

System Calls



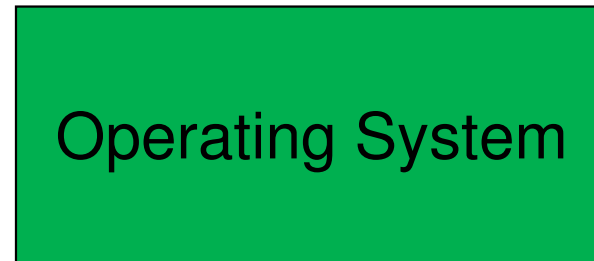
Learning Outcomes

- A high-level understanding of System Calls
 - Mostly from the user's perspective
 - From textbook (section 1.6)
- Exposure architectural details of the MIPS R3000
 - Detailed understanding of the of exception handling mechanism
 - From “Hardware Guide” on class web site
- Understanding of the existence of compiler function calling conventions
 - Including details of the MIPS ‘C’ compiler calling convention
- Understanding of how the application kernel boundary is crossed with system calls in general
 - Including an appreciation of the relationship between a case study (OS/161 system call handling) and the general case.



Operating System System Calls

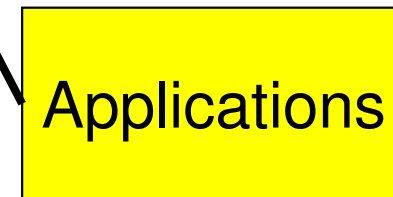
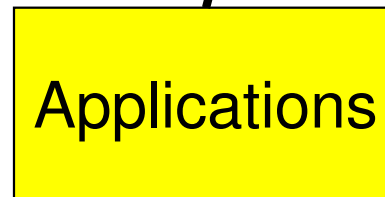
Kernel Level



Requests
(System Calls)



User Level



System Calls

- Can be viewed as special function calls
 - Provides for a controlled entry into the kernel
 - While in kernel, they perform a privileged operation
 - Returns to original caller with the result
- The system call interface represents the abstract machine provided by the operating system.



A Brief Overview of Classes System Calls

- From the user's perspective
 - Process Management
 - File I/O
 - Directories management
 - Some other selected Calls
 - There are many more
 - On Linux, see `man syscalls` for a list



Some System Calls For Process Management

Process management

Call	Description
pid = fork()	Create a child process identical to the parent
pid = waitpid(pid, &statloc, options)	Wait for a child to terminate
s = execve(name, argv, environp)	Replace a process' core image
exit(status)	Terminate process execution and return status



Some System Calls For File Management

File management

Call	Description
<code>fd = open(file, how, ...)</code>	Open a file for reading, writing or both
<code>s = close(fd)</code>	Close an open file
<code>n = read(fd, buffer, nbytes)</code>	Read data from a file into a buffer
<code>n = write(fd, buffer, nbytes)</code>	Write data from a buffer into a file
<code>position = lseek(fd, offset, whence)</code>	Move the file pointer
<code>s = stat(name, &buf)</code>	Get a file's status information



Some System Calls For Directory Management

Directory and file system management

Call	Description
s = mkdir(name, mode)	Create a new directory
s = rmdir(name)	Remove an empty directory
s = link(name1, name2)	Create a new entry, name2, pointing to name1
s = unlink(name)	Remove a directory entry
s = mount(special, name, flag)	Mount a file system
s = umount(special)	Unmount a file system



Some System Calls For Miscellaneous Tasks

Miscellaneous

Call	Description
s = chdir(dirname)	Change the working directory
s = chmod(name, mode)	Change a file's protection bits
s = kill(pid, signal)	Send a signal to a process
seconds = time(&seconds)	Get the elapsed time since Jan. 1, 1970



System Calls

- A stripped down shell:

```
while (TRUE) {                                     /* repeat forever */
    type_prompt( );                                /* display prompt */
    read_command (command, parameters)           /* input from terminal */

    if (fork() != 0) {                             /* fork off child process */
        /* Parent code */
        waitpid( -1, &status, 0);                /* wait for child to exit */
    } else {
        /* Child code */
        execve (command, parameters, 0);         /* execute command */
    }
}
```



System Calls

UNIX	Win32	Description
fork	CreateProcess	Create a new process
waitpid	WaitForSingleObject	Can wait for a process to exit
execve	(none)	CreateProcess = fork + execve
exit	ExitProcess	Terminate execution
open	CreateFile	Create a file or open an existing file
close	CloseHandle	Close a file
read	ReadFile	Read data from a file
write	WriteFile	Write data to a file
lseek	SetFilePointer	Move the file pointer
stat	GetFileAttributesEx	Get various file attributes
mkdir	CreateDirectory	Create a new directory
rmdir	RemoveDirectory	Remove an empty directory
link	(none)	Win32 does not support links
unlink	DeleteFile	Destroy an existing file
mount	(none)	Win32 does not support mount
umount	(none)	Win32 does not support mount
chdir	SetCurrentDirectory	Change the current working directory
chmod	(none)	Win32 does not support security (although NT does)
kill	(none)	Win32 does not support signals
time	GetLocalTime	Get the current time



The MIPS R2000/R3000

- Before looking at system call mechanics in some detail, we need a basic understanding of the MIPS R3000



MIPS R3000

- Load/store architecture
 - No instructions that operate on memory except load and store
 - Simple load/stores to/from memory from/to registers
 - Store word: **sw r4, (r5)**
 - Store contents of r4 in memory using address contained in register r5
 - Load word: **lw r3, (r7)**
 - Load contents of memory into r3 using address contained in r7
 - Delay of one instruction after load before data available in destination register
 - » Must always be an instruction between a load from memory and the subsequent use of the register.
 - **lw, sw, lb, sb, lh, sh,....**



MIPS R3000

- Arithmetic and logical operations are register to register operations
 - E.g., `add r3, r2, r1`
 - No arithmetic operations on memory
- Example
 - `add r3, r2, r1` $\Rightarrow r3 = r2 + r1$
- Some other instructions
 - `add, sub, and, or, xor, sll, srl`



MIPS R3000

- All instructions are encoded in 32-bit
- Some instructions have *immediate* operands
 - Immediate values are constants encoded in the instruction itself
 - Only 16-bit value
 - Examples
 - Add Immediate: `addi r2, r1, 2048`
⇒ $r2 = r1 + 2048$
 - Load Immediate : `li r2, 1234`
⇒ $r2 = 1234$



Example code

Simple code example: $a = a + 1$

```
lw    r4, 32(r29)    // r29 = stack pointer
li    r5, 1
add   r4, r4, r1
sw    r4, 32(r29)
```

Offset(Address)

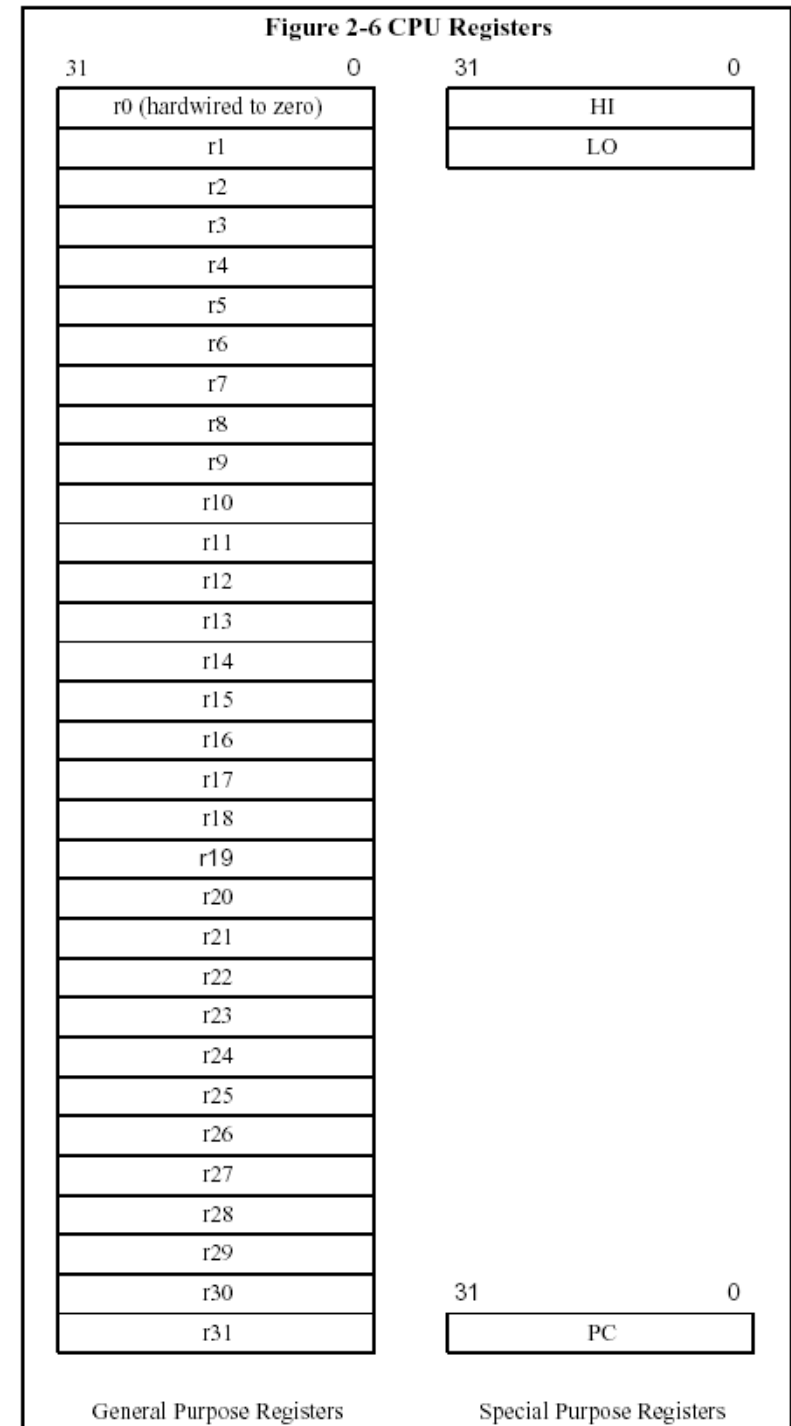


MIPS Registers

- User-mode accessible registers
 - 32 general purpose registers
 - r0 hardwired to zero
 - r31 the *link* register for jump-and-link (JAL) instruction
 - HI/LO
 - 2 * 32-bits for multiply and divide
 - PC
 - Not directly visible
 - Modified implicitly by jump and branch instructions



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Branching and Jumping

- Branching and jumping have a *branch delay slot*
 - The instruction following a branch or jump is always executed prior to destination of jump

```
li    r2, 1
sw   r0, (r3)
j     1f
li    r2, 2
li    r2, 3
1:   sw   r2, (r3)
```



MIPS R3000

- RISC architecture – 5 stage pipeline
 - Instruction partially through pipeline prior to `jmp` having an effect

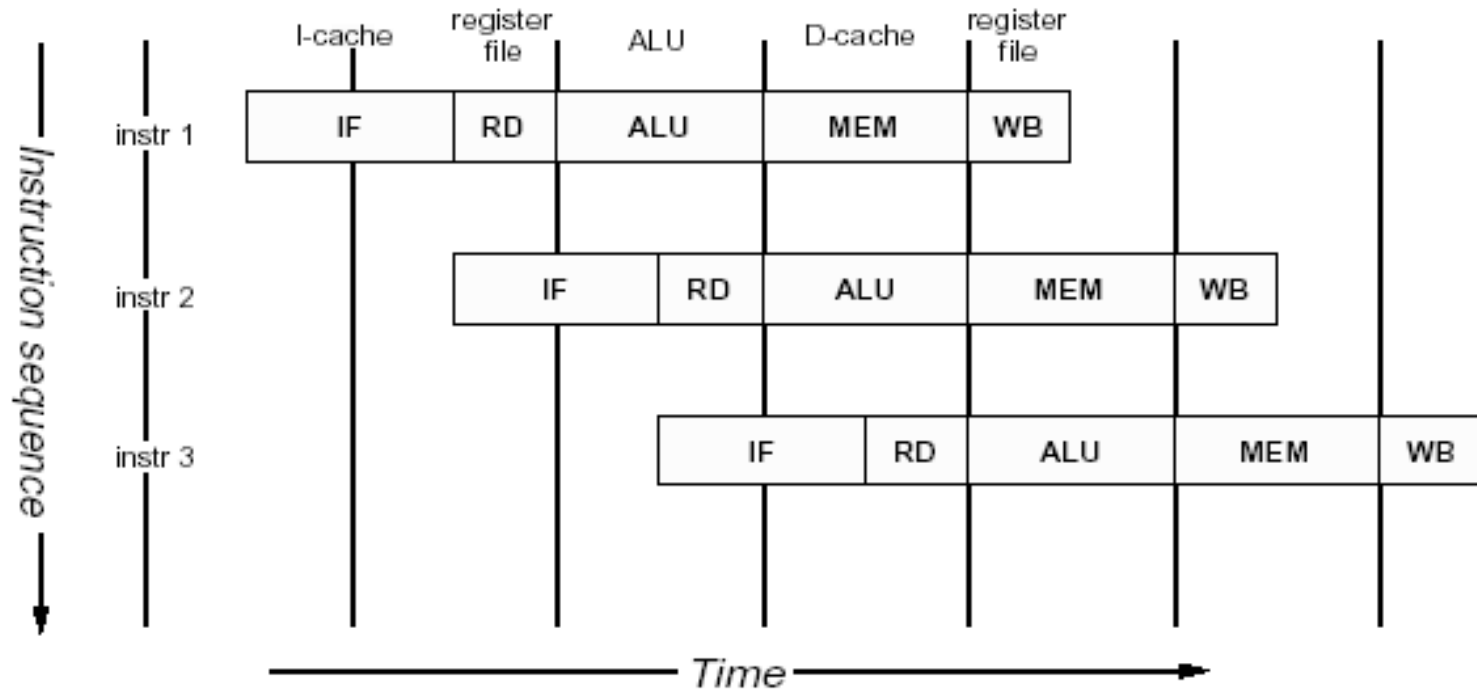
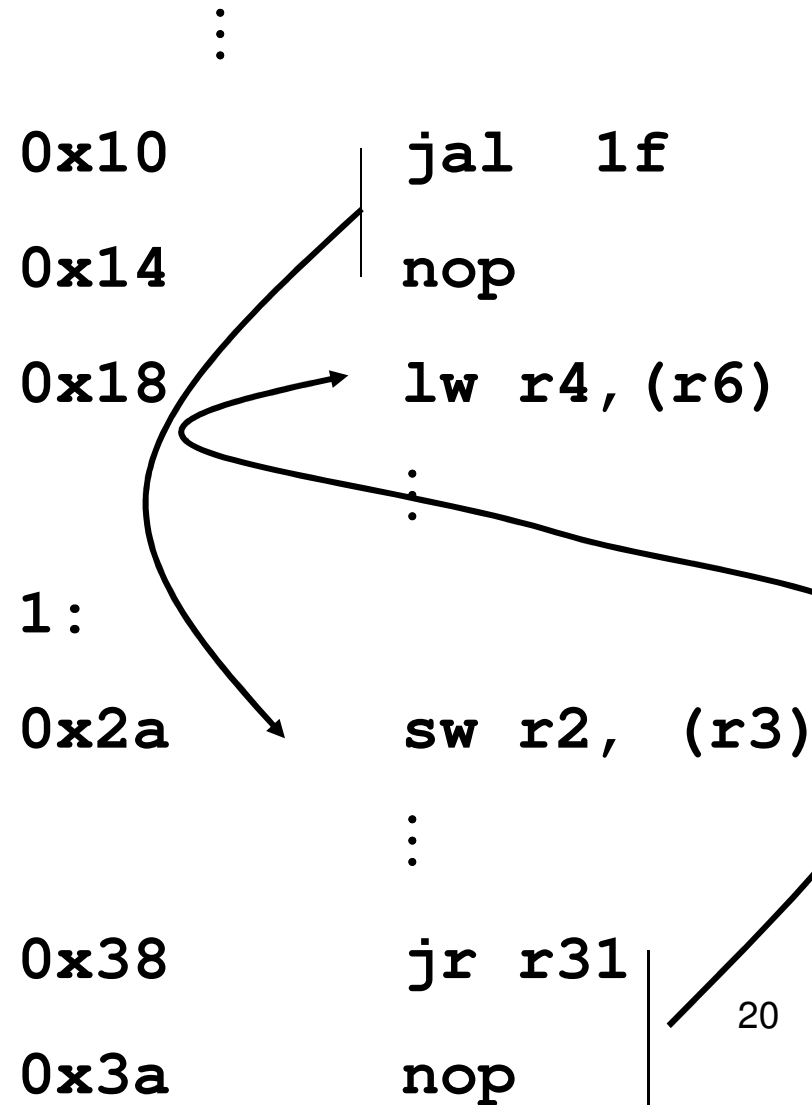


Figure 1.1. MIPS 5-stage pipeline



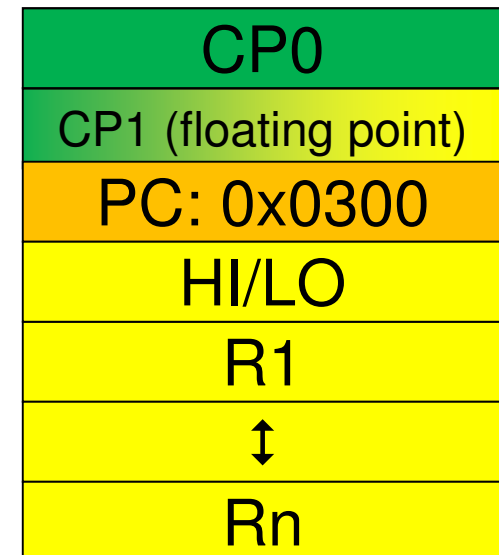
Jump and Link Instruction

- JAL is used to implement function calls
 - $r31 = PC+8$
- Return Address register (RA) is used to return from function call



Coprocessor 0

- The processor control registers are located in CP0
 - Exception/Interrupt management registers
 - Translation management registers
- CP0 is manipulated using mtc0 (move to) and mfc0 (move from) instructions
 - mtc0/mfc0 are only accessible in kernel mode.



CP0 Registers

- Exception Management
 - c0_cause
 - Cause of the recent exception
 - c0_status
 - Current status of the CPU
 - c0_epc
 - Address of the instruction that caused the exception
 - c0_badvaddr
 - Address accessed that caused the exception
- Miscellaneous
 - c0_prid
 - Processor Identifier
- Memory Management
 - c0_index
 - c0_random
 - c0_entryhi
 - c0_entrylo
 - c0_context
 - More about these later in course



c0_status

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
CU3	CU2	CU1	CU0	0	RE	0	BEV	TS	PE	CM	PZ	SwC	IsC		
15							8	7	6	5	4	3	2	1	0
					IM			0	KUo	IEo	KUp	IEp	KUc	IEc	

Figure 3.2. Fields in status register (SR)

- For practical purposes, you can ignore most bits
 - Green background is the focus



c0_status

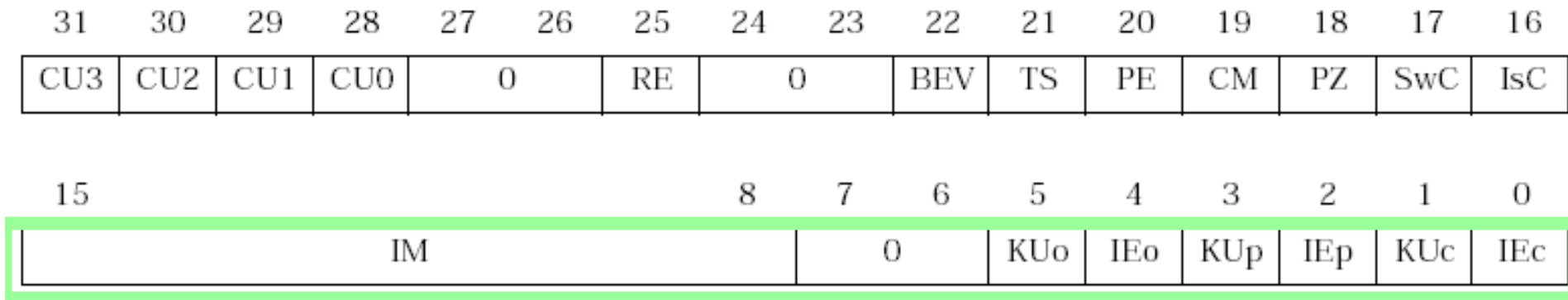


Figure 3.2. Fields in status register (SR)

- IM
 - Individual interrupt mask bits
 - 6 external
 - 2 software
- KU
 - 0 = kernel
 - 1 = user mode
- IE
 - 0 = all interrupts masked
 - 1 = interrupts enable
 - Mask determined via IM bits
- c, p, o = current, previous, old



c0_cause

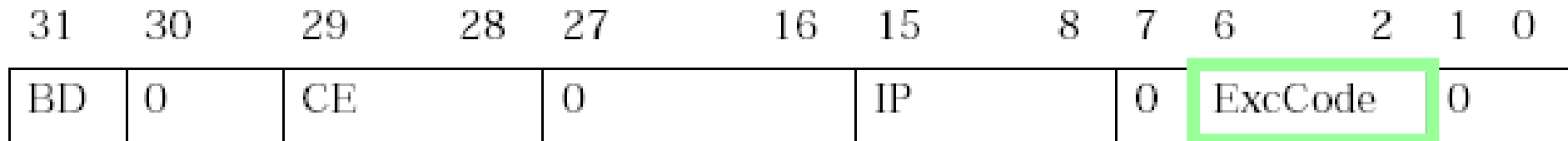


Figure 3.3. Fields in the Cause register

- IP
 - Interrupts pending
 - 8 bits indicating current state of interrupt lines
- CE
 - Coprocessor error
 - Attempt to access disabled Copro.
- BD
 - If set, the instruction that caused the exception was in a branch delay slot
- ExcCode
 - The code number of the exception taken



Exception Codes

ExcCode Value	Mnemonic	Description
0	Int	Interrupt
1	Mod	"TLB modification"
2	TLBL	"TLB load/TLB store"
3	TLBS	
4	AdEL	Address error (on load/I-fetch or store respectively). Either an attempt to access outside kuseg when in user mode, or an attempt to read a word or half-word at a misaligned address.
5	AdES	

Table 3.2. ExcCode values: different kinds of exceptions



Exception Codes

ExcCode Value	Mnemonic	Description
6	IBE	Bus error (instruction fetch or data load, respectively). External hardware has signalled an error of some kind; proper exception handling is system-dependent. The R30xx family CPUs can't take a bus error on a store; the write buffer would make such an exception "imprecise".
7	DBE	
8	Syscall	Generated unconditionally by a <i>syscall</i> instruction.
9	Bp	Breakpoint - a <i>break</i> instruction.
10	RI	"reserved instruction"
11	CpU	"Co-Processor unusable"
12	Ov	"arithmetic overflow". Note that "unsigned" versions of instructions (e.g. <i>addu</i>) never cause this exception.
13-31	-	reserved. Some are already defined for MIPS CPUs such as the R6000 and R4xxx

Table 3.2. ExcCode values: different kinds of exceptions

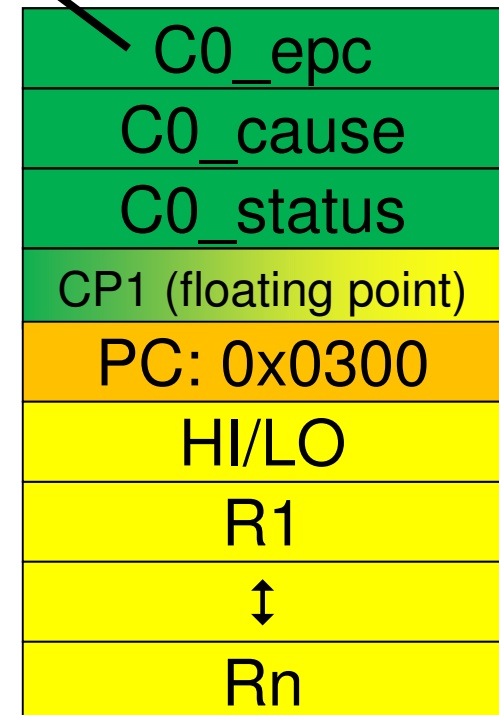


c0_epc

- The Exception Program Counter
 - Points to address of where to restart execution after handling the exception or interrupt
 - Example
 - Assume `sw r3, (r4)` causes a restartable fault exception

Aside: We are ignore BD-bit in c0_cause which is also used in reality on rare occasions.

```
nop
sw r3 (r4)
nop
```



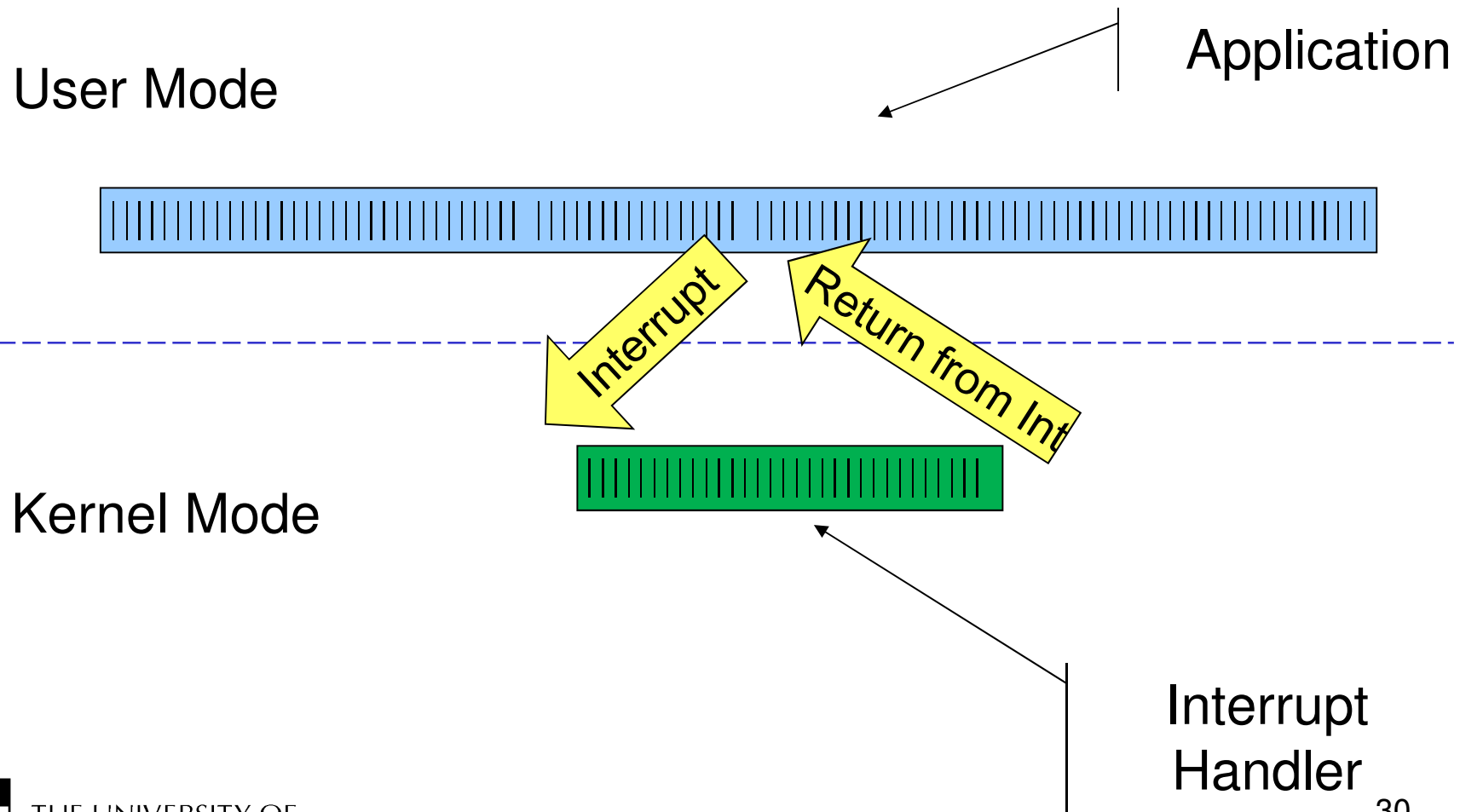
Exception Vectors

Program address	“segment”	Physical Address	Description
0x8000 0000	kseg0	0x0000 0000	TLB miss on <i>kuseg</i> reference only.
0x8000 0080	kseg0	0x0000 0080	All other exceptions.
0xbf00 0100	kseg1	0x1f00 0100	Uncached alternative <i>kuseg</i> TLB miss entry point (used if <i>SR</i> bit <i>BEV</i> set).
0xbf00 0180	kseg1	0x1f00 0180	Uncached alternative for all other exceptions, used if <i>SR</i> bit <i>BEV</i> set).
0xbf00 0000	kseg1	0x1f00 0000	The “reset exception”.

Table 4.1. Reset and exception entry points (vectors) for R30xx family



Simple Exception Walk-through



Hardware exception handling

PC

0x12345678

EPC

?

- Let's now walk through an exception
 - Assume an interrupt occurred as the previous instruction completed
 - Note: We are in user mode with interrupts enabled

Cause

?

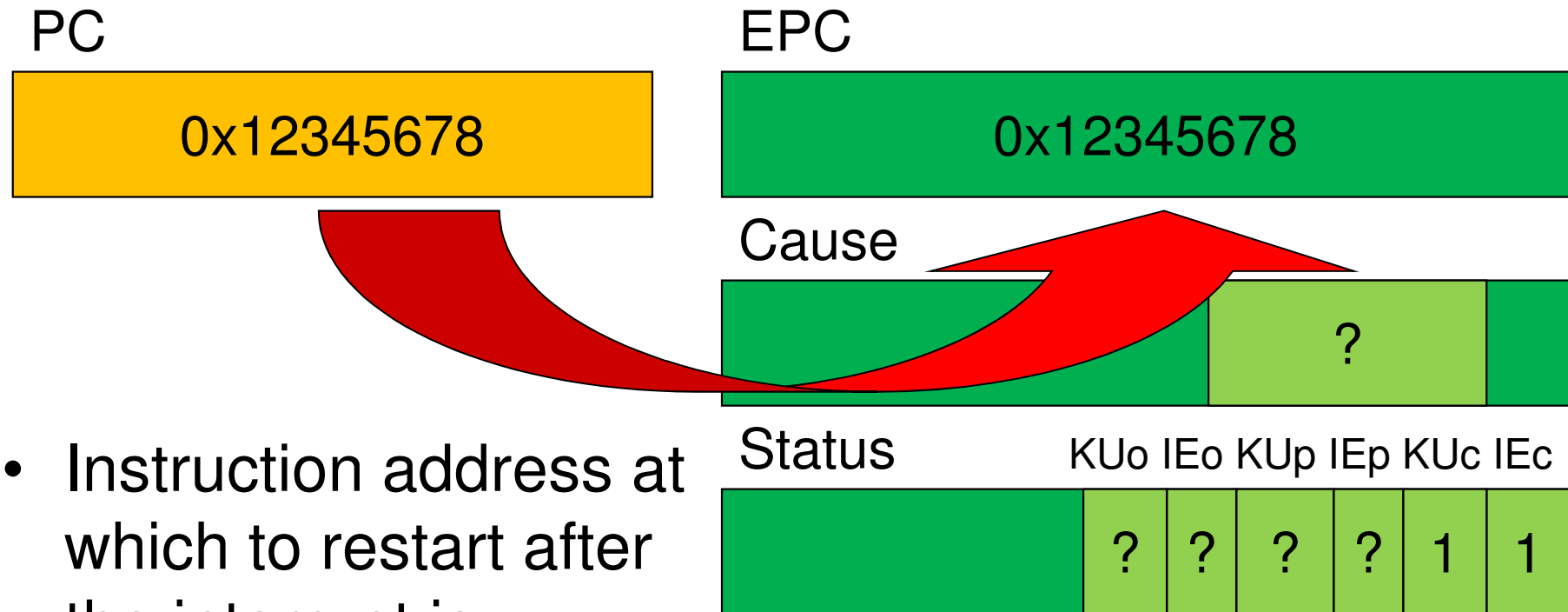
Status

KUo IEo KUp IEp KUc IEc

	?	?	?	?	1	1
--	---	---	---	---	---	---



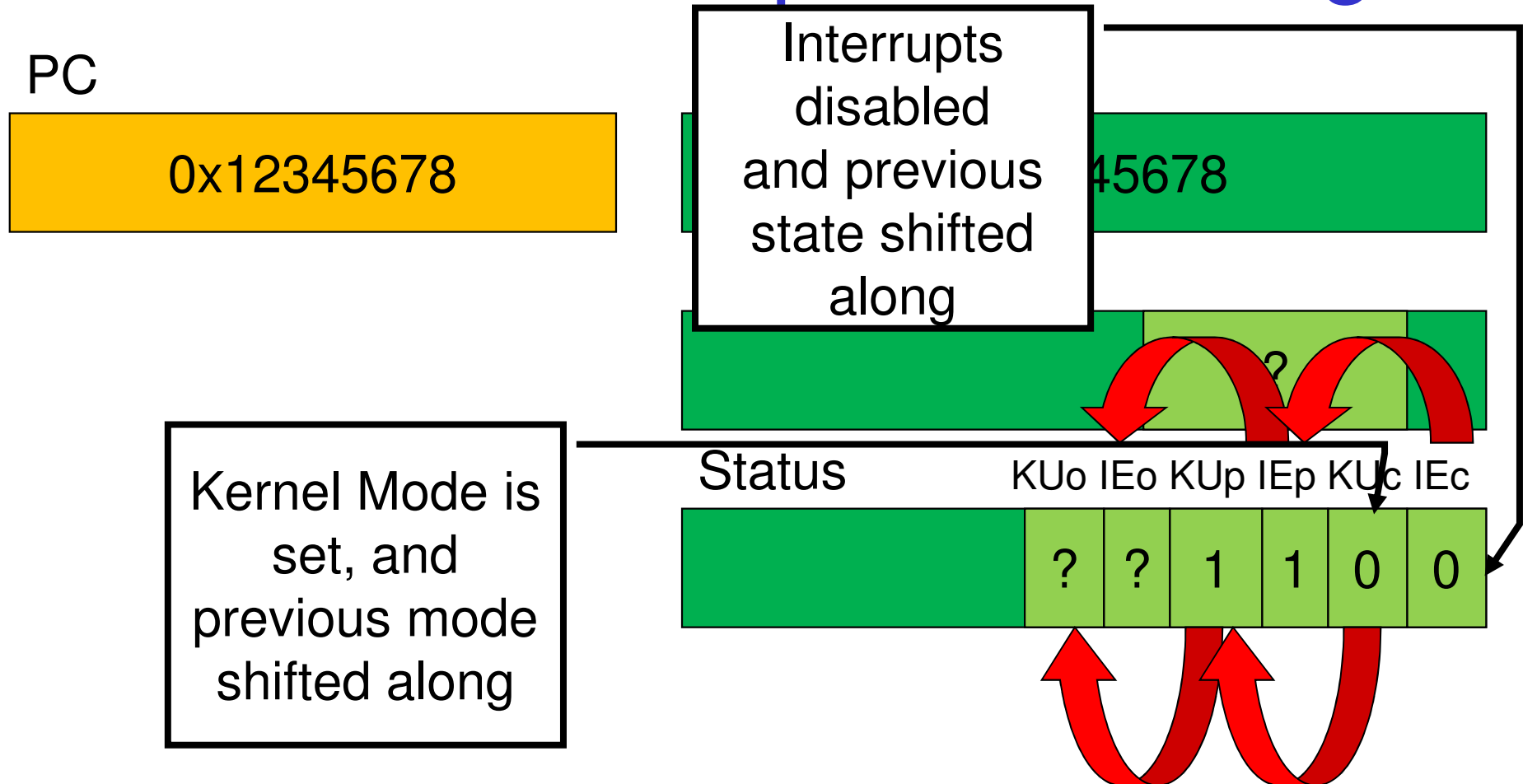
Hardware exception handling



- Instruction address at which to restart after the interrupt is transferred to EPC



Hardware exception handling



Hardware exception handling

PC

0x12345678

EPC

0x12345678

Cause

0

Status

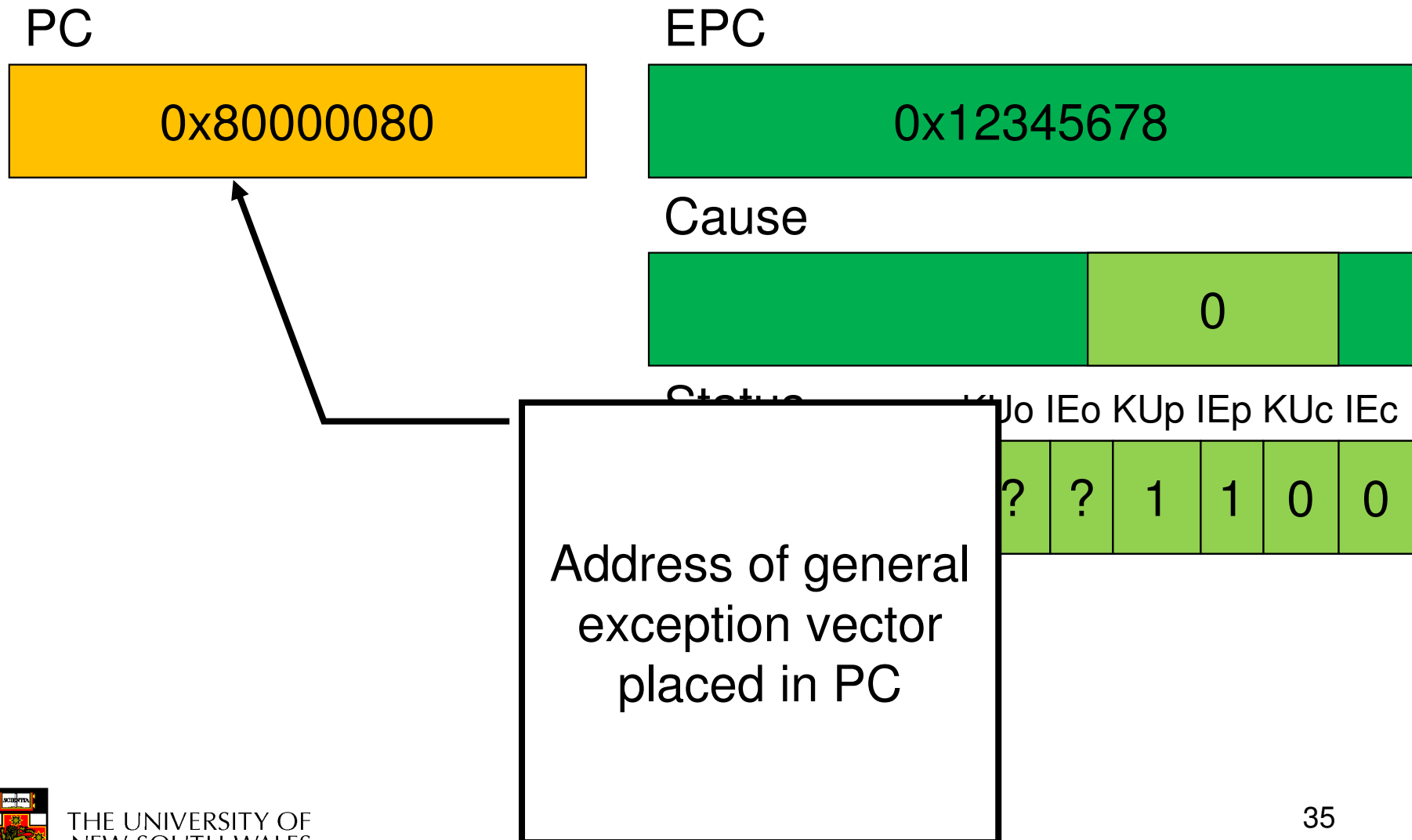
KUo IEo KUp IEp KUc IEc

? ? 1 1 0 0

Code for the exception placed in Cause. Note Interrupt code = 0



Hardware exception handling



Hardware exception handling

PC

0x80000080

- CPU is now running in kernel mode at 0x80000080, with interrupts disabled
- All information required to
 - Find out what caused the exception
 - Restart after exception handling

is in coprocessor registers

EPC

0x12345678

Cause

0

Status

KUo IEo KUp IEp KUc IEc

	?	?	1	1	0	0
--	---	---	---	---	---	---

Badvaddr



Returning from an exception

- For now, lets ignore
 - how the exception is actually handled
 - how user-level registers are preserved
- Let's simply look at how we return from the exception



Returning from an exception

PC

0x80001234

EPC

0x12345678

- This code to return is

Cause

0

```
lw    r27, saved_epc
```

Status

KUo IEo KUp IEp KUc IEc

```
nop
```

```
jr    r27
```

```
rfe
```

0

Load the contents of EPC which is usually moved earlier to somewhere in memory by the exception handler



Returning from an exception

PC



EPC



- This code to return is

Cause



```
lw    r27, saved_epc
```

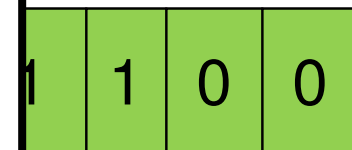
```
nop
```

```
jr    r27
```

```
rfe
```

Status

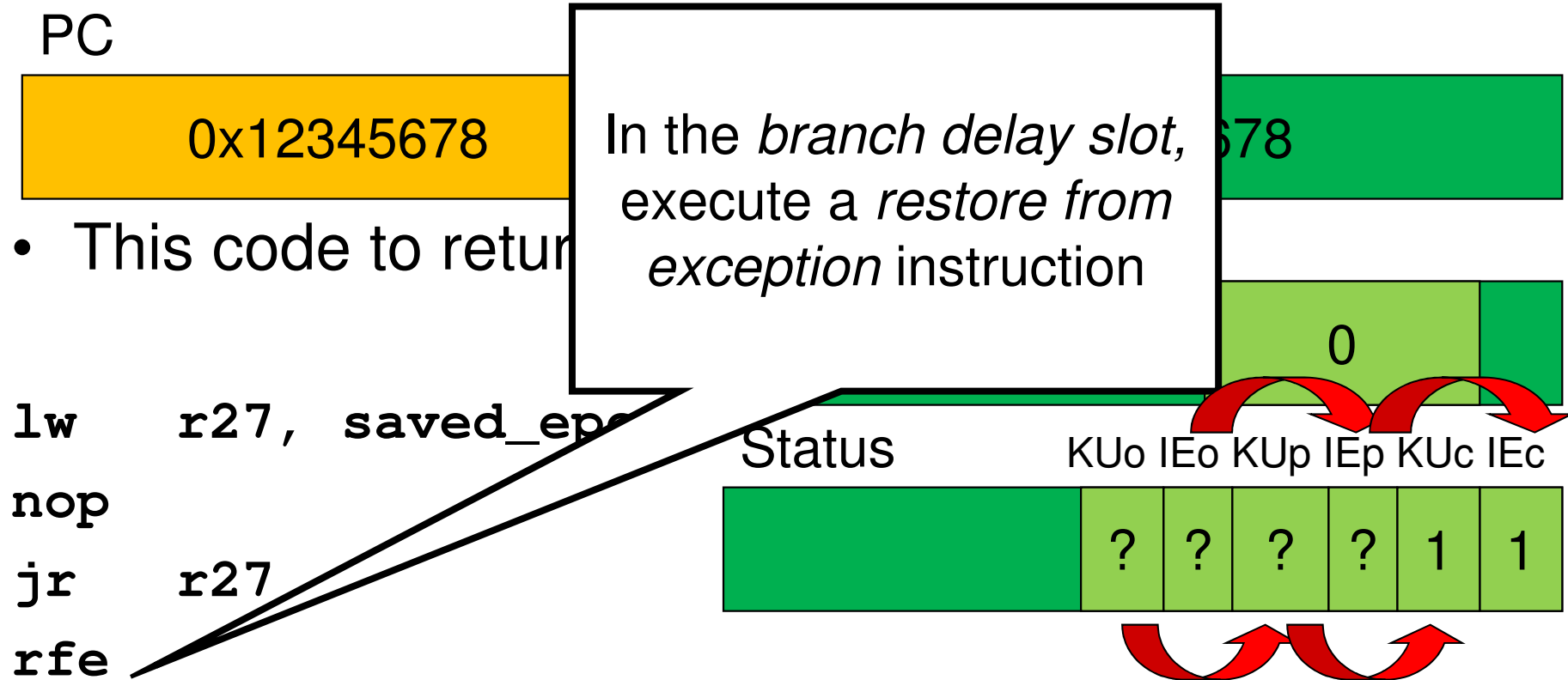
KUp IEp KUp IEp KUc IEc



Store the EPC back in the PC



Returning from an exception



Returning from an exception

PC

0x12345678

- We are now back in the same state we were in when the exception happened

EPC

0x12345678

Cause

0

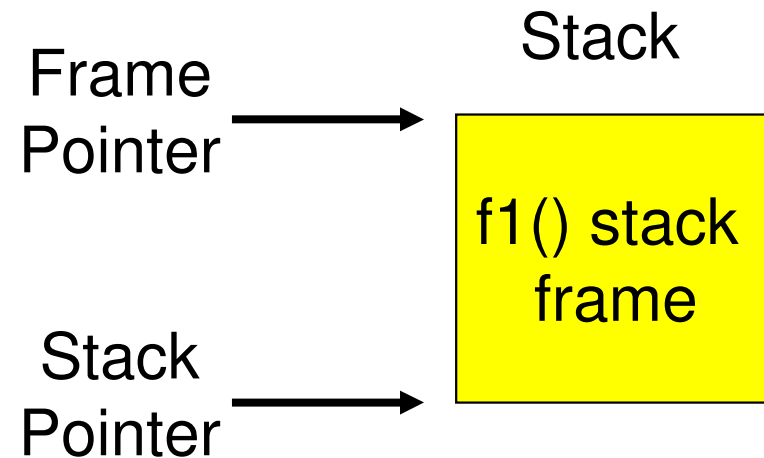
Status

	KUo	IEo	KUp	IEp	KUc	IEc
	?	?	?	?	1	1



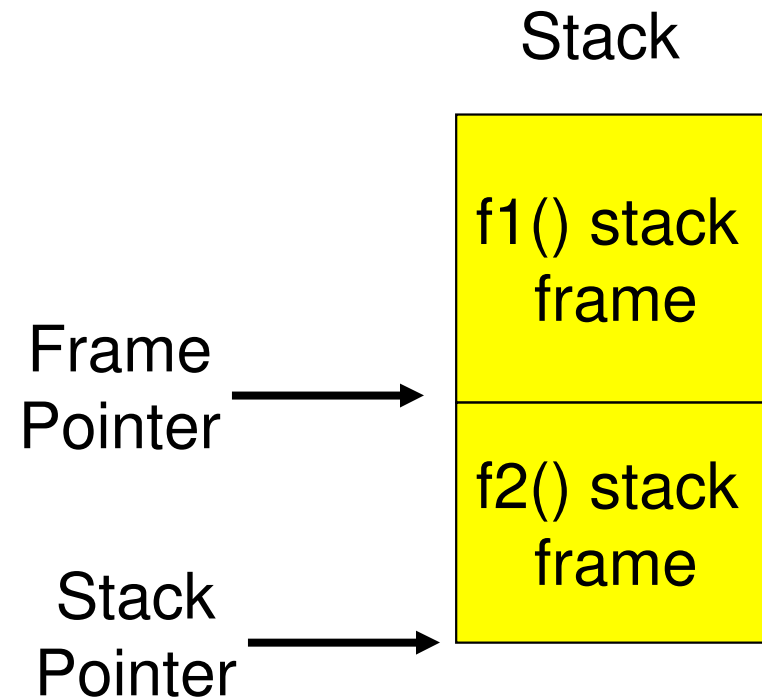
Function Stack Frames

- Each function call allocates a new stack frame for local variables, the return address, previous frame pointer etc.
 - Frame pointer: start of current stack frame
 - Stack pointer: end of current stack frame
- Example: assume `f1()` calls `f2()`, which calls `f3()`.



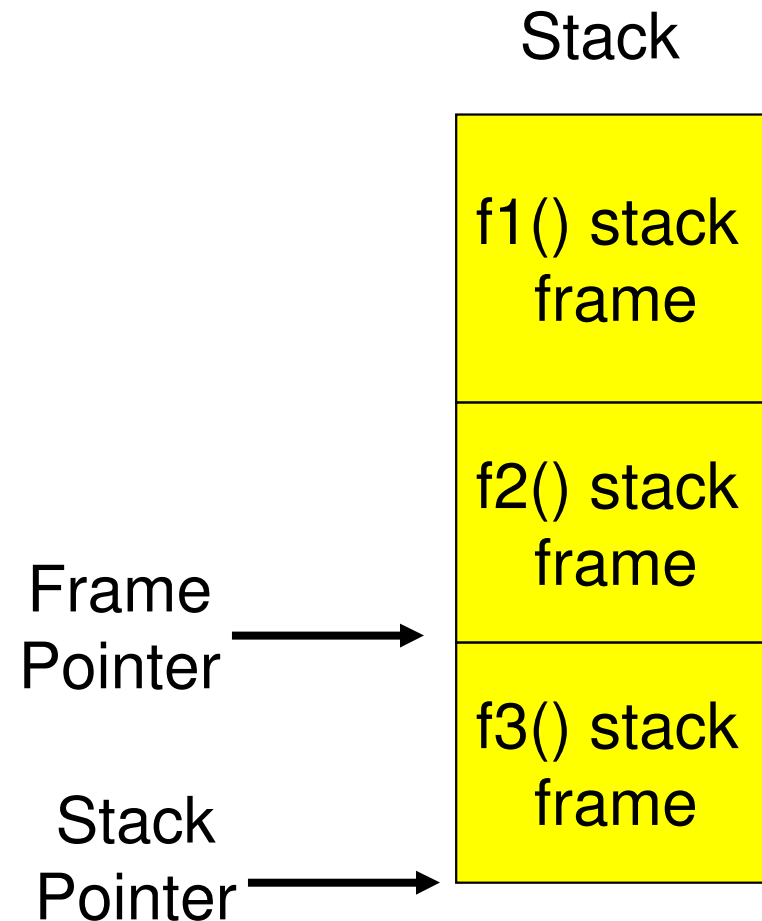
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- Example: assume `f1()` calls `f2()`, which calls `f3()`.



Compiler Register Conventions

- Given 32 registers, which registers are used for
 - Local variables?
 - Argument passing?
 - Function call results?
 - Stack Pointer?



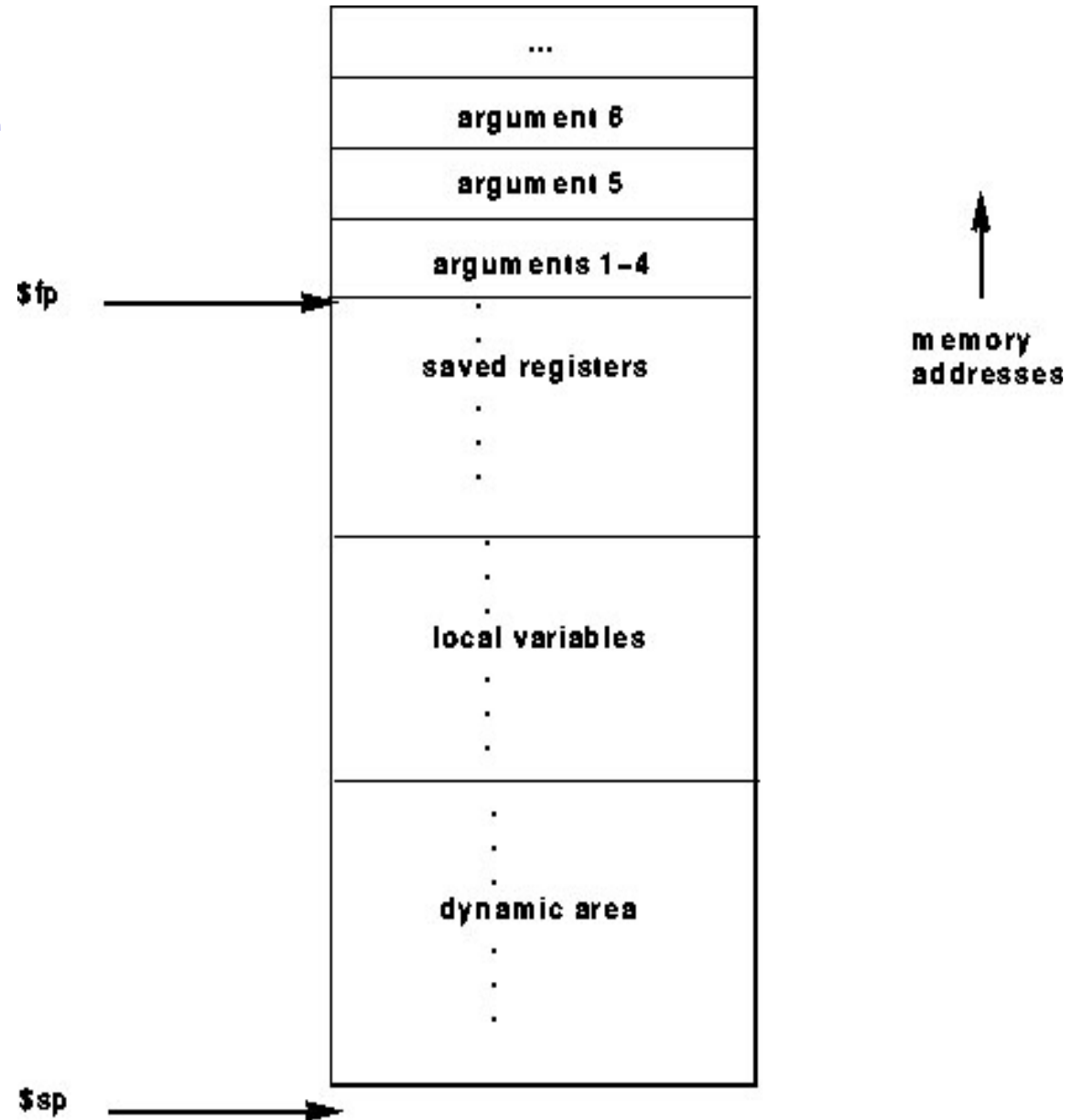
Compiler Register Conventions

Reg No	Name	Used for
0	zero	Always returns 0
1	at	(assembler temporary) Reserved for use by assembler
2-3	v0-v1	Value (except FP) returned by subroutine
4-7	a0-a3	(arguments) First four parameters for a subroutine
8-15	t0-t7	(temporaries) subroutines may use without saving
24-25	t8-t9	
16-23	s0-s7	Subroutine "register variables"; a subroutine which will write one of these must save the old value and restore it before it exits, so the <i>calling</i> routine sees their values preserved.
26-27	k0-k1	Reserved for use by interrupt/trap handler - may change under your feet
28	gp	global pointer - some runtime systems maintain this to give easy access to (some) "static" or "extern" variables.
29	sp	stack pointer
30	s8/fp	9th register variable. Subroutines which need one can use this as a "frame pointer".
31	ra	Return address for subroutine



Stack Frame

- MIPS calling convention for gcc
 - Args 1-4 have space reserved for them



Example Code

```
main ()
{
    int i;

    i =
    sixargs (1, 2, 3, 4, 5, 6);
}
```

```
int sixargs(int a, int b,
            int c, int d, int e,
            int f)
{
    return a + b + c + d
           + e + f;
}
```



0040011c <main>:

```
40011c:      27bdffd8      addiu   sp, sp, -40
400120:      afbf0024      sw     ra, 36(sp)
400124:      afbe0020      sw     s8, 32(sp)
400128:      03a0f021      move   s8, sp
40012c:      24020005      li     v0, 5
400130:      afa20010      sw     v0, 16(sp)
400134:      24020006      li     v0, 6
400138:      afa20014      sw     v0, 20(sp)
40013c:      24040001      li     a0, 1
400140:      24050002      li     a1, 2
400144:      24060003      li     a2, 3
400148:      0c10002c      jal    4000b0 <sixargs>
40014c:      24070004      li     a3, 4
400150:      afc20018      sw     v0, 24(s8)
400154:      03c0e821      move   sp, s8
400158:      8fbf0024      lw     ra, 36(sp)
40015c:      8fbe0020      lw     s8, 32(sp)
400160:      03e00008      jr     ra
400164:      27bd0028      addiu  sp, sp, 40
```

...



004000b0 <sixargs>:

4000b0:	27bdf8ff8	addiu	sp, sp, -8
4000b4:	afbe0000	sw	s8, 0 (sp)
4000b8:	03a0f021	move	s8, sp
4000bc:	afc40008	sw	a0, 8 (s8)
4000c0:	afc5000c	sw	a1, 12 (s8)
4000c4:	afc60010	sw	a2, 16 (s8)
4000c8:	afc70014	sw	a3, 20 (s8)
4000cc:	8fc30008	lw	v1, 8 (s8)
4000d0:	8fc2000c	lw	v0, 12 (s8)
4000d4:	00000000	nop	
4000d8:	00621021	addu	v0, v1, v0
4000dc:	8fc30010	lw	v1, 16 (s8)
4000e0:	00000000	nop	
4000e4:	00431021	addu	v0, v0, v1
4000e8:	8fc30014	lw	v1, 20 (s8)
4000ec:	00000000	nop	
4000f0:	00431021	addu	v0, v0, v1
4000f4:	8fc30018	lw	v1, 24 (s8)
4000f8:	00000000	nop	



```
4000fc:    00431021    addu    v0, v0, v1
400100:    8fc3001c    lw      v1, 28(s8)
400104:    00000000    nop
400108:    00431021    addu    v0, v0, v1
40010c:    03c0e821    move    sp, s8
400110:    8fbe0000    lw      s8, 0(sp)
400114:    03e00008    jr      ra
400118:    27bd0008    addiu   sp, sp, 8
```



System Calls

Continued



User and Kernel Execution

- Simplistically, CPU execution state consists of
 - Registers, processor mode, PC, SP
- User applications and the kernel have their own execution state.
- System call mechanism safely transfers from user execution to kernel execution and back.



System Call Mechanism in Principle

- Processor mode
 - Switched from user-mode to kernel-mode
 - Switched back when returning to user mode
- SP
 - User-level SP is saved and a kernel SP is initialised
 - User-level SP restored when returning to user-mode
- PC
 - User-level PC is saved and PC set to kernel entry point
 - User-level PC restored when returning to user-level
 - Kernel entry via the designated entry point must be strictly enforced



System Call Mechanism in Principle

- Registers
 - Set at user-level to indicate system call type and its arguments
 - A convention between applications and the kernel
 - Some registers are preserved at user-level or kernel-level in order to restart user-level execution
 - Depends on language calling convention etc.
 - Result of system call placed in registers when returning to user-level
 - Another convention

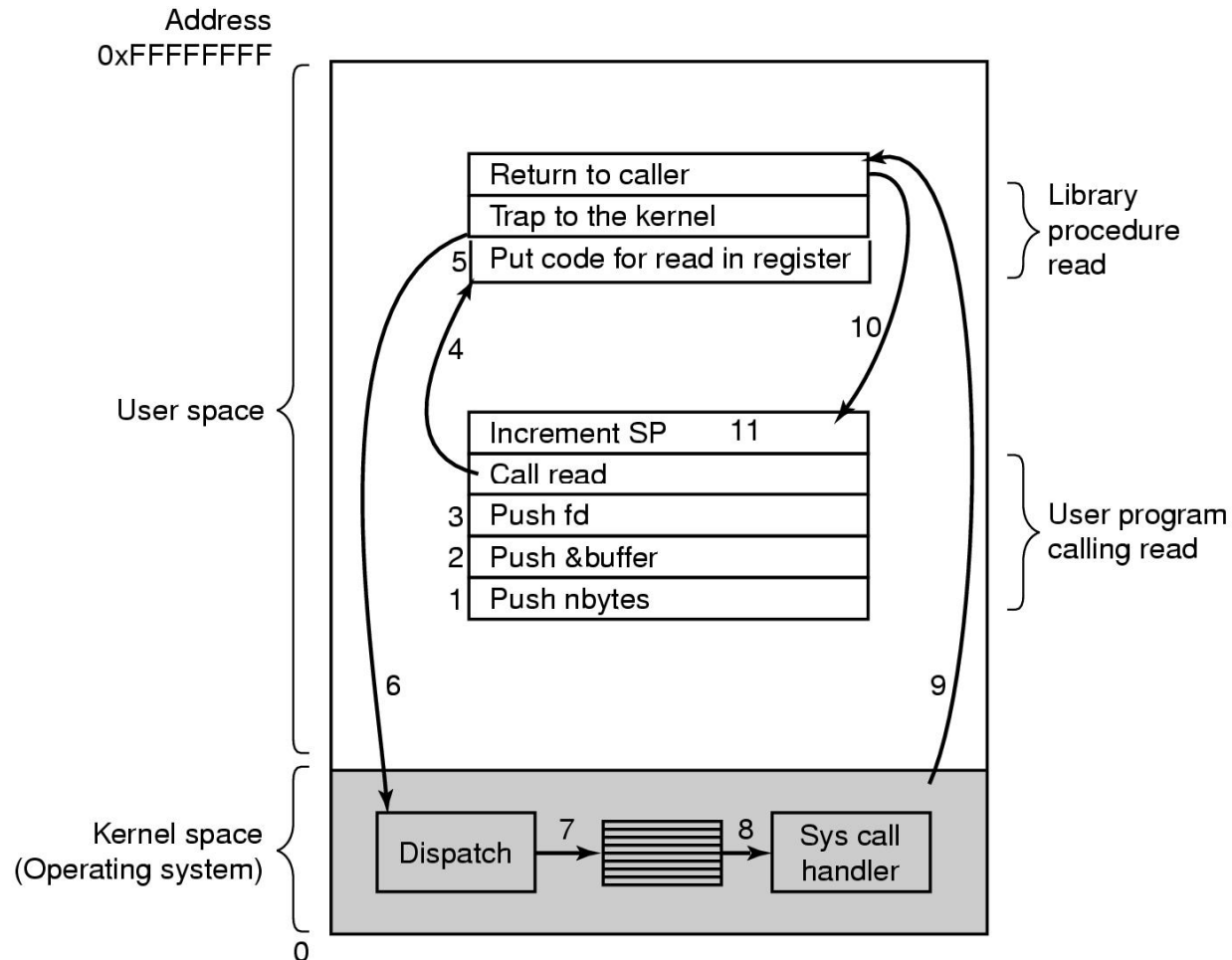


Why do we need system calls?

- Why not simply jump into the kernel via a function call????
 - Function calls do not
 - Change from user to kernel mode
 - and eventually back again
 - Restrict possible entry points to secure locations



Steps in Making a System Call



There are 11 steps in making the system call read (fd, buffer, nbytes)



MIPS System Calls

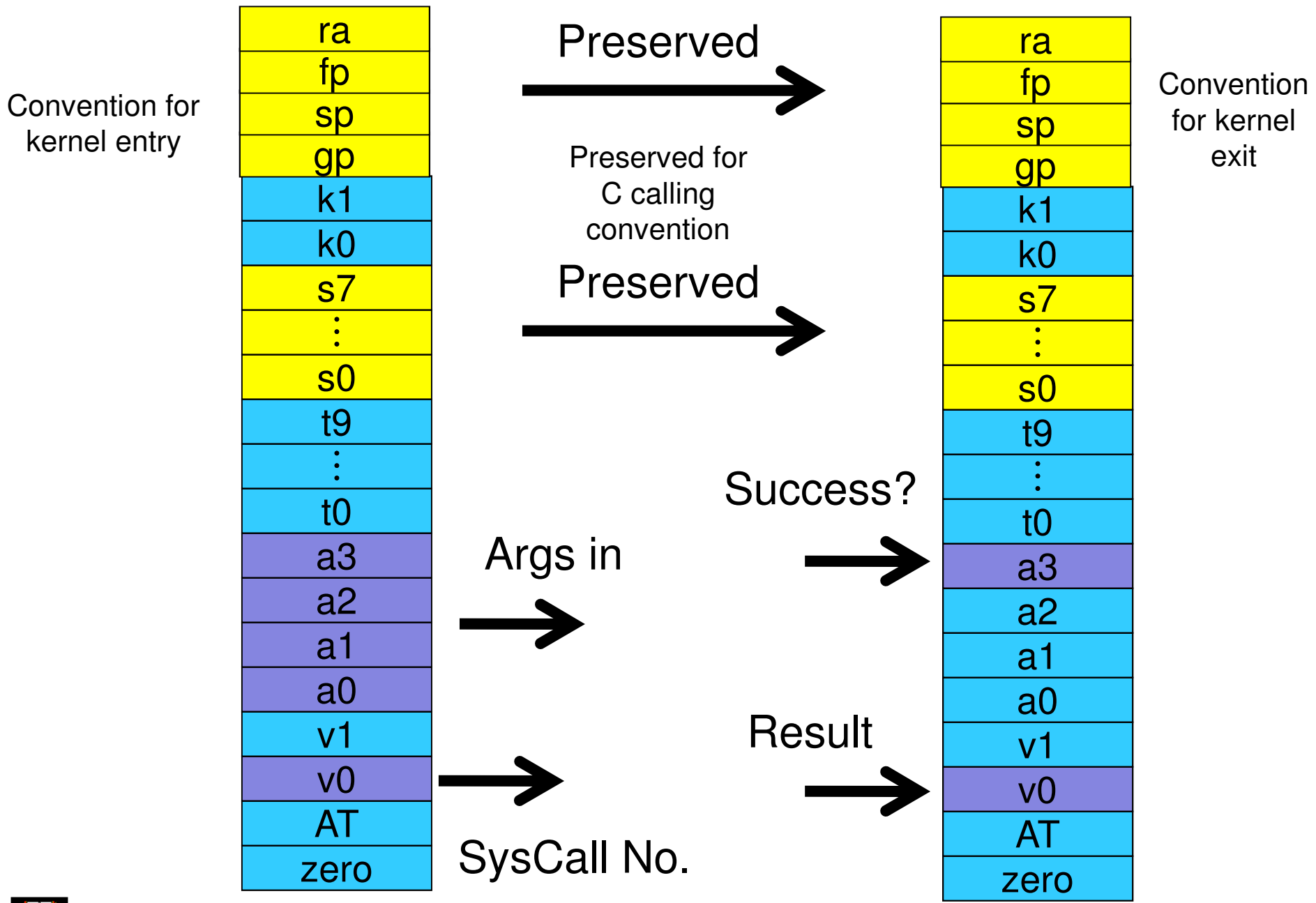
- System calls are invoked via a *syscall* instruction.
 - The *syscall* instruction causes an exception and transfers control to the general exception handler
 - A convention (an agreement between the kernel and applications) is required as to how user-level software indicates
 - Which system call is required
 - Where its arguments are
 - Where the result should go



OS/161 Systems Calls

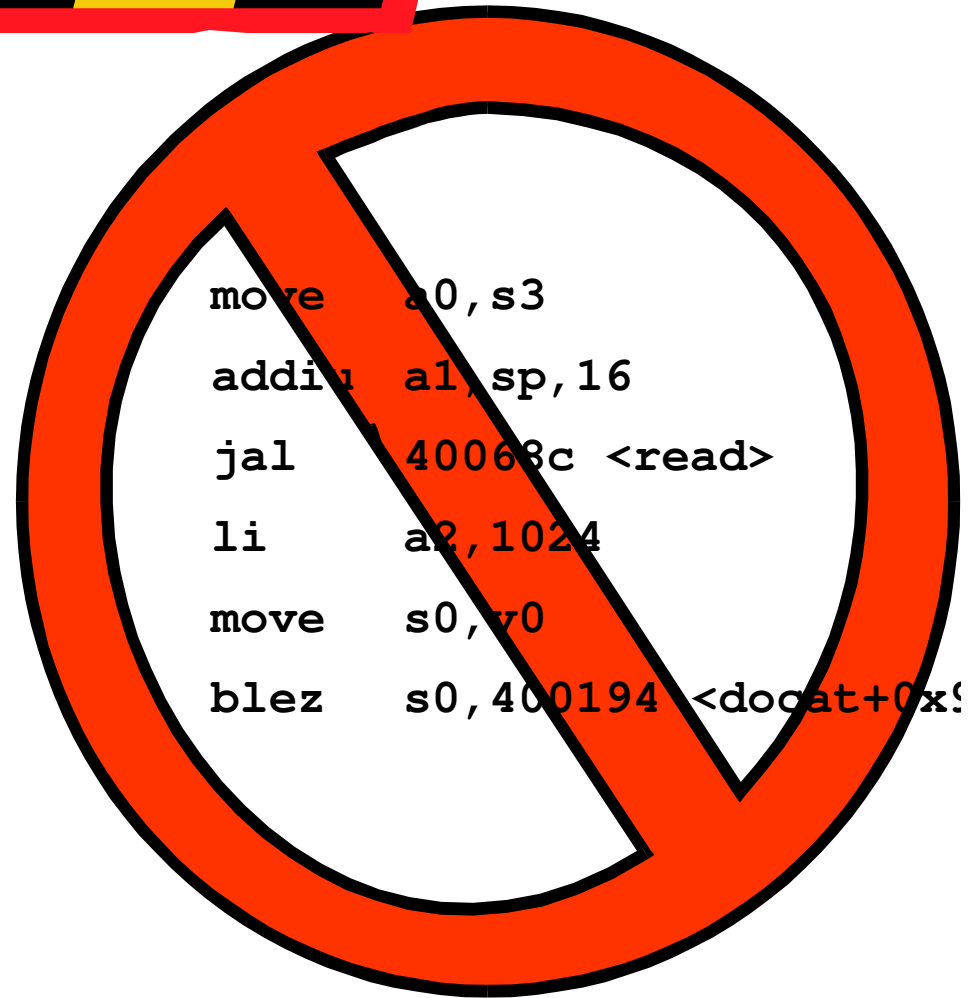
- OS/161 uses the following conventions
 - Arguments are passed and returned via the normal C function calling convention
 - Additionally
 - Reg v0 contains the system call number
 - On return, reg a3 contains
 - 0: if success, v0 contains successful result
 - not 0: if failure, v0 has the errno.
 - » v0 stored in errno
 - » -1 returned in v0





CAUTION

- Seriously low-level code follows
- This code is not for the faint hearted



User-Level System Call Walk Through – Calling read()

```
int read(int filehandle, void *buffer, size_t size)
```

- Three arguments, one return value
- Code fragment calling the read function

```
400124: 02602021    move    a0, s3
400128: 27a50010    addiu   a1, sp, 16
40012c: 0c1001a3    jal     40068c <read>
400130: 24060400    li     a2, 1024
400134: 00408021    move   s0, v0
400138: 1a000016    blez   s0, 400194 <docat+0x94>
```

- Args are loaded, return value is tested



Inside the read() syscall function part 1

```
0040068c <read>:
```

```
40068c: 08100190 j      400640 <__syscall>
```

```
400690: 24020005 li    v0, 5
```

- Appropriate registers are preserved
 - Arguments (a0-a3), return address (ra), etc.
- The syscall number (5) is loaded into v0
- Jump (not jump and link) to the common syscall routine



The read() syscall function part 2

Generate a syscall
exception

```
00400640 <__syscall>:
 400640: 0000000c  syscall
 400644: 10e00005  beqz   a3,40065c <__syscall+0x1c>
 400648: 00000000  nop
 40064c: 3c011000  lui    at,0x1000
 400650: ac220000  sw     v0,0(at)
 400654: 2403ffff  li     v1,-1
 400658: 2402ffff  li     v0,-1
 40065c: 03e00008  jr     ra
 400660: 00000000  nop
```



The read() syscall function part 2

Test success, if yes,
branch to return
from function

```
00400640 <__syscall>:  
  400640:  0000000c  syscall  
  400644:  10e00005  beqz   a3,40065c <__syscall+0x1c>  
  400648:  00000000  nop  
  40064c:  3c011000  lui    at,0x1000  
  400650:  ac220000  sw     v0,0(at)  
  400654:  2403ffff  li     v1,-1  
  400658:  2402ffff  li     v0,-1  
  40065c:  03e00008  jr     ra  
  400660:  00000000  nop
```



The read() syscall function part 2

```
00400640 <__syscall>:  
 400640: 0000000c syscall  
 400644: 10e00005 beqz a3,40065c  
 400648: 00000000 nop  
 40064c: 3c011000 lui at,0x1000  
 400650: ac220000 sw v0,0(at)  
 400654: 2403ffff li v1,-1  
 400658: 2402ffff li v0,-1  
 40065c: 03e00008 jr ra  
 400660: 00000000 nop
```

If failure, store code
in *errno*



The read() syscall function part 2

```
00400640 <__syscall>:
 400640: 0000000c syscall
 400644: 10e00005 beqz   a3,40065c
 400648: 00000000 nop
 40064c: 3c011000 lui    at,0x1000
 400650: ac220000 sw     v0,0(at)
 400654: 2403ffff li     v1,-1
 400658: 2402ffff li     v0,-1
 40065c: 03e00008 jr     ra
 400660: 00000000 nop
```

Set read() result to
-1



The read() syscall function part 2

```
00400640 <__syscall>:  
 400640: 0000000c syscall  
 400644: 10e00005 beqz a3,40065c  
 400648: 00000000 nop  
 40064c: 3c011000 lui at,0x1000  
 400650: ac220000 sw v0,0(at)  
 400654: 2403ffff li v1,-1  
 400658: 2402ffff li v0,-1  
 40065c: 03e00008 jr ra  
 400660: 00000000 nop
```

Return to location
after where read()
was called



Summary

- From the caller's perspective, the read() system call behaves like a normal function call
 - It preserves the calling convention of the language
- However, the actual function implements its own convention by agreement with the kernel
 - Our OS/161 example assumes the kernel preserves appropriate registers(s0-s8, sp, gp, ra).
- Most languages have similar *libraries* that interface with the operating system.



System Calls - Kernel Side

- Things left to do
 - Change to kernel stack
 - Preserve registers by saving to memory (on the kernel stack)
 - Leave saved registers somewhere accessible to
 - Read arguments
 - Store return values
 - Do the “read()”
 - Restore registers
 - Switch back to user stack
 - Return to application



exception:

```
    move k1, sp          /* Save previous stack pointer in k1 */
    mfc0 k0, c0_status   /* Get status register */
    andi k0, k0, CST_... /* Check the we-were-in-user-mode bit */
    beq k0, $0, 1f      /* If clear, from kernel, already have stack */
    nop                 /* delay slot */

    /* Coming from user mode ... into sp */
    la k0, curkstack    /* curkstack" */
    lw sp, 0(k0)        /* ... value */
    nop                 /* ... load */

1:
    mfc0 k0, c0_cause   /* No ... cause. */
    j common_exception /* ... de */
    nop
```

Note k0, k1
registers
available for
kernel use



exception:

```
    move k1, sp          /* Save previous stack pointer in k1 */
    mfc0 k0, c0_status   /* Get status register */
    andi k0, k0, CST_Kup /* Check the we-were-in-user-mode bit */
    beq k0, $0, 1f /* If clear, from kernel, already have stack */
    nop                  /* delay slot */

    /* Coming from user mode - load kernel stack into sp */
    la k0, curkstack     /* get address of "curkstack" */
    lw sp, 0(k0)         /* get its value */
    nop                  /* delay slot for the load */
```

1:

```
    mfc0 k0, c0_cause   /* Now, load the exception cause. */
    j common_exception  /* Skip to common code */
    nop                  /* delay slot */
```



common_exception:

```
/*
 * At this point:
 *     Interrupts are off. (The processor did this for us.)
 *     k0 contains the exception cause value.
 *     k1 contains the old stack pointer.
 *     sp points into the kernel stack.
 *     All other registers are untouched.
 */

/*
 * Allocate stack space for 37 words to hold the trap frame,
 * plus four more words for a minimal argument block.
 */
addi sp, sp, -164
```



```
/* The order here must match mips/include/trapframe.h. */
```

```
sw ra, 160(sp)    /* dummy for gdb */
sw s8, 156(sp)    /* save s8 */
sw sp, 152(sp)    /* dummy for gdb */
sw gp, 148(sp)    /* save gp */
sw k1, 144(sp)    /* dummy for gdb */
sw k0, 140(sp)    /* dummy for gdb */

sw k1, 152(sp)    /* real saved sp */
nop               /* delay slot for store */

mfc0 k1, c0_epc   /* Copr.0 reg 13 == PC for
sw k1, 160(sp)    /* real saved PC */
```

These six stores are a “hack” to avoid confusing GDB. You can ignore the details of why and how.



```
/* The order here must match mips/include/trapframe.h. */
```

```
sw ra, 160(sp)    /* dummy for gdb */
sw s8, 156(sp)    /* save s8 */
sw sp, 152(sp)    /* dummy for gdb */
sw gp, 148(sp)    /* save gp */
sw k1, 144(sp)    /* dummy for gdb */
sw k0, 140(sp)    /* dummy for gdb

sw k1, 152(sp)    /* real saved sp */
nop               /* delay slot for store */

mfc0 k1, c0_epc   /* Copr.0 reg 13 == PC for exception */
sw k1, 160(sp)    /* real saved PC */
```

The real work starts here



```
sw t9, 136(sp)
sw t8, 132(sp)
sw s7, 128(sp)
sw s6, 124(sp)
sw s5, 120(sp)
sw s4, 116(sp)
sw s3, 112(sp)
sw s2, 108(sp)
sw s1, 104(sp)
sw s0, 100(sp)
sw t7, 96(sp)
sw t6, 92(sp)
sw t5, 88(sp)
sw t4, 84(sp)
sw t3, 80(sp)
sw t2, 76(sp)
sw t1, 72(sp)
sw t0, 68(sp)
sw a3, 64(sp)
sw a2, 60(sp)
sw a1, 56(sp)
sw a0, 52(sp)
sw v1, 48(sp)
sw v0, 44(sp)
sw AT, 40(sp)
sw ra, 36(sp)
```

Save all the registers
on the kernel stack



```
/*
 * Save special registers.
 */
```

```
mfhi t0
mflo t1
sw t0, 32(sp)
sw t1, 28(sp)
```

We can now use the other registers (t0, t1) that we have preserved on the stack

```
/*
 * Save remaining exception context information.
 */
```

```
sw k0, 24(sp) /* k0 was loaded with cause earlier */
mfc0 t1, c0_status /* Copr.0 reg 11 == status */
sw t1, 20(sp)
mfc0 t2, c0_vaddr /* Copr.0 reg 8 == faulting vaddr */
sw t2, 16(sp)
```

```
/*
 * Pretend to save $0 for gdb's benefit.
 */
sw $0, 12(sp)
```



```
/*  
* Prepare to call mips_trap(struct trapframe *)  
*/  
  
addiu a0, sp, 16          /* set argument */  
jal mips_trap             /* call it */  
nop                       /* delay slot */
```

Create a pointer to the base of the saved registers and state in the first argument register



```

struct trapframe {
    u_int32_t tf_vaddr;          /* vaddr register */
    u_int32_t tf_status;        /* status register */
    u_int32_t tf_cause;         /* cause register */
    u_int32_t tf_lo;
    u_int32_t tf_hi;
    u_int32_t tf_ra; /* Saved register 31 */
    u_int32_t tf_at; /* Saved register 1 (AT) */
    u_int32_t tf_v0; /* Saved register 2 (v0) */
    u_int32_t tf_v1; /* etc. */
    u_int32_t tf_a0;
    u_int32_t tf_a1;
    u_int32_t tf_a2;
    u_int32_t tf_a3;
    u_int32_t tf_t0;
    :
    u_int32_t tf_t7;
    u_int32_t tf_s0;
    :
    u_int32_t tf_s7;
    u_int32_t tf_t8;
    u_int32_t tf_t9;
    u_int32_t tf_k0; /* dummy (see exception.S comment) */
    u_int32_t tf_k1; /* dummy */
    u_int32_t tf_gp;
    u_int32_t tf_sp;
    u_int32_t tf_s8;
    u_int32_t tf_epc;          /* coprocessor 0 epc register

```

By creating a pointer to here of type struct trapframe *, we can access the user's saved registers as normal variables within 'C'

Kernel Stack



Now we arrive in the 'C' kernel

```
/*  
 * General trap (exception) handling function for mips.  
 * This is called by the assembly-language exception handler once  
 * the trapframe has been set up.  
 */  
void  
mips_trap(struct trapframe *tf)  
{  
    u_int32_t code, isutlb, iskern;  
    int savespl;  
  
    /* The trap frame is supposed to be 37 registers long. */  
    assert(sizeof(struct trapframe)==(37*4));  
  
    /* Save the value of curspl, which belongs to the old context. */  
    savespl = curspl;  
  
    /* Right now, interrupts should be off. */  
    curspl = SPL_HIGH;
```



What happens next?

- The kernel deals with whatever caused the exception
 - Syscall
 - Interrupt
 - Page fault
 - It potentially modifies the *trapframe*, etc
 - E.g., Store return code in v0, zero in a3
- ‘mips_trap’ eventually returns



exception_return:

```
/*      16(sp)          no need to restore tf_vaddr */
lw t0, 20(sp)          /* load status register value into t0 */
nop                    /* load delay slot */
mtc0 t0, c0_status     /* store it back to coprocessor 0 */
/*      24(sp)          no need to restore tf_cause */

/* restore special registers */
lw t1, 28(sp)
lw t0, 32(sp)
mtlo t1
mthi t0

/* load the general registers */
lw ra, 36(sp)

lw AT, 40(sp)
lw v0, 44(sp)
lw v1, 48(sp)
lw a0, 52(sp)
lw a1, 56(sp)
lw a2, 60(sp)
lw a3, 64(sp)
```



```
lw t0, 68(sp)
lw t1, 72(sp)
lw t2, 76(sp)
lw t3, 80(sp)
lw t4, 84(sp)
lw t5, 88(sp)
lw t6, 92(sp)
lw t7, 96(sp)
lw s0, 100(sp)
lw s1, 104(sp)
lw s2, 108(sp)
lw s3, 112(sp)
lw s4, 116(sp)
lw s5, 120(sp)
lw s6, 124(sp)
lw s7, 128(sp)
lw t8, 132(sp)
lw t9, 136(sp)

/*      140(sp)      "saved" k0 was dummy garbage anyway */
/*      144(sp)      "saved" k1 was dummy garbage anyway */
```



```

lw gp, 148(sp)      /* restore gp */
/*      152(sp)      stack pointer - below */
lw s8, 156(sp)     /* restore s8 */
lw k0, 160(sp)     /* fetch exception return PC into k0 */

lw sp, 152(sp)     /* fetch saved sp (must be last) */

/* done */
jr k0              /* jump back */
rfe               /* in delay slot */
.end common_exception

```

Note again that only
k0, k1 have been
trashed

