CS3500 LAB 2

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Brief

In this assignment we added two functionalities to the xv6-riscv kernel.

- 1. A trace utility like strace in Linux
- 2. A backtrace utility which prints the call stack

Details

0.1 Trace

Objective

When tracing is enabled for a process and a traced system call is called, this utility will print out the system call name and the status returned by the syscall after execution in the following format:

```
<pid>: syscall <name> -> <return value>
```

Care is taken to copy the mask to the child process for each new process created through fork().

Code

Makefile: A user program is added that can be run on the command line.

```
diff --git a/Makefile b/Makefile
index fab7bc9..d0d1f0a 100644

--- a/Makefile
+++ b/Makefile
00 -142,6 +142,9 00 UPROGS=\

$U/_grind\
$U/_wc\
$U/_zombie\
+ $U/_trace\
```

user/trace.c: This code is executed first upon running trace.

```
#include "kernel/types.h"

#include "user/user.h"

int main(int argc, char * argv[])

{
    if(argc < 3){
        fprintf(2, "Usage: trace <mask> <exec> <args>\n");
        exit(1);
    }

uint32 mask = atoi(argv[1]);

int ret = trace(mask);

if(ret < 0){
        fprintf(2, "trace: failed! error code: %d\n", ret);
        exit(1);
    }
}</pre>
```

```
ret = exec(argv[2], &argv[2]);
if(ret < 0){
    fprintf(2, "%s failed!\n", argv[2]);
    exit(1);
}
exit(0);
}</pre>
```

First, it sets the mask provided by the user as command line argument by calling trace(mask). Then the command to be traced is called using exec(path, argv).

user/user.h: Function declaration.

```
diff --git a/user/user.h b/user/user.h
index f16fe27..bd3b7f0 100644
--- a/user/user.h
+++ b/user/user.h
00 -22,6 +22,7 00 int getpid(void);
char* sbrk(int);
int sleep(int);
int uptime(void);
+int trace(int);
// ulib.c
int stat(const char*, struct stat*);
```

user/usys.pl: To autogenerate stub for calling the underlying syscall.

```
diff --git a/user/usys.pl b/user/usys.pl
index 01e426e..9c97b05 100755

--- a/user/usys.pl
+++ b/user/usys.pl
0@ -36,3 +36,4 @@ entry("getpid");
entry("sbrk");
entry("sleep");
entry("uptime");
+entry("trace");
```

user/usys.S: The generated assembly stub.

```
trace:
li a7, SYS_trace
ecall
ret
```

kernel/syscall.h: Assigning the new trace syscall a number.

```
diff --git a/kernel/syscall.h b/kernel/syscall.h
index bc5f356..cc112b9 100644

--- a/kernel/syscall.h
+++ b/kernel/syscall.h
00 -20,3 +20,4 00
#define SYS_link 19
#define SYS_mkdir 20
#define SYS_close 21
+#define SYS_trace 22
```

kernel/proc.h: Adding member variable trace_mask to struct proc.

```
diff --git a/kernel/syscall.c b/kernel/syscall.c
diff --git a/kernel/proc.h b/kernel/proc.h
index d021857..ff50307 100644
--- a/kernel/proc.h
+++ b/kernel/proc.h
00 -104,4 +104,5 00 struct proc {
```

```
struct file *ofile[NOFILE]; // Open files
struct inode *cwd; // Current directory
char name[16]; // Process name (debugging)
tuint32 trace_mask;
};
```

kernel/proc.c: Initializing the mask to 0 for a new process(in allocproc()) and copying the mask to every child process(in fork()).

```
diff --git a/kernel/proc.c b/kernel/proc.c
    index d280acf..89be5d2 100644
2
    --- a/kernel/proc.c
    +++ b/kernel/proc.c
    @@ -146,6 +146,8 @@ found:
       p->context.ra = (uint64)forkret;
6
       p->context.sp = p->kstack + PGSIZE;
      // Set trace mask to 0
9
      p->trace_mask = 0;
10
       return p;
11
     }
12
13
    @@ -320,6 +322,7 @@ fork(void)
14
15
       acquire(&np->lock);
16
       np->state = RUNNABLE;
17
       np->trace_mask = p->trace_mask;
18
       release(&np->lock);
19
20
       return pid;
21
```

kernel/sysproc.c: Implementing sys_trace().

```
uint64
sys_trace(void)
{
    int mask;
    argint(0, &mask);
    struct proc * p = myproc();
    acquire(&p->lock);
    p->trace_mask = (uint32)mask;
    release(&p->lock);
    return 0;
}
```

NOTE: you need to get a mutex lock before updating the trace_mask member variable of struct proc. Since there can be race conditions where the current process is forked while sys_trace() is being executed.

kernel/syscall.c: Printing debug info for traced syscalls.

```
diff --git a/kernel/syscall.c b/kernel/syscall.c
    index ed65409..22f1f9a 100644
    --- a/kernel/syscall.c
    +++ b/kernel/syscall.c
    @@ -101,6 +101,35 @@ extern uint64 sys_unlink(void);
     extern uint64 sys_link(void);
     extern uint64 sys_mkdir(void);
     extern uint64 sys_close(void);
    +extern uint64 sys_trace(void);
9
    +// An array mapping syscall numbers from syscall.h
11
    +// to their names for trace()
12
    +static char * syscall_names[] = {
13
    +[SYS_fork] = "fork",
```

```
+[SYS_exit]
                   = "exit",
15
                   = "wait",
    +[SYS_wait]
16
    +[SYS_pipe]
                   = "pipe",
17
    +[SYS_read]
                   = "read",
18
                   = "kill",
    +[SYS_kill]
19
                   = "exec",
    +[SYS_exec]
    +[SYS_fstat]
                   = "fstat",
21
                   = "chdir",
    +[SYS_chdir]
22
                   = "dup",
    +[SYS_dup]
    +[SYS_getpid] = "getpid",
                   = "sbrk",
    +[SYS_sbrk]
25
    +[SYS_sleep]
                   = "sleep"
26
    +[SYS_uptime] = "uptime",
27
                   = "open",
    +[SYS_open]
28
    +[SYS_write]
                   = "write",
29
    +[SYS_mknod] = "mknod",
30
    +[SYS_unlink] = "unlink",
                   = "link",
    +[SYS_link]
32
    +[SYS_mkdir]
                   = "mkdir",
33
                   = "close",
    +[SYS_close]
34
    +[SYS_trace]
                   = "trace",
35
    +};
36
37
38
     // An array mapping syscall numbers from syscall.h
     // to the function that handles the system call.
40
    @@ -126,6 +155,7 @@ static uint64 (*syscalls[])(void) = {
41
     [SYS_link]
42
                    sys_link,
     [SYS_mkdir]
                    sys_mkdir,
43
     [SYS_close]
                    sys_close,
44
    +[SYS_trace]
                    sys_trace,
45
     };
46
47
     void
48
    @@ -139,6 +169,9 @@ syscall(void)
49
          // Use num to lookup the system call function for num, call it,
50
          // and store its return value in p->trapframe->a0
51
         p->trapframe->a0 = syscalls[num]();
52
          if((p->trace_mask & (1<<num))){</pre>
53
            printf("%d: syscall %s -> %lu\n", p->pid, syscall_names[num], p->trapframe->a0);
    +
          }
55
       } else {
56
         printf("%d %s: unknown sys call %d\n",
57
                  p->pid, p->name, num);
```

Proof

```
[krutarth@krutarth xv6-riscv]$ ostime spin 8.0
qemu-system-riscv64 -machine virt -bios none -kernel kernel/kernel -m 512M -smp 3 -nographic -global virtio-mmio.force-legacy=false -drive f xv6 kernel is booting
hart 2 starting
hart 1 starting
init: starting sh
$ trace 32 grep hello README
3: syscall read -> 1023
3: syscall read -> 971
3: syscall read -> 298
3: syscall read -> 0
$ $ $ $
```

```
$ trace 2147483647 grep hello README
4: syscall trace -> 0
4: syscall exec -> 3
4: syscall open -> 3
4: syscall read -> 1023
4: syscall read -> 971
4: syscall read -> 298
4: syscall read -> 0
4: syscall close -> 0
$ trace 2 usertests forkforkfork usertests starting
   usertests starting
5: syscall fork -> 6
test forkforkfork: 5: syscall fork -> 7
7: syscall fork -> 8
backtrace:
     800028ec
800027d4
80002554
8: syscall fork -> 9
8: syscall fork -> 10
9: syscall fork -> 11
8: syscall fork -> 12
8: syscall fork -> 13
8: syscall fork -> 14
8: syscall fork -> 14
8: syscall fork -> 16
8: syscall fork -> 16
8: syscall fork -> 17
8: syscall fork -> 18
8: syscall fork -> 19
8: syscall fork -> 19
8: syscall fork -> 20
8: syscall fork -> 21
8: syscall fork -> 21
8: syscall fork -> 22
8: syscall fork -> 23
9: syscall fork -> 23
9: syscall fork -> 25
9: syscall fork -> 25
9: syscall fork -> 27
8: syscall fork -> 27
8: syscall fork -> 28
8: syscall fork -> 27
8: syscall fork -> 30
8: syscall fork -> 30
8: syscall fork -> 31
8: syscall fork -> 32
8: syscall fork -> 33
8: syscall fork -> 34
8: syscall fork -> 35
8: syscall fork -> 36
8: syscall fork -> 37
8: syscall fork -> 37
8: syscall fork -> 38
8: syscall fork -> 37
8: syscall fork -> 38
8: syscall fork -> 37
8: syscall fork -> 38
8: syscall fork -> 39
8: syscall fork -> 40
10: syscall fork -> 42
9: syscall fork -> 43
9: syscall fork -> 44
9: syscall fork -> 45
     800027d4
     80002554
                                                                                     -> 39
-> 40
< -> 41
-> 42
-> 43
-> 44
-> 45
-> 46
-> 47
-> 48
-> 49
-> 50
-> 51
-> 52
-> 53
-> 54
-> 55
-> 56
-> 57
-> 58
-> 59
-> 60
-> 61
-> 62
-> 63
-> 64
-> 65
-> 67
-> 18446744073709551615
    9: syscall fork
   9: syscall fork
9: syscall fork
    9: syscall fork
    9: syscall fork
 9: syscall fork
9: syscall fork
9: syscall fork
8: syscall fork
8: syscall fork
8: syscall fork
8: syscall fork
9: syscall fork
9: syscall fork
9: syscall fork
9: syscall fork
   9: syscall fork
9: syscall fork
    8: syscall fork
    8: syscall fork
    8: syscall fork
   8: syscall fork
   8: syscall fork
8: syscall fork
8: syscall fork
   8: syscall fork
8: syscall fork
    backtrace:
     800028ec
     800027d4
     80002554
     5: syscall fork -> 68
                          TESTS PASSED
```

0.2 Backtrace

Objective

Calling backtrace() should print out the entire function call stack for the process up until that point in execution.

Code

kernel/defs.h: Function declaration

```
diff --git a/kernel/defs.h b/kernel/defs.h
    index d1b6bb9..29f5a76 100644
    --- a/kernel/defs.h
    +++ b/kernel/defs.h
    00 - 80,6 + 80,7 00 int
                                       pipewrite(struct pipe*, uint64, int);
     int
                     printf(char*, ...) __attribute__ ((format (printf, 1, 2)));
                      panic(char*) __attribute__((noreturn));
     void
     void
                      printfinit(void);
    +void
                      backtrace(void);
9
10
     // proc.c
11
                      cpuid(void);
     int
12
```

kernel/printf.c: Implementing backtrace().

```
void
    backtrace(void)
2
    {
3
      uint64 fp = r_fp();
      uint64 top = PGROUNDUP(fp);
      printf("backtrace:\n");
6
      while(fp < top){</pre>
        printf("%lx\n", *((uint64 *)(fp-8))); // The return address is at fp-8
                                             // The frame pointer to prev frame is at fp-16
        fp = *(uint64 *)(fp - 16);
9
10
    }
11
```

Proof

```
|[krutarth@krutarth xv6-riscv]$ ostime spin
[sudo] password for root:
8.0
qemu-system-riscv64 -machine virt -bios none -kernel kernel/kernel -m 512M -smp 3 -nographic -global virtio-mmio.force-legacy=false -drive file=4
xv6 kernel is booting
hart 1 starting
hart 2 starting
init: starting sh
$ bttest
backtrace:
800028ec
800027d4
80002554
bttest: returned from sleep
$
[krutarth@krutarth xv6-riscv]$ riscv64-unknown-elf-addr2line -f -C -e kernel/kernel
800028ec
sys_sleep
/home/os-iitm/xv6-riscv/kernel/sysproc.c:58
800027d4
syscall
/home/os-iitm/xv6-riscv/kernel/syscall.c:171
80002554
/home/os-iitm/xv6-riscv/kernel/trap.c:76
[krutarth@krutarth xv6-riscv]$ 🛮
```