Minimusllibc Implementation

Minimusllibc is a C library **only** used by the emulation library.

Current implementation, simple but works :)

- Port musllibc (glibc is too complex, porting it is overkill) and change symbol names. (named **minimusllibc**) ✓

Why?

- Symbol name confliction with host glibc and seL4 musllibc. ✗

- Static linking introduces limitations. ✗

- Dynamic loading library depends on glibc, porting one is quite overkill. ✗

The current minimusllibc provides

- Socket related APIs (e.g. `mini_socket`, `mini_accept`, etc.)
- I/O APIs (e.g. `mini_write`, `mini_read`, etc.)
- Memory mapping APIs (e.g. `mini_mmap`, etc.)
- Signal APIs (e.g. `mini_sigaction`, `mini_sigstack`, etc.)
- **But not thread safe** (unnecessary at the moment).