

Question 1:

```
Reading symbols from kernel...done.
(gdb) br * 0x0010000c
Breakpoint 1 at 0x10000c
(gdb) c
Continuing.

Thread 1 hit Breakpoint 1, 0x0010000c in ?? ()
(gdb) info reg
eax                0x0          0
ecx                0x0          0
edx                0x1f0        496
ebx                0x10074      65652
esp                0x7bdc       0x7bdc
ebp                0x7bf8       0x7bf8
esi                0x10074      65652
edi                0x0          0
eip                0x10000c     0x10000c
eflags             0x46        [ PF ZF ]
cs                 0x8          8
ss                 0x10        16
ds                 0x10        16
es                 0x10        16
fs                 0x0          0
gs                 0x0          0
(gdb) x/24x $esp
0x7bdc: 0x00007db4 0x00000000 0x00000000 0x00000000
0x7bec: 0x00000000 0x00000000 0x00000000 0x00000000
0x7bfc: 0x00007c4d 0x8ec031fa 0x8ec08ed8 0xa864e4d0
0x7c0c: 0xb0fa7502 0xe464e6d1 0x7502a864 0xe6dfb0fa
0x7c1c: 0x16010f60 0x200f7c78 0xc88366c0 0xc0220f01
0x7c2c: 0x087c31ea 0x10b86600 0x8ed88e00 0x66d08ec0
(gdb) $
```

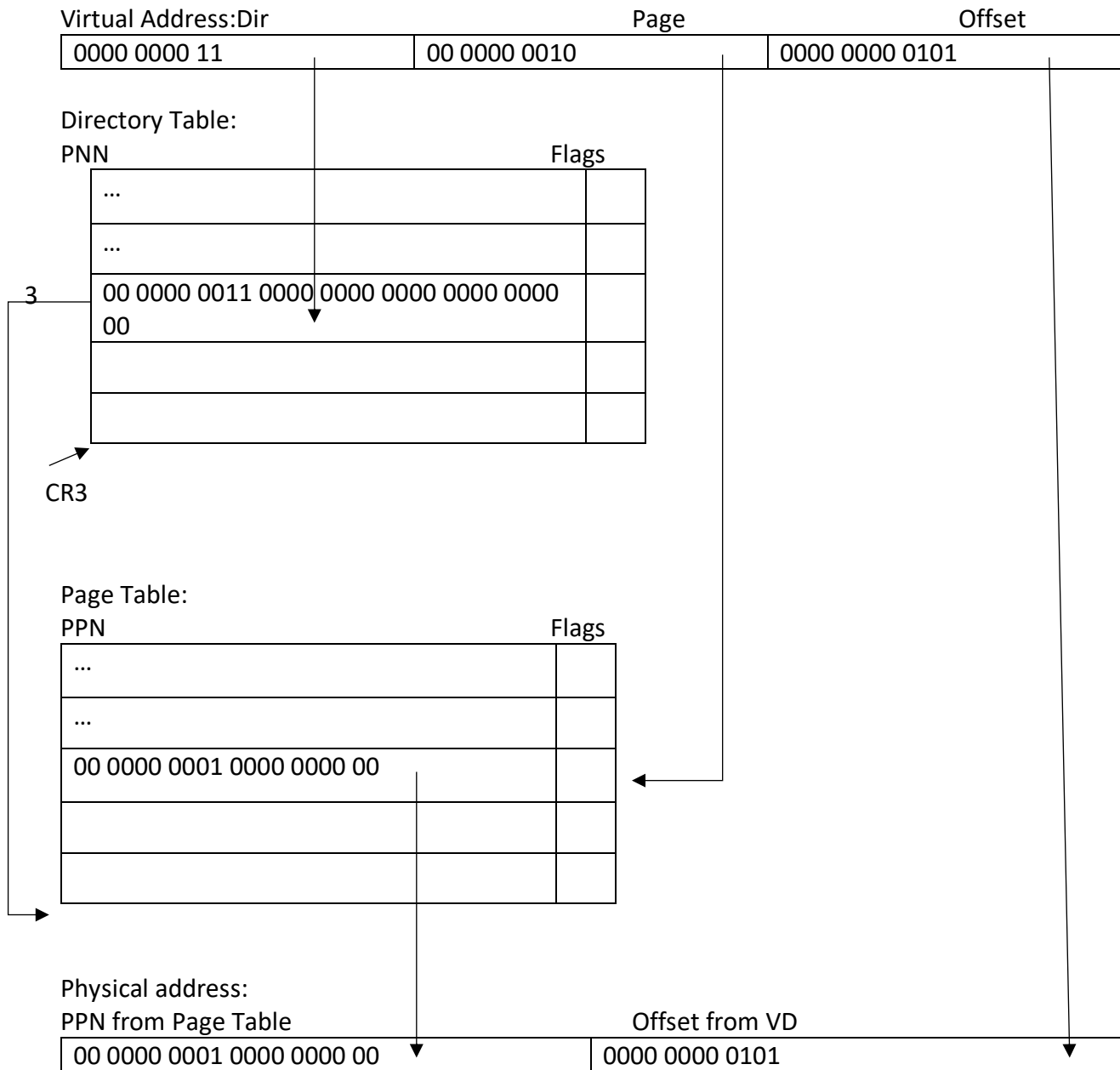
The element on the stack is labelled in red.

When the system is booted, it uses the segmentation. The logical address is the physical address and \$esp, which points to the top of stack is set at address 0x7bdc. The stack will push towards the lower address.

When the bootmain.c calls the bootmain(). The calling instruction is pushed stack which indicates that the instruction is at address 0x00007c4d. Then the program saves part of memory for local variables and the address pointed by the \$seph is push on the stack.

Finally, bootloader about finish its job, it will make another function call and push that function address on to the stack as well. So, we have total of 11 elements on our stack.

Question 2:



Question 3.

```
*** Now run 'gdb'.
qemu-system-i386 -nographic -drive file=fs.img,index=1,media=disk,format=raw -drive file=xv6.img,index=0,media=disk,format=raw -smp 2 -m 512 -S -gdb tcp::26001
QEMU 2.3.0 monitor - type 'help' for more information
(qemu) info pg
VPN range      Entry      Flags      Physical page
[80000-803ff]  PDE[200]    ----A--UWP
  [80000-800ff] PTE[000-0ff] -----WP 00000-000ff
  [80100-80101] PTE[100-101] -----P 00100-00101
  [80102-80102] PTE[102]    ----A----P 00102
  [80103-80105] PTE[103-105] -----P 00103-00105
  [80106-80106] PTE[106]    ----A----P 00106
  [80107-80107] PTE[107]    -----P 00107
  [80108-8010a] PTE[108-10a] -----WP 00108-0010a
  [8010b-8010b] PTE[10b]    ----A---WP 0010b
  [8010c-803ff] PTE[10c-3ff] -----WP 0010c-003ff
[80400-8dffff] PDE[201-237] -----UWP
  [80400-8dffff] PTE[000-3ff] -----WP 00400-0dffff
[fe000-ffffff] PDE[3f8-3ff] -----UWP
  [fe000-ffffff] PTE[000-3ff] -----WP fe000-ffffff
(qemu) █
```

In order to understand the state of the page table, we have to look into the code. In the code, one function is particular important – `kvmalloc()`: this function is based on another function which is `setupkvm`: set up the kernel memory. This function distributed the virtual memory is such way:

0 – `KERNBASE(KB)`: user memory (text, data, stack, heap)

`KB – KB + EXTMEM`: I/O devices

`KB + EXTMEM – KB + STOP` : w/o write permission (kernel data)

`KB + STOP – KB + PHYSTOP` : kernel data

`DEVSAPE`

Therefore, we can see:

VPN range

[80000 – 800ff]: for BIOS

[80100 – 80101]: kernel text

[80102 – 80102]: kernel text

[80103 – 80105]: kernel text

[80106 – 80106]: kernel text

[80107 – 80107]: kernel text

[80108 – 8010a]: kernel data

[8010b – 8010b]: kernel data

[8010c – 803ff]: kernel data

[80400 – 8dffff]: I/O devices

[fe000 – fffff]: other devices