

Adding a System Call to Plan 9

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Adding a System Call

The process for adding a new system call to Plan 9 is rather simple. For this example, a "kernel getpid" function will be added, mirroring the functionality of the `getpid()` function, but using a system call rather than a libc function.

There are four files that must be modified to add a new system call:

```
/sys/src/libc/9syscall/sys.h
/sys/include/libc.h
/sys/src/9/port/systab.h
```

One of `/sys/src/9/port/[sysauth, sysfile, sysproc, sysseg].c`, depending on the syscall type

/sys/src/libc/9syscall/sys.h (User-mode and Kernel-mode)

The first file that will be modified is `/sys/src/libc/9syscall/sys.h`. This file numbers the system calls; by default, the last syscall listed is `pwrite`, index 51. We will add `#define KGETPID 52` to the end of the file. When libc is built, it generates a set of small assembly functions that move the system call number to a register and perform interrupt 0x40; now that `kgetpid` has been added, a function will be generated that moves 52 to the register and does the interrupt.

/sys/include/libc.h (User-mode)

It is necessary to modify `/sys/include/libc.h` to define `kgetpid`. The appropriate line in this case is `extern int kgetpid(void);`. Failing to insert this definition will result in a compiler warning.

/sys/src/9/port/systab.h (Kernel-mode)

Next, the new system call must be registered in `/sys/src/9/port/systab.h`; this file contains an array of the system call functions. When a system call interrupt is generated, the correct function is located in the array and called; it then performs the desired operation and returns, allowing the system to go back to user mode. A script, `/sys/src/9/port/mksystab`, will create a new `systab.h` file automatically; simply run `rc /sys/src/9/port/mksystab > /sys/src/9/port/systab.h`

Examining the new file, a new line containing `Syscall syskgetpid;` is now among the rest of the `Syscall` definitions, and two new entries in the `systab[]` and `sysctab[]` arrays have been added, containing `[KGETPID] syskgetpid,` in `systab[]` and `[KGETPID] Kgetpid,` in `sysctab[]`. This means that when a system call interrupt is generated with an argument of 52 (the index of `kgetpid` in the array), the trap handler will access `systab[KGETPID]` and call the handler function, `syskgetpid`.

/sys/src/9/port/[sysauth, sysfile, sysproc, sysseg].c (Kernel-mode)

Finally, the handler function, `syskgetpid`, must be written. Since `kgetpid` is a process-related function, `/sys/src/9/port/sysproc.c` is the appropriate file to modify. The `syskgetpid` function is exceptionally simple:

```
long
syskgetpid(ulong *arg)
{
    return up->pid;
}
```

Examples of more complex functions are in the `sysproc.c` file.

Compiling and Testing

The new kernel is now ready to be built. Since libc was modified, rebuild libc first, then build the kernel as usual. Now, a test program will work as expected:

```
% cat > kgetpid.c
#include <u.h>
#include <libc.h>

void main() {
    print("My pid: %d\n", kgetpid());
    exits(0);
}
^D
% 8c kgetpid.c; 8l kgetpid.8; 8.out
My pid: 123
```

Tracing the New System Call

Using a kernel tracing tool still in development, it is possible to examine the relative amount of time spent in executing the system call. The test program is changed as shown below; data is then collected with the tracing tool and plotted. The plot on the next page shows the results gathered; since many functions were called during the execution of the program, it is difficult to read the function labels on the y-axis, but a box has been placed around the area of time where the `kgetpid` system call ran. The execution time for the system call is minimal compared to the process startup and shutdown overhead. The second plot shows the area within the box; as the graph shows, the actual process of executing a syscall is very simple.g4

```
#include <u.h>
#include <libc.h>

void main() {
    kgetpid();
    exits(0);
}
```


