Introduction to Operating Systems

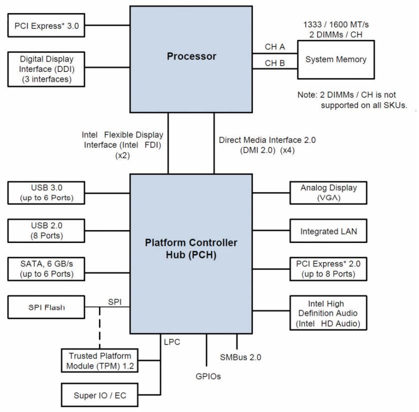
Chapter 1 – 1.3

Chapter 1.5 – 1.9

Learning Outcomes

- High-level understand what is an operating system and the role it plays
- A high-level understanding of the structure of operating systems, applications, and the relationship between them.
- Some knowledge of the services provided by operating systems.
- Exposure to some details of major OS concepts.

What is an Operating System?



Block Diagram of Haswell Platform Architecture http://www.pcquest.com

Viewing the Operating System as an Abstract Machine

- Extends the basic hardware with added functionality
- Provides high-level abstractions
  - More programmer friendly
  - Common core for all applications
- It hides the details of the hardware
  - Makes application code portable

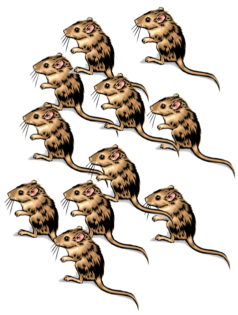
Disk

Memory

CPU

Network Bandwidth

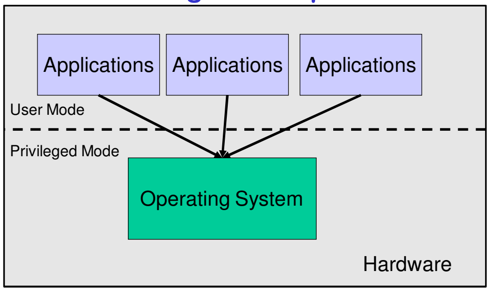
Users



Viewing the Operating System as a Resource Manager

- Responsible for allocating resources to users and processes
- Must ensure
  - No Starvation
  - Progress
  - Allocation is according to some desired policy
    - First-come, first-served; Fair share; Weighted fair share; limits (quotas), etc…
  - Overall, that the system is efficiently used

Structural View: the Operating System as the Privileged Component

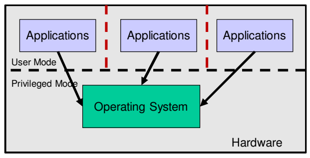


Operating System Kernel

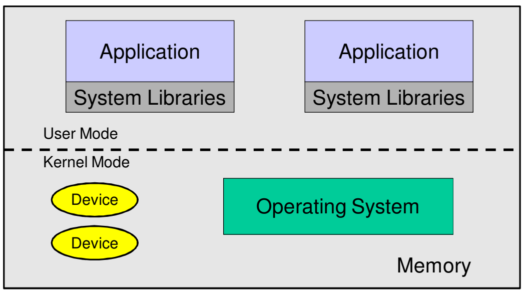
- Portion of the operating system that is running in *privileged mode*
- Usually resident in main memory
- Contains fundamental functionality
  - Whatever is required to implement other services
  - Whatever is required to provide security
- Contains most-frequently used functions
- Also called the nucleus or supervisor

The Operating System is Privileged

- Applications should not be able to interfere or bypass the operating system
  - OS can enforce the "extended machine"
  - OS can enforce its resource allocation policies
  - Prevent applications from interfering with each other



Structure of a Computer System



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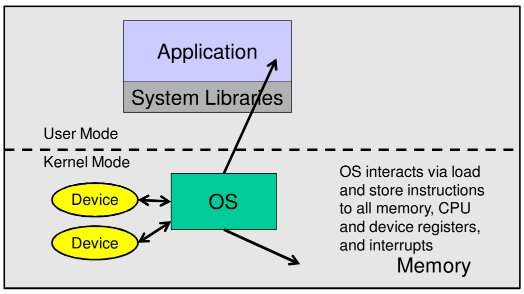

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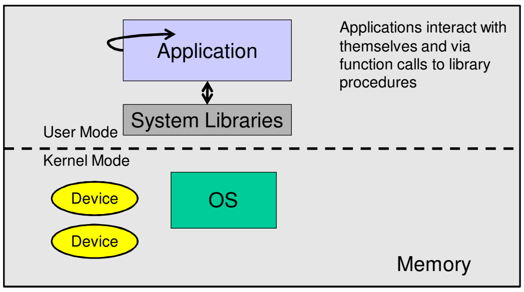

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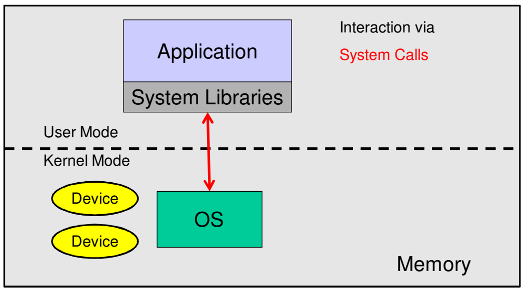
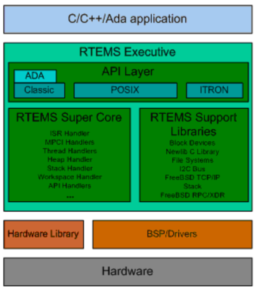


Privilege-less OS

- Some Embedded OSs have no privileged component
  - e.g. PalmOS, Mac OS 9, RTEMS
  - Can implement OS functionality, but cannot enforce it.
    - All software runs together
    - No isolation
    - One fault potentially brings down entire system



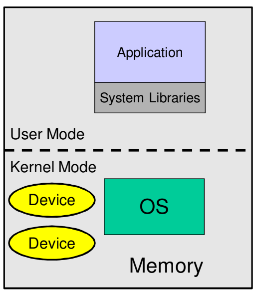
A Note on System Libraries

System libraries are just that, libraries of support functions (procedures, subroutines)

- Only a subset of library functions are actually systems calls
  - strcmp(), memcpy(), are pure library functions
    - manipulate memory within the application, or perform computation
  - open(), close(), read(), write() are system calls
    - they cross the user-kernel boundary, e.g. to read from disk device
    - Implementation mainly focused on passing request to OS and returning result to application
- System call functions are in the library for convenience
  - try `man syscalls` on Linux

Operating System Software

- Fundamentally, OS functions the same way as ordinary computer software
  - It is a program that is executed (just like applications)
  - It has more privileges
- Operating system relinquishes control of the processor to execute other programs
  - Reestablishes control after
    - System calls
    - Interrupts (especially timer interrupts)



Major OS Concepts (Overview)

- Processes
- Concurrency and deadlocks
- Memory management
- Files
- Scheduling and resource management
- Information Security and Protection

Processes

- A program in execution
- An instance of a program running on a computer
- The entity that can be assigned to and executed on a processor
- A unit of resource ownership

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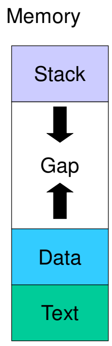
Process

- Minimally consist of three segments
  - Text
    - contains the code (instructions)
  - Data
    - Global variables
  - Stack
    - Activation records of procedure
    - Local variables
- Note:
  - data can dynamically grow up
  - The stack can dynamically grow down



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Process state

- Consists of three components
  - An executable program
    - text
  - Associated data needed by the program
    - Data and stack
  - Execution context of the program
    - Registers, program counter, stack pointer
    - Information the operating system needs to manage the process
      - OS-internal bookkeeping, files open, etc…

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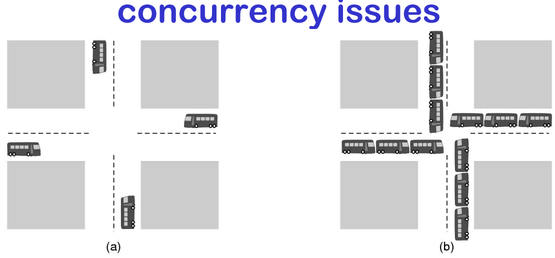
Multiple processes creates concurrency issues



(a) A potential deadlock. (b) an actual deadlock.

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Memory Management

- The view from thirty thousand feet
  - Process isolation
    - Prevent processes from accessing each others data
  - Automatic allocation and management
    - Don't want users to deal with physical memory directly
  - Protection and access control
    - Still want controlled sharing
  - Long-term storage
  - OS services
    - Virtual memory
    - File system

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Virtual Memory

- Allows programmers to address memory from a logical point of view
  - Gives apps the illusion of having RAM to themselves
  - Logical addresses are independent of other processes
  - Provides isolation of processes from each other
- Can overlap execution of one process while swapping in/out others to disk.

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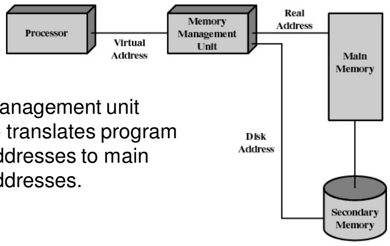
Virtual Memory Addressing



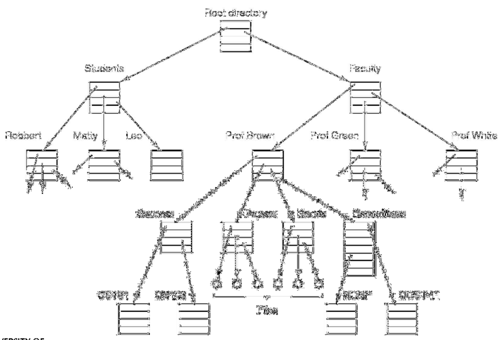
Memory management unit (hardware) translates program memory addresses to main memory addresses.

Figure 2.10 Virtual Memory Addressing

File System

- Implements long-term store
- Information stored in named objects called files

Example File System



Information Protection and Security

- Access control
  - regulate user access to the system
  - Involves authentication
- Information flow control
  - regulate flow of data within the system and its delivery to users

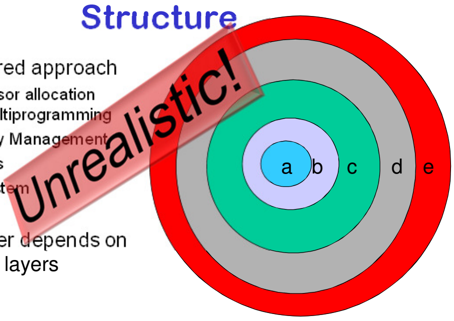
Scheduling and Resource Management

- Fairness
  - give equal and fair access to all processes
- Differential responsiveness
  - discriminate between different classes of jobs
- Efficiency
  - maximize throughput, minimize response time, and accommodate as many uses as possible

Operating System Internal Structure?

Classic Operating System Structure

- The layered approach
  a) Processor allocation and multiprogramming
  b) Memory Management
  c) Devices
  d) File system
  e) Users
- Each layer depends on the inner layers

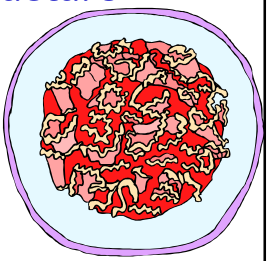


Operating System Structure

- In practice, layering is only a guide
  - Operating Systems have many interdependencies
    - Scheduling on virtual memory
    - Virtual memory (VM) on I/O to disk
    - VM on files (page to file)
    - Files on VM (memory mapped files)
    - And many more…

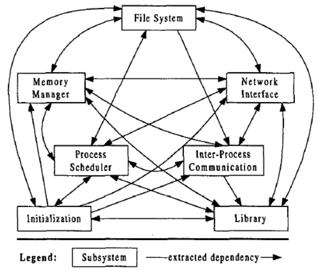
The Monolithic Operating System Structure

- Also called the "spaghetti nest" approach
  - Everything is tangled up with everything else.
- Linux, Windows, ….

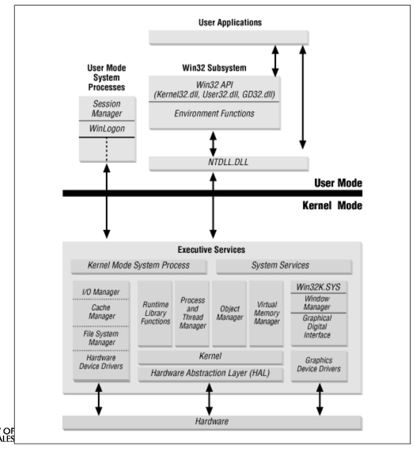


The Monolithic Operating System Structure

- However, some reasonable structure usually prevails



Bowman, I. T., Holt, R. C., and Brewster, N. V. 1999. Linux as a case study: its extracted software architecture. In *Proceedings of the 21st international Conference on Software Engineering* (Los Angeles, California, United States, May 16 - 22, 1999). ICSE '99. ACM, New York, NY, 555-563. DOI= http://doi.acm.org/10.1145/302405.302691



Computer Hardware Review

Chapter 1.4

Learning Outcomes

- Understand the basic components of computer hardware
  - CPU, buses, memory, devices controllers, DMA, Interrupts, hard disks
- Understand the concepts of memory hierarchy and caching, and how they affect performance.

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Operating Systems

- Exploit the hardware available
- Provide a set of high-level services that represent or are implemented by the hardware.
- Manages the hardware reliably and efficiently
- *Understanding operating systems requires a basic understanding of the underlying hardware*

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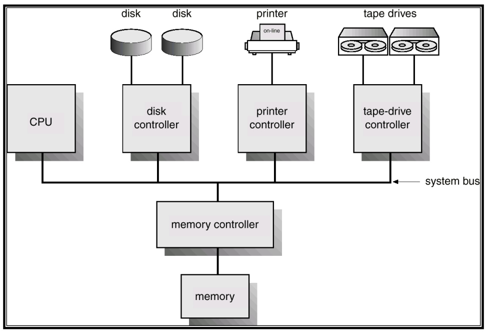
Basic Computer Elements



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Basic Computer Elements

- CPU
  - Performs computations
  - Load data to/from memory via system bus
- Device controllers
  - Control operation of their particular device
  - Operate in parallel with CPU
  - Can also load/store to memory (Direct Memory Access, DMA)
  - Control register appear as memory locations to CPU
    - Or I/O ports
  - Signal the CPU with “interrupts”
- Memory Controller
  - Responsible for refreshing dynamic RAM
  - Arbitrating access between different devices and CPU

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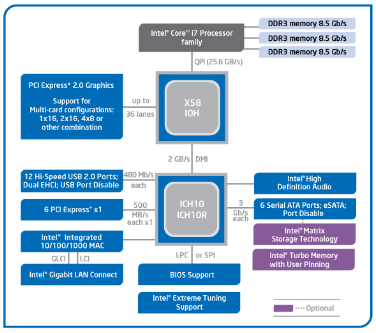
The real world is logically similar, but more complex



Intel® X58 Express Chipset Block Diagram

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A Simple Model of CPU Computation

- The fetch-execute cycle

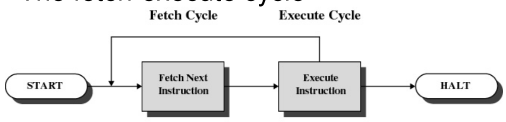

Figure 1.2 Basic Instruction Cycle

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A Simple Model of CPU Computation

- The fetch-execute cycle
  - Load memory contents from address in program counter (PC)
    - The instruction
  - Execute the instruction
  - Increment PC
  - Repeat

CPU Registers

PC: 0x0300
SP: 0xcbf3
Status
R1
↕
Rn

A Simple Model of CPU Computation

- Stack Pointer
- Status Register
  - Condition codes
    - Positive result
    - Zero result
    - Negative result
- General Purpose Registers
  - Holds operands of most instructions
  - Enables programmers (compiler) to minimise memory references.

CPU Registers

PC: 0x0300
SP: 0xcbf3
Status
R1
↕
Rn

Privileged-mode Operation

CPU Registers

Interrupt Mask
Exception Type
MMU regs
Others
PC: 0x0300
SP: 0xcbf3
Status
R1
↕
Rn

- To protect operating system execution, two or more CPU modes of operation exist
  - Privileged mode (system-, kernel-mode)
    - All instructions and registers are available
  - User-mode
    - Uses 'safe' subset of the instruction set
      - E.g. no disable interrupts instruction
    - Only 'safe' registers are accessible

'Safe' registers and instructions

- Registers and instructions are safe if
  - Only affect the state of the application itself
  - They cannot be used to uncontrollably interfere with
    - The operating system
    - Other applications
  - They cannot be used to violate a correctly implemented operating system.

Example Unsafe Instruction

- "cli" instruction on x86 architecture
  - Disables interrupts
- Example exploit

```
cli /* disable interrupts */
while (true)
    /* loop forever */;
```


Privileged-mode Operation

- The accessibility of addresses within an address space changes depending on operating mode
  - To protect kernel code and data
- Note: The exact memory ranges are usually configurable, and vary between CPU architectures and/or operating systems.

Memory Address Space

	Memory Address Space
0xFFFFFFFF	Accessible only to Kernel-mode
0x80000000	Accessible to User- and Kernel-mode
0x00000000	

I/O and Interrupts

- I/O events (keyboard, mouse, incoming network packets) happen at unpredictable times
- How does the CPU know when to service an I/O event?

Interrupts

- An interruption of the normal sequence of execution
- A suspension of processing caused by an event external to that processing, and performed in such a way that the processing can be resumed.
- Improves processing efficiency
  - Allows the processor to execute other instructions while an I/O operation is in progress
  - Avoids unnecessary completion checking (polling)

Interrupt Cycle

- Processor checks for interrupts
- If no interrupts, fetch the next instruction
- If an interrupt is pending, divert to the interrupt handler

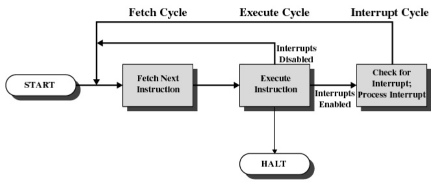


Figure 1.7 Instruction Cycle with Interrupts

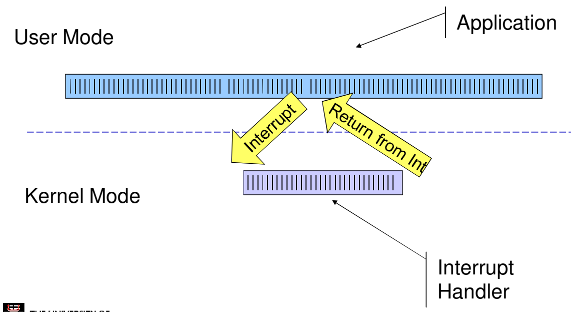
Interrupt Terminology

- Program *exceptions*
  (sometimes called *synchronous interrupts, traps*)
  - Arithmetic overflow
  - Division by zero
  - Executing an illegal/privileged instruction
  - Reference outside user's memory space.
- Asynchronous (external) interrupts
  (usually just called *interrupts*)
  - Timer
  - I/O
  - Hardware or power failure

Interrupt Handler

- A software routine that determines the nature of the interrupt and performs whatever actions are needed.
- Control is transferred to the handler by *hardware*.
- The handler is generally part of the operating system.

Simple Interrupt



Memory Hierarchy

- Going down the hierarchy
  - Decreasing cost per bit
  - Increasing capacity
  - Increasing access time
  - Decreasing frequency of access to the memory by the processor
    - Hopefully
    - Principle of locality!!!!!

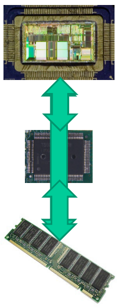
Typical access time		Typical capacity
1 nsec	Registers	<1 KB
2 nsec	Cache	1 MB
10 nsec	Main memory	64-512 MB
10 msec	Magnetic disk	5-50 GB
100 sec	Magnetic tape	20-100 GB

Caching as a general technique

- Given a two-levels data storage: small and fast, versus large and slow,
- Can speed access to slower data by using intermediate-speed memory as a cache.

A hardware approach to improving system performance?

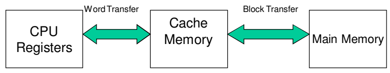
CPU Registers
Fast



Cache Memory (SRAM)
Fast

Main Memory (DRAM)
Slow

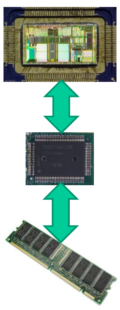
CPU Cache



- CPU cache is fast memory placed between the CPU and main memory
  - 1 to a few cycles access time compared to RAM access time of tens – hundreds of cycles
- Holds recently used data or instructions to save memory accesses.
- Matches slow RAM access time to CPU speed if high hit rate
- Is hardware maintained and (mostly) transparent to software
- Sizes range from few kB to several MB.
- Usually a hierarchy of caches (2–5 levels), on- and off-chip.
- Block transfers can achieve higher transfer bandwidth than single words.
  - Also assumes probability of using newly fetch data is higher than the probability of reusing ejected data.

Performance

- What is the effective access time of memory subsystem?
- Answer: It depends on the hit rate in the first level.



Effective Access Time

$$T_{eff} = H \times T_1 + (1 - H) \times T_2$$

T_1 = access time of memory 1

T_2 = access time of memory 2

H = hit rate in memory 1

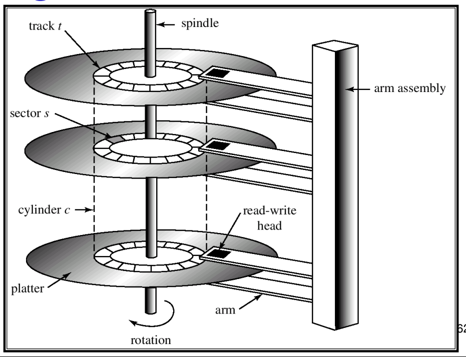
T_{eff} = effective access time of system

Example

- Cache memory access time 1ns
- Main memory access time 10ns
- Hit rate of 95%

$$T_{eff} = 0.95 \times 10^{-9} + \\ (1 - 0.95) \times (10^{-9} + 10 \times 10^{-9}) \\ = 1.5 \times 10^{-9}$$

Moving-Head Disk Mechanism

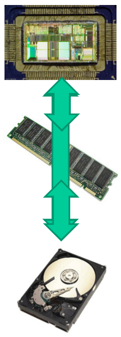


Example Disk Access Times

- Disk can read/write data relatively fast
  - 15,000 rpm drive - 80 MB/sec
  - 1 KB block is read in 12 microseconds
- Access time dominated by time to locate the head over data
  - Rotational latency
    - Half one rotation is 2 milliseconds
  - Seek time
    - Full inside to outside is 8 milliseconds
    - Track to track .5 milliseconds
- 2 milliseconds is 164KB in "lost bandwidth"

A OS approach to improving system performance?

CPU Registers
Fast



Main Memory (DRAM)
Fast

Hard disk
Slow…

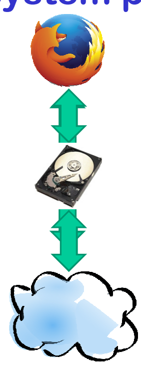
A Strategy: Avoid Waiting for Disk Access

- Keep a subset of the disk's data in main memory

⇒ OS uses main memory as a *cache* of disk contents

Application approach to improving system performance

Web browser
Fast



Hard disk
Fast

Internet
Slow…

A Strategy: Avoid Waiting for Internet Access

- Keep a subset of the Internet's data on disk

⇒ Application uses disk as a *cache* of the Internet