

# CSGE602055 Operating Systems

## CSF2600505 Sistem Operasi

### Week 09: DISK, I/O, BIOS, Loader, & Systemd

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<https://os.vlsm.org/>

Always check for the latest revision!

REV170 21-Nov-2018

# Operating Systems 2018-2 (Room 3114)

## R/M (Tu/Th 13-15) | I (Tu/Th 15-17)

Week	Schedule	Topic	OSC10
Week 00	04 Sep - 12 Sep 2018	Overview 1, Virtualization & Scripting	Ch. 1, 2, 18.
Week 01	13 Sep - 19 Sep 2018	Overview 2, Virtualization & Scripting	Ch. 1, 2, 18.
Week 02	20 Sep - 26 Sep 2018	Security, Protection, Privacy, & C-language	Ch. 16, 17
Week 03	27 Sep - 03 Oct 2018	File System & FUSE	Ch. 13, 14, 15
Week 04	04 Oct - 10 Oct 2018	Addressing, Shared Lib, & Pointer	Ch. 9
Week 05	11 Oct - 17 Oct 2018	Virtual Memory	Ch. 10
Reserved	18 Oct - 19 Oct 2018		
Mid-Term	24 Oct 2018	MidTerm (UTS): 09:00 - 11:30	
Week 06	30 Oct - 05 Nov 2018	Concurrency: Processes & Threads	Ch. 3, 4
Week 07	06 Nov - 12 Nov 2018	Synchronization & Deadlock	Ch. 6, 7, 8
Week 08	13 Nov - 21 Nov 2018	Scheduling	Ch. 5
Week 09	22 Nov - 28 Nov 2018	Disks, BIOS, Loader, & Systemd	Ch. 11
Week 10	29 Nov - 05 Dec 2018	I/O & Programming	Ch. 12
Reserved	06 Dec - 14 Dec 2018		
Final	19 Dec 2018	Final (UAS): 09:00 - 11:00	This schedule is subject to change.
Extra	12 Jan 2019	Extra assignment	

# The Weekly Check List

- ☐ **Resources:** <https://os.vlsm.org/>
  - ☐ **(THIS) Slides** — <https://github.com/UI-FASILKOM-OS/SistemOperasi/tree/master/pdf/>
  - ☐ **Demos** — <https://github.com/UI-FASILKOM-OS/SistemOperasi/tree/master/demos/>
  - ☐ **Extra** — [BADAK.cs.ui.ac.id:///extra/](http://BADAK.cs.ui.ac.id:///extra/)
  - ☐ **Problems** — [rms46.vlsm.org/2/195.pdf](http://rms46.vlsm.org/2/195.pdf), [196.pdf](http://rms46.vlsm.org/2/196.pdf), ..., [205.pdf](http://rms46.vlsm.org/2/205.pdf)
- ☐ **Text Book:** any recent/decent OS book. Eg. **(OSC10)** Silberschatz et. al.: **Operating System Concepts**, 10<sup>th</sup> Edition, 2018.
- ☐ Encode your **QRC** with size upto 7cm x 7cm (ca. 400x400 pixels):  
"OS182 CLASS ID SSO-ACCOUNT Your-Full-Name"
- ☐ For **Week 00**, send your **embedded QRC before the 2<sup>nd</sup> lecture**  
<mailto:operatingsystems@vlsm.org>  
With Subject: OS182 CLASS ID SSO-ACCOUNT Your-Full-Name
- ☐ Write your Memo (with QRC) **every week**.
- ☐ Login to [badak.cs.ui.ac.id](http://badak.cs.ui.ac.id) via [kawung.cs.ui.ac.id](http://kawung.cs.ui.ac.id) for at least **10 minutes** every week. Copy the weekly demo files to your own home directory.  
Eg. (Week00): `cp -r /extra/Week00/W00-demos/ W00-demos/`

# Agenda

- 1 Start
- 2 Schedule
- 3 Agenda
- 4 Week 09
- 5 Week 09: DISK, I/O, BIOS, Boot, & Systemd
- 6 Disk Management
- 7 RAID
- 8 I/O
- 9 Legacy BIOS
- 10 UEFI
- 11 UEFI Boot
- 12 Operating System (Boot) Loader
- 13 GRUB Map
- 14 init (SYSV legacy)
- 15 UpStart - Ubuntu
- 16 The All New "systemd"
- 17 systemctl

- Characteristics of serial and parallel devices
- Abstracting device differences
- Buffering strategies
- Direct memory access
- Recovery from failures

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<sup>1</sup>Source: ACM IEEE CS Curricula 2013

# Week 09 I/O: Learning Outcomes<sup>1</sup>

- Explain the key difference between serial and parallel devices and identify the conditions in which each is appropriate. [Familiarity]
- Identify the relationship between the physical hardware and the virtual devices maintained by the operating system. [Usage]
- Explain buffering and describe strategies for implementing it. [Familiarity]
- Differentiate the mechanisms used in interfacing a range of devices (including hand-held devices, networks, multimedia) to a computer and explain the implications of these for the design of an operating system. [Usage]
- Describe the advantages and disadvantages of direct memory access and discuss the circumstances in which its use is warranted. [Usage]
- Identify the requirements for failure recovery. [Familiarity]
- Implement a simple device driver for a range of possible devices. [Usage]

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<sup>1</sup>Source: ACM IEEE CS Curricula 2013

- Reference: (OSC10-ch11)
- Mass-Storage Structure
  - Obsolete: Magnetic Tape, Disket
  - Until When?: Magnetic Disk, DVD
  - Until When?: Mechanical Disk Arm Scheduling
  - Solid-State Disks (SSD)
  - (What is a) Flash Disk
- Attached-Storage
  - Host-Attached Storage: via I/O
  - Network-Attached Storage (NAS): via distributed FS
  - Storage Area Network (SAN): dedicated Network
- Legacy Linux I/O Scheduling Algorithm.
  - Deadline Scheduler
  - Completely Fair Queueing (CFQ)

- Formatting
  - Low Level (Physical)
  - High Level (FS)
- Boot Block
- Disk Partition
  - "MBR"-scheme
    - upto 4 primary partition
    - upto 2 TB disk
  - "GPT"-scheme
    - "unlimited" partition
    - "unlimited" disk
    - redundancy
- Swap Space Management: On Partition or FS?



# RAID: Redundant Array of In\* Disks

- RAID 0, 1, 5, 6, 10, 100
- Note (<http://www.commodore.ca/windows/raid5/raid5.htm>):
  - RAID was created to enhance data performance, reliability and availability.
  - Striping, parity checking and mirroring are three primary functions of RAID systems.
  - RAID performs its functions transparent to the operating system.
  - Systems are typically defined by ranks consisting of five disks each connected to one or two Disk Array Controllers.
  - Different RAID levels provide varying degrees of speed and data protection.
- Problems with RAID
- Stable-Storage Implementation

# Week 03: I/O, BIOS, Boot, & Systemd

- Reference: (OSC9-ch13 demo-w03)
- Overview
- I/O Hardware
- Application I/O Interface
- Kernel I/O Subsystem
- Transforming I/O Requests to Hardware Operations
- STREAMS
- BIOS
- Boot
- Systemd

# I/O (1)

- Direct I/O vs. Memory Mapped I/O
- Interrupts: Non Maskable (NMI) vs Maskable (MI)
- DMA: Direct Memory Access
- I/O Structure:
  - Kernel (S/W).
  - I/O (S/W: Kernel Subsystem)
  - Driver (S/W)
  - Controller (H/W)
  - Device (H/W)
- I/O Streams
  - APP
  - HEAD
  - MODULES
  - DRIVER
  - H/W.

- I/O Interface Dimensions
  - Character-stream vs. Block;
  - Sequential vs. Random-access;
  - Sharable vs. Dedicated;
  - Parallel vs. Serial;
  - Speed;
  - Read Write – Read Only – Write Only.
  - Synchronous vs. Asynchronous;
  - Blocking vs. Non-Blocking.
- Where should a new algorithm be implemented?
  - APP?
  - Kenel?
  - Driver?
  - Controller?
  - HW?

# BIOS, Boot, & Systemd

- Reference: (OSC9-ch13 demo-w03)
- Firmware
  - BIOS: Basic Input Output System.
  - UEFI: Unified Extensible Firmware Interface.
  - ACPI: Advanced Configuration and Power Interface.
- Operating System (Boot) Loader
  - BOOTMGT: Windows Bootmanager / Bootloader.
  - LILO: Linux Loader.
  - GRUB: GRand Unified Bootloader.
- Operating System Initialization
  - Init (legacy)
  - UpStart
  - Systemd
- I/O
  - Interrupt.
  - DMA.
  - ETC.

- Check Settings.
- Initialize CPU & RAM.
- POST: Power-On Self-Test.
- Initialize ports, LANS, etc.
- Load a Boot Loader.
- Handover to the Boot Loader.
- Provides "Native" (obsolete) Drivers only (not loadable).
- Provides "INT" services .
- Limitation.
  - Technology of 1970s.
  - 16 bits software.
  - 20 bits address space (1 MB).
  - 31 bits disk space (2 TB).

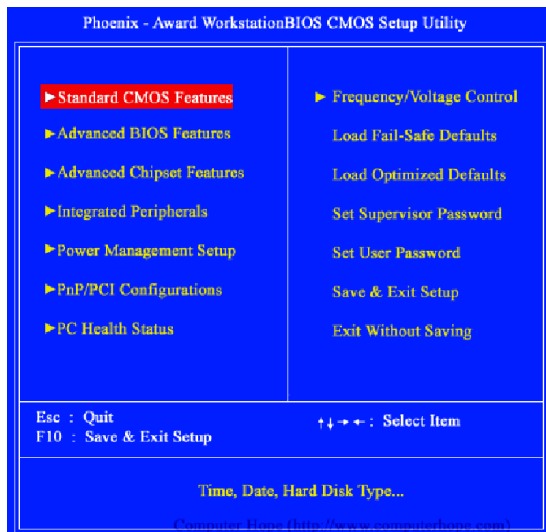


Figure: BIOS

- A Firmware Specification, not an Implementation!
- No (INT) service after boot.
- HII: Human Interface Infrastructure.
- Protected Mode.
- Flexible.
  - Technology of 2000s.
  - written in C.
  - (third party) loadable drivers and tools.
  - Emulate Legacy BIOS transition (MBR block, INT service).
  - UEFI Shell: environment shell for diagnostic (no need for DOS).
- Problems
  - Who controls the Hardware?
  - Is "Secure Boot" a good thing?
  - How about a **NASTY/LOCKING/TROJAN** UEFI implementation?
  - Different **DRIVERS**.





Figure: UEFI

## Platform Initialization (PI) Boot Phases

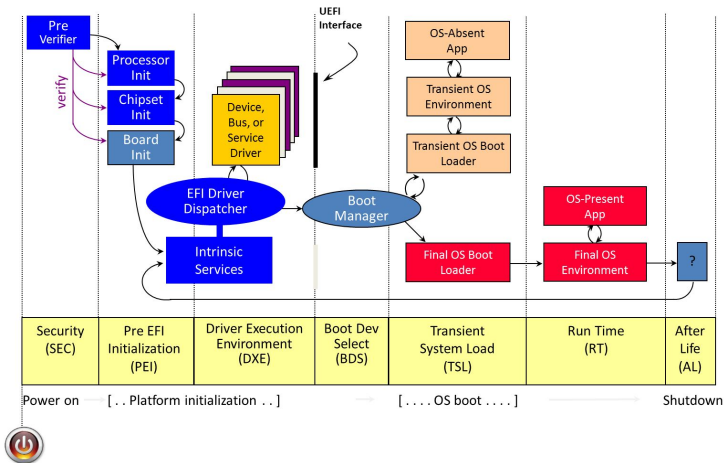


Figure: UEFI Boot Process<sup>1</sup>.

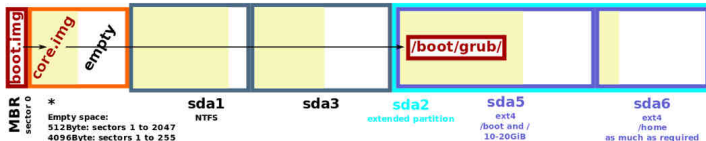
# Operating System (Boot) Loader

- General
  - How/Where to start the operating system?
  - What to do?
  - How many ways to boot?
  - How many types of OS?
- GRUB/GRUB2: GRand Unified Boot system
  - Stage 1 (boot.img): MBR (Master Boot Record) – Where is everything
  - Stage 1.5 (core.img): generated from diskboot.img
  - Stage 2: Kernel Selection: Windows, Linux, BSD, etc.
- GRUB2
  - More flexible than GRUB legacy
  - More automated than GRUB legacy
- Disk Partition
  - MBR: Master Boot Record (1983).
  - GPT: GUID Partition Table (2010s).

## GNU GRUB 2

Locations of *boot.img*, *core.img* and the */boot/grub* directory

Example 1: an MBR-partitioned harddisc with sector size of 512 or 4096Bytes



Example 2: a GPT-partitioned harddisc with sector size of 512 or 4096Bytes

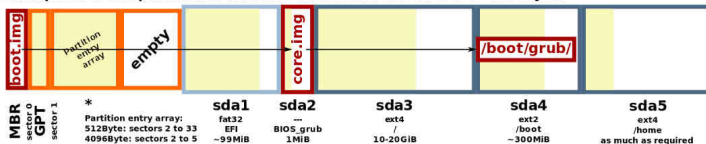


Figure: GRUB<sup>1</sup>.

<sup>1</sup>Source Shmuel Csaba Otto Traian 2013

# init (SYSV legacy)

- File: `/etc/inittab`.
- Folders: `/etc/rcX.d` — `X` = runlevel.
  - Seven (7) different runlevels:
    - 0 (shutdown).
    - 1 (single-user/admin).
    - 2 (multi-user non net).
    - 3 (standard).
    - 4 (N/A).
    - 5 (3+GUI).
    - 6 (reboot).
  - `SXX-YYY`: Start
  - `KXX-YYY`: Kill.
- One script at a time in order.
- dependency is set manually.

- Developer: Ubuntu.
- Folder: `/etc/init/`.
- Control: `initctl`.
  - `initctl list` – listing all processes managed by upstart.
- better support for hotplug devices.
- cleaner service management.
- faster service management.
- asynchronous.

# The All New "systemd"

- Replaces (SYSV) init and UpStart.
  - better concurrency handling: Faster!
  - better dependencies handling: No more "S(tarts)" and "K(ills)".
  - better crash handling: automatic restart option.
  - better security: group protection from anyone including superusers.
  - simpler config files: reliable and clean scripts.
  - hotplug: dynamic start/stop.
  - supports legacy systems (init).
  - overhead reducing.
  - unified management way for all distros.
  - bloated: doing more with more resources.
  - linux specific: NOT portable.

# systemctl

```
for II in \
'systemctl list-unit-files | head -8; echo "(...)";
    systemctl list-unit-files| tail -8' \
'systemd-analyze blame | wc -l; echo "===";
    systemd-analyze blame | head -15' \
'systemctl --full | wc -l; echo "===";
    systemctl --full | head -10' \
'systemctl list-units | wc -l; echo "===";
    systemctl list-units | head -10' \
'systemctl list-units |grep .service|wc -l;echo "===";
    systemctl list-units|grep .service|head -10' \
'systemctl list-units | grep ssh.service' \
'systemctl status ssh.service' \
'systemctl is-enabled ssh' \
'journalctl' \
'journalctl -b' \
do
...
```



# PCH: Platform Controller Hub

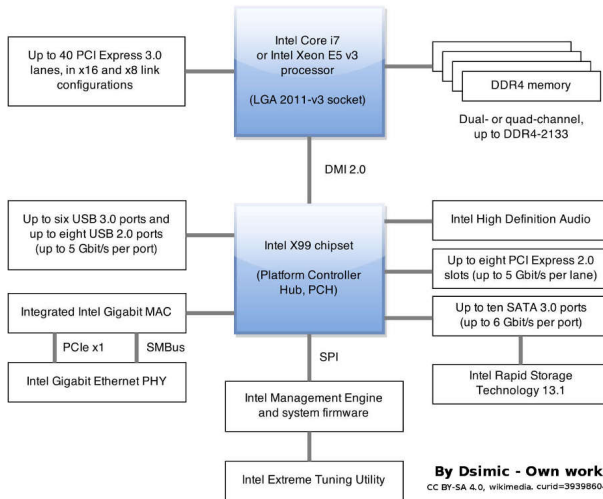


Figure: PCH: Platform Controller Hub

# Some Terms

- PCH: Platform Controller Hub
- PCIe: Peripheral Component Interconnect Express — 32 bits for (16 \* 1x or 8 \* 2x or 4 \* 4x or 2 \* 8x or 1 \* 16x) \* (2 direction) lanes.
- DMI: Direct Media Interface. Eg. DMI 2.0 (2 GB/s; 4x)
- GT/s: GigaTransfers per second
- 1 KB (KiloByte) = 1000 bytes — 1 KiB (Kibibyte) = 1024 bytes<sup>1</sup>
- SMB: System Management Bus
- SPI: Serial Peripheral Interface, a de facto standard bus.
- SATA: Serial AT Attachment. Eg. SATA 3.2  $\approx$  2 GB/s.
- DDR4 SDRAM: Double Data Rate Fourth-generation Synchronous Dynamic Random-Access Memory: 2 x DDR2 (DDR2 = 2 x DDR (DDR = 2 x SDRAM)). Eg. DDR4-3200 (8x SDRAM); Memory Clock: 400 MHz; Data Rate: 3200 MT/s; Module Name PC4-25600; Peak Transfer Rate: 25600 MB/s,

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<sup>1</sup>In IT tradition; 1 KB = 1024 bytes

# The End

- ☐ This is the end of the presentation.
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