

# Introduction to Operating Systems

Chapter 1 – 1.3

Chapter 1.5 – 1.9

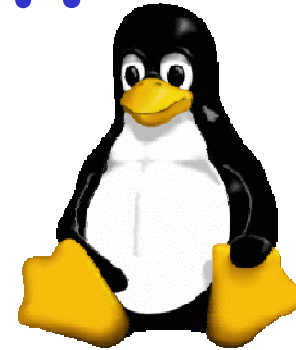


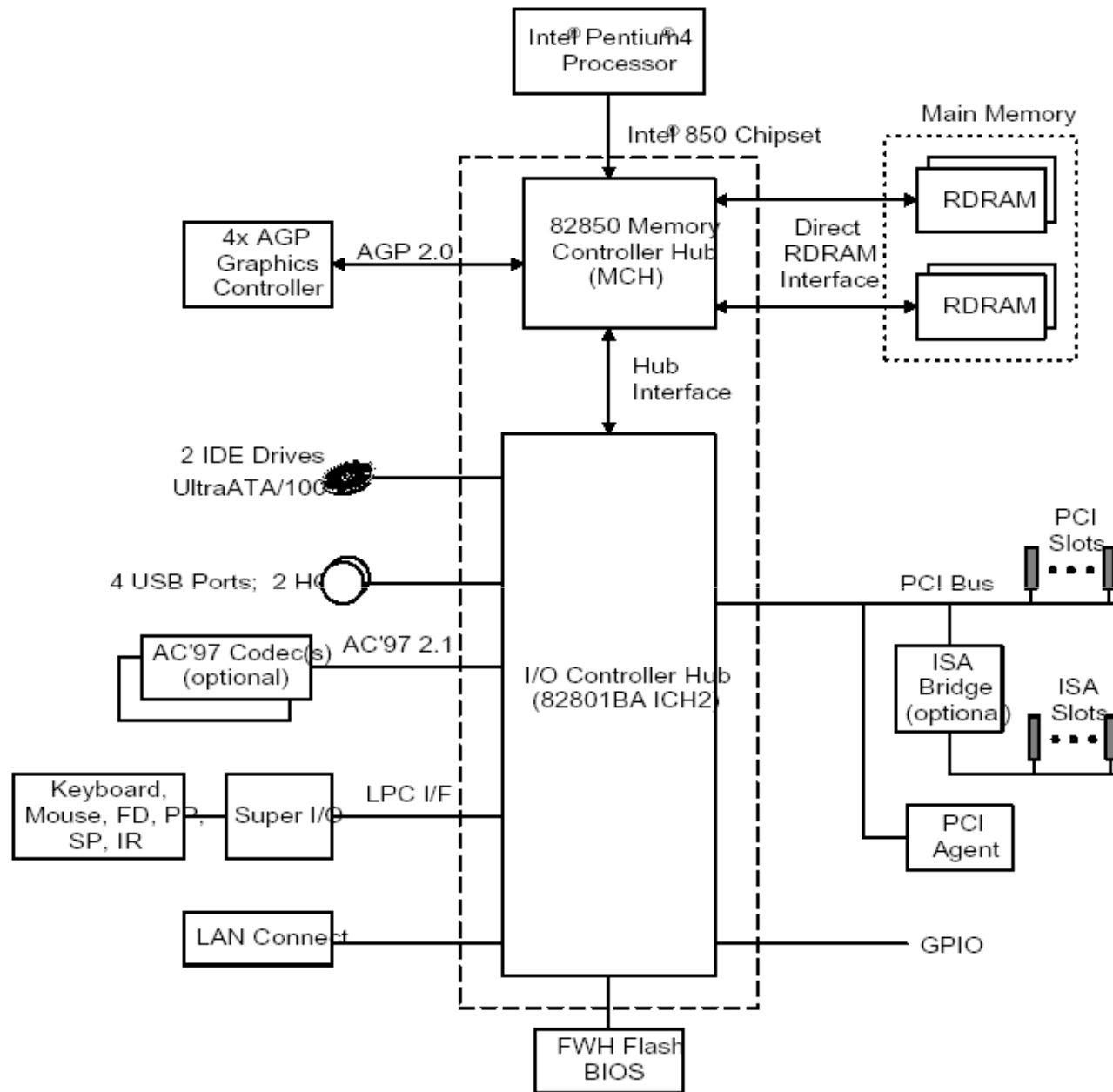
# Learning Outcomes

- 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?



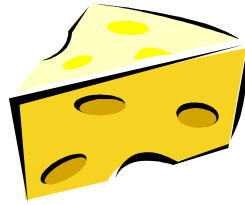


# Viewing the Operating System as an Abstract Machine

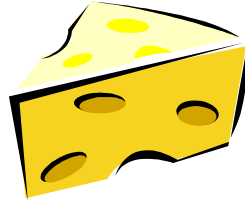
- Extends the basic hardware with added functionality
- Provides high-level abstractions
  - More programmer friendly
  - Common core for all applications
- It hides the details of the hardware
  - Makes application code portable



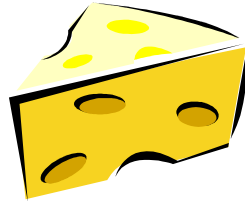
Disk



Memory

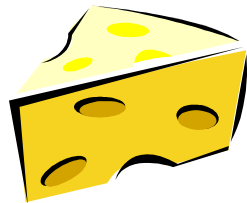


CPU



Network

Bandwidth



Users

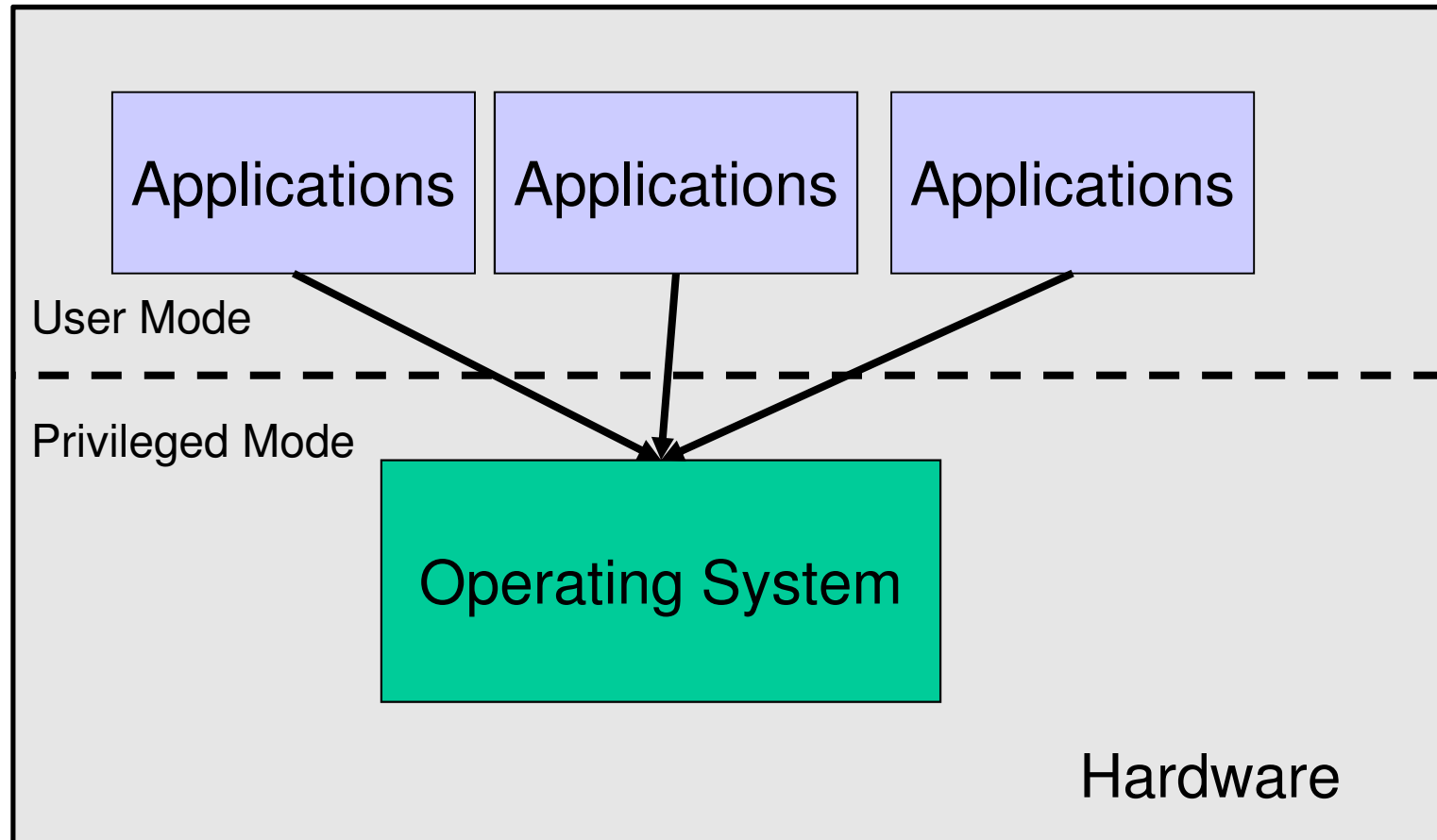


# Viewing the Operating System as a Resource Manager

- 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



# Traditional View: the Operating System as the Privileged Component





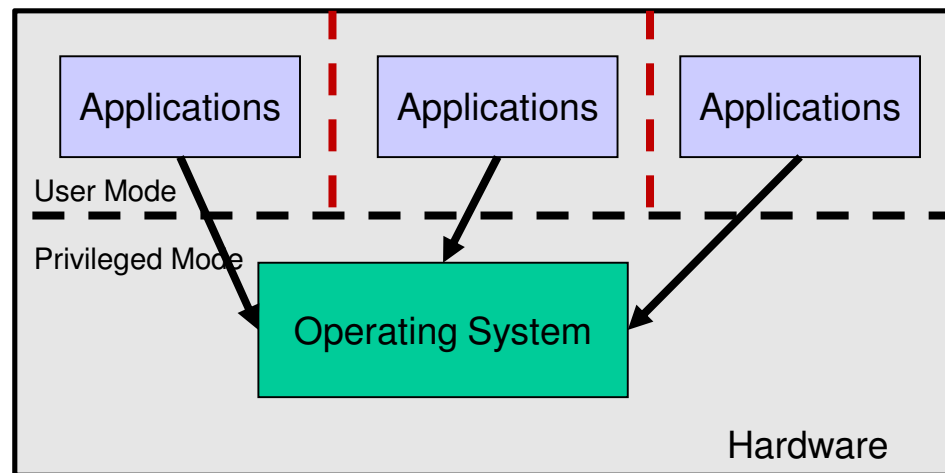
# Kernel

- 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

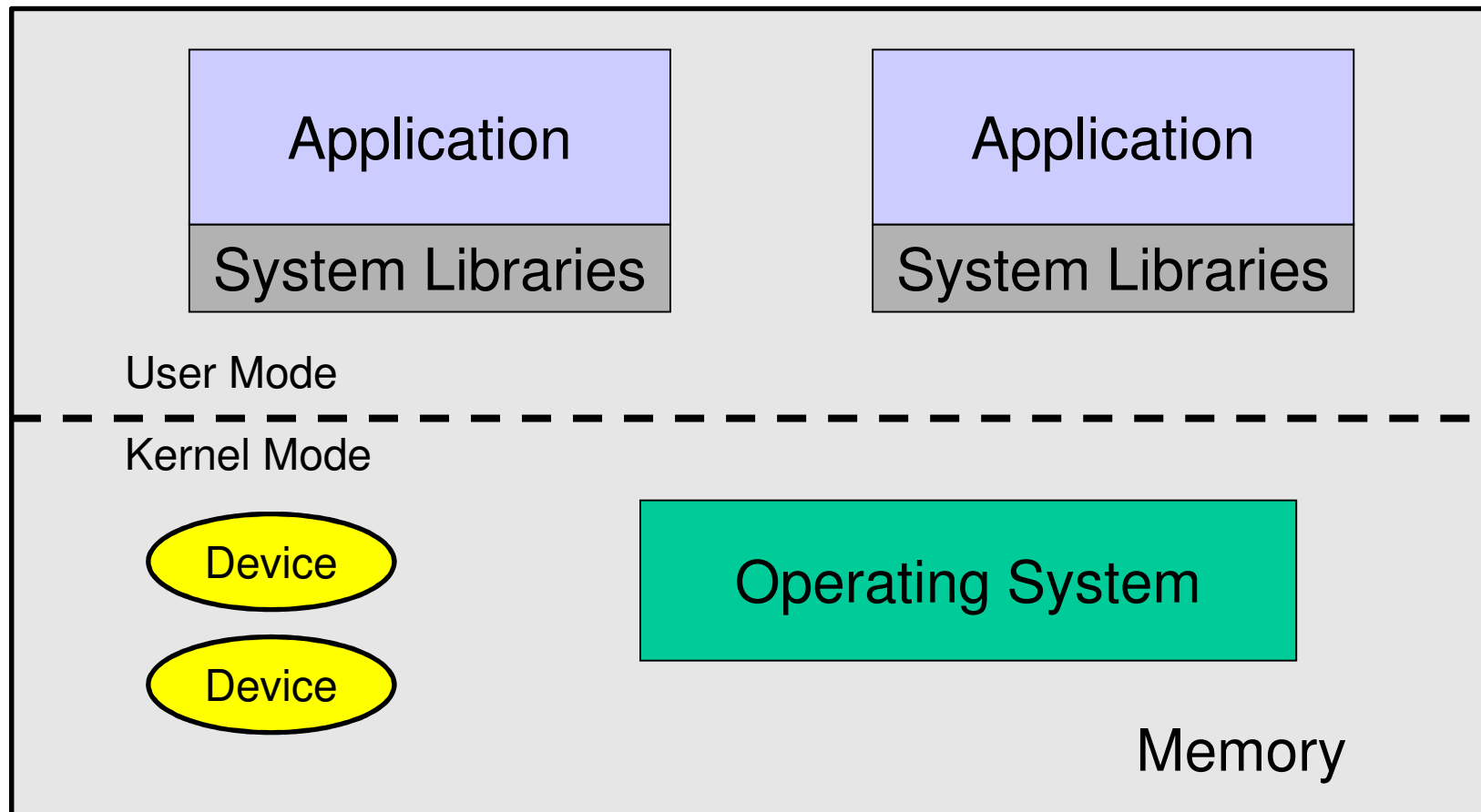


# The Operating System is Privileged

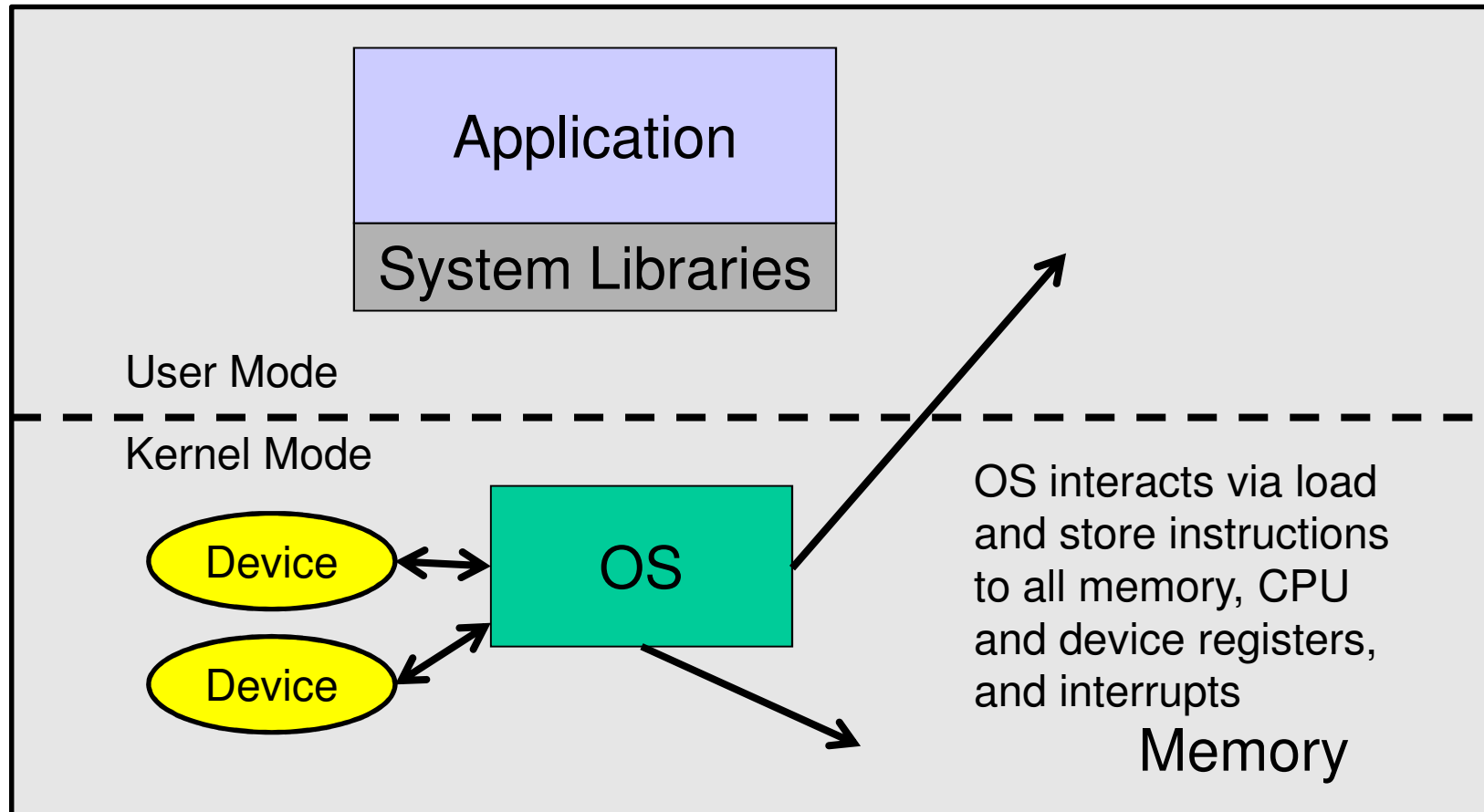
- Applications should not be able to interfere or bypass the operating system
  - OS can enforce the “extended machine”
  - OS can enforce its resource allocation policies
  - Prevent applications from interfering with each other



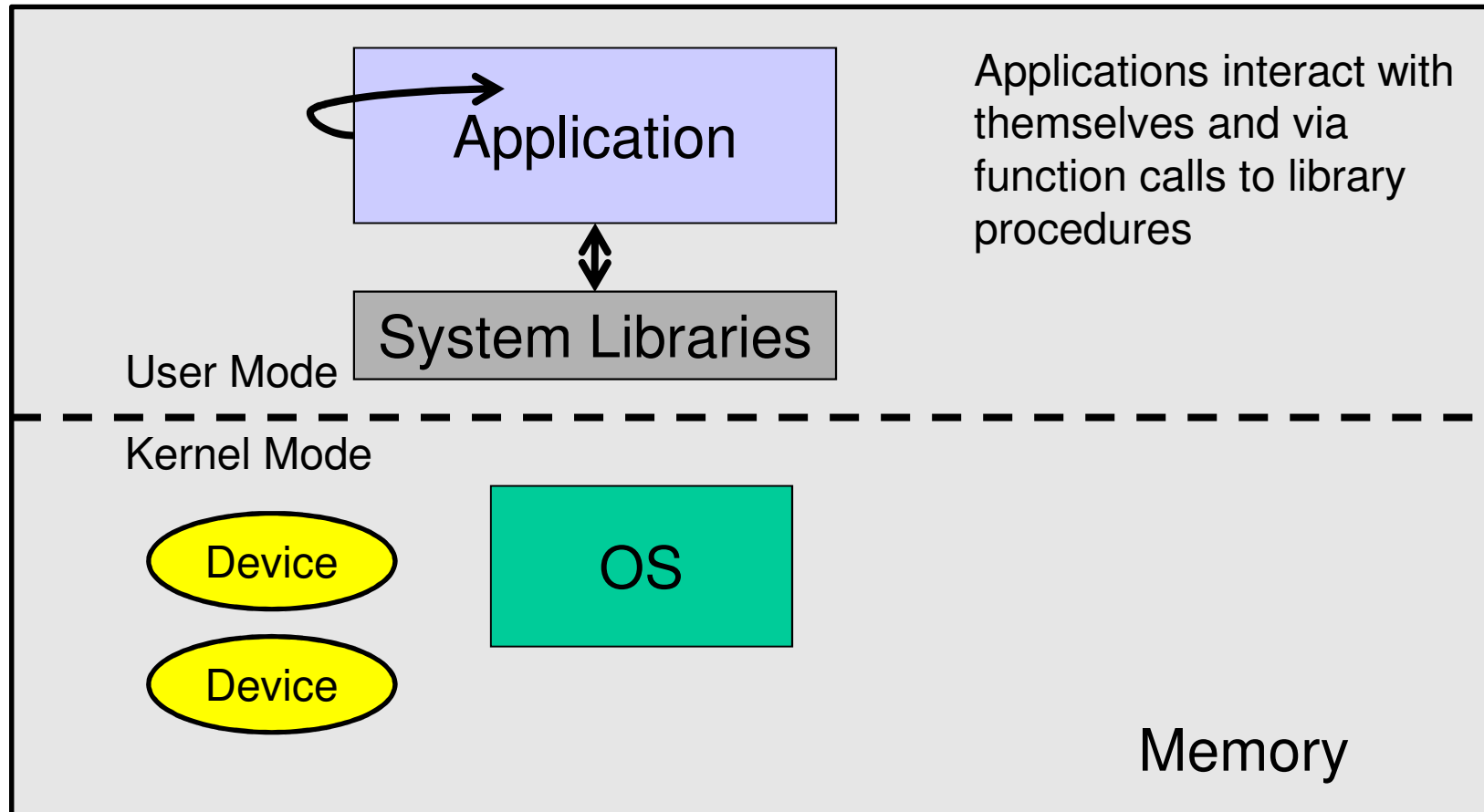
# Structure of a Computer System



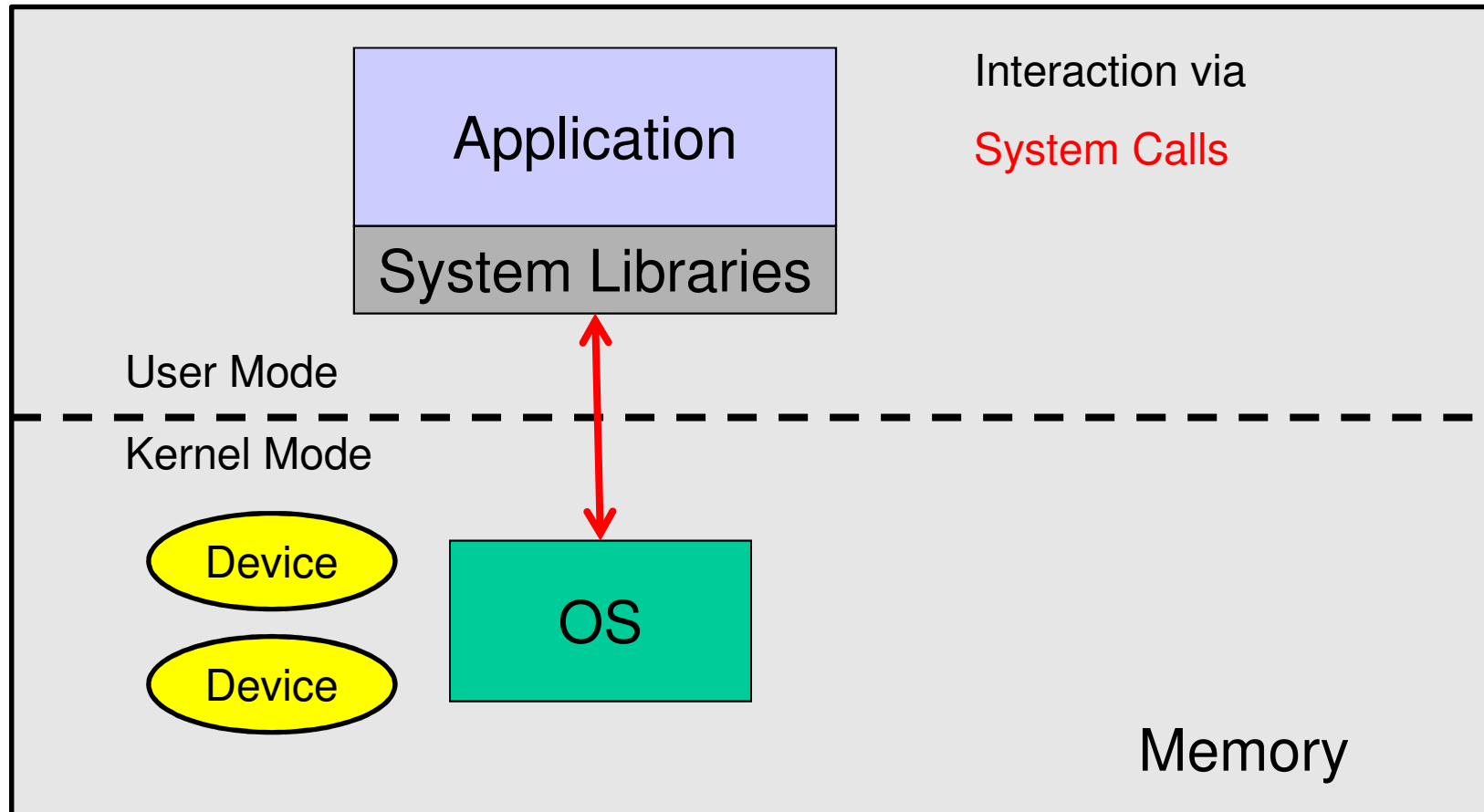
# Structure of a Computer System



# Structure of a Computer System

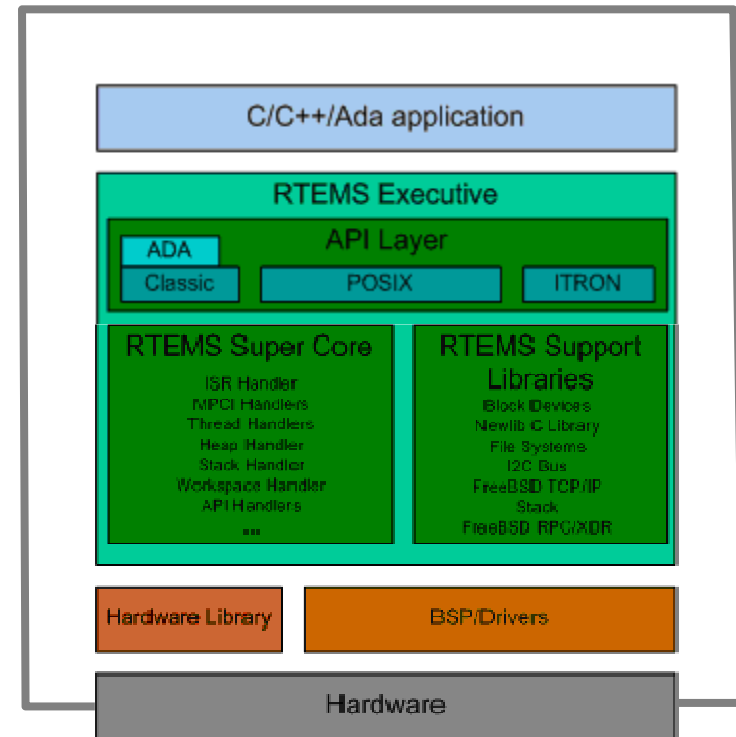


# Structure of a Computer System



# 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 Objectives

- Convenience
  - Make the computer more convenient to use
- Abstraction
  - Hardware-independent programming model
- Efficiency
  - Allows the computer system to be used in an efficient manner
- Ability to evolve
  - Permit effective development, testing, and introduction of new system functions without interfering with existing services
- Protection
  - allow only authorised access to data, computation, services, etc.



# Services Provided by the Operating System

- Program execution
  - Load a program and its data
- Access to I/O devices
  - Display, disk, network, printer, keyboard, camera, etc.
- Controlled access to files
  - Access protection
- System access
  - User authentication



# Services Provided by the Operating System

- Error detection and response
  - internal and external hardware errors
    - memory error
    - device failure
  - software errors
    - arithmetic overflow
    - access forbidden memory locations
  - operating system cannot grant request of application



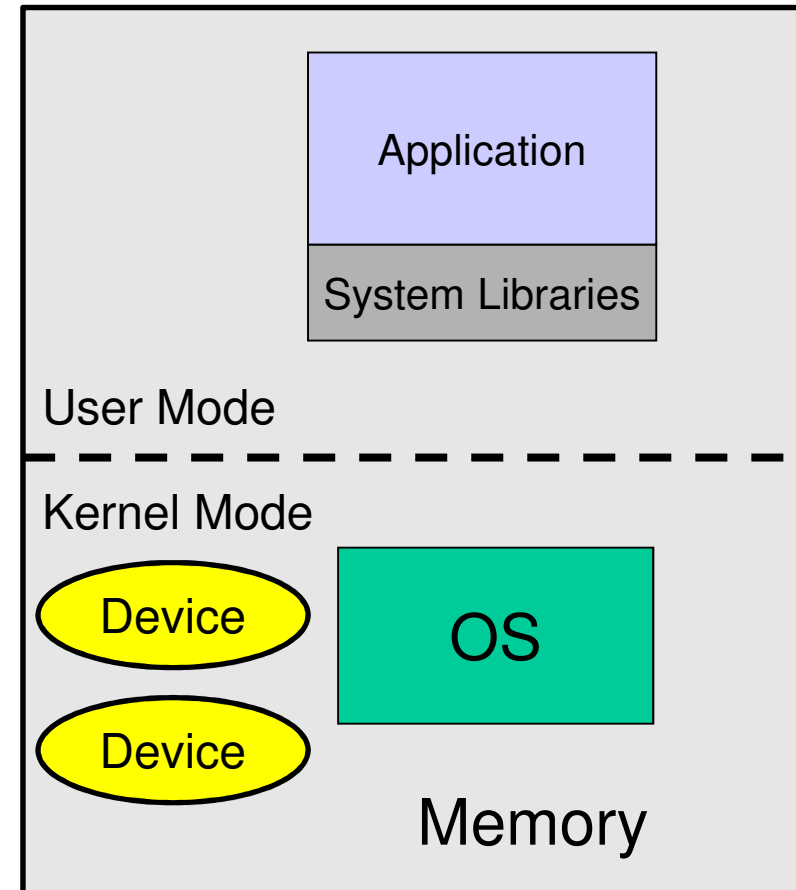
# Services Provided by the Operating System

- Accounting
  - collect statistics
  - monitor performance
    - diagnose lack of it
  - used to anticipate future enhancements
  - used for billing users



# Operating System Software

- Fundamentally, OS functions the same way as ordinary computer software
  - It is a program that is executed (just like apps)
  - 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

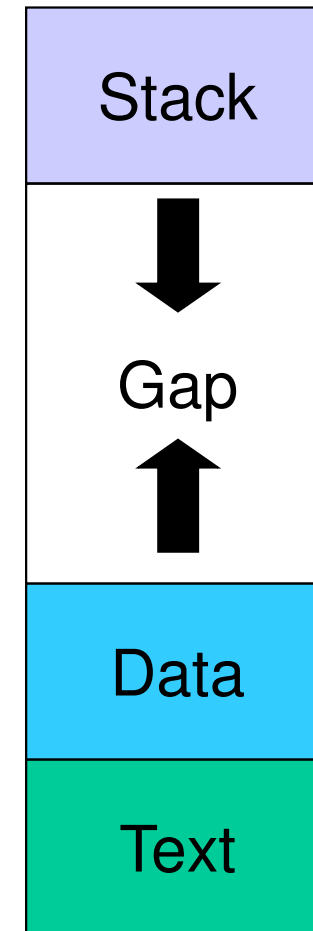
- A program in execution
- An instance of a program running on a computer
- The entity that can be assigned to and executed on a processor
- A unit of resource ownership



# Process

- 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

## Memory



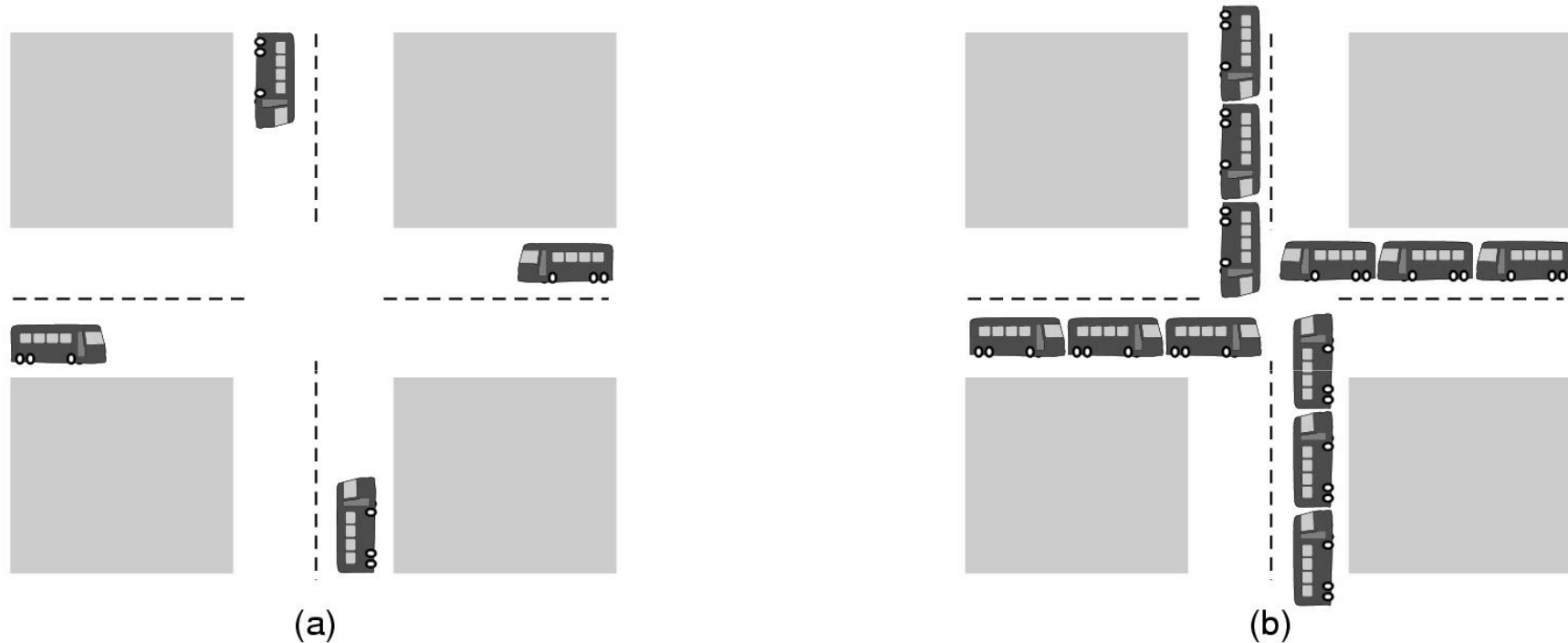


# Process

- Consists of three components
  - An executable program
    - text
  - Associated data needed by the program
    - Data and stack
  - Execution context of the program
    - All information the operating system needs to manage the process
      - Registers, program counter, stack pointer, etc...



# Multiple processes creates concurrency issues



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

# 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



# 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.



# Virtual Memory Addressing

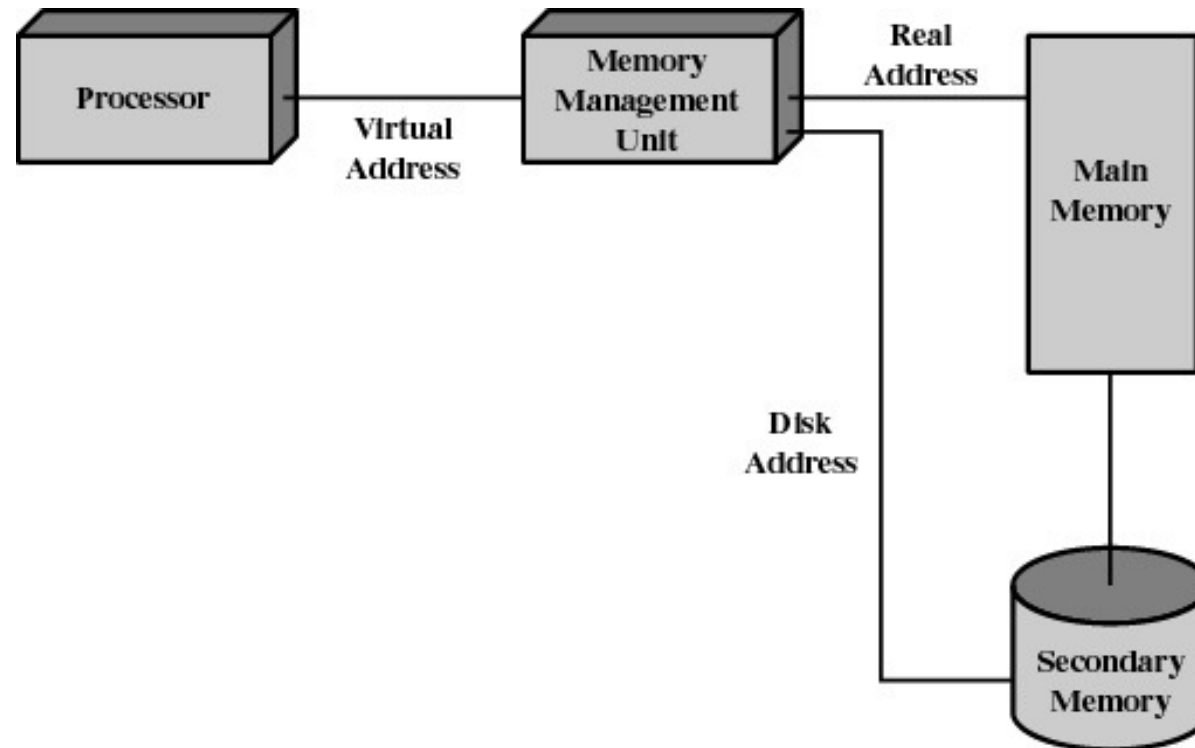


Figure 2.10 Virtual Memory Addressing

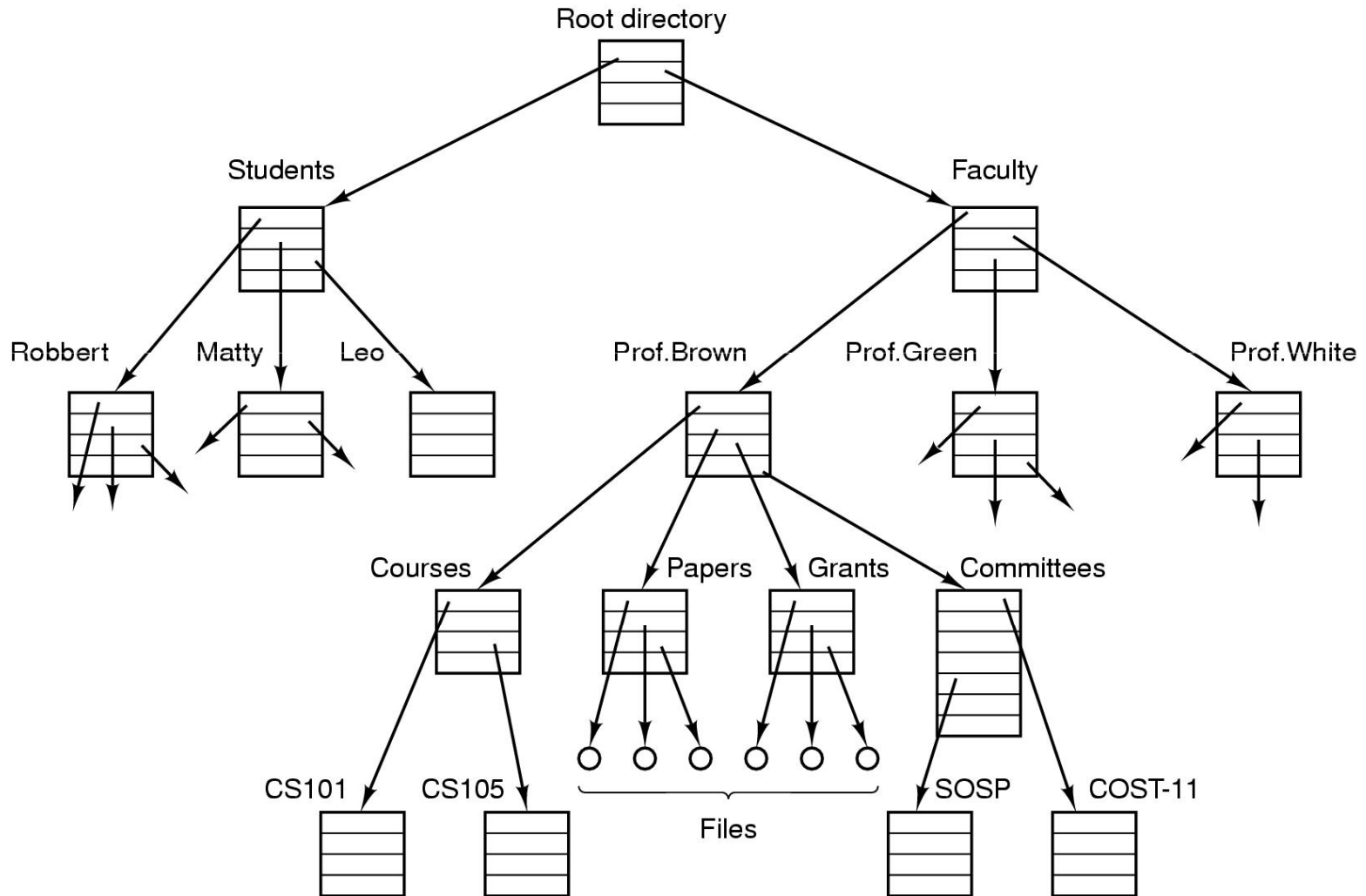


# File System

- 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

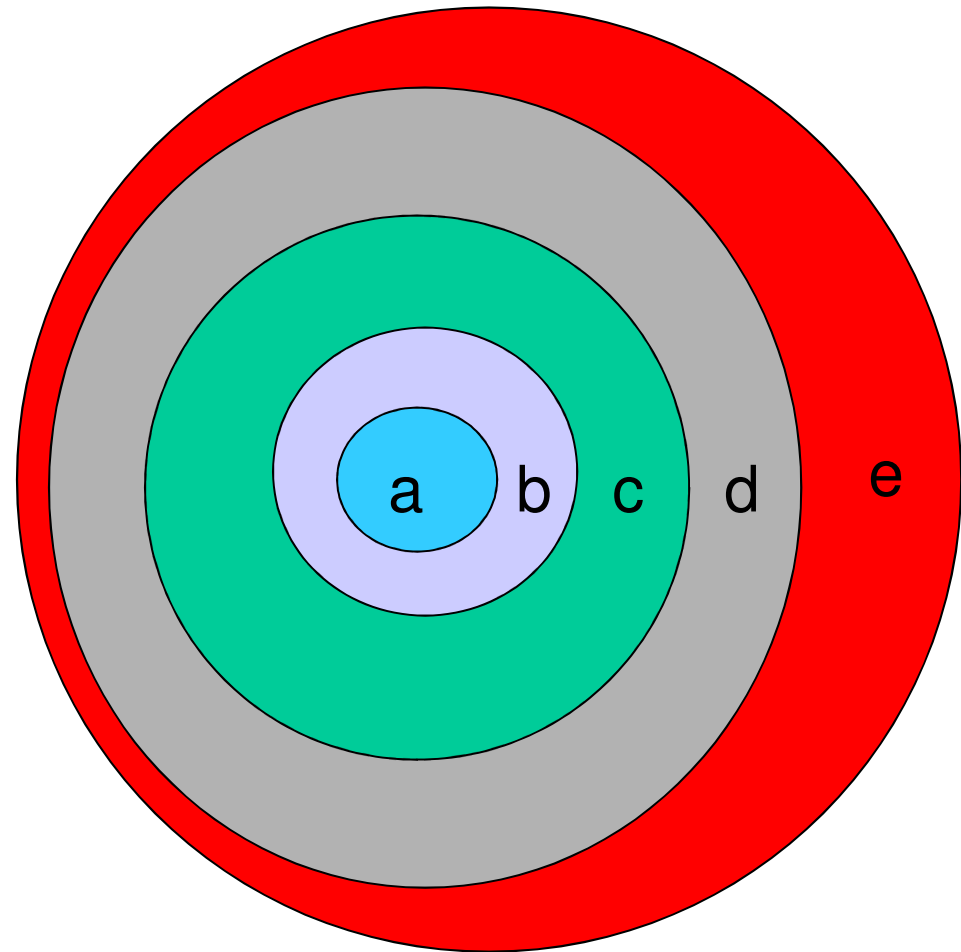


# Operating System Structure?



# 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



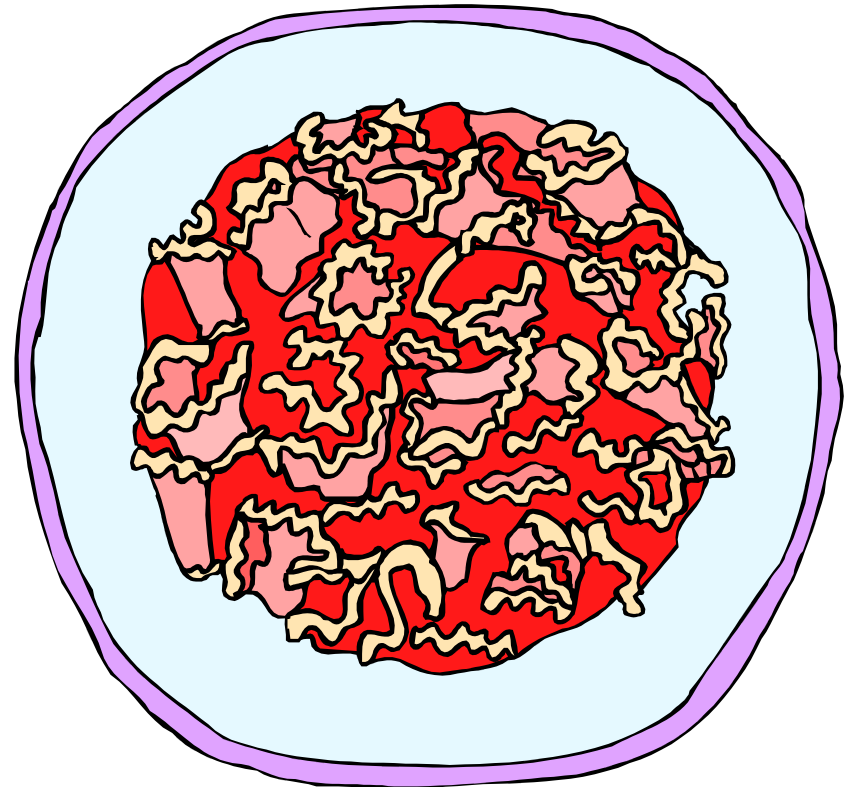
# Operating System Structure

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



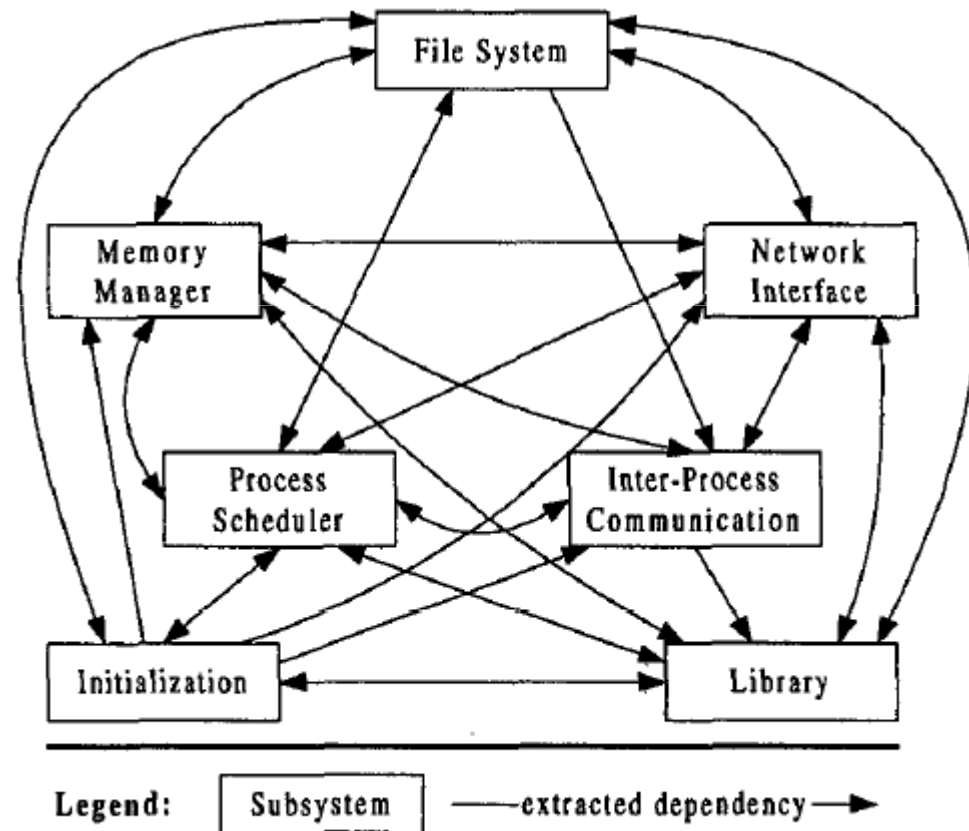
# The Monolithic Operating System Structure

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



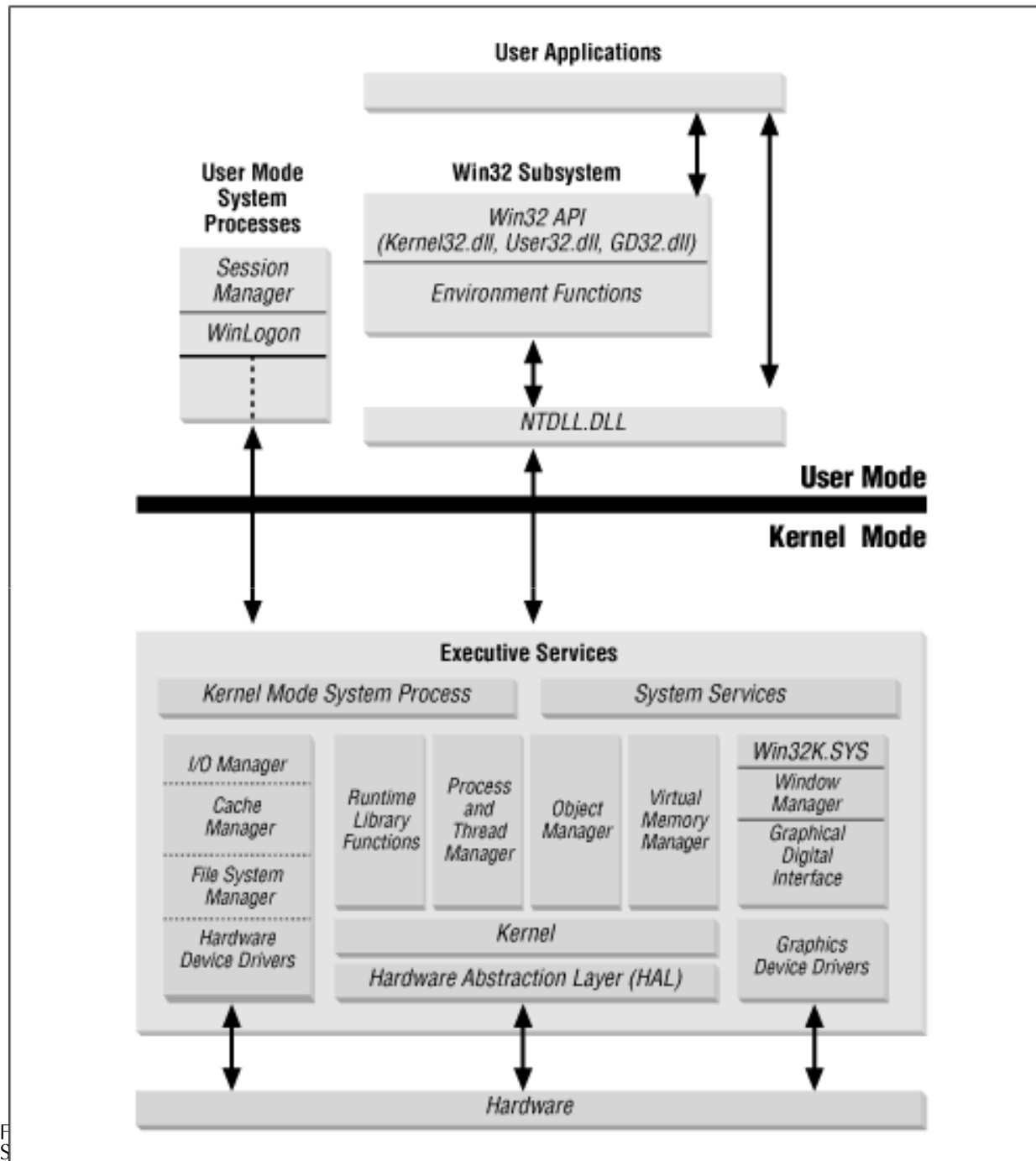
# The Monolithic Operating System Structure

- 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.

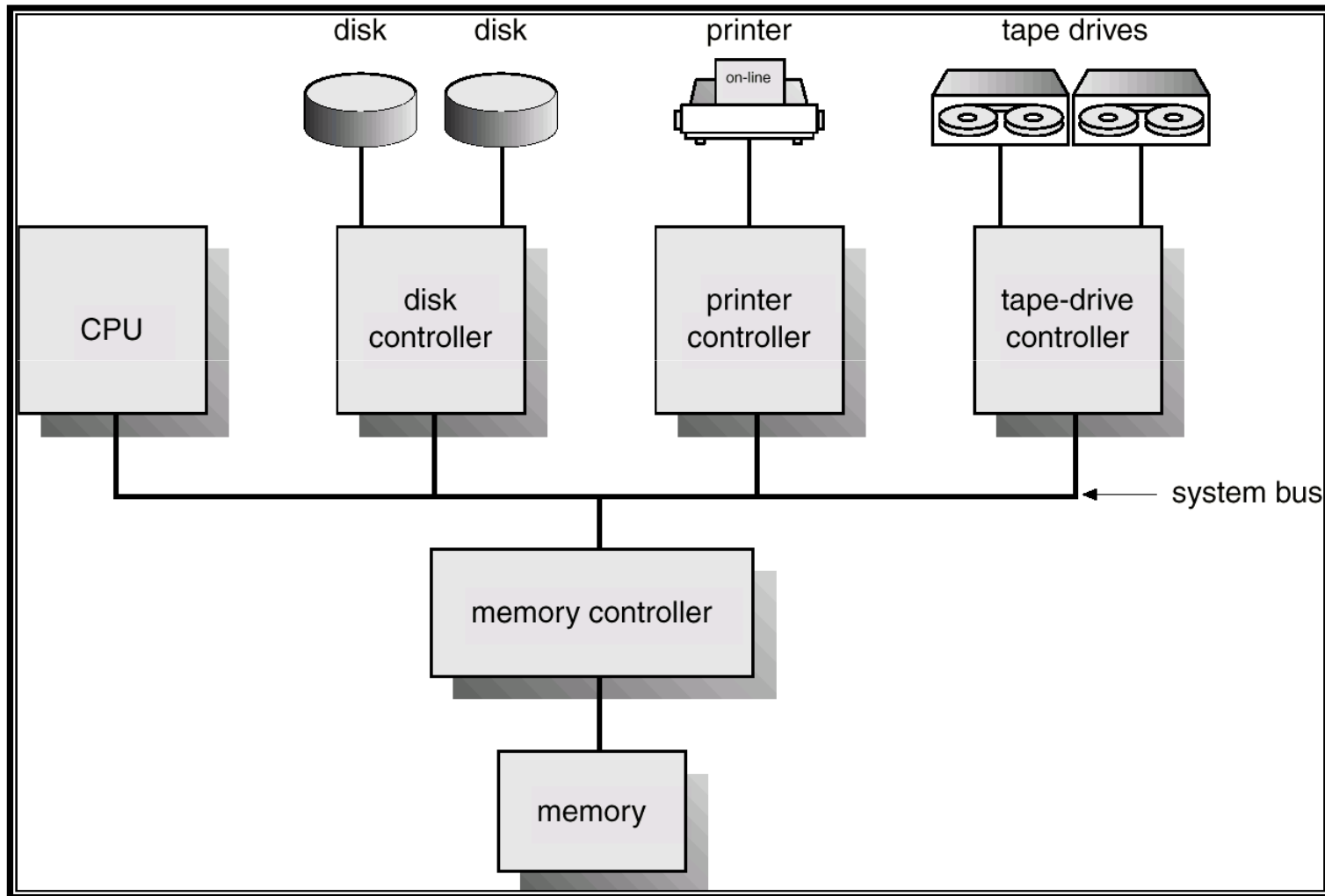


# Operating Systems

- 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*



# Basic Computer Elements

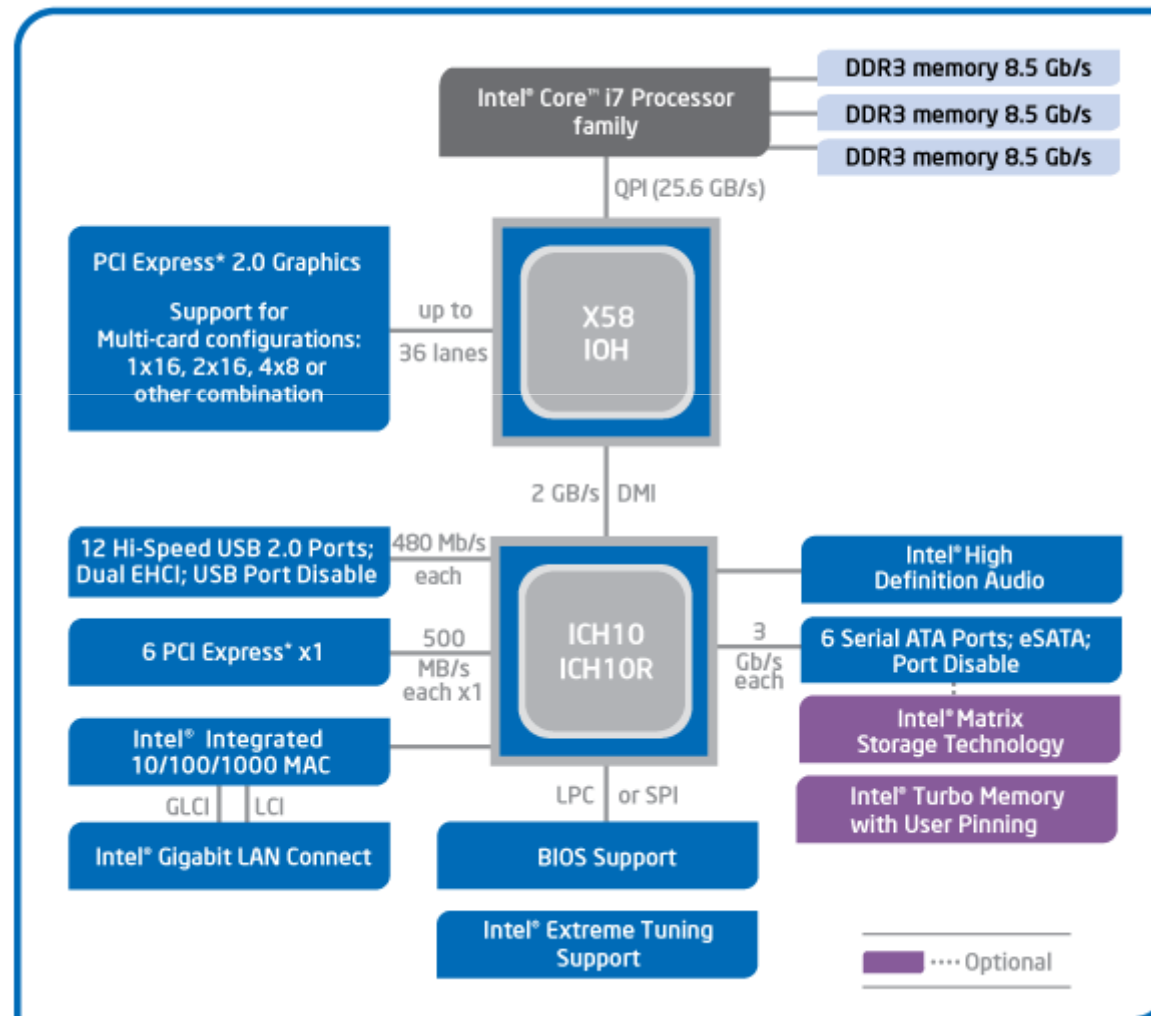


# Basic Computer Elements

- 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



# The real world is logically similar, but more complex



Intel® X58 Express Chipset Block Diagram



# A Simple Model of CPU Computation

- The fetch-execute cycle

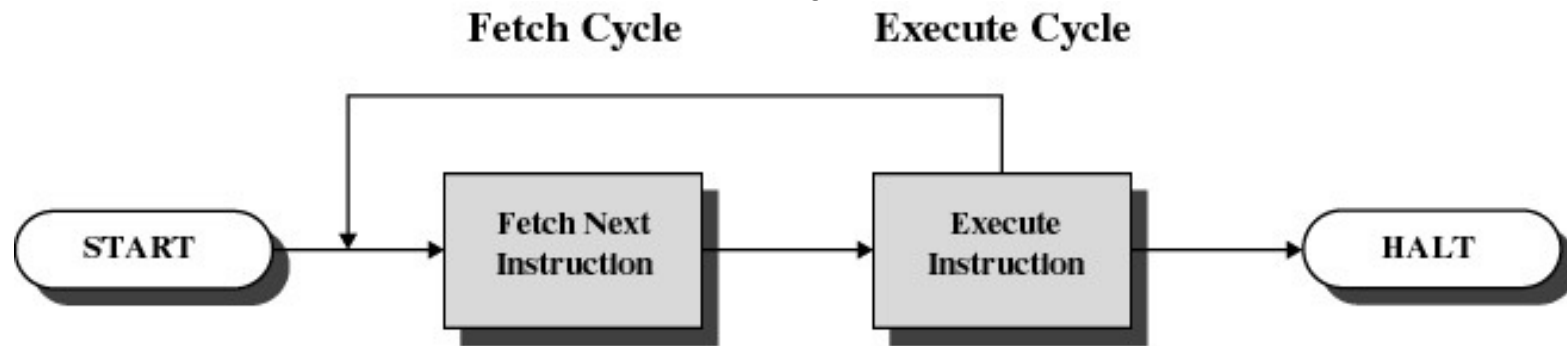


Figure 1.2 Basic Instruction Cycle

# 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

- 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

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



# '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.



# Privileged-mode Operation

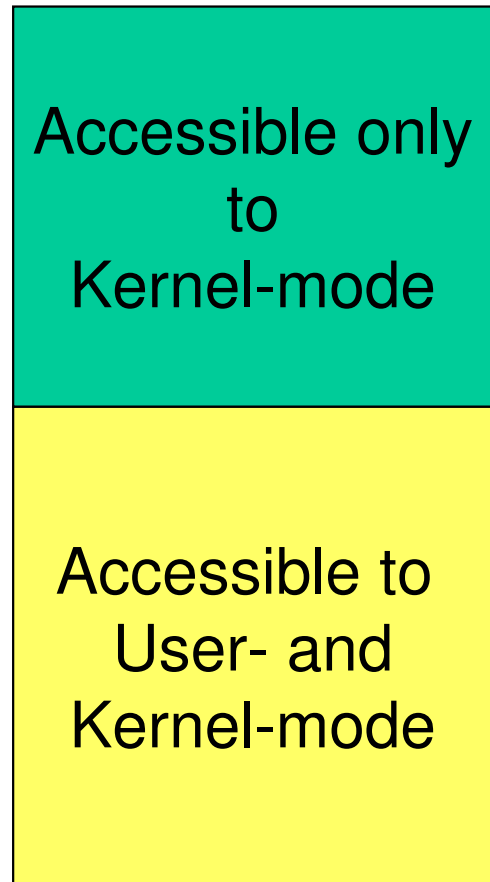
Memory Address Space

- The accessibility of addresses within an address space changes depending on operating mode
  - To protect kernel code and data

0xFFFFFFFF

0x80000000

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?



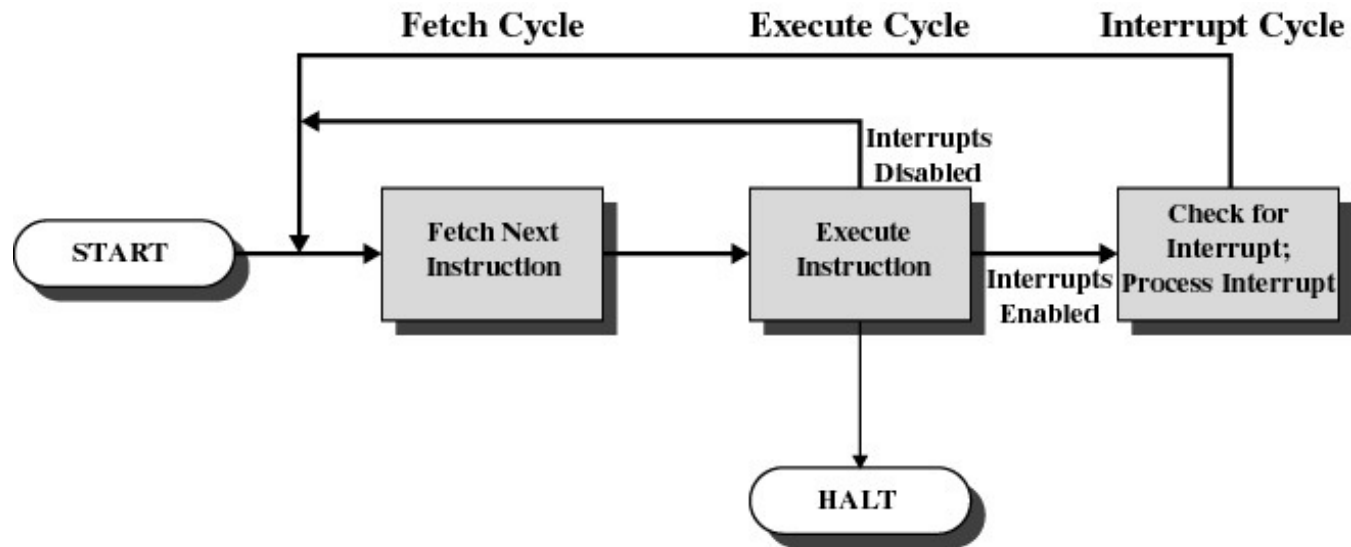
# Interrupts

- 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



# Classes of Interrupts

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



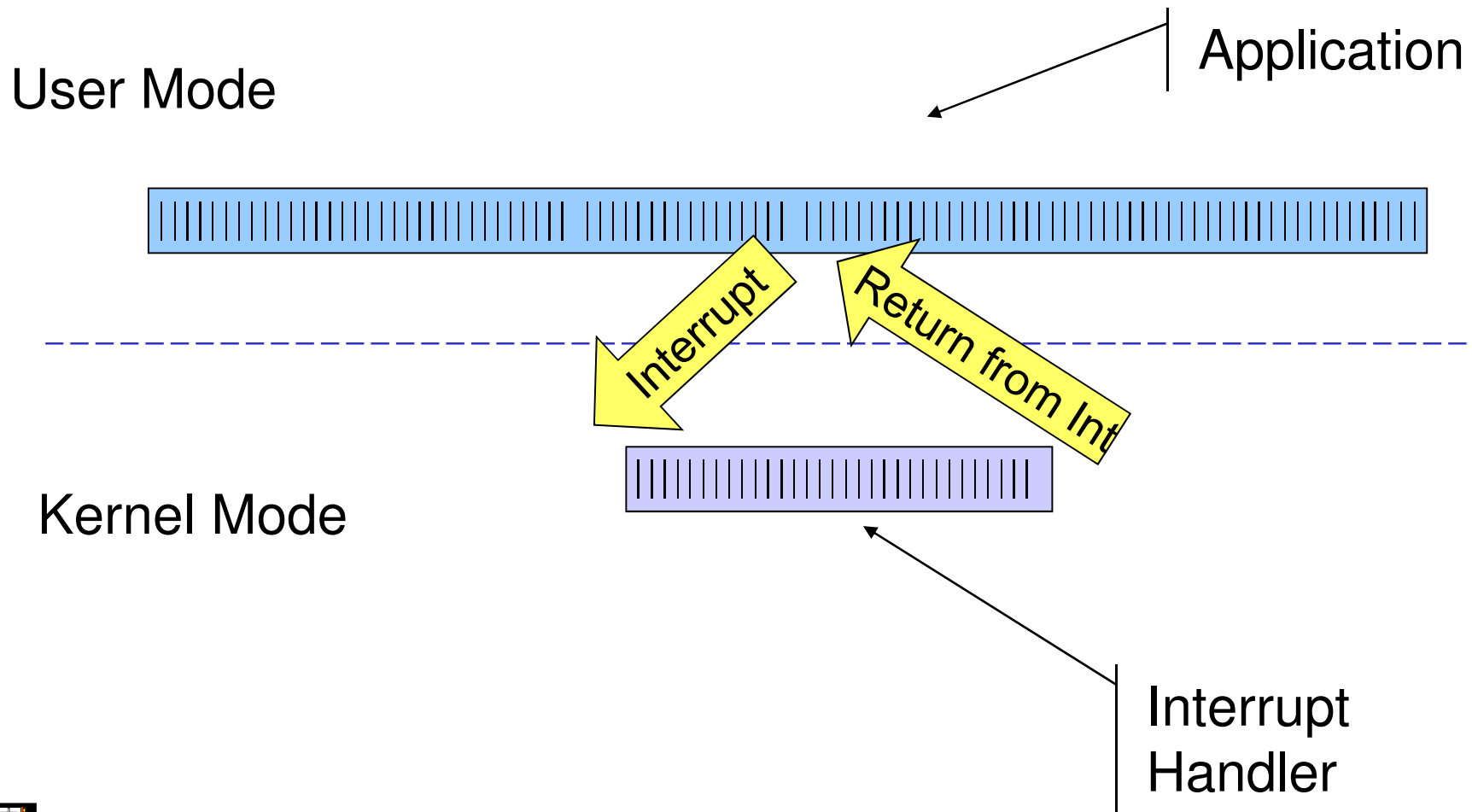
# Interrupt Handler

- 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!!!!**

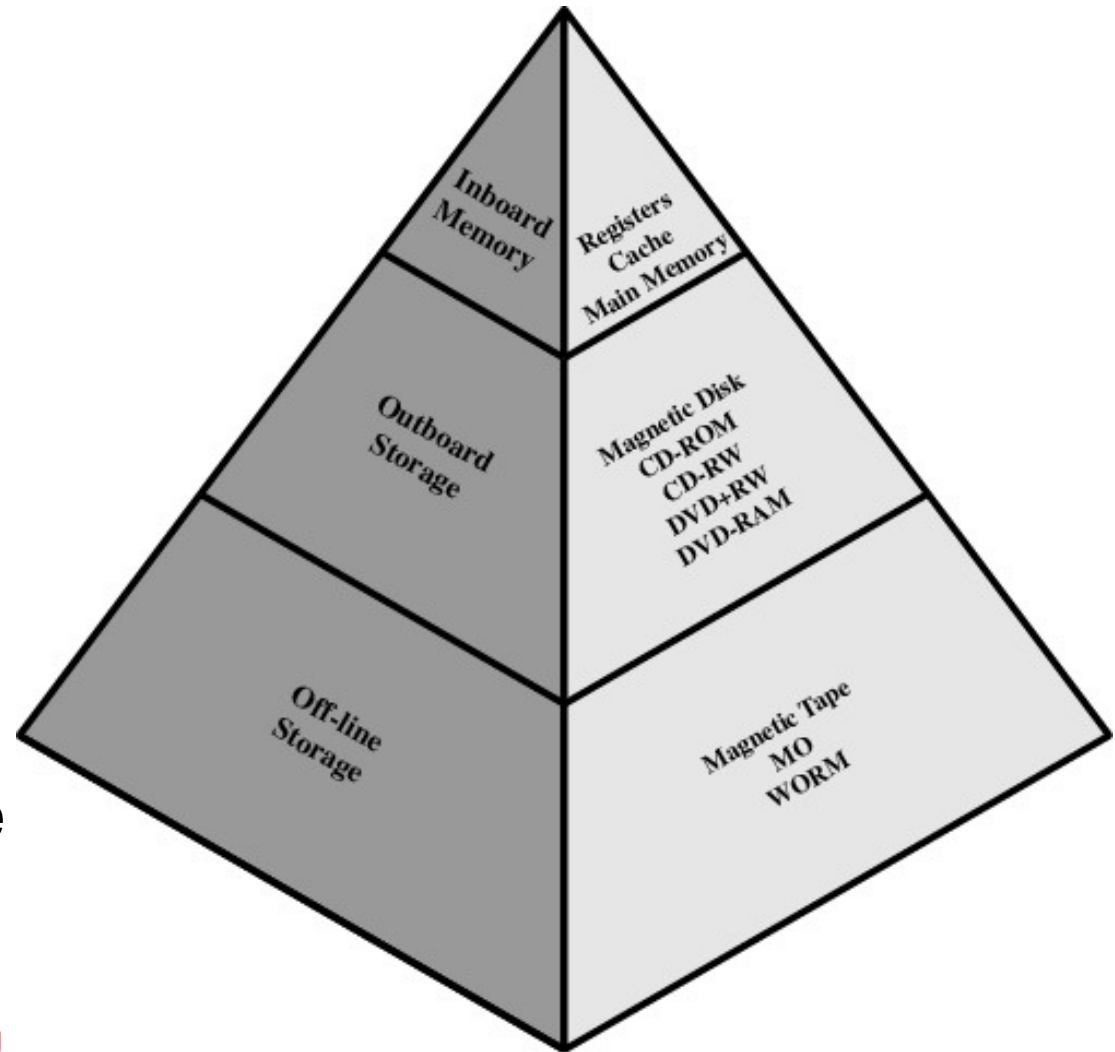


Figure 1.14 The Memory Hierarchy

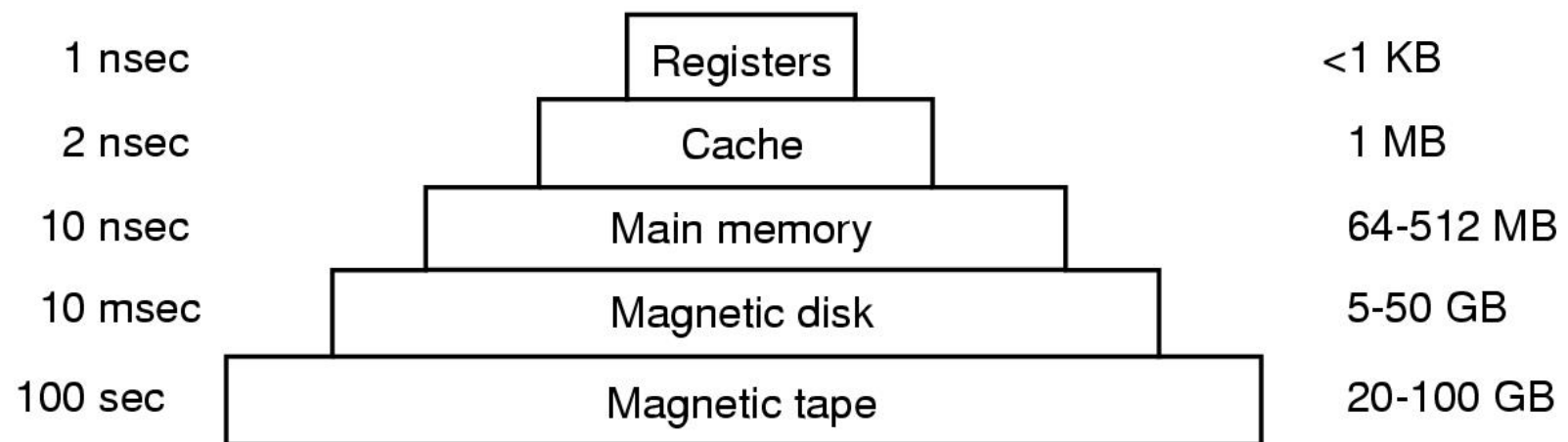


# Memory Hierarchy

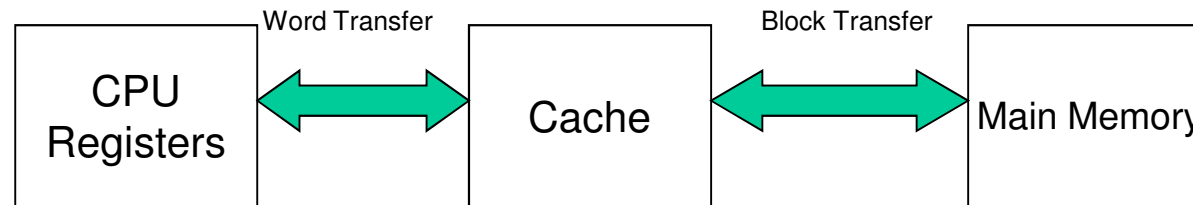
- Rough (somewhat dated) approximation of memory hierarchy

Typical access time

Typical capacity



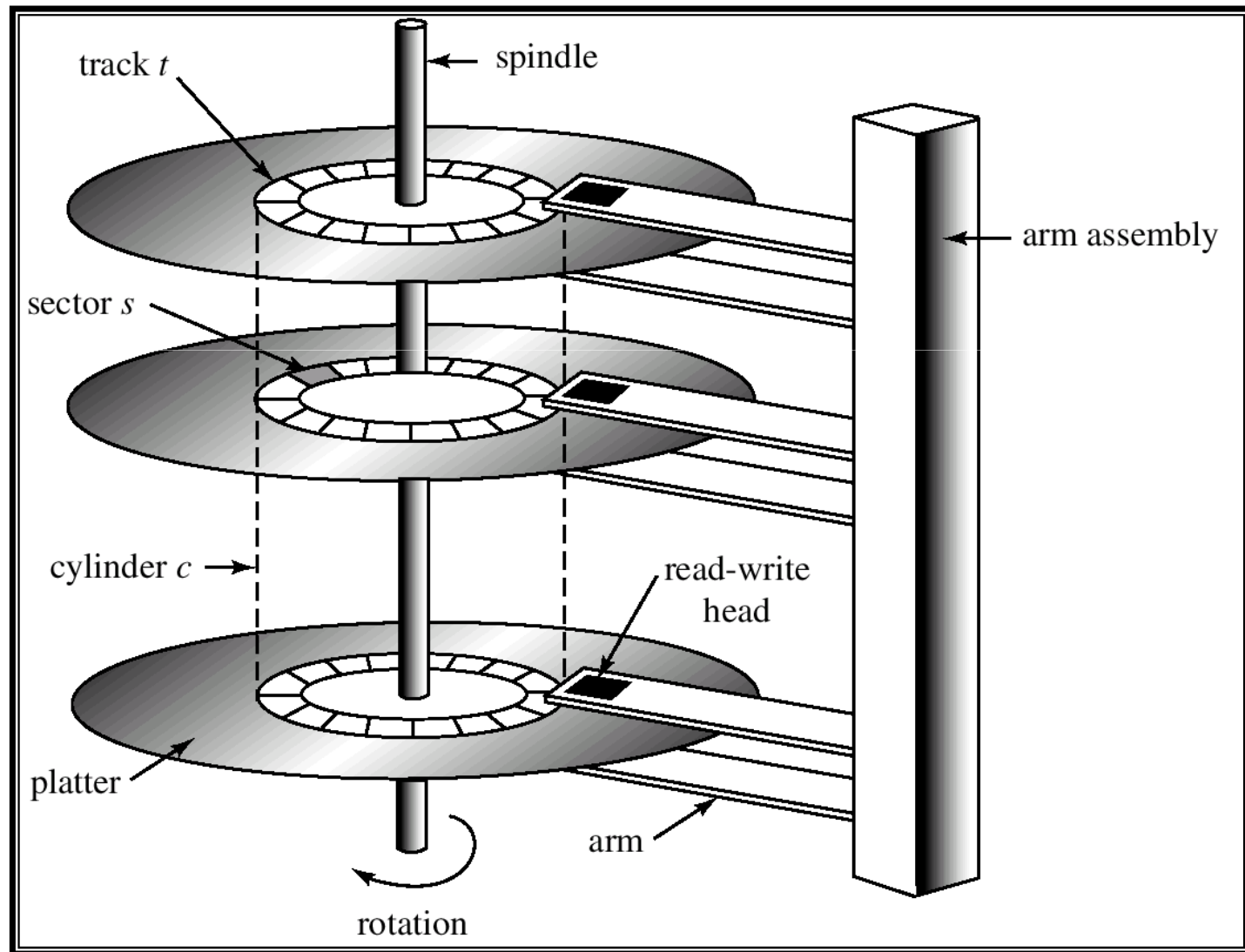
# Cache



- 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 fetched data is higher than the probability of reusing ejected data.



# 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 Strategy: Avoid Waiting for Disk Access

- Keep a subset of the disk's data in memory
- ⇒ Main memory acts as a *cache* of disk contents



# Two-level Memories and Hit Rates

- Given a two-level memory,
  - cache memory and main memory (RAM)
  - main memory and disk

what is the effective access time?

- 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%

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

