

Kernel Emulator Implementation (cont)

Since we are using **UNIX Domain Socket** to emulate the seL4 IPCs, hence we need to determine the calling seL4 application. In real seL4, this is easy, as there is a global variable named **ksCurThread** which always points to the current running thread. For the emulation, to achieve this we use **process ID** as well as an internal bookkeeping structure to determine the calling seL4 application.

To start the roottask is quite straightforward, we implement this using **fork** and **execve**