CSC 369H1S

Operating Systems
Spring 2007
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Administrivia

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• Newsgroup:
  • news://newssrv.cdf.utoronto.ca/ut.cdf.csc369h

• Webpage:
  • http://www.cs.toronto.edu/~demke/369S.07

• Course Info Sheet (due dates, policies, etc.):
  • ../369S.07/Handouts/info.pdf
Course Overview

- **Objective:** To understand the role of the OS, the major subsystems that make up a modern OS, and the design principles and implementations behind them; To understand concurrency fully

- **How are we going to get there?**
  - Lectures, textbook readings, handouts
  - Tutorial sections (discussion, review, questions, etc.)
  - Simulated OS development project (OS/161)
Assignments (40%)

- Code Reading component:
  - Questions about the code we give you
  - Reinforce lecture concepts, familiarize you with the code before you start writing

- Programming component
  - Language for this course is C
  - Correctness and performance considerations

- Design Document component
  - Think about what you need to build before you start building it.
  - Tell us in plain English what you were thinking.
  - Tell us how to find your code.
Workload

• This course is very work-intensive
• Lectures cover a lot of new concepts
  • Many of these are very abstract
  • Only way to really understand how it works is to try doing it yourself
• Assignments build on a realistic OS
  • there is a lot of existing code given to you
    • You should not expect to understand all of it
  • You should be comfortable with prereq material
    • Unix tools (cvs, debugger, scripts)
    • Computer organization, memory model, etc.
    • C programming (especially pointers!)
Academic Dishonesty

- Plagiarism and cheating
  - Very serious academic offences
  - Can discuss OS161, tools, concepts with your classmates
  - Can discuss solutions to the assignments with your partner(s) only!
    - there is a clear distinction between collaboration and cheating.
  - All potential cases will be investigated fully
Wrong & Right Examples

• Use the newsgroup to ask questions, but don’t discuss your solution or approach.
  • **WRONG:** “I want to track how long a process has been running (so I can decrement its priority periodically) by calling gettime() in hardclock(). I record the time a process starts running in its process control structure, and then in hardclock() I can get the interval between when it started and the current time, and then set a new priority. But when I put a call to gettime() in hardclock(), the kernel hangs without printing anything to the console. Has anyone else seen this problem? Can someone explain what is going on?”
  • **RIGHT:** “When I put a call to gettime() in hardclock(), the kernel hangs without printing anything to the console. Has anyone else seen this problem? Can someone explain what is going on?”
Exams

• Midterm (20%)
  • See info sheet for date
  • Covers material up to end of Week 6

• Final (40%)
  • Will be scheduled by Arts & Sciences
    • Will be cumulative
    • I will be explicit about what you are responsible for on the final
  • Final exams from 369 will be made available for study
Course Content

- Tentative list of topics, in order:
  - Introduction (Today)
  - Processes and Threads
  - Concurrency (Synchronization & Deadlock)
  - CPU Scheduling
  - Memory Management
  - File and I/O Systems
  - Introduction to Distributed Systems
  - Security
Introduction

• Read Chapter 1
  • Some (much?) of this should be review
What is an operating system?

- The layer of software between user applications and the hardware
Other views of the OS

- **An OS is a resource allocator**
  - allows the proper use of resources (hardware, software, data) in the operation of the computer system
  - provides an environment within which other programs can do useful work

- **An OS is a control program**
  - controls the execution of user programs to prevent errors and improper use of the computer
  - especially concerned with the operation and control of I/O devices
Goals & Roles of an OS

• Primary goal: convenience for the user
  • an OS is supposed to make it easier to compute with it than without it
• Secondary goal: efficient operation of the computer system
• The two goals are sometimes contradictory
• Which goal takes precedence depends on the purpose of the computer system
• OS and computer architecture have mutually influenced each other
Short Historical Review

- simple batch systems
  - IBSYS - monitor concept (1950’s)
- multiprogrammed batch systems
  - IBM’s OS/360 (early 60’s)
- time-sharing systems
  - MIT’s CTSS (1962)
- personal computer systems
- parallel systems
- distributed systems
- real-time systems
Modern Computer: A CPU and a # of device controllers, connected through a common bus, providing access to shared memory.
Storage Structure

- main memory (DRAM) stores programs and data during program execution
  - DRAM cannot store these permanently because it is too small & it is a volatile storage device
  - auxiliary memory: hold large quantities of data (including programs) permanently
- Main memory is only storage (other than registers) CPU can access directly
  - Forms a large array of bytes (1 byte = 8 bits) of memory, each with its own address
    - we say that main memory is byte-addressable
Aside: C Programming & Memory

“C combines all the power of assembly language with all the ease of use of assembly language.” -Unknown

• A variable in a C program is a symbolic name for a data item, stored in memory
  • The type of the variable indicates how much *storage* (how many bytes) it needs
  • Type also determines *alignment* requirements
  • The *address* of the variable is an index into the big array of memory words where the data item is stored
  • The *value* of the variable is the actual contents of memory at that location
  • A *pointer* type variable is just a data item whose contents are a memory location (usually the address of another var)
C Example

```c
int main()
{
    char a = 'h';
    int b = 0xdeadbeef;
    char *c = &a;
    int *d = &b;

    printf("b=%d (0x%x)\n", b, b);
}
```

- **char** data type is 1 byte in size
- **int** data type is 1 word in size (32 bits for most current architectures)
  - occupies 4 bytes, should be word-aligned
- pointer types are all 1 word in size
- endian issues for multi-byte types

Increasing addresses

Memory
Storage Hierarchy

- processor registers, main memory, and auxiliary memory form a rudimentary memory hierarchy
- the hierarchy can be classified according to memory speed, cost, and volatility
- caches can be installed to hide performance differences when there is a large access-time gap between two levels
Caching

- when the processor accesses info at some level of the storage hierarchy, that info may be copied to a cache memory closer to the processor, on a temporary basis
  - a cache is smaller and costlier
- because caches have limited sizes, cache management is an important design problem
  - Coherency
  - Consistency
Concurrent

• Every modern computer is a multiprocessor
  • CPU and device controllers can execute concurrently, competing for memory cycles
  • A memory controller synchronizes access to shared memory
  • Interrupts allow device controllers to signal the CPU that some event has occurred (e.g. disk I/O complete, network packet arrived, etc.)
    • Generated by a hardware device
  • Interrupts are also used to signal errors (e.g. division by zero) or requests for OS service from a user program (a system call)
    • These types of interrupts are called traps or exceptions

☞ An Operating System is an event-driven program
Hardware Support for OSs

- Protection domains -> mode bit
- Memory Management unit
- Interrupts
- Timers
- Other hardware
Protection Domains

- dual-mode operation: user mode and system mode (a.k.a supervisor mode, monitor mode, or privileged mode)
  - Intel actually has 4 “rings” for protection
- add a mode bit to the hardware and designate some instructions as privileged instructions
- protect the operating system from access by user programs, and protect user programs from each other
- What instructions/operations would you expect to be privileged?
Bootstrapping

- Hardware stores small program in non-volatile memory
  - BIOS - Basic Input Output System
  - Knows how to access simple hardware devices
    - Disk, keyboard, display
- When power is first supplied, this program starts executing
- What does it do?
Operating System Startup

- Machine starts in system mode, so kernel code can execute immediately
- OS initialization:
  - Initialize internal data structures
    - Machine dependent operations are typically done first
  - Create first process
  - Switch mode to user and start running first process
  - Wait for something to happen
    - OS is entirely driven by external events
Memory Layout (Linux, x86)

- **Kernel virtual memory**: 0xFFFFFFFF to 0xC0000000
- **Stack**: 0xC0000000 to 0x40000000
- **Memory mapped region for shared libraries**: 0x40000000 to 0x8048000
- **Heap**: (created at runtime by malloc) 0x8048000 to 0x0
- **Static Data (Data Segment)**
- **Code (Text Segment)**
- **Unused**: 0x0 to 0x00000000

User Addresses:
- SP (Stack Pointer)
- PC (Program Counter)
- brk (beginning of the region for dynamic allocation)
Requesting OS Services

- Operating System and user programs are isolated from each other
- But OS provides service to user programs...
- So, how do they communicate?

User Process

- Memory Mgmt
- Scheduling
- File System
- I/O
Boundary Crossings

- **Getting to kernel mode**
  - Boot time (not really a crossing, starts in kernel)
  - Explicit system call – request for service by application
  - Hardware interrupt
  - Software trap or exception
  - Hardware has table of “Interrupt service routines”

- **Kernel to user**
  - OS sets up registers, MMU, mode for application
  - Jumps to next application instruction
System Call Interface

- User program calls C library function with arguments
- C library function arranges to pass arguments to OS, including a system call identifier
- Executes special instruction to trap to system mode
  - Interrupt/trap vector transfers control to a system call handling routine
- Syscall handler figures out which system call is needed and calls a routine for that operation
- How does this differ from a normal C language function call? Why is it done this way?
System Call Operation

• Kernel must verify arguments that it is passed
  • Why?
• A fixed number of arguments can be passed in registers
  • Often pass the address of a user buffer containing data (e.g., for write())
  • Kernel must copy data from user space into its own buffers
• Result of system call is returned in register
OS/161 System Calls

• User level C library end of system call interface is prototyped (mostly) in src/include/unistd.h
• Numeric codes for system calls are listed in src/kern/include/kern/callno.h
  • OS defines available system calls; this header is copied to user include space during system installation
• Actual C library functions are generated from callno.h using “callno-parse.sh” and “syscall-mips.S” in src/lib/libc/
• System call handler is in src/kern/arch/mips/mips/syscall.c mips_syscall()
Operating System Structures

- \{process, main memory, file, I/O system, auxiliary storage, network\} management

- Taxonomy:
  - Modules - specific OS services and abstractions
  - Interfaces - specific operations provided by modules
  - Structures - the way modules are connected

- distinction: mechanism (how to do something) and policy (what will be done)
  - E.g. “How do I guarantee the kernel gets control back from a user program?” vs. “What amount of time should I let user processes run?”
Ways to build an OS: Monolithic

- All code associated with the operating system executes as part of the “kernel” and is privileged
  - E.g., Microsoft Windows, BSD Unix, Linux, OS161
Ways to build an OS: Open Systems

- Applications, libraries, kernel all in the same address space
- Crazy?
  - MS-DOS, MAC OS 9 and earlier, Windows ME, 98, etc., PalmOS ...

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Kernel and Applications

- Apache
- Mozilla
- Emacs
- libpthread
- libc

Interprocess Communication
- Networking
- Virtual Memory
- File System

CPU
Network
Memory
Disk
Ways to build an OS: Microkernels

- minimize privileged code; most OS function is implemented as user-level servers that communicate with the kernel
  - Mach, Apple OS X (sort of), L4, QNX
Process Concept

- process ≡ job
- "definition": a process is a program in execution (an active entity)
  - How does a C program become a process?
Process states & state changes

- The OS manages processes by keeping track of their state
  - Different events cause changes to a process state, which the OS must record/implement
Next time...

• Read about processes & threads (Chapter 2.1-2.2)
• Get the OS/161 distribution and get your account set up (see web page)
  • Assignment 0 (Warm-Up) will be out by noon tomorrow