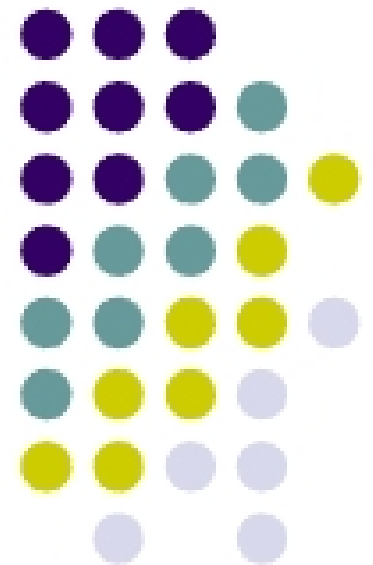
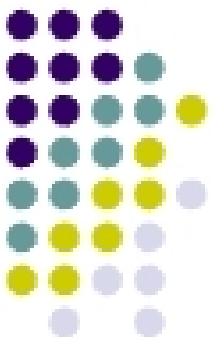


What You Need to Know for Project Three

Dave Eckhardt
Steve Muckle





Overview

Introduction to the Kernel Project

Mundane Details in x86

registers, paging, the life of a memory access, context switching, system calls, kernel stacks

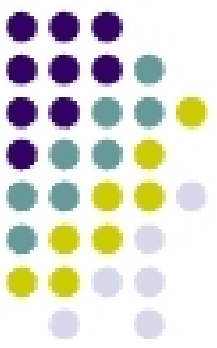
Loading Executables

Style Recommendations (or pleas)

Attack Strategy

A Quick Debug Story

Introduction to the Kernel Project



P3:P2 :: P2:P1!

P2

- Stack, registers, stack, race conditions, stack

P3

- Stack, registers, page tables, scheduling, races...

You will become one with program execution

P1: living without common assumptions

P3: providing assumptions to users