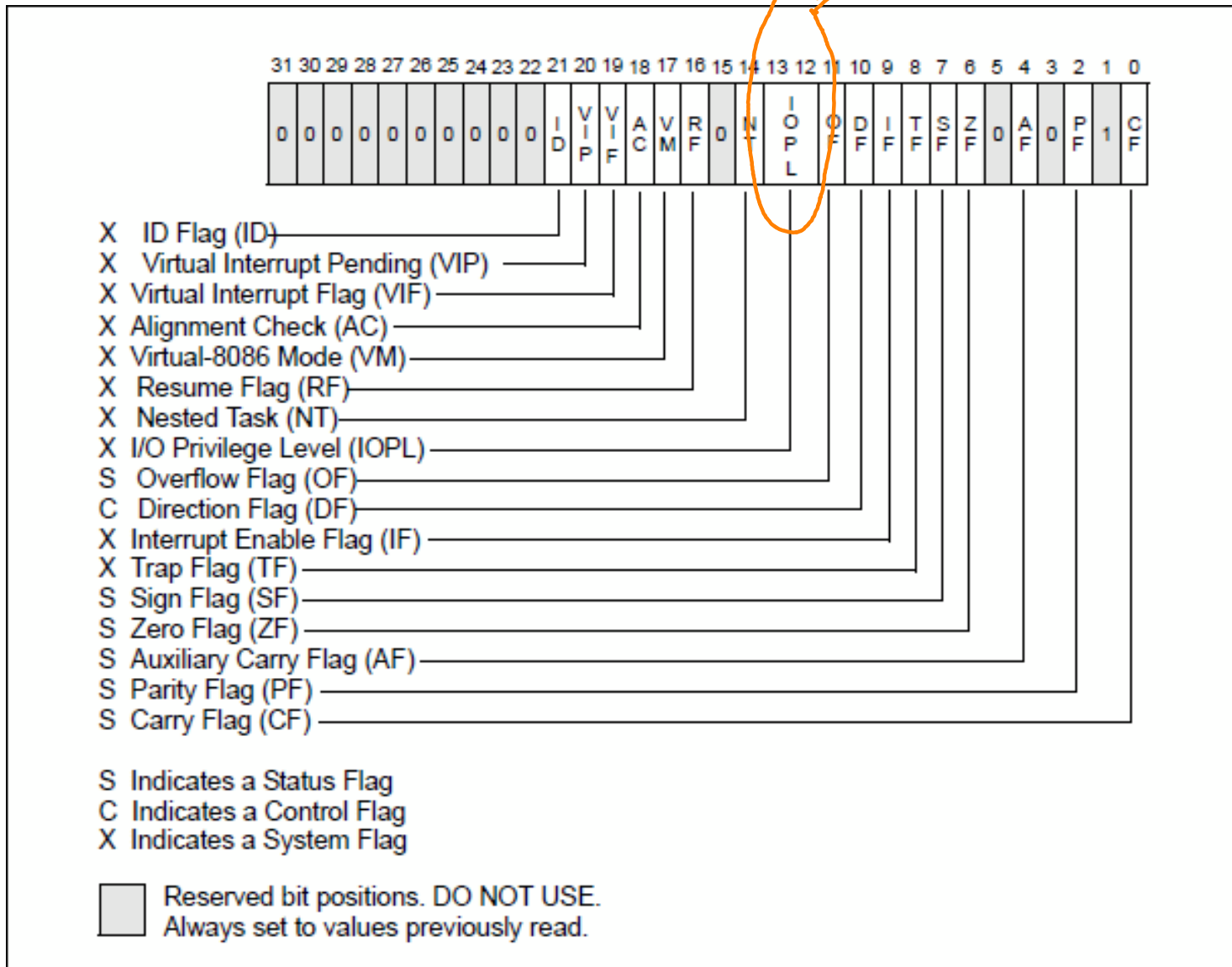
Register Access

General registers
eax, ebx, ecx, cs, ds, ebp - -

Special-Purpose Registers

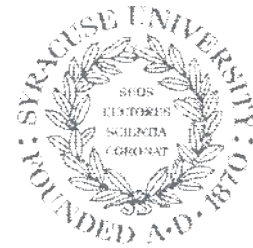
- GDTR
 - LDTR
 - PTBR: page table base register (CR3)
- Ring 0

IO Access



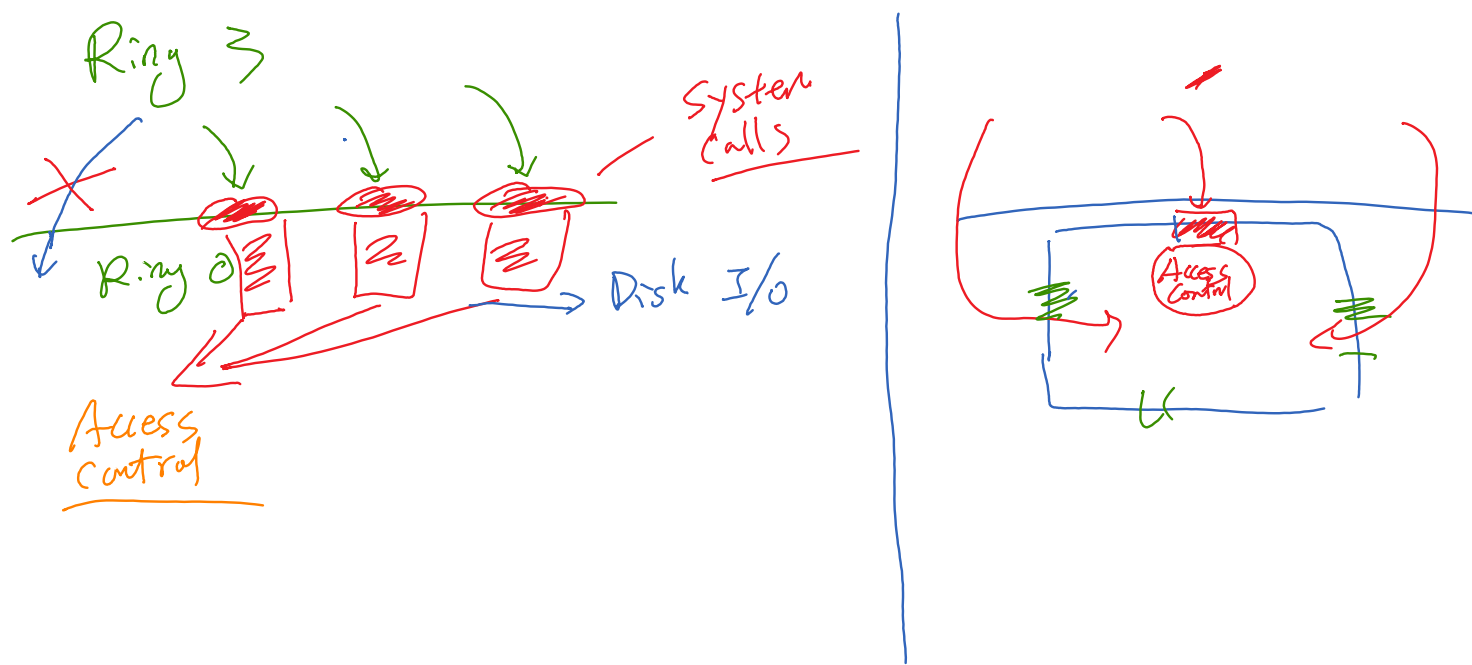
EFLAGS Register

System Calls

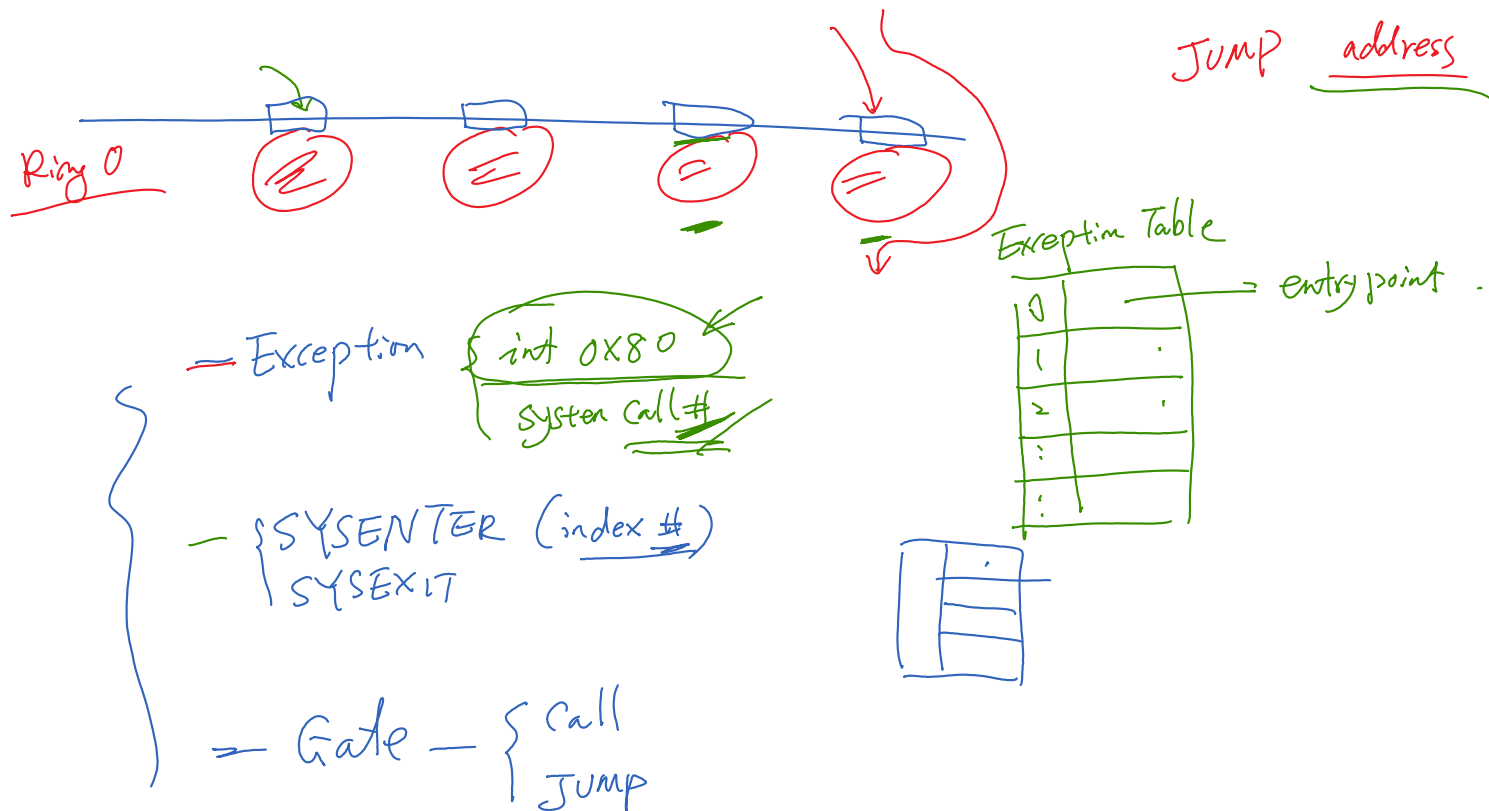


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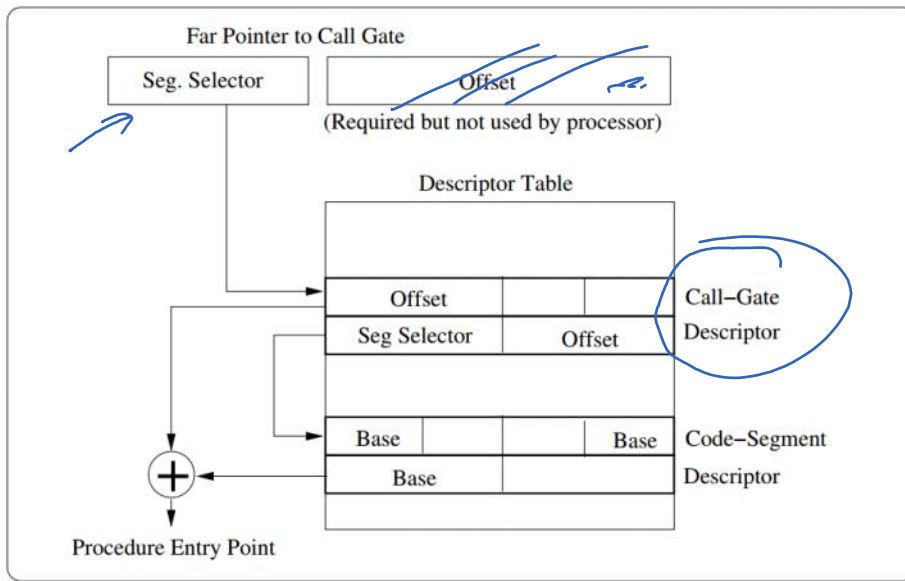
Needs for Cross-Ring Invocation



System Calls



Call Gates



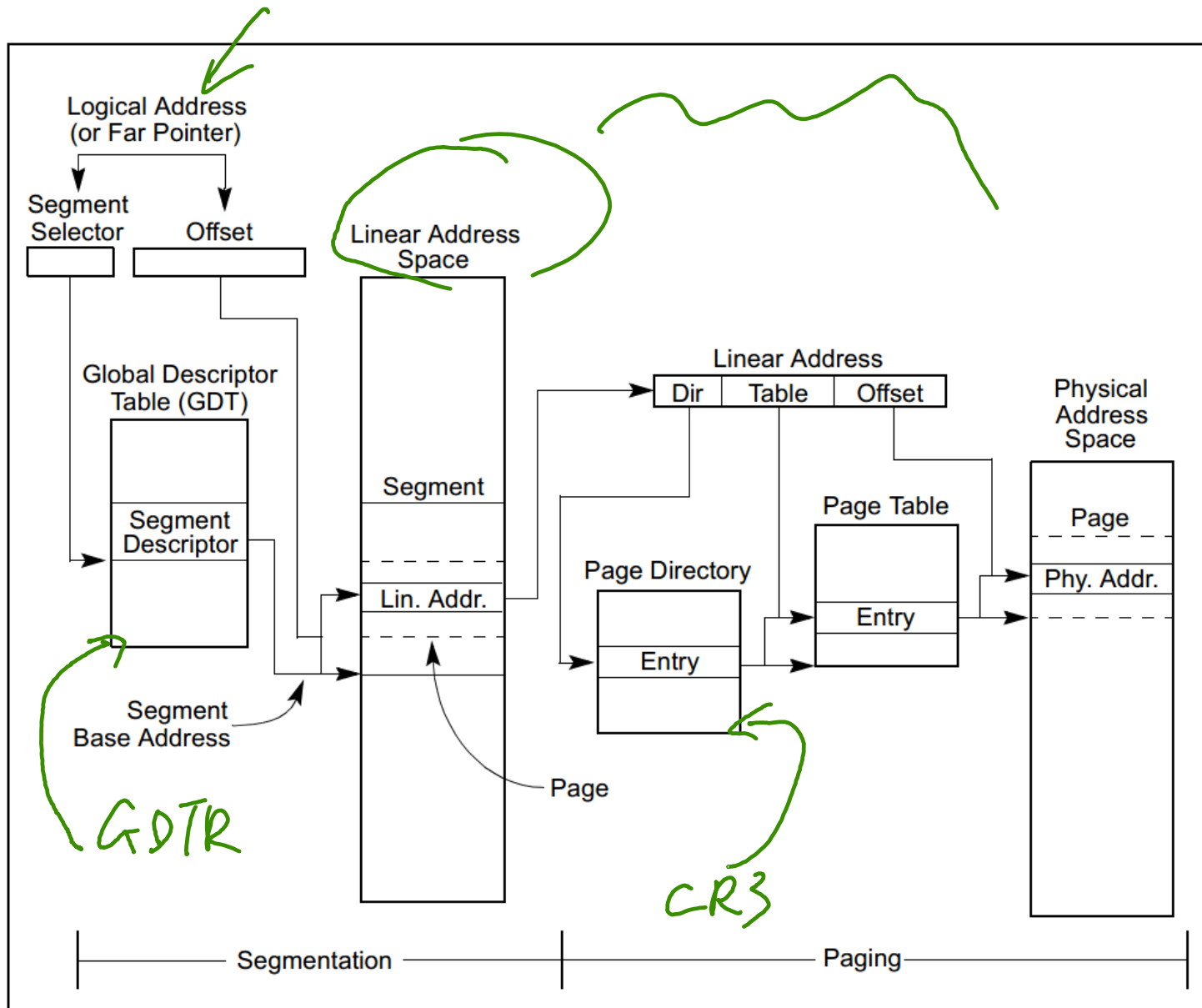
~~JMP~~
call address

Paging

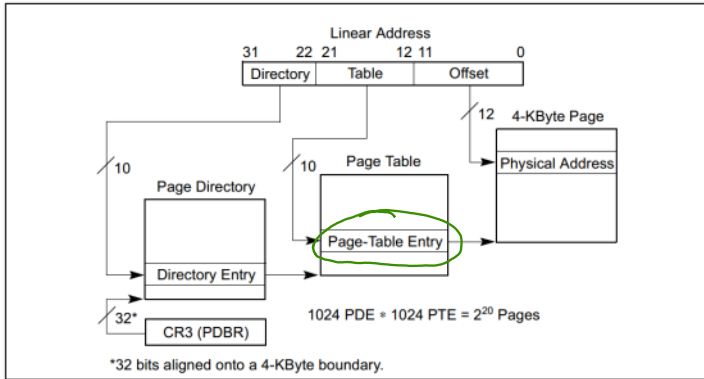


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Combining With Paging



Access Control



page-table entry

- R/W bit — $\begin{cases} 0 & \text{read-only} \\ 1 & \text{r/w} \end{cases}$
- u/s bit — $\begin{cases} 0 & \text{Supervisor Level} \\ 1 & \text{user-level} \end{cases}$ (Kernel)

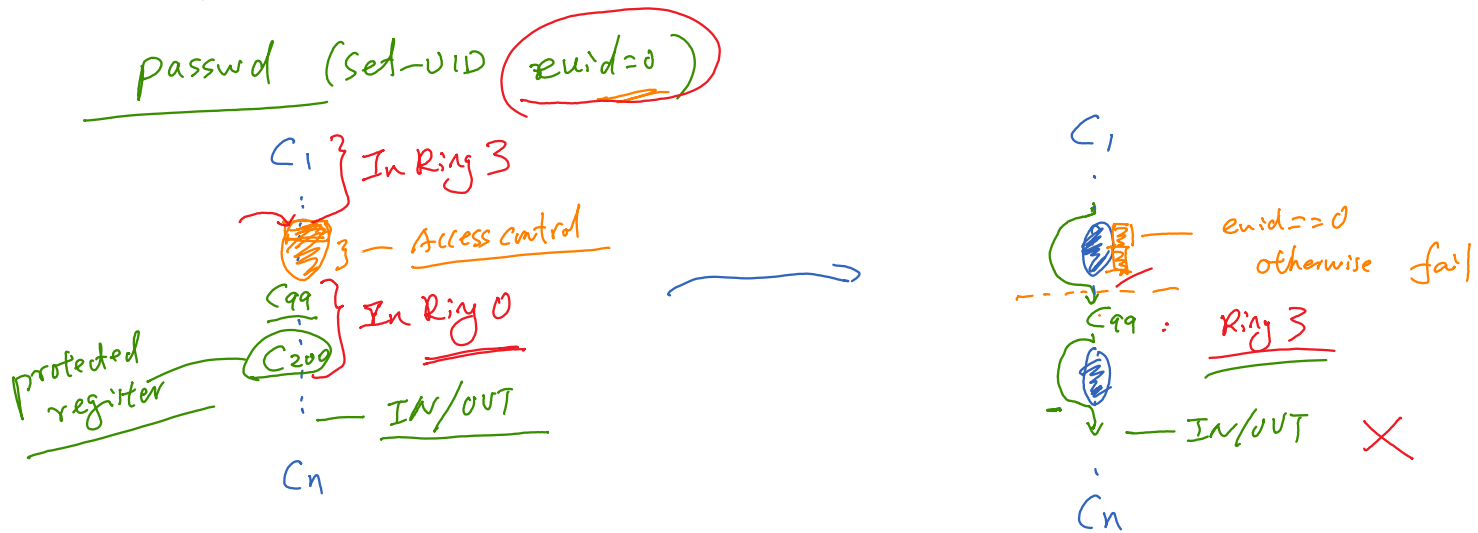
If $\text{CPL} = 0, 1, 2$. supervisor level
 $\text{CPL} = 3$ user-level

Review

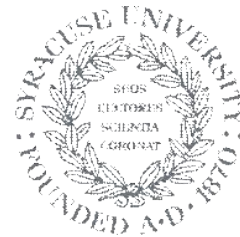


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Back to Initial Question



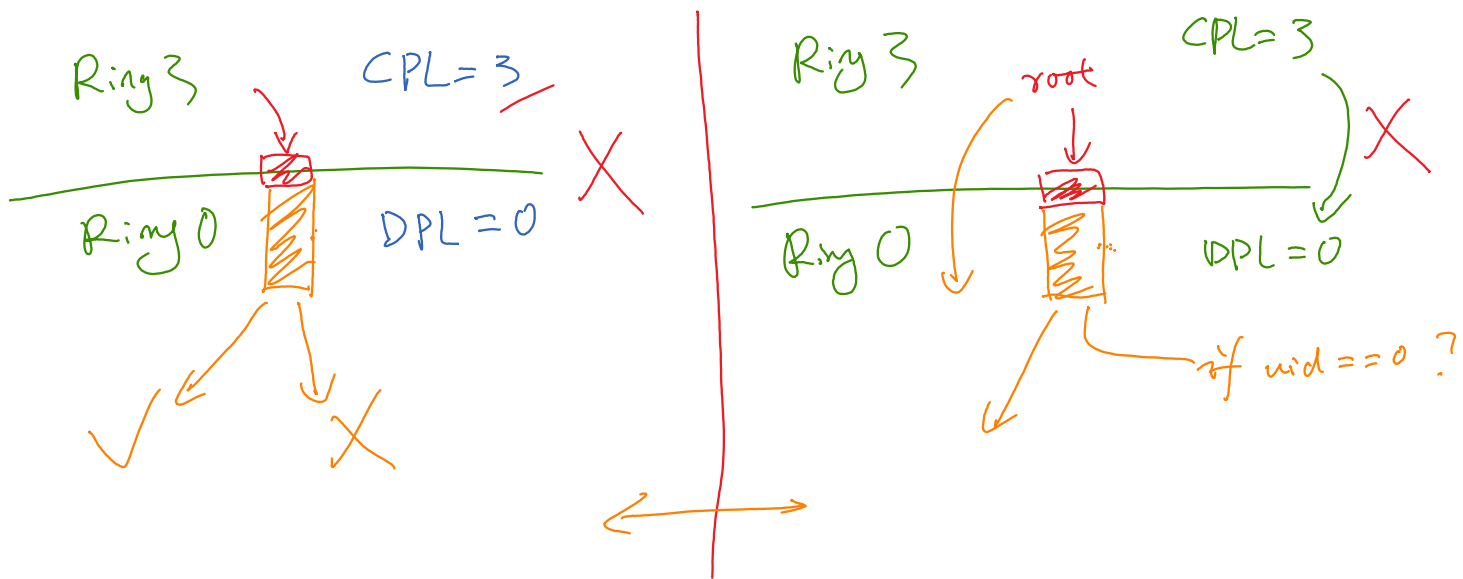
80x86 Protection Mode Questions



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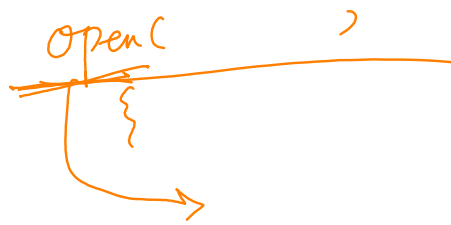
Question 2

Why can't a program directly write to the kernel memory? What if the program is running with the root privilege?

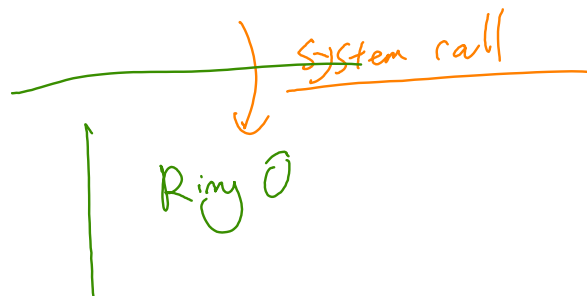


Question 3

What are the differences between system calls and library calls?



}
Ring 3



printf()

Ring 3

function call
↓

Ring 3

Summary

- ❖ 80x86 protection mode
- ❖ Memory protection
- ❖ Rings
- ❖ How OS depends on the protection mode