Acknowledgement: Slides drawn heavily from Yeongjin Jiang
Reminders

• Lab 2 75% due passed

• Quiz 2 next Tuesday
  • Review and prep. on Thursday’s lecture
Recap: A High-level Overview of User/Kernel Execution

A library call in ring 3: `printf()`

A system call, From ring 3 to ring 0: `sys_write()`

A kernel function: `do_sys_write()`
Recap: A High-level Overview of User/Kernel Execution

- A library call in ring 3
  - `printf()`
- A system call, From ring 3 to ring 0
  - `sys_write()`
- A kernel function
  - `do_sys_write()`

User Level (Ring 3)

Libraries

OS Kernel (Ring 0)

iret (ring 0 to ring 3)

ret (ring 3)
Today’s Topic

• More about System Call
  • Privilege separation and call gate

• Page Fault
  • How an OS handle a fault and resume the execution?
  • For what purpose?
    • Automatic stack allocation
    • Copy-on-write
    • Swap
Ring 3 (User) and Ring 0 (Kernel)

• Why do we have privilege separation?
  • Security!

• We do not know what application will do
  • Do not allow dangerous operations to system
    • Flash BIOS, format disk, deleting system files, etc.
  • Only the OS can access hardware
    • Apply access control on accessing hardware resources!
    • E.g., only the administrator can format disk

OS must **mediate hardware access request from userspace**, and we handle this via **system calls**
Library Calls vs. System Calls

• Library Calls
  • APIs in Ring 3
  • DO NOT include operations in Ring 0
    • Cannot access hardware directly
  • Could be a wrapper for some computation or
  • Could be a wrapper for system calls
    • E.g., `printf()` internally uses `write()`, which is a system call

• Some system calls are available as library calls
  • As wrappers in Ring 3

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**Diagram Description:**
- **App** interacts with **Library Calls**, which are wrappers in Ring 3.
- **Library Calls** are handled by **OS** which manages **Syscalls**.
- **Hardware** is the ultimate interface for the system, connected via **Syscalls**.
Library Calls vs. System Calls

• System Calls
  • APIs in Ring 0
  • OS’s abstraction for hardware interface for user space
  • Called when Ring 3 application need to perform Ring 0 operations

```
App
  printf()
  scanf()
  send()

OS
  sys_write()
  sys_read()
  sys_send()

Ring 3
Unprivileged

Ring 0
Privileged
```
System Call Design

• Application should not call arbitrary function
  • If so, app can do all operations that OS can do; privilege separation is meaningless!

• How can we protect this, in other words, how can we let apps invoke system calls only but no other OS functions?
System Call Design

• Application should not call arbitrary function
  • If so, app can do all operations that OS can do; privilege separation is meaningless!

• How can we protect this, in other words, how can we let apps invoke system calls only but no other OS functions?
Secure System Call Design: Call Gate via Interrupt Handling

- Call gate: a secure method to control access to Ring 0!
Call Gate via Interrupt Handling

• Call gate
  • System call can be invoked only with trap handler
    • int $0x30 – in JOS
    • int $0x80 – in Linux (32-bit)
    • int $0x2e – in Windows (32-bit)
    • sysenter/sysexit (32-bit)
    • syscall/sysret (64-bit)

• OS performs checks if user space is doing a right thing
  • Before performing important ring 0 operations
  • E.g., accessing hardware..
An Example of Protecting Syscalls via Call Gate

• How can we protect ‘read()’ system call?
  • `read(int fd, void *buf, size_t count)`
  • Read `count` bytes from a file pointed by `fd` and store those in `buf`

• Usage

```c
// buffer at the stack
char buf[512];
// read 512 bytes from standard input
read(0, buf, 512);
```

ring 3
An Example of Protecting Syscalls via Call Gate

• Problem: what will happen if we call...

```c
// kernel address will points to a dirmap of
// the physical address at 0x100000
char kernel_address = KERNBASE + 0x100000;
// read 512 bytes from standard input
read(0, buf, 512);
```

• This will **overwrite kernel code** with your keystroke typing..
  • Changing kernel code from Ring 3 is possible!
How Call Gate Works?

• We can hook all syscalls from Ring 3 at our syscall trap handler

App
read(0, stack_buffer, 512);

System call gate (syscall() in JOS)

sys_write()

sys_read()

sys_send()

Trap/syscall()

Check arguments!
User address!

OS

sys_write()

other_func()

sys_read()

sys_send()
Call Gate

• We can hook all syscalls from Ring 3 at our syscall trap handler
```c
#include <stdio.h>

int main() {
    // stack buffer
    char buf[512];

    // read 512 bytes from console into stack buffer
    int ret = read(0, buf, 512);
    printf("Read to stack memory returns: %d\n", ret);

    // read 512 bytes from console into kernel addr
    ret = read(0, (void*) 0xfffffffe01000000, 512);
    printf("Read to kernel memory returns: %d\n", ret);
    perror("Reason for the error:");
    return 0;
}
```
Check How System Calls are Invoked in Linux Kernel

- **Use** `strace` **in Linux**, e.g., `$ strace /bin/ls`

```c
read(0, "asdfzxcv\n", 512) = 9
fstat(1, {st_mode=S_IFCHR|0620, st_rdev=makedev(136, 2), ...}) = 0
brk(NULL) = 0x18c5000
brk(0x18e6000) = 0x18e6000
write(1, "Read to stack memory returns: 9\n", 32) = 32
read(0, 0xffffffff01000000, 512) = -1 EFAULT (Bad address)
write(1, "Read to kernel memory returns: -"... , 34) = 34
dup(2) = 3
fcntl(3, F_GETFL) = 0x8001 (flags O_WRONLY|O_LARGEFILE)
close(3) = 0
write(2, "Reason for the error:: Bad addre"... , 35Reason for the error:: Bad address
```
Summary: System Call / Call Gate

• Prevent Ring 3 from accessing hardware directly
  • Security reasons!
  • OS mediates hardware access via system calls

• You may regard system calls as APIs of an OS

• How to prevent an application from running arbitrary ring 0 operation?
  • Call gate

• Modern OS use call gate to protect system calls
  • At trap handler, an OS can apply access control to system call request
Handling Fault: Page Fault

• Faults
  • Faulting instruction has not executed (e.g., page fault)
  • Resume the execution after handling the fault

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Page Fault: A Case of Handling Faults

• Occurs when paging (address translation) fails
  • ! (pde&PTE_P) or ! (pte&PTE_P): invalid translation
  • Write access but ! (pte&PTE_W): access violation
  • Access from user but ! (pte&PTE_U): protection violation
Page Fault: an Example

- Accessing a Kernel address from User

```c
int main() {
    char *kernel_memory = (char*)0xf0100000;
    // I am a bad guy, and I would like to change
    // some contents in kernel memory
    kernel_memory[100] = '!';
}
```

```
0x00800039 ? movb $0x21,0xf0100064
```
Page Fault: an Example

- Accessing a Kernel address from User

```c
int main() {
    char *kernel_memory = (char*)0xf01d0000;
    // I am a bad guy, and I would like some contents in kernel memory
    kernel_memory[100] = '!';
}
```

TRAP frame at 0xf01c0000

- edi 0x00000000
- esi 0x00000000
- ebp 0xeebfdfb0
- oesp 0xeffffffdc
- ebx 0x00000000
- edx 0x00000000
- ecx 0x00000000
- eax 0xeec00000
- es 0x00000000
- ds 0x00000000
- trap 0x00000000e Page Fault
- cr2 0xf0100064
- err 0x00000007 [user, write, protection]
- eip 0x00800039
- cs 0x0000001b
- flag 0x00000096
- esp 0xeebfdfb8
- ss 0x00000023

[00001000] free env 00001000
Page Fault: What Does CPU Do?

• CPU let OS know why and where such a page fault happened
  • CR2: stores the address of the fault
  • Error code: stores the reason of the fault

```c
kernel_memory[100] = '!' ;
```
CPU/OS Execution Example

• User program accesses 0xf0100064

• CPU generates page fault (pte&PTE_U == 0)
  • Put the faulting address on CR2
  • Put an error code
  • Calls page fault handler in IDT

• OS: page_fault_handler
  • Read CR2 (address of the fault, 0xf0100064)
  • Read error code (contains the reason of the fault)
  • Resolve error (if not, destroy the environment)
  • Continue user execution

• User: resume on that instruction (or destroyed by the OS)
Fault Resume Example: Stack Overflow

- inc/memlayout.h
- We allocate one (1) page for the user stack

If you use a large local variable on the stack
  - Stack overflow (stack grows down...)

```c
int func() {
    char buf[8192];
    buf[0] = '1';
}
```
Some Idea: Allocating New Stack Automatically

• Can we detect such an access and allocate a new page for the stack automatically?
  • Yes

• We will utilize ‘Page Fault’

• Observations
  • Stack overflow would be sequential (access pages adjacent to the stack)
  • We should catch both read/write access (both should fault)
Example: New Stack Allocation by Fault (User)

- Stack ends at 0xeebfd000
- Suppose the current value of esp (stack) is 0xeebfd010
- User program creates a new variable: char buf[32]
  - buf = 0xeebfcfff0
  - Buffer range: 0xeebfcfff0 ~ 0xeebfd010
- On accessing buf[0] = ‘1’;
  - movb $0x31, (%eax)
  - eax = 0xeebfcfff0 No translation for 0xeebfc000
- Need to allocate 0xeebfc000 ~ 0xeebfd000
Example: New Stack Allocation by Fault (CPU)

- Lookup page table
  - No translation!
- Store 0xeefbf0 to CR2
- Set error code
  - “The fault was caused by a non-present page!”
- Raise page fault exception (interrupt #14) -> call page fault handler
Example: New Stack Allocation by Fault (OS)

• Interrupt will make CPU invoke the `page_fault_handler()`

• Read CR2
  • `0xebbfcff0`, it seems like the page right next to current stack end
  • The current stack end is: `0xebbfd000`

• Read error code
  • “The fault was caused by a non-present page!”

• Let’s allocate a new page for the stack!
Example: New Stack Allocation by Fault (OS)

- Allocate a new page for the stack
  - Struct PageInfo *pp = page_alloc(ALLOC_ZERO);
  - Get a new page, and wipe it to have all zero as its contents
  - page_insert(env_pgdir, pp, 0xeebfc000, PTE_U|PTE_W);
  - Map a new page to that address!
- iret!
Example: New Stack Allocation by Fault (User-Return)

- On accessing `buf[0] = '1';`
  - `movb $0x31, (%eax)`
  - `eax = 0xeebfcff0` No translation for 0xeeebfc000
- Execute the faulting instruction again: `buf[0] = '1';`
  - `movb $0x31, (%eax)`
  - `eax = 0xeebfcff0` Now translation is valid!
- Continue to execute the loop..

By exploiting page fault and its handler, we can implement automatic allocation of user stack!
Other Useful Examples of Using Page Fault (in Modern OSes)

• Copy-on-Write (CoW)
  • Technique to reduce memory footprint
  • Share pages read-only
  • Create a private copy when the first write access happens

• Memory Swapping
  • Use disk as extra space for physical memory
  • Limited RAM Size: 16GB?
  • We have a bigger storage: 1T SSD, Hard Disk, online storage, etc.
  • Can we store some ‘currently unused but will be used later’ part into the disk?
    • Then we can store only the active part of data in memory
Copy-on-Write (CoW) to Reduce Memory Footprint

• Think about our os2 server

• Will run many /bin/bash, /usr/bin/gdb, /usr/bin/tmux, etc.
  • Each of you will run those programs!!
  • Do we need to have 110 copies of the same program in memory?

• How can we build an OS to efficiently load them and minimize memory usage?
  • Share physical pages of the same program!

Count number of processes running bash, tmux, and gdb
A Program

• `.text`
  • Code area. Read-only and executable

• `.rodata`
  • Data area, Read-only and not executable

• `.data`
  • Data area, Read/Writable (not executable)
    • Initialized by some values

• `.bss (uninitialized data)`
  • Data area, Read/Writable (not executable)
    • Initialized as 0
Running the Same Program...

Do we need to copy the same data for each process creation?
Sharing by Read-only

- Set page table to map the same physical address to share contents
OK for Read-only Sections

• How can Process 1 write on .bss??

Process 1

.text (R-X)

.rodata (R--)

.data (R--)

.bss (R--)

Write

Page fault!
Page Fault Handler

• Read CR2
  • An address that is in the page cache
    • Hmm... a fault from one of the shared location!

• Read Error code
  • Write on read-only memory
    • Hmm... the process requires a private copy! (we actually mark if COW is required in PTE)

• ToDo: create a writable, private copy for that process!
  • Map a new physical page (page_alloc, page_insert)
  • Copy the contents
  • Mark it read/write
  • Resume...
Copy-on-Write

• How can Process 1 write on .bss??
Benefits?

• Can reduce time for copying contents that is already in some physical memory (page cache)

• Can reduce actual use of physical memory by sharing code/read-only data among multiple processes
  • 1,000,000 processes, requiring only 1 copy of .text/.rodata

• At the same time
  • Can support sharing of writable pages (if not written at all)
  • Can create private pages seamlessly on write
Memory Swapping

• Memory Hierarchy
Challenge

• Suppose you have 8GB of main memory

• Can you run a program that its program size is 16GB?
  • Yes, you can load them part by part
  • This is because we do not use all of data at the same time

• Can your OS do this execution seamlessly to your application?
Memory Swapping

Virtual Memory

0xf0200000

0xf0100000

pgdir

PT

Physical Memory
Swapping – Remove a page...

Virtual Memory

0xf0200000

0xf0100000

Physical Memory

pgdir

PT

Page Fault!

Access

DISK

0xf0200000

45
Swapping - OS

• Page fault handler
  • Read CR2 (get address, 0xf0200000)
  • Read error code

• If error code says that the fault is caused by non-present page and

• The faulting page of the current process is stored in the disk
  • Lookup disk if it swapped put 0xf0200000 of this environment (process)
    • This must be per process because virtual address is per-process resource

• Load that page into physical memory
• Map it and then continue!
Swapping – Remove a page...

Virtual Memory

Access
Continue!

Physical Memory

Allocate
New page!

Create new map!

Page Fault!

Allocate
New page!

continues!
Page Fault

- Is generated when there is a memory error (regarding paging)
- Is an exception that can be recovered
  - And user program may resume the execution

- Is useful for implementing
  - Automatic stack allocation
  - Copy-on-write (will do in Lab4)
  - Memory Swapping