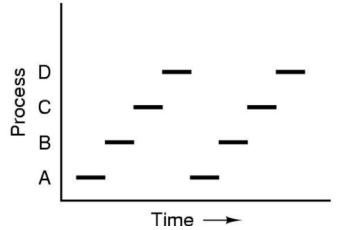
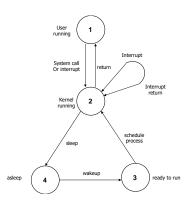




## Architectures des Systèmes de Bases de Données

### I/O Process State Address Space

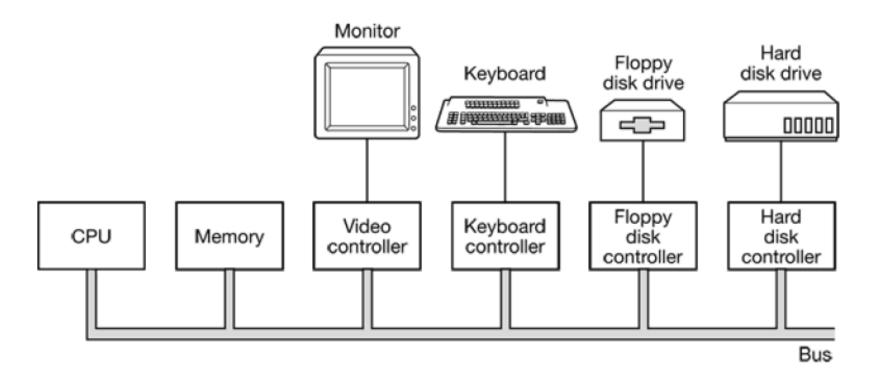






### Computer Physical Architecture

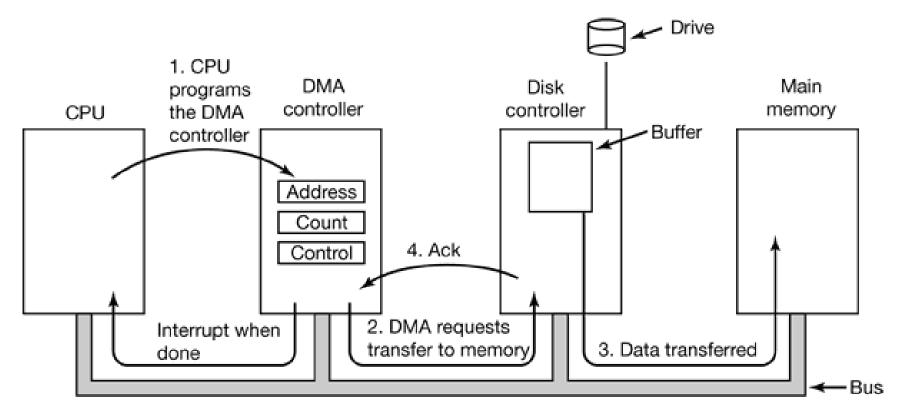




**Source MOS: MODERN OPERATING SYSTEMS ANDREW S. TANENBAUM (A.S.T)** 

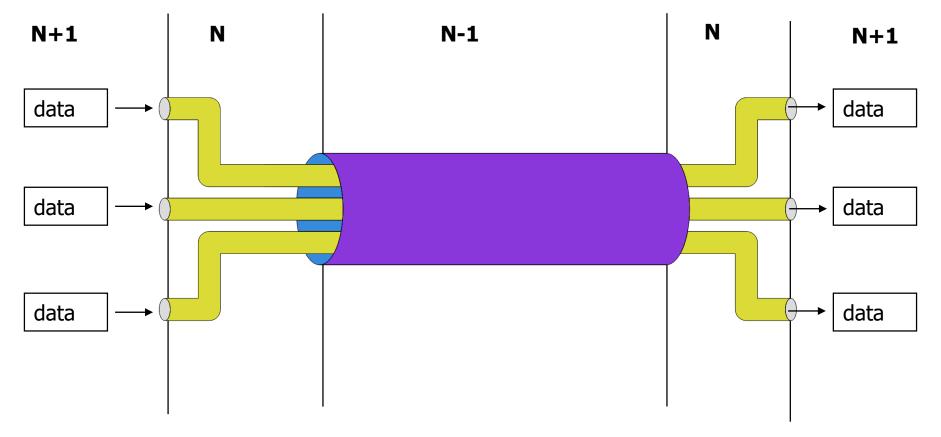
### A.S.T: IT DMA, device driver





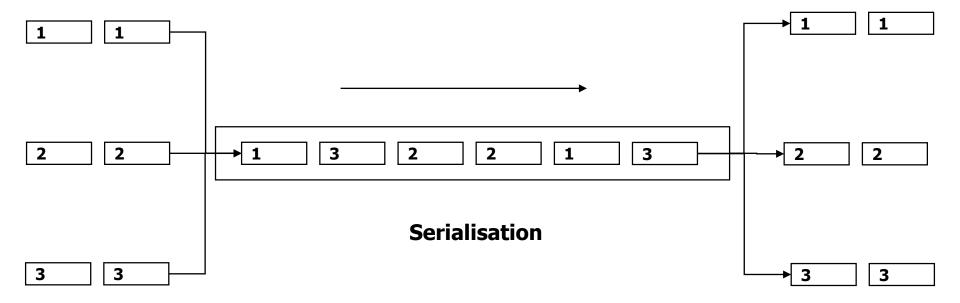
### Network Ressource Multiplexing





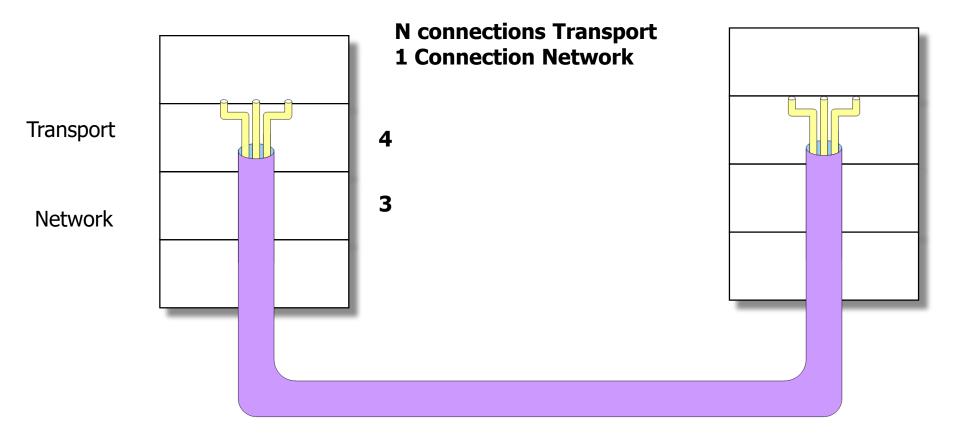
### Multiplexing: Virtual Channels





### Transport Multiplexing

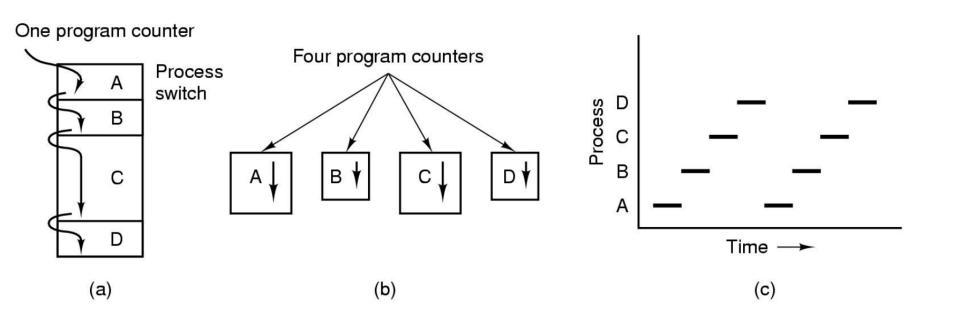




#### A.S.T: Process



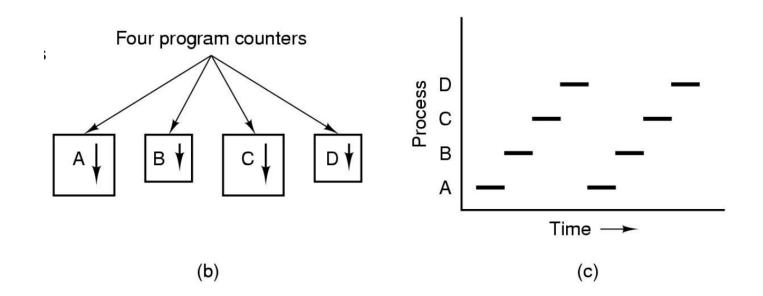
### The Process Model



#### A.S.T: Process



### The Process Model

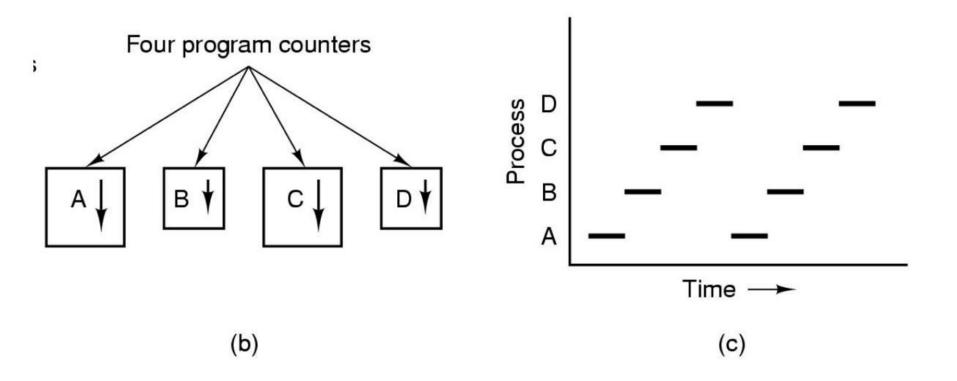


### Two points of view

#### A.S.T: Process



### Two points of view



**Memory Space** 

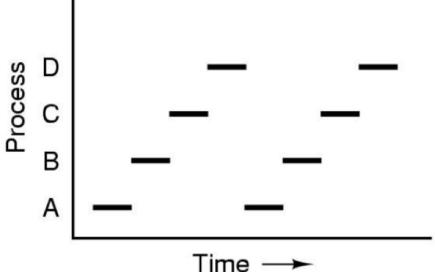
**Time Space** 

### The Multi-Process model



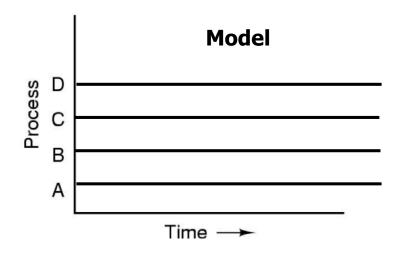


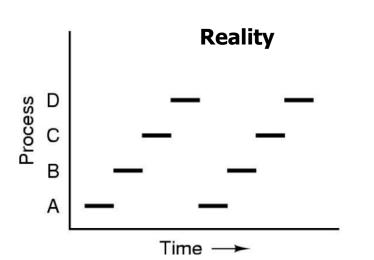


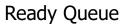


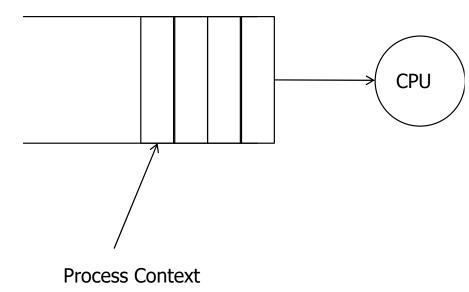
### The process model





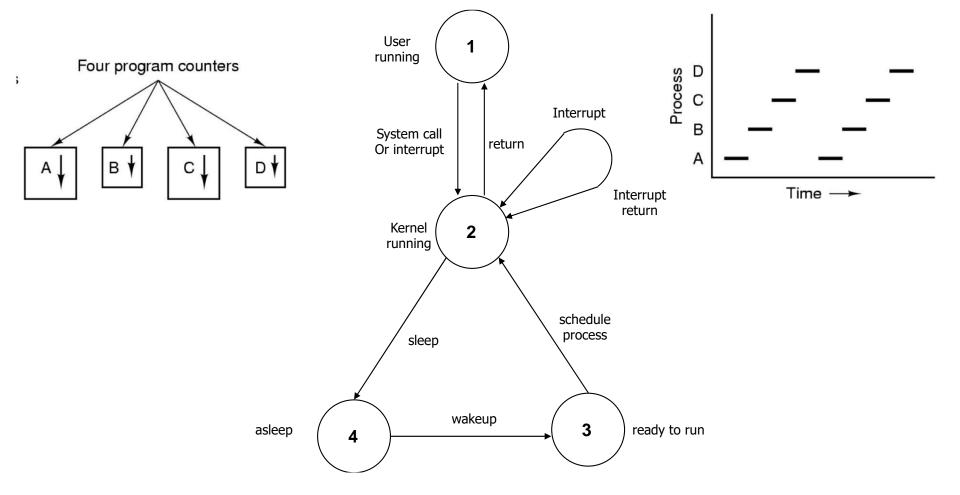




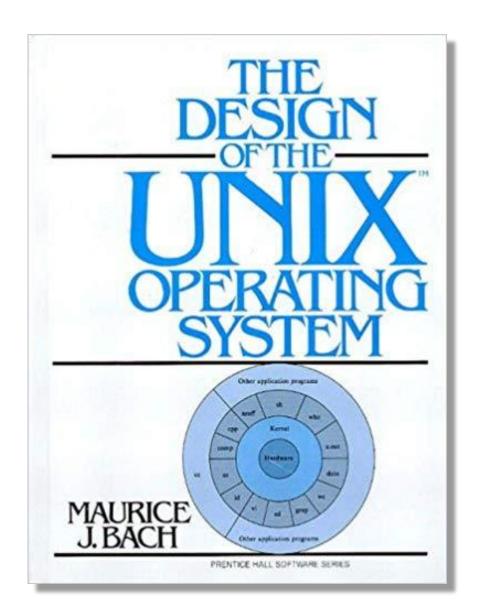




### Third point of view



### The Design of the UNIX Operating System Maurice J. Bach





#### Maurice J. Bach

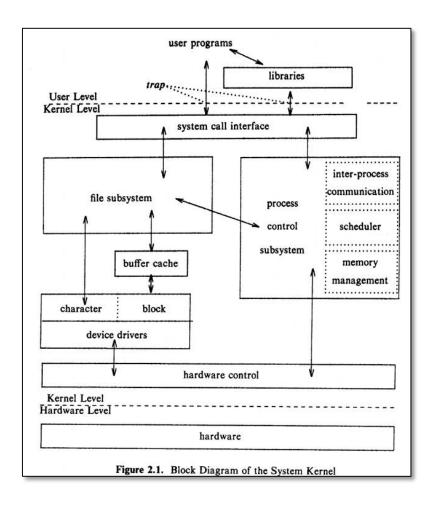
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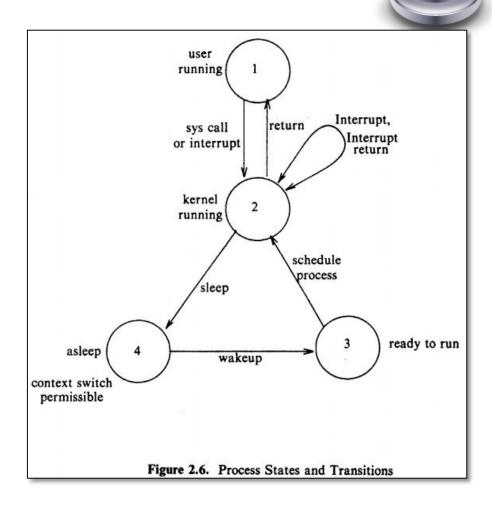


### THE DESIGN OF THE UNIX® OPERATING SYSTEM

Maurice J. Bach

### The Design of the UNIX Operating System Maurice J. Bach-



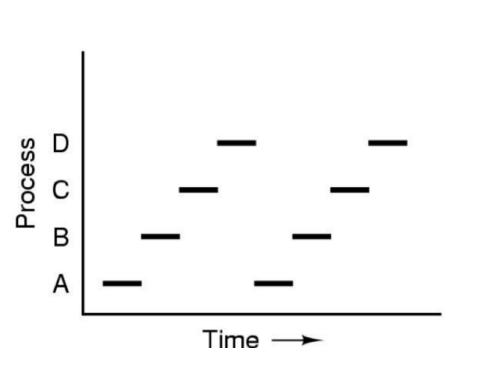


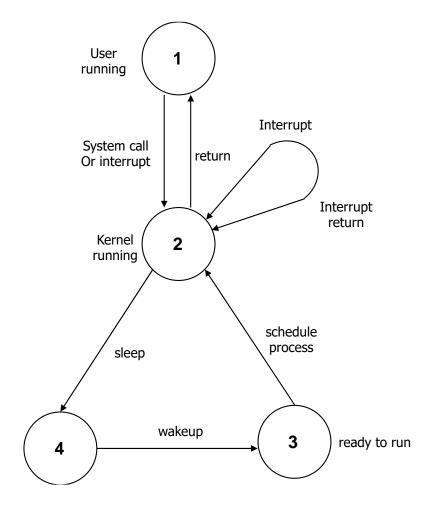
### I/O Time and State process

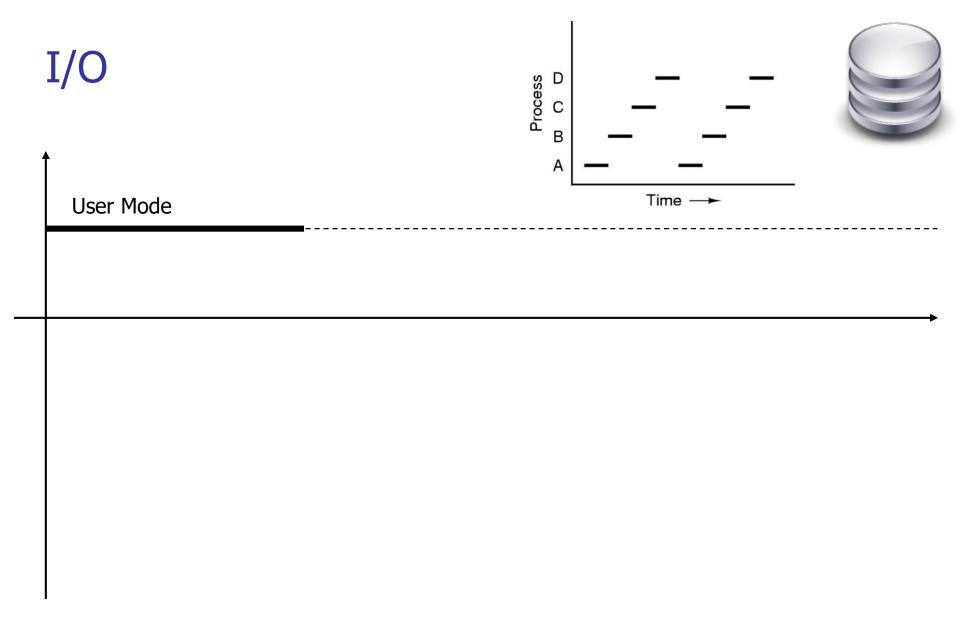


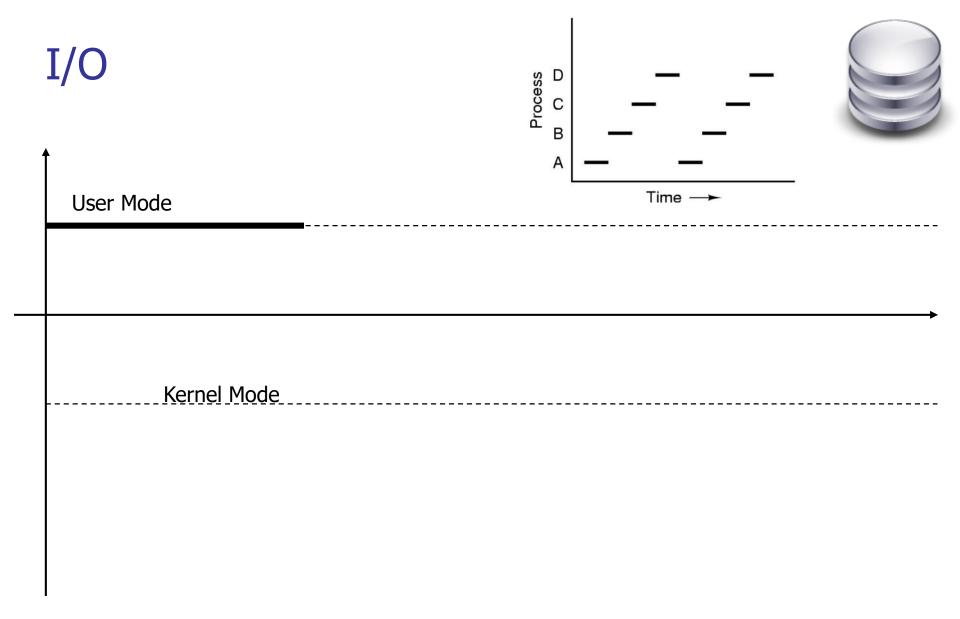
### Two points of view

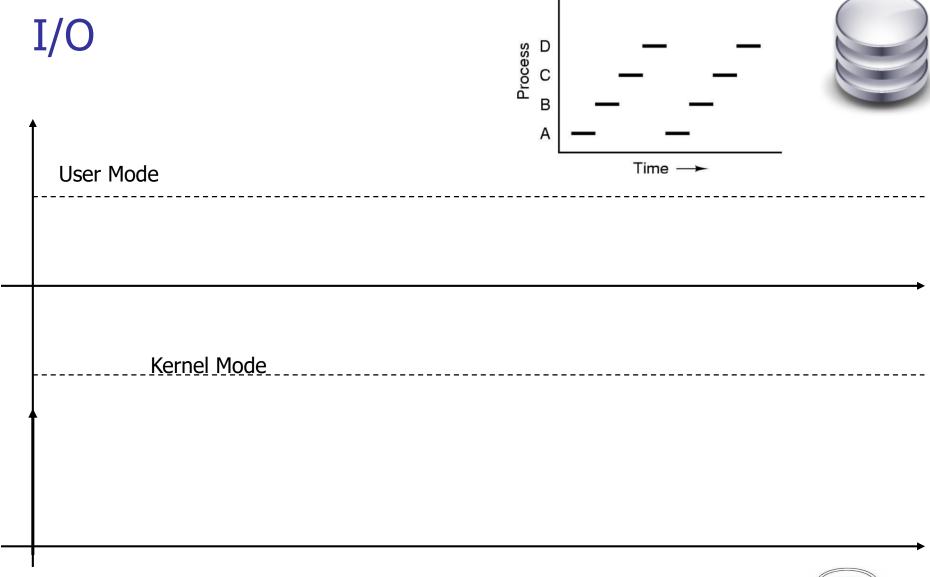
asleep









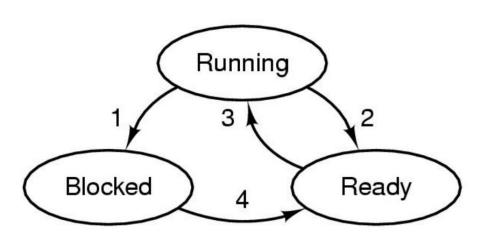




### A.S.T: Process State Machine

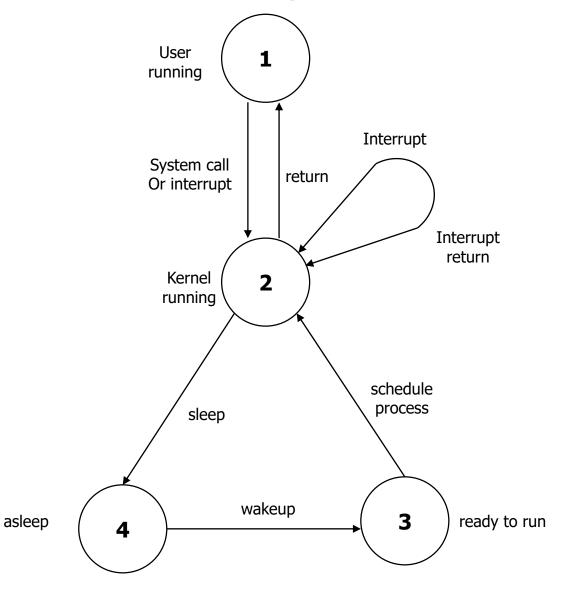


### **Process States**



- 1. Process blocks for input
- 2. Scheduler picks another process
- 3. Scheduler picks this process
- 4. Input becomes available

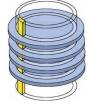




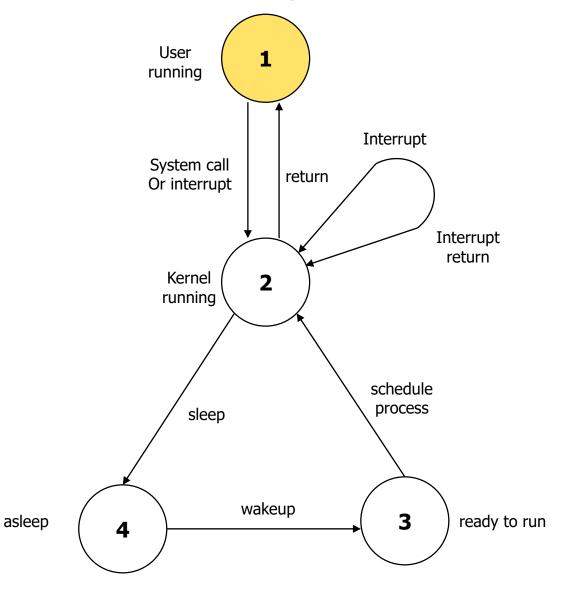




	User Mode	
		<u>User Buffer</u>
	<u>Kernel Mode</u>	

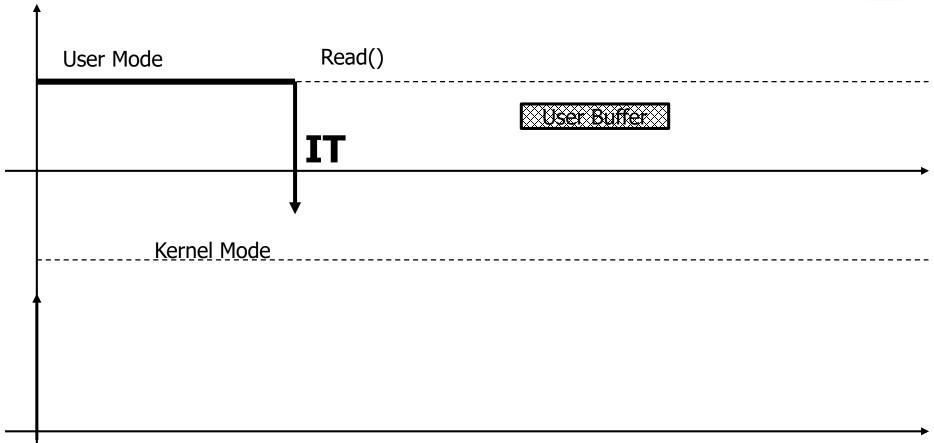


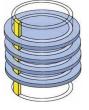




### I/O



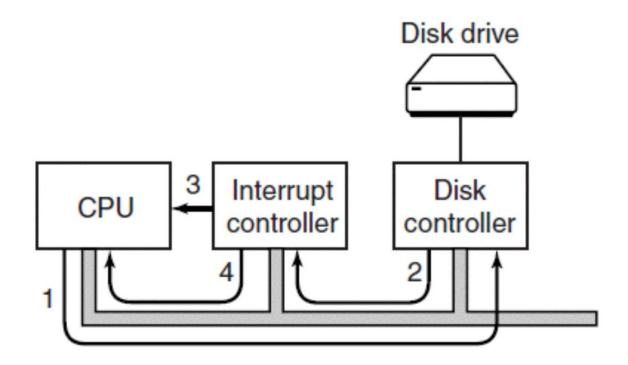




### A.S.T : I/O IT



### I/O Devices



#### A.S.T: Hard IT



### I/O Devices

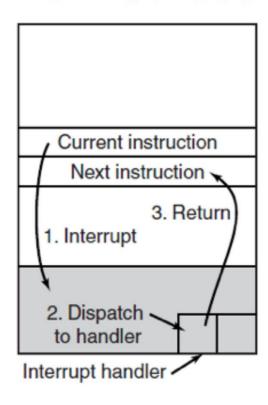
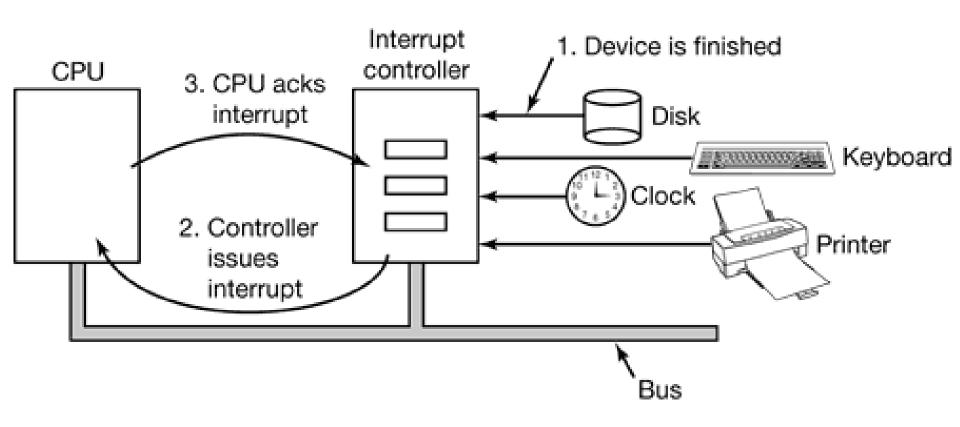


Figure 1-11. (b) Interrupt processing involves taking the interrupt, running the interrupt handler, and returning to the user program.

### A.S.T: IT





# A.S.T : System call = Trap = Soft IT System Calls (1)



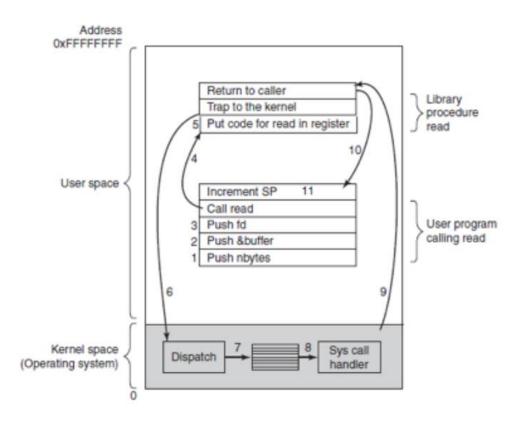
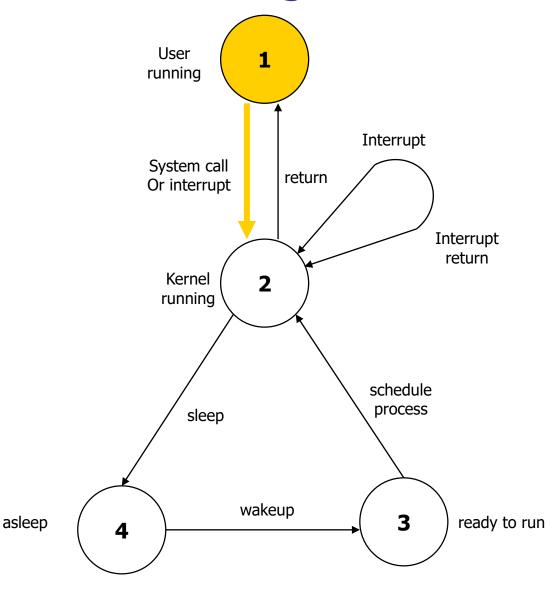
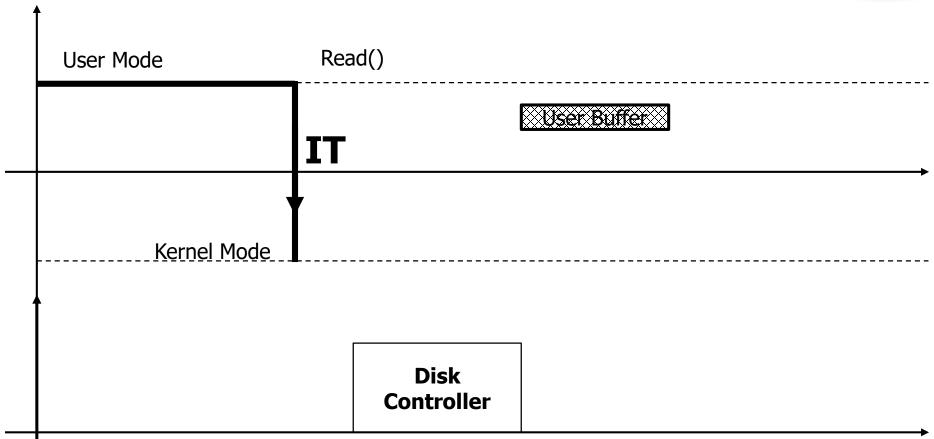


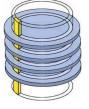
Figure 1-17. The 11 steps in making the system call read(fd, buffer, nbytes).



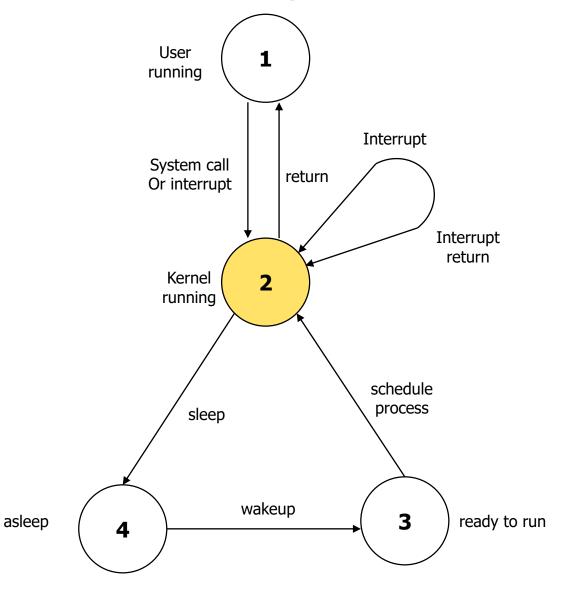






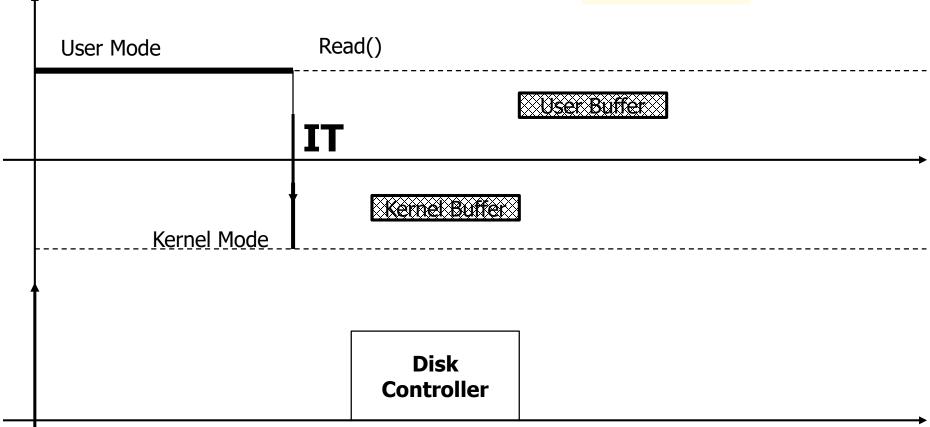


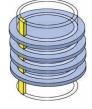




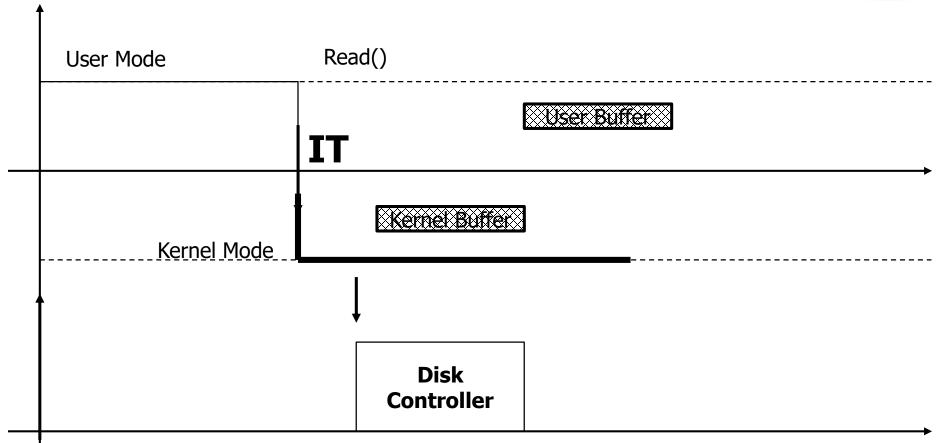


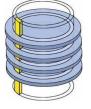




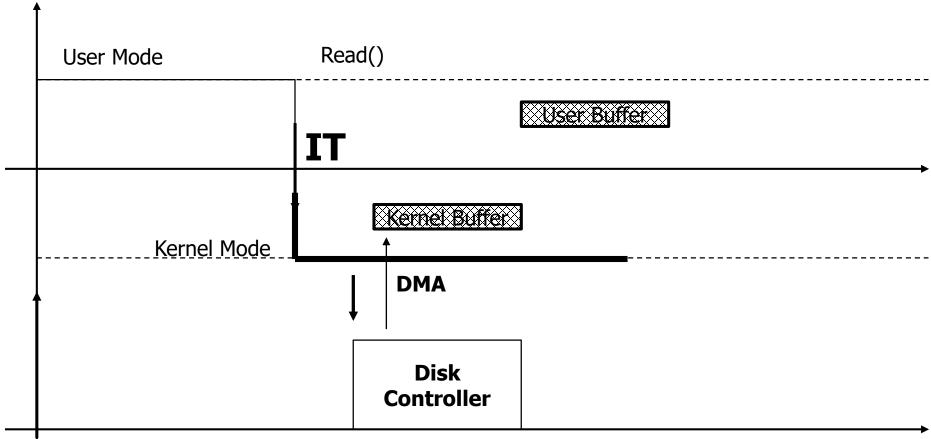


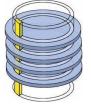




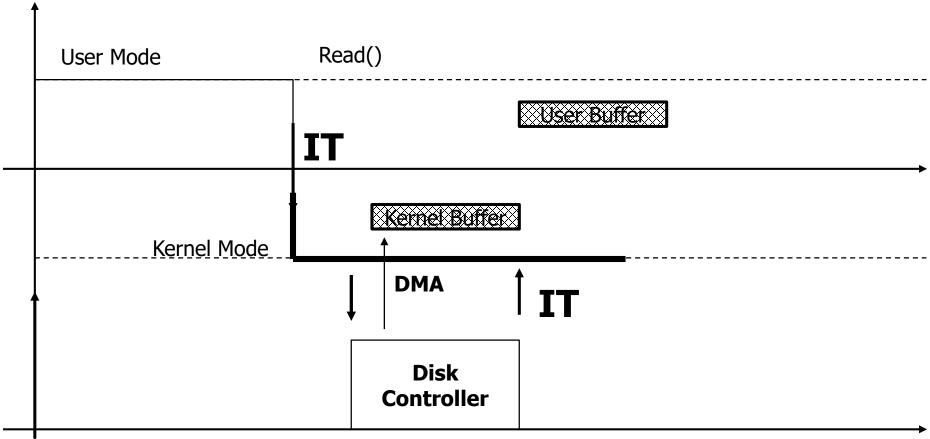


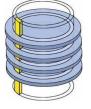




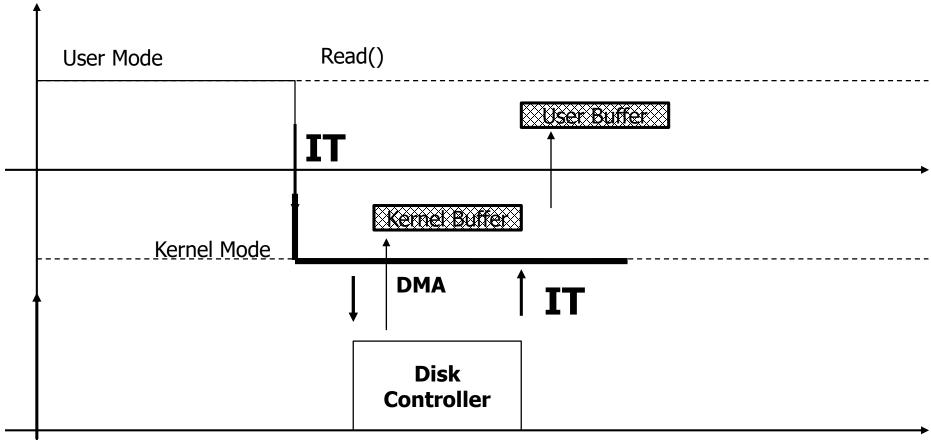


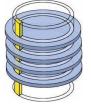




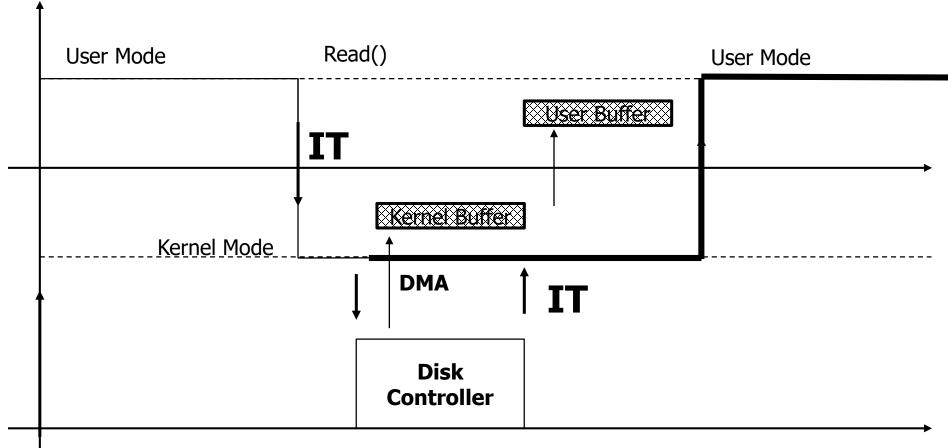


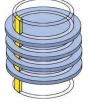




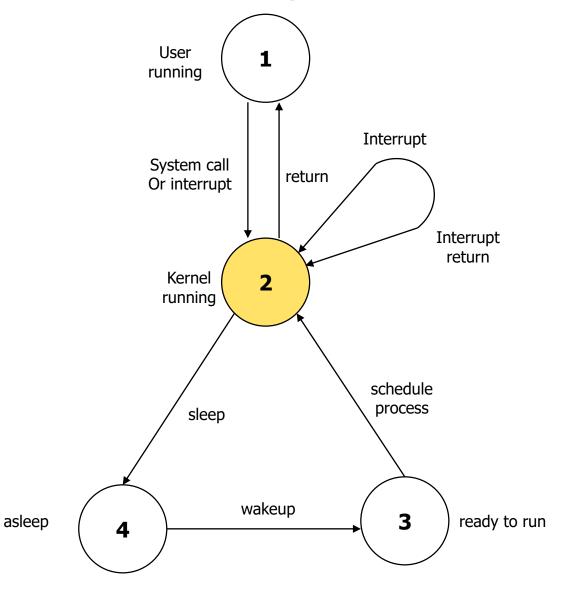




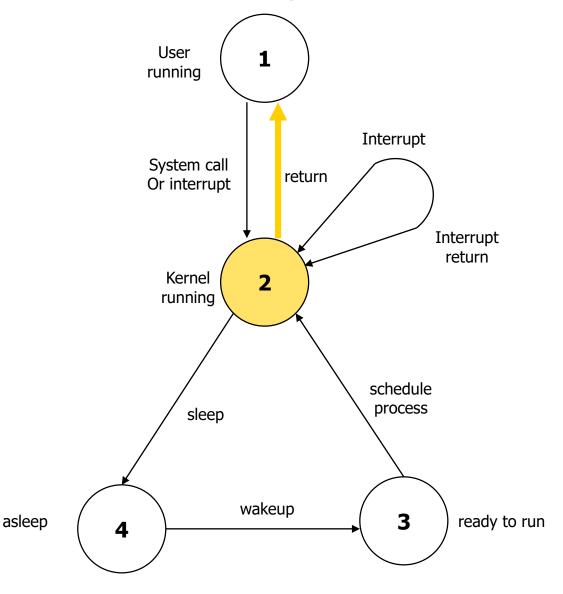




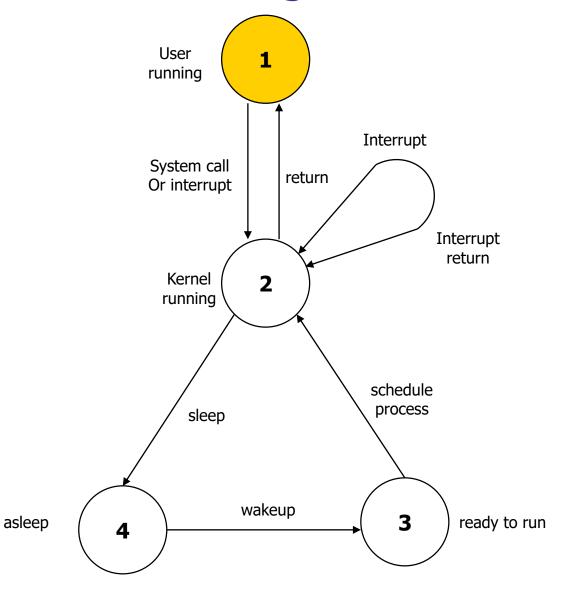




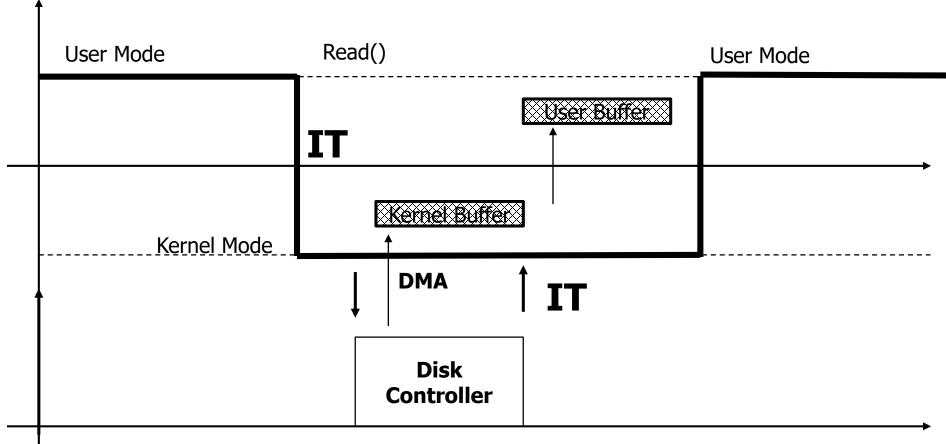


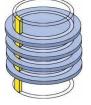






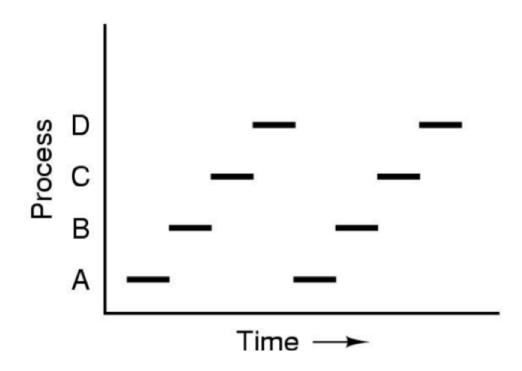






# N process : Multi-process

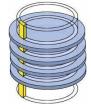




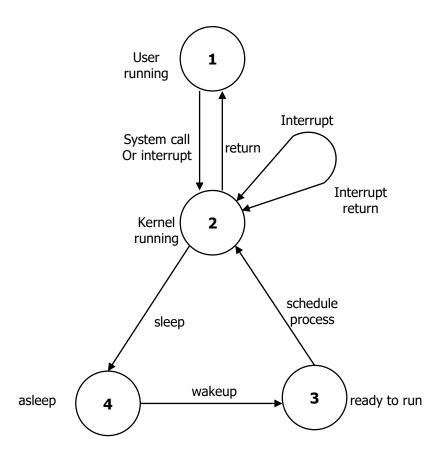
# I/O

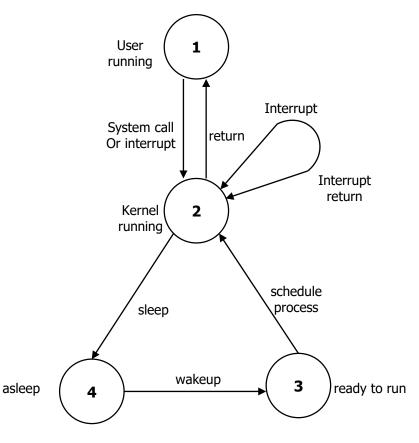


User Mode P1	Süser Buffer	
User Mode P2		
Kernel Mode		

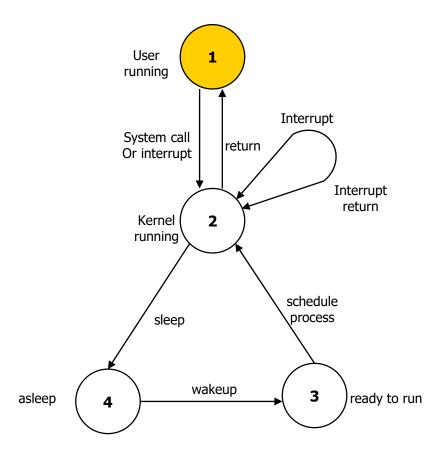


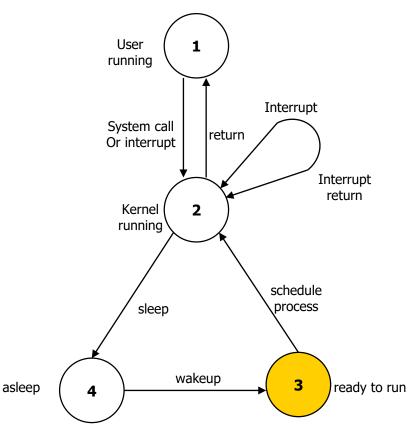


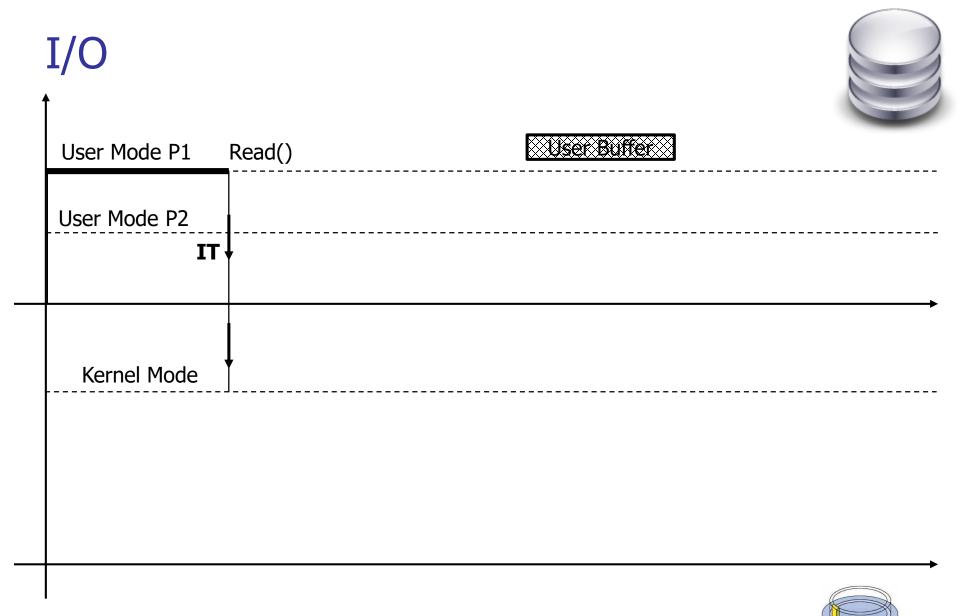




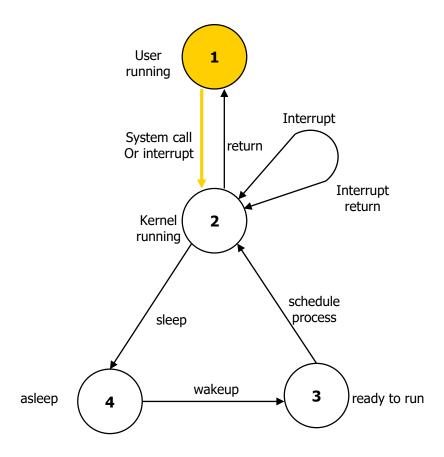


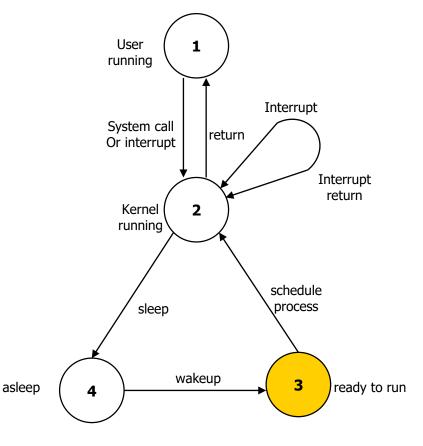








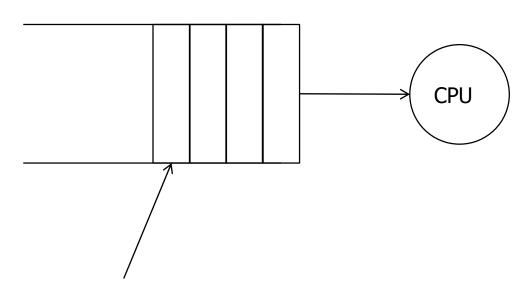




# CPU waiting queue



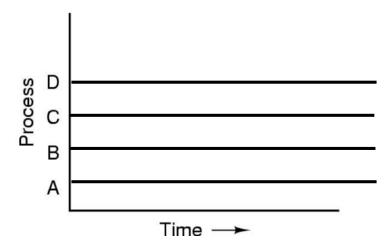
#### Ready Queue

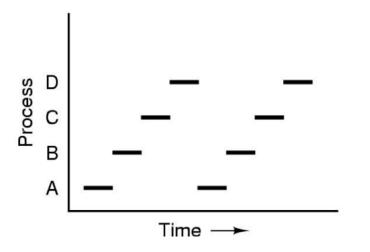


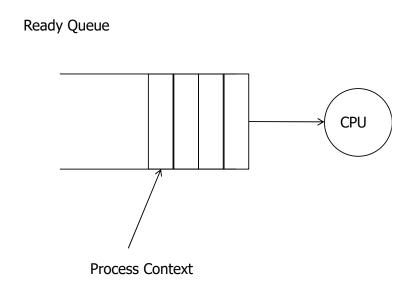
**Process Context** 

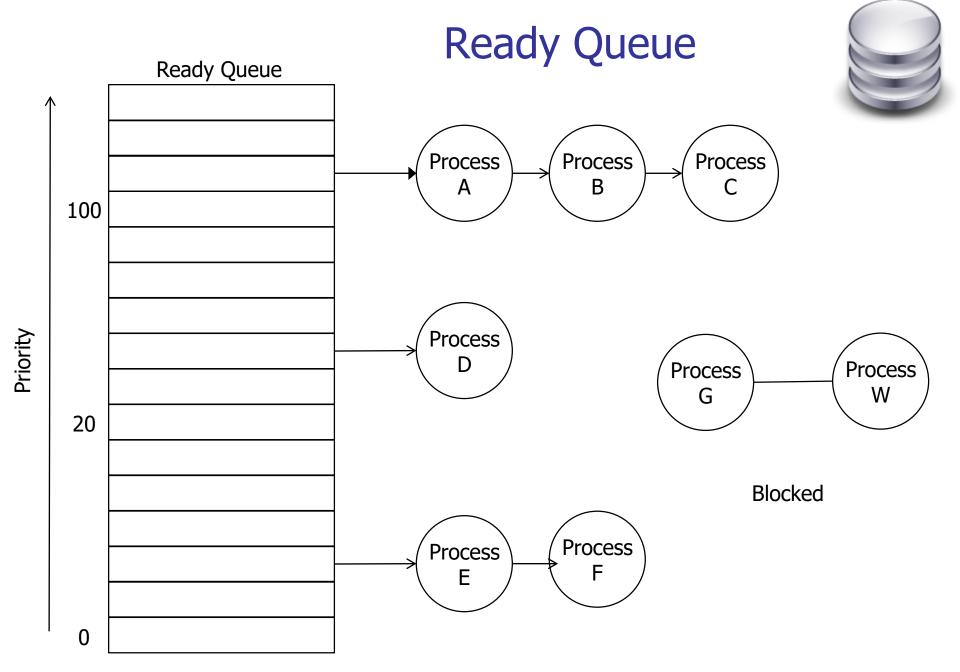
# CPU waiting queue

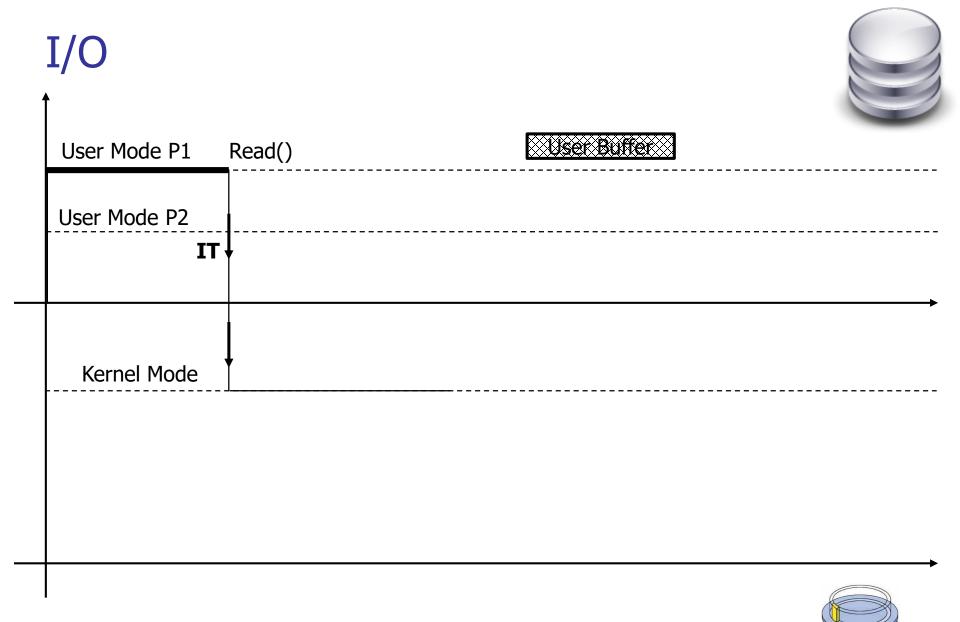




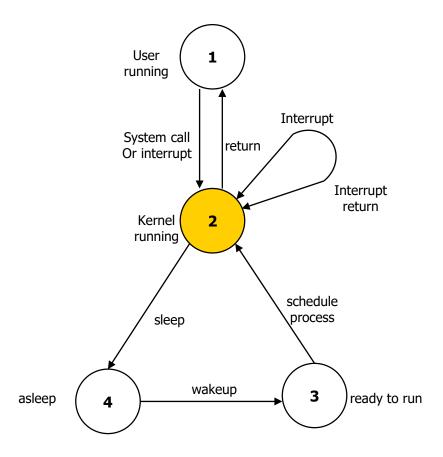


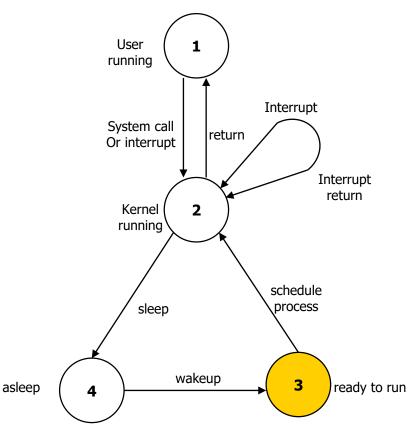


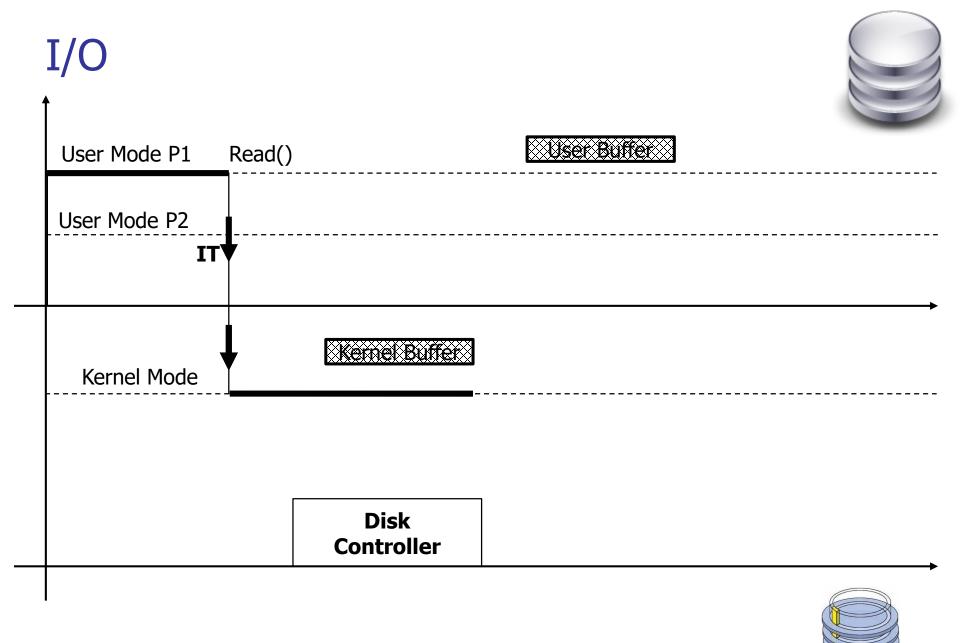


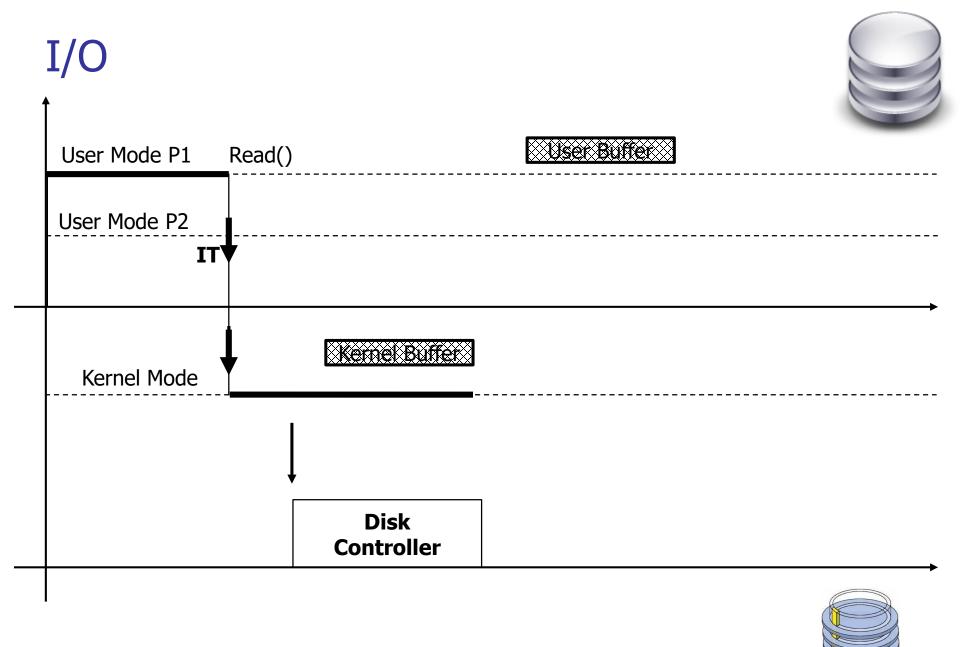


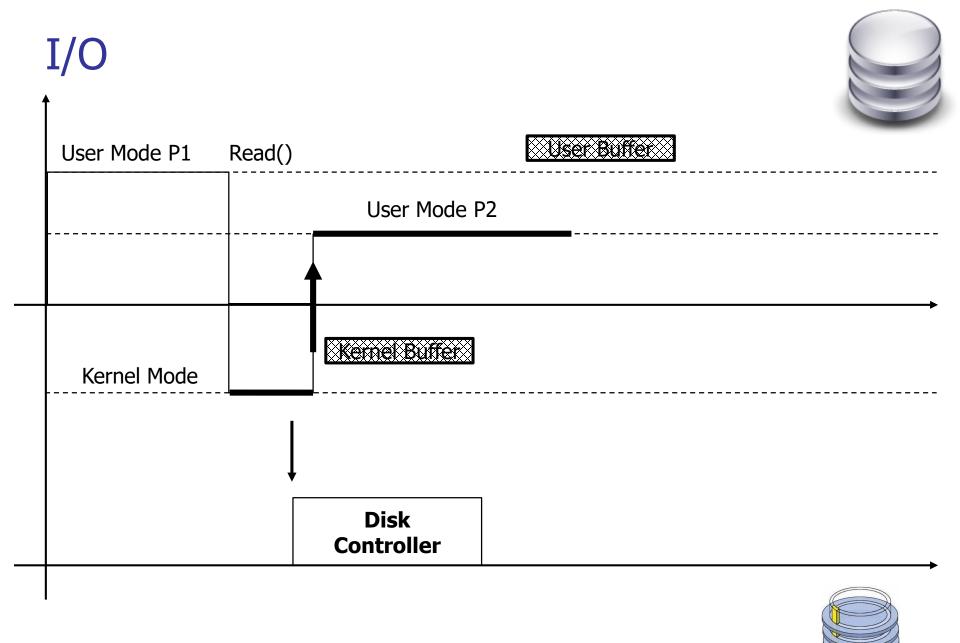




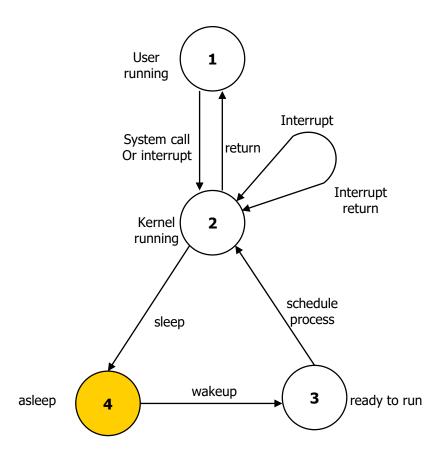


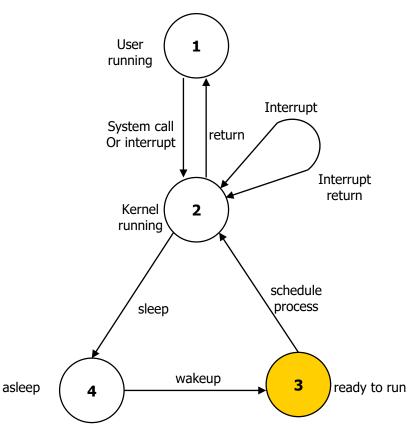




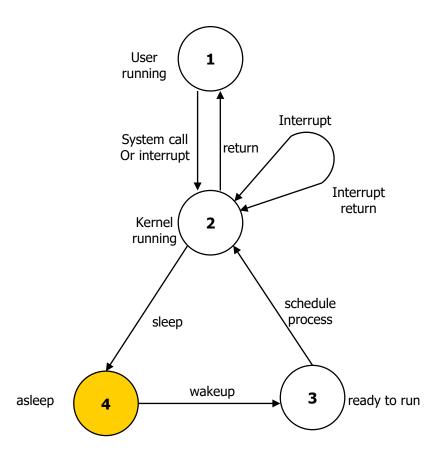


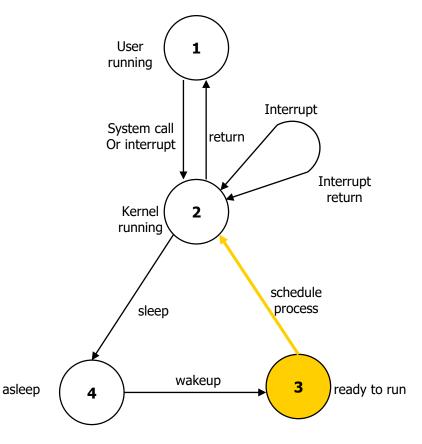




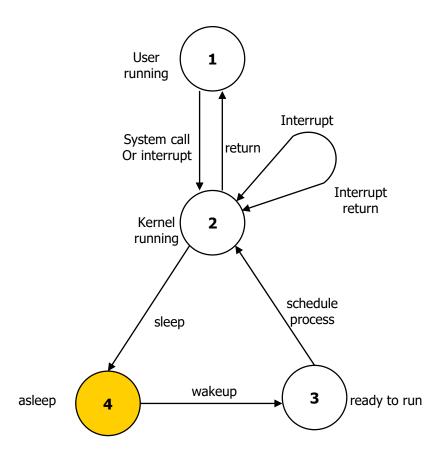


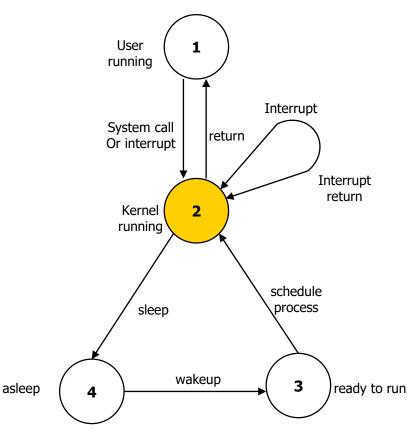




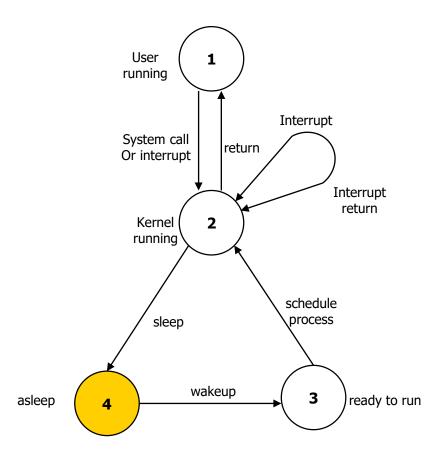


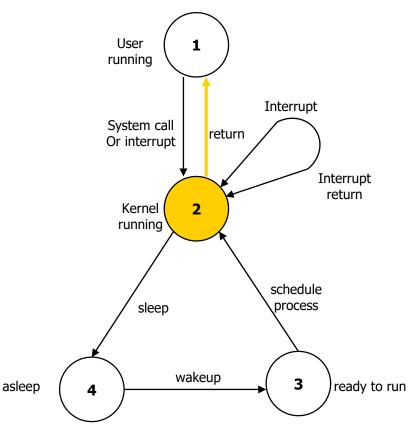




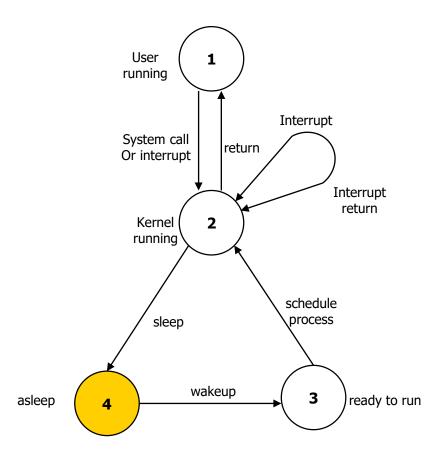


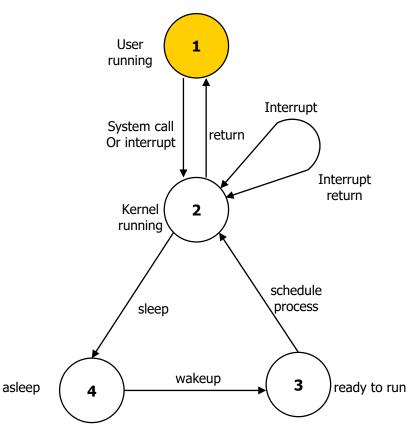


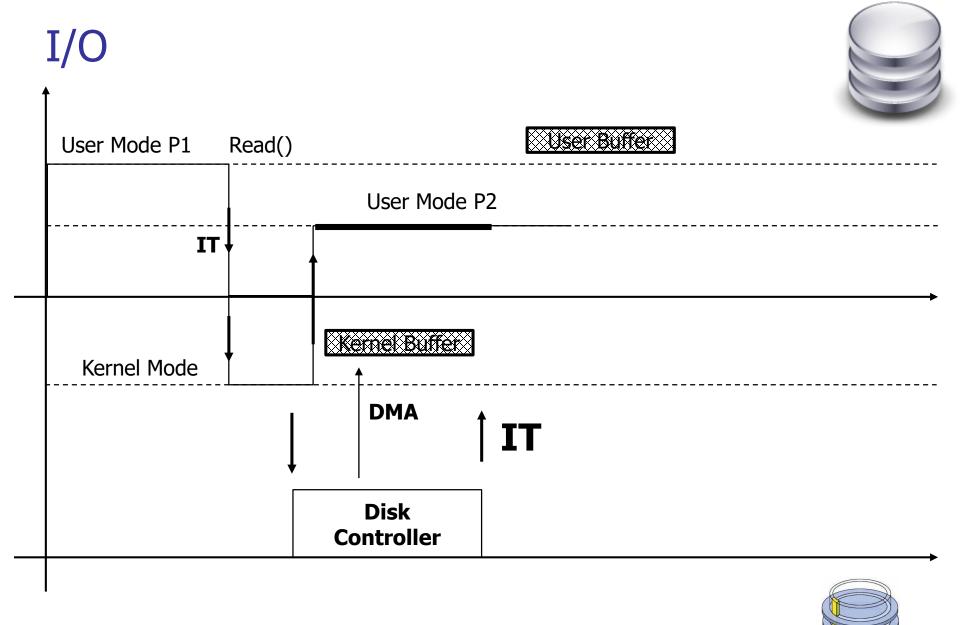


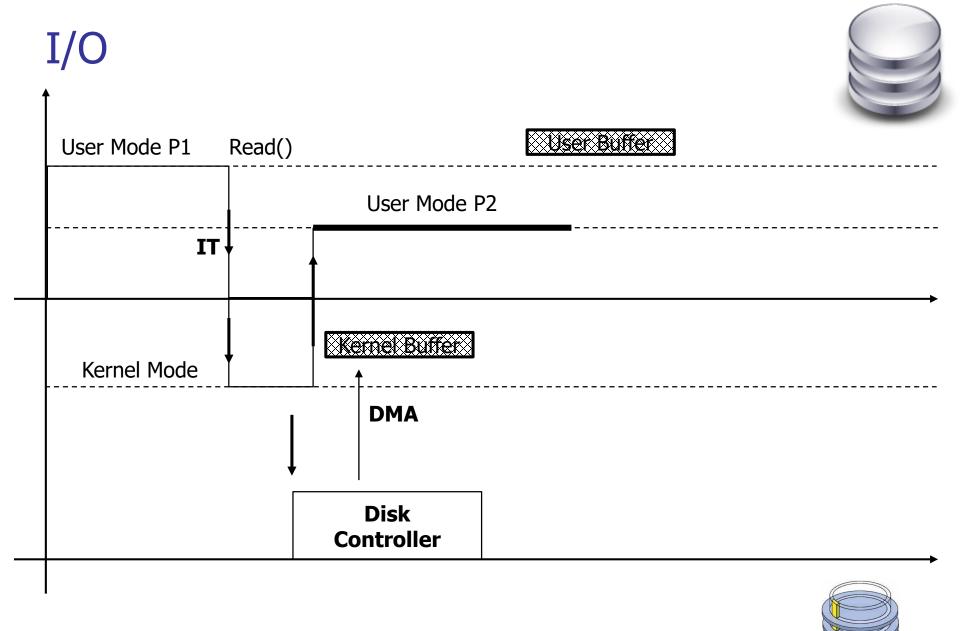




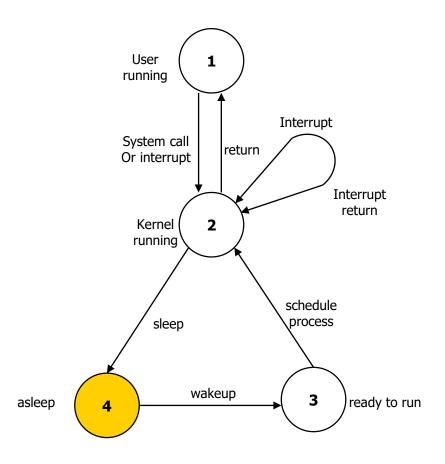


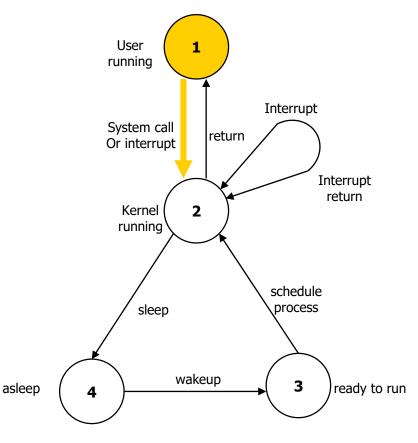




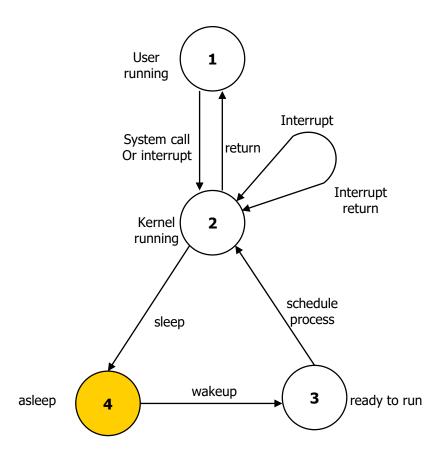


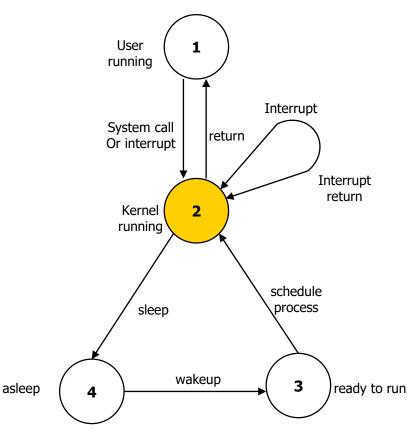


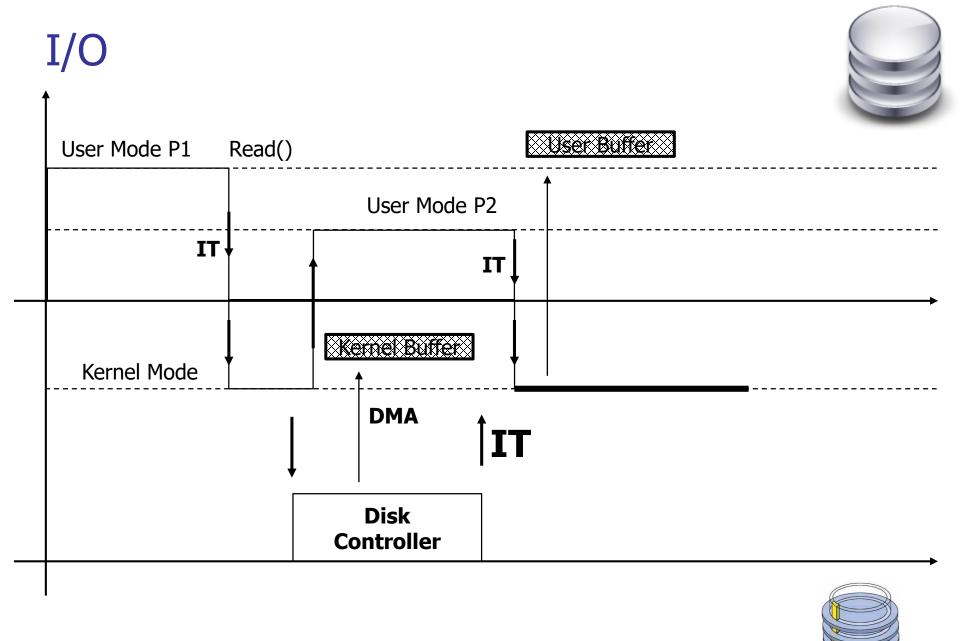




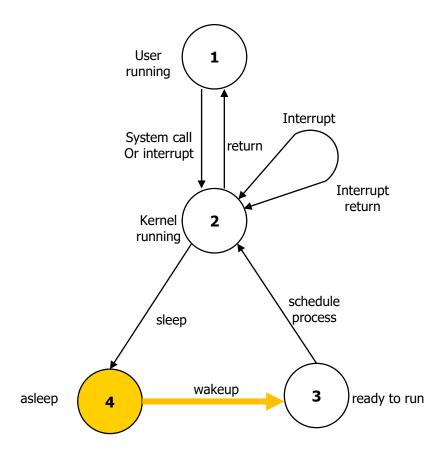


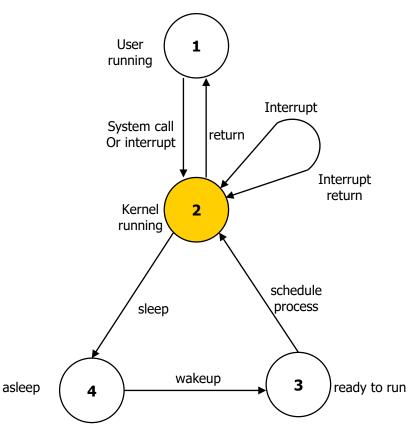




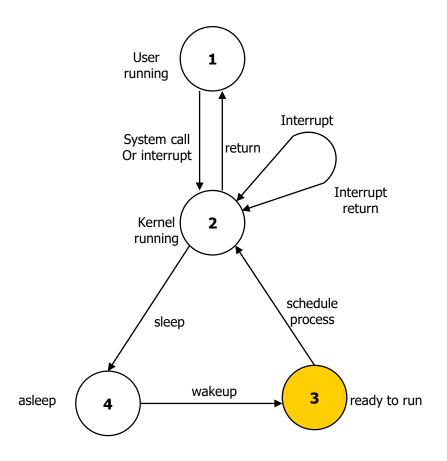


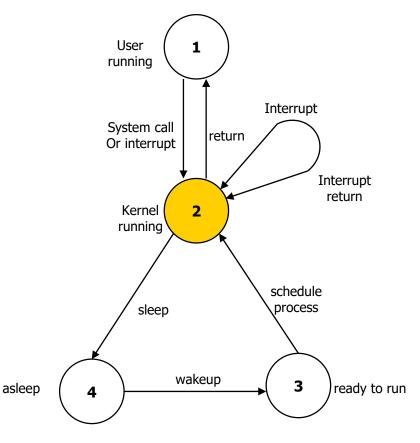




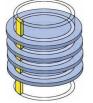




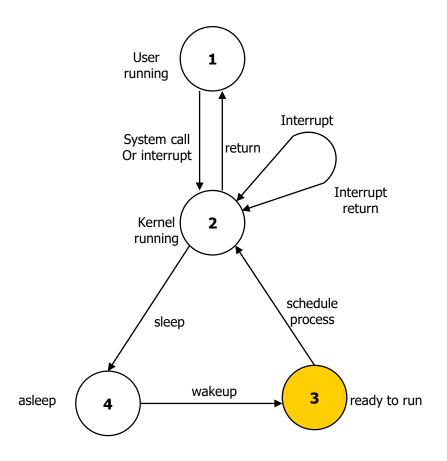


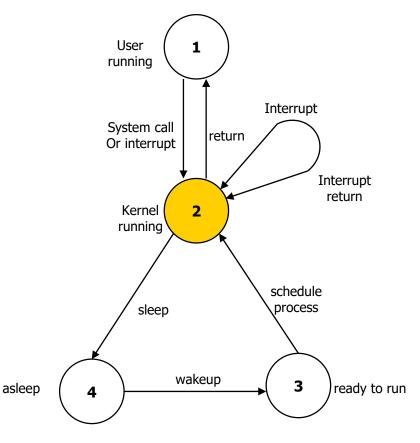


Disk Controller

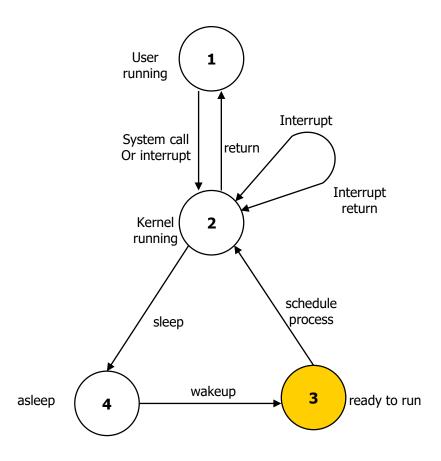


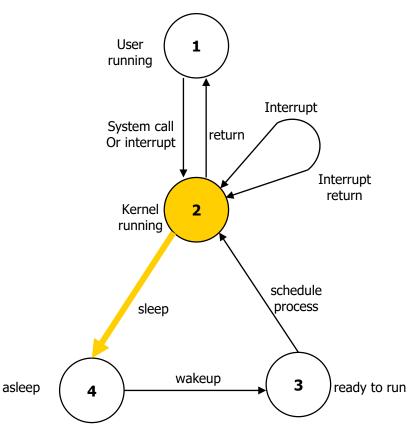




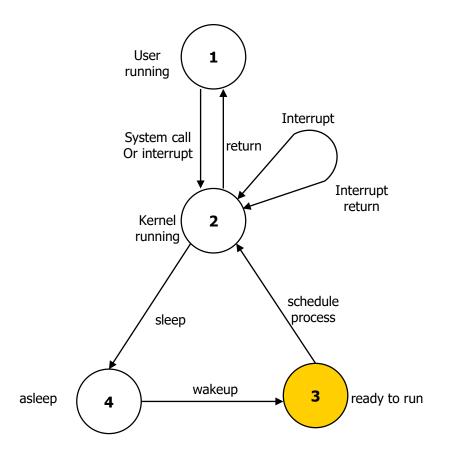


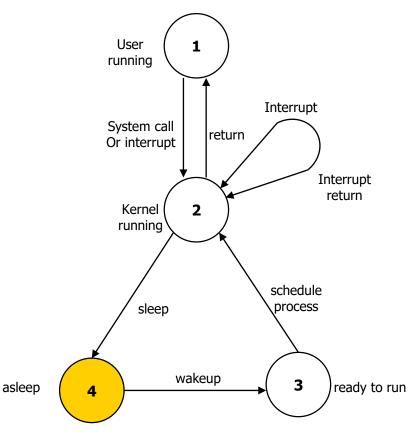




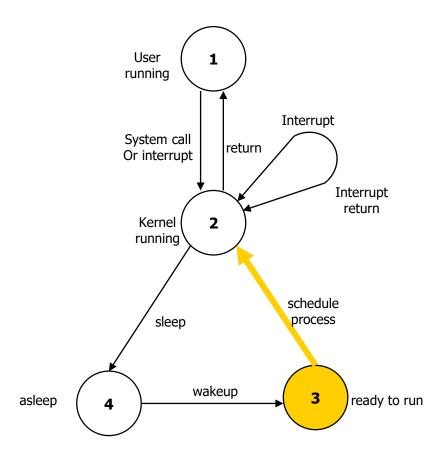


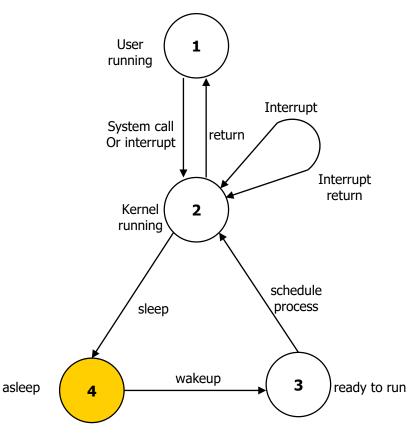




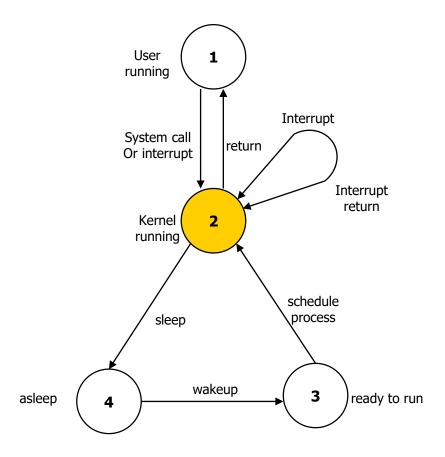


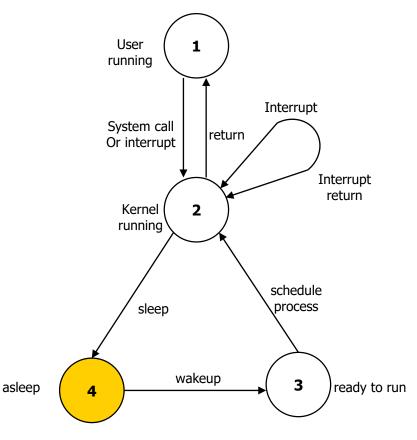




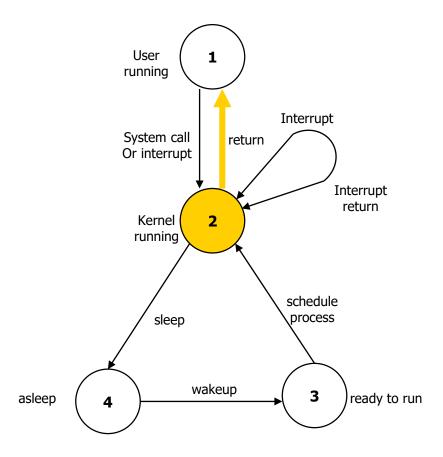


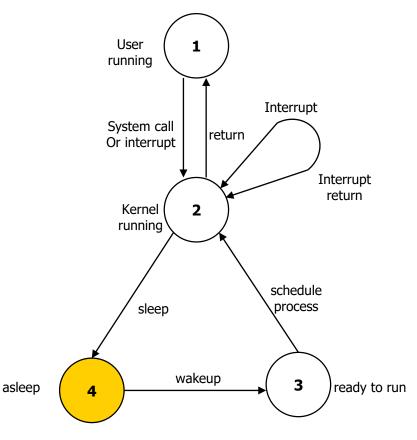




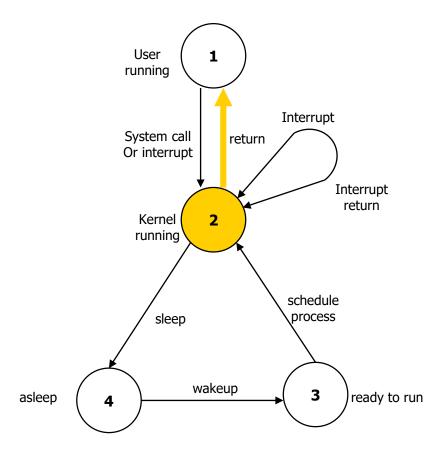


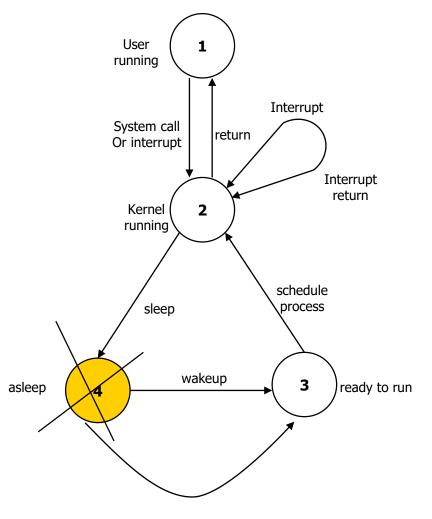




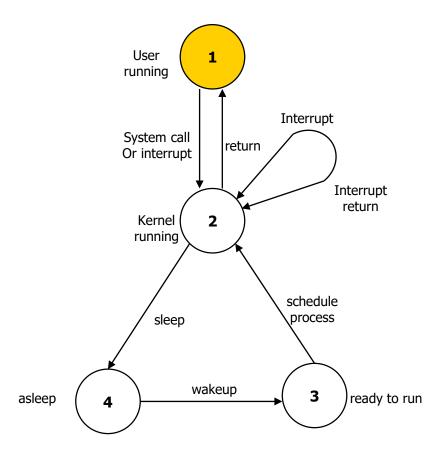


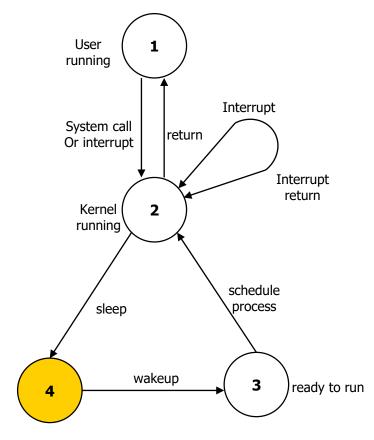












asleep

#### A.S.T: IT DMA, device driver



