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## PROSO-Project 2

FIB 2009-20010

## Objectives

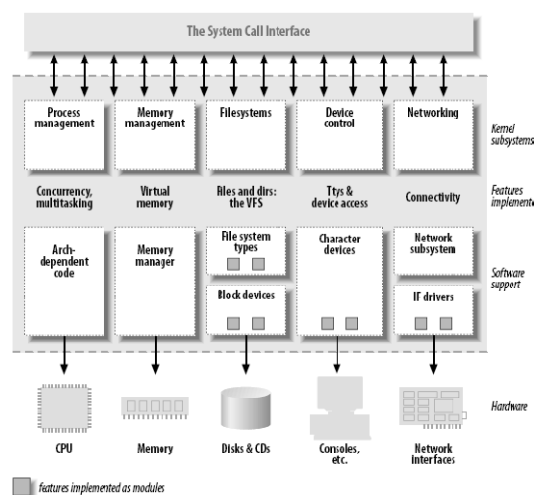
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- Put into practice in a real operating system, the concepts learn so far with ZeOS
  - System calls
  - Kernel data structures
  - Device drivers
- Get familiar with the development of Linux Kernel
  - Programming tools
  - Restrictions

## Basic Concepts

- Modules
  - Means to add new functionalities to the Linux Kernel
  - Dynamically added/removed
- Device Drivers
  - Uniform APIs
    - Kernel <--> driver
    - User programs <--> drivers
  - Generic mechanism to access “devices”
    - Real devices (disk, keyboards, etc.)
    - Virtual devices (e.g. ram disk)
    - [Information from kernel components](#)

## Kernel Modules and Device Drivers



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## Linux modules

## Modules

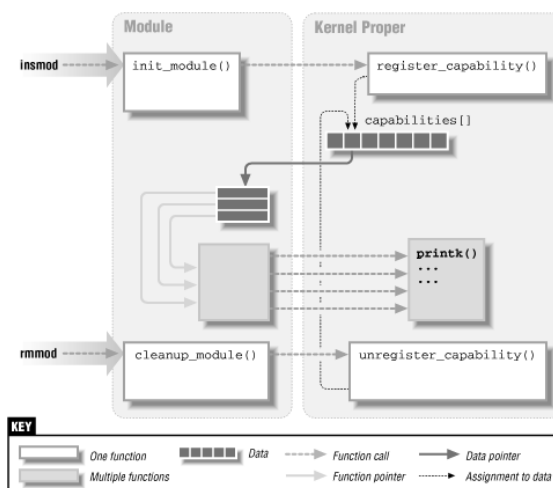
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- Mechanism for adding dynamically functions to the kernel
  - Alternative is adding new `sys_calls`, but this requires rebuilding the kernel
- Same development limitations than other kernel components
  - Only kernel exported symbols can be accessed/modified
  - No access to `libc!`
  - Limited debugging tools (e.g. `printk`)

## Kernel module development

- Program files that implement the module
  - Provide initialization and termination functions
  - Register functions to the kernel
  - export functions to other modules
- Compile them
  - Produce object file (.ko = kernel object)
  - Requires kernel sources
- Insert in the kernel
  - Load module & dependencies
  - Pass initialization parameters
- Use it
  - maintain reference count

## Modules and Linux Kernel



## Module definition: example

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```
#include <linux/module.h>
#include <linux/kernel.h>

/*
 * Module initialization.
 */
static int __init Mymodule_init(void)
{
    ...
}

/*
 * Finalization module.
 */
static void __exit Mymodule_exit(void)
{
    ...
}
module_init(Mymodule_init);
module_exit(Mymodule_exit);
```

## Module definition : Macros

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- **module\_param** (parameter name and type)
  - int pid=1;
  - module\_param (pid, int, 0);
- **MODULE\_PARM\_DESC** (parameter description)
  - MODULE\_PARM\_DESC (pid, "Process ID to monitor (default 1)");
- **MODULE\_AUTHOR** (author list)
- **MODULE\_DESCRIPTION**
- **MODULE\_LICENSE** (GPL, BSD, ...)

## Module management

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- Install a module  
#insmod mymodule.ko <sup>initialization parameters</sup> param=value, param=value
- Remove a module  
#rmmod mymodule.ko
- Install a module and resolve dependencies  
/lib/modules/version/modules.dep  

```
/path_complet/modulA.ko:path_complet/modulB.ko  
/path_complet/modulB.ko:
```

  
#modprobe modulA.ko
- List information about a module
  - #modinfo mymodule.ko
  - #cat /proc/modules

## Managing references to modules

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- A module should be removed only when nobody is accessing the functions it provides
- Maintain internal counter of references
  - try\_module\_get (THIS\_MODULE): Inc counter
  - module\_put (THIS\_MODULE): Dec counter
- For device driver related modules, the kernel can manage this automatically

## Using the Linux kernel

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- Lots of functions available for data structure management
  - find\_task\_by\_pid
  - for\_each\_process
  - ...
  - Don't repeat existing functionality!
- Access symbols
  - only exported symbols are available
    - Look at /proc/ksyms or execute "ksyms -a" command
  - If not currently exported
    - modify kernel/ksyms.c
    - EXPORT\_SYMBOL (variable)
    - Kernel recompilation is needed

## Using the Linux kernel

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- Accessing to/from user address space
  - unsigned long copy\_from\_user(void \*to, const void \*from, unsigned long count);
  - unsigned long copy\_to\_user(void \*to, const void \*from, unsigned long count);
  - Validate return values
    - Different than ZeOS!!!

## Printing messages

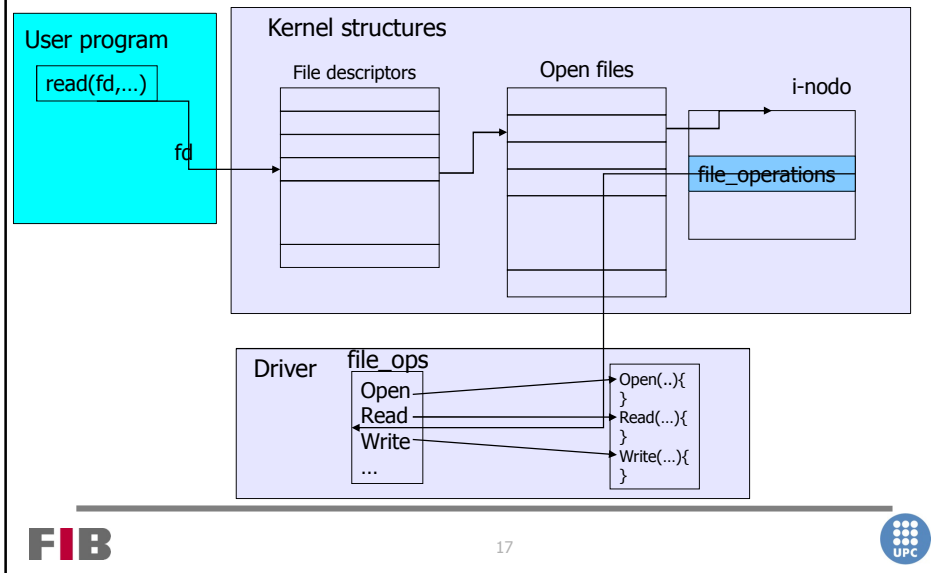
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- Print message in the kernel using *printk*
  - *printk(KERN\_<level> "message", param, param, . . .);*
  - *Different levels of messages*
    - *KERN\_EMERG*
    - *KERN\_ALERT*
    - *KERN\_CRIT*
    - *KERN\_ERR*
    - *KERN\_WARNING*
    - *KERN\_NOTICE*
    - *KERN\_INFO*
    - *KERN\_DEBUG*
- *Output goes to /var/log/message*

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## Device Drivers

## Device independence



## Device drivers

- Set of variables and functions that manages a device (logical or physical)
- Device driver definition: API standard
  - Internal API (not user-level)
  - based on the struct `file_operations`
- We have to provide only the functions required by the device (e.g. open, read)
- How to include a device driver in the kernel?
  - Statically: recompile the kernel
  - Dynamically: implement as a module

## Device's operations

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- Device driver definition: API standard

```
struct file_operations my_operations = {  
    owner: THIS_MODULE,  
    read: my_read,  
    ioctl: my_ioctl,  
    open: my_open,  
    release: my_release,  
};
```

maintain reference  
counter automatically

- Look into `<linux/fs.h>` for types, etc.

## Device drivers API

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- Executed at open/close
  - int `my_open` (struct inode \* i, struct file \* f);
  - int `my_release` (struct inode \* i, struct file \* f);
- `ssize_t my_read` (struct file \* f, char \* buffer, size\_t\_size, loff\_t \* offset);
  - Use `copy_to_user` for accessing the buffer
  - Offset is input/output parameter. Current position in "file"
- int `my_ioctl`(struct inode \* i, struct file \* f, unsigned int request, unsigned long argp);
  - Used for control operations

## Device identification

- Identified by a major and a minor
  - major: identifies a class of device (e.g. a printer)
  - minor: identifies different devices of the same class (i.e. two different printers)
- Allows the kernel to know which driver handles a device
- Match device's file major and minor

```
C1W-IW-IW- 1 root root 1, 3 Apr 11 2002 null
C1W----- 1 root root 10, 1 Apr 11 2002 psaux
C1W----- 1 root root 4, 1 Oct 28 03:04 tty1
C1W-IW-IW- 1 root tty 4, 64 Apr 11 2002 ttys0
C1W-IW---- 1 root uucp 4, 65 Apr 11 2002 ttyS1
C1W--W---- 1 vcsa tty 7, 1 Apr 11 2002 vcs1
C1W--W---- 1 vcsa tty 7, 129 Apr 11 2002 vcsa1
C1W-IW-IW- 1 root root 1, 5 Apr 11 2002 zero
```

## Device registration

- Device identifier must be registered inside the kernel:  
`int register_chrdev_region (dev_t first, unsigned int count, const char *name);`
- To unregister:  
`void unregister_chrdev_region (dev_t first, unsigned int count);`

## Assign operations to devices

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- First, create a new cdev structure:

```
struct cdev * cdev_alloc()
```

- Second, initialize the structure fields

- owner: with *THIS\_MODULE*
- ops: with the *file\_operations*

- Finally, assign this structure to the devices:

```
int cdev_add (struct cdev *dev, dev_t num, unsigned int count);
```

- To delete it:

```
void cdev_del (struct cdev *dev);
```

## Inserting a new device driver dynamically

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- Create a module with:

- Device driver functions
- New struct file\_operations variable
- New device dev\_t
- New structure cdev
- At init\_module module
  - Register the device into the kernel:
    - Allocate the device identifier and associate the file\_operations
- At cleanup
  - Unregister the device + Delete the cdev

## How to use a new device?

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- Create a file with the `mknod` command using the new device's identification
  - `mknod <type> <major> <minor>`
  - e.g. `mknod mydriver c 255 1`
- Access the new file with standard I/O API
  - Open, read, write, close, etc

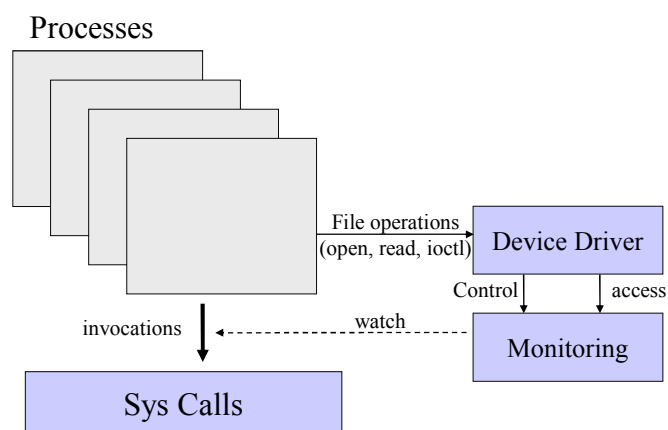
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## Description of work

## Overview

- Develop a monitoring mechanism to measure the invocation of selected system calls
  - number of invocations
  - execution time
- Activate/deactivate dynamically this monitoring
- All processes are monitored (including those created after monitoring has started)
- Read monitoring information for a given running process

## Monitoring processes



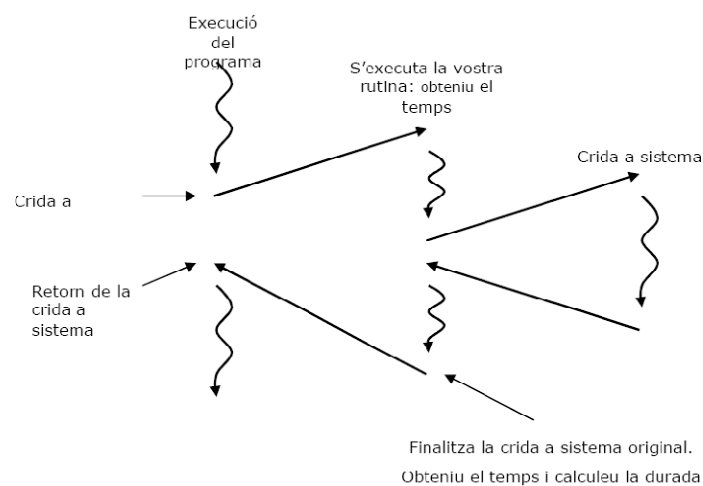
## Module 1

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- Get per process information about *open*, *write*, *clone*, *close* and *lseek* system calls
  - How many times each call is executed
  - How many times they success
  - How many times they fail
  - Total time spent in each system call

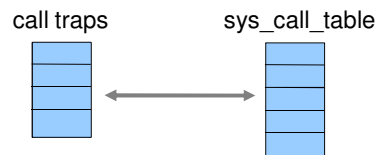
## Intercepting system calls

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## How to get the information?

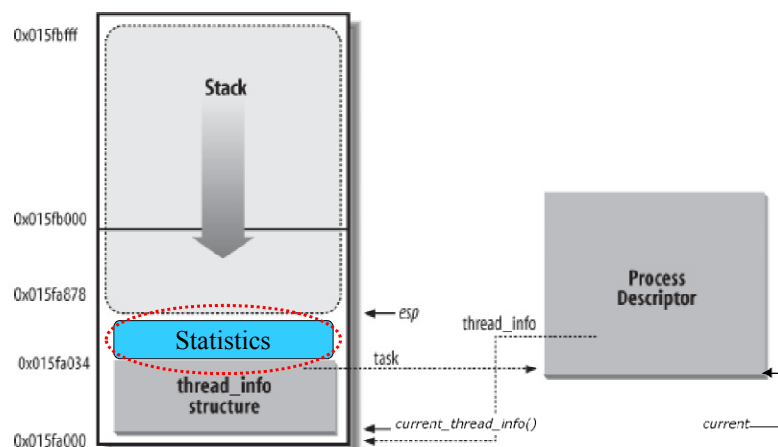
- Instrument the kernel by substituting original entries in `sys_call_table` by new ones



- On each call, the trap must:

- Get initial time → see the documentation
- Execute original system call
- Calculate execution time
- check call's return code
- Save information

## Where to save information



## Module 2: Access to information

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- Open → Open the device
  - Only root and only 1 open
  - Defines `selected_process=current`, `selected_call=open`
- Read → Return statistics for the `selected_process` and `selected_call`
- Ioctl → Set the behaviour of the device
  - `CHANGE_PROCESS ==` Change selected process
  - `CHANGE_SYSCALL ==` Change selected syscall
  - `RESET_VALUES ==` Reset statistics of `selected_process`
  - `RESET_VALUES_ALL_PROCESSES ==` Reset statistics of all processes
- Release → Close the device

## Improvements

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- Module 1
  - Two new functions to enable/disable the instrumentation of one of the system\_calls (*open*, *write*, *clone*, *close* and *lseek*)
  - It is mandatory to use a table to store original\_syscalls addresses
- Module 2
  - Two new options in *ioctl* to enable/disable the instrumentation of one of the system\_calls (*open*, *write*, *clone*, *close* and *lseek*)
    - » `ACTIVAR_SYS_CALL ==` enable
    - » `DEACTIVAR_SYS_CALL ==` disable
    - » Use functions implemented in Module 1

## What to do?

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- Module 1 and Module 2 → 80%
- Improvements → 20%
  
- You have to include exhaustive user tests to validate your modules:
  - Errors
  - Returns values
  - Expected functionality
  - ...
- It is mandatory to provide some .h where data structures and constants required by user codes will be declared