TCSS 422: OPERATING SYSTEMS

INTRODUCTION

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FEEDBACK FROM 9/26

- Mostly Review to Me: 1 – 2 respondents
  2 – 2 respondents
  4 – 3 respondents
- Mostly New to Me >=5 – rest of class
  10 – 7 respondents

FEEDBACK - 2

- Abstraction
- Virtualization
- Physical memory vs Virtual memory
- The OS is a resource manager, and acts almost like a brain
- Processes vs Threads: What are threads inside a process?
- "Task" not defined as process or thread
  - "Task" is seen on Linux top
- Command line
- Linux commands

OBJECTIVES

- **Chapter 2** - Introduction to operating systems
  - THREE EASY PIECES:
    - *Virtualizing the CPU (review)*
    - Virtualizing Memory
    - Virtualizing I/O
  - Operating system design goals
- Chapter 4 – Processes
- Chapter 5 – Process API
- Chapter 6 – Limited Direct Execution

INTRODUCTION TO OPERATING SYSTEMS

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OPERATING SYSTEMS

- Responsible for:
  - Making it easy to **run** programs
  - Allowing programs to **share** memory
  - Enabling programs to **interact** with devices

OS is in charge of making sure the system operates correctly and efficiently.

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RESOURCE MANAGEMENT

- The OS is a resource manager
- Manages CPU, disk, network I/O
- Enables many programs to
  - **Share** the CPU
  - **Share** the underlying physical memory (RAM)
  - **Share** physical devices
    - Disks
    - Network Devices
    - …

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VIRTUALIZATION

- Operating systems present **physical resources** as **virtual representations** to the programs sharing them
    - Physical resources: CPU, disk, memory, …
  - The virtual form is "**abstract**"
  - The OS presents an illusion that each user program runs in isolation on its own hardware
  - This virtual form is general, powerful, and easy-to-use

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ABSTRACTIONS

- What form of abstraction does the OS provide?
  - CPU
    - Process and/or thread
  - Memory
    - Address space
    - → large array of bytes
    - All programs see the same "size" of RAM
  - Disk
    - Files

WHY ABSTRACTION?

- Allow applications to reuse common facilities
- Make different devices look the same
  - Easier to write common code to use devices
    - Linux/Unix Block Devices
- Provide higher level abstractions
- More useful functionality

ABSTRACTION CHALLENGES

- What level of abstraction?
  - How much of the underlying hardware should be exposed?
    - What if **too much?**
    - What if **too little?**
- What are the correct abstractions?
  - Security concerns

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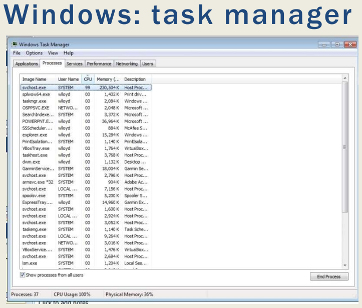
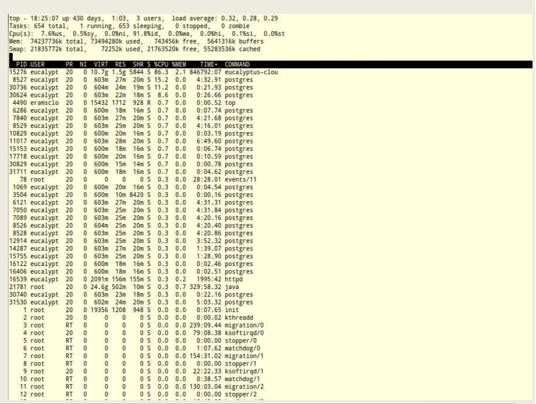
VIRTUALIZING THE CPU

- Each running program gets its own "virtual" representation of the CPU
- Many programs seem to run at once
- Linux: "top" command shows process list
- Windows: task manager





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VIRTUALIZING THE CPU - 2

- **Simple Looping C Program**

```
#include <stdio.h>
#include <stdlib.h>
#include <sys/time.h>
#include <assert.h>
#include "common.h"

int
main(int argc, char *argv[])
{
        if (argc != 2) {
                fprintf(stderr, "usage: cpu <string>\n");
                exit(1);
        }
        char *str = argv[1];
        while (1) {
                Spin(1); // Repeatedly checks the time and
                returns once it has run for a second
                printf("%s\n", str);
        }
        return 0;
}
```


VIRTUALIZING THE CPU - 3

```
prompt> gcc -o cpu cpu.c -Wall
prompt> ./cpu "A"
A
A
A
^C
prompt>
```

- **Runs forever, must Ctrl-C to halt…**

VIRTUALIZATION THE CPU - 4

```
prompt> ./cpu A & ; ./cpu B & ; ./cpu C & ; ./cpu D &
[1] 7353
[2] 7354
[3] 7355
[4] 7356
A
B
D
C
A
B
D
C
A
C
B
D
...
```

Even though we have only one processor, all four instances of our program seem to be running at the same time!

VIRTUALIZING MEMORY

- Computer memory is treated as a large array of bytes
- Programs store all data in this large array
  - **Read memory (load)**
  - Specify an address to read data from
  - **Write memory (store)**
  - Specify data to write to an address

VIRTUALIZING MEMORY - 2

- Program to read/write memory:

```
#include <unistd.h>
#include <stdio.h>
#include <stdlib.h>
#include "common.h"

int
main(int argc, char *argv[])
{
        int *p = malloc(sizeof(int));  // a1: allocate some
                                          memory
        assert(p != NULL);
        printf("(%d) address of p: %08x\n",
                getpid(), (unsigned) p);  // a2: print out the
                                          address of the memmory
        *p = 0;  // a3: put zero into the first slot of the memory
        while (1) {
                Spin(1);
                *p = *p + 1;
                printf("(%d) p: %d\n", getpid(), *p); // a4
        }
        return 0;
}
```


VIRTUALIZING MEMORY - 3

- Output of mem.c

```
prompt> ./mem
(2134) memory address of p: 00200000
(2134) p: 1
(2134) p: 2
(2134) p: 3
(2134) p: 4
(2134) p: 5
^C
```

- int value stored at 00200000
- program increments int value

VIRTUALIZING MEMORY - 4

- Multiple instances of mem.c

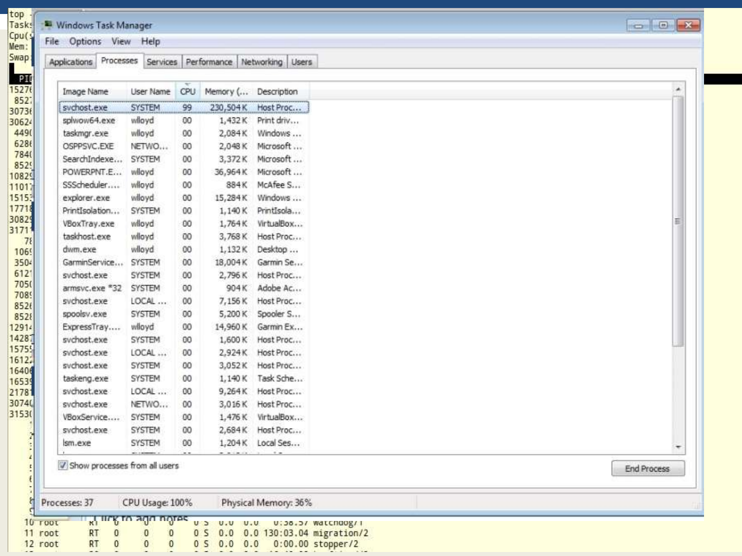
```
prompt> ./mem &; ./mem &
[1] 24113
[2] 24114
(24113) memory address of p: 00200000
(24114) memory address of p: 00200000
(24113) p: 1
(24114) p: 1
(24114) p: 2
(24113) p: 2
(24113) p: 3
(24114) p: 3
...
```

- (int*)p receives the same memory location 00200000
- Why does modifying (int*)p in program #1 (PID=24113), not interfere with (int*)p in program #2 (PID=24114) ?
  - The OS has "virtualized" memory, and provides a "virtual" address

VIRTUAL MEMORY

- Key take-aways:
- Each process (program) has its own ***virtual address space***
- The OS maps virtual ***address spaces*** onto ***physical memory***
- A memory reference from one process can not affect the address space of others.
  - ➢ ***Isolation***
- Physical memory, a <u>shared resource</u>, is managed by the OS

CONCURRENCY



CONCURRENCY

- Linux: 654 tasks
- Windows: 37 processes
- The **OS** appears to run many programs at once, juggling them
- **Modern multi-threaded** programs feature concurrent threads and processes
- ***What is a key difference between a process and a thread?***

CONCURRENCY - 2

```
#include <stdio.h>
#include <stdlib.h>
#include "common.h"

volatile int counter = 0;
int loops;

void
```

```
}
...
```

Not the same as Java volatile:
Provides a compiler hint than an object may change value unexpectedly (in this case by a separate thread) so aggressive optimization must be avoided.

thread.c

Listing continues …

CONCURRENCY - 3

```
int
main(int argc, char *argv[])
{
        if (argc != 2) {
                fprintf(stderr, "usage: threads <value>\n");
                exit(1);
        }
        loops = atoi(argv[1]);
        pthread_t p1, p2;
        printf("Initial value : %d\n", counter);

        Pthread_create(&p1, NULL, worker, NULL);
        Pthread_create(&p2, NULL, worker, NULL);
        Pthread_join(p1, NULL);
        Pthread_join(p2, NULL);
        printf("Final value : %d\n", counter);
        return 0;
}
```

- Program creates two threads
- Check documentation: “man pthread_create”
- worker() method counts from 0 to argv[1] (loop)

Linux "man" page

example

```
PTHREAD_CREATE(3)          Linux Programmer's Manual          PTHREAD_CREATE(3)

NAME        top

       pthread_create - create a new thread

SYNOPSIS        top

       #include <pthread.h>

       int pthread_create(pthread_t *thread, const pthread_attr_t *attr,
                          void *(*start_routine) (void *), void *arg);

       Compile and link with -pthread.

DESCRIPTION        top

       The pthread_create() function starts a new thread in the calling
       process.  The new thread starts execution by invoking
       start_routine(); arg is passed as the sole argument of
       start_routine().

       The new thread terminates in one of the following ways:

       * It calls pthread_exit(3), specifying an exit status value that is
         available to another thread in the same process that calls
         pthread_join(3).

       * It returns from start_routine().  This is equivalent to calling
         pthread_exit(3) with the value supplied in the return statement.

       * It is canceled (see pthread_cancel(3)).

       * Any of the threads in the process calls exit(3), or the main thread
         performs a return from main().  This causes the termination of all
         threads in the process.

       The attr argument points to a pthread_attr_t structure whose contents
       are used at thread creation time to determine attributes for the new
       thread; this structure is initialized using pthread_attr_init(3) and
       related functions.  If attr is NULL, then the thread is created with
       default attributes.
```

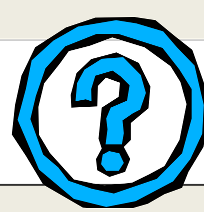

CONCURRENCY - 4

- Command line parameter argv[1] provides loop length
- Defines number of times the shared counter is incremented
- Loops: 1000

```
prompt> gcc -o thread thread.c -Wall -pthread
prompt> ./thread 1000
Initial value : 0
Final value : 2000
```

- Loops 100000

```
prompt> ./thread 100000
Initial value : 0
Final value : 143012 // huh??
prompt> ./thread 100000
Initial value : 0
Final value : 137298 // what the??
```



CONCURRENCY - 5

- When loop value is large why do we not achieve 200000 ?

- C code is translated to (3) assembly code operations
1. Load counter variable into register
2. Increment it
3. Store the register value back in memory

- These instructions happen concurrently and VERY FAST
- (P1 || P2) write incremented register values back to memory, While (P1 || P2) read same memory
- Memory access here is **unsynchronized** (**non-atomic**)
- *Some of the increments are lost*

To perform parallel work, a single process may:

- Launch multiple threads to execute code in parallel while sharing global data in memory
- Launch multiple processes to execute code in parallel without sharing global data in memory
- Both A and B
- None of the above

PARALLEL PROGRAMMING

- To perform parallel work, a single process may:
- A. Launch multiple threads to execute code in parallel while sharing global data in memory
- B. Launch multiple processes to execute code in parallel without sharing global data in memory
- C. Both A and B
- D. None of the above

PERSISTENCE

- DRAM: Dynamic Random Access Memory: DIMMs/SIMMs
  - Stores data while power is present
  - When power is lost, data is lost (*volatile*)
- Operating System helps “persist” data more permanently
  - I/O device(s): hard disk drive (HDD), solid state drive (SSD)
  - File system(s): “catalog” data for storage and retrieval

PERSISTENCE - 2

```c
#include <stdio.h>
#include <unistd.h>
#include <assert.h>
#include <fcntl.h>
#include <sys/types.h>

int
main(int argc, char *argv[])
{
        int fd = open("/tmp/file", O_WRONLY | O_CREAT
                      | O_TRUNC, S_IRWXU);
        assert(fd > -1);
        int rc = write(fd, "hello world\n", 13);
        assert(rc == 13);
        close(fd);
        return 0;
}
```

- open(), write(), close(): OS system calls for device I/O
- Note: man page for open(), write() require page number: "man 2 open", "man 2 write", "man close"

PERSISTENCE - 3

- To write to disk, OS must:
  - Determine where on disk data should reside
  - Perform sys calls to perform I/O:
    - Read/write to file system (*inode record*)
    - Read/write data to file
- Provide fault tolerance for system crashes
  - Journaling: Record disk operations in a journal for replay
  - Copy-on-write - replicating shared data - *see ZFS*
  - Carefully order writes on disk

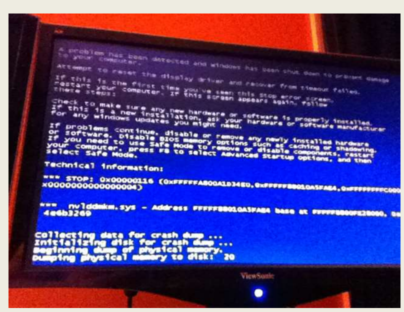
SUMMARY: OPERATING SYSTEM DESIGN GOALS

- **ABSTRACTING THE HARDWARE**
  - Makes programming code easier to write
  - Automate sharing resources – save programmer burden
- **PROVIDE HIGH PERFORMANCE**
  - Minimize overhead from OS abstraction (Virtualization of CPU, RAM, I/O)
  - Share resources fairly
  - Attempt to tradeoff performance vs. fairness → consider priority
- **PROVIDE ISOLATION**
  - User programs can't interfere with each other's virtual machines, the underlying OS, or the sharing of resources

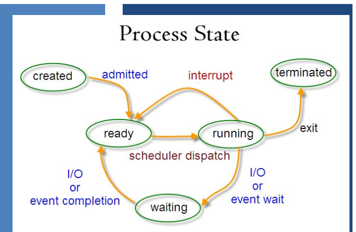
SUMMARY: OPERATING SYSTEM DESIGN GOALS - 2

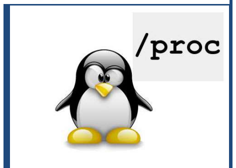
- **RELIABILITY**
  - OS must not crash, 24/7 Up-time
  - Poor user programs must not bring down the system:

    Blue Screen



- ***Other Issues:***
  - Energy-efficiency
  - Security (of data)
  - Cloud: Virtual Machines





CHAPTER 4: PROCESSES

CPU VIRTUALIZING

- How should the CPU be shared?
- Time Sharing:
  Run one process, pause it, run another
- How do we SWAP processes in and out of the CPU efficiently?
  - Goal is to minimize **overhead** of the swap

PROCESS

A process is a running program.

- Process comprises of:
  - Memory
    - Instructions (“the code”)
    - Data (heap)
  - Registers
    - PC: Program counter
    - Stack pointer

PROCESS API

- Modern OSes provide a Process API for process support
- Create
  - Create a new process
- Destroy
  - Terminate a process (ctrl-c)
- Wait
  - Wait for a process to complete/stop
- Miscellaneous Control
  - Suspend process (ctrl-z)
  - Resume process (fg, bg)
- Status
  - Obtain process statistics: (top)

PROCESS API: CREATE

1. Load program code (and static data) into memory
   - Program executable code (binary): loaded from disk
   - Static data: also loaded/created in address space

   - **Eager loading**: Load entire program before running
   - **Lazy loading**: Only load what is immediately needed
     - Modern OSes: Supports paging & swapping

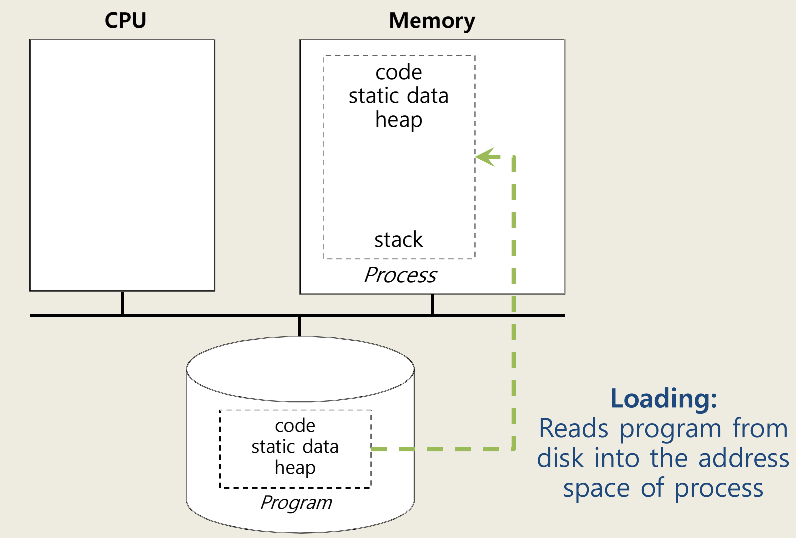
2. Run-time stack creation
   - Stack: local variables, function params, return address(es)

PROCESS API: CREATE

3. Create program's heap memory
   - For dynamically allocated data

4. Other initialization
   - I/O Setup
     - Each process has three open file descriptors: Standard Input, Standard Output, Standard Error

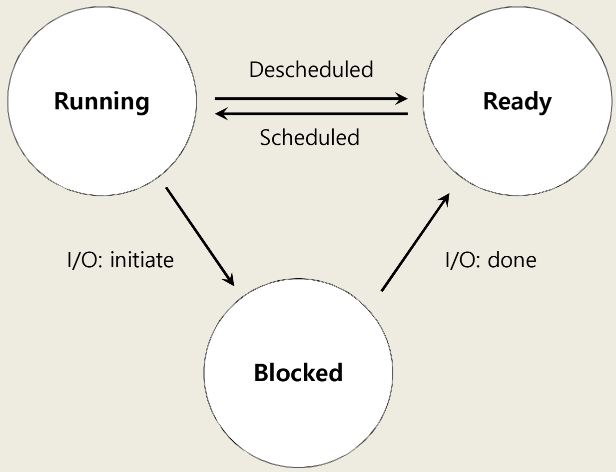
5. Start program running at the entry point: `main()`
   - OS transfers CPU control to the new process



PROCESS STATES

- **RUNNING**
  - Currently executing instructions
- **READY**
  - Process is ready to run, but has been preempted
  - CPU is presently allocated for other tasks
- **BLOCKED**
  - Process is **not** ready to run. It is waiting for another event to complete:
    - Process has already been initialized and run for awhile
    - Is now waiting on I/O from disk(s) or other devices

PROCESS STATE TRANSITIONS



PROCESS DATA STRUCTURES

- OS provides data structures to track process information
  - Process list
    - Process Data
    - State of process: Ready, Blocked, Running
  - Register context
- PCB (Process Control Block)
  - A C-structure that contains information about each process

XV6 KERNEL DATA STRUCTURES

- xv6: pedagogical implementation of Linux
- Simplified structures

```
// the registers xv6 will save and restore
// to stop and subsequently restart a process
struct context {
    int eip;    // Index pointer register
    int esp;    // Stack pointer register
    int ebx;    // Called the base register
    int ecx;    // Called the counter register
    int edx;    // Called the data register
    int esi;    // Source index register
    int edi;    // Destination index register
    int ebp;    // Stack base pointer register
};

// the different states a process can be in
enum proc_state { UNUSED, EMBRYO, SLEEPING,
                  RUNNABLE, RUNNING, ZOMBIE };
```


XV6 KERNEL DATA STRUCTURES - 2

```
// the information xv6 tracks about each process
// including its register context and state
struct proc {
    char *mem;                  // Start of process memory
    uint sz;                    // Size of process memory
    char *kstack;               // Bottom of kernel stack
                                // for this process
    enum proc_state state;      // Process state
    int pid;                    // Process ID
    struct proc *parent;        // Parent process
    void *chan;                 // If non-zero, sleeping on chan
    int killed;                 // If non-zero, have been killed
    struct file *ofile[NOFILE]; // Open files
    struct inode *cwd;          // Current directory
    struct context context;     // Switch here to run process
    struct trapframe *tf;       // Trap frame for the
                                // current interrupt
};
```

LINUX: STRUCTURES

- **struct task_struct**, equivalent to struct proc
  - Provides process description
  - Large: 10,000+ bytes
  - /usr/src/linux-headers-{kernel version}/include/linux/sched.h
    - 1227 – 1587
- **struct thread_info**, provides "context"
  - thread_info.h is at:
    /usr/src/linux-headers-{kernel version}/arch/x86/include/asm/

LINUX: THREAD_INFO

```
struct thread_info {
        struct task_struct      *task;          /* main task structure */
        struct exec_domain      *exec_domain;   /* execution domain */
        __u32                   flags;          /* low level flags */
        __u32                   status;         /* thread synchronous flags */
        __u32                   cpu;            /* current CPU */
        int                     preempt_count;  /* 0 => preemptable,
                                                   <0 => BUG */
        mm_segment_t            addr_limit;
        struct restart_block    restart_block;
        void __user             *sysenter_return;
#ifdef CONFIG_X86_32
        unsigned long           previous_esp;   /* ESP of the previous stack in
                                                   case of nested (IRQ) stacks
                                                */
        __u8                    supervisor_stack[0];
#endif
        int                     uaccess_err;
};
```

LINUX STRUCTURES - 2

- List of Linux data structures:
  http://www.tldp.org/LDP/tlk/ds/ds.html

- Description of process data structures:
  http://www.makelinux.net/books/lkd2/ch03lev1sec1
  2nd edition is online (dated from 2005):
  Linux Kernel Development, 2nd edition
  Robert Love
  Sams Publishing

When a process is in this state, it is advantageous for the Operating System to perform a CONTEXT SWITCH to perform other work

QUESTION: WHEN TO CONTEXT SWITCH

- When a process is in this state, it is advantageous for the Operating System to perform a CONTEXT SWITCH to perform other work:

- (a) RUNNING
- (b) READY
- (c) BLOCKED
- (d) All of the above
- (e) None of the above

QUESTIONS