

Introduction to the course on

Operating Systems

Sem VI 2021-22

3 Jan 2022



Remembering
one of the True
teachers on the
Teachers' day
today

3rd Jan 2022

Before we go any further,

What do you want?

How do you want it to be different than CN?

Why is this course important?

**In an era of “Data Science” why study
“Operating systems” ?**

**Fashion is temporary, class is permanent.
Toppings keep changing, base does not!**

**Remember: DO NOT neglect the core courses in
Computer Engineering!**

Why is this course important?

What will this course teach you

**To see “through” the black box called
“system”**

**To see, describe, analyze
EVERYTHING that happens on your computer**

Why is this course important?

What will this course teach you

**Remove many MISCONCEPTIONS about the
“system”**

**Unfortunately you kept assuming many things
about what happens “inside”**

Why is this course important?

What will this course teach you

**Clearly bring out what happens in hardware
and what happens in software**

**Fill in the gap between what you learnt in
Microprocessors+CO and any other
programming course**

Why is this course important?

This course will

Challenge you to the best of your
programming abilities!

Give you many (more) sleepless nights.

Why is this course important?

This course will

Help you solve most of the problems that occur on your computer! Also teach you to raise the most critical unsolved problems in Operating systems.

Be a mechanic and a scientist at the same time!

Why is this course important?

Do we have jobs in Operating Systems domain?

Yes!

Veritas, IBM, Microsoft, NetApp, Amazon (AWS), Oracle, Seagate, Vmware, RedHat, Apple, Google, Intel, Honeywell, HP, ...

Operating Systems: Introduction

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Credits: Slides of “OS Book” ed10.

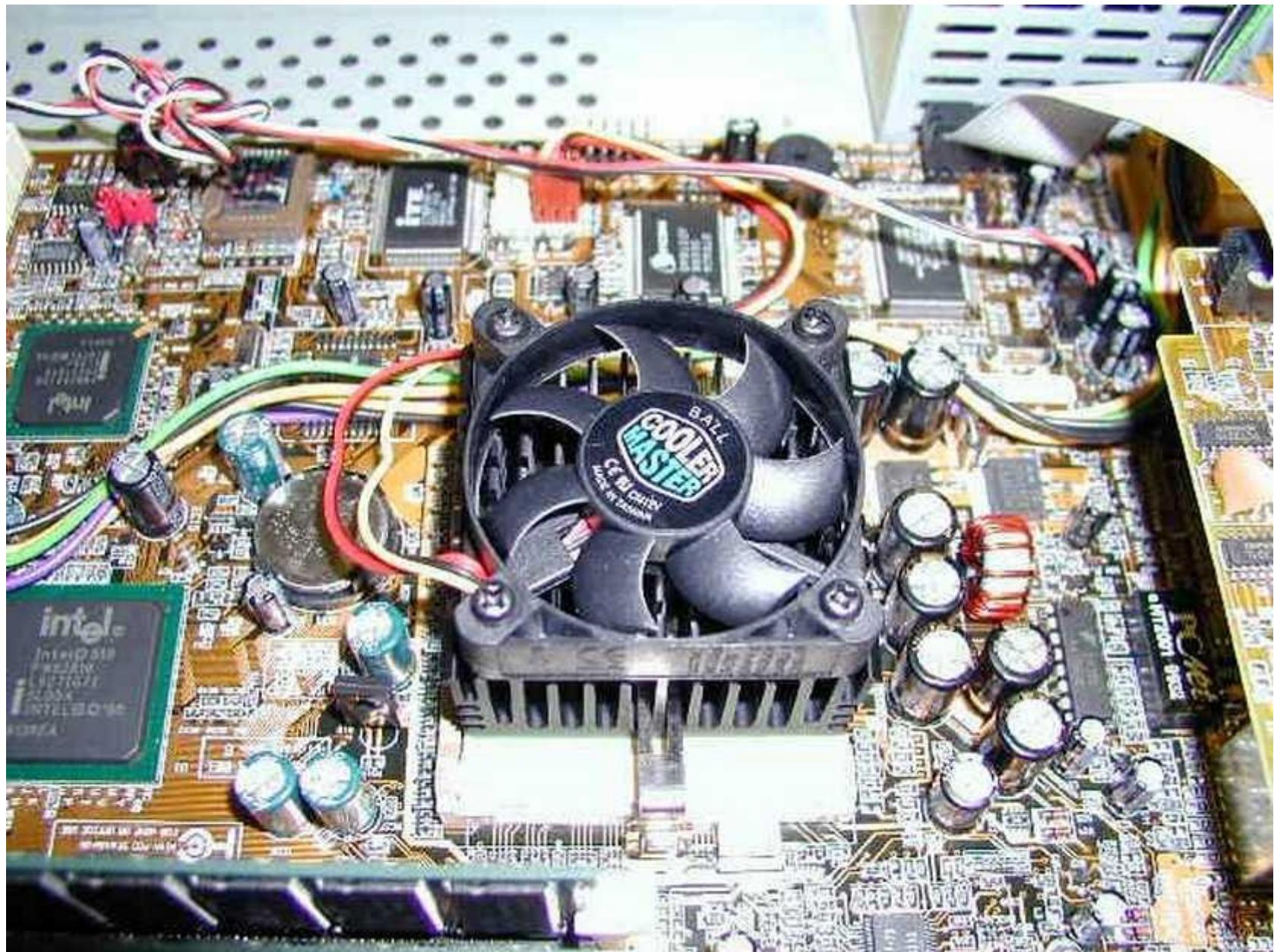
Initial lectures

We will solve a jigsaw puzzle
of how the computer system is built
with hardware, operating system and system
programs

The “Ports”, what users see



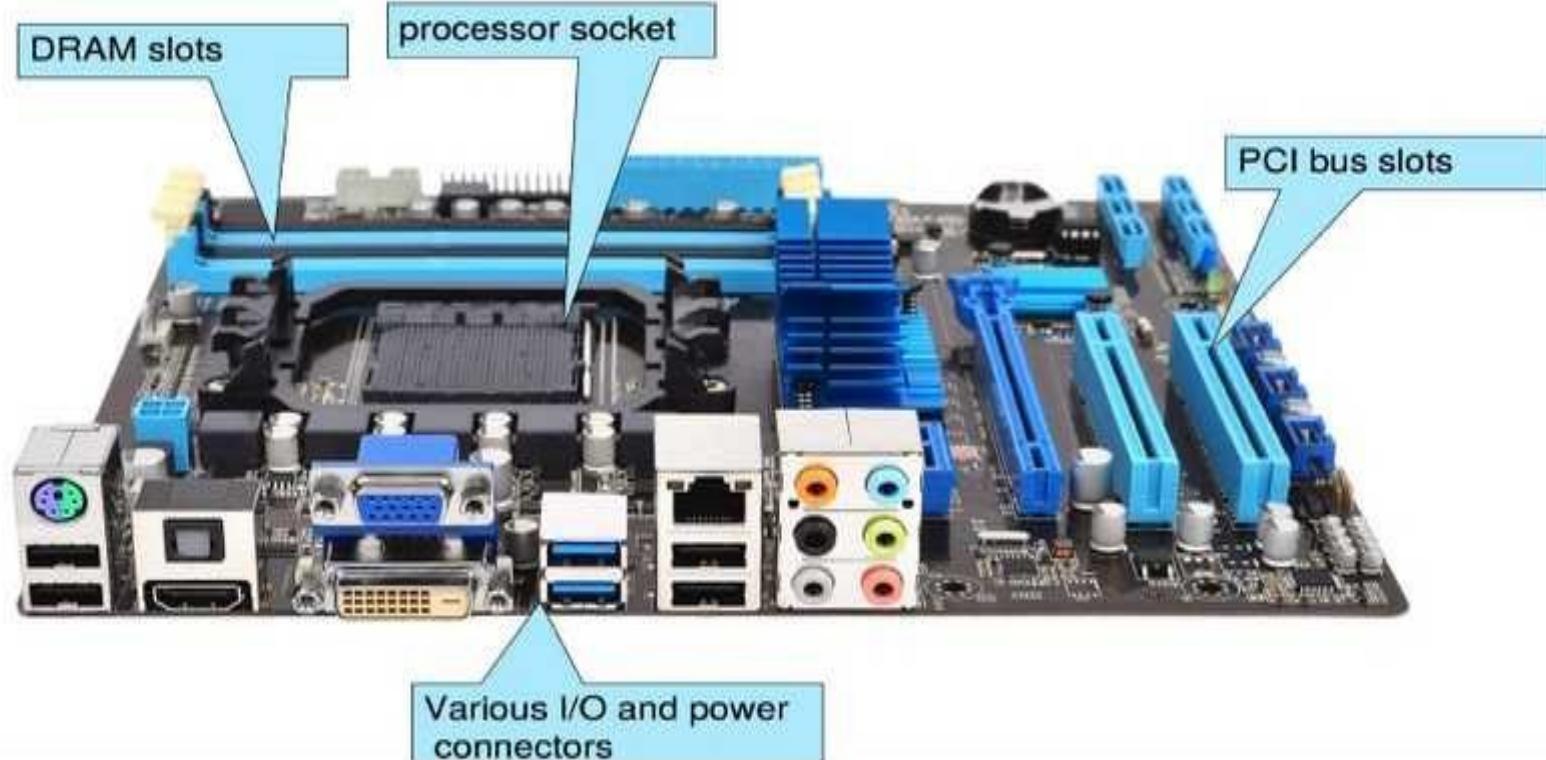
Revision: Hardware : The Motherboard



CPU/Processor

- **i3,i5, etc.**
- **Speeds: Ghz**
- **“Brain”**
- **Runs “machine instructions”**
- **The actual “computer”**
- **Questions:**
 - Where are the instructions that the processor runs?

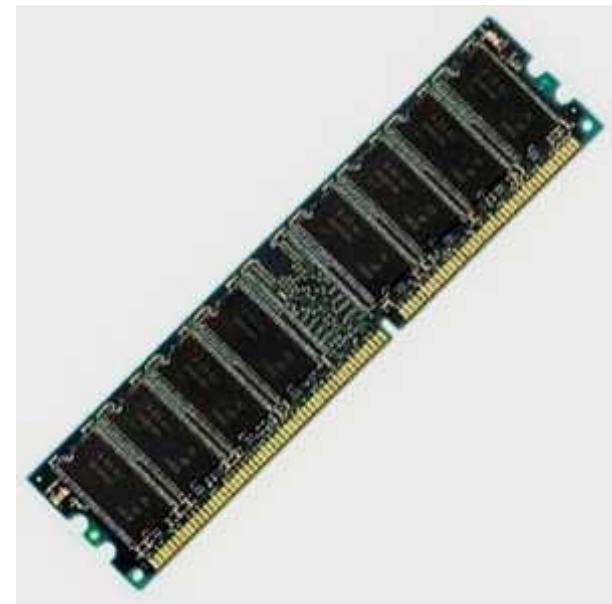
What's on the motherboard?



This board is a fully-functioning computer, once its slots are populated. It consists of a central processing unit (CPU), DRAM, and a PCI bus.

Memory

- Random Access Memory (RAM)
 - Same time of access to any location – randomly accessible
 - Semiconductor device

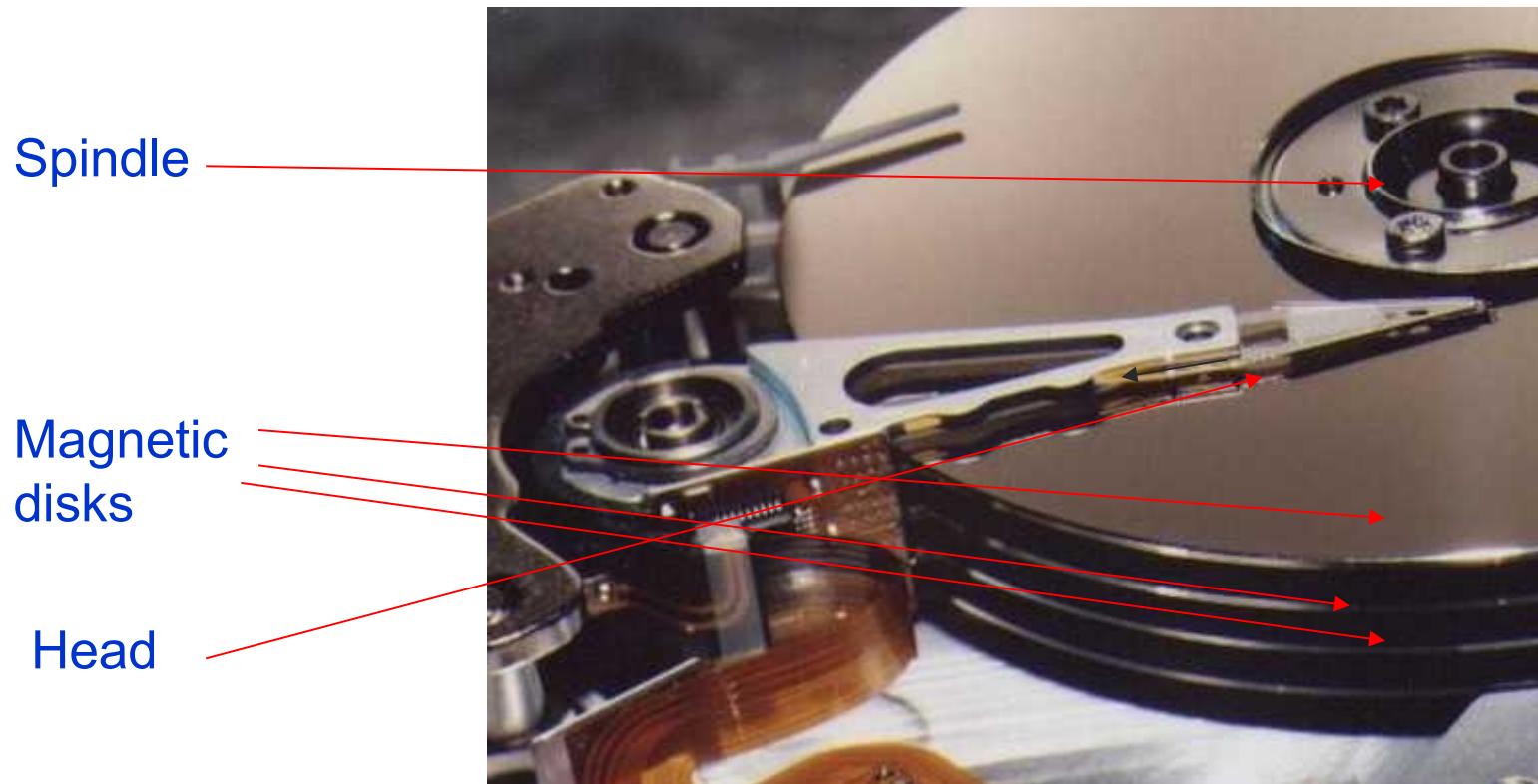


Question:
Can we add more RAM to a computer?

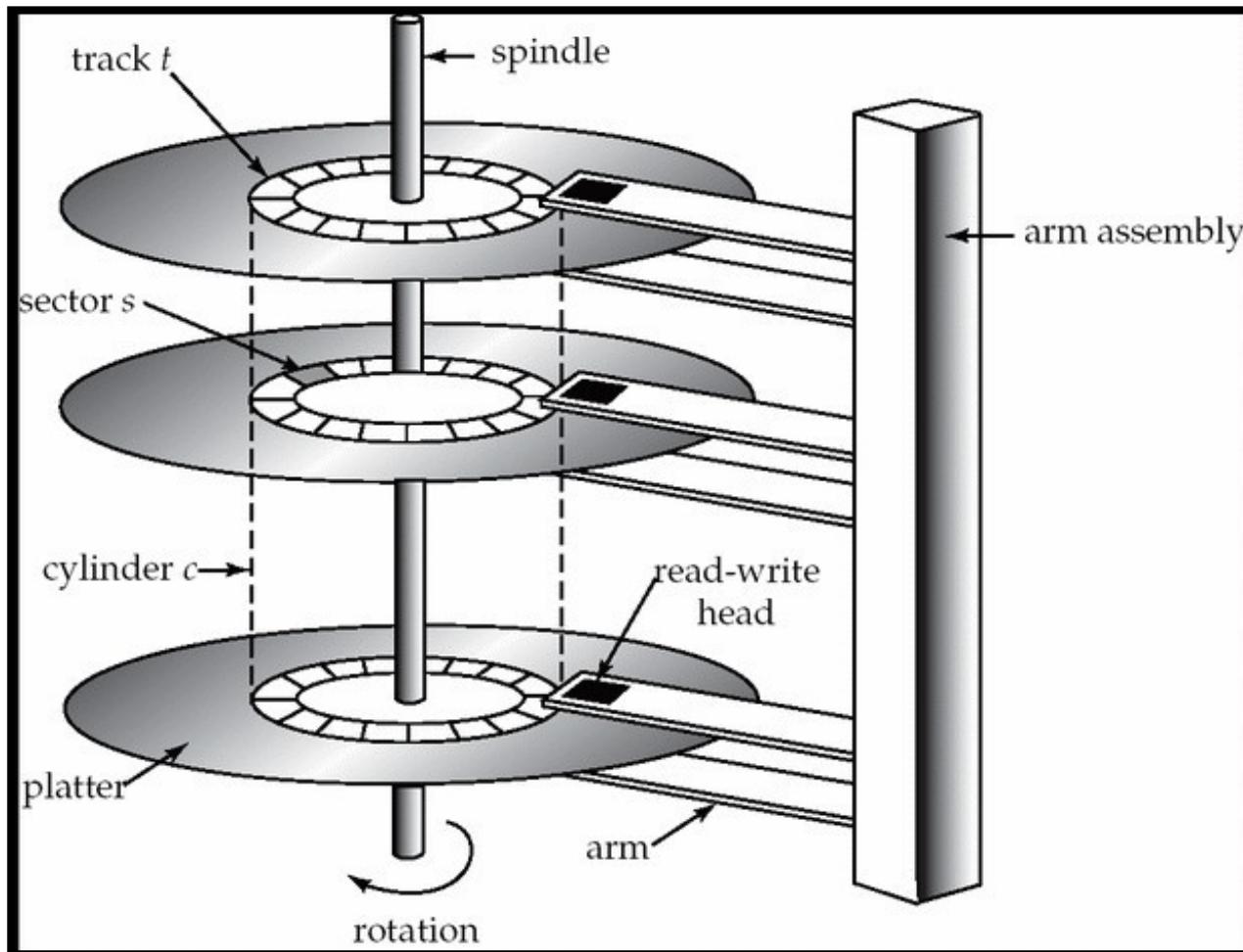
The Hard Drive



The Hard Drive



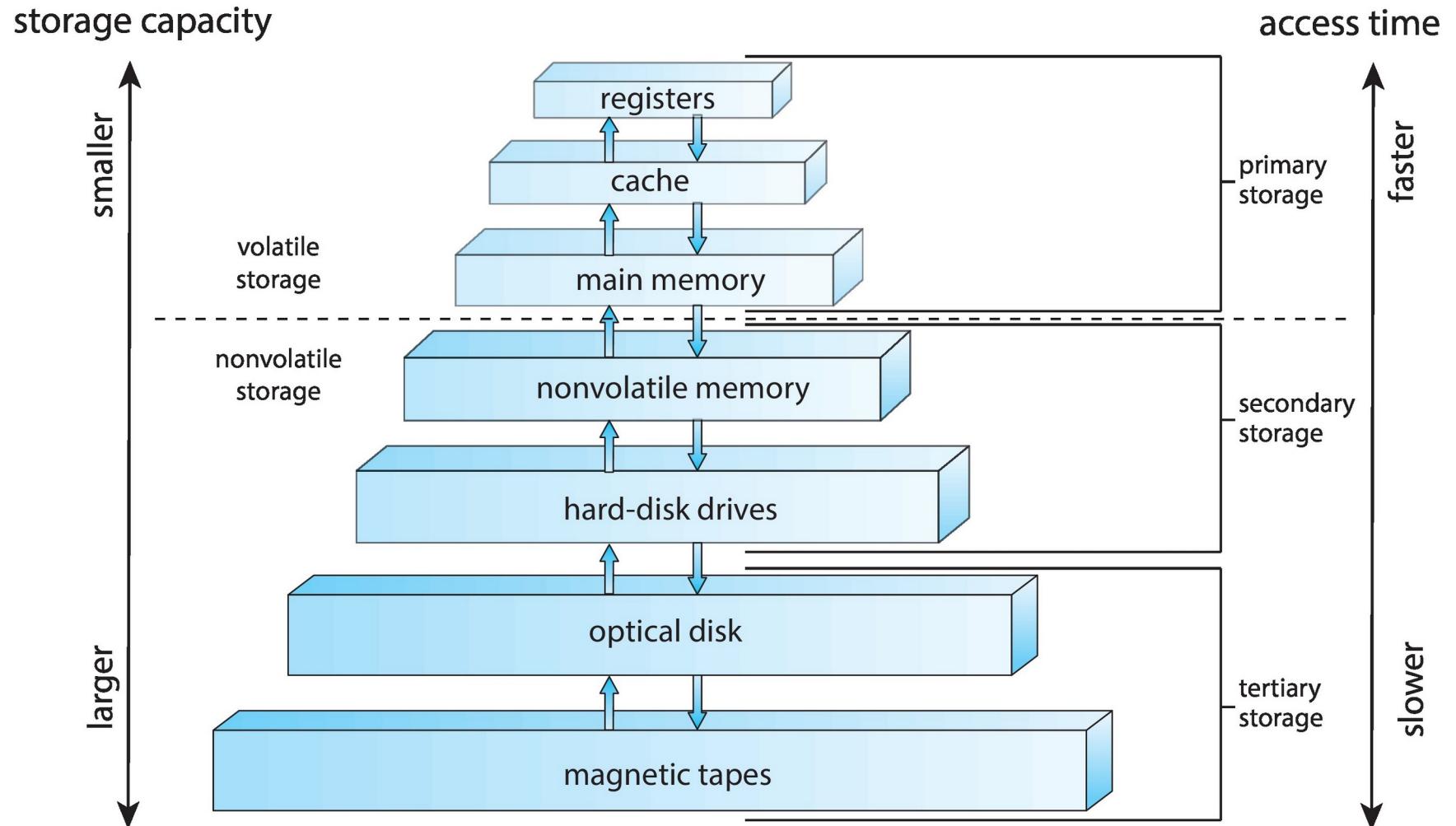
The hard Drive



The Hard Drive

- Is a Magnetic device
- Each disk divided into tiny magnetic spots, each representing 1 or 0
 - What's the physics ?
 - Two orientations of a magnet
- Is “persistent”
 - Data stays on powering-off
- Is slow
- IDE, SATA, SCSI, PATA, SAS, ...

Storage-Device Hierarchy



Level	1	2	3	4	5
Name	registers	cache	main memory	solid state disk	magnetic disk
Typical size	< 1 KB	< 16MB	< 64GB	< 1 TB	< 10 TB
Implementation technology	custom memory with multiple ports CMOS	on-chip or off-chip CMOS SRAM	CMOS SRAM	flash memory	magnetic disk
Access time (ns)	0.25 - 0.5	0.5 - 25	80 - 250	25,000 - 50,000	5,000,000
Bandwidth (MB/sec)	20,000 - 100,000	5,000 - 10,000	1,000 - 5,000	500	20 - 150
Managed by	compiler	hardware	operating system	operating system	operating system
Backed by	cache	main memory	disk	disk	disk or tape

Figure 1.11 Performance of various levels of storage.

Computer Organization

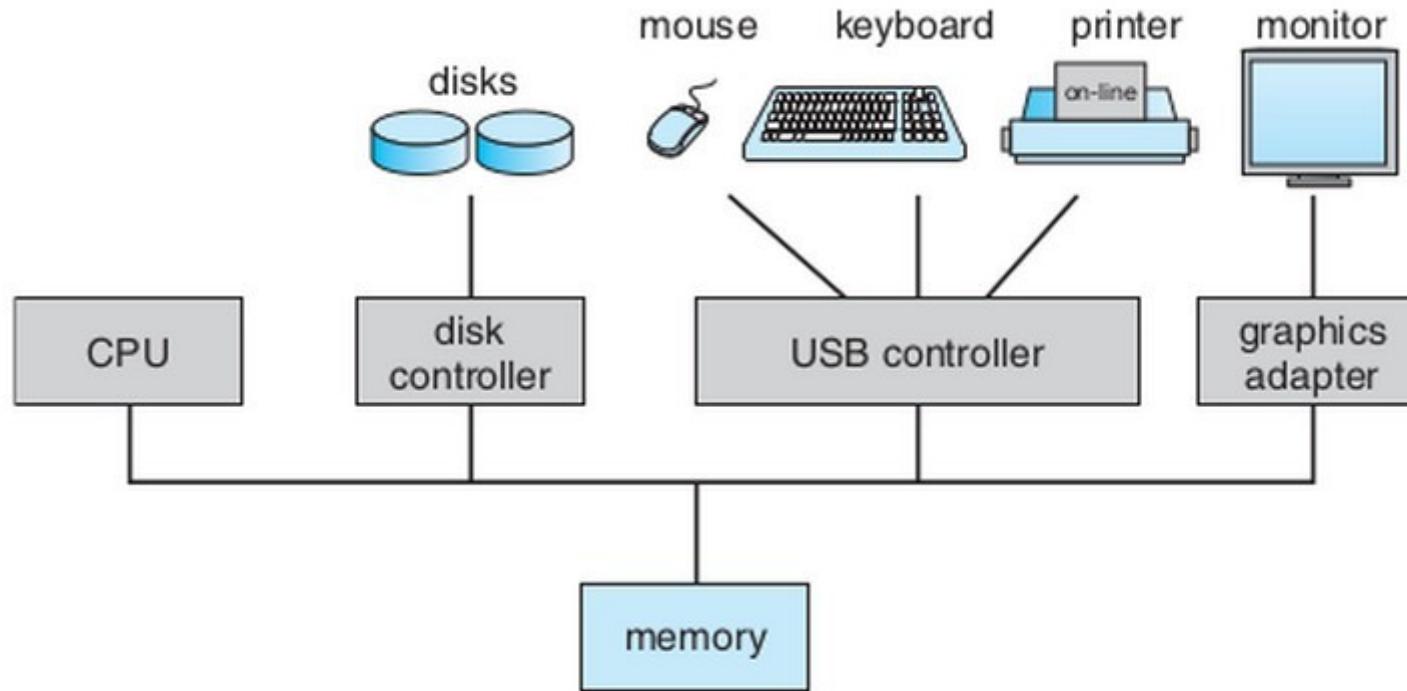
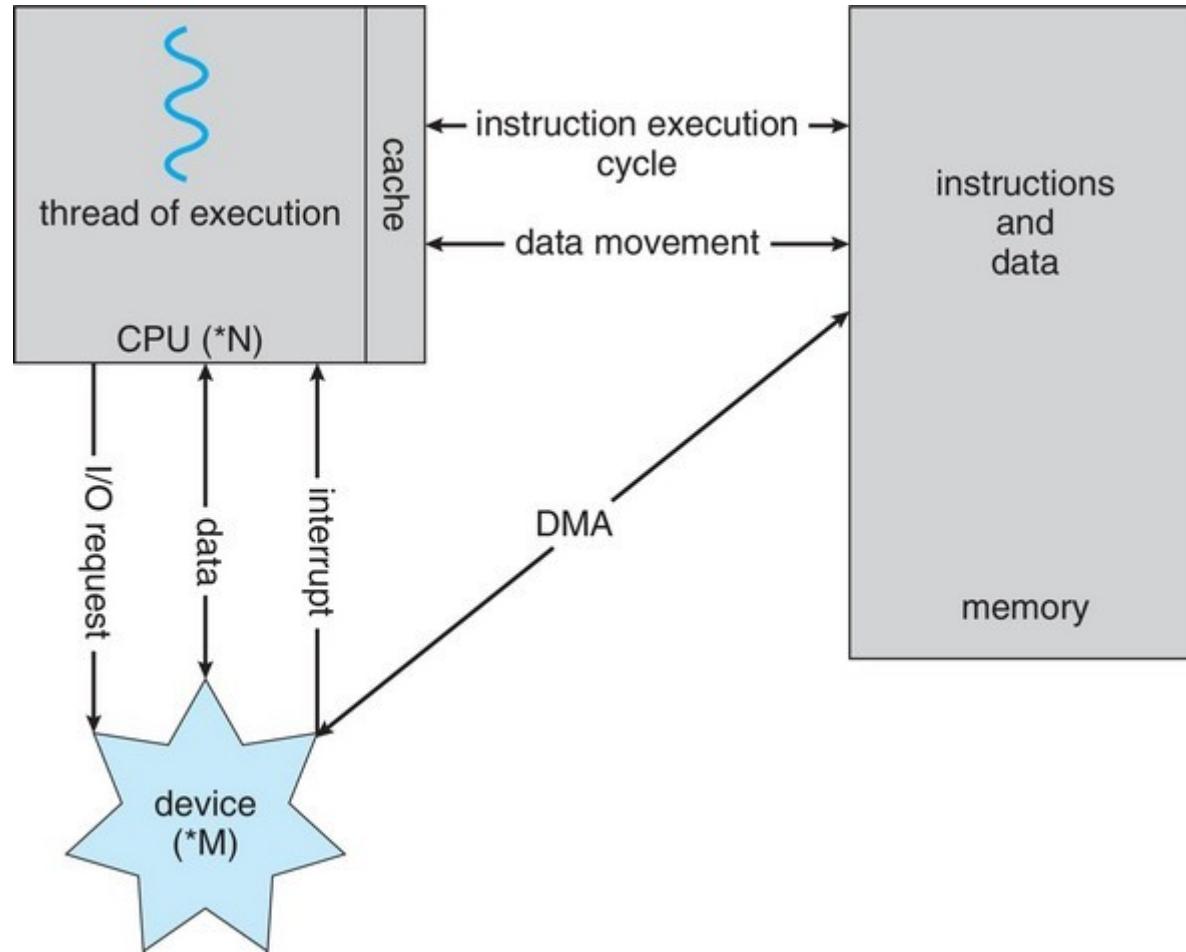


Figure 1.2 A modern computer system.

Important Facts

- **Processor (CPU) transfers data between itself and main memory(RAM) only!**
- **No data transfer between CPU and Hard Disk, CPU and Keyboard, CPU and Mouse, etc.**
- **I/O devices transfer (how?) data to memory(RAM) and CPU instructions access data from the RAM**

How a Modern Computer Works



A von Neumann architecture

What does the processor do?

- **From the moment it's turned on until it's turned off, the processor simply does this**
 - 1)Fetch the instruction from RAM (Memory).
Location is given by Program Counter (PC) register
 - 2)Decode the instruction and execute it
While doing this may fetch some data from the RAM
 - 3)While executing the instruction change/update the Program Counter
 - 4)Go to 1

Immediate questions

- **What's the initial value of PC when computer starts ?**
- **Who puts “this” value in PC ?**
- **What is there at the initial location given by PC ?**

A critical question you need to keep thinking about ...

- **Throughout this course, With every concept that you study, Keep asking this question**
- **Which code is running on the processor?**
 - **Who wrote it?**
 - **Which code ran before it**
 - **Which code can run after it**
- **Basically try to understand the flow of instructions that execute on the processor**

Few terms

- **BIOS**
 - The code “in-built” into your hardware by manufacturer
 - Runs “automatically” when you start computer
 - Keeps looking for a “boot loader” to be loaded in RAM and to be executed
- **Boot Loader**
 - A program that exists on (typically sector-0 of) a secondary storage
 - Loaded by BIOS in RAM and passed over control to
 - E.g. “Grub”
 - Its job is to locate the code of an OS kernel, load it in RAM and pass control over to it

Kernel, System Programs, Applications

- **Kernel**
 - The code that is loaded and given control by BIOS initially when computer boots
 - Takes control of hardware (how?)
 - Creates an environment for “applications” to execute
 - Controls access to hardware by applications,
 - Etc.
- **Everything else is “applications”**
 - System programs: applications that depend heavily on the kernel and processor
 - E.g. Compiler, linker, loader, etc.
 - Other applications: GUI, Terminal, Libreoffice, Firefox, VLC, ... Your own programs from data structures, etc.

How is a modern day
Desktop system
built
on top of
this type of hardware?

Components of a computer system

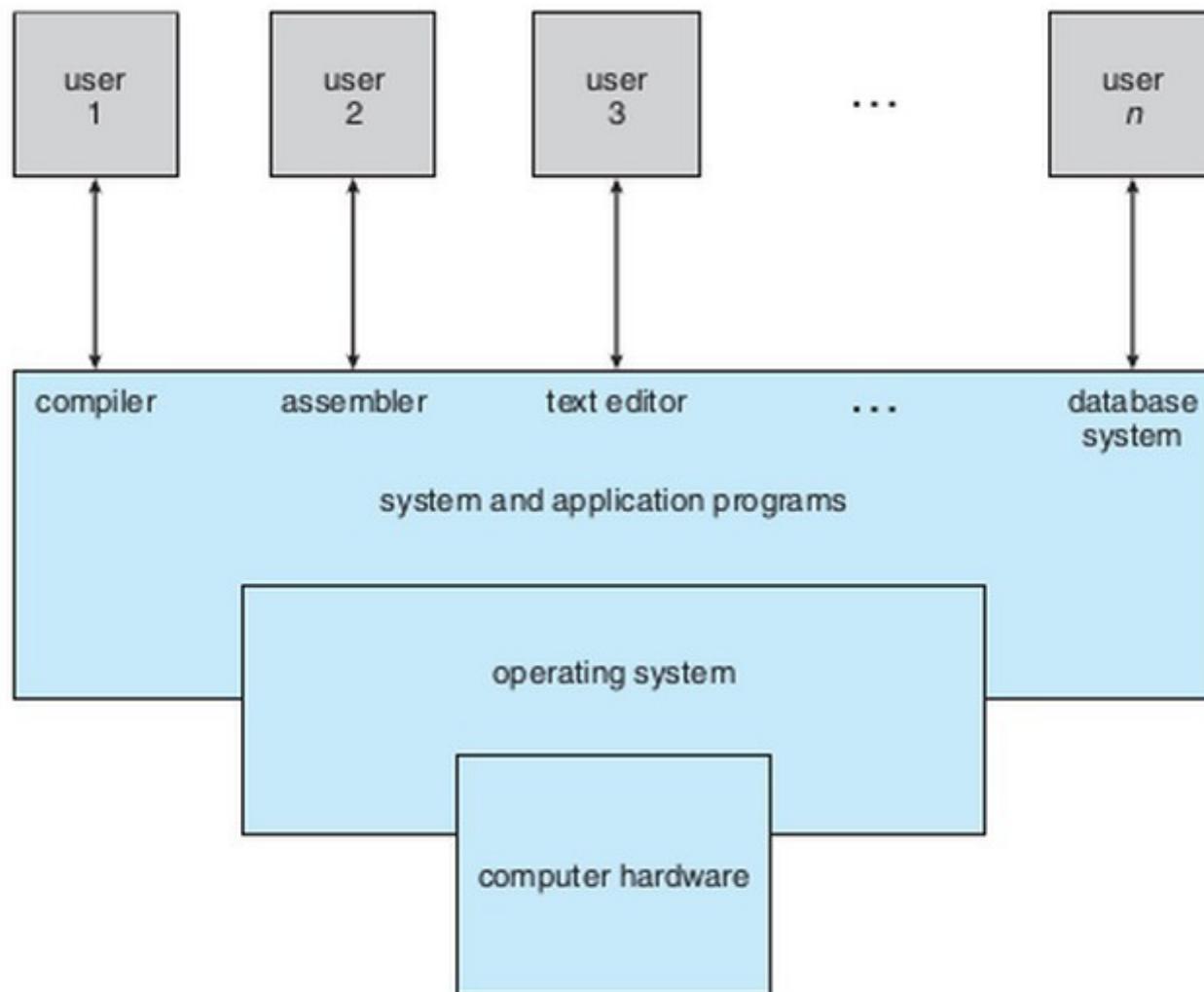


Figure 1.1 Abstract view of the components of a computer system.

Multiprocessor system: SMP

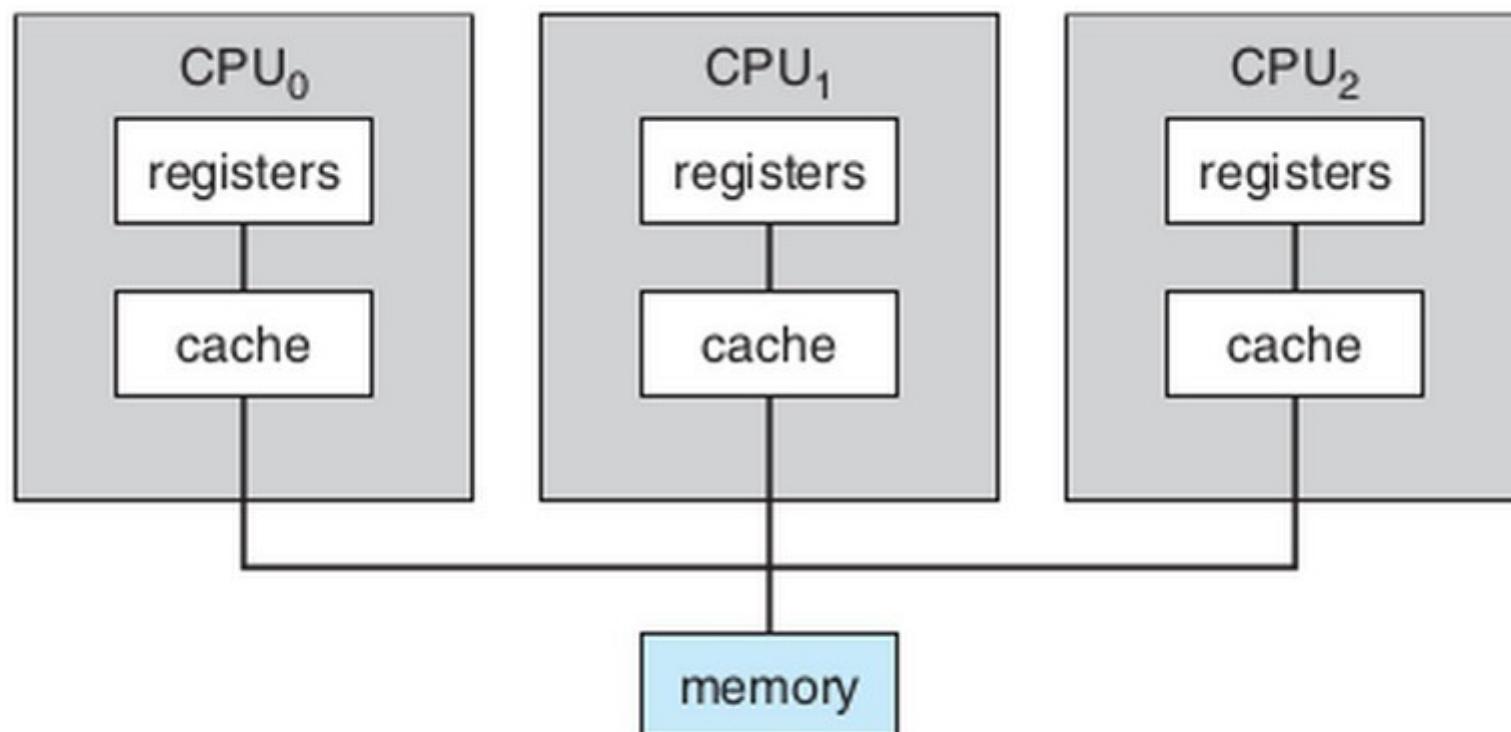


Figure 1.6 Symmetric multiprocessing architecture.

Dual Core: what's that?

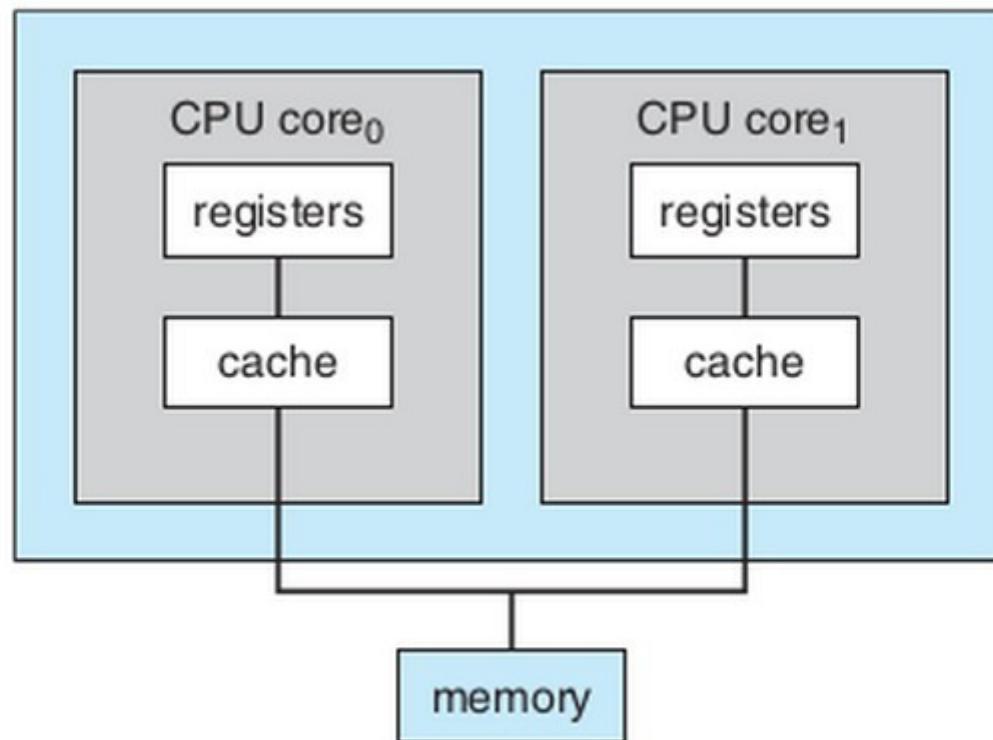


Figure 1.7 A dual-core design with two cores placed on the same chip.

The very important question:

Who does what?

**What is done in hardware, by OS, by compiler,
by linker, by loader, by human end-user?**

There is no magic!

**A very intelligent division of work/labour
between different components of the
computer system makes a system**

Event Driven kernel

Multi-tasking, Multi-programming

Earlier...

- **Boot process**
 - BIOS -> Boot Loader -> OS -> “init” process
- **CPU doing**

```
for(;;) {  
    fetch from @PC;  
    deode+execute;  
    PC++/change PC  
}
```

Understanding hardware interrupts

- **Hardware devices (keyboard, mouse, hard disk, etc) can raise “hardware interrupts”**
- **Basically create an electrical signal on some connection to CPU (/bus)**
- **This is notified to CPU (in hardware)**
- **Now CPU’s normal execution is interrupted!**
 - What’s the normal execution?
 - CPU will not continue doing the fetch, decode, execute, change PC cycle !
 - What happens then?

Understanding hardware interrupts

- **On Hardware interrupt**
 - The PC changes to a location pre-determined by CPU manufacturers!
 - Now CPU resumes normal execution
 - What's normal?
 - Same thing: Fetch, Decode, Execute, Change PC, repeat!
 - But...
 - But what's there at this pre-determined address?
 - OS! How's that ?

Boot Process

- **BIOS runs “automatically” because at the initial value of PC (on power ON), the manufacturers have put in the BIOS code in ROM**
 - CPU is running BIOS code . BIOS code also occupies all the addresses corresponding to hardware interrupts.
- **BIOS looks up boot loader (on default boot device) and loads it in RAM, and passes control over to it**
 - Pass control? - Like a JMP instruction
 - CPU is running boot loader code
- **Boot loader gets boot option from human user, and loads the selected OS in memory and passes control over to OS**
 - Now OS is running on the processor !

Hardware interrupts and OS

- **When OS starts running initially**
 - It copies relevant parts of it's own code at all possible memory addresses that a hardware interrupt can lead to!
 - Intelligent, isn't' it?
- **Now what?**
 - Whenever there is a hardware interrupt – what will happen?
 - The PC will change to predetermined location, and control will jump into OS code
- **So remember: whenever there is a hardware interrupt, OS code will run!**
- **This is “taking control of hardware”**

Key points

- **Understand the interplay of hardware features + OS code + clever combination of the two to achieve OS control over hardware**
- **Most features of computer systems / operating systems are derived from hardware features**
 - We will keep learning this throughout the course
 - Hardware support is needed for many OS features

Time Shared CPU

- **Normal use: after the OS has been loaded and Desktop environment is running**
- **The OS and different application programs keep executing on the CPU alternatively (more about this later)**
 - The CPU is time-shared between different applications and OS itself
- **Questions to be answered later**
 - How is this done?
 - How does OS control the time allocation to each?
 - How does OS choose which application program to run next?
 - Where do the application programs come from? How do they start running ?
 - Etc.

Multiprogramming

- **Program**
 - Just a binary (machine code) file lying on the **hard drive**. E.g. `/bin/ls`
 - Does not do anything!
- **Process**
 - A program that is executing
 - Must **exist in RAM** before it executes. **Why?**
 - One program can run as multiple processes. What does that mean?

Multiprogramming

- **Multiprogramming**
 - A system where multiple processes(!) exist at the same time in the RAM
 - But only one runs at a time!
 - Because there is only one CPU
- **Multi tasking**
 - Time sharing between multiple processes in a multi-programming system
 - The OS enables this. How? To be seen later.

Question

- **Select the correct one**
 - 1) A multiprogramming system is not necessarily multitasking
 - 2) A multitasking system is not necessarily multiprogramming

Events , that interrupt CPU's functioning

- **Three types of “traps” : Events that make the CPU run code at a pre-defined address**
 - 1) Hardware interrupts
 - 2) Software interrupt instructions (trap)
E.g. instruction “int”
 - 3) Exceptions
 - e.g. a machine instruction that does division by zero
 - Illegal instruction, etc.
 - Some are called “faults”, e.g. “page fault”, recoverable
 - some are called “aborts”, e.g. division by zero, non-recoverable
- **The OS code occupies all memory locations corresponding to the PC values related to all the above events!**

Multi tasking requirements

- **Two processes should not be**
 - Able to steal time of each other
 - See data/code of each other
 - Modify data/code of each other
 - Etc.
- **The OS ensures all these things. How?**
 - To be seen later.

**But the OS is “always” “running”
“in the background”
Isn’t it?**

Absolutely No!

**Let's understand
What kind of
Hardware, OS interplay
makes
Multitasking possible**

Two types of CPU instructions and two modes of CPU operation

- CPU instructions can be divided into two types
- Normal instructions
 - mov, jmp, add, etc.
- Privileged instructions
 - Normally related to hardware devices
 - E.g.
 - IN, OUT # write to I/O memory locations
 - INTR # software interrupt, etc.

Two types of CPU instructions and two modes of CPU operation

- CPUs have a mode bit (can be 0 or 1)
- The two values of the mode bit are called: User mode and Kernel mode
- If the bit is in user mode
 - Only the normal instructions can be executed by CPU
- If the bit is in kernel mode
 - Both the normal and privileges instructions can be executed by CPU
- If the CPU is “made” to execute privileged instruction when the mode bit is in “User mode”
 - It results in a illegal instruction execution
 - Again running OS code!

Two types of CPU instructions and two modes of CPU operation

- The operating system code runs in kernel mode.
 - How? Wait for that!
- The application code runs in user mode
 - How? Wait !
 - So application code can not run privileged hardware instructions
- Transition from user mode to kernel mode and vice-versa
 - Special instruction called “software interrupt” instructions
 - E.g. INT instruction on x86

Software interrupt instruction

- E.g. INT on x86 processors
- Does two things at the same time!
 - Changes mode from user mode to kernel mode in CPU
 - + Jumps to a pre-defined location! Basically changes PC to a pre-defined value.
 - Close to the way a hardware interrupt works. Isn't it?
 - Why two things together?
 - What's there are the pre-defined location?
 - Obviously, OS code. OS occupied these locations in Memory, at Boot time.

Software interrupt instruction

- **What's the use of these type of instructions?**
 - An application code running INT 0x80 on x86 will now cause
 - Change of mode
 - Jump into OS code
 - Effectively a request by application code to OS to do a particular task!
 - E.g. read from keyboard or write to screen !
 - OS providing hardware services to applications !
 - A proper argument to INT 0x80 specified in a proper register indicates different possible request

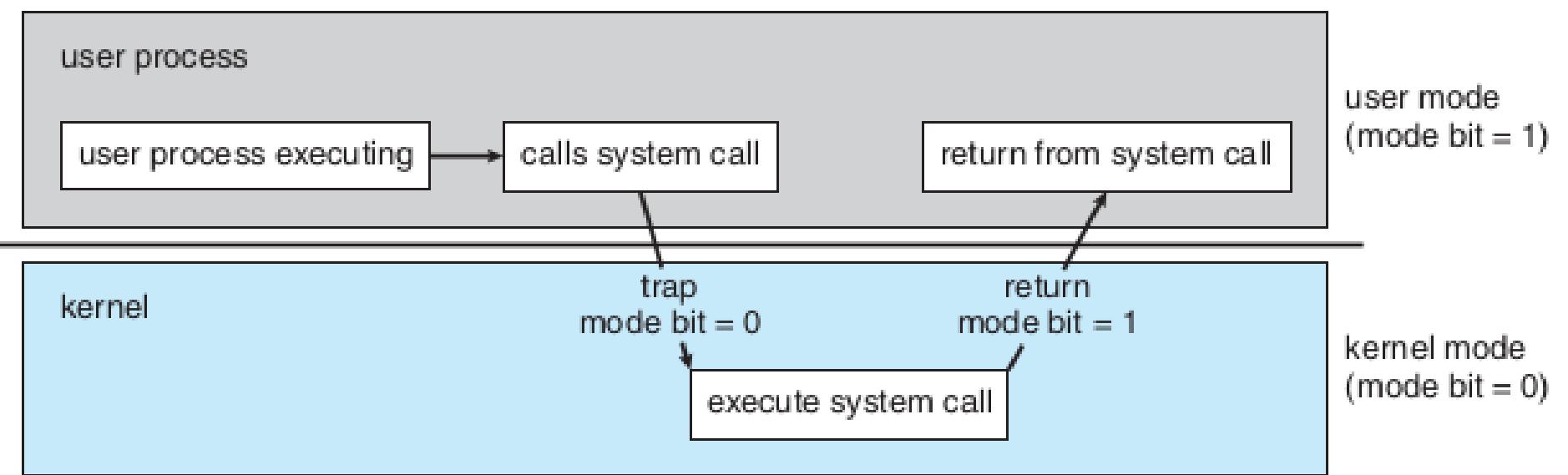


Figure 1.10 Transition from user to kernel mode.

Software interrupt instruction

- **How does application code run INT instruction?**
 - C library functions like `printf()`, `scanf()` which do I/O requests contain the INT instruction!
 - **Control flow**
 - Application code -> `printf` -> INT -> OS code -> back to `printf` code -> back to application code

Example: C program

```
int main() {  
    int i, j, k;  
    k = 20;  
    scanf("%d", &i); // This jumps into OS and returns back  
    j = k + i;  
    printf("%d\n", j); // This jumps into OS and returns back  
    return 0;  
}
```

Interrupt driven OS code

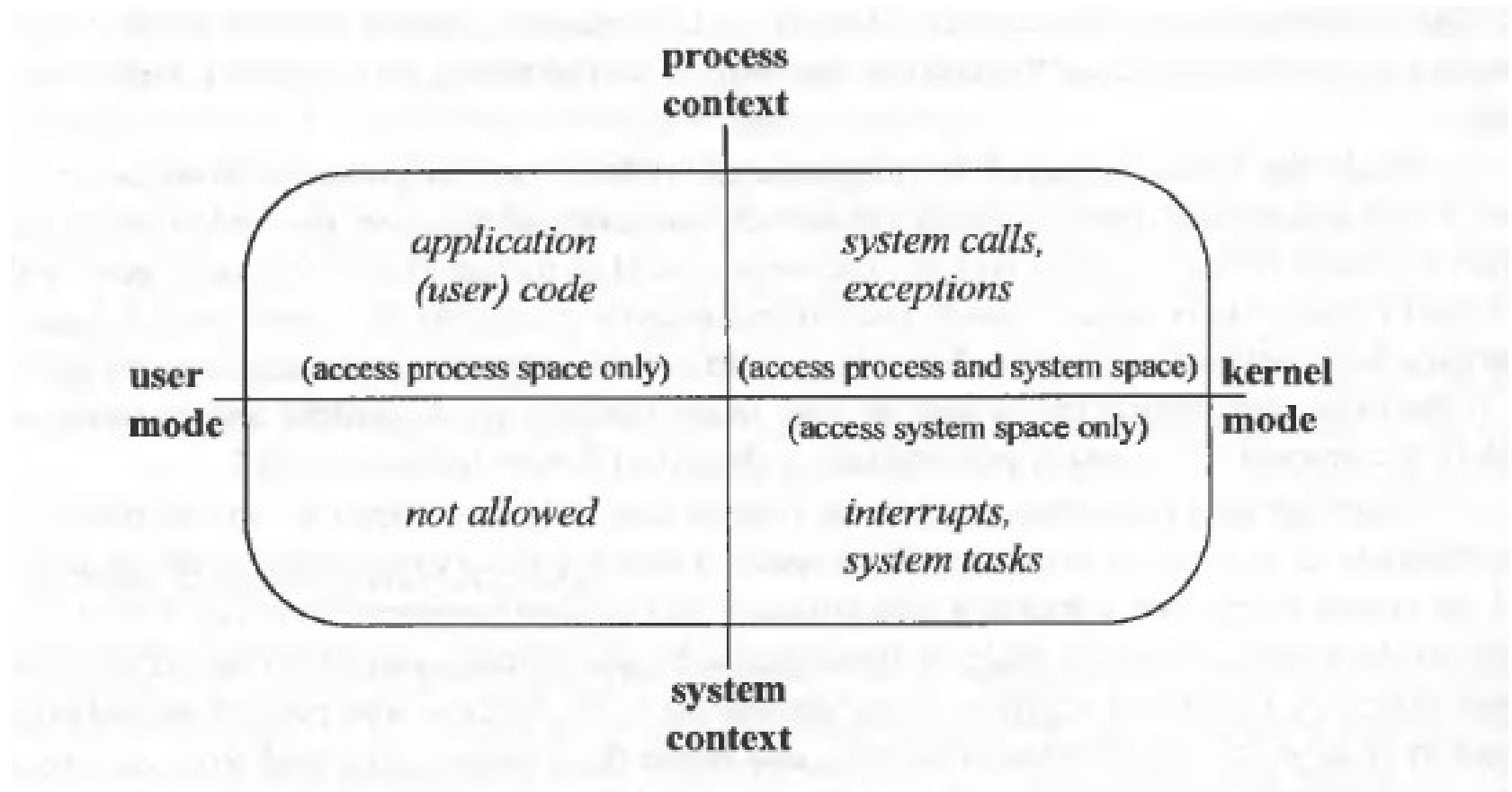
- **OS code is sitting in memory , and runs intermittantly . When?**
 - On a **software or hardware interrupt or exception!**
 - **Event/Interrupt driven OS!**
 - **Hardware interrupts and exceptions occur asynchronously (un-predictedly) while software interrupts are caused by application code**

Interrupt driven OS code

- **Timer interrupt and multitasking OS**
 - Setting timer register is a privileged instruction.
 - After setting a value in it, the timer keeps ticking down and on becoming zero the timer interrupt is raised again (in hardware automatically)
 - OS sets timer interrupt and “passes control” over to some application code. Now only application code running on CPU !
 - When time allocated to process is over, the timer interrupt occurs and control jumps back to OS (hardware interrupt mechanism)
 - The OS code that runs here (the ISR) is called “scheduler”
 - OS can now schedule another program

What runs on the processor ?

- 4 possibilities.



System Calls, fork(), exec()

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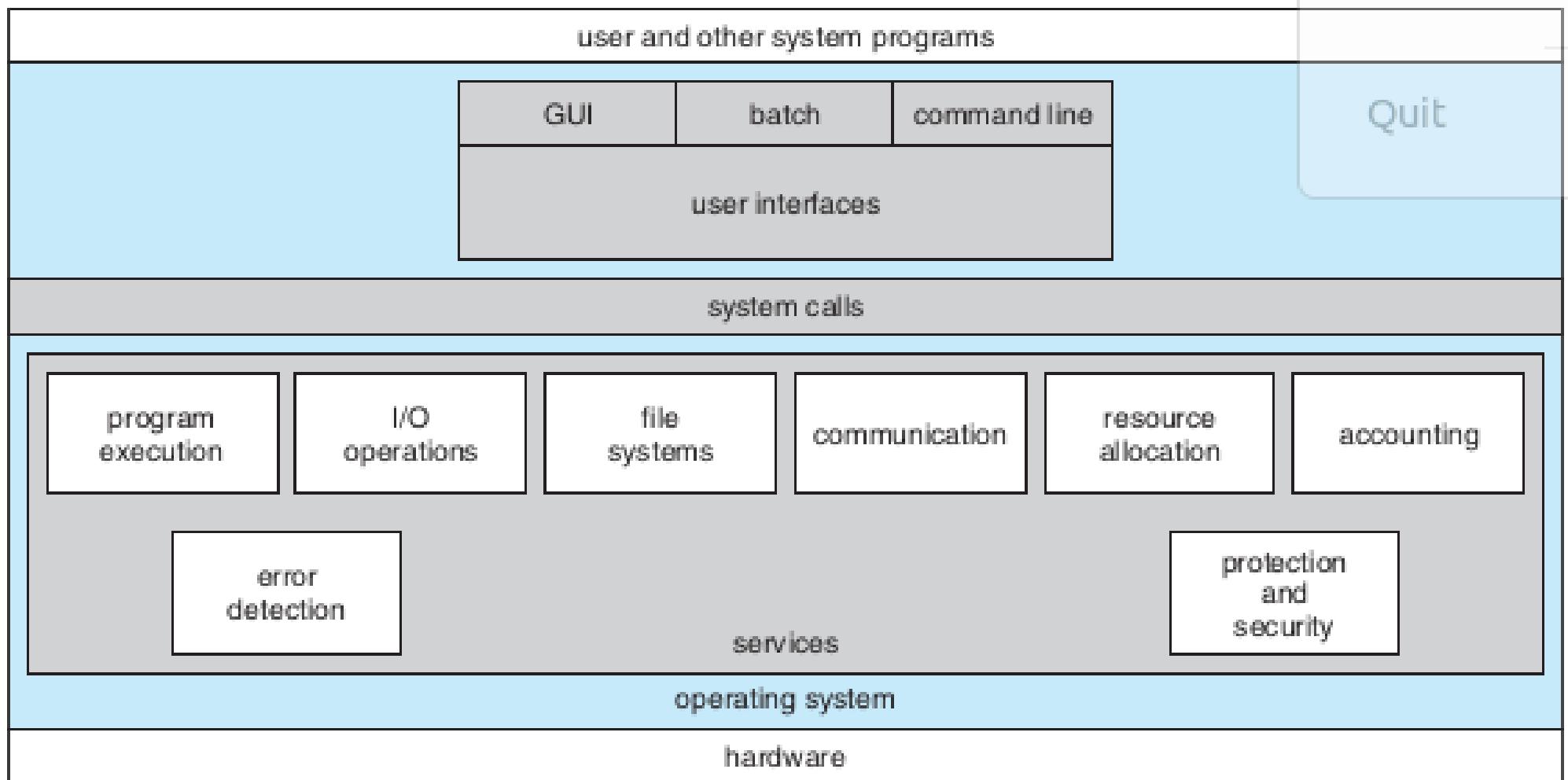


Figure 2.1 A view of operating system services.

System Calls

- **Services provided by operating system to applications**
 - Essentially available to applications by calling the particular software interrupt application
 - All system calls essentially involve the “INT 0x80” on x86 processors + Linux
 - Different arguments specified in EAX register inform the kernel about different system calls
- **The C library has wrapper functions for each of the system calls**
 - E.g. `open()`, `read()`, `write()`, `fork()`, `mmap()`, etc.

Types of System Calls

- **File System Related**
 - `Open()`, `read()`, `write()`, `close()`, etc.
- **Processes Related**
 - `Fork()`, `exec()`, ...
- **Memory management related**
 - `Mmap()`, `shm_open()`, ...
- **Device Management**
- **Information maintainance – time,date**
- **Communication between processes (IPC)**
- **Read man syscalls**

https://linuxhint.com/list_of_linux_syscalls/

EXAMPLES OF WINDOWS AND UNIX SYSTEM CALLS

	Windows	Unix
Process Control	CreateProcess() ExitProcess() WaitForSingleObject()	fork() exit() wait()
File Manipulation	CreateFile() ReadFile() WriteFile() CloseHandle()	open() read() write() close()
Device Manipulation	SetConsoleMode() ReadConsole() WriteConsole()	ioctl() read() write()
Information Maintenance	GetCurrentProcessID() SetTimer() Sleep()	getpid() alarm() sleep()
Communication	CreatePipe() CreateFileMapping() MapViewOfFile()	pipe() shm_open() mmap()
Protection	SetFileSecurity() InitializeSecurityDescriptor() SetSecurityDescriptorGroup()	chmod() umask() chown()

```
int main() {
    int a = 2;
    printf("hi\n");
}

-----
C Library
-----
int printf("void *a, ...) {
    ...
    write(1, a, ...);
}
int write(int fd, char *, int len) {
    int ret;
    ...
    mov $5, %eax,
    mov ... %ebx,
    mov ..., %ecx
    int $0x80
    __asm__("movl %eax, -4(%ebp)");
    # -4ebp is ret
    return ret;
}
```

Code schematic

-----user-kernel-mode-boundary-----

//OS code

int sys_write(int fd, char *, int len) {

figure out location on disk
where to do the write and
carry out the operation,
etc.

}

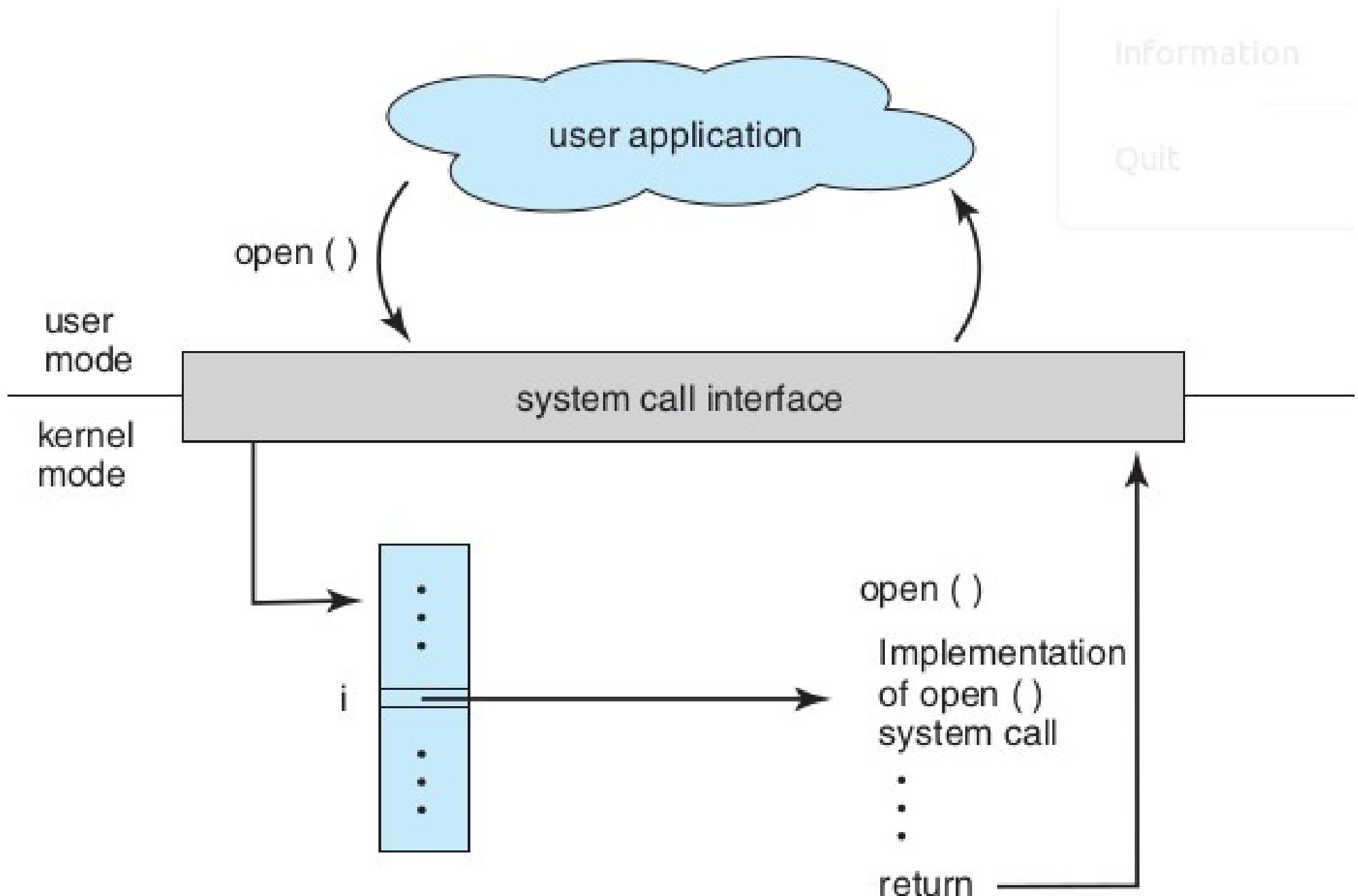


Figure 2.6 The handling of a user application invoking the `open()` system call.

Two important system calls
Related to processes

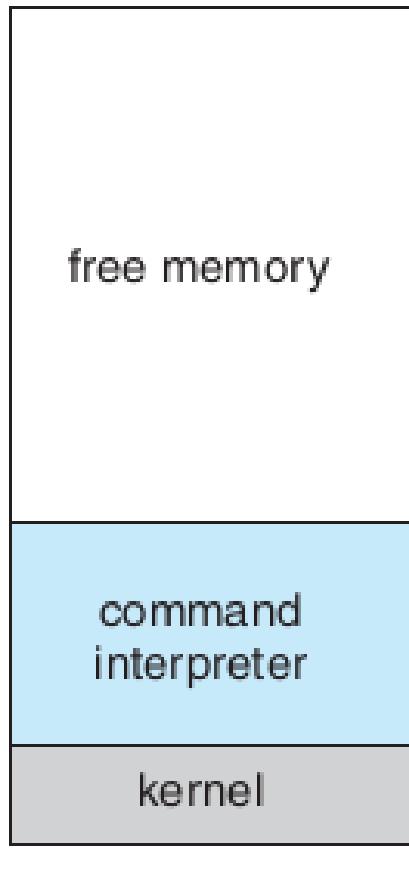
fork() and exec()

Process

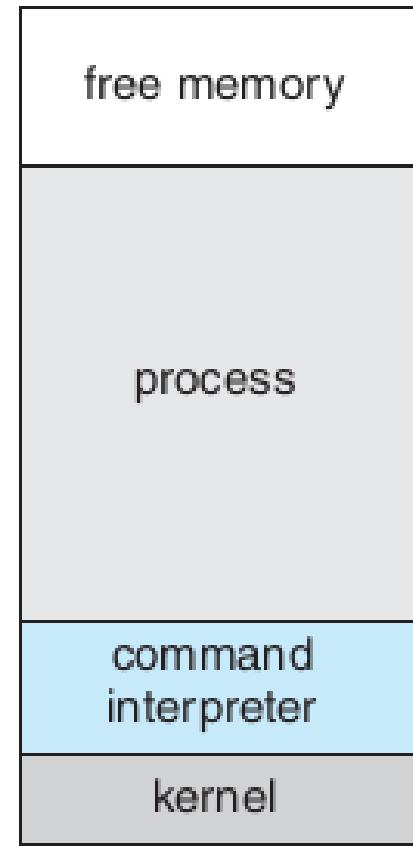
- **A program in execution**
- **Exists in RAM**
- **Scheduled by OS**
 - In a timesharing system, intermittantly scheduled by allocating a time quantum, e.g. 20 microseconds
- **The “ps” command on Linux**

Process in RAM

- **Memory is required to store the following components of a process**
 - **Code**
 - **Global variables (data)**
 - **Stack (stores local variables of functions)**
 - **Heap (stores malloced memory)**
 - **Shared libraries (e.g. code of printf, etc)**
 - **Few other things, may be**



(a)

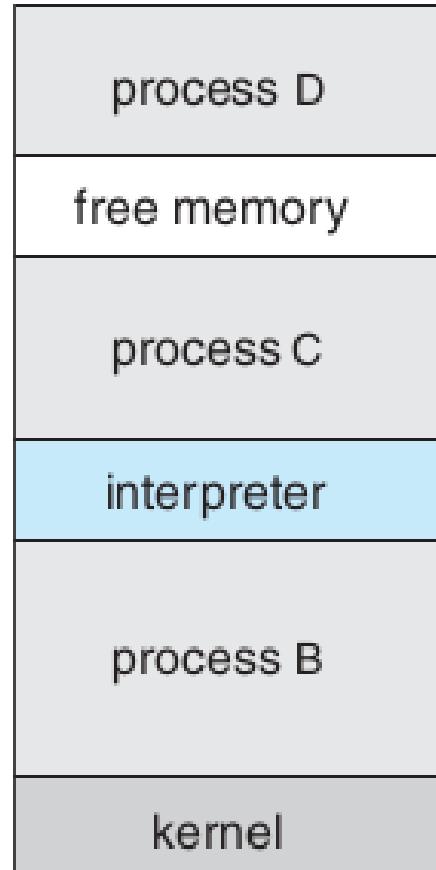


(b)

Figure 2.9 MS-DOS execution. (a) At system startup. (b) Running a program.

MS-DOS: a single tasking operating system

Only one program in RAM at a time, and only one program can run at a time



A multi tasking system
With multiple programs loaded in memory
Along with kernel

(A very simplified conceptual diagram. Things are more complex in reality)

fork()

- **A running process creates it's duplicate!**
- **After call to fork() is over**
 - Two processes are running
 - Identical
 - The calling function returns in two places!
 - Caller is called parent, and the new process is called child
 - PID is returned to parent and 0 to child

exec()

- **Variants: execvp(), execl(), etc.**
- **Takes the path name of an executable as an argument**
- **Overwrites the existing process using the code provided in the executable**
- **The original process is OVER ! Vanished!**
- **The new program starts running overwritting the existing process!**

Shell using fork and exec

- Demo
- The only way a process can be created on Unix/Linux is using `fork() + exec()`
- All processes that you see were started by some other process using `fork() + exec()` , except the initial “*init*” process
- *When you click on “firefox” icon, the user-interface program does a `fork() + exec()` to start firefox; same with a command line shell program*
- The “bash” shell you have been using is nothing but an advanced version of the shell code shown during the demo
- See the process tree starting from “*init*”
- Your next assignment

The boot process, once again

- **BIOS**
- **Boot loader**
- **OS – kernel**
- **Init created by kernel by Hand(kernel mode)**
- **Kernel schedules init (the only process)**
- **Init fork-execs some programs (user mode)**
 - Now these programs will be scheduled by OS
- **Init -> GUI -> terminal -> shell**
 - One of the typical parent-child relationships

Compilation, Linking, Loading

Abhijit A M

Review of last few lectures

Boot sequence: BIOS, boot-loader, kernel

Boot sequence: Process world

kernel->init -> many forks+execs() ->

Hardware interrupts, system calls, exceptions

Event driven kernel

System calls

Fork, exec, ... open, read, ...

What are compiler, assembler, linker and loader, and C library

System Programs/Utilities

Most essential to make a kernel really usable

Standard C Library

A collection of some of the most frequently needed functions for C programs

scanf, printf, getchar, system-call wrappers (open, read, fork, exec, etc.), ...

An machine/object code file containing the machine code of all these functions

Not a source code! Neither a header file. More later.

Where is the C library on your computer?

/usr/lib/x86_64-linux-gnu/libc-2.31.so

Compiler

application program, which converts one (programming) language to another

Most typically compilers convert a high level language like C, C++, etc. to Machine code language

E.g. GCC /usr/bin/gcc

Usage: e.g.

```
$ gcc main.c -o main
```

Here main.c is the C code, and "main" is the object/machine code file generated

Input is a file and output is also a file.

Other examples: g++ (for C++), javac (for java)



Assembler

application program, converts assembly code into machine code

What is assembly language?

Human readable machine code language.

E.g. x86 assembly code

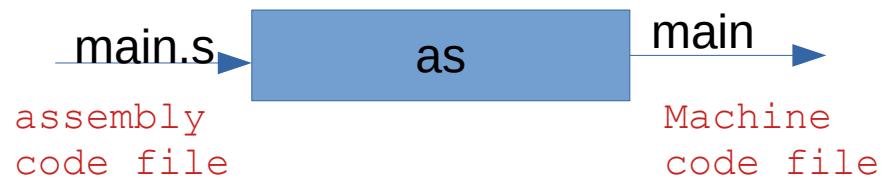
```
mov 50, r1
```

```
add 10, r1
```

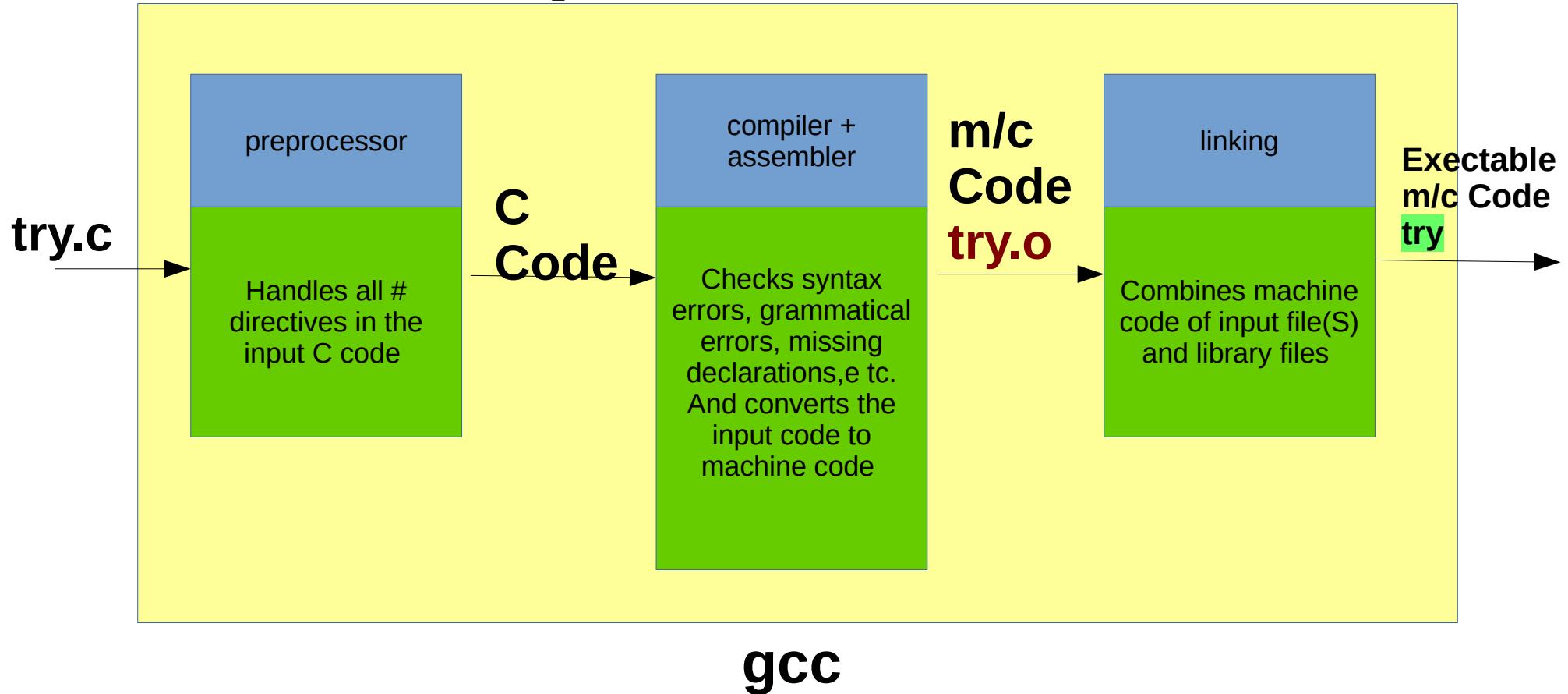
```
mov r1, 500
```

Usage. eg..

```
$ as something.s -o something
```



Compilation Process



Example

try.c

```
#include <stdio.h>
#define MAX 30
int f(int, int);
int main() {
    int i, j, k;
    scanf("%d%d", &i, &j);
    k = f(i, j) + MAX;
    printf("%d\n", k);
    return 0;
}
```

f.c

```
int g(int);
#define ADD(a, b) (a + b)
int f(int m, int n) {
    return ADD(m,n) + g(10);
}
```

g.c

```
int g(int x) {
    return x + 10;
}
```

Try these commands, observe the output/errors/warnings, and try to understand what is happening

```
$ gcc try.c
$ gcc -c try.c
$ gcc -c f.c
$ gcc -c g.c
$ gcc try.o f.o g.o -o try
$ gcc -E try.c
$ gcc -E f.c
```

More about the steps

Pre-processor

```
#define ABC XYZ
```

cut ABC and paste XYZ

```
# include <stdio.h>
```

copy-paste the file stdio.h

There is no CODE in stdio.h, only typedefs, #includes, #define, #ifdef, etc.

Linking

Normally links with the standard C-library by default

To link with other libraries, use the -l option of gcc

```
cc main.c -lm -lncurses -o main # links with libm.so and libncurses.so
```

Using gcc itself to understand the process

Run only the preprocessor

```
cc -E test.c
```

Shows the output on the screen

Run only till compilation (no linking)

```
cc -c test.c
```

Generates the “test.o” file , runs compilation + assembler

```
gcc -S main.c
```

One step before machine code generation, stops at assembly code

Combine multiple .o files (only linking part)

```
cc test.o main.o try.o -o something
```

Linking process

Linker is an application program

On linux, it's the "ld" program

E.g. you can run commands like \$ ld a.o b.o -o c.o

Normally you have to specify some options to ld to get a proper executable file.

When you run gcc

\$ cc main.o f.o g.o -o try

the CC will internally invoke "ld" . ld does the job of linking

The resultant file "try" here, will contain the codes of all the functions and linkages also.

What is linking?

"connecting" the call of a function with the code of the function.

What happens with the code of printf()?

The linker or CC will automatically pick up code from the libc.so.6 file for the functions.

Executable file format

An executable file needs to execute in an environment created by OS and on a particular processor

Contains machine code + other information for OS

Need for a structured-way of storing machine code in it

Different OS demand different formats

Windows: PE, Linux: ELF, Old Unixes: a.out, etc.

ELF : The format on Linux.

Try this

```
$ file /bin/ls
```

```
$ file /usr/lib/x86_64-linux-gnu/libc-2.31.so
```

```
$ file a.out # on any a.out created by you
```

Exec() and ELF

When you run a program

```
$ ./try
```

Essentially there will be a fork() and exec("./try", ...)

So the kernel has to read the file "./try" and understand it.

So each kernel will demand its own object code file format.

Hence ELF, EXE, etc. Formats

ELF is used not only for executable (complete machine code) programs, but also for partially compiled files e.g. main.o and library files like libc.so.6

What is a.out?

"a.out" was the name of a format used on earlier Unixes.

It so happened that the early compiler writers, also created executable with default name 'a.out'

Utilities to play with object code files

objdump

```
$ objdump -D -x /bin/ls
```

Shows all disassembled machine instructions and “headers”

hexdump

```
$ hexdump /bin/ls
```

Just shows the file in hexadecimal

readelf

Alternative to objdump

ar

To create a “statically linked” library file

```
$ ar -crs libmine.a one.o two.o
```

Gcc to create shared library

```
$ gcc hello.o -shared -o libhello.so
```

To see how gcc invokes as, ld, etc; do this

```
$ gcc -v hello.c -o hello
```

/* <https://stackoverflow.com/questions/1170809/how-to-get-gcc-linker-command> */

Linker, Loader, Link-Loader

Linker or linkage-editor or link-editor

The “ld” program. Does linking.

Loader

The exec(). It loads an executable in the memory.

Link-Loader

Often the linker is called link-loader in literature. Because where were days when the linker and loader’s jobs were quite overlapping.

Static, dynamic / linking, loading

Both linking and loading can be

Static or dynamic

More about this when we learn memory management

An important fundamental:

memory management features of processor, memory management architecture of kernel, executable/object-code file format, output of linker and job of loader, are all interdependent and in-separable.

They all should fit into each other to make a system work

That's why the phrase "system programs"

Cross-compiler

Compiler on system-A, but generate object-code file for system-B (target system)

E.g. compile on Ubuntu, but create an EXE for windows

Normally used when there is no compiler available on target system

see gcc -m option

See https://wiki.osdev.org/GCC_Cross-Compiler

Let's see a demo of how the stack is built and destroyed during function calls, on a Linux machine using GCC.

Consider this C code

```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

Translated to assembly as:

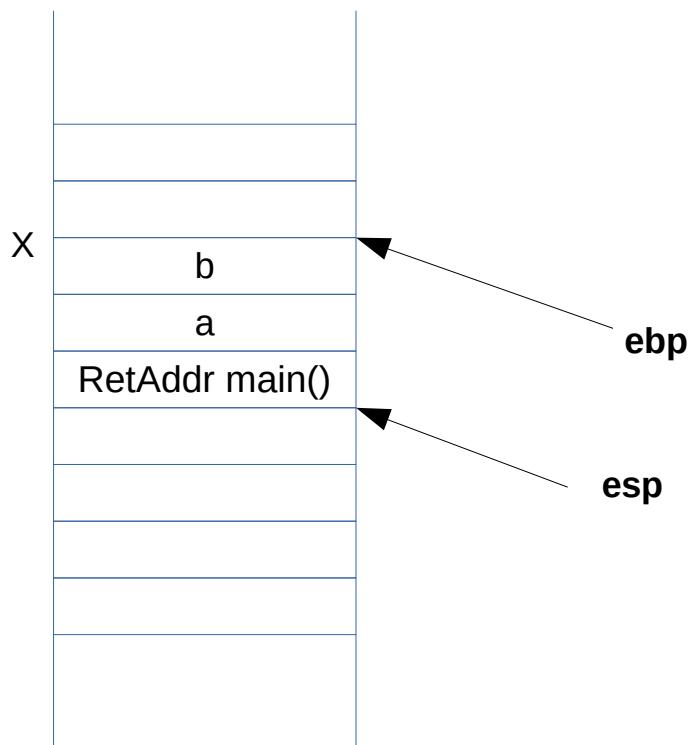
add:

```
pushl %ebp  
movl %esp, %ebp  
subl $16, %esp  
movl 8(%ebp), %edx  
movl 12(%ebp), %eax  
addl %edx, %eax  
movl %eax, -4(%ebp)  
movl -4(%ebp), %eax  
leave  
ret
```

mult:

```
pushl %ebp  
movl %esp, %ebp  
subl $24, %esp  
movl $20, -24(%ebp)  
movl $30, -20(%ebp)  
subl $8, %esp  
pushl -20(%ebp)  
pushl -24(%ebp)  
call add  
addl $16, %esp  
movl %eax, -16(%ebp)  
movl 8(%ebp), %eax  
imull 12(%ebp), %eax  
movl %eax, %edx  
movl -16(%ebp), %eax  
addl %edx, %eax  
movl %eax, -12(%ebp)  
movl -12(%ebp), %eax  
leave  
ret
```

Stack



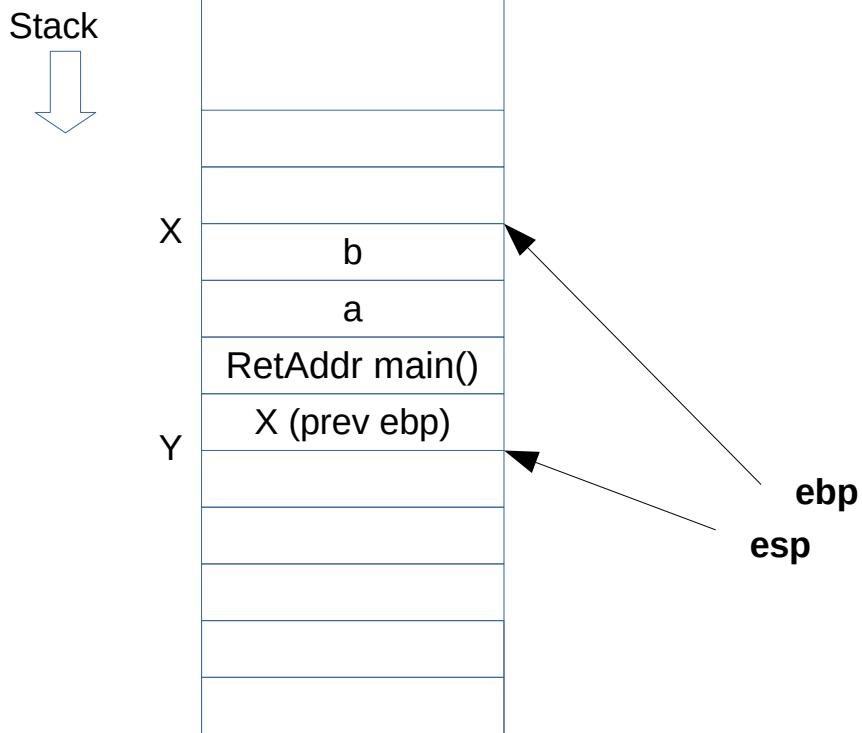
/ Control is here */*

```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

** Control is here */*

mult:

```
pushl %ebp  
movl %esp, %ebp  
subl $24, %esp  
movl $20, -24(%ebp)  
movl $30, -20(%ebp)  
subl $8, %esp  
pushl -20(%ebp)  
pushl -24(%ebp)  
call add
```



```

int mult(int a, int b) {
    int c, d = 20, e = 30, f;
    f = add(d, e);
    c = a * b + f;
    return c;
}
int add(int x, int y) {
    int z;
    z = x + y;
    return z;
}

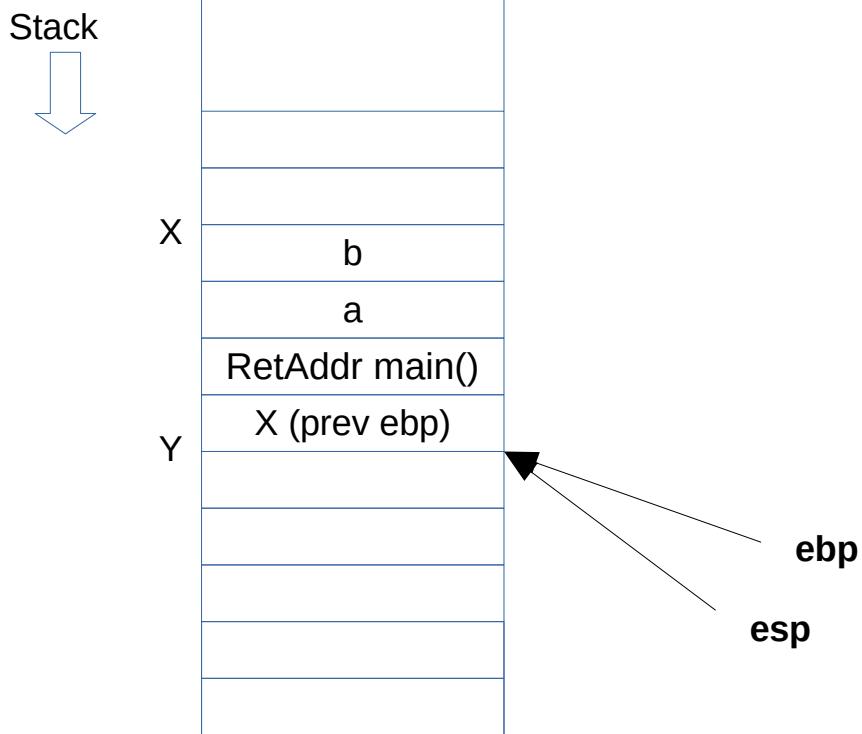
```

mult:

```

pushl %ebp
movl %esp, %ebp
subl $24, %esp
movl $20, -24(%ebp)
movl $30, -20(%ebp)
subl $8, %esp
pushl -20(%ebp)
pushl -24(%ebp)
call add

```



```

int mult(int a, int b) {
    int c, d = 20, e = 30, f;
    f = add(d, e);
    c = a * b + f;
    return c;
}
int add(int x, int y) {
    int z;
    z = x + y;
    return z;
}

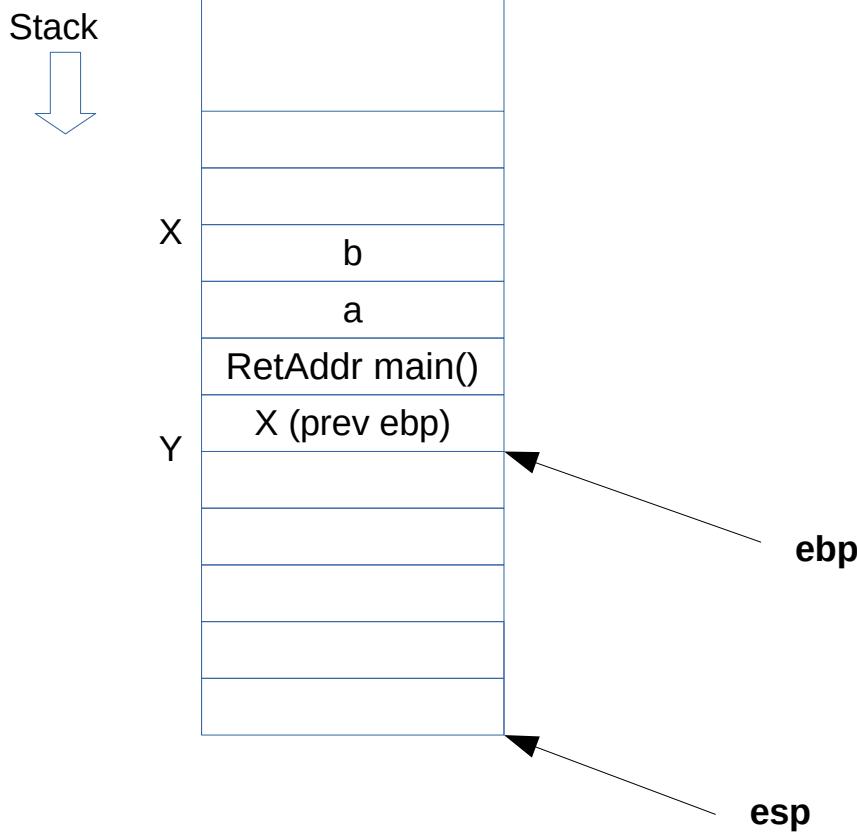
```

mult:

```

pushl %ebp
movl %esp, %ebp
subl $24, %esp
movl $20, -24(%ebp)
movl $30, -20(%ebp)
subl $8, %esp
pushl -20(%ebp)
pushl -24(%ebp)
call add

```



```

int mult(int a, int b) {
    int c, d = 20, e = 30, f;
    f = add(d, e);
    c = a * b + f;
    return c;
}
int add(int x, int y) {
    int z;
    z = x + y;
    return z;
}

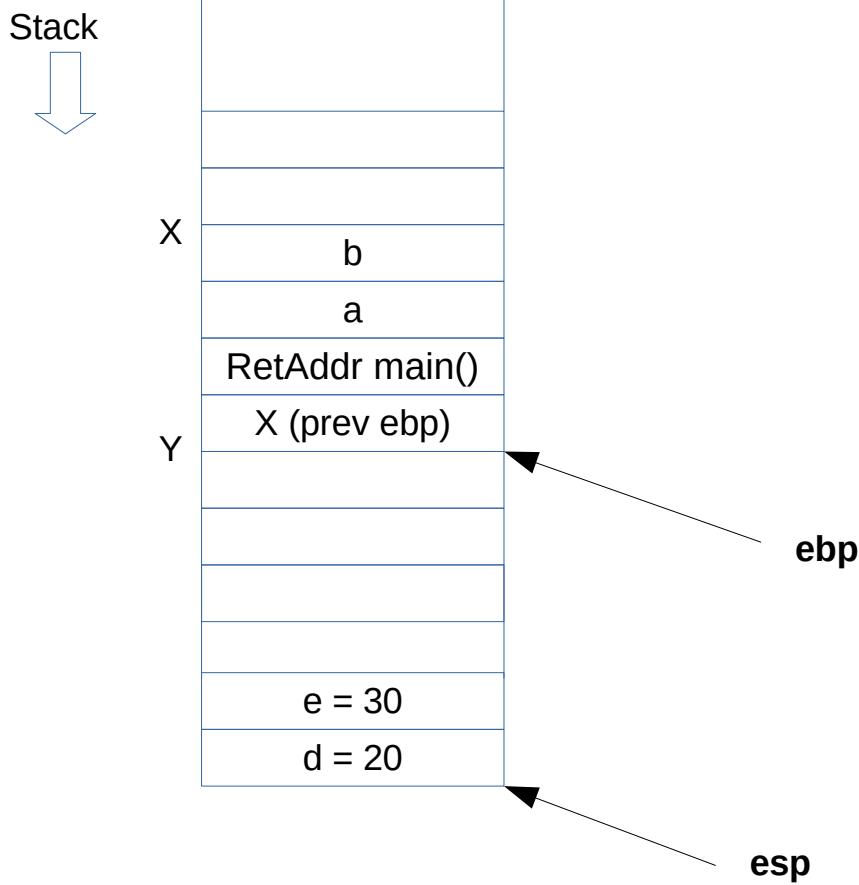
```

mult:

```

pushl %ebp
movl %esp, %ebp
subl $24, %esp
movl $20, -24(%ebp)
movl $30, -20(%ebp)
subl $8, %esp
pushl -20(%ebp)
pushl -24(%ebp)
call add

```



```

int mult(int a, int b) {
    int c, d = 20, e = 30, f;
    f = add(d, e);
    c = a * b + f;
    return c;
}
int add(int x, int y) {
    int z;
    z = x + y;
    return z;
}

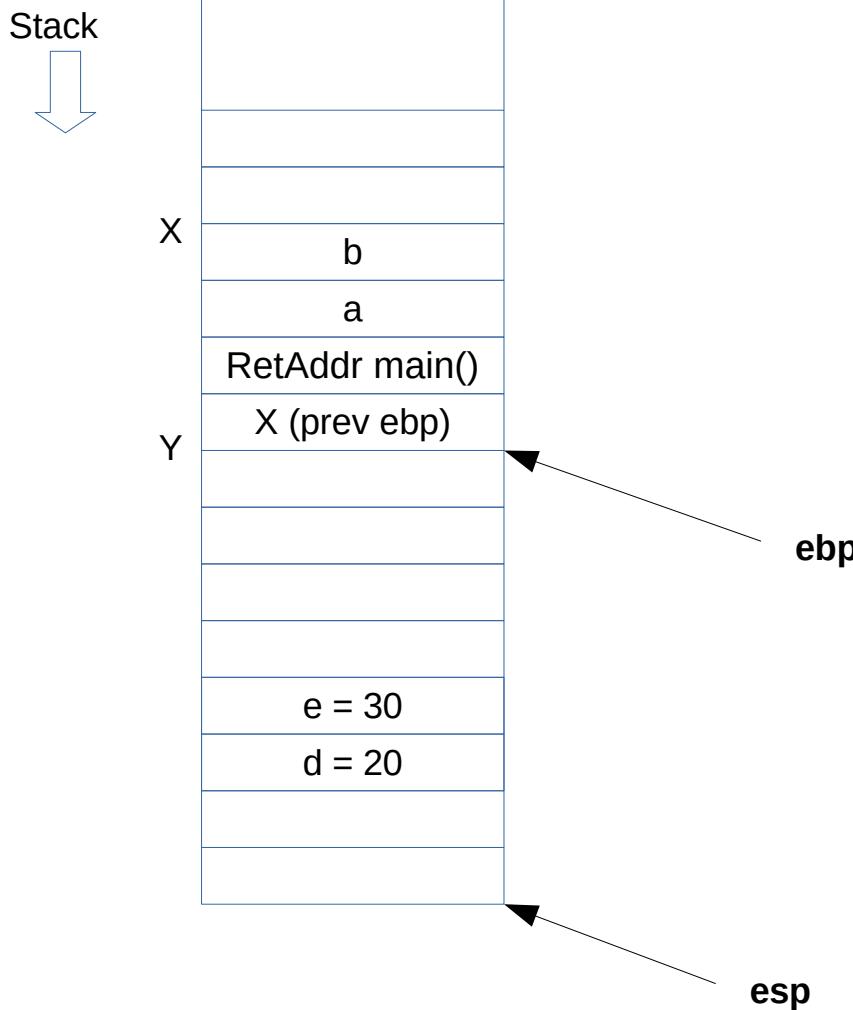
```

mult:

```

pushl %ebp
movl %esp, %ebp
subl $24, %esp
movl $20, -24(%ebp)
movl $30, -20(%ebp)
subl $8, %esp
pushl -20(%ebp)
pushl -24(%ebp)
call add

```



```

int mult(int a, int b) {
    int c, d = 20, e = 30, f;
    f = add(d, e);
    c = a * b + f;
    return c;
}
int add(int x, int y) {
    int z;
    z = x + y;
    return z;
}

```

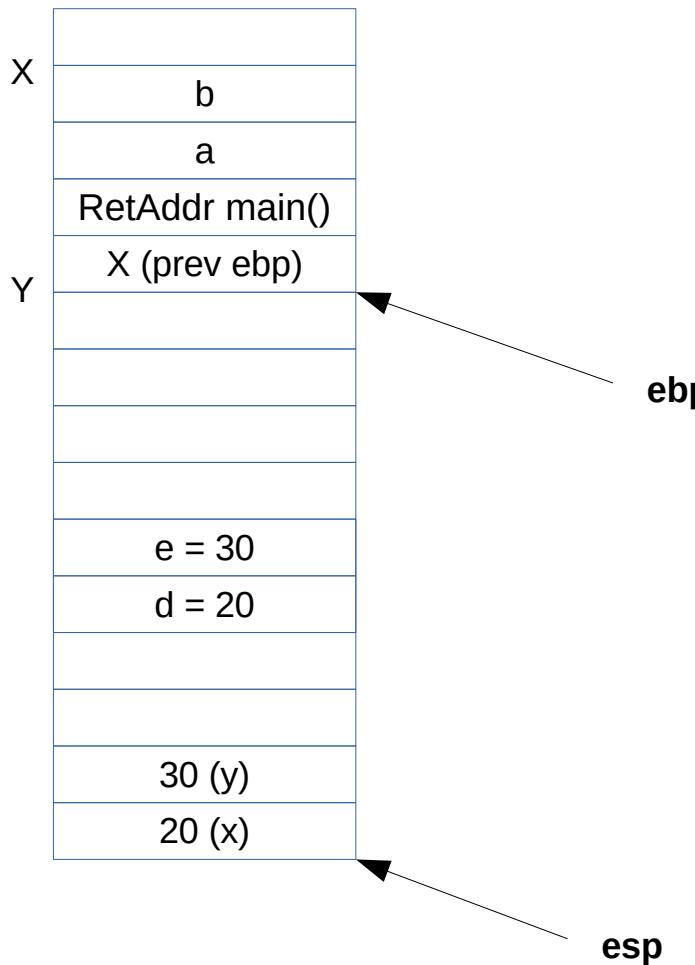
mult:

```

pushl %ebp
movl %esp, %ebp
subl $24, %esp
movl $20, -24(%ebp)
movl $30, -20(%ebp)
subl $8, %esp
pushl -20(%ebp)
pushl -24(%ebp)
call add

```

Stack

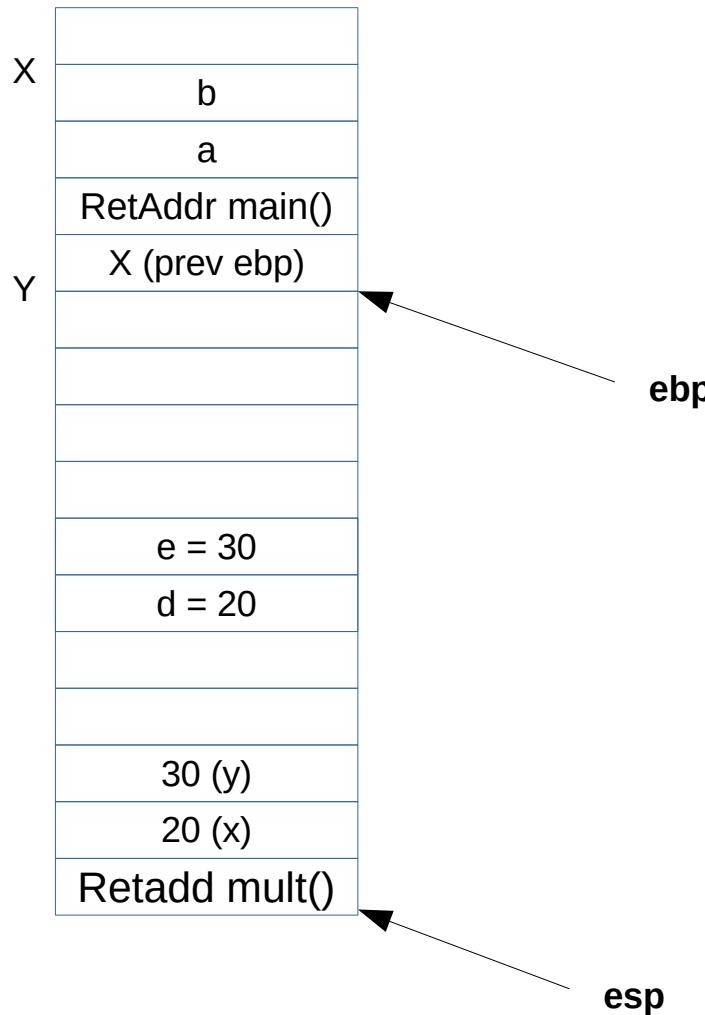


```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

mult:

```
pushl %ebp  
movl %esp, %ebp  
subl $24, %esp  
movl $20, -24(%ebp)  
movl $30, -20(%ebp)  
subl $8, %esp  
pushl -20(%ebp)  
pushl -24(%ebp)  
call add
```

Stack



```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

mult:

```
pushl %ebp  
movl %esp, %ebp  
subl $24, %esp  
movl $20, -24(%ebp)  
movl $30, -20(%ebp)  
subl $8, %esp  
pushl -20(%ebp)  
pushl -24(%ebp)  
call add
```

Stack



X	b
	a
	RetAddr main()
Y	X (prev ebp)
	e = 30
	d = 20
	30 (y)
	20 (x)
	Retaddr mult()
	Y(prev ebp)

esp

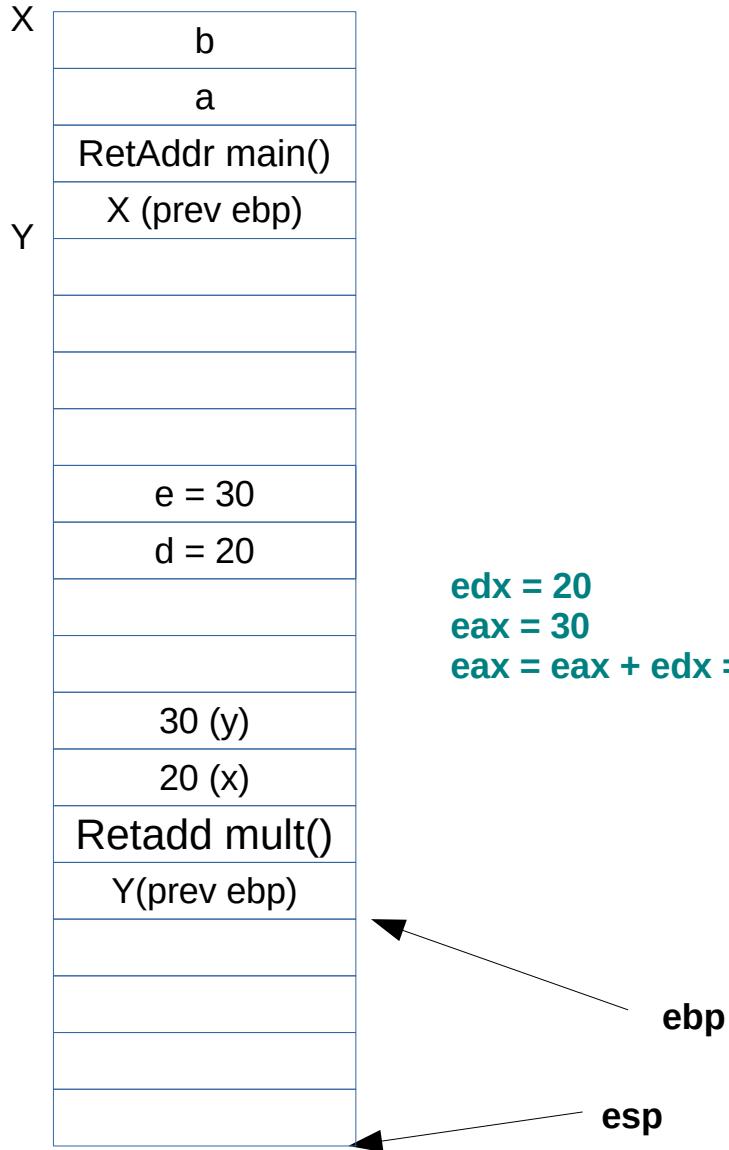
ebp

```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

add:

```
pushl %ebp  
movl %esp, %ebp  
subl $16, %esp  
movl 8(%ebp), %edx  
movl 12(%ebp), %eax  
addl %edx, %eax  
movl %eax, -4(%ebp)  
movl -4(%ebp), %eax  
leave  
ret
```

Stack

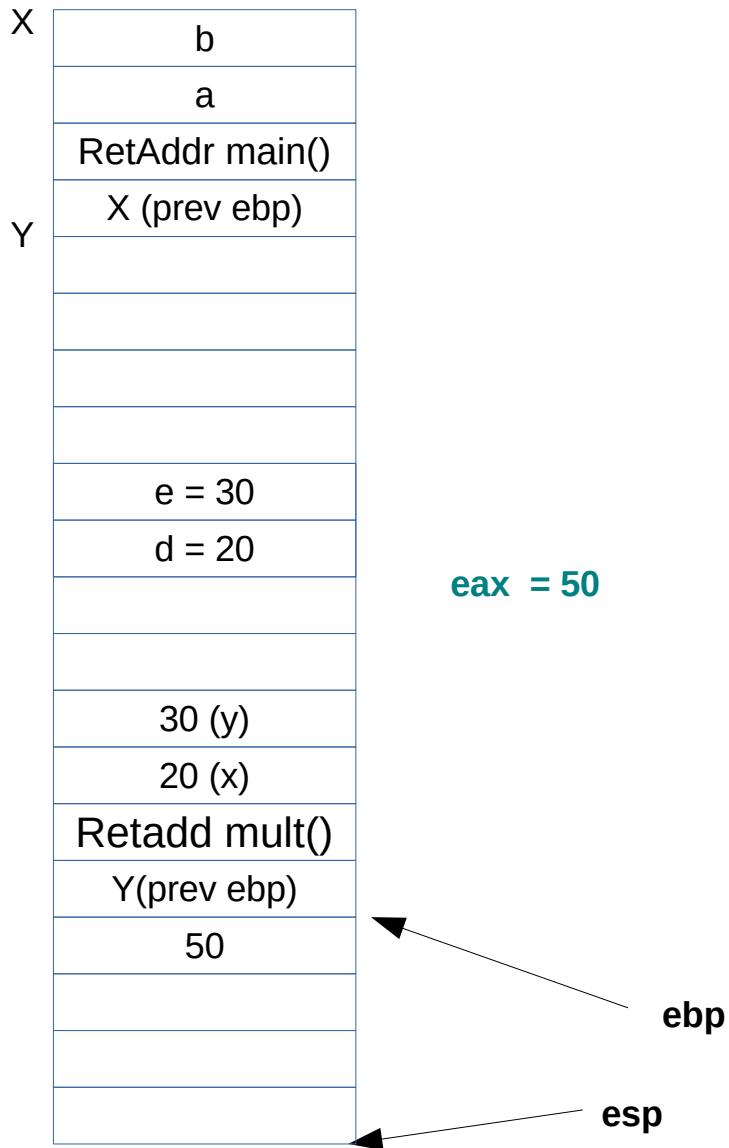


```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

add:

```
pushl %ebp
movl %esp, %ebp
subl $16, %esp
movl 8(%ebp), %edx
movl 12(%ebp), %eax
addl %edx, %eax
movl %eax, -4(%ebp)
movl -4(%ebp), %eax
leave
ret
```

Stack



```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

add:

```
pushl %ebp  
movl %esp, %ebp  
subl $16, %esp  
movl 8(%ebp), %edx  
movl 12(%ebp), %eax  
addl %edx, %eax  
movl %eax, -4(%ebp)  
movl -4(%ebp), %eax  
leave  
ret
```

**Some redundant code generated here.
Before “leave”. Result is in eax**

Stack



X	b
	a
RetAddr main()	
X (prev ebp)	
Y	
e = 30	
d = 20	
30 (y)	
20 (x)	
Retadd mult()	
Y(prev ebp)	
50	

leave: step 1

eax = 50

esp

ebp



```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

add:

```
pushl %ebp  
movl %esp, %ebp  
subl $16, %esp  
movl 8(%ebp), %edx  
movl 12(%ebp), %eax  
addl %edx, %eax  
movl %eax, -4(%ebp)  
movl -4(%ebp), %eax
```

**leave # # Set ESP to EBP,
then pop EBP.**

ret

Stack



X	b
	a
Y	RetAddr main()
	X (prev ebp)
	e = 30
	d = 20
	30 (y)
	20 (x)
Retadd mult()	
	Y(prev ebp)
	50

leave: step 2

eax = 50

esp

ebp

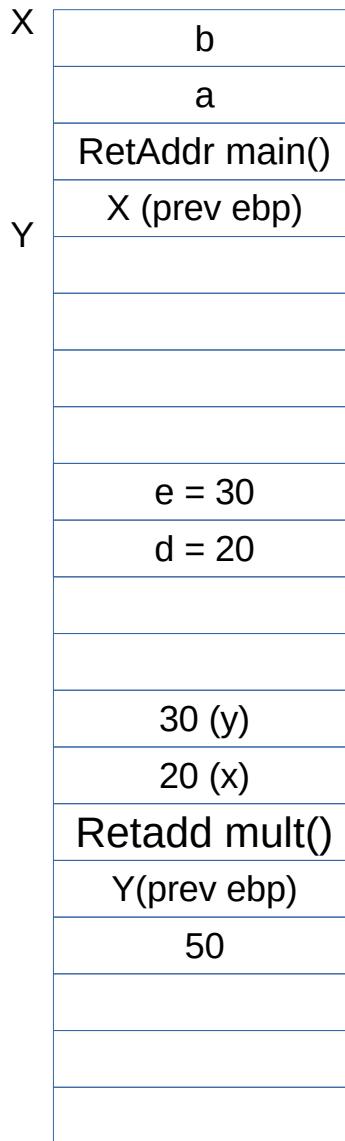
```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

add:

```
pushl %ebp  
movl %esp, %ebp  
subl $16, %esp  
movl 8(%ebp), %edx  
movl 12(%ebp), %eax  
addl %edx, %eax  
movl %eax, -4(%ebp)  
movl -4(%ebp), %eax
```

**leave # # Set ESP to EBP,
then pop EBP.**
ret

Stack



eax = 50

ebp

esp

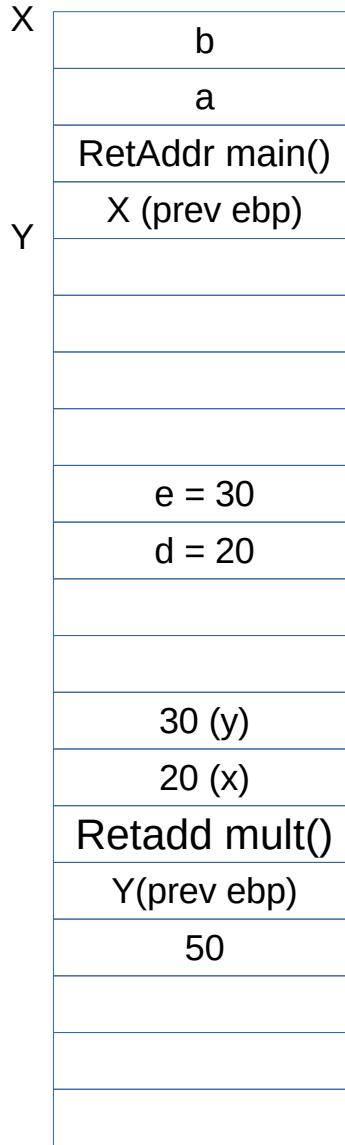
```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e); // here  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

add:

```
pushl %ebp  
movl %esp, %ebp  
subl $16, %esp  
movl 8(%ebp), %edx  
movl 12(%ebp), %eax  
addl %edx, %eax  
movl %eax, -4(%ebp)  
movl -4(%ebp), %eax
```

leave # # Set ESP to EBP,
then pop EBP.
ret

Stack



eax = 50

ebp

esp

```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e); // here  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

Mult:

```
....  
call add  
addl $16, %esp  
movl %eax, -16(%ebp)  
movl 8(%ebp), %eax  
imull 12(%ebp), %eax  
movl %eax, %edx  
movl -16(%ebp), %eax  
addl %edx, %eax  
movl %eax, -12(%ebp)  
movl -12(%ebp), %eax  
leave  
ret
```

Stack



X	b
	a
Y	RetAddr main()
	X (prev ebp)
	f = 50 (eax)
	e = 30
	d = 20
	30 (y)
	20 (x)
	Retaddr mult()
	Y(prev ebp)
	50

eax = 50

esp

ebp

```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

Mult:

```
....  
    call  add  
    addl  $16, %esp  
    movl  %eax, -16(%ebp)  
    movl  8(%ebp), %eax  
    imull 12(%ebp), %eax  
    movl  %eax, %edx  
    movl  -16(%ebp), %eax  
    addl  %edx, %eax  
    movl  %eax, -12(%ebp)  
    movl  -12(%ebp), %eax  
    leave  
    ret
```

Stack



X	b
	a
Y	RetAddr main()
	X (prev ebp)
X	f = 50
	e = 30
	d = 20
X	30 (y)
	20 (x)
Y	Retadd mult()
	Y(prev ebp)
	50

eax = a
eax = eax * b
edx = eax
eax = f
eax = edx + eax
// eax = a*b + f

ebp

esp

```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

Mult:

```
....  
call  add  
addl $16, %esp  
movl %eax, -16(%ebp)  
movl 8(%ebp), %eax  
imull 12(%ebp), %eax  
movl %eax, %edx  
movl -16(%ebp), %eax  
addl %edx, %eax  
movl %eax, -12(%ebp)  
movl -12(%ebp), %eax  
leave  
ret
```

Stack



X	b
	a
Y	RetAddr main()
	X (prev ebp)
	c = eax
	f = 50
	e = 30
	d = 20
	30 (y)
	20 (x)
	Retaddr mult()
	Y(prev ebp)
	50

// eax = a*b + f

Again some redundant code

ebp

esp

```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

Mult:

```
....  
    call  add  
    addl  $16, %esp  
    movl  %eax, -16(%ebp)  
    movl  8(%ebp), %eax  
    imull 12(%ebp), %eax  
    movl  %eax, %edx  
    movl  -16(%ebp), %eax  
    addl  %edx, %eax  
    movl  %eax, -12(%ebp)  
    movl  -12(%ebp), %eax  
    leave  
    ret
```

Stack



X	b
	a
	RetAddr main()
Y	X (prev ebp)
	c = eax
	f = 50
	e = 30
	d = 20
	30 (y)
	20 (x)
	Retadd mult()
	Y(prev ebp)
	50

After leave
// eax = a*b + f

ebp
esp

```
int mult(int a, int b) {  
    int c, d = 20, e = 30, f;  
    f = add(d, e);  
    c = a * b + f;  
    return c;  
}  
int add(int x, int y) {  
    int z;  
    z = x + y;  
    return z;  
}
```

Mult:

```
....  
    call  add  
    addl  $16, %esp  
    movl  %eax, -16(%ebp)  
    movl  8(%ebp), %eax  
    imull 12(%ebp), %eax  
    movl  %eax, %edx  
    movl  -16(%ebp), %eax  
    addl  %edx, %eax  
    movl  %eax, -12(%ebp)  
    movl  -12(%ebp), %eax  
leave  
    ret
```

Lessons

- **Calling function (caller)**
 - Pushes arguments on stack , copies values
- **On call**
 - Return IP is pushed
- **Initially in called function (callee)**
 - Old ebp is pushed
 - ebp = stack
 - Stack is decremented to make space for local variables

Lessons

- **Before Return**
 - Ensure that result is in 'eax'
- **On Return**
 - stack = ebp
 - Pop ebp (ebp = old ebp)
- **On 'ret'**
 - Pop 'return IP' and go back in old function

Lessons

- **This was a demonstration for a**
 - User program, compiled with GCC, On Linux
 - Followed the conventions we discussed earlier
- **Applicable to**
 - C programs which work using LIFO function calls
- **Compiler can't generate code using this mechanism for**
 - Functions like fork(), exec(), scheduler(), etc.
 - Boot code of OS

Calling Convention

Abhijit A M

The need for calling convention

An essential task of the compiler

Generates object code (file) for given source code (file)

Processors provide simple features

Registers, machine instructions (add, mov, jmp, call, etc.), imp registers like stack-pointer, etc;
ability to do byte/word sized operations

No notion of data types, functions, variables, etc.

But languages like C provide high level features

Data types, variables, functions, recursion, etc

Compiler needs to map the features of C into processor's features, and then generate machine code

In reality, the language designers design a language feature only after answering the question of conversion into machine code

The need for calling convention

Examples of some of the challenges before the compiler

“call” + “ret” does not make a C-function call!

A “call” instruction in processor simply does this

Pushes IP(that is PC) on stack + Jumps to given address

This is not like calling a C-function !

Unsolved problem: How to handle parameters, return value?

Processor does not understand data types!

Although it has instructions for byte, word sized data and can differentiate between integers and reals (mov, movw, addl, addf, etc.)

Compiler and Machine code generation

Example, code inside a function

```
int a, b, c;  
c = a + b;
```

What kind of code is generated by compiler for this?

```
sub 12, <esp> #normally local variables are located on stack, make space  
mov <location of a in memory>, r1 #location is on stack, e,g. -4(esp)  
mov <location of b in memory>, r2  
add r1, r2 # result in r1  
mov r1, <location of c in memory>
```

Compiler and Machine code generation

Across function calls

```
int f(int m, n) {  
    int x = m, y = n;  
    return g(x, y);  
}  
  
int x(int a) {  
    return g (a, a+ 1);  
}  
  
int g(int p, int q) {  
    p = p * q + p;  
    return p  
}
```

**g() may be called from f()
or from x()**

**Sequence of function calls
can NOT be predicted by
compiler**

**Compiler has to generate
machine code for each
function assuming
nothing about the caller**

Compiler and Machine code generation

Machine code generation for functions

Mapping C language features to existing machine code instructions.

Typical examples

`a = 100 ;` ==> mov instruction

`a = b + c;` ==> mov, add instructions

`while(a < 5) { j++; }` ==> mov, cmp, jlt, add, etc. Instruction

Where are the local variables in memory?

The only way to store them is on a stack.

Why?

Function calls

LIFO

Last in First Out

Must need a “stack” like feature to implement them

Processor Stack

Processors provide a stack pointer

%esp on x86

Instructions like push and pop are provided by hardware

They automatically increment/decrement the stack pointer. On x86 stack grows downwards (subtract from esp!)

Unlike a “stack data type” data structure, this “stack” is simply implemented with only the esp (as the “top”). The entire memory can be treated as the “array”.

Function calls

System stack, compilers, Languages

Compilers generate machine code with the 'esp'. The pointer is initialized to a proper value at the time of fork-exec by the OS for each process.

Languages like C which provide for function calls, and recursion also assume that they will run on processors with a stack support in hardware

Convention needed

How to use the stack for effective implementation of function calls ?

What goes on stack?

Local variables

Function Parameters

Return address of instruction which called a function !

Activation Record

Local Vars + parameters + return address

When functions call each other

One activation record is built on stack for each function call

On function return, the record is destroyed

On x86

ebp and esp pointers are used to denote the activation record.

How? We will see soon. You may start exploring with “gcc -S” output assembly code.

X86 instructions

leave

Equivalent to

```
mov %ebp, %esp    # esp =  
ebp  
pop %ebp
```

ret

Equivalent to

```
pop %ecx  
Jmp %ecx
```

call x

Equivalent to

```
push %eip  
jmp x
```

X86 instructions

endbr64

Normally a NOP

Let's see some examples now

Let's compile using

gcc -S

See code and understand

simple.c and simple.s

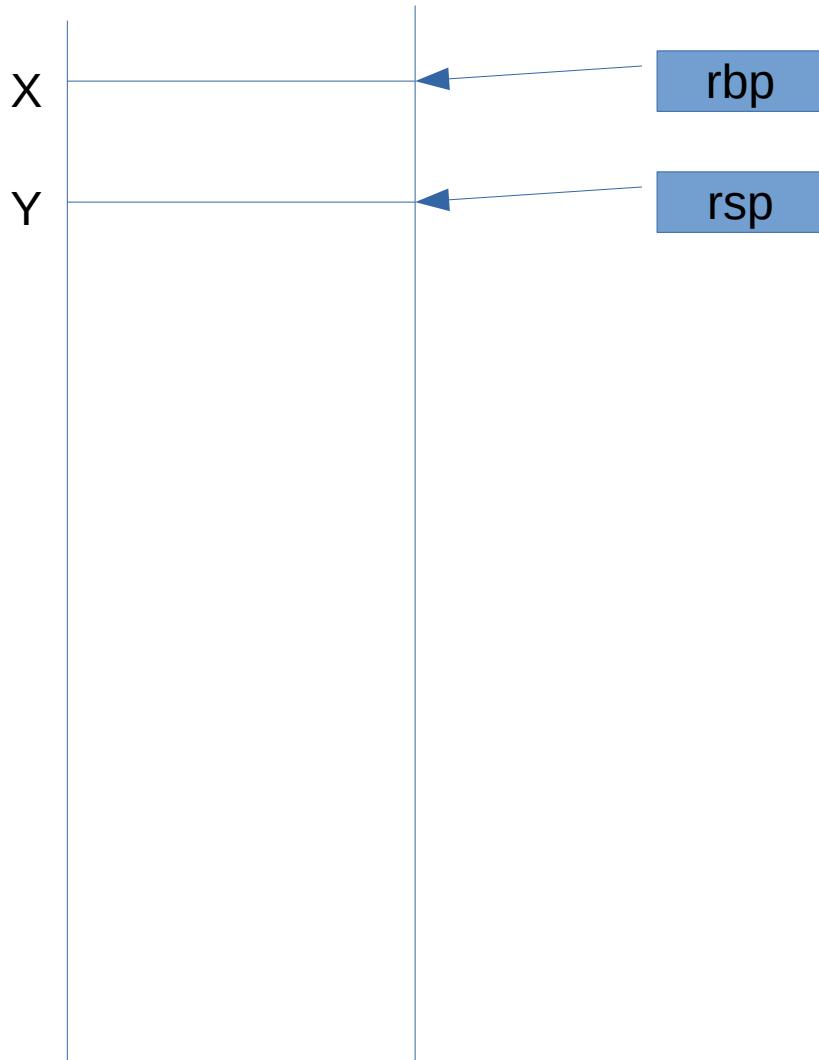
```
int f(int x) {  
    int y;  
    y = x + 3;  
    return y;  
}  
int main() {  
    int a = 20, b = 30;  
    b = f(a);  
    return b;  
}
```

main:

```
    endbr64  
    pushq  %rbp  
    movq   %rsp, %rbp  
    subq   $16, %rsp  
    movl   $20, -8(%rbp)  
    movl   $30, -4(%rbp)  
    movl   -8(%rbp), %eax  
    movl   %eax, %edi  
    call   f  
    movl   %eax, -4(%rbp)  
    movl   -4(%rbp), %eax  
    leave  
    ret
```

f:

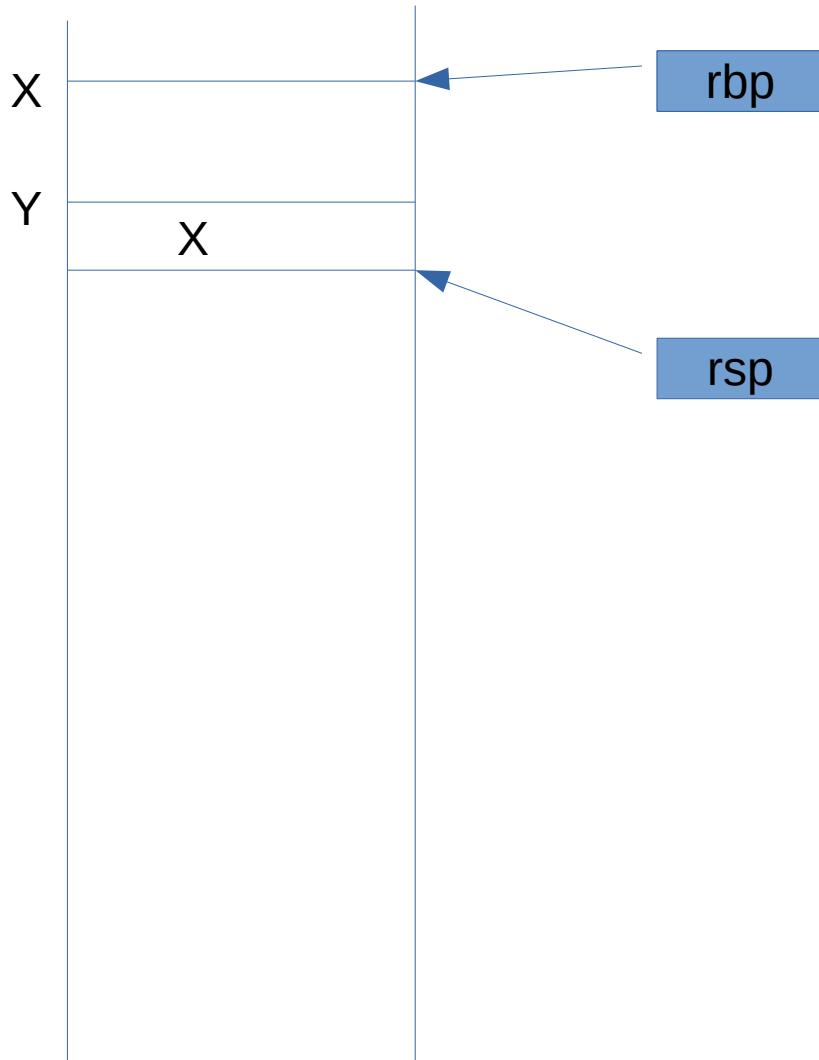
```
    endbr64  
    pushq  %rbp  
    movq   %rsp, %rbp  
    movl   %edi, -20(%rbp)  
    movl   -20(%rbp), %eax  
    addl   $3, %eax  
    movl   %eax, -4(%rbp)  
    movl   -4(%rbp), %eax  
    popq   %rbp  
    ret
```



main:

```
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
leave
ret
```

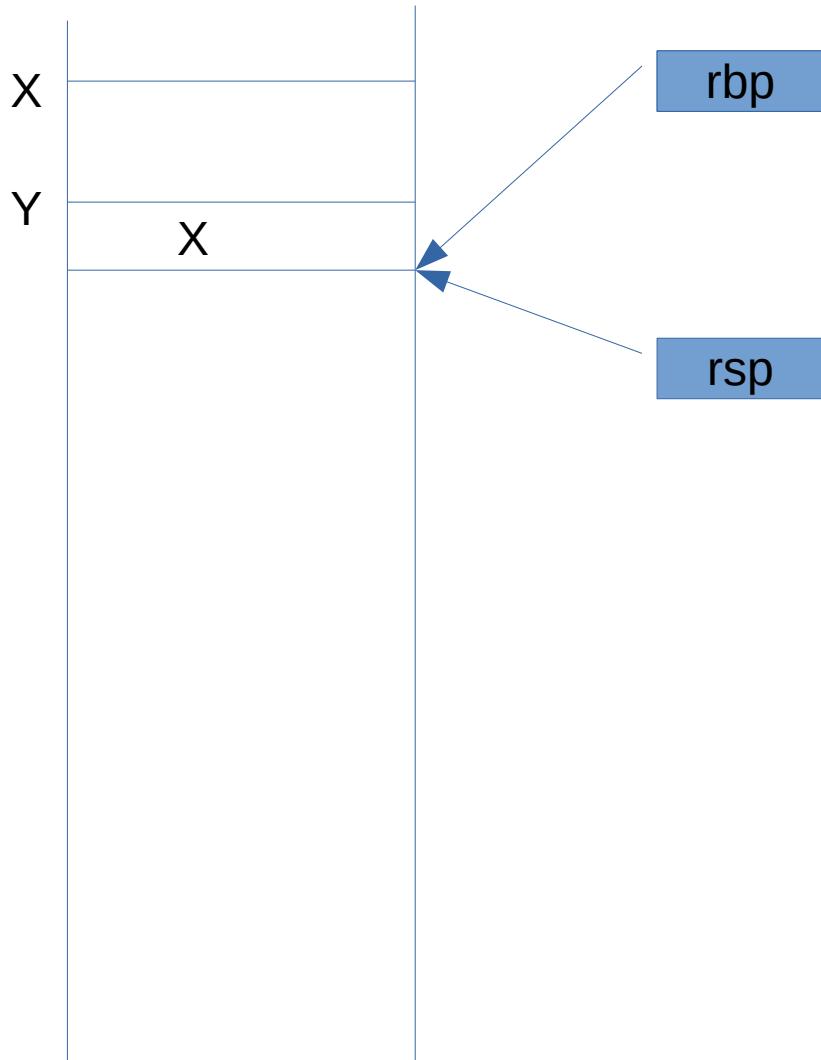
```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```



main:

```
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
leave
ret
```

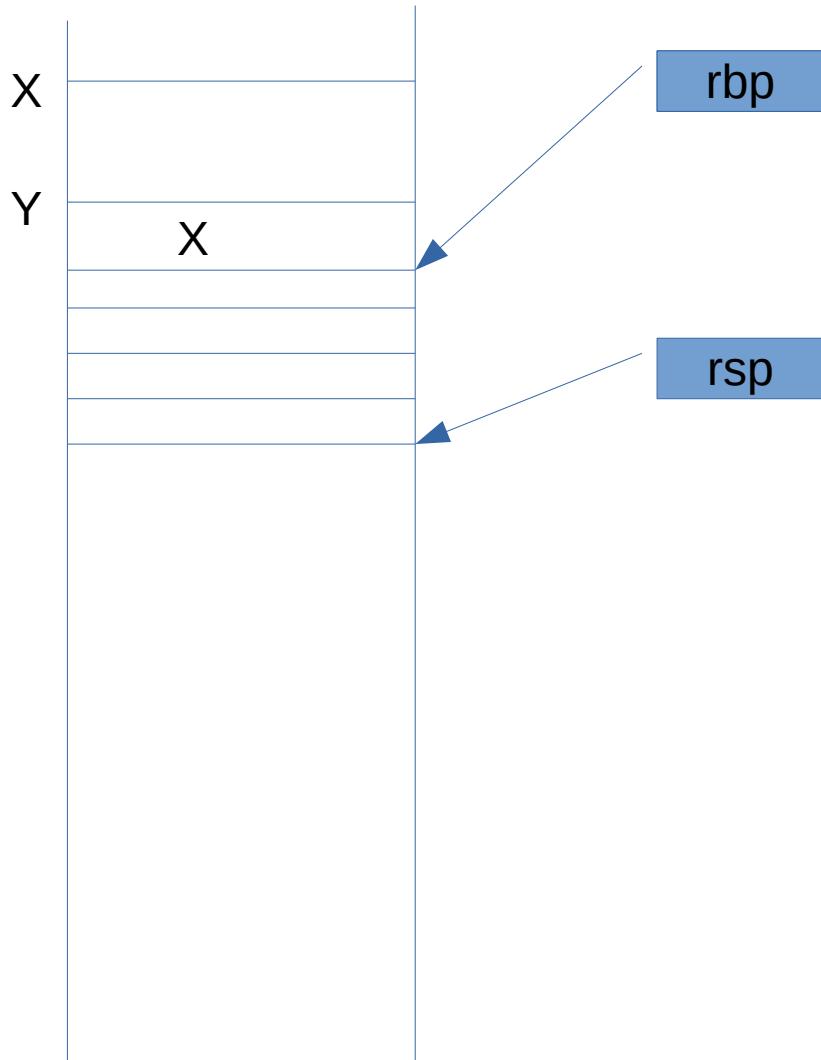
```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```



main:

```
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
leave
ret
```

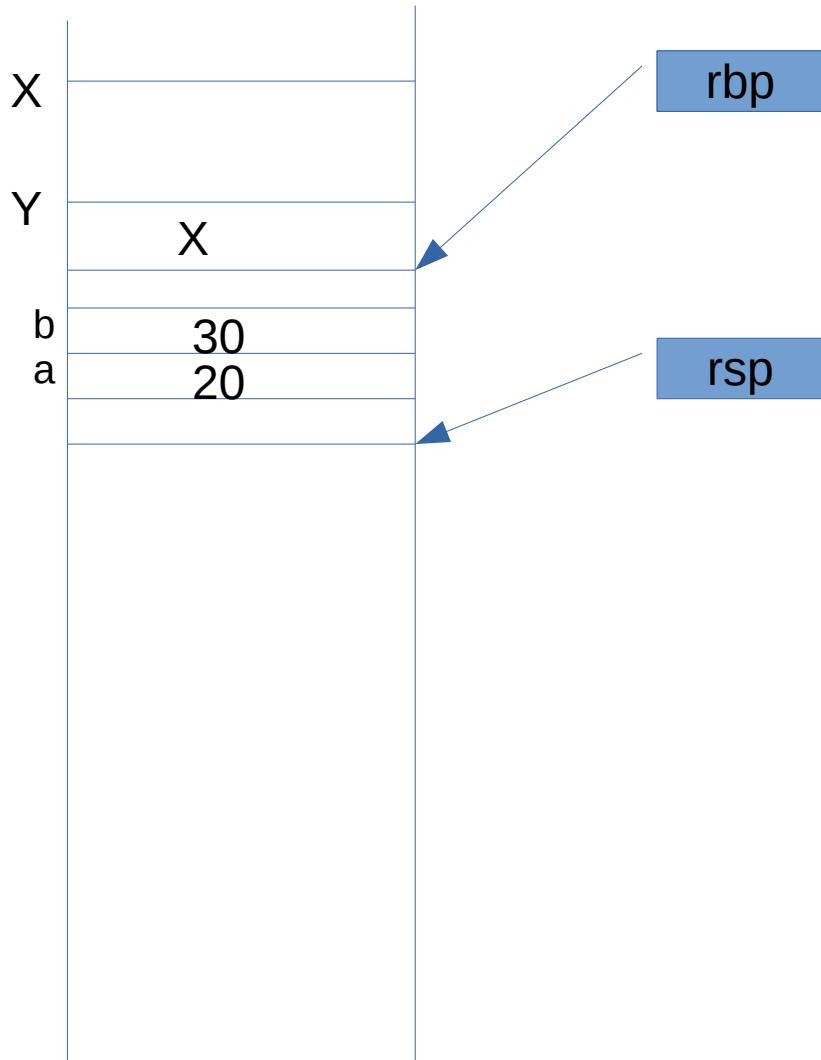
```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```



main:

```
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
leave
ret
```

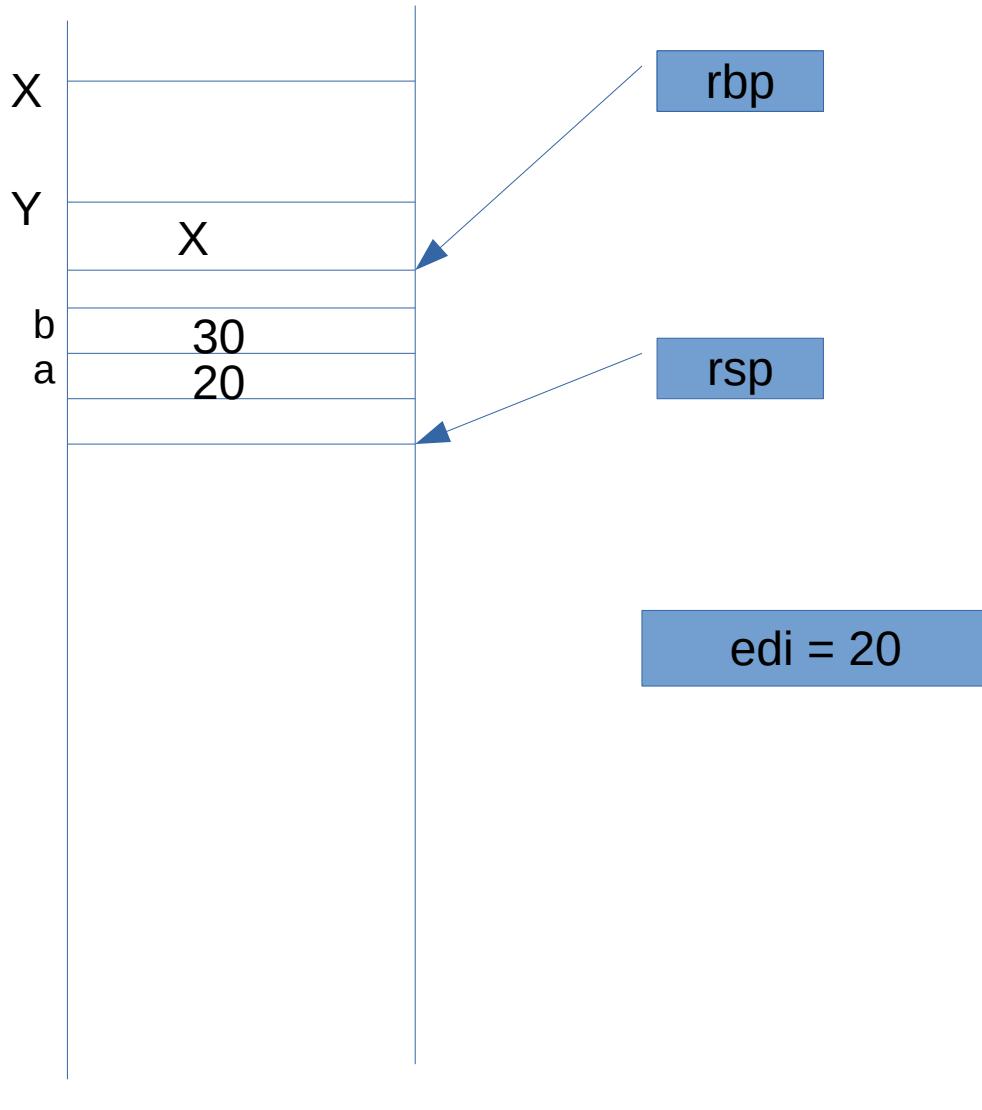
```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```



main:

```
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
leave
ret
```

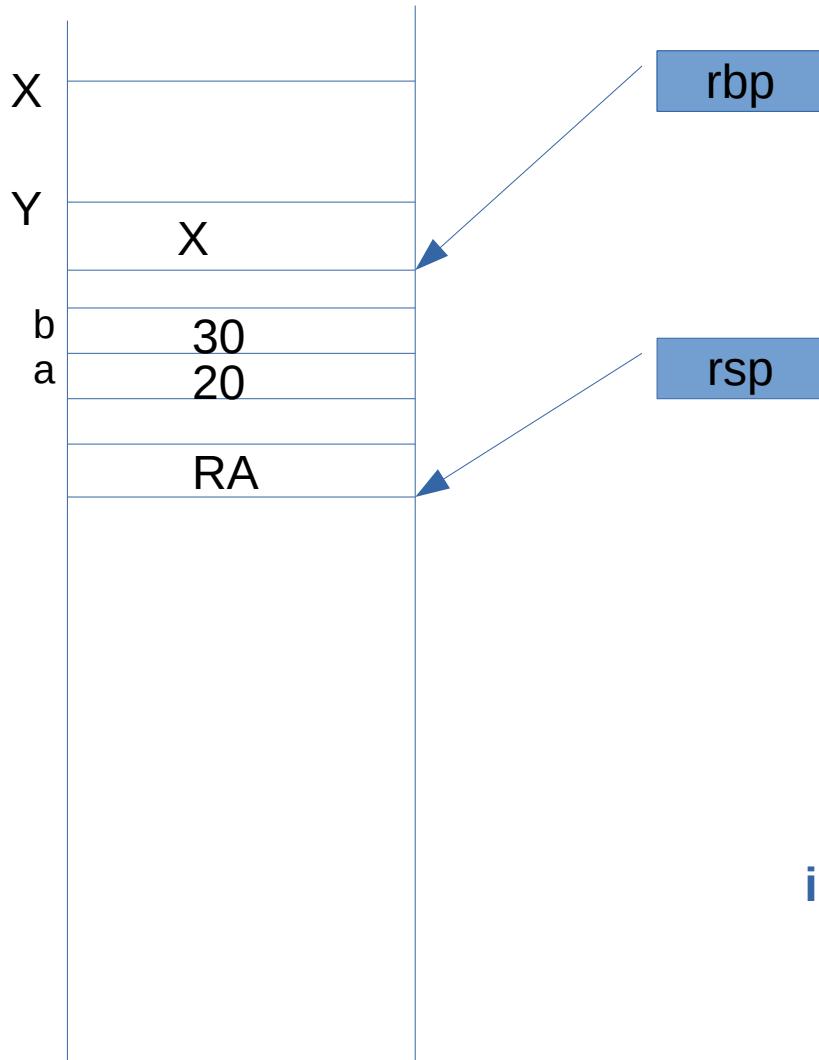
```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```



main:

```
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
leave
ret
```

```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```



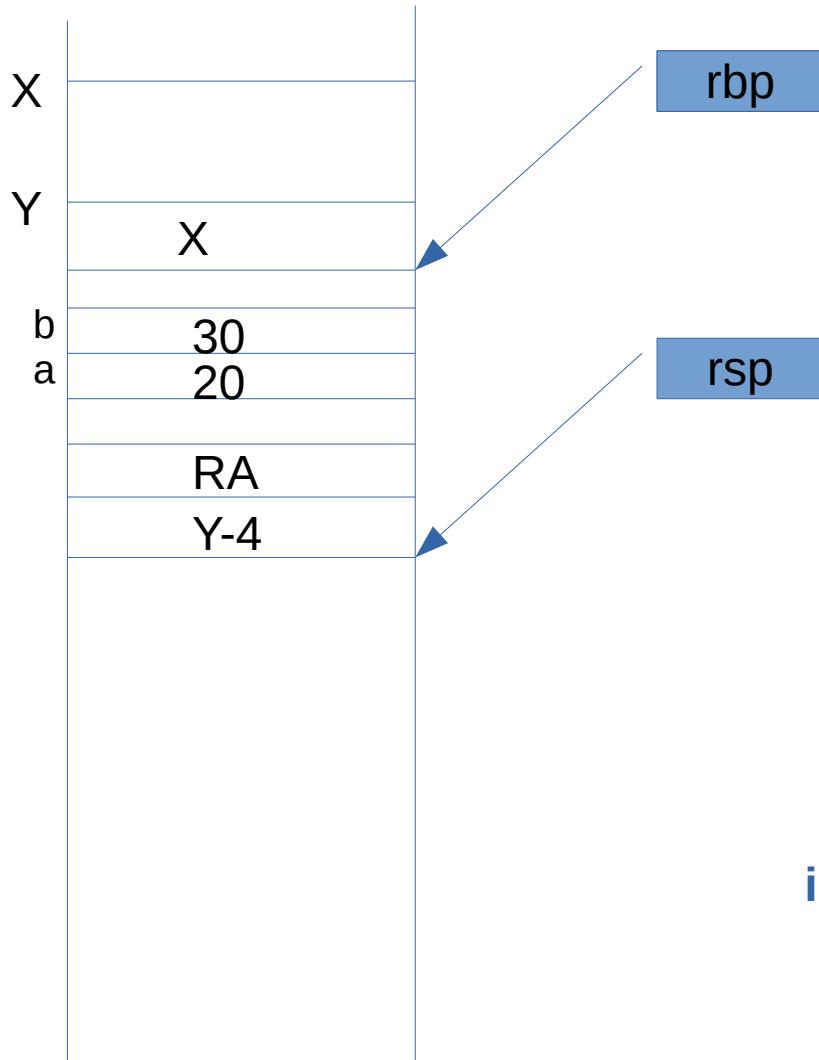
```
int f(int x) {
    int y;
    y = x + 3;
    return y;
}
```

```
main:
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
RA:
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
Leave
ret
```

```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```

```
f:
endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl -20(%rbp), %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret
```

edi = 20



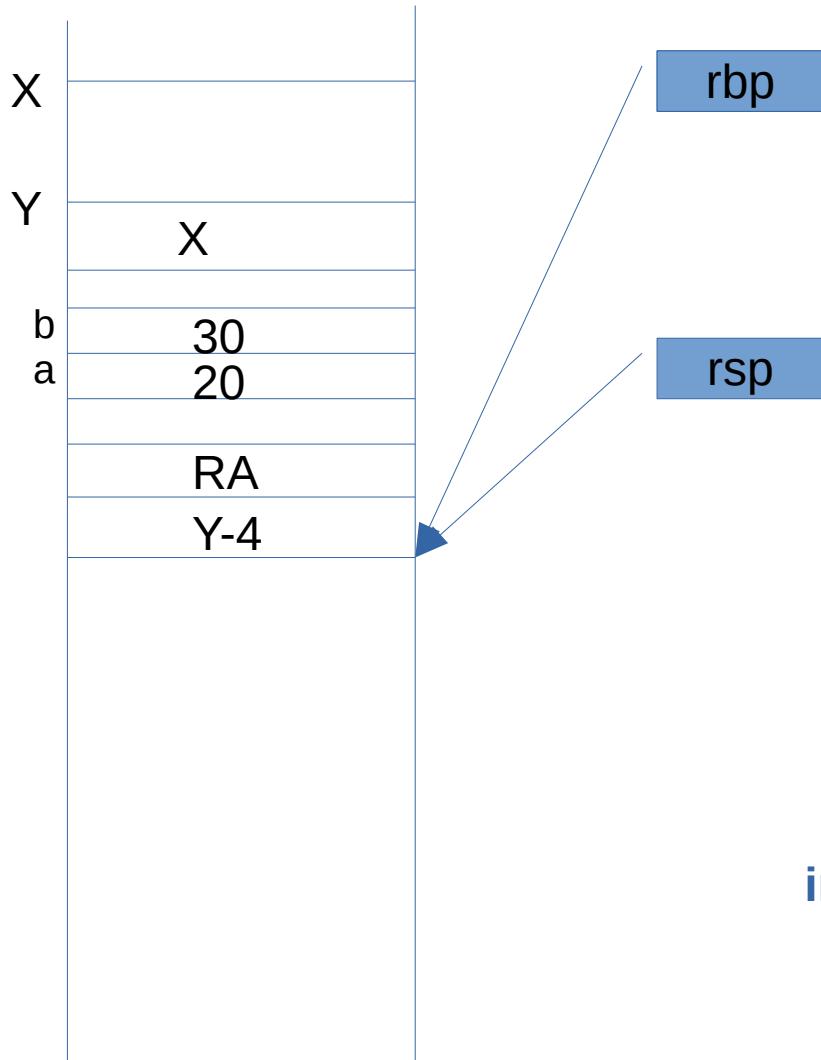
```
int f(int x) {
    int y;
    y = x + 3;
    return y;
}
```

```
main:
    endbr64
    pushq %rbp
    movq %rsp, %rbp
    subq $16, %rsp
    movl $20, -8(%rbp)
    movl $30, -4(%rbp)
    movl -8(%rbp), %eax
    movl %eax, %edi
    call f
    RA:
    movl %eax, -4(%rbp)
    movl -4(%rbp), %eax
    Leave
    ret
```

```
f:
    endbr64
    pushq %rbp
    movq %rsp, %rbp
    movl %edi, -20(%rbp)
    movl -20(%rbp), %eax
    addl $3, %eax
    movl %eax, -4(%rbp)
    movl -4(%rbp), %eax
    popq %rbp
    ret
```

`edi = 20`

```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```



```
int f(int x) {
    int y;
    y = x + 3;
    return y;
}
```

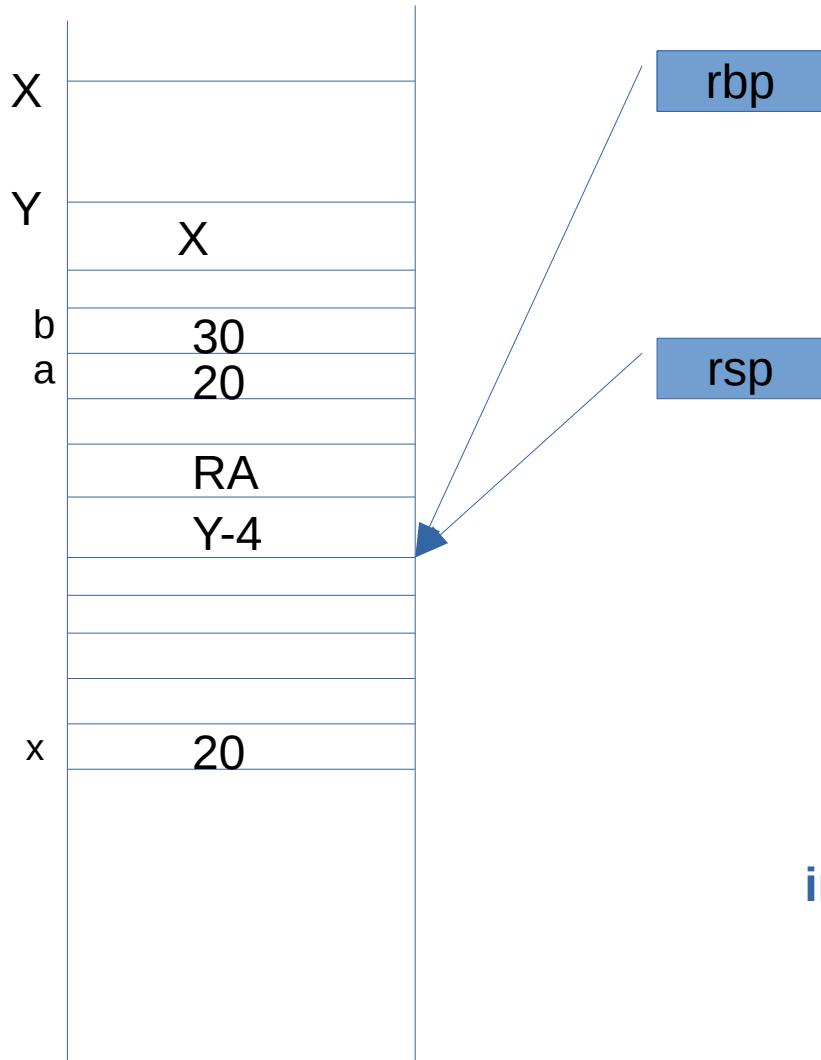
```
main:
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
RA:
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
Leave
ret
```

f:

```
endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl -20(%rbp), %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret
```

edi = 20

```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```



```
int f(int x) {
    int y;
    y = x + 3;
    return y;
}
```

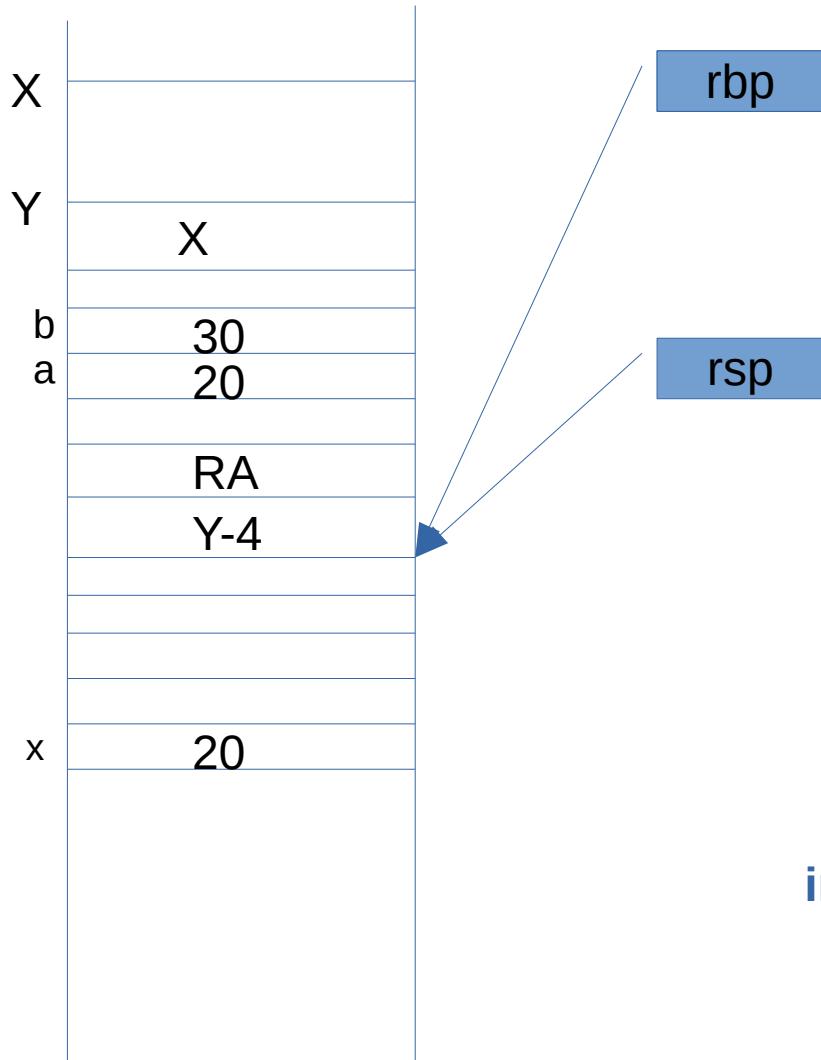
```
main:
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
RA:
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
Leave
ret
```

```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```

f:

```
endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl -20(%rbp), %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret
```

edi = 20



```

main:
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
RA:
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
Leave
ret
int f(int x) {
    int y;
    y = x + 3;
    return y;
}
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
    
```

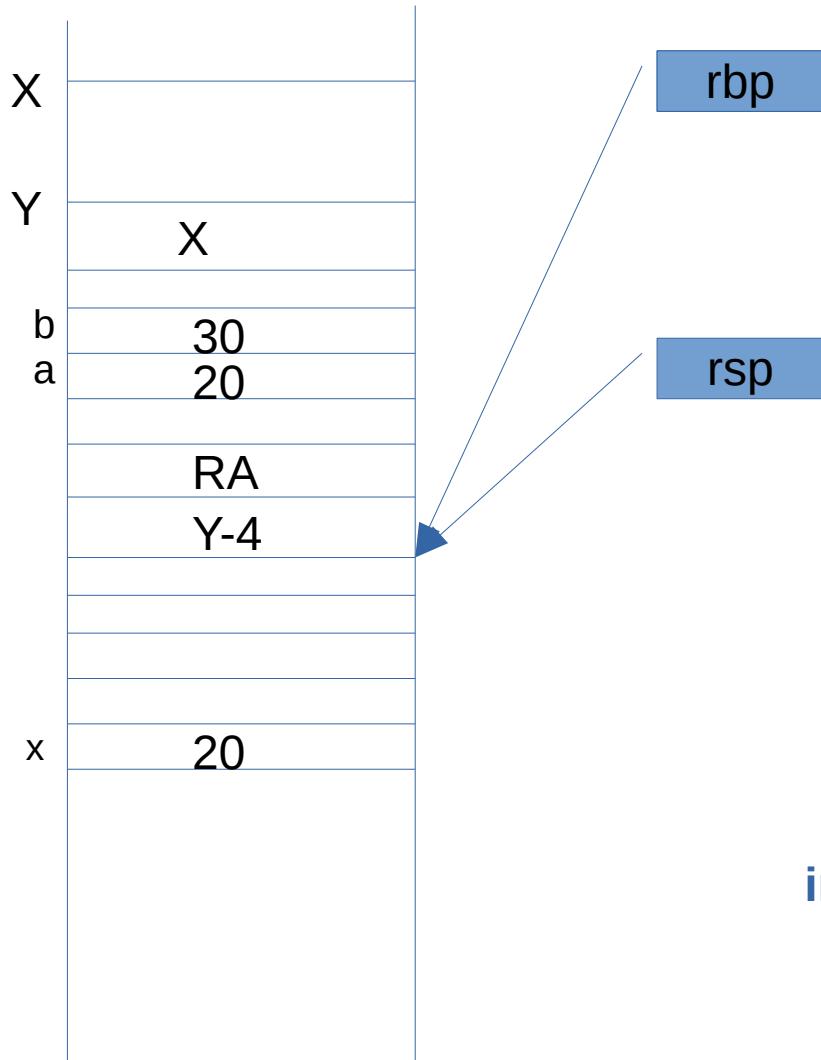
f:

```

endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl -20(%rbp), %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret
    
```

edi = 20

eax = 20



main:

```
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
RA:
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
Leave
ret
```

int f(int x) {

```
int y;
y = x + 3;
return y;
}
```

int main() {

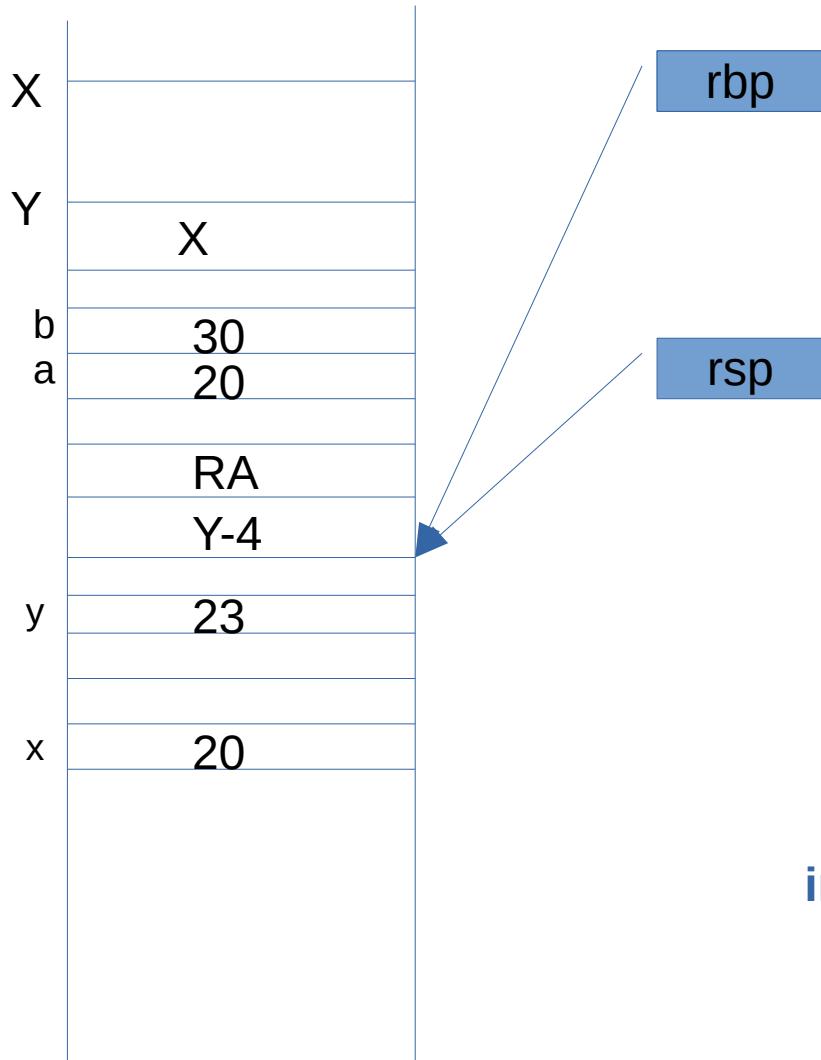
```
int a = 20, b = 30;
b = f(a);
return b;
}
```

f:

```
endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl -20(%rbp), %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret
```

edi = 20

eax = 23



```

main:
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
RA:
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
Leave
ret
int f(int x) {
    int y;
    y = x + 3;
    return y;
}
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
    
```

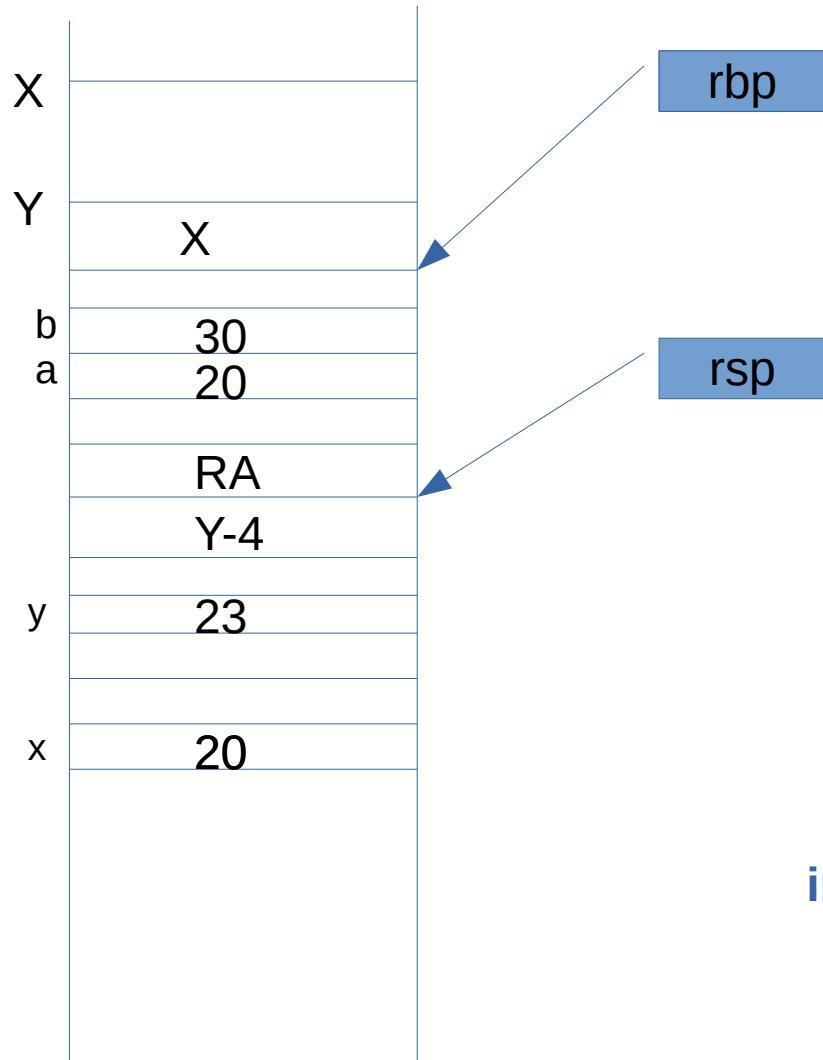
f:

```

endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl -20(%rbp), %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret
    
```

edi = 20

eax = 23



```
int f(int x) {
    int y;
    y = x + 3;
    return y;
}
```

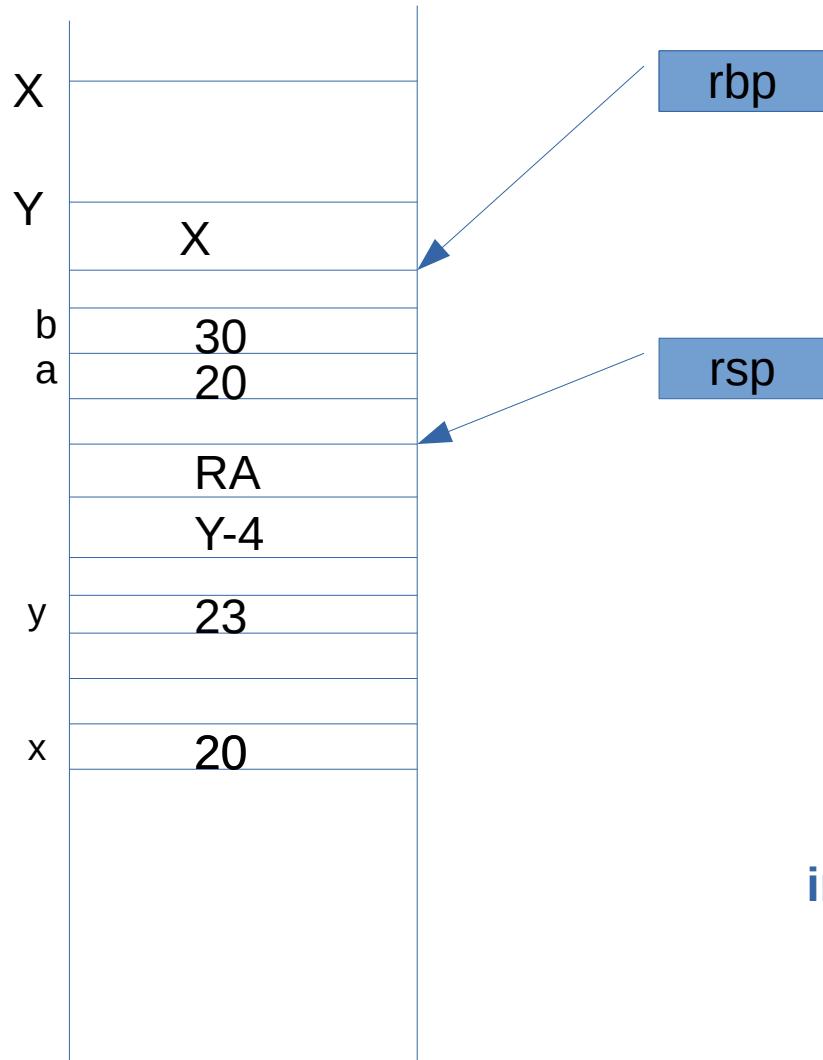
```
main:
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
RA:
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
Leave
ret
```

```
f:
endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl -20(%rbp), %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret
```

edi = 20

Eax = 23

```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```



```
int f(int x) {
    int y;
    y = x + 3;
    return y;
}
```

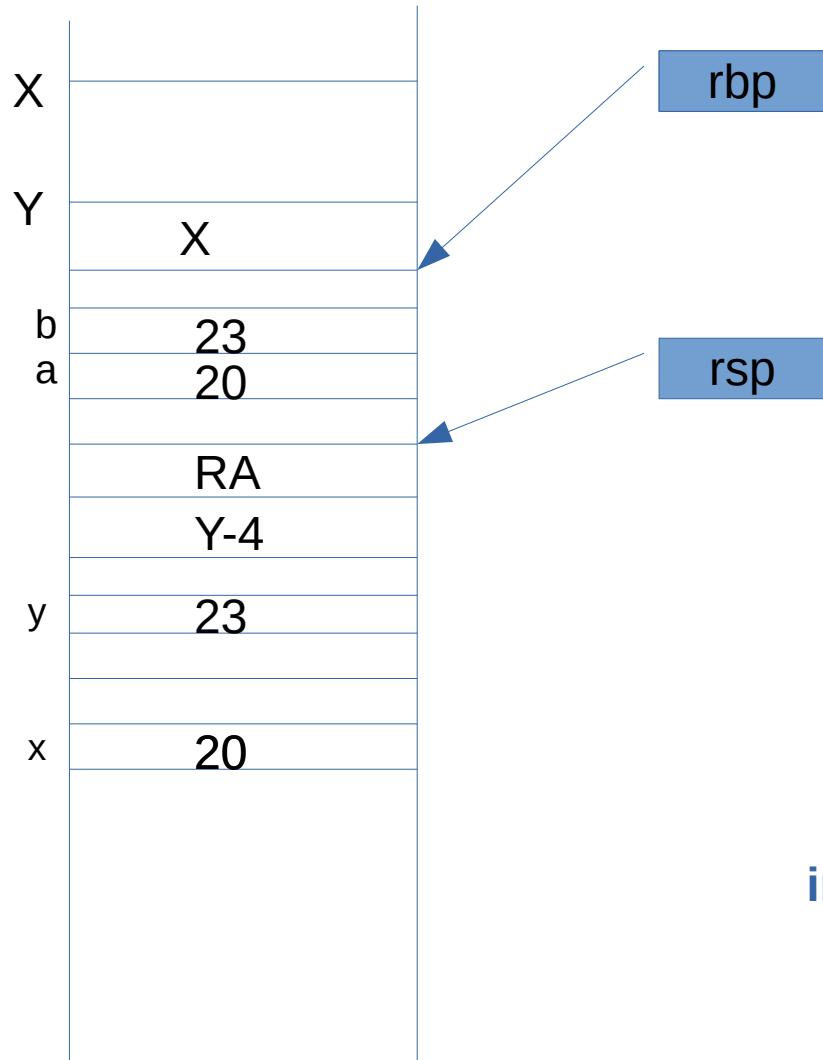
```
main:
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
RA:
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
Leave
ret
```

```
f:
endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl -20(%rbp), %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret
```

edi = 20

eax = 23

eip = RA



```
int f(int x) {
    int y;
    y = x + 3;
    return y;
}
```

```
main:
endbr64
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
RA:
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
leave
ret
```

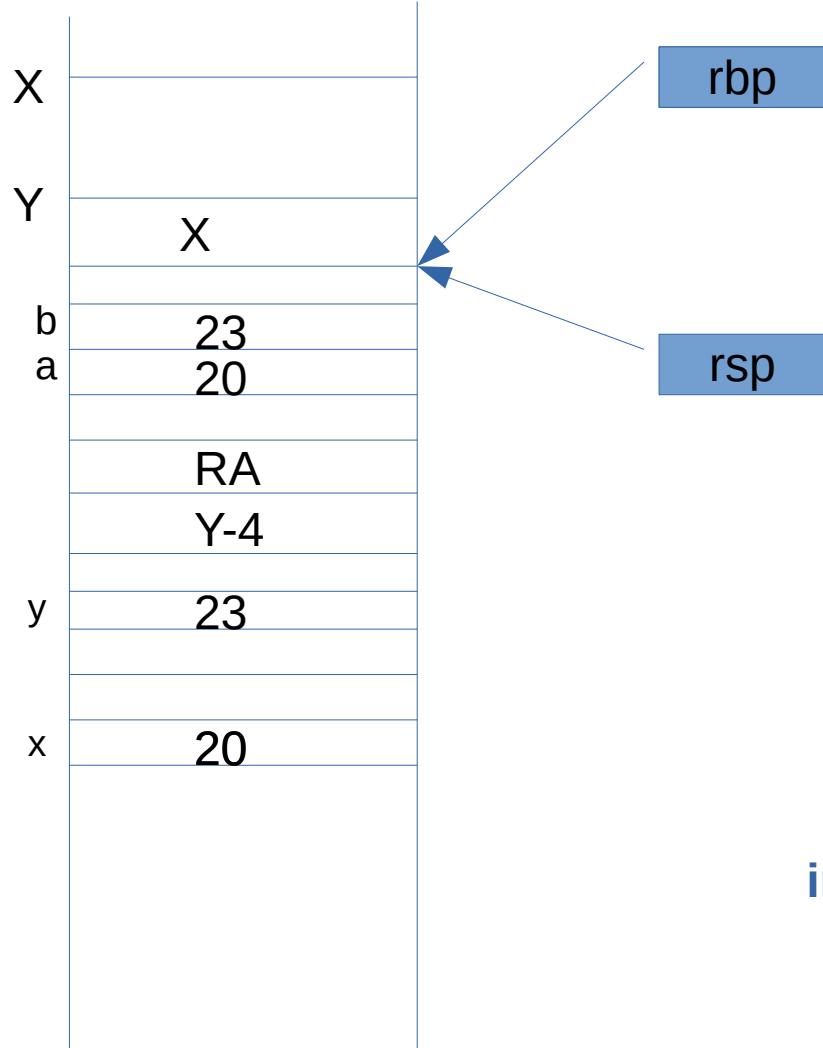
```
f:
endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl -20(%rbp), %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret
```

edi = 20

eax = 23

eip = RA

```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```



main:
endbr64

```

pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
RA:
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
leave
# mov rbp rsp; pop rbp
ret

```

```

int f(int x) {
    int y;
    y = x + 3;
    return y;
}

```

```

int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}

```

f:

```

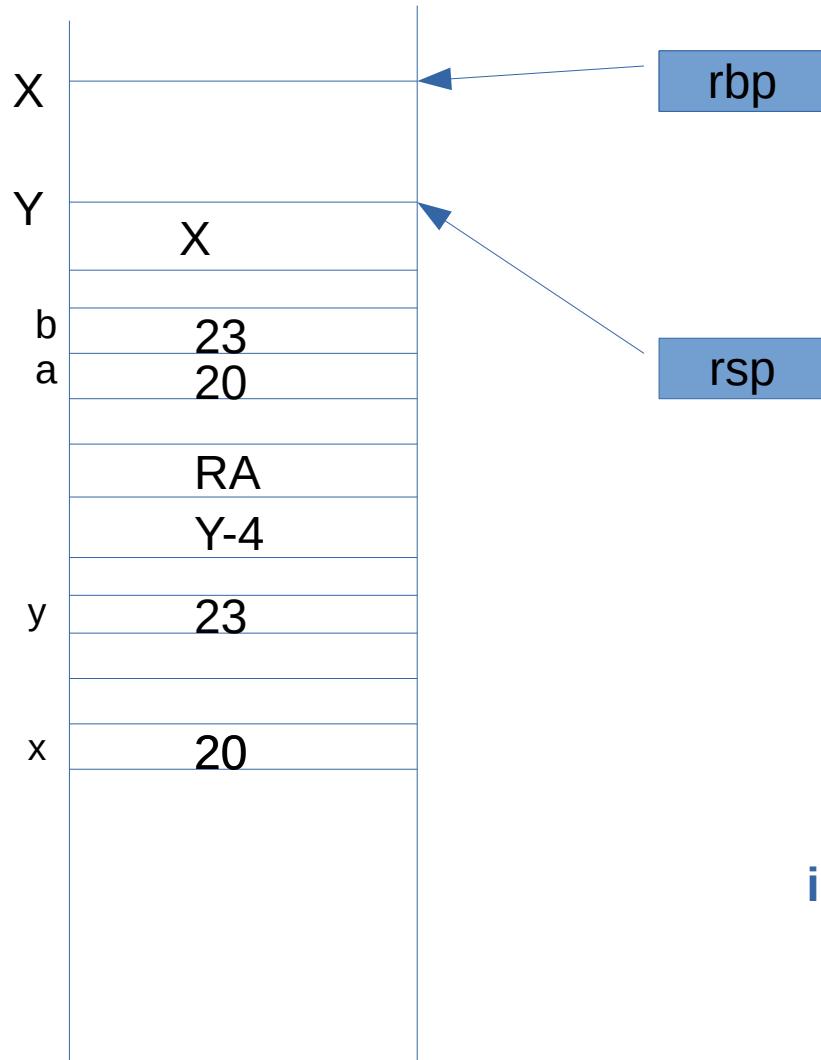
endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl -20(%rbp), %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret

```

edi = 20

eax = 23

eip = RA



main:
endbr64

```
pushq %rbp
movq %rsp, %rbp
subq $16, %rsp
movl $20, -8(%rbp)
movl $30, -4(%rbp)
movl -8(%rbp), %eax
movl %eax, %edi
call f
RA:
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
leave
# mov ebp esp; pop ebp
ret
```

```
int f(int x) {
    int y;
    y = x + 3;
    return y;
}
```

```
int main() {
    int a = 20, b = 30;
    b = f(a);
    return b;
}
```

f:

```
endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl -20(%rbp), %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret
```

edi = 20

eax = 23

eip = RA

Further on calling convention

This was a simple program

The parameter was passed in a register!

What if there were many parameters?

CPUs have different numbers of registers.

More parameters, more functions demand a more sophisticated convention

May be slightly different on different processors, or 32-bit, 64-bit variants also.

Caller save and Callee save registers

Local variables

Are visible only within the function

Recursion: different copies of variables

Stored on “stack”

Registers

Are only one copy

Are within the CPU

Local Variables & Registers conflict

Compiler’s dilemma: While generating code for a function, which registers to use?

The register might have been in use in earlier function call

Caller save and Callee save registers

Caller Save registers

Which registers need to be saved by caller function . They can be used by the callee function!

The caller function will push them (if already in use, otherwise no need) on the stack

Callee save registers

Will be pushed on to the stack by called (callee) function

How to return values?

On the stack itself - then caller will have to pop

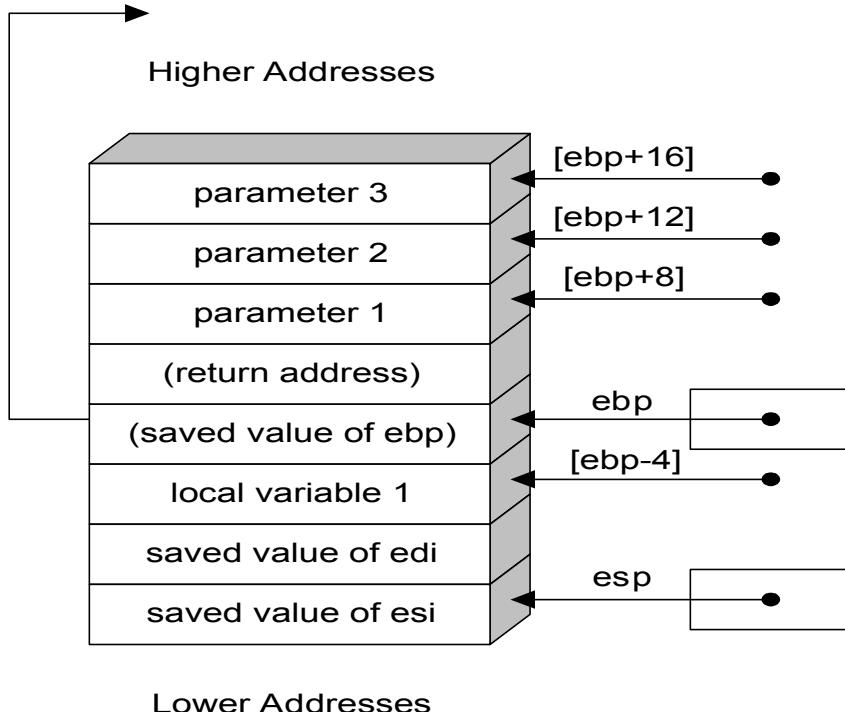
In a register, e.g. eax

X86 convention - caller, callee saved 32 bit

The caller-saved registers are EAX, ECX, EDX.

The callee-saved registers are EBX, EDI, and ESI

Activation record looks like this



F() called g()

Parameters-i refers to parameters passed by f() to g()

Local variable is a variable in g()

Return address is the location in f() where call should go back

X86 caller and callee rules(32 bit)

Caller rules on call

Push caller saved registers on stack

Push parameters on the stack - in reverse order. Why?

Substract esp, copy data

call f() // push + jmp

Caller rules on return

return value is in eax

remove parameters from stack : Add to esp.

Restore caller saved registers (if any)

X86 caller and callee rules

Callee rules on call

1) push ebp

mov ebp, esp

ebp(+/-offset) normally used to locate local vars and parameters on stack

ebp holds a copy of esp

Ebp is pushed so that it can be later popped while returnig

2) Allocate local variables

3) Save callee-saved registers

X86 caller and callee rules

Callee rules on return

- 1) Leave return value in eax
- 2) Restore callee saved registers
- 3) Deallocate local variables
- 4) restore the ebp
- 5) return

32 bit vs 64 bit calling convention

Registers are used for passing parameters in 64 bit , to a large extent

Upto 6 parameters

More parameters pushed on stack

See

<https://aaronbloomfield.github.io/pdr/book/x86-64bit-ccc-chapter.pdf>

Beware

When you read assembly code generated using

`gcc -S`

You will find

More complex instructions

But they will essentially follow the convention mentioned

Comparison

	MIPS	x86
Arguments:	First 4 in %a0–%a3, remainder on stack	Generally all on stack
Return values:	%v0–%v1	%eax
Caller-saved registers:	%t0–%t9	%eax, %ecx, & %edx
Callee-saved registers:	%s0–%s9	Usually none

Figure 6.2: A comparison of the calling conventions of MIPS and x86

From the textbook by Misru

simple3.c and simple3.s

```
int f(int x1, int x2, int x3, int x4, int x5, int x6, int x7, int x8, int x9, int x10) {  
    int h;  
    h = x1 + x2 + x3 + x4 + x5 + x6 + x7 + x8 + x9 + x10 + 3;  
    return h;  
}  
int main() {  
    int a1 = 10, a2 = 20, a3 = 30, a4 = 40, a5 = 50, a6 = 60, a7 = 70, a8 = 80, a9 = 90, a10 = 100;  
    int b;  
    b = f(a1, a2, a3, a4, a5, a6, a7, a8, a9, a10);  
    return b;  
}
```

simple3.c and simple3.s

main:

endbr64	movl -24(%rbp), %r9d	
pushq %rbp	movl -28(%rbp), %r8d	movl %eax, %edi
movq %rsp, %rbp	movl -32(%rbp), %ecx	call f
subq \$48, %rsp	movl -36(%rbp), %edx	addq \$32, %rsp
movl \$10, -44(%rbp)	movl -40(%rbp), %esi	movl %eax, -4(%rbp)
movl \$20, -40(%rbp)	movl -44(%rbp), %eax	movl -4(%rbp), %eax
movl \$30, -36(%rbp)	movl -8(%rbp), %edi	leave
movl \$40, -32(%rbp)	pushq %rdi	ret
movl \$50, -28(%rbp)	movl -12(%rbp), %edi	
movl \$60, -24(%rbp)	pushq %rdi	
movl \$70, -20(%rbp)	movl -16(%rbp), %edi	
movl \$80, -16(%rbp)	pushq %rdi	
movl \$90, -12(%rbp)	movl -20(%rbp), %edi	
movl \$100, -8(%rbp)	pushq %rdi	

simple3.c and simple3.s

f:

```
endbr64
pushq %rbp
movq %rsp, %rbp
movl %edi, -20(%rbp)
movl %esi, -24(%rbp)
movl %edx, -28(%rbp)
movl %ecx, -32(%rbp)
movl %r8d, -36(%rbp)
movl %r9d, -40(%rbp)
movl -20(%rbp), %edx
movl -24(%rbp), %eax
addl %eax, %edx
movl -28(%rbp), %eax
addl %eax, %edx
movl -32(%rbp), %eax
addl %eax, %edx
movl -36(%rbp), %eax
addl %eax, %edx
movl -40(%rbp), %eax
addl %eax, %edx
movl 16(%rbp), %eax
addl %eax, %edx
movl 24(%rbp), %eax
addl %eax, %edx
movl 32(%rbp), %eax
addl %eax, %edx
movl 40(%rbp), %eax
addl %edx, %eax
addl $3, %eax
movl %eax, -4(%rbp)
movl -4(%rbp), %eax
popq %rbp
ret
```

Notes on reading xv6 code

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Credits:
xv6 book by Cox, Kaashoek, Morris
Notes by Prof. Sorav Bansal

Introduction to xv6

Structure of xv6 code

Compiling and executing xv6 code

About xv6

- **Unix Like OS**
- **Multi tasking, Single user**
- **On x86 processor**
- **Supports some system calls**
- **Small code, 7 to 10k**
- **Meant for learning OS concepts**
- **No : demand paging, no copy-on-write fork, no shared-memory, fixed size stack for user programs**

Use cscope and ctags with VIM

- **Go to folder of xv6 code and run**

```
cscope -q *. [chS]
```

- **Also run**

```
ctags *. [chS]
```

- **Now download the file**

http://cscope.sourceforge.net/cscope_maps.vim
as `.cscope_maps.vim` in your `~` folder

- **And add line “`source ~/.cscope_maps.vim`” in your `~/.vimrc` file**

- **Read this tutorial**

http://cscope.sourceforge.net/cscope_vim_tutorial.html

Use call graphs (using doxygen)

- Doxygen – a documentation generator.
- Can also be used to generate “call graphs” of functions
- Download xv6
- Install doxygen on your Ubuntu machine.
- cd to xv6 folder
- Run “doxygen -g doxyconfig”
 - This creates the file “doxyconfig”

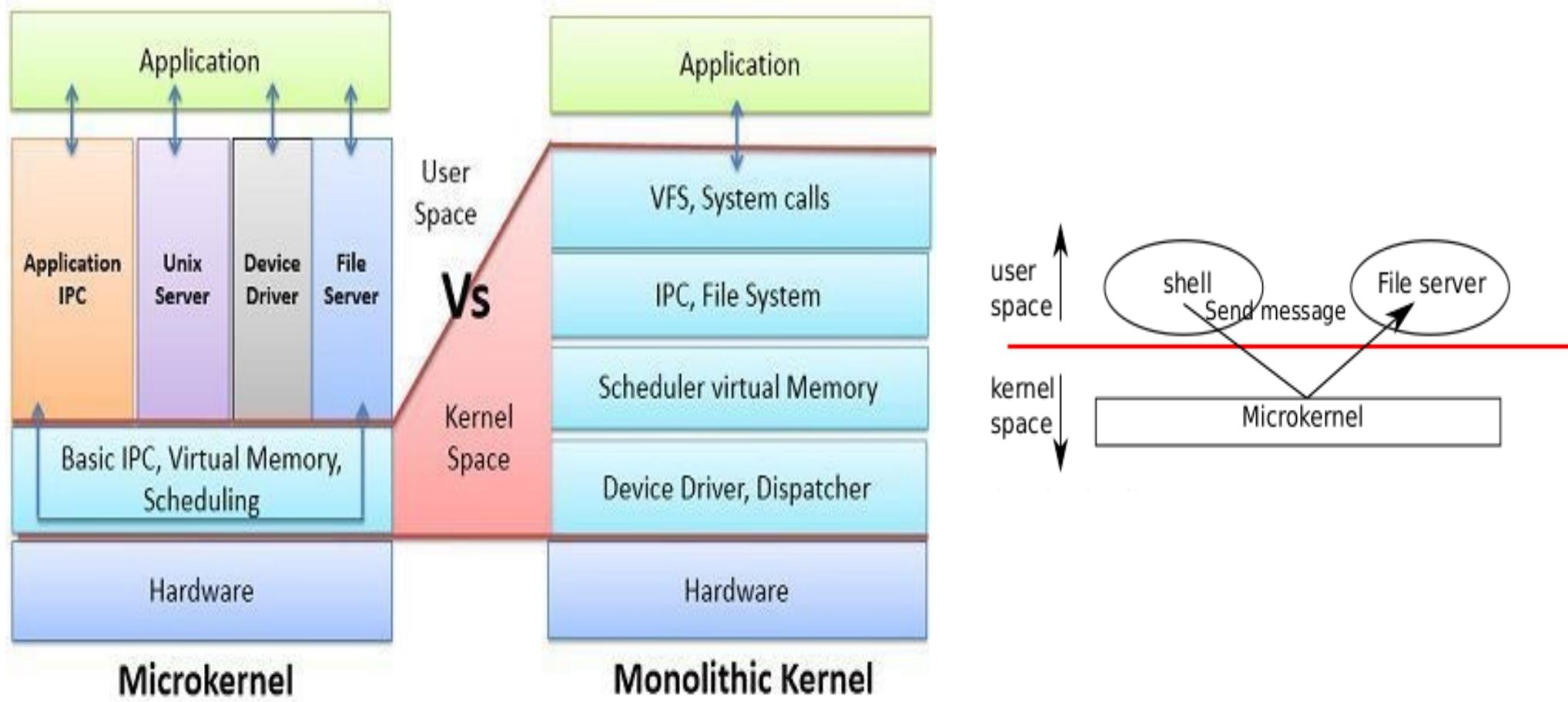
Use call graphs (using doxygen)

- Create a folder “doxygen”
- Open “doxyconfig” file and make these changes.

```
PROJECT_NAME          = "XV6"
OUTPUT_DIRECTORY      = ./doxygen
CREATE_SUBDIRS        = YES
EXTRACT_ALL           = YES
EXCLUDE               = usertests.c cat.c yes.c echo.c
forktest.c grep.c init.c kill.c ln.c ls.c mkdir.c rm.c sh.c
stressfs.c wc.c zombie.c
CALL_GRAPH             = YES
CALLER_GRAPH           = YES
```

- Now run “doxygen doxyconfig”
- Go to “doxygen”/html and open “firefox index.html” --> See call graphs in files -> any file

Xv6 follows monolithic kernel approach



qemu

- A virtual machine manager, like Virtualbox
- Qemu provides us
 - BIOS
 - Virtual CPU, RAM, Disk controller, Keyboard controller
 - IOAPIC, LAPIC
- Qemu runs xv6 using this command

```
qemu -serial mon:stdio -drive  
file=fs.img, index=1, media=disk, format=raw -drive  
file=xv6.img, index=0, media=disk, format=raw -smp 2 -  
m 512
```

- Invoked when you run “make qemu”

qemu

- **Understanding qemu command**

- **-serial mon:stdio**
 - the window of xv6 is also multiplexed in your normal terminal.
 - Run “make qemu”, then Press “Ctrl-a” and “c” in terminal and you get qemu prompt
- **-drive file=fs.img,index=1,media=disk,format=raw**
 - Specify the hard disk in “fs.img”, accessible at first slot in IDE(or SATA, etc), as a “disk” , with “raw” format
- **-smp 2**
 - Two cores in SMP mode to be simulated
- **-m 512**
 - Use 512 MB ram

About files in XV6 code

- **cat.c echo.c forktest.c grep.c init.c kill.c ln.c ls.c mkdir.c rm.c sh.c stressfs.c usertests.c wc.c yes.c zombie.c**
 - User programs for testing xv6
- **Makefile**
 - To compile the code
- **dot-bochssrc**
 - For running with emulator bochs

About files in XV6 code

- **bootasm.S** **entryother.S** **entry.S**
initcode.S **swtch.S** **trapasm.S**
usys.S
 - Kernel code written in Assembly. Total 373 lines
- **kernel.ld**
 - Instructions to Linker, for linking the kernel properly
- **README** **Notes** **LICENSE**
 - Misc files

Using Makefile

- **make qemu**
 - Compile code and run using “qemu” emulator
- **make xv6.pdf**
 - Generate a PDF of xv6 code
- **make mkfs**
 - Create the mkfs program
- **make clean**
 - Remove all intermediary and final build files

Files generated by Makefile

- **.o files**
 - Compiled from each .c file
 - No need of separate instruction in Makefile to create .o files
 - %: %.o \$(ULIB) line is sufficient to build each .o for a xyz file
-

Files generated by Makefile

- **asm files**

- Each of them has an equivalent object code file or C file. For example
bootblock: bootasm.S bootmain.c

```
$ (CC) $ (CFLAGS) -fno-pic -O -nostdinc -I. -c  
bootmain.c
```

```
$ (CC) $ (CFLAGS) -fno-pic -nostdinc -I. -c  
bootasm.S
```

```
$ (LD) $ (LDFLAGS) -N -e start -Ttext 0x7C00 -o  
bootblock.o bootasm.o bootmain.o
```

```
$ (OBJDUMP) -S bootblock.o > bootblock.asm
```

```
$ (OBJCOPY) -S -O binary -j .text bootblock.o  
bootblock
```

```
./sign.pl bootblock
```

Files generated by Makefile

- **ln, ls, etc**
 - **Executable user programs**
 - **Compilation process is explained after few slides**

Files generated by Makefile

- **xv6.img**

- Image of xv6 created

```
xv6.img: bootblock kernel
```

```
dd if=/dev/zero of=xv6.img  
count=10000
```

```
dd if=bootblock of=xv6.img  
conv=notrunc
```

```
dd if=kernel of=xv6.img seek=1  
conv=notrunc
```

Files generated by Makefile

- **bootblock**

```
bootblock: bootasm.S bootmain.c
          $(CC) $(CFLAGS) -fno-pic -O -nostdinc -I.
          -c bootmain.c
          $(CC) $(CFLAGS) -fno-pic -nostdinc -I. -c
bootasm.S
          $(LD) $(LDFLAGS) -N -e start -Ttext
0x7C00 -o bootblock.o bootasm.o bootmain.o
          $(OBJDUMP) -S bootblock.o > bootblock.asm
          $(OBJCOPY) -S -O binary -j .text
bootblock.o bootblock
          ./sign.pl bootblock
```

Files generated by Makefile

kernel

```
kernel: $(OBJS) entry.o entryother initcode  
kernel.1d  
          $(LD) $(LDFLAGS) -T kernel.1d -  
o kernel entry.o $(OBJS) -b binary  
initcode entryother  
          $(OBJDUMP) -S kernel >  
kernel.asm  
          $(OBJDUMP) -t kernel | sed  
'1,/SYMBOL TABLE/d; s/ .* / /; /^$$/d'  
> kernel.sym
```

Files generated by Makefile

- **fs.img**
 - A disk image containing user programs and README

```
fs.img: mkfs README $(UPROGS)
        ./mkfs fs.img README $(UPROGS)
```
- **.sym files**
 - Symbol tables of different programs
 - E.g. for file “kernel”

```
$(OBJDUMP) -t kernel | sed '1,/SYMBOL
TABLE/d; s/ .* / /; /^$$/d' > kernel.sym
```

Size of xv6 C code

- **wc *[ch] | sort -n**
 - **10595 34249 278455 total**
 - Out of which
 - **738 4271 33514 dot-bochssrc**
- **wc cat.c echo.c forktest.c grep.c init.c kill.c ln.c ls.c mkdir.c rm.c sh.c stressfs.c usertests.c wc.c yes.c zombie.c**
 - **2849 6864 51993 total**
 - So total code is $10595 - 2849 - 738 = 7008$ lines

List of commands to try (in given order)

usertests # Runs lot of tests and takes upto 10 minutes to run

stressfs # opens , reads and writes to files in parallel

ls # out put is filetype, inode number, type

cat README

ls;ls

cat README | grep BUILD

echo hi there

echo hi there | grep hi

echo "hi there

List of commands to try (in this order)

<code>echo README grep Wa</code>	<code>ls ..</code> # works from inside test
<code>echo README grep Wa grep ty</code> # does not work	<code>cd ..</code> # fails
<code>cat README grep Wa grep bl</code> # works	<code>cd /</code> # works
<code>ls > out</code> # takes time!	<code>wc README</code>
<code>mkdir test</code>	<code>rm out</code>
<code>cd test</code>	<code>ls . test</code> # listing both directories
<code>ls</code> # fails	<code>ln cat xyz; ls</code>
	<code>rm xyz; ls</code>

User Libraries: Used to link user land programs

- **Ulib.c**
 - **Strcpy, strcmp, strlen, memset, strchr, stat, atoi, memmove**
 - **Stat uses open()**
- **Usys.S -> compiles into usys.o**
 - **Assembly code file. Basically converts all calls like open() (e.g. used in ulib.c) into assembly code using “int” instruction.**

Run following command see the last 4 lines in the output

```
objdump -d usys.o
```

```
00000048 <open>:
```

48:	b8 0f 00 00 00	mov	\$0xf, %eax
4d:	cd 40	int	\$0x40
4f:	c3	ret	

User Libraries: Used to link user land programs

- **printf.c**
 - Code for printf()!
 - Interesting to read this code.
 - Uses variable number of arguments. Normal technique in C is to use va_args library, but here it uses pointer arithmetic.
 - Written using two more functions: printint() and putc() - both call write()
 - Where is code for write()?

User Libraries: Used to link user land programs

- **umalloc.c**
 - This is an implementation of malloc() and free()
 - Almost same as the one done in “The C Programming Language” by Kernighan and Ritchie
 - Uses sbrk() to get more memory from xv6 kernel

Understanding the build process in more details

- **Run**
`make qemu | tee make-output.txt`
- **You will get all compilation commands in make-output.txt**

Compiling user land programs

Normally when you compile a program on Linux

You compile it for the same ‘target’ machine (= CPU + OS)

The compiler itself runs on the same OS

To compile a user land program for xv6, we don’t have a compiler on xv6,

So we compile the programs (using make, cc) on Linux , for xv6

Obviously they can’t link with the standard libraries on Linux

Compiling user land programs

```
ULIB = ulib.o usys.o printf.o umalloc.o

_%: %.o $(ULIB)

        $(LD) $(LDFLAGS) -N -e main -Ttext 0 -o $@ $^
        $(OBJDUMP) -S $@ > $*.asm
        $(OBJDUMP) -t $@ | sed '1,/SYMBOL TABLE/d;
s/ .* / /; /^$$/d' > $*.sym
```

\$@ is the name of the file being generated

\$^ is dependencies . i.e. \$(ULIB) and %.o in this case

Compiling user land programs

```
gcc -fno-pic -static -fno-builtin -fno-strict-aliasing  
-O2 -Wall -MD -ggdb -m32 -Werror -fno-omit-frame-  
pointer -fno-stack-protector -fno-pie -no-pie -c -o  
cat.o cat.c
```

```
ld -m elf_i386 -N -e main -Ttext 0 -o _cat cat.o  
ulib.o usys.o printf.o umalloc.o
```

```
objdump -S _cat > cat.asm
```

```
objdump -t _cat | sed '1,/SYMBOL TABLE/d;  
s/ .* / /; /^$/d' > cat.sym
```

Compiling user land programs

Mkfs is compiled like a Linux program !

```
gcc -Werror -Wall -o mkfs mkfs.c
```

How to read kernel code ?

- **Understand the data structures**
 - Know each global variable, typedefs, lists, arrays, etc.
 - Know the purpose of each of them
- **While reading a code path, e.g. exec()**
 - Try to ‘locate’ the key line of code that does major work
 - Initially (but not forever) ignore the ‘error checking’ code
- **Keep summarising what you have read**
 - Remembering is important !
- **To understand kernel code, you should be good with concepts in OS , C, assembly, hardware**

Pre-requisites for reading the code

- **Understanding of core concepts of operating systems**
 - Memory Management, processes, fork-exec, file systems, synchronization, x86 architecture, calling convention , computer organization
- **2 approaches:**
 - 1) Read OS basics first, and then start reading xv6 code
 - **Good approach, but takes more time !**
 - 2) Read some basics, read xv6, repeat
 - **Gives a headstart, but you will always have gaps in your understanding of the code, until you are done with everything**
 - **We normally follow this approach**
- Good knowledge of C, pointers, **function pointers** particularly
 - Data structures: doubly linked lists, queues, structures and pointers

Memory Management Basics

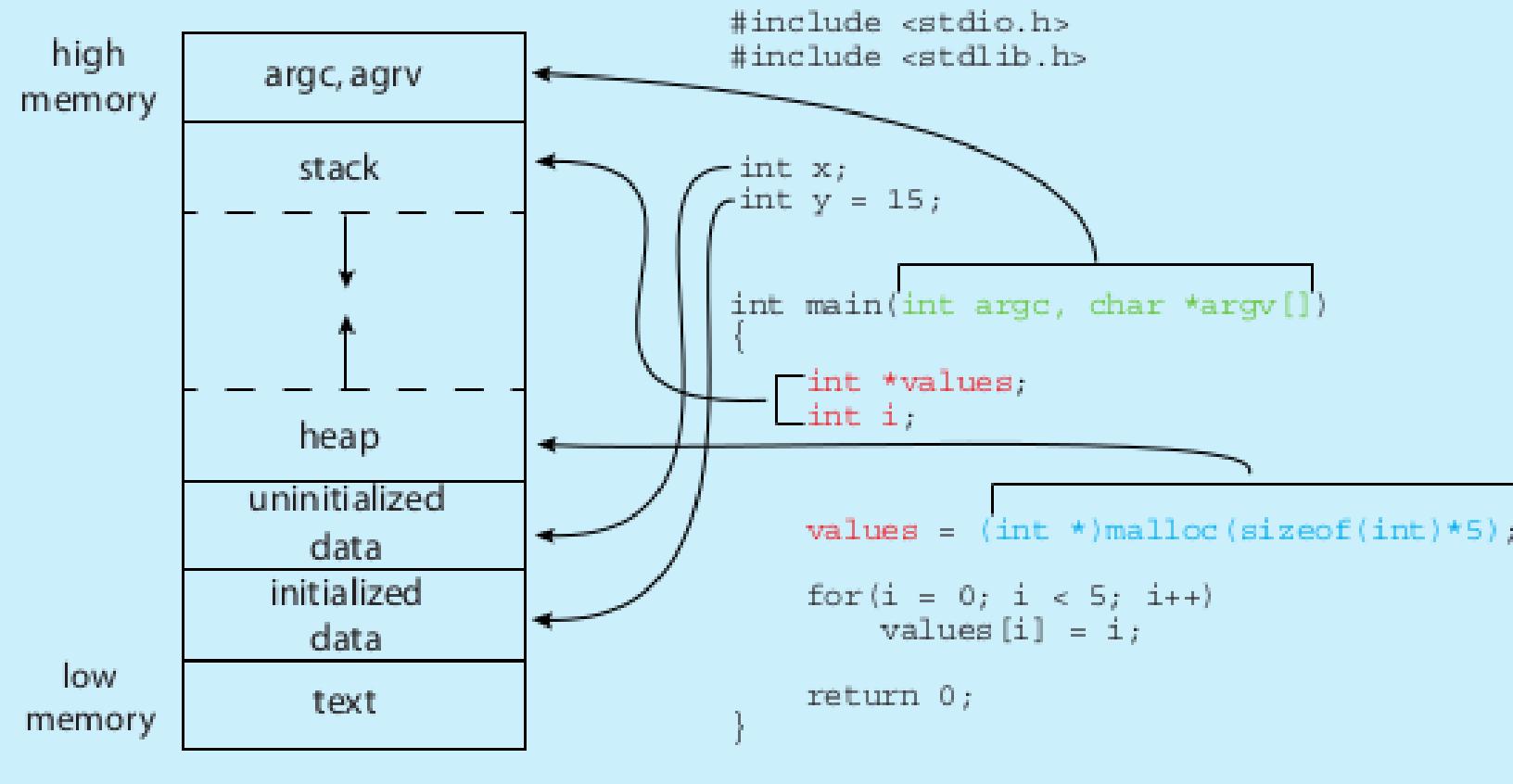
Summary

- Understanding how the processor architecture drives the memory management features of OS and system programs (compilers, linkers)
- Understanding how different hardware designs lead to different memory management schemes by operating systems

Addresses issued by CPU

- During the entire ‘on’ time of the CPU
 - Addresses are “issued” by the CPU on address bus
 - One address to fetch instruction from location specified by PC
 - Zero or more addresses depending on instruction
 - e.g. `mov $0x300, r1` # move contents of address 0x300 to r1 --> one extra address issued on address bus

Memory layout of a C program



\$ size /bin/ls

text	data	bss	dec	hex	filename
128069	4688	4824	137581	2196d	/bin/ls

Desired from a multi-tasking system

- Multiple processes in RAM at the same time (multi-programming)
- Processes should not be able to see/touch each other's code, data (globals), stack, heap, etc.
- Further advanced requirements
 - Process could reside anywhere in RAM
 - Process need not be continuous in RAM
 - Parts of process could be moved anywhere in RAM

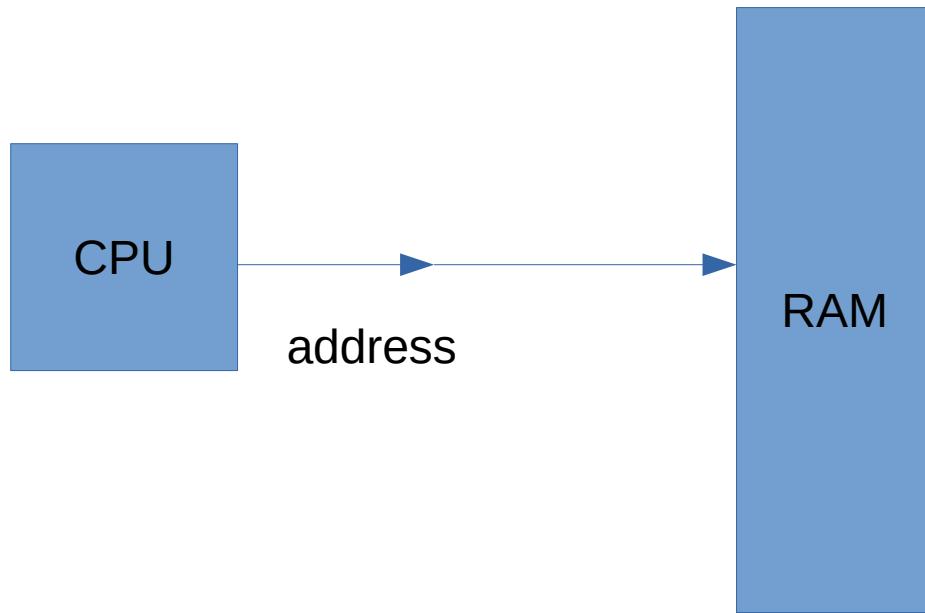
Different ‘times’

- Different actions related to memory management for a program are taken at different times. So let's know the different ‘times’
- Compile time
 - When compiler is compiling your C code
- Load time
 - When you execute “./myprogram” and it's getting loaded in RAM by loader i.e. `exec()`
- Run time
 - When the process is alive, and getting scheduled by the OS

Different types of Address binding

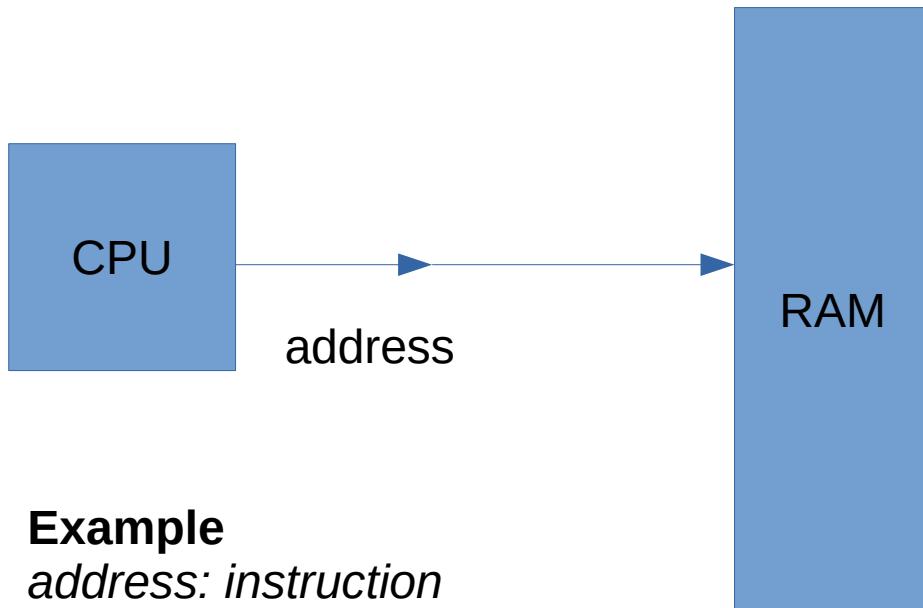
- Compile time address binding
 - Address of code/variables is fixed by compiler
 - Very rigid scheme
 - Location of process in RAM can not be changed ! Non-relocatable code.
 - Load time address binding
 - Address of code/variables is fixed by loader
 - Location of process in RAM is decided at load time, but can't be changed later
 - Flexible scheme, relocatable code
 - Run time address binding
 - Address of code/variables is fixed at the time of executing the code
 - Very flexible scheme , highly relocatable code
 - Location of process in RAM is decided at load time, but CAN be changed later also
- Which binding is actually used, is mandated by processor features + OS

Simplest case



- Suppose the address issued by CPU reaches the RAM controller directly

Simplest case



Example

address: instruction

1000: mov \$0x300, r1

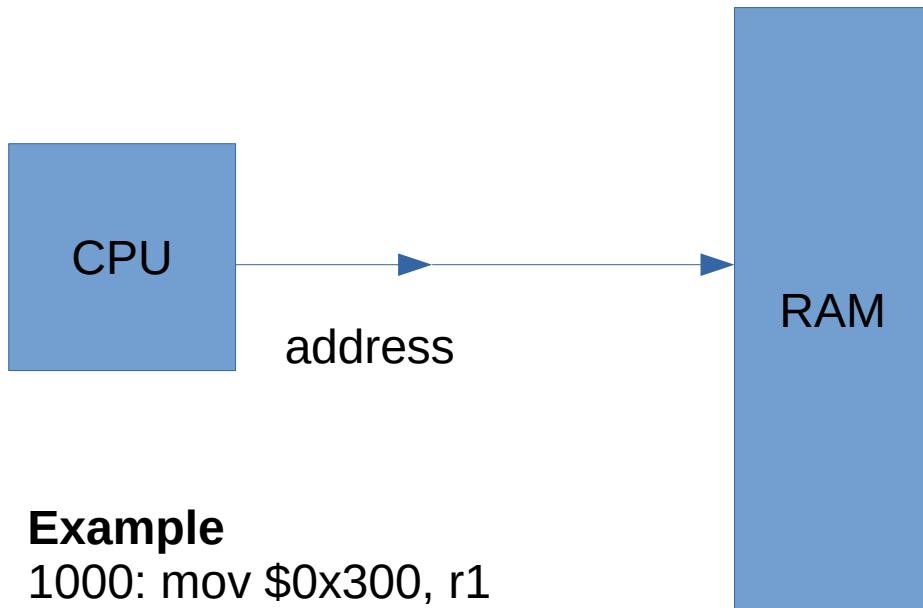
1004: add r1, -3

1008: jnz 1000

Sequence of addressed sent by CPU: 1000, 0x300, 1004, 1008, 1000, 0x300, ...

- How does this impact the compiler and OS ?
- When a process is running the addresses issued by it, will reach the RAM directly
- So exact addresses of globals, addresses in “jmp” and “call” must be part the machine instructions generated by compiler
 - How will the compiler know the addresses, at “compile time” ?

Simplest case

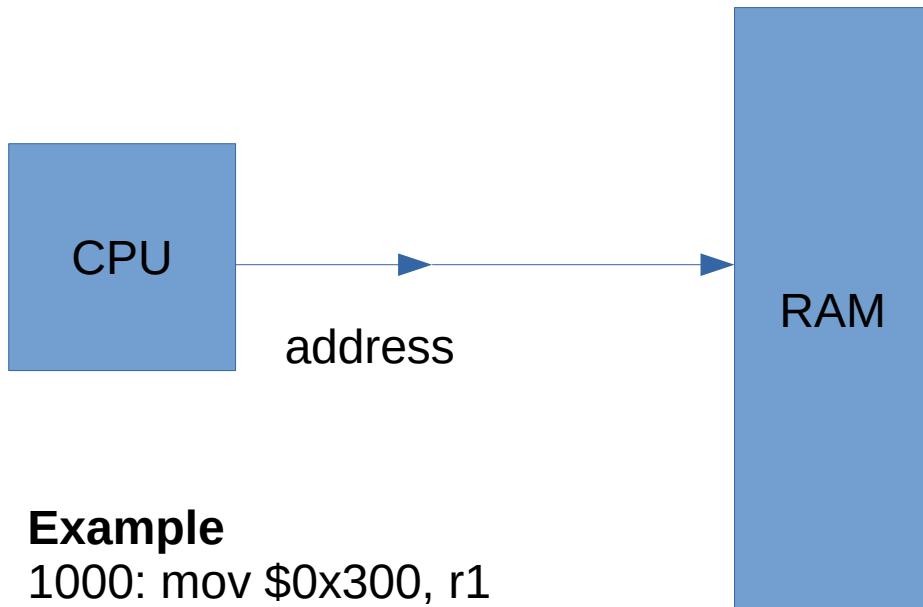


Example

```
1000: mov $0x300, r1
1004: add r1, -3
1008: jnz 1000
```

- Solution: compiler assumes some fixed addresses for globals, code, etc.
- OS loads the program exactly at the same addresses specified in the executable file.
Non-relocatable code.
- Now program can execute properly.

Simplest case



Example

```
1000: mov $0x300, r1
1004: add r1, -3
1008: jnz 1000
```

- Problem with this solution
 - Programs once loaded in RAM must stay there, can't be moved
 - What about 2 programs?
 - Compilers being “programs”, will make same assumptions and are likely to generate same/overlapping addresses for two different programs
 - Hence only one program can be in memory at a time !
 - No need to check for any memory boundary violations – all memory belongs to one process
- Example: DOS

Base/Relocation + Limit scheme

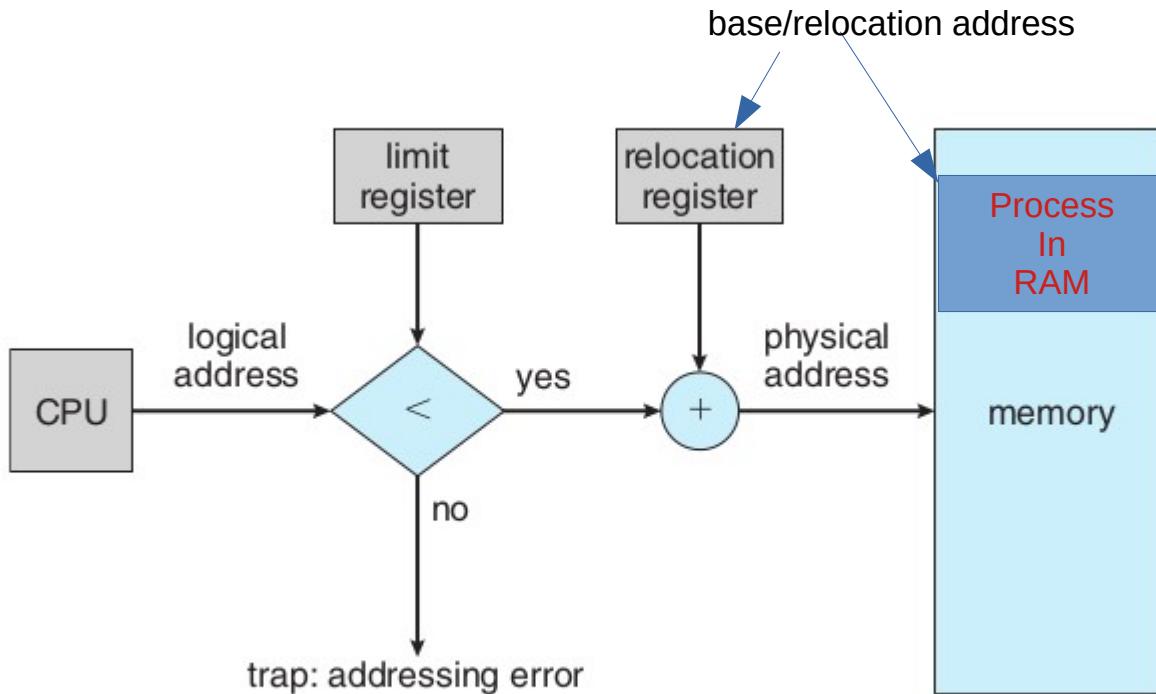


Figure 9.6 Hardware support for relocation and limit registers.

- Base and Limit are two registers inside CPU's Memory Management Unit
- 'base' is added to the address generated by CPU
- The result is compared with base+limit and if less passed to memory, else hardware interrupt is raised

Memory Management Unit (MMU)

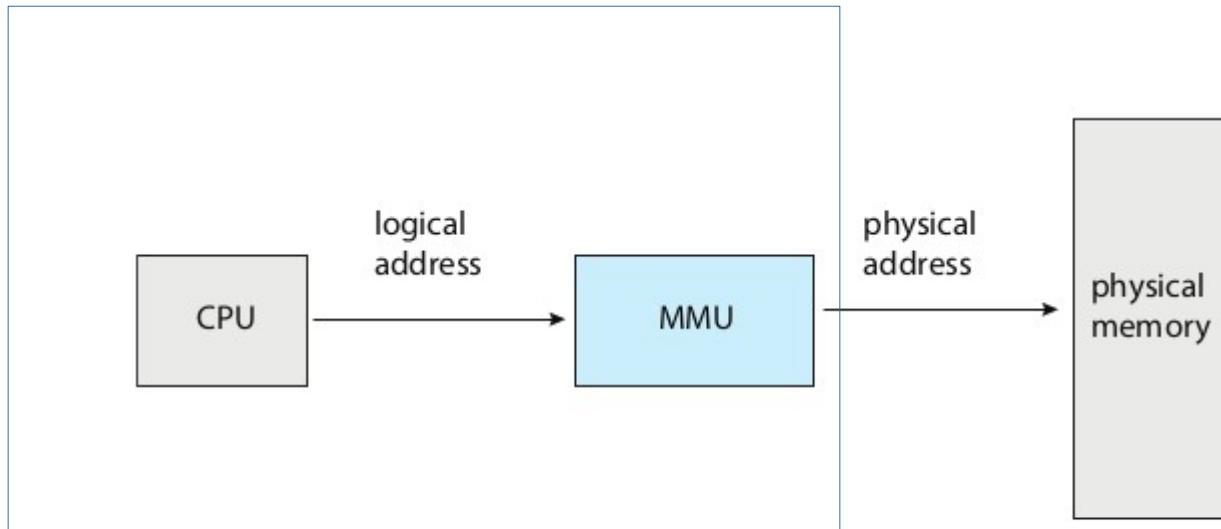
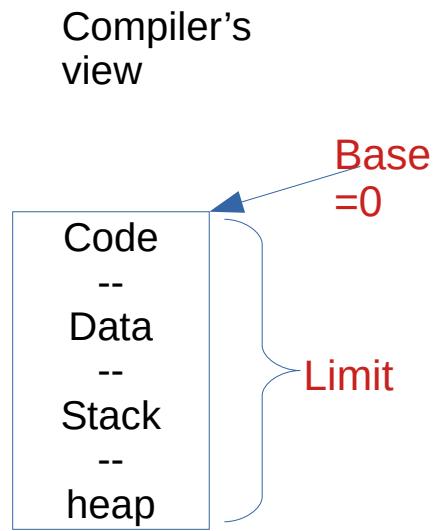
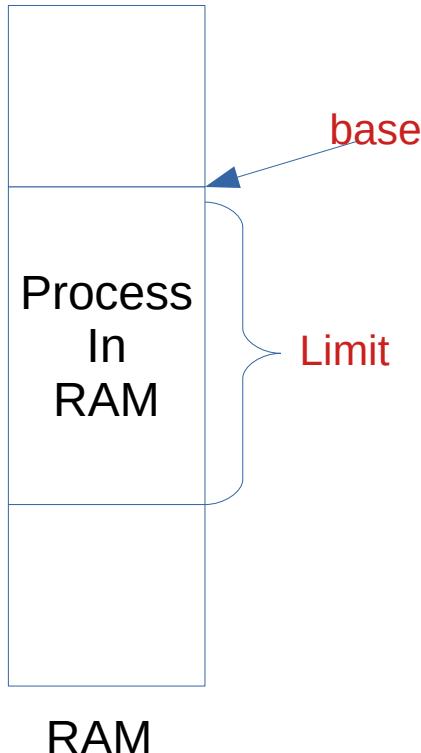


Figure 9.4 Memory management unit (MMU).

- Is part of the CPU chip, acts on every memory address issue by execution unit of the CPU
- In the scheme just discussed, the base, limit calculation parts are part of MMU

Base/Relocation + Limit scheme



- Compiler's work
 - Assume that the process is one continuous chunk in memory, with a size limit
 - Assume that the process starts at address zero (!) and calculate addresses for globals, code, etc. And accordingly generate machine code

Base/Relocation + Limit scheme

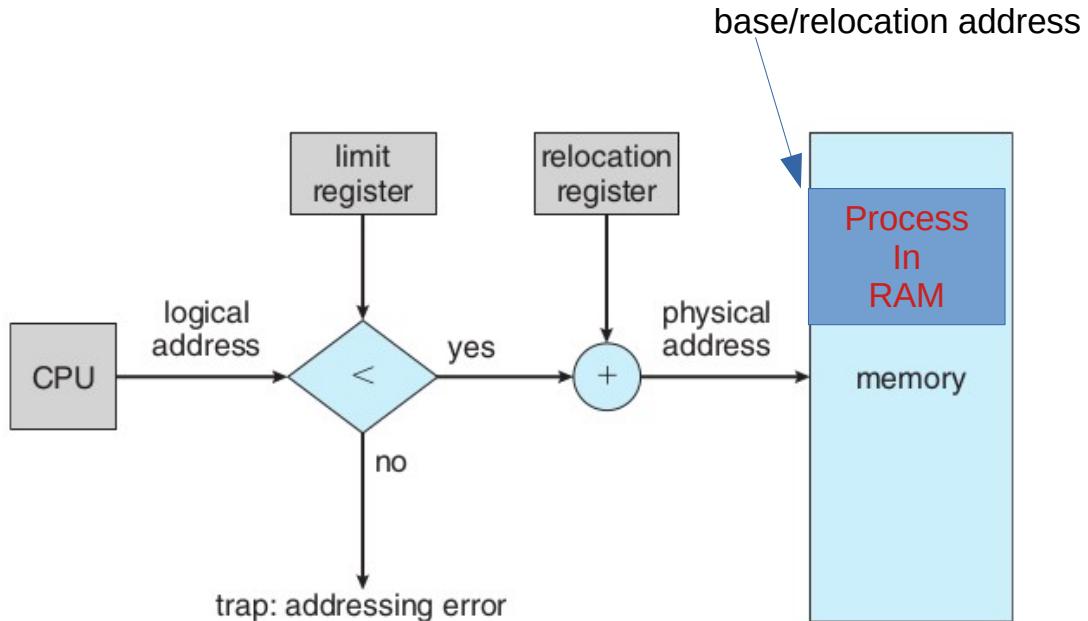


Figure 9.6 Hardware support for relocation and limit registers.

- OS's work

- While loading the process in memory – must load as one continuous segment
- Fill in the ‘base’ register with the actual address of the process in RAM.
- Setup the limit to be the size of the process as set by compiler in the executable file. *Remember the base+limit in OS's own data structures.*

Base/Relocation + Limit scheme

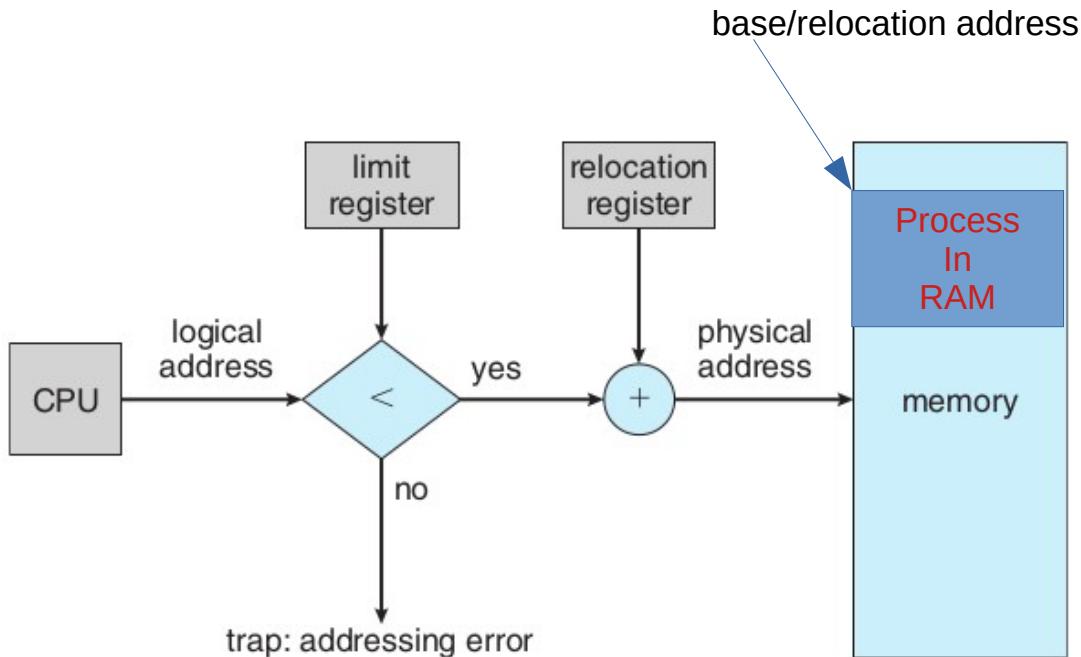
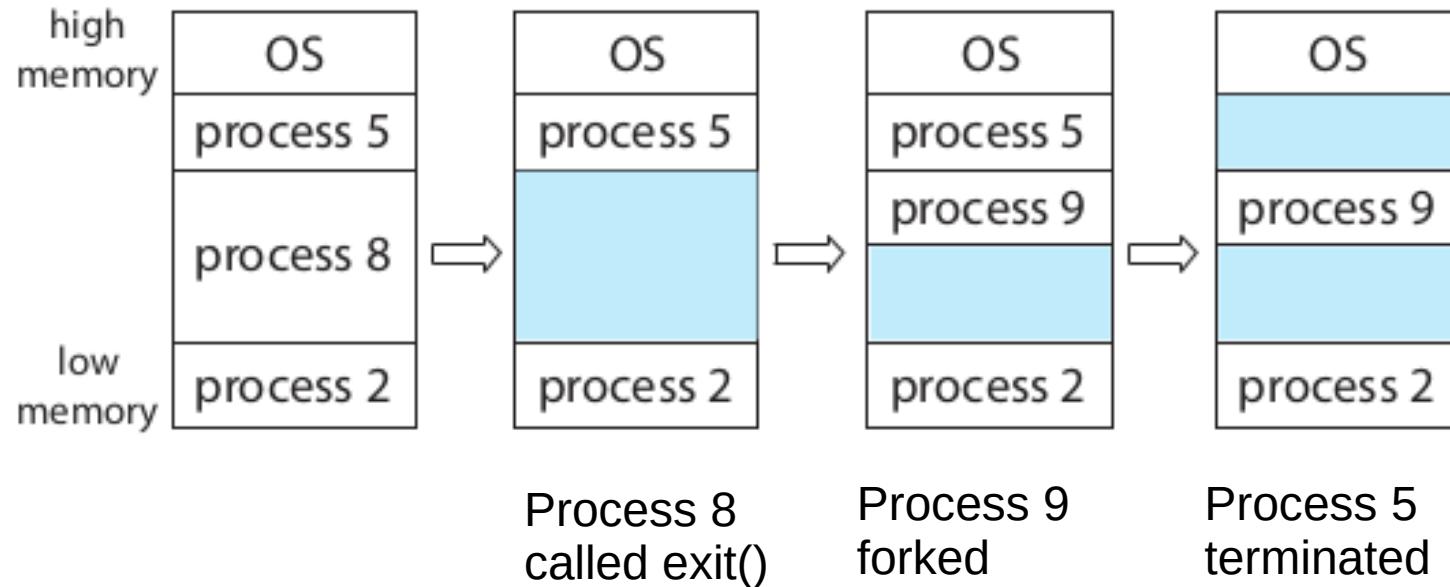


Figure 9.6 Hardware support for relocation and limit registers.

- Combined effect
 - **“Relocatable code”** – the process can go anywhere in RAM at the time of loading
 - Some memory violations can be detected – a memory access beyond base+limit will raise interrupt, thus running OS in turn, which may take action against the process

Example scenario of memory in base+limit scheme



It should be possible to have relocatable code
even with “simplest case”

By doing extra work during “loading”.

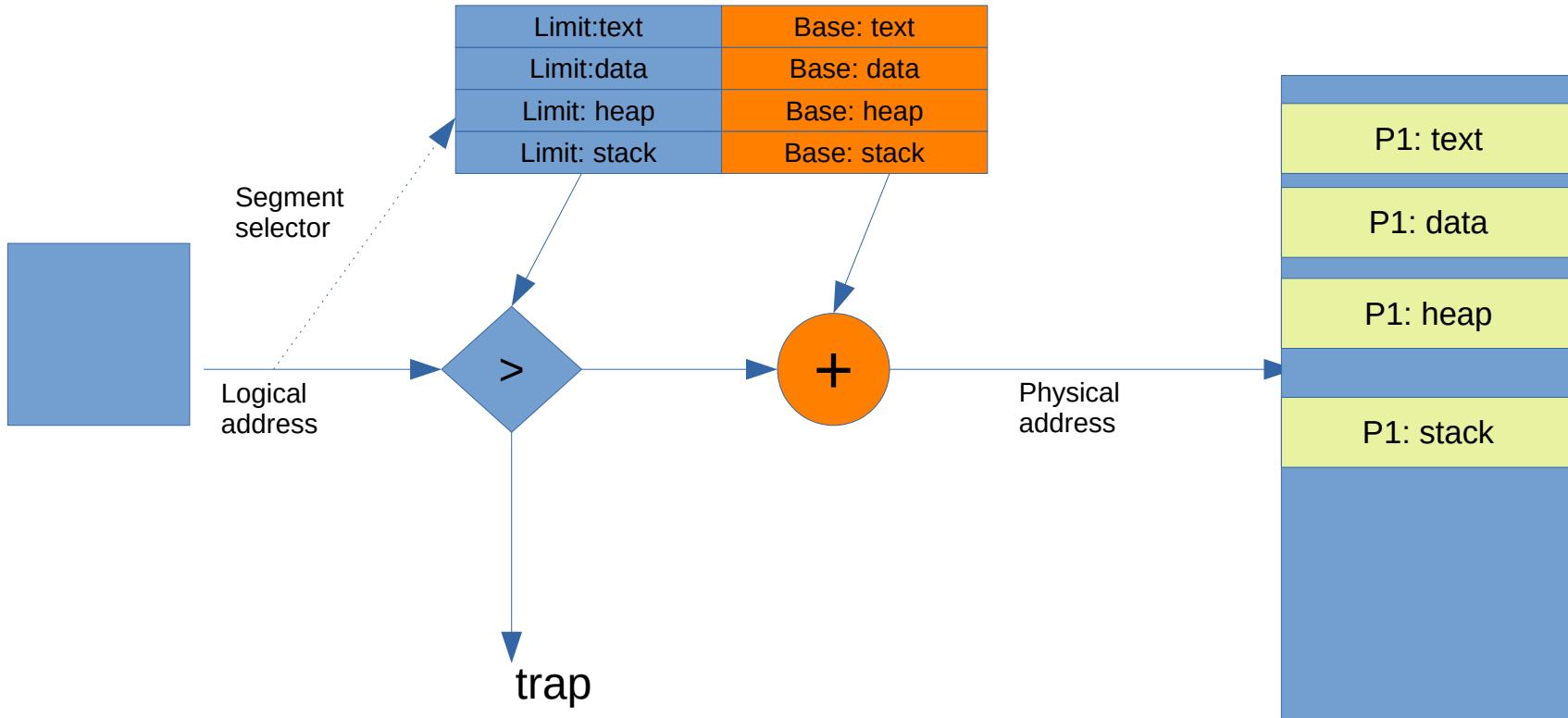
How?

Next scheme: Segmentation

Multiple base +limit pairs

- Multiple sets of base + limit registers
- Whenever an address is issued by execution unit of CPU, it will also include reference to some base register
 - And hence limit register paired to that base register will be used for error checking
- Compiler: can assume a separate chunk of memory for code, data, stack, heap, etc. And accordingly calculate addresses . Each “segment” starting at address 0.
- OS: will load the different ‘sections’ in different memory regions and accordingly set different ‘base’ registers
-

Next scheme: Multiple base +limit pairs



Next scheme: Multiple base +limit pairs, with further indirection

- Base + limit pairs can also be stored in some memory location (not in registers). Question: how will the cpu know where it's in memory?
 - One CPU register to point to the location of table in memory
- Segment registers still in use, they give an index in this table
- This is x86 segmentation
 - Flexibility to have lot more “base+limits” in the array/table in memory

Next scheme: Multiple base +limit pairs, with further indirection

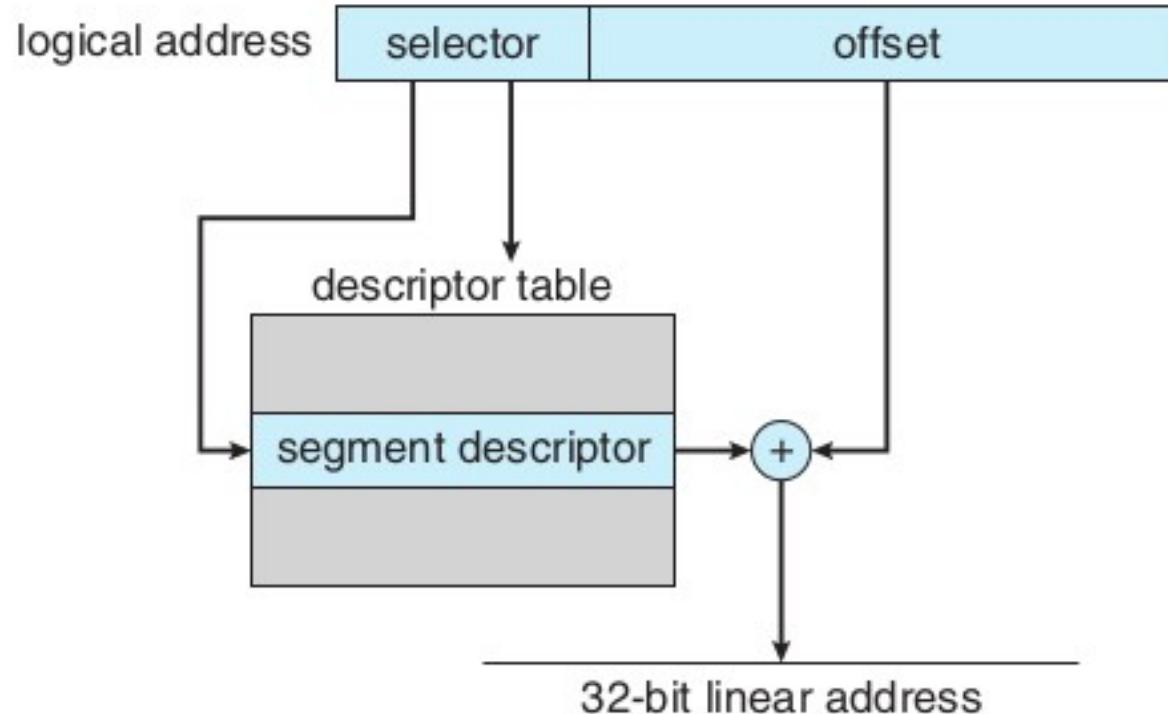


Figure 9.22 IA-32 segmentation.

Problems with segmentation schemes

- OS needs to find a continuous free chunk of memory that fits the size of the “segment”
 - If not available, your exec() can fail due to lack of memory
- Suppose 50k is needed
 - Possible that among 3 free chunks total 100K may be available, but no single chunk of 50k!
 - **External fragmentation**
- Solution to external fragmentation: **compaction** – move the chunks around and make a continuous big chunk available. Time consuming, tricky.

Solving external fragmentation problem

- Process should not be continuous in memory!
- Divide the continuous process image in smaller chunks (let's say 4k each) and locate the chunks anywhere in the physical memory
 - Need a way to map the *logical* memory addresses into *actual physical memory addresses*

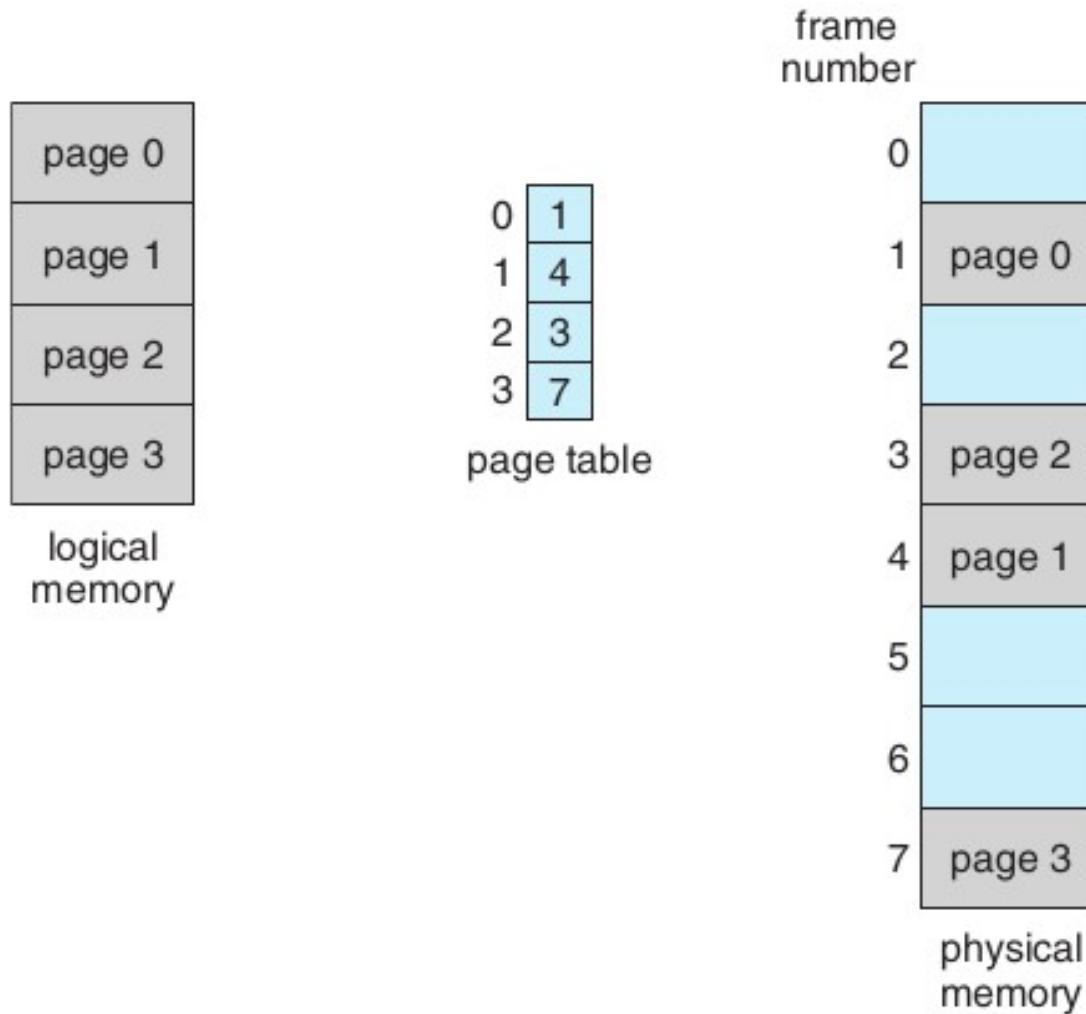


Figure 9.9 Paging model of logical and physical memory.

0	a
1	b
2	c
3	d
4	e
5	f
6	g
7	h
8	i
9	j
10	k
11	l
12	m
13	n
14	o
15	p

logical memory

0	5
1	6
2	1
3	2

page table

0	
4	i j k l
8	m n o p
12	
16	
20	a b c d
24	e f g h
28	

physical memory

Figure 9.10 Paging example for a 32-byte memory with 4-byte pages.

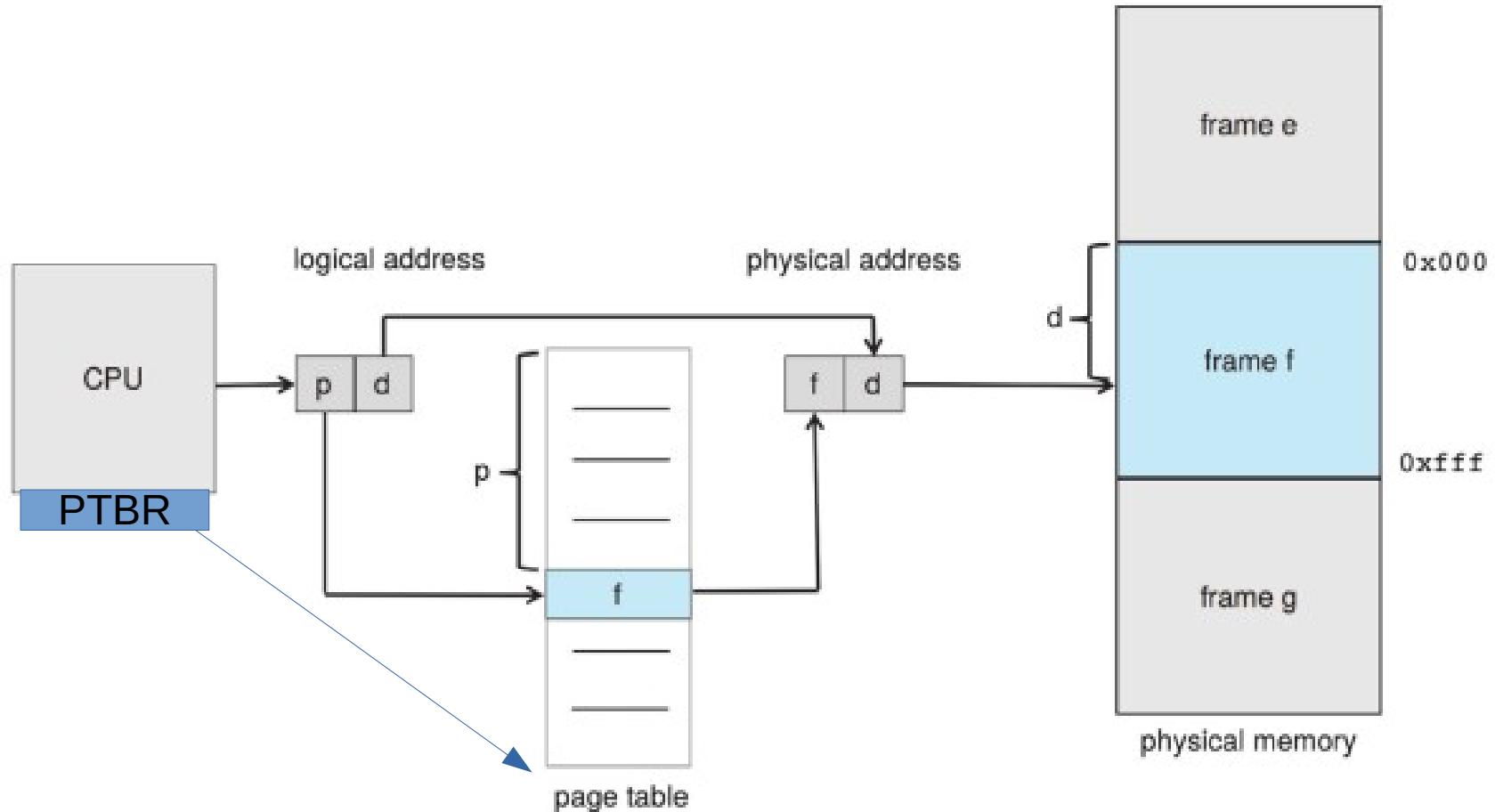


Figure 9.8 Paging hardware.

Paging

- Process is assumed to be composed of equally sized “pages” (e.g. 4k page)
- Actual memory is considered to be divided into page “frames”.
- CPU generated logical address is split into a page number and offset
- A page table base register inside CPU will give location of an in memory table called page table
- Page number used as offset in a table called page table, which gives the physical page frame number
- Frame number + offset are combined to get physical memory address

Paging

- Compiler: assume the process to be one continuous chunk of memory (!) . Generate addresses accordingly
- OS: at exec() time – allocate different frames to process, allocate a page table(!), setup the page table to map page numbers with frame numbers, setup the page table base register, start the process
- Now hardware will take care of all translations of logical addresses to physical addresses

X86 memory management



Figure 9.21 Logical to physical address translation in IA-32.

Segmentation in x86

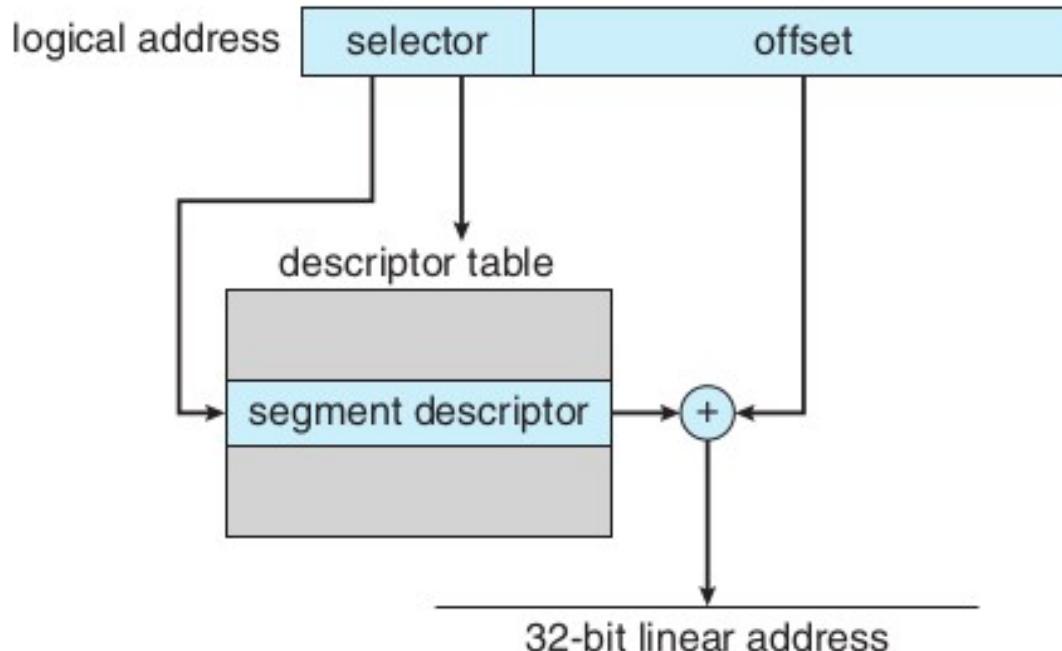


Figure 9.22 IA-32 segmentation.

- The selector is automatically chosen using Code Segment (CS) register, or Data Segment (DS) register depending on which type of memory address is being fetched
- Descriptor table is in memory
- The location of Descriptor table (Global DT- GDT or Local DT – LDT) is given by a GDT-register i.e. GDTR or LDT-register i.e. LDTR
-

Paging in x86

- Depending on a flag setup in CR3 register, either 4 MB or 4 KB pages can be enabled
- Page directory, page table are both in memory

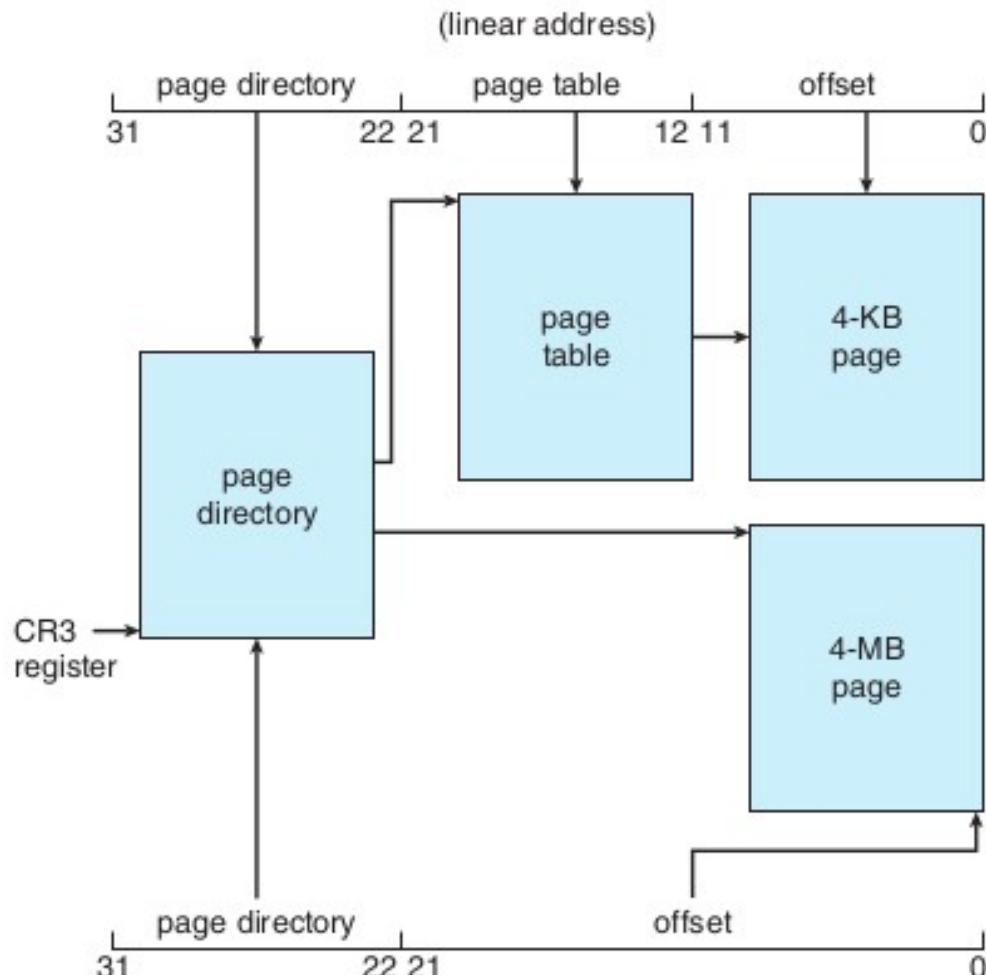


Figure 9.23 Paging in the IA-32 architecture.

XV6 bootloader

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Credits:
xv6 book by Cox, Kaashoek, Morris
Notes by Prof. Sorav Bansal

A word of caution

- **We begin reading xv6 code**
- **But it's not possible to read this code in a “linear fashion”**
 - The dependency between knowing OS concepts and reading/writing a kernel that is written using all concepts

What we have seen

- **Compilation process, calling conventions**
- **Basics of Memory Management by OS**
- **Basics of x86 architecture**
 - Registers, segments, memory management unit, addressing, some basic machine instructions,
- **ELF files**
 - Objdump, program headers
 - Symbol tables

Boot-process

- **Bootloader itself**
 - Is loaded by the BIOS at a fixed location in memory and BIOS makes it run
 - Our job, as OS programmers, is to write the bootloader code
- **Bootloader does**
 - Pick up code of OS from a ‘known’ location and loads it in memory
 - Makes the OS run
- **Xv6 bootloader: bootasm.S bootmain.c (see Makefile)**

bootloader

- **BIOS Runs (automatically)**
- **Loads boot sector into RAM at 0x7c00**
- **Starts executing that code**
 - Make sure that your bootloader is loaded at 0x7c00
 - Makefile has

```
bootblock: bootblock.S bootmain.c
$(CC) $(CFLAGS) -fno-pic -nostdinc -I. -c bootasm.S ....
...
$(LD) $(LDFLAGS) -N -e start -Ttext 0x7C00 -o bootblock.o
bootasm.o bootmain.o
```

Results in:

00007c00 <start>: in bootblock.asm

Processor starts in real mode

- Processor starts in real mode – works like 16 bit 8088
- eight 16-bit general-purpose registers,
- Segment registers %cs, %ds, %es, and %ss --> additional bits necessary to generate 20-bit memory addresses from 16-bit registers.

$\text{addr} = \text{seg} \ll 4 + \text{addr}$



**Effective memory translation in the beginning
At _start in bootasm.S:**

%cs=0 %ip=7c00.

So effective address = 0*16+ip = ip

bootloader

- **First instruction is ‘cli’**
 - disable interrupts
- **So that until your code loads all hardware interrupt handlers, no interrupt will occur**

Zeroing registers

```
# Zero data segment registers DS, ES, and  
ss.  
  
xorw %ax,%ax          # Set %ax to zero  
  
movw %ax,%ds          # -> Data Segment  
  
movw %ax,%es          # -> Extra Segment  
  
movw %ax,%ss          # -> Stack Segment
```

- **zero ax and ds, es, ss**
- **BIOS did not put in anything perhaps**

A not so necessary detail Enable 21 bit address

seta20.1:

```
inb    $0x64,%al          # Wait for not busy
testb   $0x2,%al
jnz    seta20.1
movb    $0xd1,%al          # 0xd1 -> port
0x64
```

```
outb   %al,$0x64
```

seta20.2:

```
inb    $0x64,%al          # Wait for not busy
testb   $0x2,%al
jnz    seta20.2
movb    $0xdf,%al          # 0xdf -> port 0x60
outb   %al,$0x60
```

- **Seg:off with 16 bit segments can actually address more than 20 bits of memory. After 0x100000 (=2²⁰), 8086 wrapped addresses to 0.**
- **80286 introduced 21st bit of address. But older software required 20 bits only. BIOS disabled 21st bit. Some OS needed 21st Bit. So enable it.**
- **Write to Port 0x64 and 0x60 -> keyboard controller**
 - to enable 21st bit out of address translation
 - **Why?** Before the A20, i.e. 21st bit was introduced, it belonged to keyboard controller
 - **For more details see https://en.wikipedia.org/wiki/A20_line**

https://en.wikipedia.org/wiki/A20_line

After this

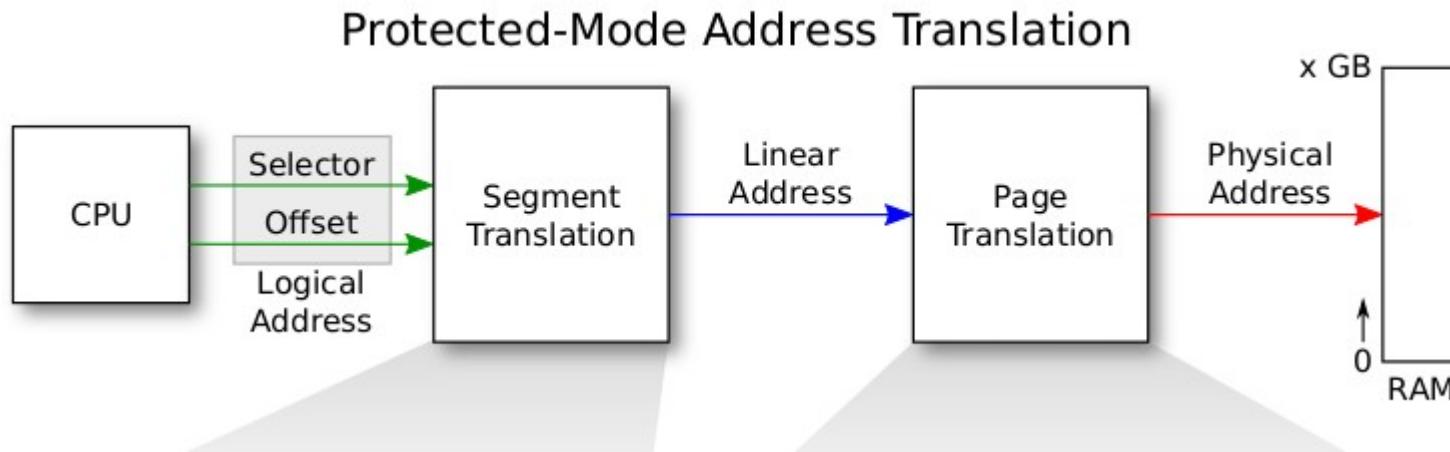
**Some instructions are run
to enter protected mode**

And further code runs in protected mode

Real mode Vs protected mode

- **Real mode 16 bit registers**
- **Protected mode**
 - Enables segmentation + Paging both
 - No longer seg*16+offset calculations
 - Segment registers is index into segment descriptor table. But segment:offset pairs continue
 - `mov %esp, $32` # SS will be used with esp
 - More in next few slides
 - Other segment registers need to be explicitly mentioned in instructions
 - `Mov FS:$200, 30`
 - **32 bit registers**
 - can address upto 2^{32} memory
 - Can do arithmetic in 32 bits

X86 address : protected mode address translation



**Both Segmentation and Paging are used in x86
X86 allows optionally one-level or two-level paging**

**Segmentation is a must to setup, paging is optional (needs to be enabled)
Hence different OS can use segmentation+paging in different ways**

X86 segmentation

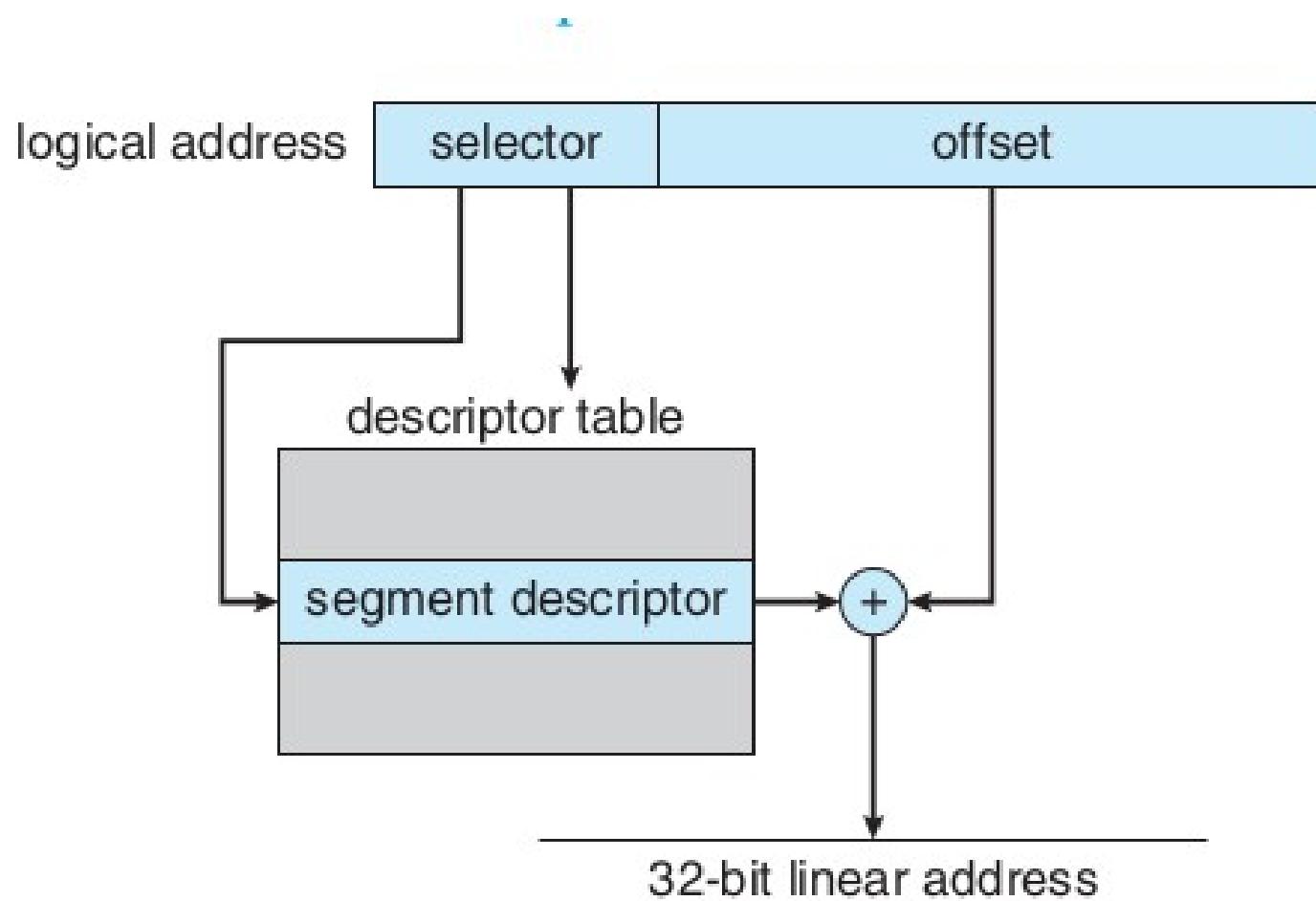


Figure 8.22 IA-32 segmentation.

Paging concept, hierarchical paging

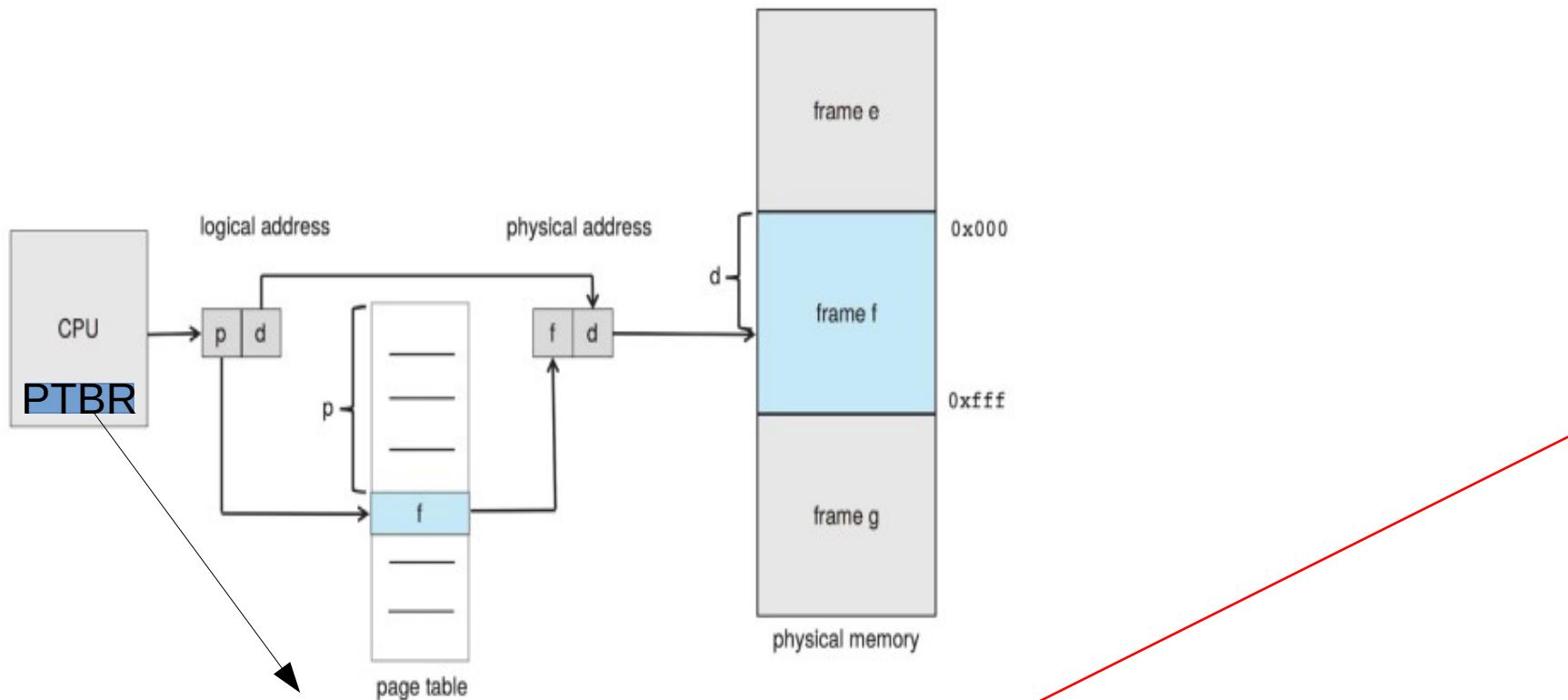


Figure 9.8 Paging hardware.

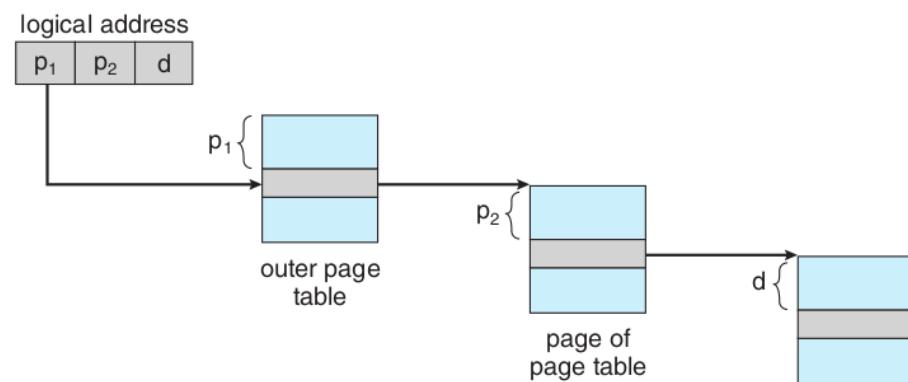


Figure 9.16 Address translation for a two-level 32-bit paging architecture.

X86 paging

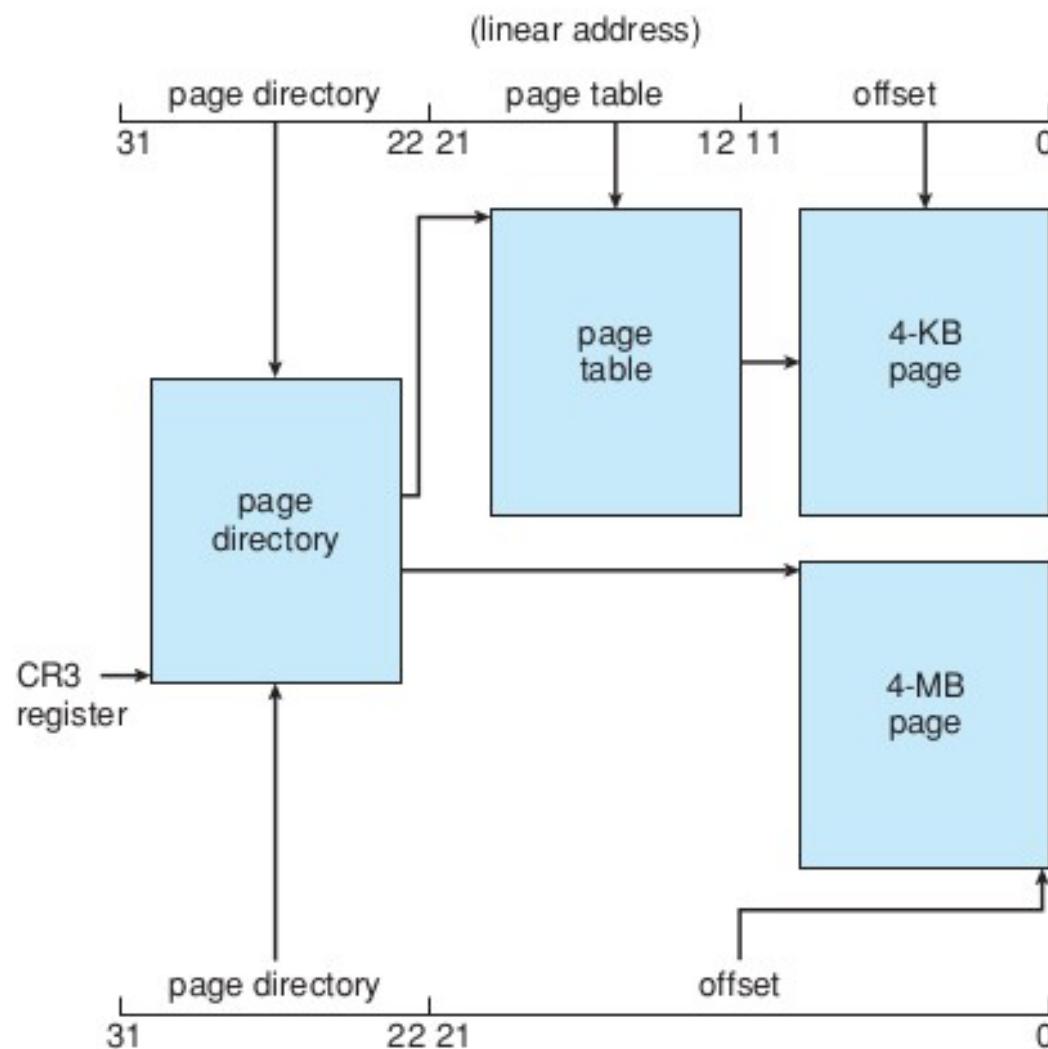


Figure 8.23 Paging in the IA-32 architecture.

Page Directory Entry (PDE) Page Table Entry (PTE)

31

Page table physical page number	12	11	10	9	8	7	6	5	4	3	2	1	0
	A		P		S	0	A	C	W	U	W	P	

PDE

31

Physical page number	12	11	10	9	8	7	6	5	4	3	2	1	0
	A		P		A	D	A	C	W	U	W	P	

PTE

P Present

W Writable

U User

WT 1=Write-through, 0=Write-back

CD Cache disabled

A Accessed

D Dirty

PS Page size (0=4KB, 1=4MB)

PAT Page table attribute index

G Global page

AVL Available for system use

CR3

CR3

	31	12 11	5 4 3 2	0
	Page-Directory-Table Base Address		P C D	P W T

PWT Page-level writes transparent

PCT Page-level cache disable

CR4

CR4

31	11	10	9	8	7	6	5	4	3	2	1	0
	O S X M	O S F X	P C G E	P G C E	M A S E	P A S E	P S E	D T S D	T P V I	P V M E		

VME Virtual-8086 mode extensions

PVI Protected-mode virtual interrupts

TSD Time stamp disable

DE Debugging extensions

PSE Page size extensions

PAE Physical-address extension

MCE Machine check enable

PGE Page-global enable

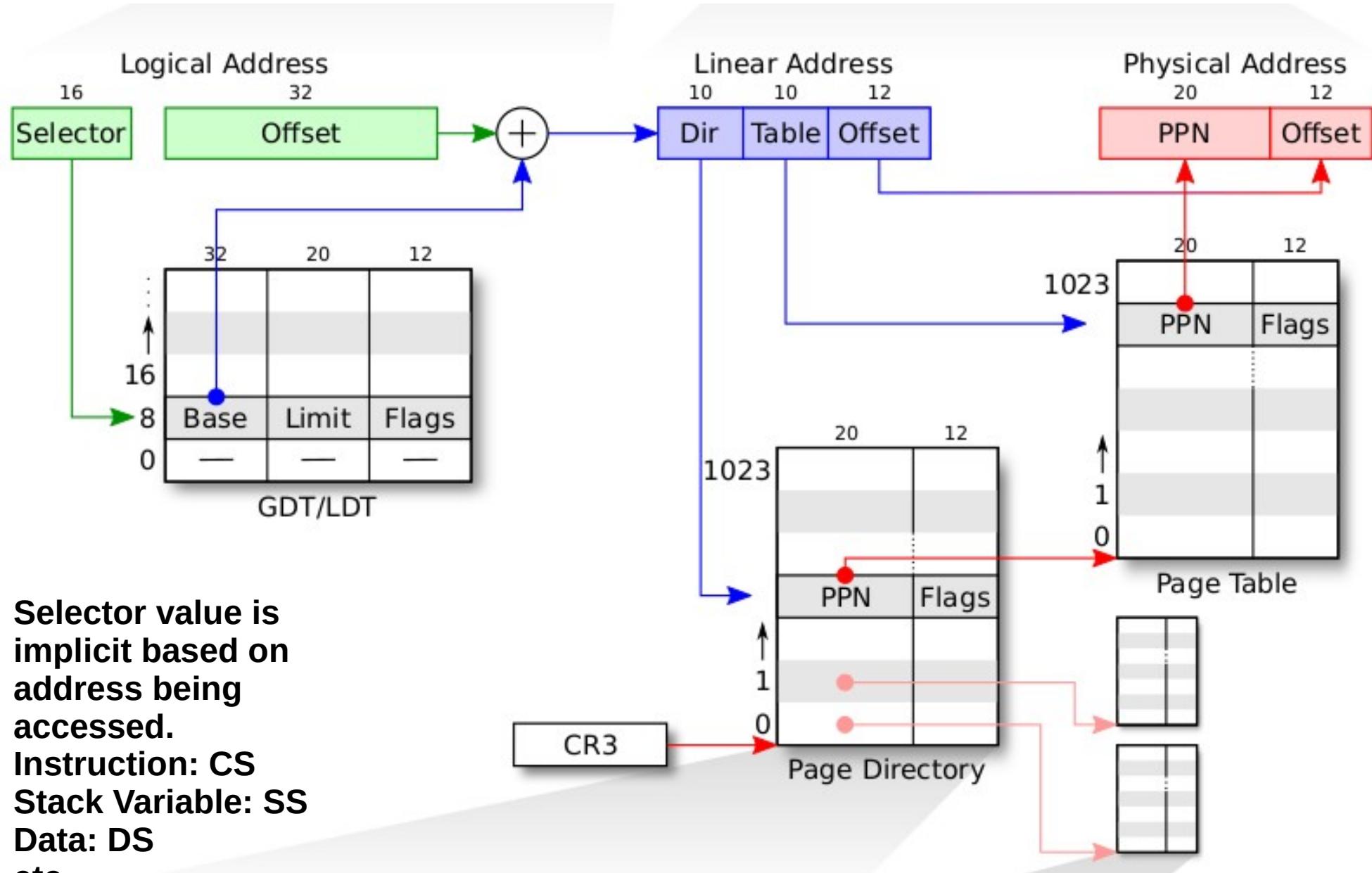
PCE Performance counter enable

OSFXSR OS FXSAVE/FXRSTOR support

OSXMM- OS unmasked exception support

EXCPT

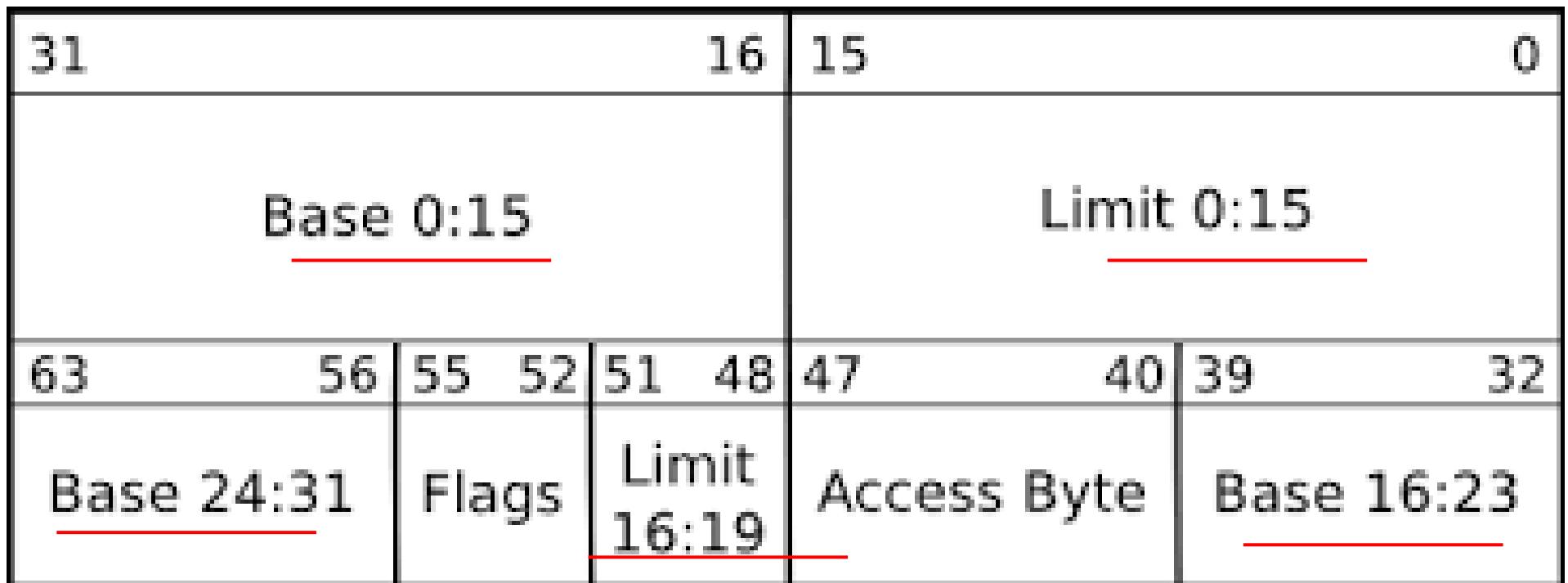
Segmentation + Paging



Segmentation + Paging setup of xv6

- xv6 configures the segmentation hardware by setting Base = 0, Limit = 4 GB
 - translate logical to linear addresses without change, so that they are always equal.
 - Segmentation is practically off
- Once paging is enabled, the only interesting address mapping in the system will be linear to physical.
 - In xv6 paging is NOT enabled while loading kernel
 - After kernel is loaded 4 MB pages are used for a while
 - Later the kernel switches to 4 kB pages!

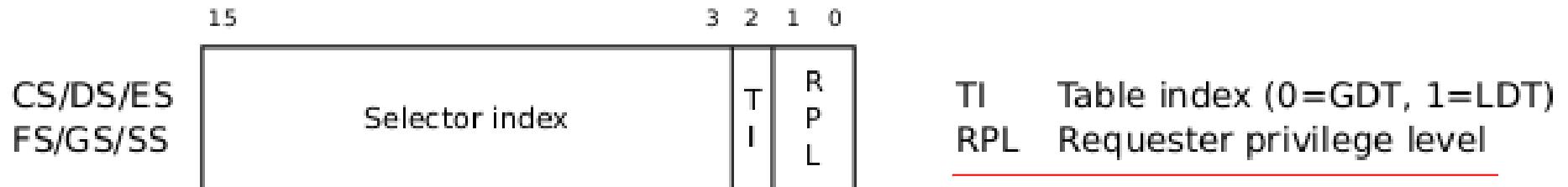
GDT Entry



asm.h

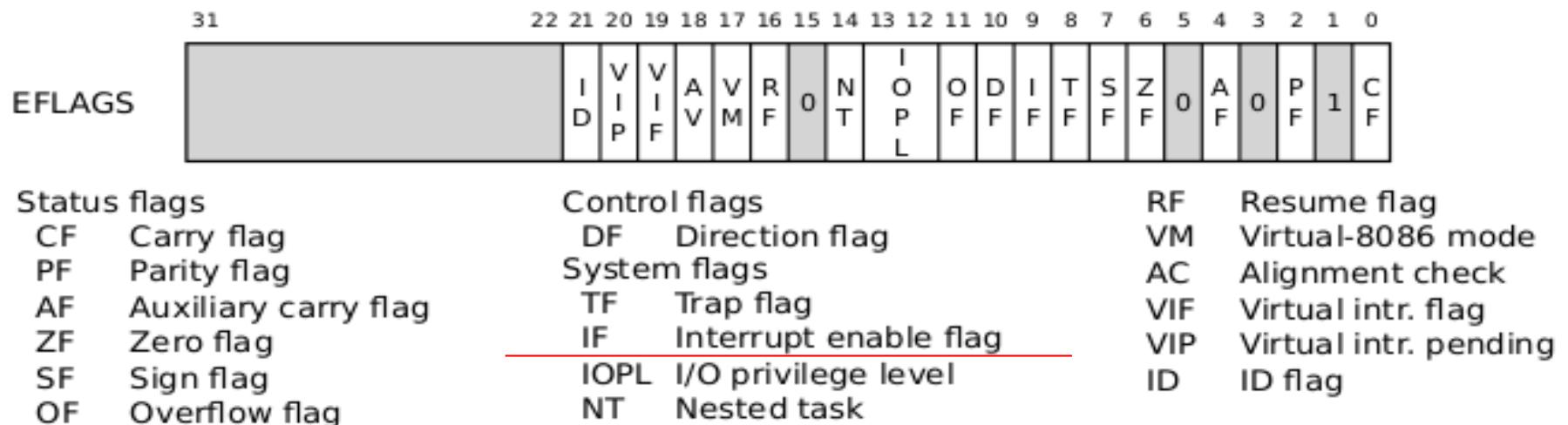
```
#define SEG_ASM(type,base,lim) \
    .word (((lim) >> 12) & 0xffff), ((base) & 0xffff); \
    .byte (((base) >> 16) & 0xff), (0x90 | (type)), \
          (0xC0 | (((lim) >> 28) & 0xf)), (((base) >> 24) & 0xff)
```

Segment selector



Note in 16 bit mode, segment selector is 16 bit, here it's 13 bit + 3 bits

EFLAGS register



lgdt gdtdesc

...

Bootstrap GDT

.p2align 2 # force 4 byte alignment

gdt:

SEG_NULLASM # null seg

SEG_ASM(STA_X|STA_R, 0x0,
0xffffffff) # code seg

SEG_ASM(STA_W, 0x0, 0xffffffff)

data seg

gdtdesc:

.word (gdtdesc - gdt - 1)

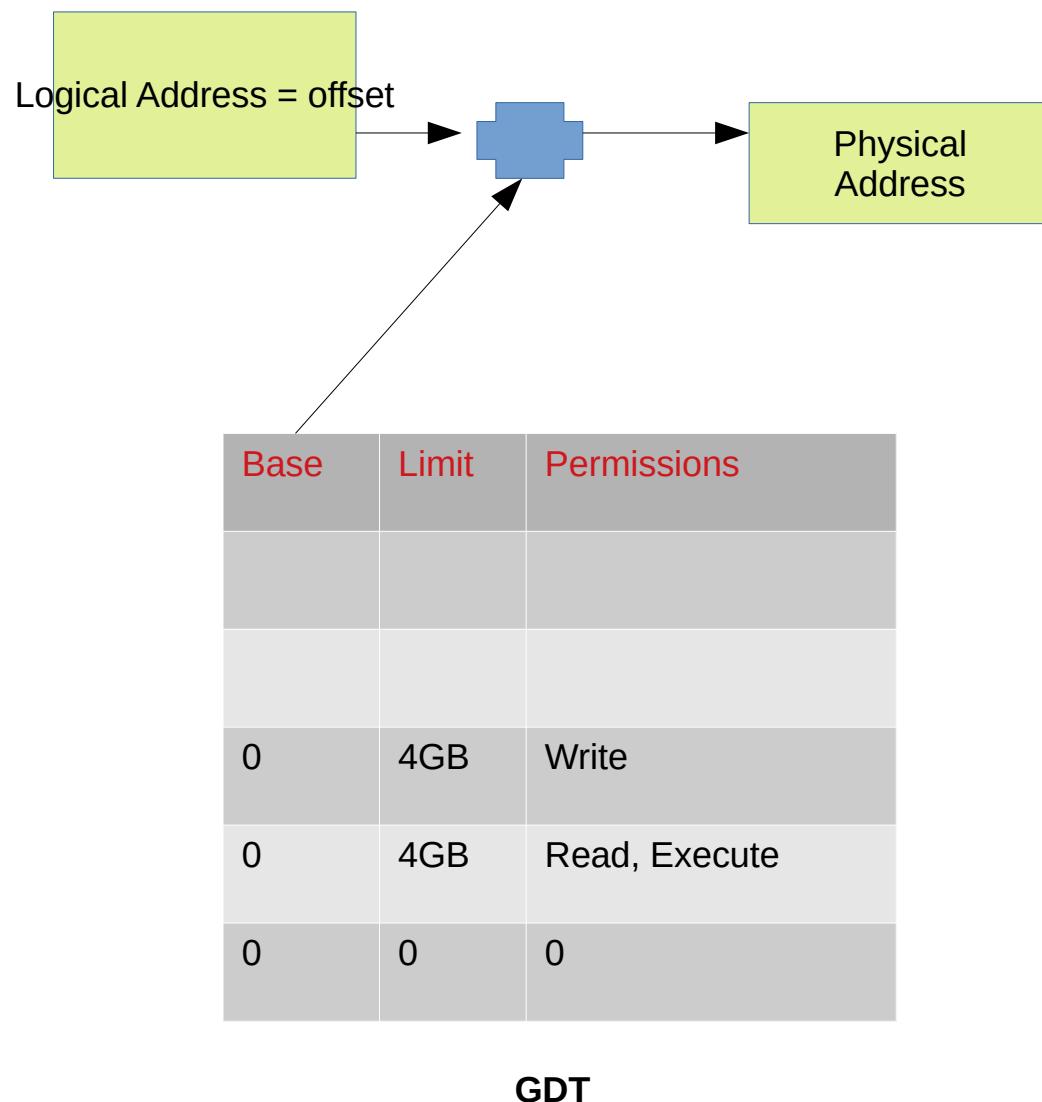
sizeof(gdt) - 1

.long gdt

lgdt

- load the processor's (GDT) register with the value gdtdesc which points to the table gdt.
- **table gdt** : The table has a null entry, one entry for executable code, and one entry to data.
- all segments have a base address of zero and the maximum possible limit
- The code segment descriptor has a flag set that indicates that the code should run in 32-bit mode
- With this setup, when the boot loader enters protected mode, logical addresses map one-to-one to physical addresses.
- At **gdtdesc** we have this data
2, <4 byte addr of gdt>
Total 6 bytes
- GDTR is : <address 4 byte>, <table limit 2 byte>
- So lgdt gdtdesc loads these two values in GDTR

bootasm.S after “lgdt gdtdesc”
till jump to “entry”



Still
Logical Address =
Physical address!

But with GDT in picture
and
Protected Mode
operation

During this time,

**Loading kernel from
ELF into physical
memory**

**Addresses in “kernel”
file translate to same
physical address!**

Prepare to enable protected mode

- Prepare to enable protected mode by setting the 1 bit (CR0_PE) in register %cr0

```
movl %cr0, %eax  
orl $CR0_PE, %eax  
movl %eax, %cr0
```

CR0

CR0	31 30 29 28	19 18 17 16 15	6 5 4 3 2 1 0
	P G C D N W	A M W P	N E T S E M P P E
PE	Protection enabled	ET	Extension type
MP	Monitor coprocessor	NE	Numeric error
EM	Emulation	WP	Write protect
TS	Task switched	AM	Alignment mask

PG: Paging enabled or not

WP: Write protection on/off

PE: Protection Enabled --> protected mode.

Complete transition to 32 bit mode

`Ijmp $(SEG_KCODE<<3), $start32`

Complete the transition to 32-bit protected mode by using a long jmp

to reload %cs (=1) and %eip (=start32).

Note that 'start32' is the address of next instruction after Ijmp.

Note: The segment descriptors are set up with no translation (that is 0-4GB setting), so that the mapping is still the identity mapping.

Jumping to “C” code

```
movw $(SEG_KDATA<<3), %ax # Our data
segment selector

movw %ax, %ds          # -> DS: Data
Segment

movw %ax, %es          # -> ES: Extra
Segment

movw %ax, %ss          # -> SS: Stack
Segment

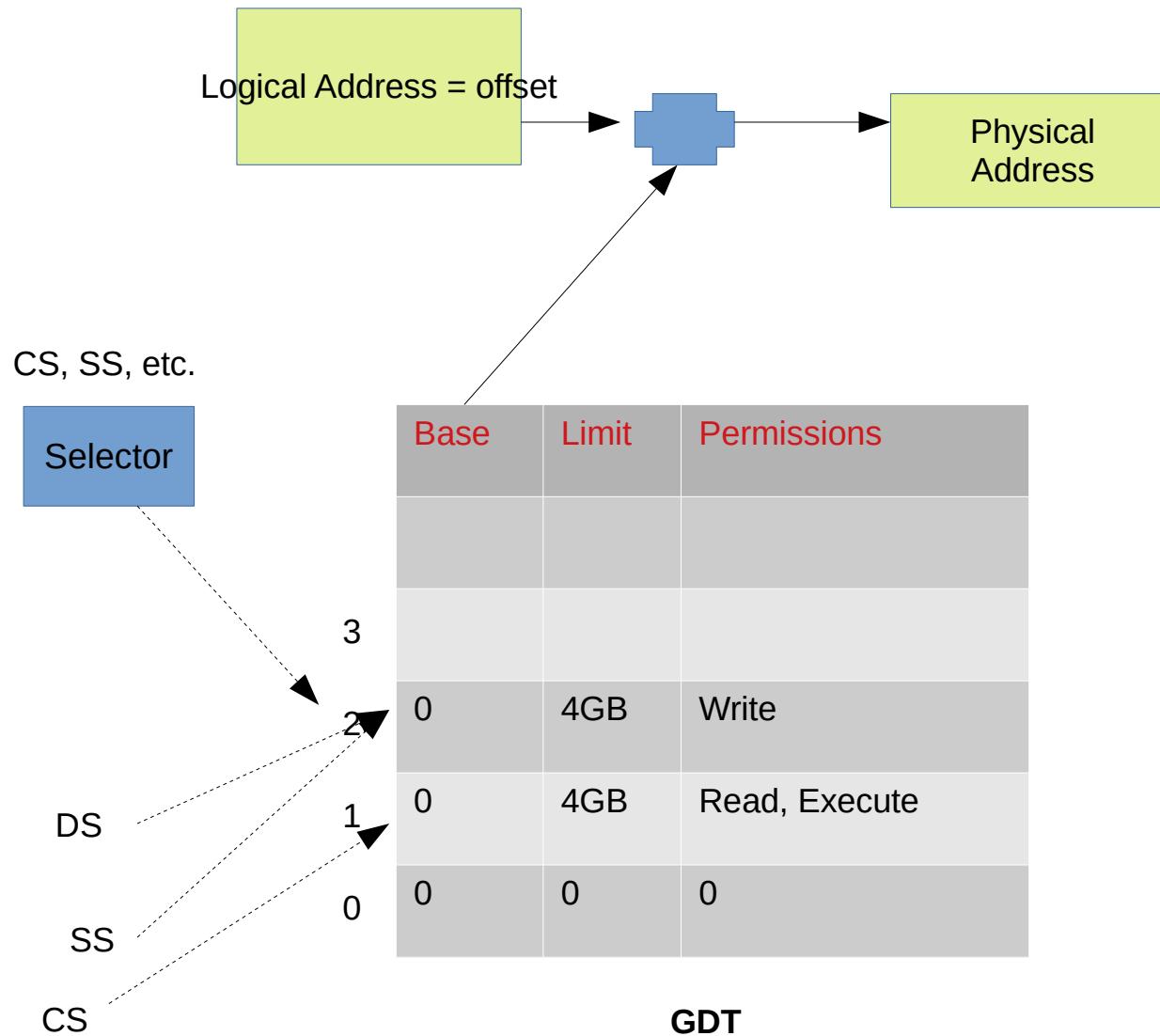
movw $0, %ax           # Zero segments
not ready for use

movw %ax, %fs          # -> FS
movw %ax, %gs          # -> GS

# Set up the stack pointer and call into C.
movl $start, %esp
call bootmain
```

- **Setup Data, extra, stack segment with SEG_KDATA (=2), FS & GS (=0)**
- **Copy “\$start” i.e. 7c00 to stack-ptr**
 - It will grow from 7c00 to 0000
- **Call bootmain() a C function**
 - In bootmain.c

Setup now



bootmain(): already in memory, as part of ‘bootblock’

- **bootmain.c** , expects to find a copy of the kernel executable on the disk starting at the second sector (sector = 1).
 - Why?
- **The kernel is an ELF format binary**
- **Bootmain loads the first 4096 bytes of the ELF binary. It places the in-memory copy at address 0x10000**
- **readseg()** is a function that runs OUT instructions in particular IO ports, to issue commands to read from Disk

```
void bootmain(void)
{
    struct elfhdr *elf;
    struct proghdr *ph, *eph;
    void (*entry)(void);
    uchar* pa;

    elf = (struct elfhdr*)0x10000; // scratch
    space

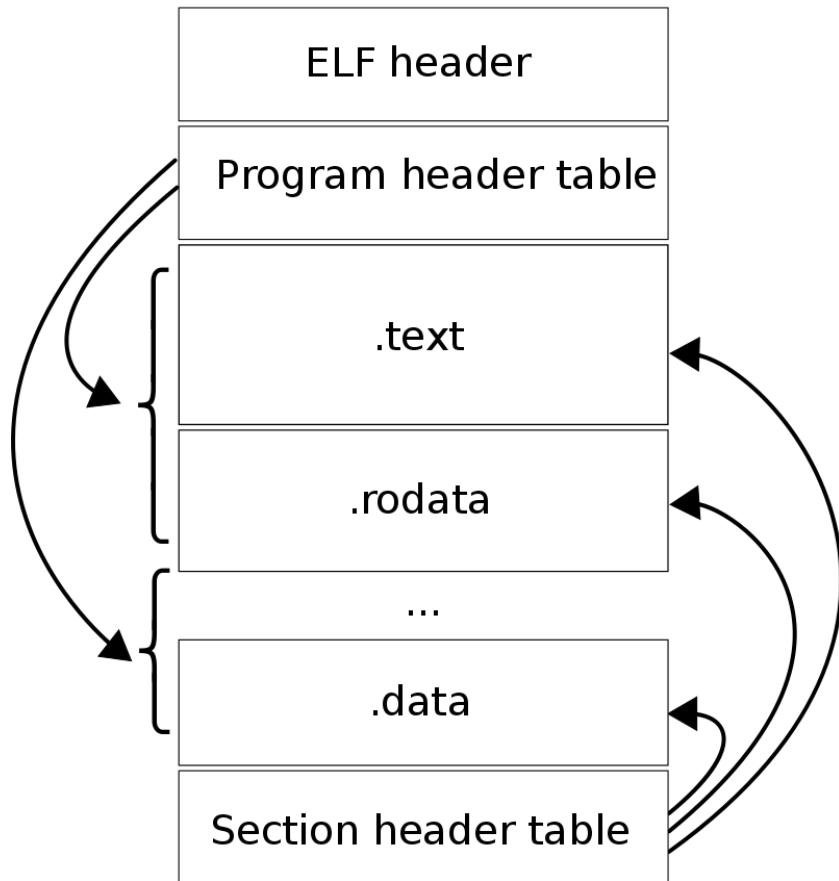
    // Read 1st page off disk
    readseg((uchar*)elf, 4096, 0);
```

bootmain()

- Check if it's really ELF or not // Is this an ELF executable?
- Next load kernel code from ELF file “kernel” into memory

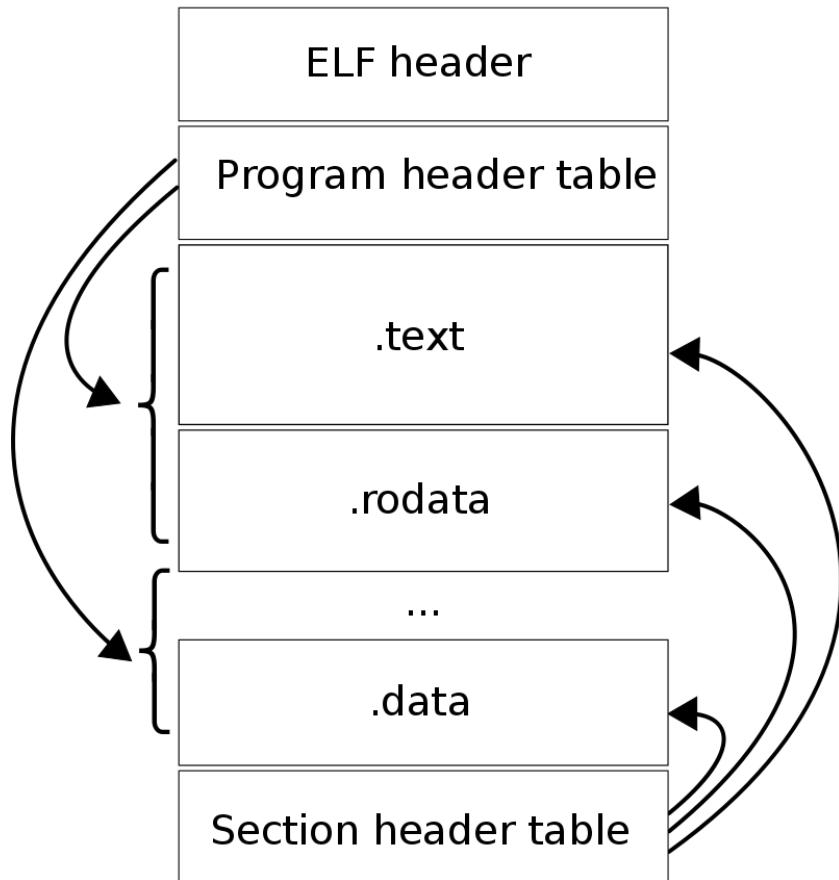
```
if(elf->magic != ELF_MAGIC)
    return; // let
bootasm.S handle
error
```

ELF



```
struct elfhdr {  
    uint magic; // must equal  
ELF_MAGIC  
    uchar elf[12];  
    ushort type;  
    ushort machine;  
    uint version;  
    uint entry;  
    uint phoff; // where is program  
header table  
    uint shoff;  
    uint flags;  
    ushort ehsiz;  
    ushort phentsiz;  
    ushort phnum; // no. Of program  
header entries  
    ushort shentsiz;  
    ushort shnum;  
    ushort shstrndx;  
};
```

ELF



// Program header

struct proghdr {

 uint type; // Loadable segment ,
 Dynamic linking information ,
 Interpreter information , Thread-
 Local Storage template , etc.

 uint off; //Offset of the segment
 in the file image.

 uint vaddr; //Virtual address of
 the segment in memory.

 uint paddr; // physical address to
 load this program, if PA is relevant

 uint filesz; //Size in bytes of the
 segment in the file image.

 uint memsz; //Size in bytes of the
 segment in memory. May be 0.

 uint flags;

 uint align;

};

Run 'objdump -x -a kernel | head -15' & see this

```
kernel: file format elf32-i386
kernel
architecture: i386, flags 0x000000112:
EXEC_P, HAS_SYMS, D_PAGED
start address 0x0010000c
```

Program Header:

```
LOAD off 0x00001000 vaddr 0x80100000 paddr 0x00100000 align 2**12
  filesz 0x0000a516 memsz 0x000154a8 flags rwx
STACK off 0x00000000 vaddr 0x00000000 paddr 0x00000000 align 2**4
  filesz 0x00000000 memsz 0x00000000 flags rwx
```

Code to be
loaded at
KERNBASE +
KERNLINK

Diff
between
memsz &
filesz, will
be filled
with zeroes
in memory

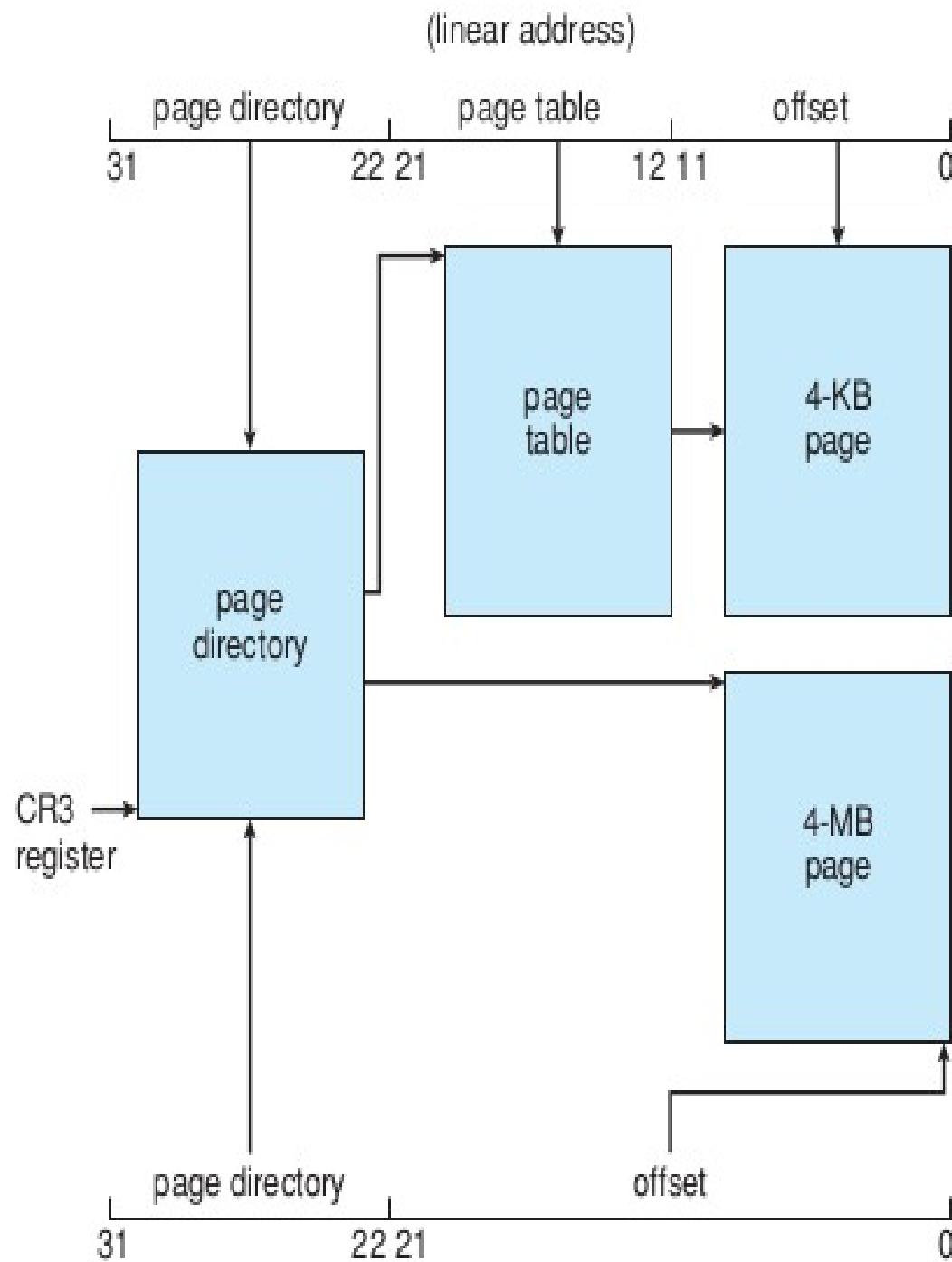
Stack :
everything
zeroes

Load code from ELF to memory

```
// Load each program segment (ignores ph flags).
ph = (struct proghdr*)((uchar*)elf + elf->phoff);
eph = ph + elf->phnum;
// Abhijit: number of program headers
for(; ph < eph; ph++) {
    // Abhijit: iterate over each program header
    pa = (uchar*)ph->paddr;
    // Abhijit: the physical address to load program
    /* Abhijit: read ph->filesz bytes, into 'pa',
       from ph->off in kernel/disk */
    readseg(pa, ph->filesz, ph->off);
    if(ph->memsz > ph->filesz)
        stosb(pa + ph->filesz, 0, ph->memsz - ph->filesz);
// Zero the remainder section*/
}
```

Jump to Entry

```
// Call the entry point from the ELF header.  
// Does not return!  
/* Abhijit:  
 * elf->entry was set by Linker using kernel.ld  
 * This is address 0x80100000 specified in  
kernel.ld  
 * See kernel.asm for kernel assembly code) .  
 */  
entry = (void(*)(void)) (elf->entry);  
entry();
```

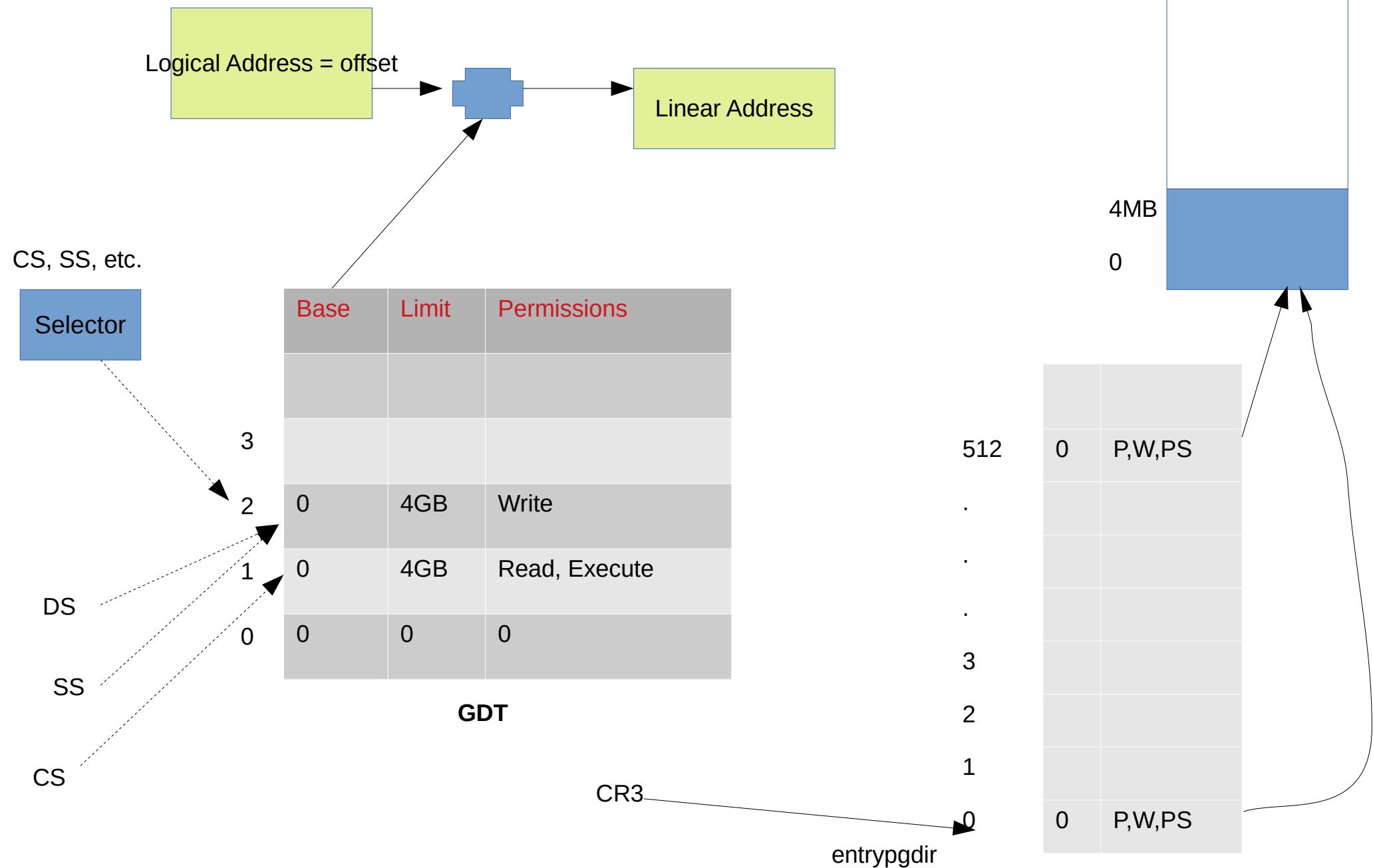


To understand further code

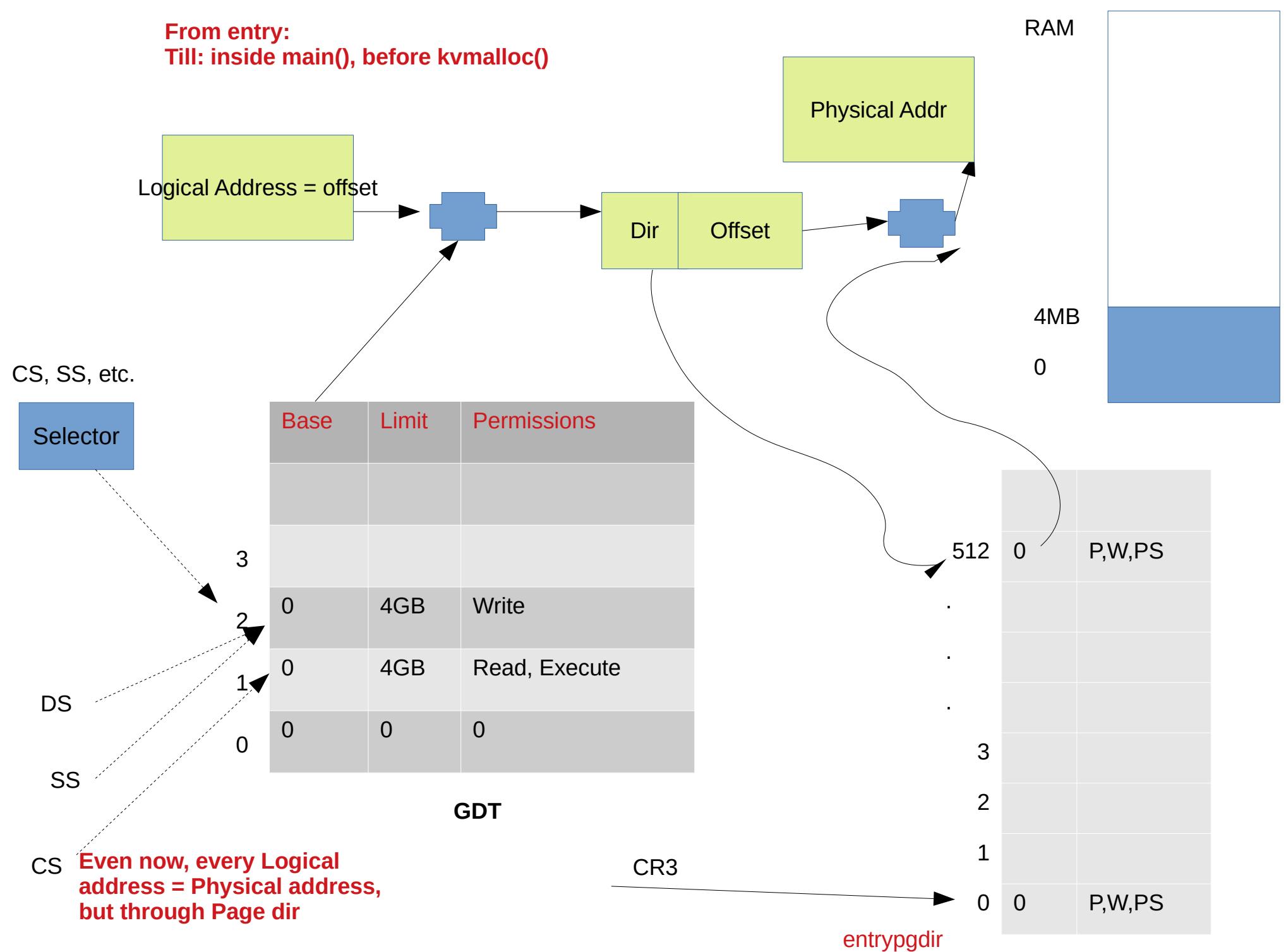
Remember: 4 MB pages are possible

Figure 8.23 Paging in the IA-32 architecture.

From entry:
Till: inside main(), before kvmalloc()



From entry:
Till: inside main(), before kvmalloc()



entrypgdir in main.c, is used by entry()

```
__attribute__((__aligned__(PGSIZE)))
pde_t entrypgdir[NPDENTRIES] = {
    // Map VA's [0, 4MB) to PA's [0, 4MB)
    [0] = (0) | PTE_P | PTE_W | PTE_PS,
    // Map VA's [KERNBASE, KERNBASE+4MB) to PA's [0, 4MB). This is entry 512
    [KERNBASE>>PDXSHIFT] = (0) | PTE_P | PTE_W | PTE_PS,
};
```

This is entry page directory during entry(), beginning of kernel
Mapping 0:0x400000 (i.e. 0: 4MB) to physical addresses 0:0x400000. is required as long
as entry is executing at low addresses, but will eventually be removed.
This mapping restricts the kernel instructions and data to 4 Mbytes.

#define PTE_P	0x001 // Present
#define PTE_W	0x002 // Writeable
#define PTE_U	0x004 // User
#define PTE_PS	0x080 // Page Size
#define PDXSHIFT	22 // offset of PDX in a linear address

// Map VA's [KERNBASE, KERNBASE+4MB) to PA's [0, 4MB). This is entry 512

entry() in entry.S

entry:

```
movl %cr4, %eax
orl $(CR4_PSE), %eax
movl %eax, %cr4
movl $(V2P_WO(entrypgdir)),
%eax
movl %eax, %cr3
movl %cr0, %eax
orl $(CR0_PG|CR0_WP), %eax
movl %eax, %cr0
movl $(stack + KSTACKSIZE),
%esp
mov $main, %eax
jmp *%eax
```

- # Turn on page size extension for 4Mbyte pages
- # Set page directory. 4 MB pages (temporarily only. More later)
- # Turn on paging.
- # Set up the stack pointer.
- # Jump to main(), and switch to executing at high addresses. The indirect call is needed because the assembler produces a PC-relative instruction for a direct jump.
-

More about entry()

```
movl $(V2P_WO(entrypgdir)), %eax  
movl %eax, %cr3
```

-> Here we use physical address using **V2P_WO** because paging is not turned on yet

- **V2P is simple: subtract 0x80000000 i.e. KERNBASE from address**

More about entry()

```
movl  %cr0, %eax  
orl  $(CR0_PG|  
CR0_WP), %eax  
movl  %eax, %cr0
```

- But we have already set 0'th entry in pgdir to address 0
- So it still works!

This turns on paging

After this also, entry() is running and processor is executing code at lower addresses

entry()

```
movl $(stack +  
KSTACKSIZE), %esp
```

```
mov $main, %eax  
jmp *%eax
```

```
.comm stack,  
KSTACKSIZE
```

```
# Abhijit: allocate here 'stack' of size =  
KSTACKSIZE
```

- # Set up the stack pointer.
- # Abhijit: +KSTACKSIZE is done as stack grows downwards
- # Jump to main(), and switch to executing at high addresses. The indirect call is needed because the assembler produces a PC-relative instruction for a direct jump.

bootmasm.S bootmain.c: Steps

- 1) Starts in “real” mode, 16 bit mode. Does some misc legacy work.
- 2) Runs instructions to do MMU set-up for protected-mode & only segmentation (0-4GB, identity mapping), changes to protected mode.
- 3) Reads kernel ELF file and loads it in RAM, as per instructions in ELF file
- 4) Sets up paging (4 MB pages)
- 5) Runs main() of kernel

Code from bootasm.S bootmain.c is over!
Kernel is loaded.
Now kernel is going to prepare itself

Processes

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Process related data structures in kernel code

- Kernel needs to maintain following types of data structures for managing processes
 - List of all processes
 - Memory management details for each, files opened by each etc.
 - Scheduling information about the process
 - Status of the process
 - List of processes “waiting” for different events to occur,
 - Etc.

Process Control Block



Figure 3.3 Process control block (PCB).

- A record representing a process in operating system's data structures
- OS maintains a “list” of PCBs, one for each process
- Called “`struct task_struct`” in Linux kernel code and “`struct proc`” in xv6 code

Fields in PCB



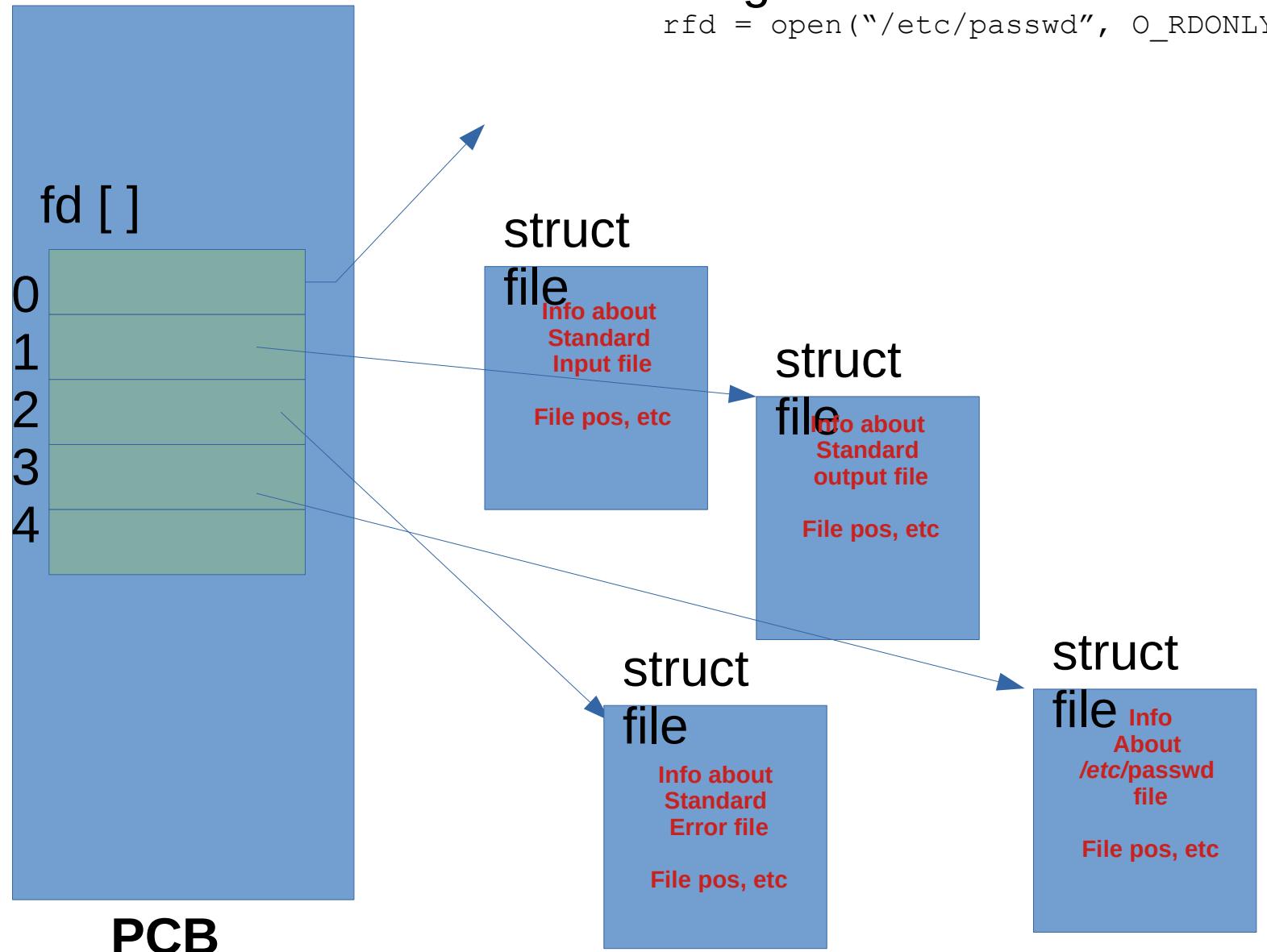
Figure 3.3 Process control block (PCB).

- Process ID (PID)
- Process State
- Program counter
- Registers
- Memory limits of the process
- Accounting information
- I/O status
- Scheduling information
- array of file descriptors (list of open files)
- ...etc

List of open files

Program did

```
rfd = open("/etc/passwd", O_RDONLY)
```



List of open files

- The PCB contains an array of pointers, called file descriptor array (fd[]), pointers to structures representing files
- When open() system call is made
 - A new file structure is created and relevant information is stored in it
 - Smallest available of fd [] pointers is made to point to this new struct file
 - The index of this fd [] pointer is returned by open
- When subsequent calls are made to read(fd,) or write(fd, ...), etc.
 - The kernel gets the “fd” as an index in the fd[] array and is able to locate the file structure for that file

```
// XV6 Code : Per-process state
enum procstate { UNUSED, EMBRYO, SLEEPING,
RUNNABLE, RUNNING, ZOMBIE };
```

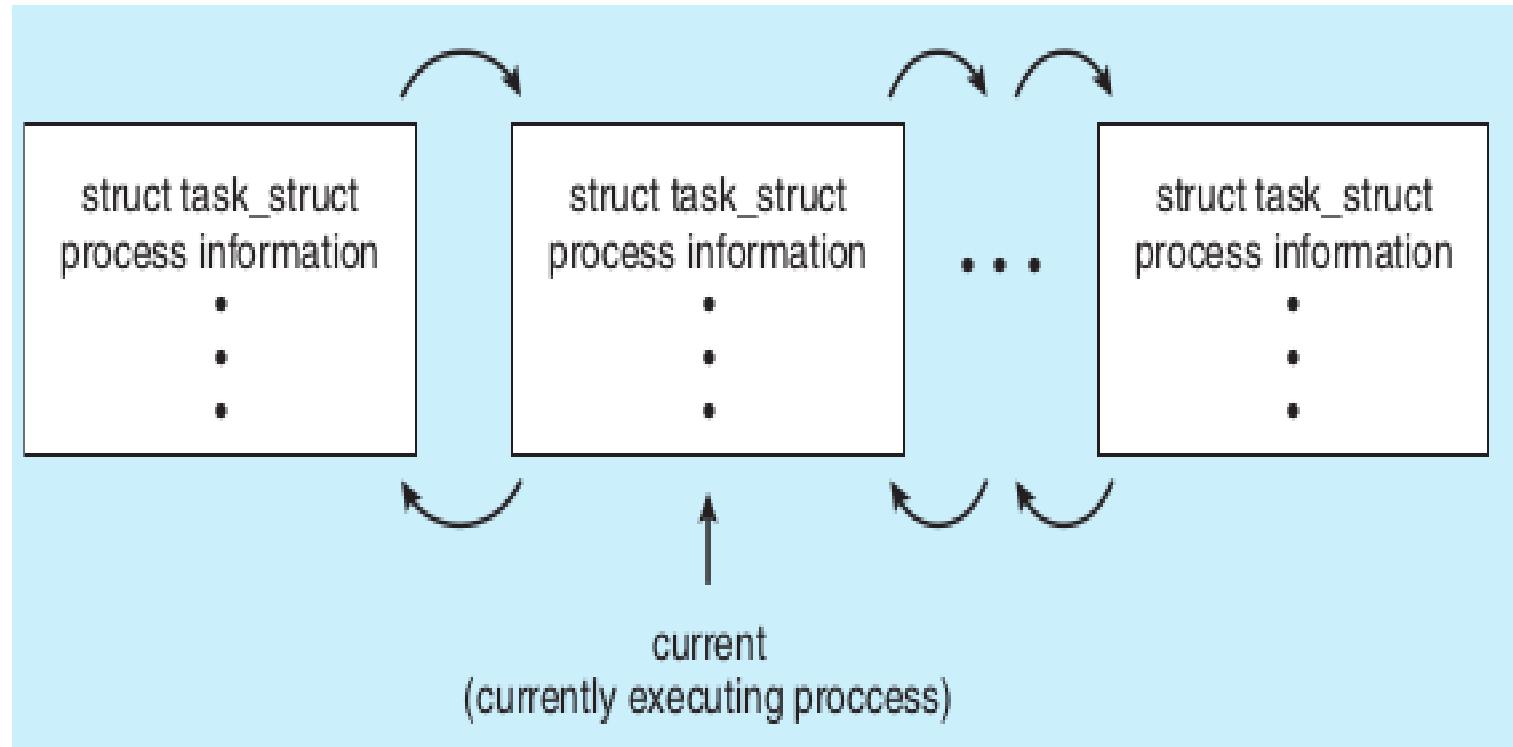
```
struct proc {
    uint sz;           // Size of process memory (bytes)
    pde_t* pgdir;     // Page table
    char *kstack;     // Bottom of kernel stack for this
process
    enum procstate state; // Process state
    int pid;          // Process ID
    struct proc *parent; // Parent process
    struct trapframe *tf; // Trap frame for current syscall
    struct context *context; // swtch() here to run process
    void *chan;        // If non-zero, sleeping on chan
    int killed;        // If non-zero, have been killed
    struct file *ofile[NFILE]; // Open files
    struct inode *cwd; // Current directory
    char name[16];    // Process name (debugging)
};
```

```
struct {
    struct spinlock lock;
    struct proc proc[NPROC];
} ptable;
```

```
struct file {
    enum { FD_NONE,
FD_PIPE, FD_INODE } type;
    int ref; // reference count
    char readable;
    char writable;
    struct pipe *pipe;
    struct inode *ip;
    uint off;
};
```

Process Queues/Lists inside OS

- Different types of queues/lists can be maintained by OS for the processes
 - A queue of processes which need to be scheduled
 - A queue of processes which have requested input/output to a device and hence need to be put on hold/wait
 - List of processes currently running on multiple CPUs
 - Etc.



// Linux data structure

```
struct task_struct {
    long state; /* state of the process */
    struct sched_entity se; /* scheduling information */
    struct task_struct *parent; /* this process's parent */
    struct list_head children; /* this process's children */
    struct files_struct *files; /* list of open files */
    struct mm_struct *mm; /* address space */
```

```
struct list_head {
    struct list_head *next, *prev;
};
```

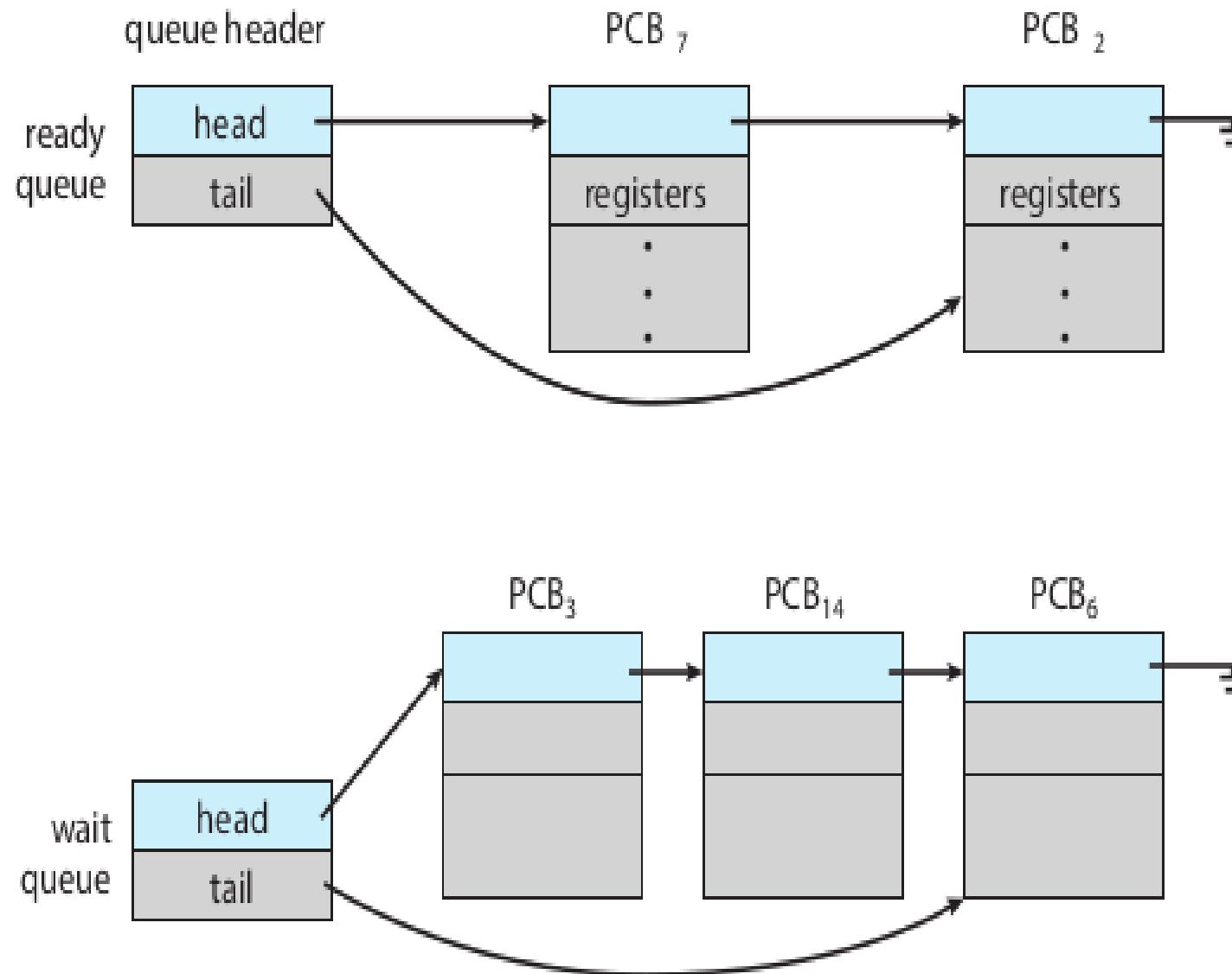


Figure 3.4 The ready queue and wait queues.

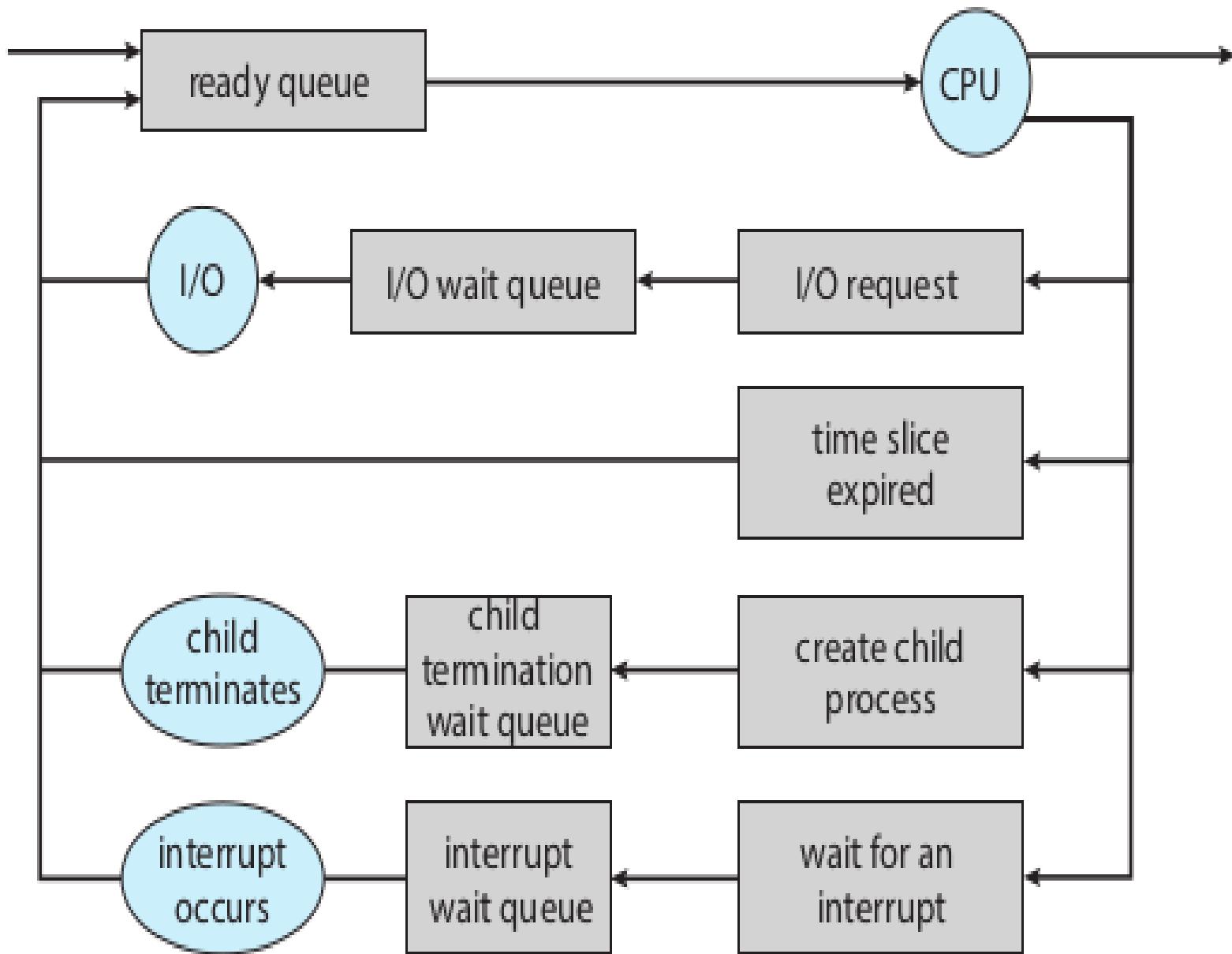


Figure 3.5 Queueing-diagram representation of process scheduling.

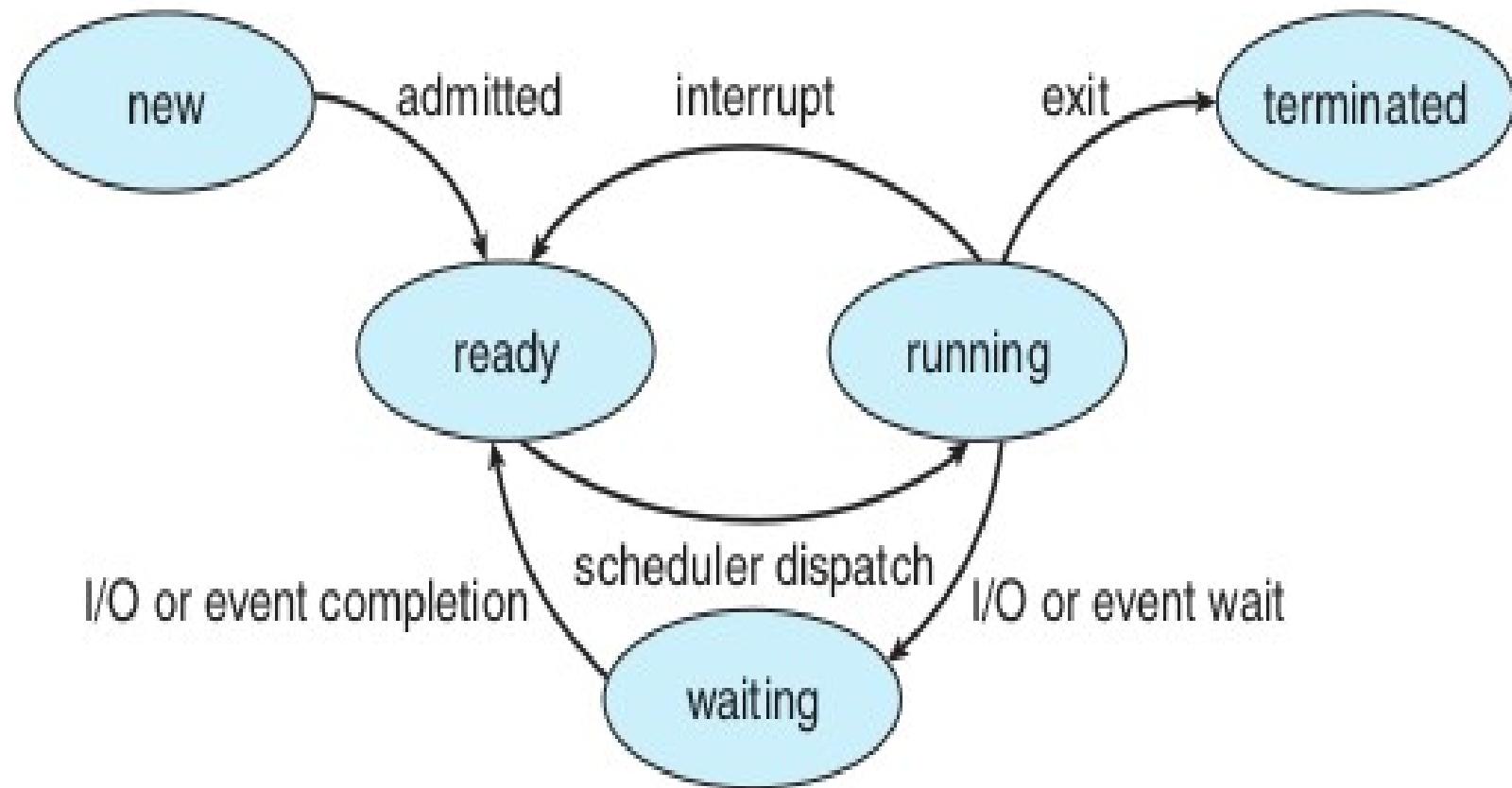


Figure 3.2 Diagram of process state.

Conceptual diagram

“Giving up” CPU by a process or blocking

```
int main() {  
    i = j + k;  
    scanf("%d", &k);  
}  
  
int scanf(char *x, ...) {  
    ...  
    read(0, ..., ...);  
}  
  
int read(int fd, char *buf, int len) {  
    ...  
    __asm__ { "int 0x80..." }  
    ...  
}
```

OS Syscall

```
sys_read(int fd, char *buf, int len) {  
    file f = current->fdarray[fd];  
    int offset = f->position;  
    ...  
    disk_read(..., offset, ...);  
    // Do what now?  
    //asynchronous read  
    //Interrupt will occur when the disk read is  
    //complete  
    // Move the process from ready queue to a  
    //wait queue and call scheduler!  
    // This is called "blocking"  
    Return the data read ;  
}  
disk_read(..., offset, ... ) {  
    __asm__("outb PORT ..");  
    return;  
}
```

“Giving up” CPU by a process or blocking

The relevant code in xv6 is in

Sleep()

The wakeup code is in wakeup() and wakeup1()

To be seen later

Context Switch

- Context
 - Execution context of a process
 - CPU registers, process state, memory management information, all configurations of the CPU that are specific to execution of a process/kernel
- Context Switch
 - Change the context from one process/OS to OS/another process
 - Need to save the old context and load new context
 - Where to save? --> PCB of the process

Context Switch

- Is an overhead
- No useful work happening while doing a context switch
- Time can vary from hardware to hardware
- Special instructions may be available to save a set of registers in one go

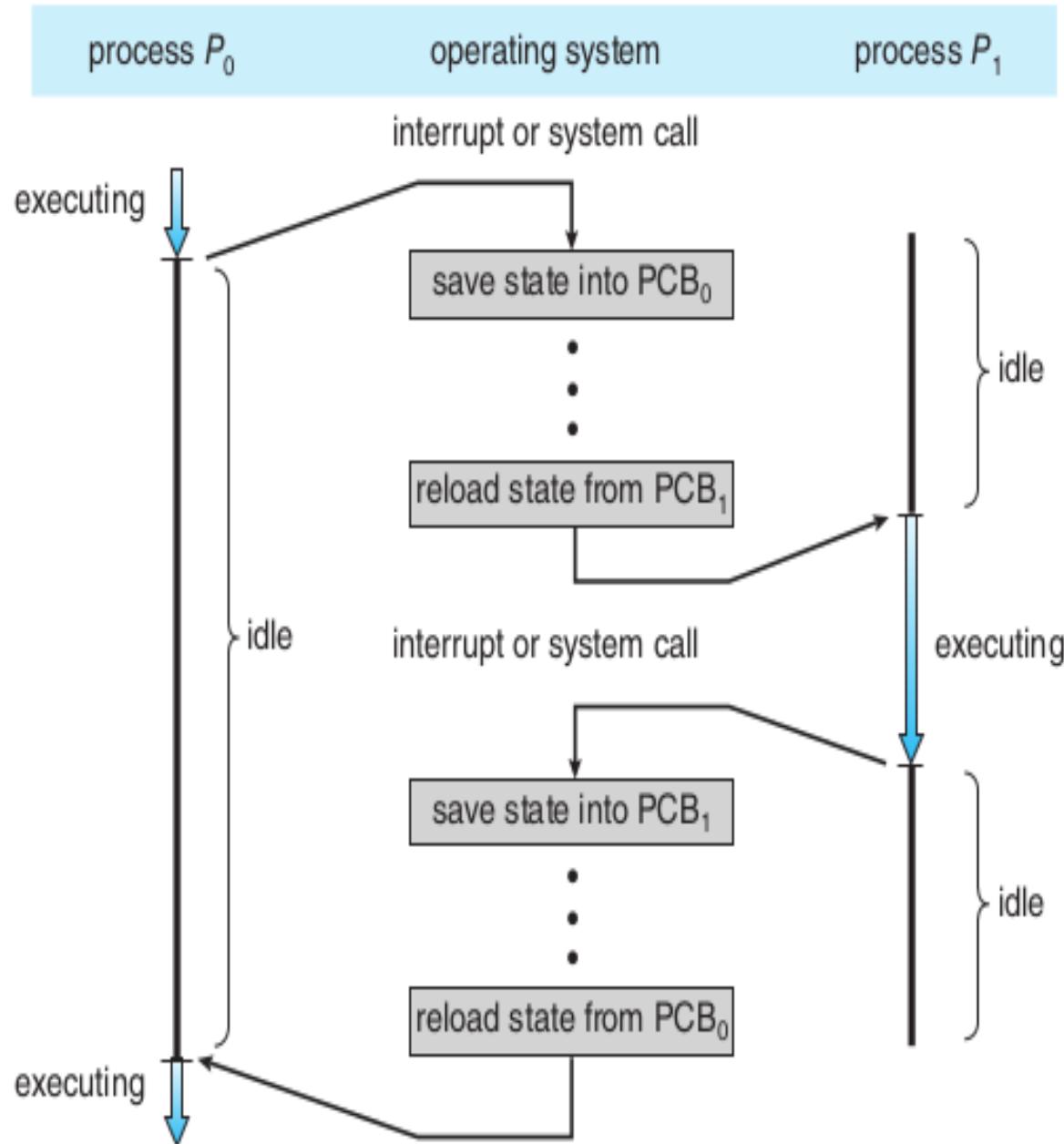


Figure 3.6 Diagram showing context switch from process to process.

Peculiarity of context switch

- When a process is running, the function calls work in LIFO fashion
 - Made possible due to calling convention
- When an interrupt occurs
 - It can occur anytime
 - Context switch can happen in the middle of execution of any function
- After context switch
 - One process takes place of another
 - This “switch” is obviously not going to happen using calling convention, as no “call” is happening
 - Code for context switch must be in assembly!

NEXT: XV6 code overview

1. Understanding how traps are handled
2. How timer interrupt goes to scheduler
 3. How scheduling takes place
4. How a “blocking” system call (e.g. read()) “blocks”

Inter Process Communication

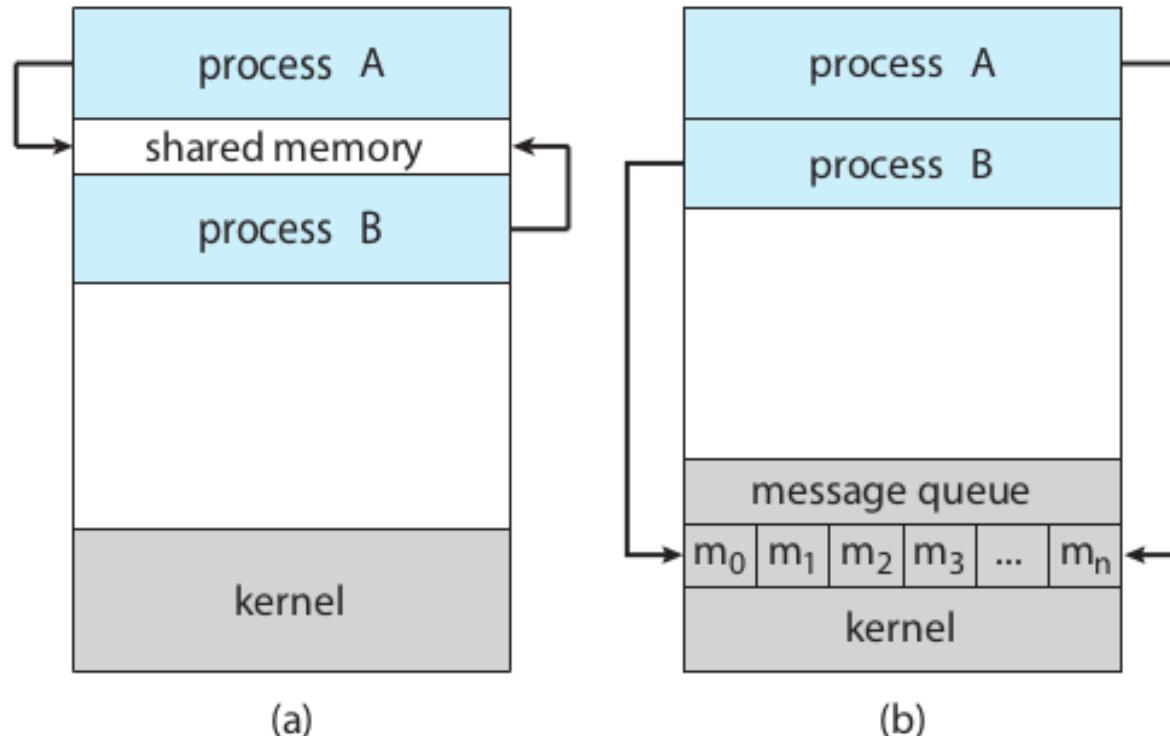
Revision of process related concepts

- PCB, struct proc
- Process lifecycle – different states
- Memory layout
- Memory management
- Interrupts handling, system call handling, code from xv6
- Scheduler, code of scheduler in xv6

IPC: Inter Process Communication

- Processes within a system may be independent or cooperating
- Cooperating process can affect or be affected by other processes, including sharing data
- Reasons for cooperating processes:
 - Information sharing, e.g. copy paste
 - Computation speedup, e.g. matrix multiplication
 - Modularity, e.g. chrome – separate process for display, separate for fetching data
 - Convenience,
- Cooperating processes need interprocess communication (IPC)
- Two models of IPC
 - Shared memory
 - Message passing

Shared Memory Vs Message Passing



Each requires OS to provide system calls for

- Creating the IPC mechanism
- To read/write using the IPC mechanism
- Delete the IPC mechanism

Note: processes communicating with each other with the help of OS!

Figure 3.11 Communications models. (a) Shared memory. (b) Message passing.

Example of co-operating processes: Producer Consumer Problem

- **Paradigm for cooperating processes, producer process produces information that is consumed by a consumer process**
 - **unbounded-buffer places no practical limit on the size of the buffer**
 - **bounded-buffer assumes that there is a fixed buffer size**

Example of co-operating processes: Producer Consumer Problem

- Shared data

```
#define BUFFER_SIZE 10
```

```
typedef struct {
```

```
    . . .
```

```
} item;
```

```
item buffer[BUFFER_SIZE];
```

```
int in = 0;
```

```
int out = 0;
```

- Can only use BUFFER_SIZE-1 elements

Example of co-operating processes: Producer Consumer Problem

- **Code of Producer**

```
while (true) {  
    /* Produce an item */  
  
    while (((in = (in + 1) % BUFFER SIZE count) == out)  
        ; /* do nothing -- no free buffers */  
    buffer[in] = item;  
    in = (in + 1) % BUFFER SIZE;  
}
```

Example of co-operating processes: Producer Consumer Problem

- **Code of Consumer**

```
while (true) {  
    while (in == out)  
        ; // do nothing -- nothing to consume  
  
    // remove an item from the buffer  
    item = buffer[out];  
    out = (out + 1) % BUFFER SIZE;  
    return item;  
}
```

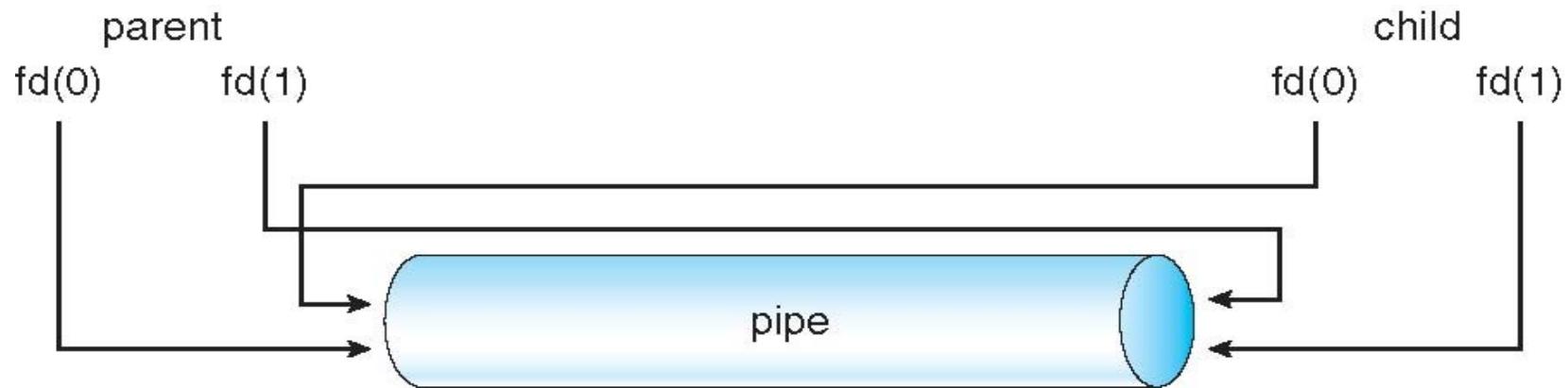
Pipes

Pipes for IPC

- **Two types**
 - Unnamed Pipes or ordinary pipes
 - Named Pipe

Ordinary pipes

- Ordinary Pipes allow communication in standard producer-consumer style
- Producer writes to one end (the write-end of the pipe)
- Consumer reads from the other end (the read-end of the pipe)
- Ordinary pipes are therefore unidirectional
- Requires a parent-child (or sibling, etc) kind of relationship between communicating processes



Named pipes

- Also called FIFO
- Processes can create a “file” that acts as pipe. Multiple processes can share the file to read/write as a FIFO
- Named Pipes are more powerful than ordinary pipes
- Communication is bidirectional
- No parent-child relationship is necessary between the communicating processes
- Several processes can use the named pipe for communication
- Provided on both UNIX and Windows systems
- Is not deleted automatically by OS

Named pipes

- **int mkfifo(const char *pathname, mode_t mode);**
- **Example**

Shared Memory

System V shared memory

- **Process first creates shared memory segment**
`segment id = shmget(IPC_PRIVATE, size, S_IRUSR | S_IWUSR);`
- **Process wanting access to that shared memory must attach to it**
`shared_memory = (char *) shmat(id, NULL, 0);`
- **Now the process could write to the shared memory**
`sprintf(shared_memory, "Writing to shared memory");`
- **When done, a process can detach the shared memory from its address space**
`shmdt(shared_memory);`

Example of Shared memory

POSIX Shared Memory

- **What is POSIX?**
 - Portable Operating System Interface (POSIX)
 - family of standards
 - specified by the IEEE Computer Society
 - for maintaining compatibility between operating systems.
 - API (system calls), shells, utility commands for compatibility among UNIXes and variants

POSIX Shared Memory

- **shm_open**
- **ftruncate**
- **Mmap**
- **See the example in Textbook**

Message passing

Message Passing

- **Message system** – processes communicate with each other using `send()`, `receive()` like syscalls given by OS
- **IPC facility provides two operations:**
 - `send(message)` – message size fixed or variable
 - `Receive(message)`
- **If P and Q wish to communicate, they need to:**
 - establish a communication link between them
 - exchange messages via send/receive
- **Communication link can be implemented in a variety of ways**

Message Passing using “Naming”

- **Pass a message by “naming” the receiver**
 - **A) Direct communication with receiver**
 - **Receiver is identified by sender directly using it's name**
 - **B) Indirect communication with receiver**
 - **Receiver is identified by sender in-directly using it's 'location of receipt'**

Message passing using direct communication

- **Processes must name each other explicitly:**
 - `send (P, message)` – send a message to process P
 - `receive(Q, message)` – receive a message from process Q
- **Properties of communication link**
 - Links are established automatically
 - A link is associated with exactly one pair of communicating processes
 - Between each pair there exists exactly one link
 - The link may be unidirectional, but is usually bi-directional

Message passing using IN-direct communication

- **Messages are directed and received from mailboxes (also referred to as ports)**
 - Each mailbox has a unique id
 - Processes can communicate only if they share a mailbox
- **Properties of communication link**
 - Link established only if processes share a common mailbox
 - A link may be associated with many processes
 - Each pair of processes may share several communication links
 - Link may be unidirectional or bi-directional

Message passing using IN-direct communication

- **Operations**
 - create a new mailbox
 - send and receive messages through mailbox
 - destroy a mailbox
- **Primitives are defined as:**
 - `send(A, message)` – send a message to mailbox A
 - `receive(A, message)` – receive a message from mailbox A

Message passing using IN-direct communication

- **Mailbox sharing**
 - P1, P2, and P3 share mailbox A
 - P1, sends; P2 and P3 receive
 - Who gets the message?
- **Solutions**
 - Allow a link to be associated with at most two processes
 - Allow only one process at a time to execute a receive operation
 - Allow the system to select arbitrarily the receiver. Sender is notified who the receiver was.

Message Passing implementation: Synchronization issues

- **Message passing may be either blocking or non-blocking**
- **Blocking is considered synchronous**
 - Blocking send has the sender block until the message is received
 - Blocking receive has the receiver block until a message is available
- **Non-blocking is considered asynchronous**
 - Non-blocking send has the sender send the message and continue
 - Non-blocking receive has the receiver receive a valid message or null

Producer consumer using blocking send and receive

Producer

```
message next_produced;  
while (true) {  
/* produce an item in  
next_produced */  
send(next_produced);  
}
```

Consumer

```
message  
next_consumed;  
while (true) {  
receive(next_consumed);  
}
```

Message Passing implementation: choice of Buffering

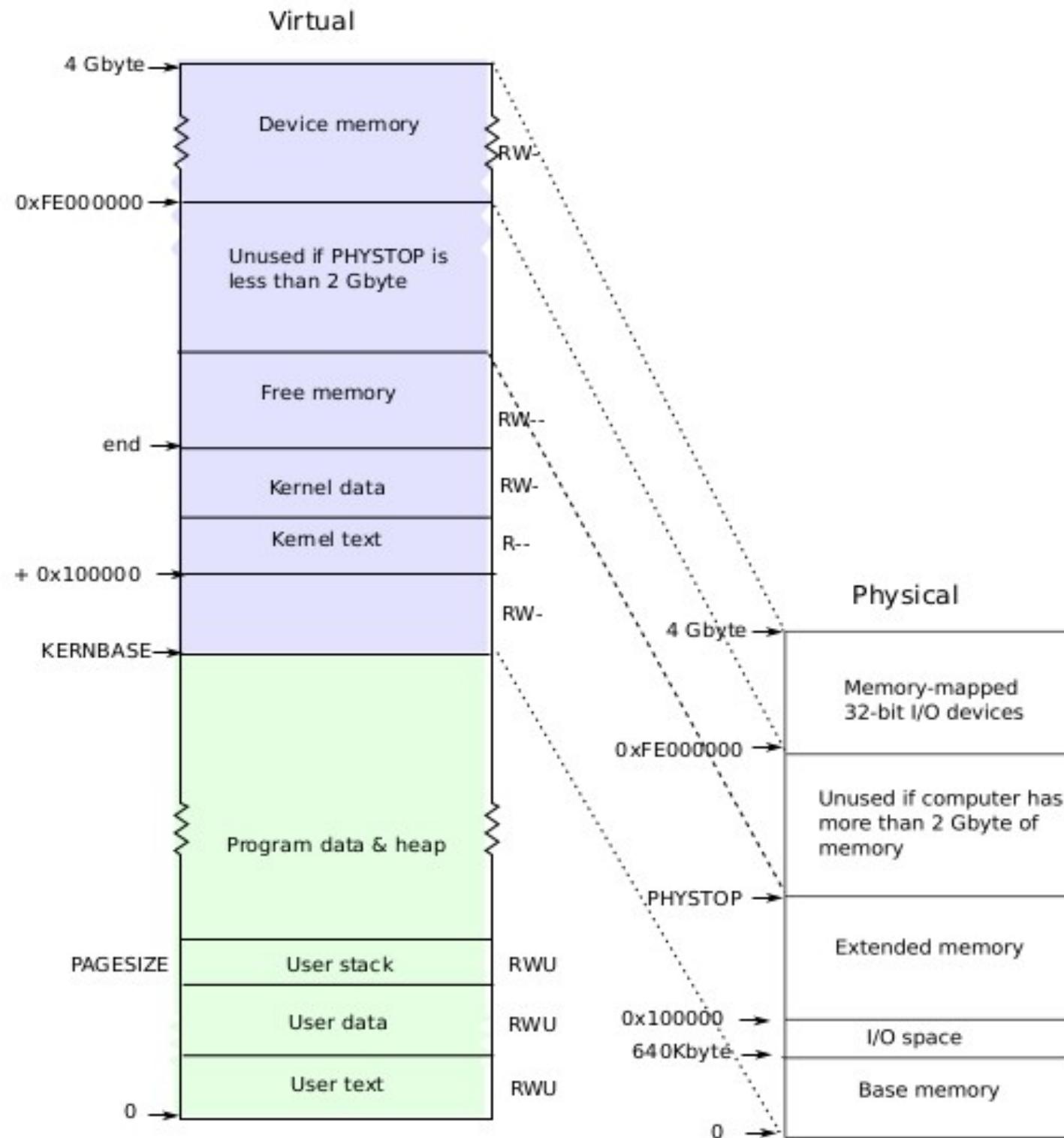
- Queue of messages attached to the link; implemented in one of three ways
 1. Zero capacity – 0 messages
 - Sender must wait for receiver (rendezvous)
 2. Bounded capacity – finite length of n messages
 - Sender must wait if link full
 3. Unbounded capacity – infinite length
 - Sender never waits

Processes in xv6 code

Process Table

```
struct {  
    struct spinlock lock;  
    struct proc proc[NPROC];  
} ptable;
```

- One single global array of processes
- Protected by `ptable.lock`

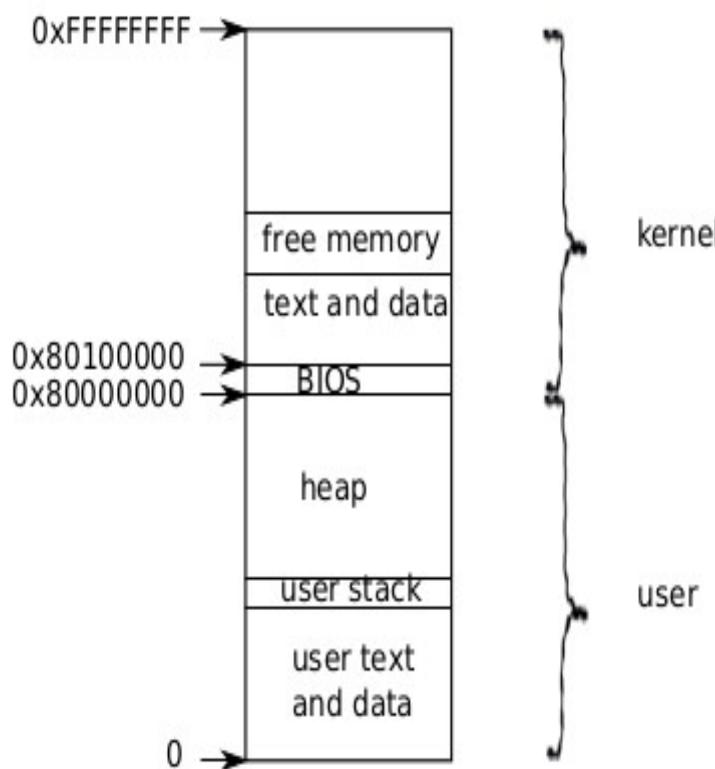


Layout of process's VA space

xv6 schema!

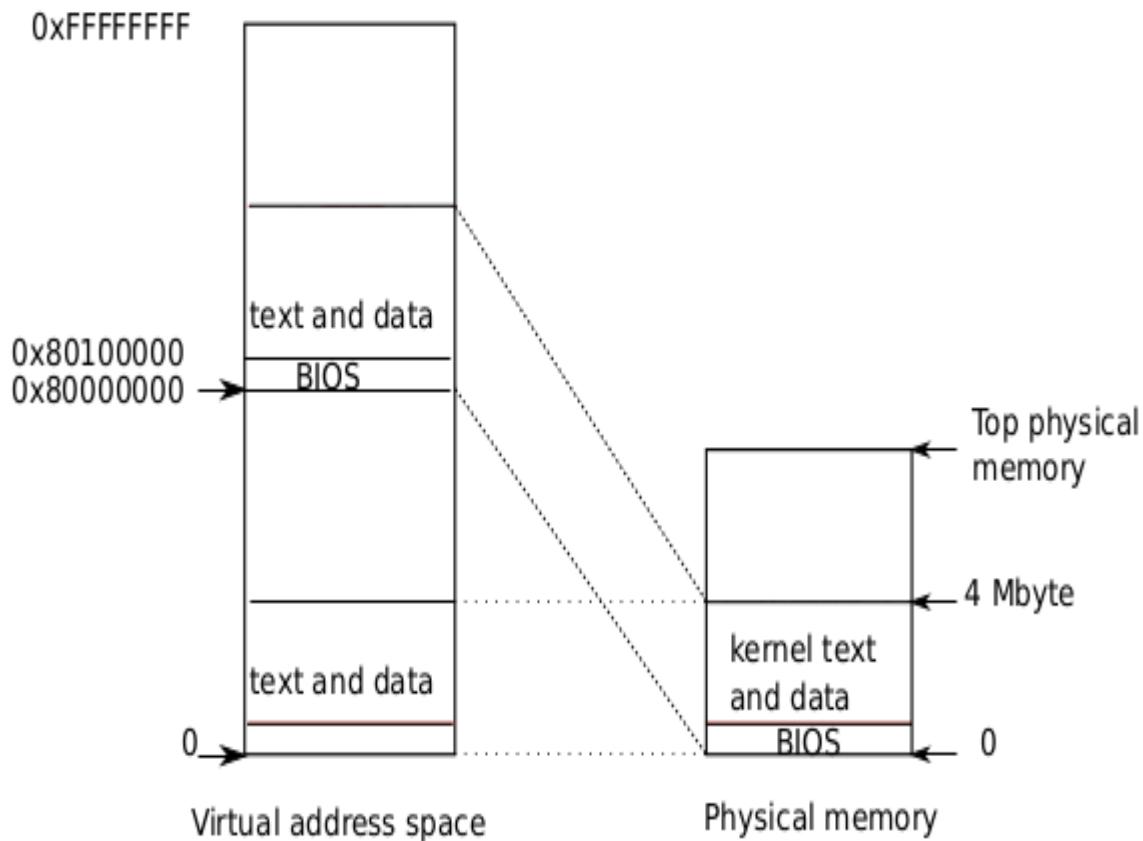
different from Linux

Logical layout of memory for a process



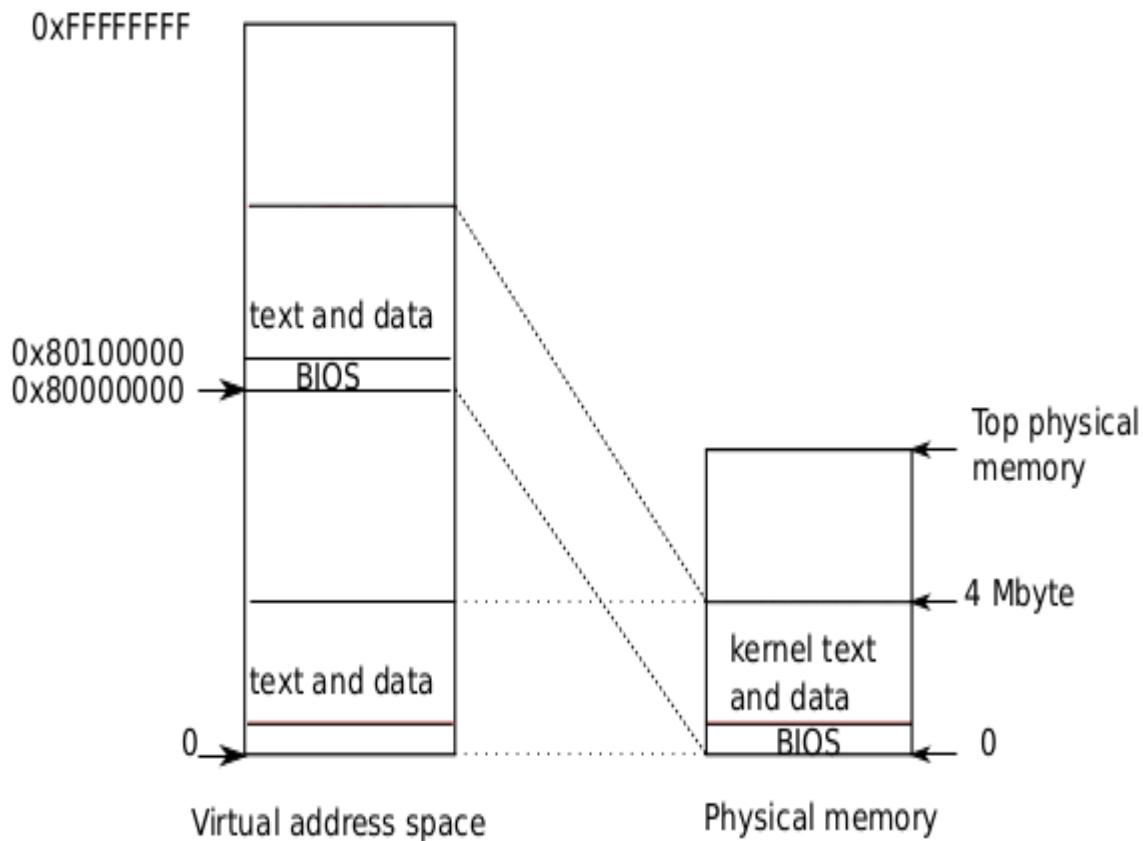
- **Address 0: code**
- **Then globals**
- **Then stack**
- **Then heap**
- **Each process's address space maps kernel's text, data also --> so that system calls run with these mappings**
- **Kernel code can directly access user memory now**

Kernel mappings in user address space actual location of kernel



- Kernel is loaded at **0x100000 physical address**
- PA 0 to 0x100000 is **BIOS and devices**
- Process's page table will map **VA 0x80000000 to PA 0x00000 and VA 0x80100000 to 0x100000**

Kernel mappings in user address space actual location of kernel



- **Kernel is not loaded at the PA 0x80000000 because some systems may not have that much memory**
- **0x80000000 is called KERNBASE in xv6**

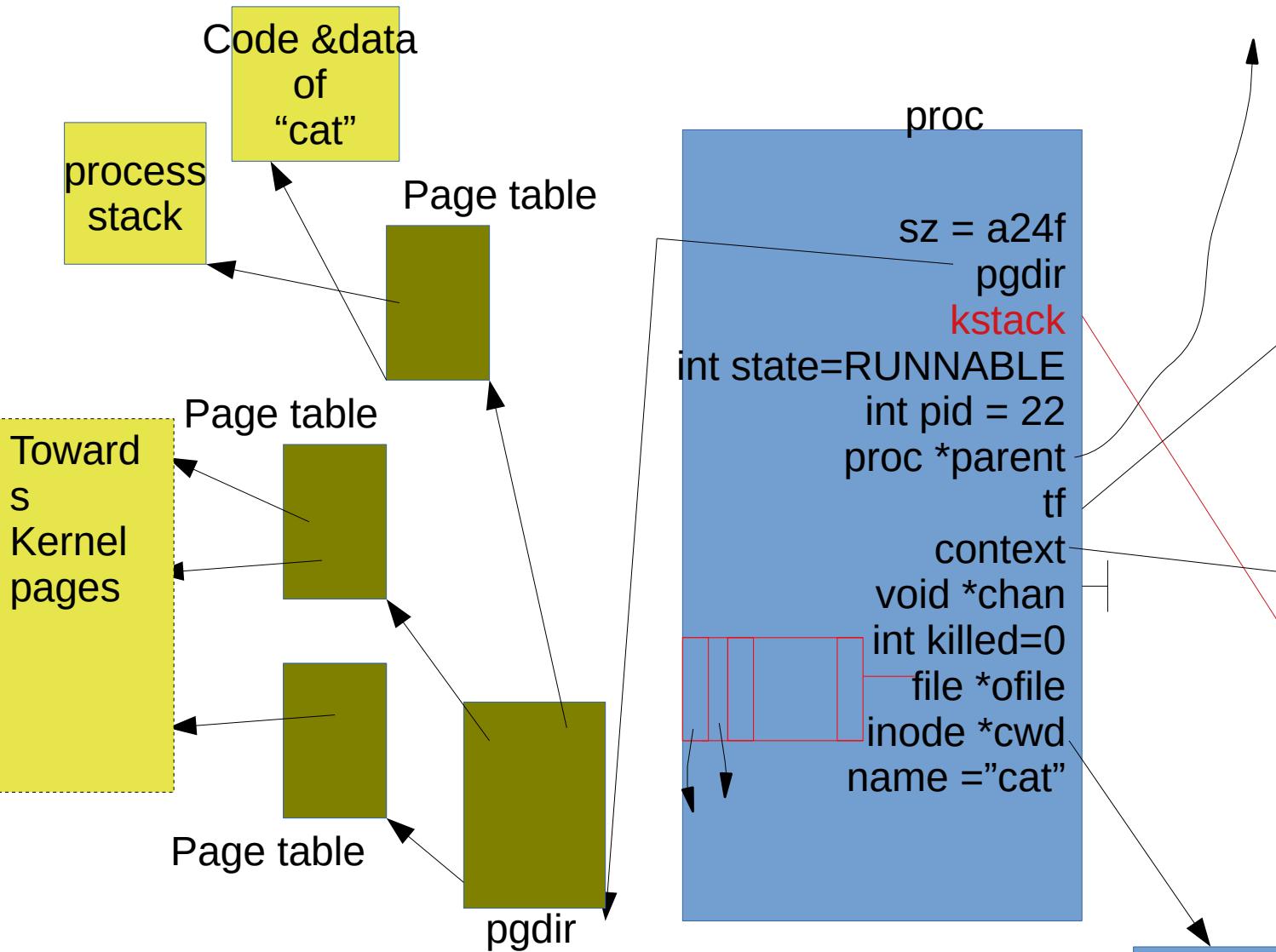
Imp Concepts

- **A process has two stacks**
 - user stack: used when user code is running
 - kernel stack: used when kernel is running on behalf of a process
- **Note: there is a third stack also!**
 - The kernel stack used by the scheduler itself
 - Not a per process stack

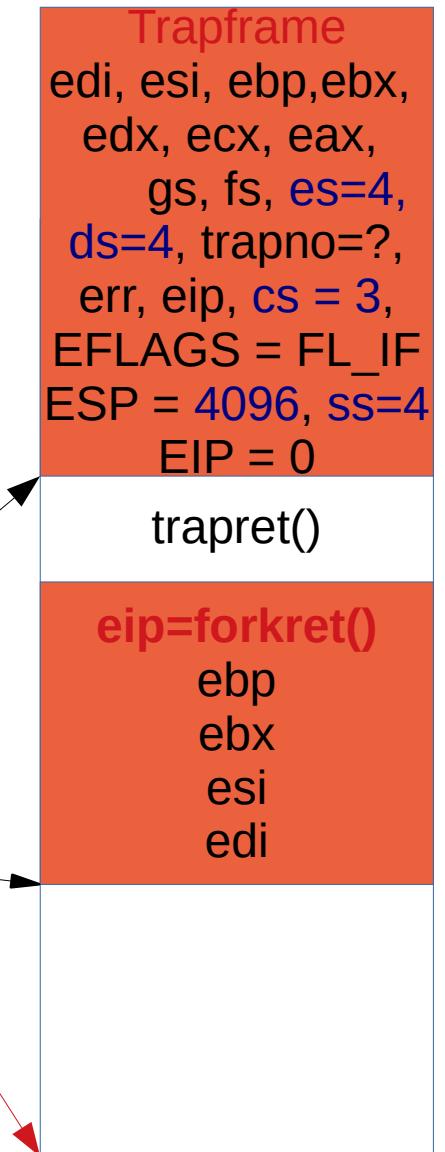
Struct proc

```
// Per-process state
struct proc {
    uint sz;                      // Size of process memory (bytes)
    pde_t* pgdir;                 // Page table
    char *kstack;                 // Bottom of kernel stack for this process
    enum procstate state;         // Process state. allocated, ready to run, running, waiting for I/O, or exiting.
    int pid;                      // Process ID
    struct proc *parent;          // Parent process
    struct trapframe *tf;         // Trap frame for current syscall
    struct context *context;      // swtch() here to run process. Process's context
    void *chan;                   // If non-zero, sleeping on chan. More when we discuss
    sleep, wakeup
    int killed;                   // If non-zero, have been killed
    struct file *ofile[NOFILE];   // Open files, used by open(), read(),...
    struct inode *cwd;            // Current directory, changed with "chdir()"
    char name[16];                // Process name (for debugging)
};
```

struct proc diagram: Very imp!

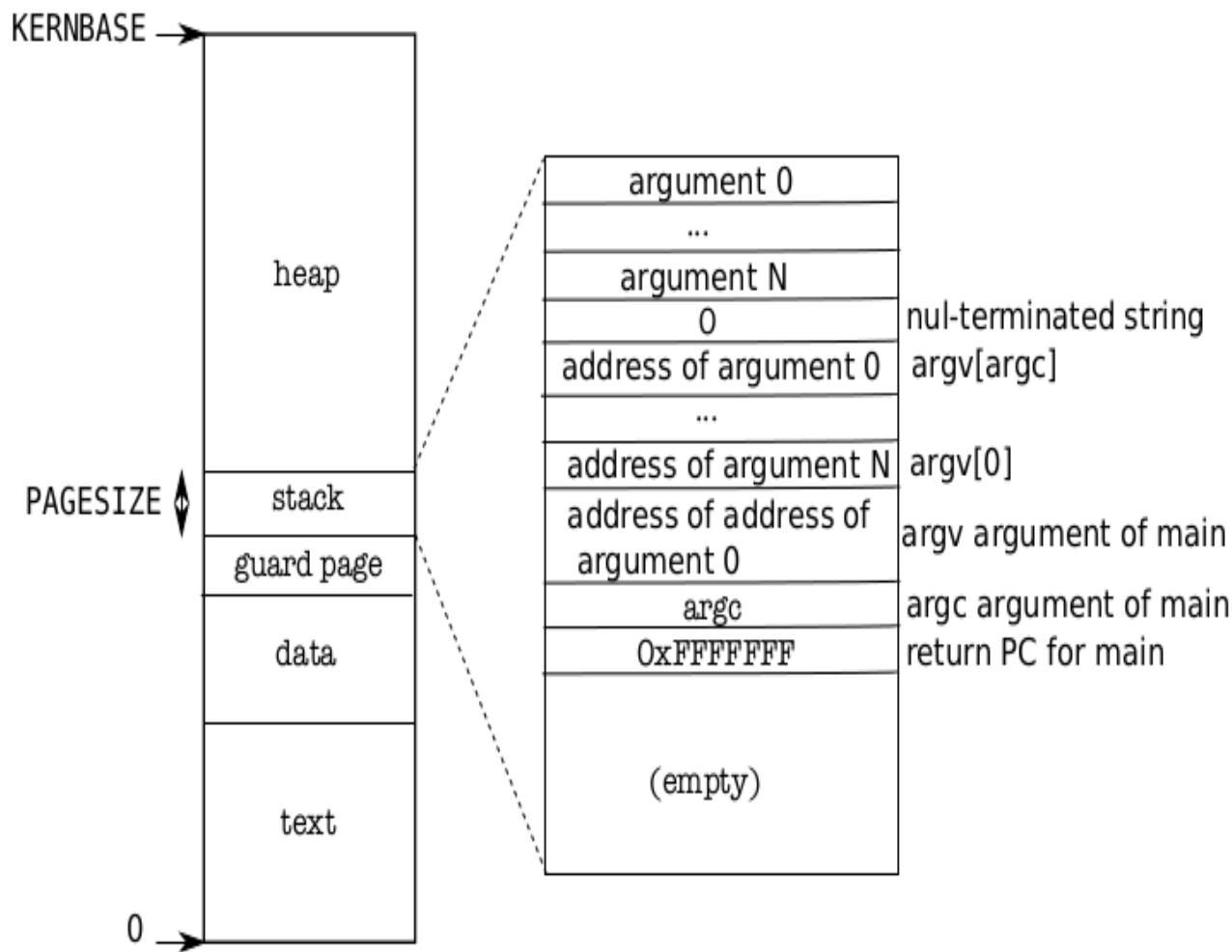


sz = ELF-code->memsz (includes data, check "ld -N" + 2*4096 (for stack)



In use only when you are in kernel on a "trap" = interrupt/syscall. "tf" always used. trapret,forkret used during fork()

Memory Layout of a user process



Memory Layout of a user process

After exec()

Note the argc, argv on stack

The “guard page” is just a mapping in page table. No frame allocated. It’s marked as invalid. So if stack grows (due to many function calls), then OS will detect it with an exception

Handling Traps

Handling traps

- **Transition from user mode to kernel mode**
 - On a system call
 - On a hardware interrupt
 - User program doing illegal work (exception)
- **Actions needed, particularly w.r.t. to hardware interrupts**
 - Change to kernel mode & switch to kernel stack
 - Kernel to work with devices, if needed
 - Kernel to understand interface of device

Handling traps

- **Actions needed on a trap**
 - **Save the processor's registers (context) for future use**
 - **Set up the system to run kernel code (kernel context) on kernel stack**
 - **Start kernel in appropriate place (sys call, intr handler, etc)**
 - **Kernel to get all info related to event (which block I/O done?, which sys call called, which process did exception and what type, get arguments to system call, etc)**

Privilege level

- The x86 has 4 protection levels, numbered 0 (most privilege) to 3 (least privilege).
- In practice, most operating systems use only 2 levels: 0 and 3, which are then called **kernel mode** and **user mode**, respectively.
- The current privilege level with which the x86 executes instructions is stored in %cs register, in the field CPL.

Privilege level

- **Changes automatically on**
 - “int” instruction
 - hardware interrupt
 - exception
- **Changes back on**
 - iret
- **“int” 10 --> makes 10th hardware interrupt. S/w interrupt can be used to ‘create hardware interrupt’**
- **Xv6 uses “int 64” for actual system calls**

Interrupt Descriptor Table (IDT)

- **IDT defines interrupt handlers**
- **Has 256 entries**
 - each giving the %cs and %eip to be used when handling the corresponding interrupt.
- **Interrupts 0-31 are defined for software exceptions, like divide errors or attempts to access invalid memory addresses.**
- **Xv6 maps the 32 hardware interrupts to the range 32-63**
- **and uses interrupt 64 as the system call interrupt**

Interrupt Descriptor Table (IDT) entries

```
// Gate descriptors for interrupts and traps

struct gatedesc {

    uint off_15_0 : 16;    // low 16 bits of offset in
segment

    uint cs : 16;          // code segment selector

    uint args : 5;         // # args, 0 for interrupt/trap
gates

    uint rsv1 : 3;         // reserved(should be zero I
guess)

    uint type : 4;         // type(STS_{IG32,TG32})

    uint s : 1;             // must be 0 (system)

    uint dpl : 2;           // descriptor(meaning new)
privilege level

    uint p : 1;             // Present

    uint off_31_16 : 16;    // high bits of offset in segment

};
```

Setting IDT entries

```
void
tvinit(void)
{
    int i;
    for(i = 0; i < 256; i++)
        SETGATE(idt[i], 0, SEG_KCODE<<3, vectors[i], 0);
    SETGATE(idt[T_SYSCALL], 1, SEG_KCODE<<3,
             vectors[T_SYSCALL], DPL_USER);
    /* value 1 in second argument --> don't disable
    interrupts
        * DPL_USER means that processes can raise
    this interrupt. */
    initlock(&tickslock, "time");
}
```

Setting IDT entries

```
#define SETGATE(gate, istrap, sel, off, d)
{
    (gate).off_15_0 = (uint)(off) & 0xffff;
    (gate).cs = (sel);
    (gate).args = 0;
    (gate).rsv1 = 0;
    (gate).type = (istrap) ? STS_TG32 : STS_IG32;
    (gate).s = 0;
    (gate).dpl = (d);
    (gate).p = 1;
    (gate).off_31_16 = (uint)(off) >> 16;
}
```

Setting IDT entries

Vectors.S

```
# generated by vectors.pl -  
do not edit  
  
# handlers  
  
.globl alltraps  
  
.globl vector0  
  
vector0:  
    pushl $0  
    pushl $0  
    jmp alltraps  
  
.globl vector1  
  
vector1:  
    pushl $0  
    pushl $1  
  
    jmp alltraps
```

trapasm.S

```
#include "mmu.h"  
  
# vectors.S sends all traps  
here.  
  
.globl alltraps  
  
alltraps:  
    # Build trap frame.  
    pushl %ds  
    pushl %es  
    pushl %fs  
    pushl %gs  
    Pushal  
  
    ....
```

How will interrupts be handled?

On int instruction/interrupt the CPU does this:

- Fetch the n'th descriptor from the IDT, where n is the argument of int.
- Check that CPL in %cs is \leq DPL, where DPL is the privilege level in the descriptor.
- Save %esp and %ss in CPU-internal registers, but only if the target segment selector's PL $<$ CPL.
 - Switching from user mode to kernel mode. Hence save user code's SS and ESP
- Load %ss and %esp from a **task segment descriptor**.
 - Stack changes to kernel stack now. TS descriptor is on GDT, index given by TR register. See switchuvm()
- **Push %ss. // optional**
- **Push %esp. // optional (also changes ss,esp using TSS)**
- **Push %eflags.**
- **Push %cs.**
- **Push %eip.**
- **Clear the IF bit in %eflags, but only on an interrupt.**
- **Set %cs and %eip to the values in the descriptor.**

After “int” ‘s job is done

- **IDT was already set**
 - Remember vectors.S
- **So jump to 64th entry in vector’s vector64:**

```
pushl $0
pushl $64
jmp alltraps
```
- **So now stack has ss, esp,eflags, cs, eip, 0 (for error code), 64**
- **Next run alltraps from trapasm.S**

```
# Build trap frame.
pushl %ds
pushl %es
pushl %fs
pushl %gs
pushal // push all gen purpose
regs
# Set up data segments.
movw $(SEG_KDATA<<3), %ax
movw %ax, %ds
movw %ax, %es
# Call trap(tf), where tf=%esp
pushl %esp # first arg to trap()
call trap
addl $4, %esp
```

alltraps:

- Now stack contains
- **ss, esp,eflags, cs, eip, 0 (for error code), 64, ds, es, fs, gs, eax, ecx, edx, ebx, oesp, ebp, esi, edi**
 - This is the struct trapframe !
 - So the kernel stack now contains the trapframe
 - Trapframe is a part of kernel stack

```
void
trap(struct trapframe *tf)
{
if(tf->trapno == T_SYSCALL){
    if(myproc()->killed)
        exit();
    myproc()->tf = tf;
    syscall();
    if(myproc()->killed)
        exit();
    return;
}
switch(tf->trapno){
....
```

trap()

- Argument is trapframe
- In alltraps
 - Before “call trap”, there was “push %esp” and stack had the trapframe
 - Remember calling convention --> when a function is called, the stack contains the arguments in reverse order (here only 1 arg)

trap()

- **Has a switch**
 - `switch(tf->trapno)`
 - Q: who set this trapno?
- **Depending on the type of trap**
 - Call interrupt handler
- Timer
 - `wakeup(&ticks)`
- **IDE: disk interrupt**
 - `Ideintr()`
- **KBD**
 - `Kbdintr()`
- **COM1**
 - `Uatrintr()`
- **If Timer**
 - Call `yield()` -- calls `sched()`
- **If process was killed (how is that done?)**
 - Call `exit()`!

when trap() returns

- #Back in alltraps

```
call trap
```

```
addl $4, %esp
```

```
# Return falls through to trapret...
```

```
.globl trapret
```

```
trapret:
```

```
popal
```

```
popl %gs
```

```
popl %fs
```

```
popl %es
```

```
popl %ds
```

```
addl $0x8, %esp # trapno and errcode
```

```
iret
```

```
.
```

- Stack had (trapframe)
 - ss, esp,eflags, cs, eip, 0 (for error code), 64, ds, es, fs, gs, eax, ecx, edx, ebx, oesp, ebp, esi, edi, esp
- add \$4 %esp
 - esp
- popal
 - eax, ecx, edx, ebx, oesp, ebp, esi, edi
- Then gs, fs, es, ds
- add \$0x8, %esp
 - 0 (for error code), 64
- iret
 - ss, esp,eflags, cs, eip,

Scheduler

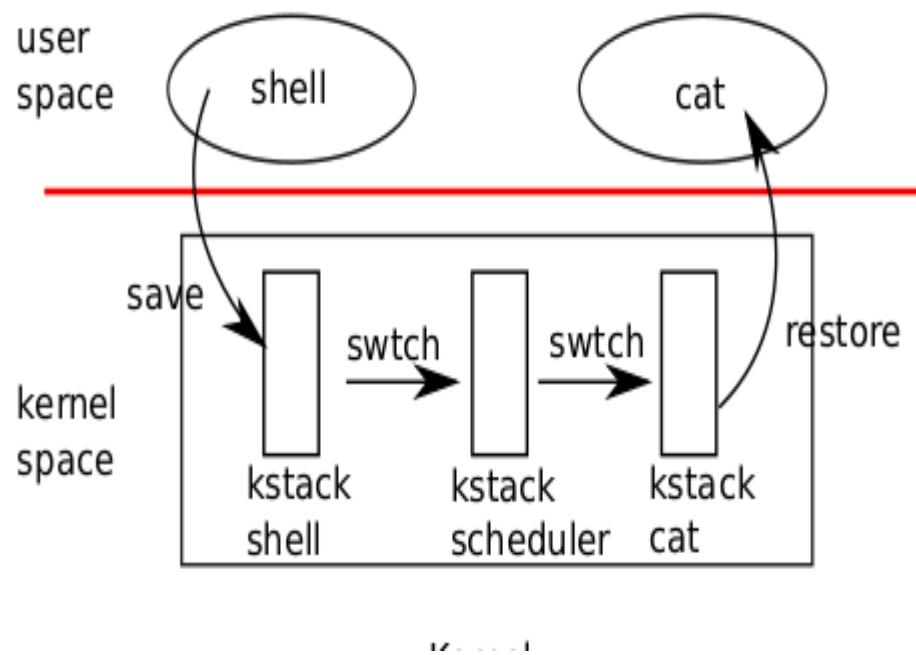
Scheduler – in most simple terms

- **Selects a process to execute and passes control to it !**
 - The process is chosen out of “READY” state processes
 - Saving of context of “earlier” process and loading of context of “next” process needs to happen
- **Questions**
 - What are the different scenarios in which a scheduler called ?
 - What are the intricacies of “passing control”
 - What is “context” ?

Steps in scheduling scheduling

- Suppose you want to switch from P1 to P2 on a timer interrupt
- P1 was doing
 - $F() \{ i++; j++; \}$
- P2 was doing
 - $G() \{ x--; y++; \}$
- P1 will experience a timer interrupt, switch to kernel (scheduler) and scheduler will schedule P2

4 stacks need to change!



- **User stack of process -> kernel stack of process**
 - Switch to kernel stack
 - The normal sequence on any interrupt !
- **Kernel stack of process -> kernel stack of scheduler**
 - Why?
- **Kernel stack of scheduler -> kernel stack of new process . Why?**
- **Kernel stack of new process -> user stack of new process**

scheduler()

- **Disable interrupts**
- **Find a RUNNABLE process. Simple round-robin!**
- **c->proc = p**
- **switchuvm(p) : Save TSS of scheduler's stack and make CR3 to point to new process pagedir**
- **p->state = RUNNING**
- **swtch(&(c->scheduler), p->context)**

swtch

swtch:

```
movl 4(%esp), %eax
```

```
movl 8(%esp), %edx
```

```
# Save old callee-saved registers
```

```
pushl %ebp
```

```
pushl %ebx
```

```
pushl %esi
```

```
pushl %edi
```

```
# Switch stacks
```

```
movl %esp, (%eax)
```

```
movl %edx, %esp
```

```
# Load new callee-saved registers
```

```
popl %edi
```

```
popl %esi
```

```
popl %ebx
```

```
popl %ebp
```

```
ret
```

scheduler()

- **swtch(&(c->scheduler), p->context)**
- **Note that when scheduler() was called, when P1 was running**
- **After call to swtch() shown above**
 - The call does NOT return!
 - The new process P2 given by ‘p’ starts running !
 - Let’s review swtch() again

swtch(old, new)

- The magic function in swtch.S
- Saves callee-save registers of old context
- Switches esp to new-context's stack
- Pop callee-save registers from new context

ret

- where? in the case of first process – returns to forkret() because stack was setup like that !
- in case of other processes, return where?
 - Return address given on kernel stack. But what's that?
 - The EIP in p->context
 - When was EIP set in p->context ?

scheduler()

- **Called from?**
 - `mpmain()`
 - **No where else!**
- **`sched()` is another scheduler function !**
 - **Who calls `sched()` ?**
 - `exit()` - a process exiting calls `sched()`
 - `yield()` - a process interrupted by timer calls `yield()`
 - `sleep()` - a process going to wait calls `sleep()`

```

void
sched(void)
{
    int intena;
    struct proc *p = myproc();
    if(!holding(&ptable.lock))
        panic("sched ptable.lock");
    if(mycpu()->ncli != 1)
        panic("sched locks");
    if(p->state == RUNNING)
        panic("sched running");
    if(readeflags()&FL_IF)
        panic("sched interruptible");
    intena = mycpu()->intena;
    swtch(&p->context, mycpu()->scheduler);
/*A*/ mycpu()->intena = intena;
}

```

sched()

- **get current process**
- **Error checking code (ignore as of now)**
- **get interrupt enabled status on current CPU (ignore as of now)**
- **call to swtch**
 - Note the arguments' order
 - p->context first, mycpu()->scheduler second
- **swtch() is a function call**
 - pushes address of **/*A*/** on stack of current process p
 - switches stack to mycpu()->scheduler. Then pops EIP from that stack and jumps there.
 - **when was mycpu()->scheduler set? Ans: during scheduler()**

sched() and scheduler()

```
sched() {  
...  
    swtch(&p->context, mycpu()->scheduler); /* X */  
}  
}
```

```
scheduler(void) {  
...  
    swtch(&(c->scheduler), p->context); /* Y */  
}
```

- **scheduler()** saves context in **c->scheduler**, **sched()** saves context in **p->context**
- **after swtch() call in sched(), the control jumps to Y in scheduler**
 - **Switch from process stack to scheduler's stack**
- **after swtch() call in scheduler(), the control jumps to X in sched()**
 - **Switch from scheduler's stack to new process's stack**
- **Set of co-operating functions**

sched() and scheduler() as co-routines

- **In sched()**

```
swtch(&p->context, mycpu()->scheduler);
```

- **In scheduler()**

```
swtch(&(c->scheduler), p->context);
```

- **These two keep switching between processes**
- **These two functions work together to achieve scheduling**
- **Using asynchronous jumps**
- **Hence they are co-routines**

To summarize

- **On a timer interrupt during P1**
 - **trap() is called. Stack has changed from P1's user stack to P1's kernel stack**
 - **trap()->yield()**
 - **yield()->sched()**
 - **sched() -> swtch(&p->context, c->scheduler())**
 - **Stack changes to scheduler's kernel stack.**
 - **Switches to location “Y” in scheduler().**
- **Now the loop in scheduler()**
 - calls **switchkvm()**
 - Then continues to find next process (P2) to run
 - Then calls **switchuvvm(p): changing the page table to the P2's page tables**
 - then calls **swtch(&c->scheduler, p2->context)**
 - **Stack changes to P2's kernel stack.**
 - **P2 runs the last instruction it was in ! Where was it?**
 - **mycpu()->intena = intena; in sched()**
 - **Then returns to the one who called sched() i.e. exit/sleep, etc**
 - **Finally returns from it's own “TRAP” handler and returns to P2's user stack and user code**

Memory Management – Continued

More on Linking, Loading, Paging

Review of last class

- MMU : Hardware features for MM
- OS: Sets up MMU for a process, then schedules process
- Compiler : Generates object code for a particular OS + MMU architecture
- MMU: Detects memory violations and raises interrupt --> Effectively passing control to OS

More on Linking and Loading

- **Static Linking:** All object code combined at link time and a big object code file is created
- **Static Loading:** All the code is loaded in memory at the time of `exec()`
- **Problem:** Big executable files, need to load functions even if they do not execute
- **Solution:** Dynamic Linking and Dynamic Loading

Dynamic Linking

- **Linker is normally invoked as a part of compilation process**
 - **Links**
 - function code to function calls
 - references to global variables with “extern” declarations
- **Dynamic Linker**
 - **Does not combine function code with the object code file**
 - **Instead introduces a “stub” code that is indirect reference to actual code**
 - **At the time of “loading” (or executing!) the program in memory, the “link-loader” (part of OS!) will pick up the relevant code from the library machine code file (e.g. libc.so.6)**

Dynamic Linking on Linux

```
#include <stdio.h>

int main() {
    int a, b;
    scanf("%d%d", &a, &b);
    printf("%d %d\n", a, b);
    return 0;
}
```

PLT: Procedure Linkage Table

used to call external procedures/functions whose address is to be resolved by the dynamic linker at run time.

Output of objdump -x -D

Disassembly of section .text:

```
0000000000001189 <main>:
```

```
11d4:    callq  1080 <printf@plt>
```

Disassembly of section .plt.got:

```
0000000000001080 <printf@plt>:
```

```
1080:    endbr64
```

```
1084:    bnd jmpq *0x2f3d(%rip)      # 3fc8
<printf@GLIBC_2.2.5>
```

```
108b:    nopl  0x0(%rax,%rax,1)
```

Dynamic Loading

- **Loader**
 - Loads the program in memory
 - Part of `exec()` code
 - Needs to understand the format of the executable file (e.g. the ELF format)
- **Dynamic Loading**
 - Load a part from the ELF file only if needed during execution
 - Delayed loading
 - Needs a more sophisticated memory management by operating system – to be seen during this series of lectures

Dynamic Linking, Loading

- Dynamic linking necessarily demands an advanced type of loader that understands dynamic linking
 - Hence called 'link-loader'
 - Static or dynamic loading is still a choice
- Question: which of the MMU options will allow for which type of linking, loading ?

Continuous memory management

What is Continuous memory management?

- Entire process is hosted as one continuous chunk in RAM
- Memory is typically divided into two partitions
 - One for OS and other for processes
 - OS most typically located in “high memory” addresses, because interrupt vectors map to that location (Linux, Windows) !

Hardware support needed: base + limit (or relocation + limit)

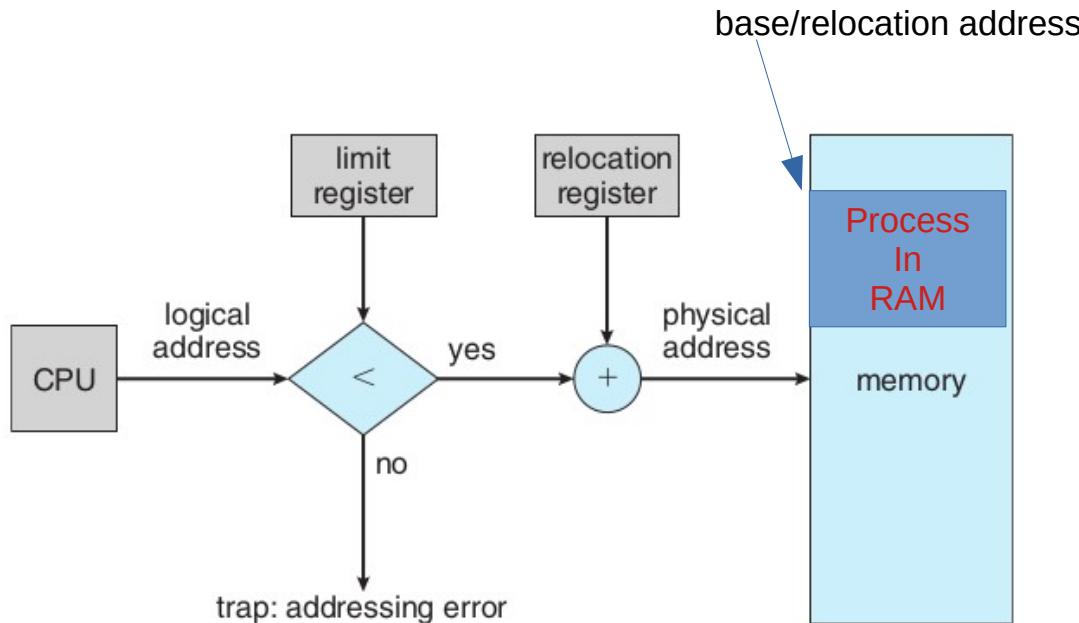


Figure 9.6 Hardware support for relocation and limit registers.

Problems faced by OS

- Find a continuous chunk for the process being forked
- Different processes are of different sizes
 - Allocate a size parameter in the PCB
- After a process is over – free the memory occupied by it
- Maintain a list of free areas, and occupied areas
 - Can be done using an array, or linked list

Variable partition scheme

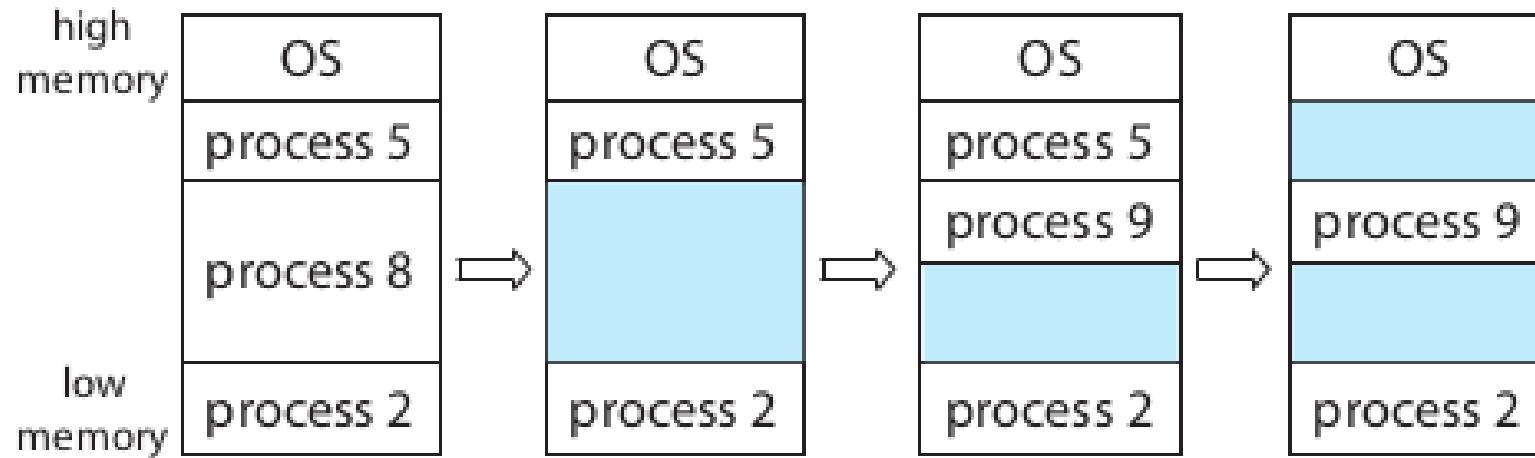


Figure 9.7 Variable partition.

Problem: how to find a “hole” to fit in new process

- Suppose there are 3 free memory regions of sizes 30k, 40k, 20k
- The newly created process (during `fork()` + `exec()`) needs 15k
- Which region to allocate to it ?

Strategies for finding a free chunk

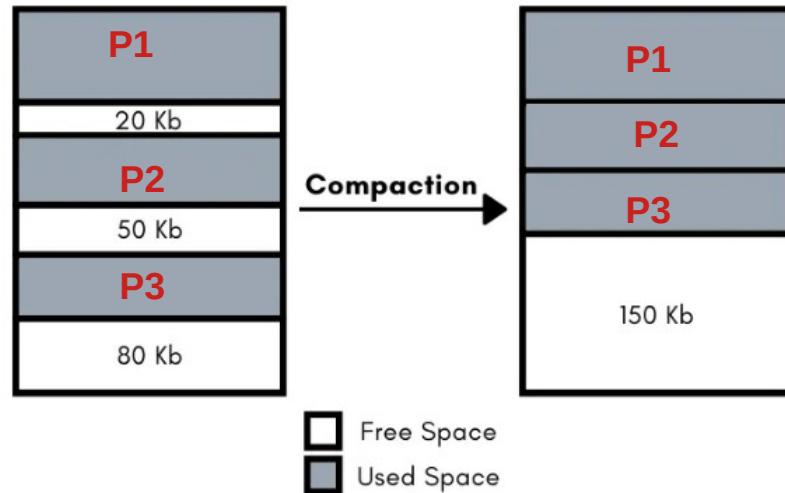
- 6k, 17k, 16k, 40k holes . Need 15k.
- **Best fit:** Find the smallest hole, larger than process. **Ans: 16k**
- **Worst fit:** Find the largest hole. **Ans: 40k**
- **First fit:** Find the “first” hole larger than the process. **Ans: 17k**

Problem : External fragmentation

- Free chunks: 30k, 40k, 20k
- The newly created process (during `fork()` + `exec()`) needs 50k
- Total free memory: $30+40+20 = 90\text{k}$
 - But can't allocate 50k !

Solution to external fragmentation

- Compaction !
- OS moves the process chunks in memory to make available continuous memory region
 - Then it must update the memory management information in PCB (e.g. base of the process) of each process
- Time consuming
- Possible only if the relocation+limit scheme of MMU is available



Another solution to external fragmentation: Fixed size partitions

- Fixed partition scheme
- Memory is divided by OS into chunks of equal size: e.g., say, 50k
 - If total 1M memory, then 20 such chunks
- Allocate one or more chunks to a process, such that the total size is \geq the size of the process
 - E.g. if request is 50k, allocate 1 chunk
 - If request is 40k, still allocate 1 chunk
 - If request is 60k, then allocate 2 chunks
- Leads to internal fragmentation
 - space wasted in the case of 40k or 60k requests above



Fixed partition scheme

- OS needs to keep track of
 - Which partition is free and which is used by which process
 - Free partitions can simply be tracked using a bitmap or a list of numbers
 - Each process's PCB will contain list of partitions allocated to it

Solution to internal fragmentation

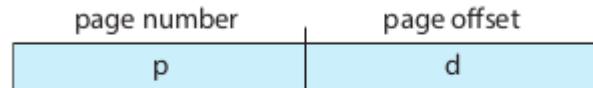
- Reduce the size of the fixed sized partition
- How small then ?
 - Smaller partitions mean more overhead for the operating system in allocating deallocating

Paging

An extended version of fixed size partitions

- **Partition = page**
 - **Process = logically continuous sequence of bytes, divided in ‘page’ sizes**
 - **Memory divided into equally sized page ‘frames’**
- **Important distinction**
 - **Process need not be continuous in RAM**
 - **Different page sized chunks of process can go in any page frame**
 - **Page table to map pages into frames**

Logical address seen as



Paging hardware

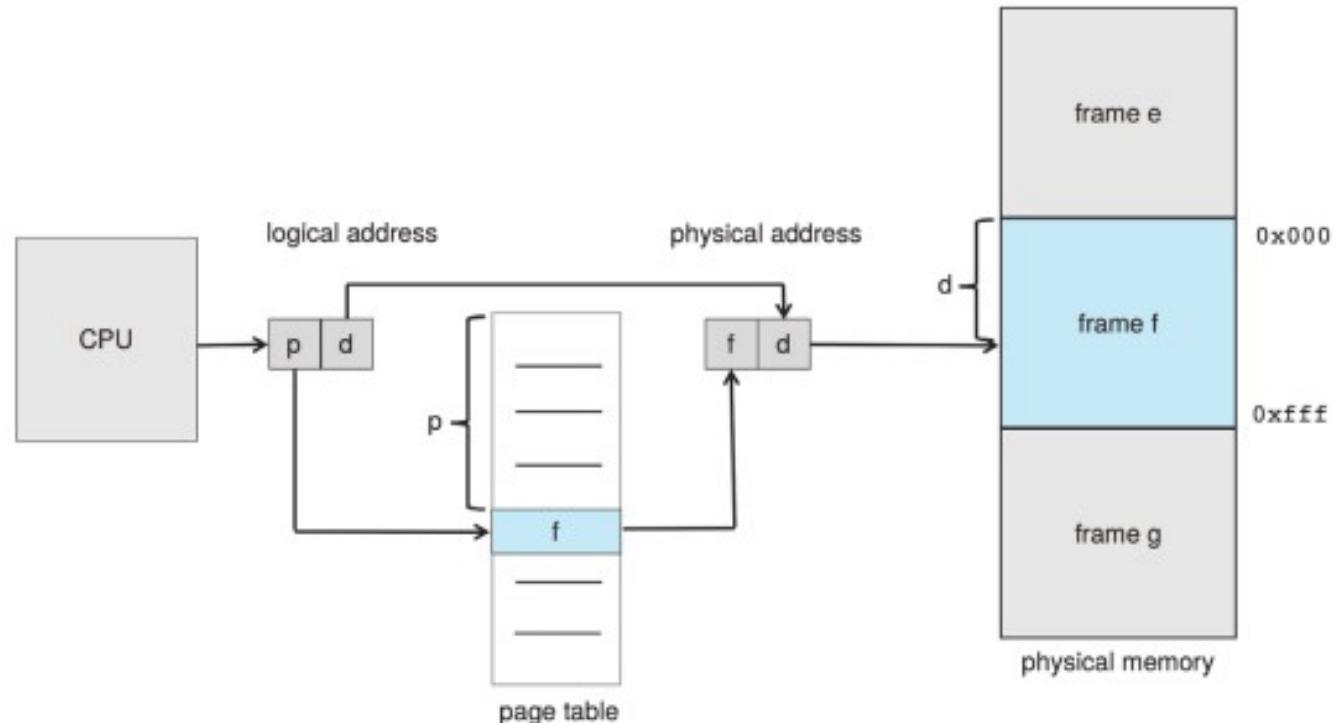


Figure 9.8 Paging hardware.

MMU's job

To translate a logical address generated by the CPU to a physical address:

1. Extract the page number p and use it as an index into the page table.

(Page table location is stored in a hardware register

Also stored in PCB of the process, so that it can be used to load the hardware register on a context switch)

2. Extract the corresponding frame number f from the page table.

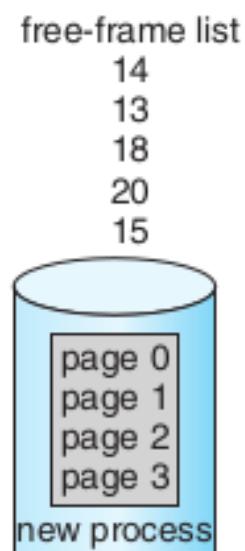
3. Replace the page number p in the logical address with the frame number f .

Job of OS

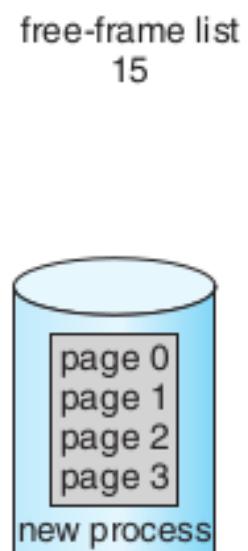
- Allocate a page table for the process, at time of `fork()/exec()`
 - Allocate frames to process
 - Fill in page table entries
- In PCB of each process, maintain
 - Page table location (address)
 - List of pages frames allocated to this process
- During context switch of the process, load the PTBR using the PCB

Job of OS

- **Maintain a list of all page frames**
 - Allocated frames
 - Free Frames (called frame table)
 - Can be done using simple linked list
 - Innovative data structures can also be used to maintain free and allocated frames list (e.g. xv6 code)
 -



(a)



0	14
1	13
2	18
3	20

new-process page table

(b)



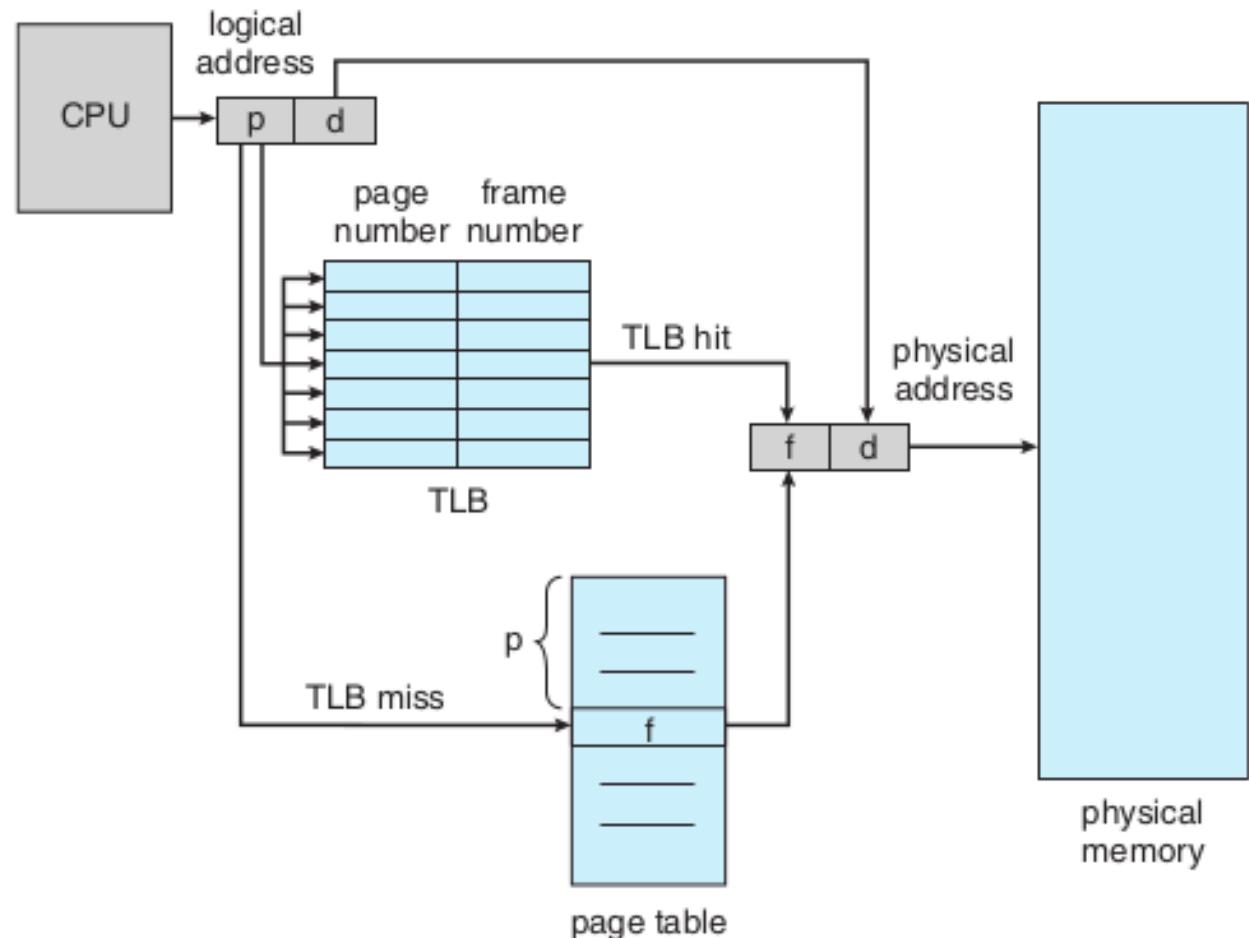
Figure 9.11 Free frames (a) before allocation and (b) after allocation.

Disadvantage of Paging

- Each memory access results in two memory accesses!
 - One for page table, and one for the actual memory location !
 - Done as part of execution of instruction in hardware (not by OS!)
 - Slow down by 50%

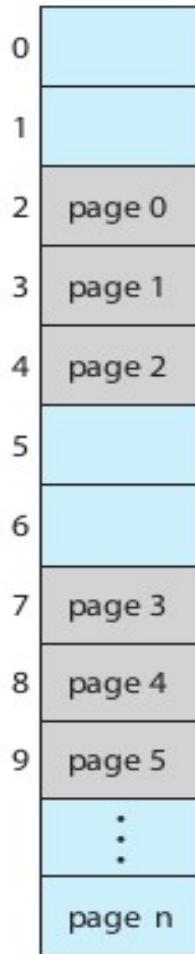
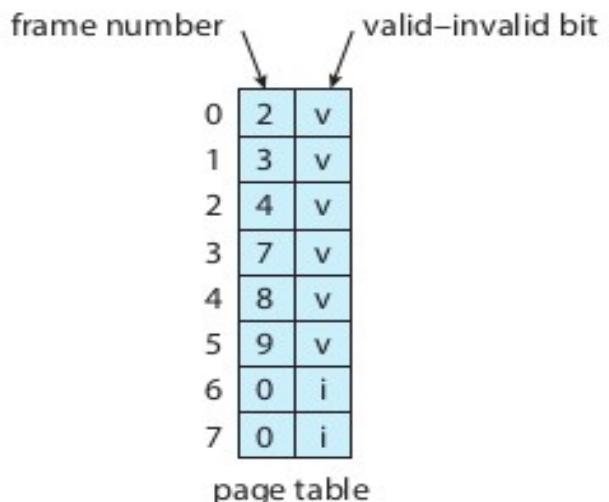
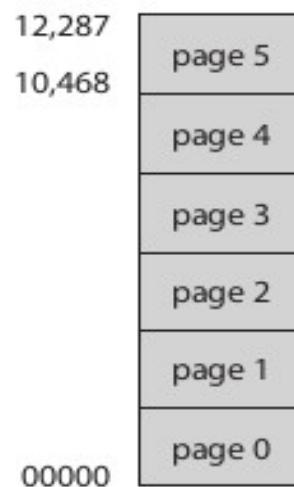
Speeding up paging

- Translation Lookaside Buffer (TLB)
- Part of CPU hardware
- A cache of Page table entries
- Searched in parallel for a page number



Speedup due to TLB

- Hit ratio
- Effective memory access time
 - = Hit ratio * 1 memory access time + miss ratio * 2 memory access time
- Example: memory access time 10ns, hit ratio = 0.8, then
 - effective access time = $0.80 \times 10 + 0.20 \times 20$
 - = 12 nanoseconds



Memory protection with paging

Figure 9.13 Valid (v) or invalid (i) bit in a page table.

X86 PDE and PTE

31

Page table physical page number	12	11	10	9	8	7	6	5	4	3	2	1	0
	A		G	P	0	A	C	W	U	W	P		

PDE

31

Physical page number	12	11	10	9	8	7	6	5	4	3	2	1	0
	A		G	P	A	D	A	C	W	U	W	P	

PTE

P Present

W Writable

U User

WT 1=Write-through, 0=Write-back

CD Cache disabled

A Accessed

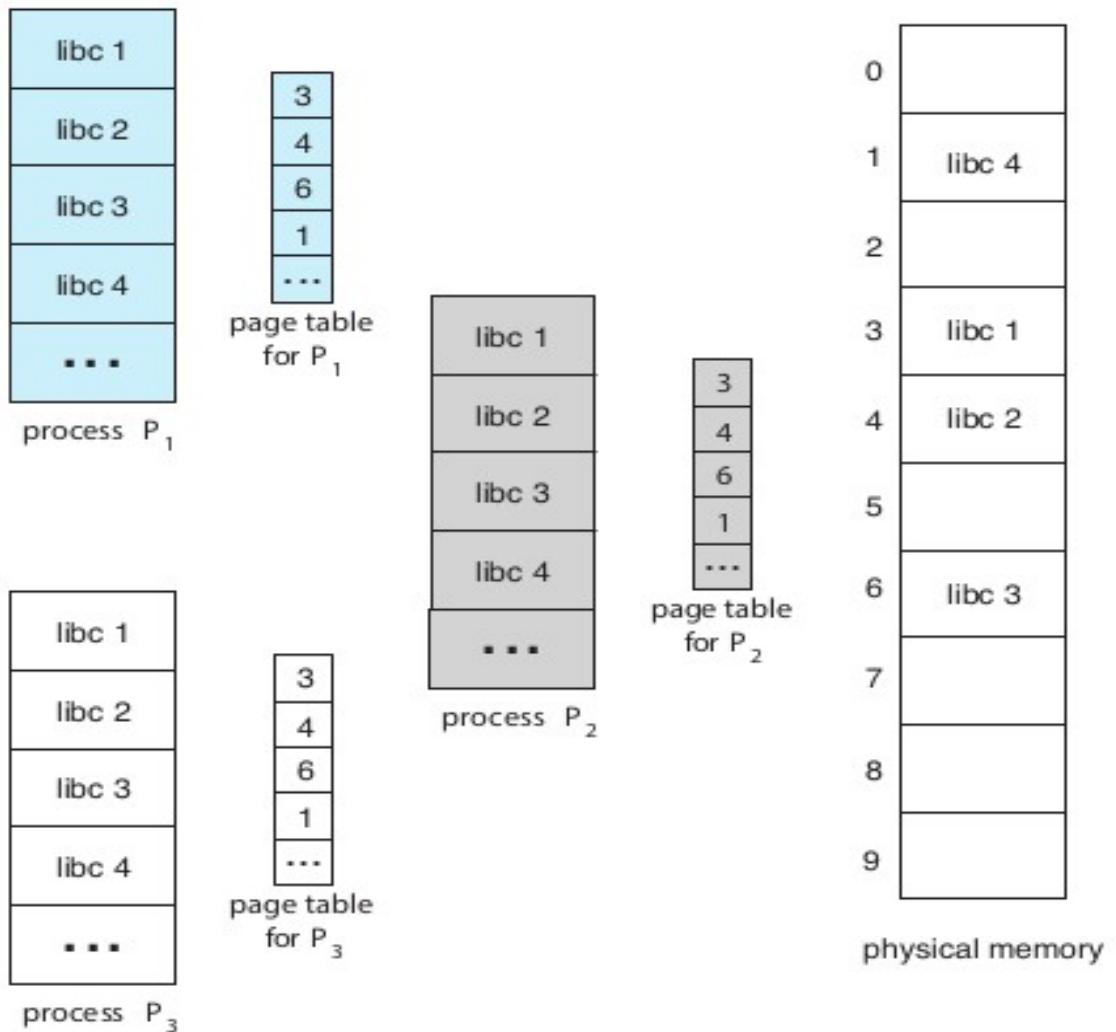
D Dirty

PS Page size (0=4KB, 1=4MB)

PAT Page table attribute index

G Global page

AVL Available for system use



**Shared
pages (e.g.
library)
with paging**

Figure 9.14 Sharing of standard C library in a paging environment.

Paging: problem of large PT

- 64 bit address
- Suppose 20 bit offset
 - That means $2^{20} = 1 \text{ MB}$ pages
 - 44 bit page number: 2^{44} that is trillion sized page table!
 - Can't have that big continuous page table!

Paging: problem of large PT

- 32 bit address
- Suppose 12 bit offset
 - That means $2^{12} = 4$ KB pages
 - 20 bit page number: 2^{20} that is a million entries
 - Can't always have that big continuous page table as well, for each process!

Hierarchical paging

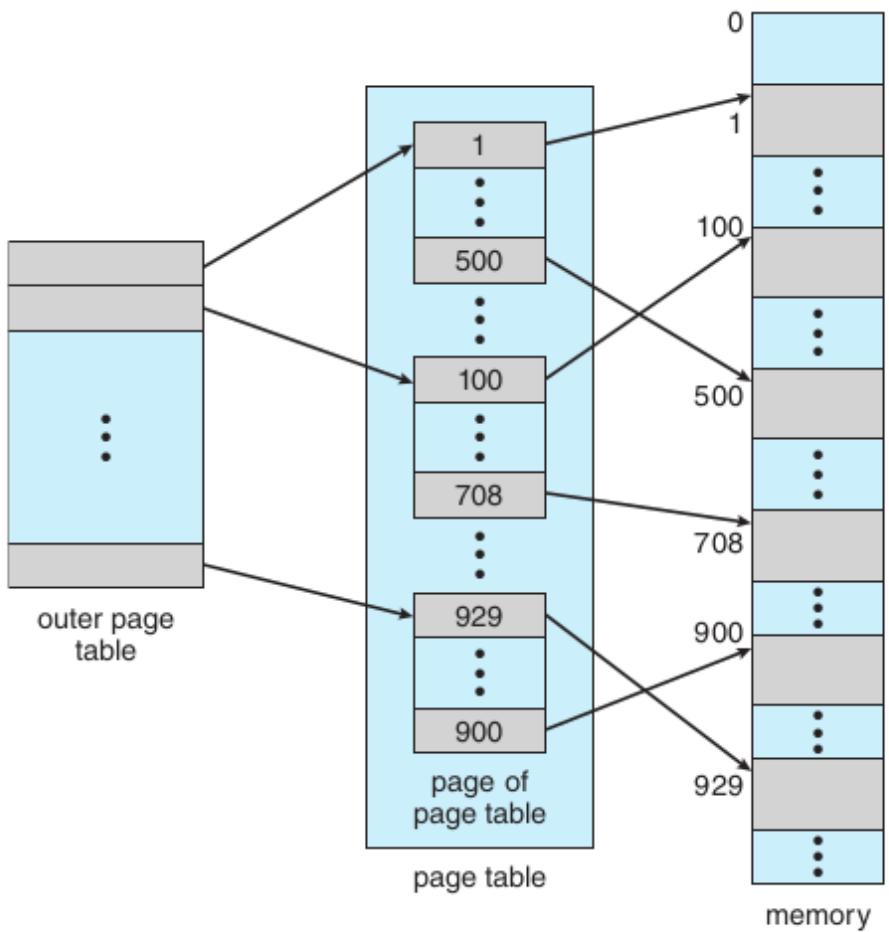
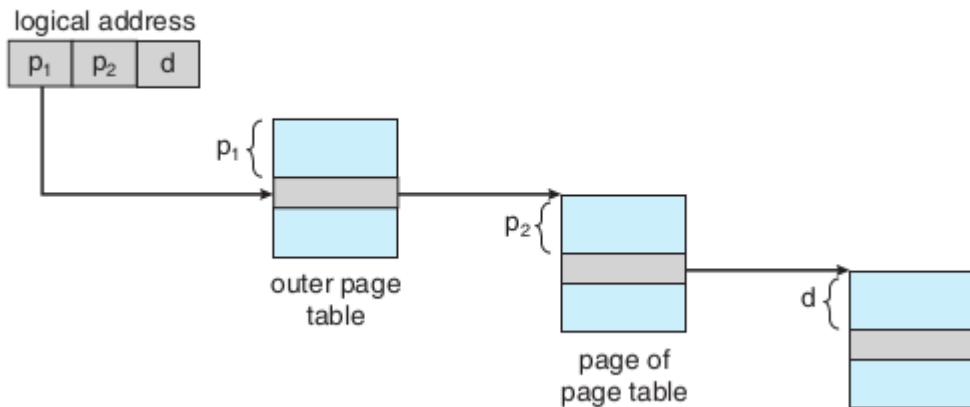
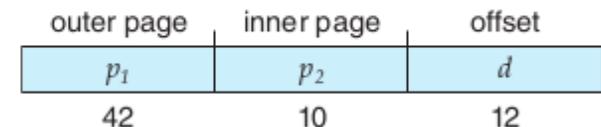


Figure 9.15 A two-level page-table scheme.



More hierarchy

2nd outer page	outer page	inner page	offset
p_1	p_2	p_3	d
32	10	10	12

Problems with hierarchical paging

- More number of memory accesses with each level !
 - Too slow !
- OS data structures also needed in that proportion

Hashed page table

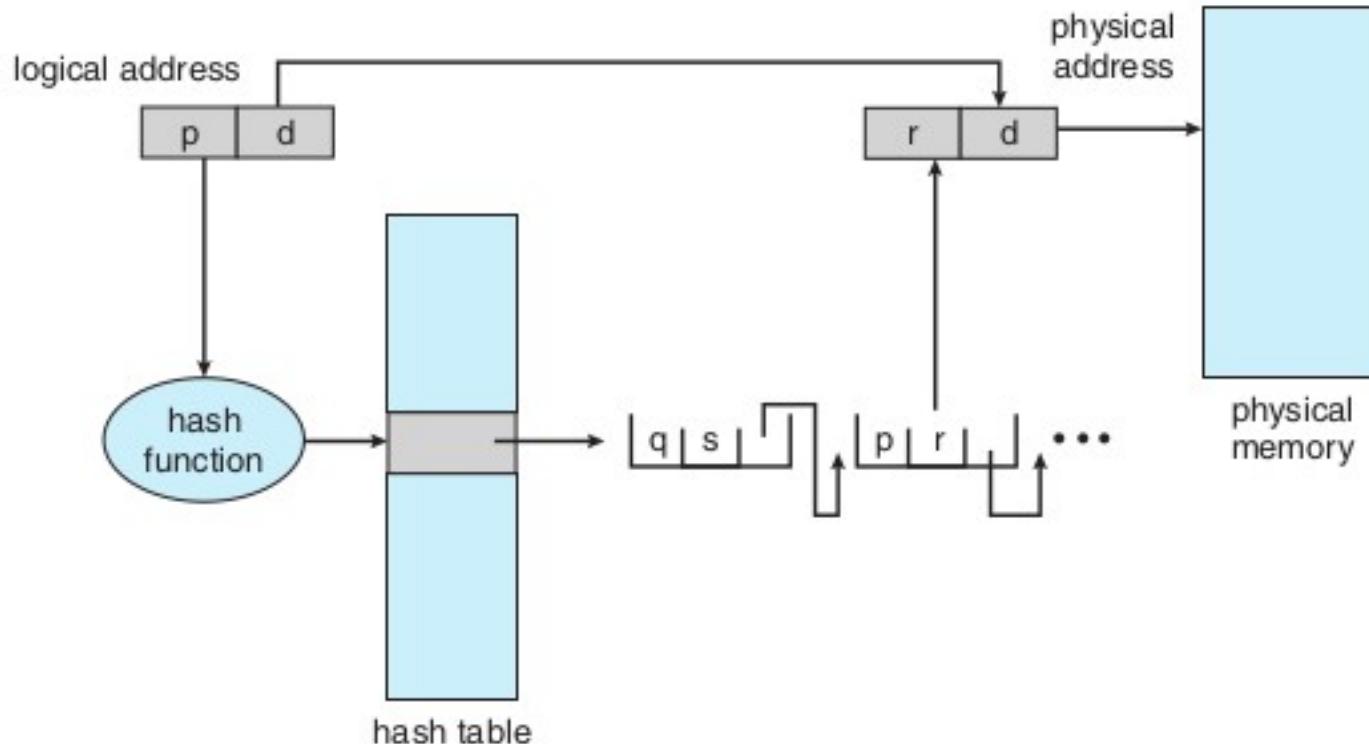


Figure 9.17 Hashed page table.

Inverted page table

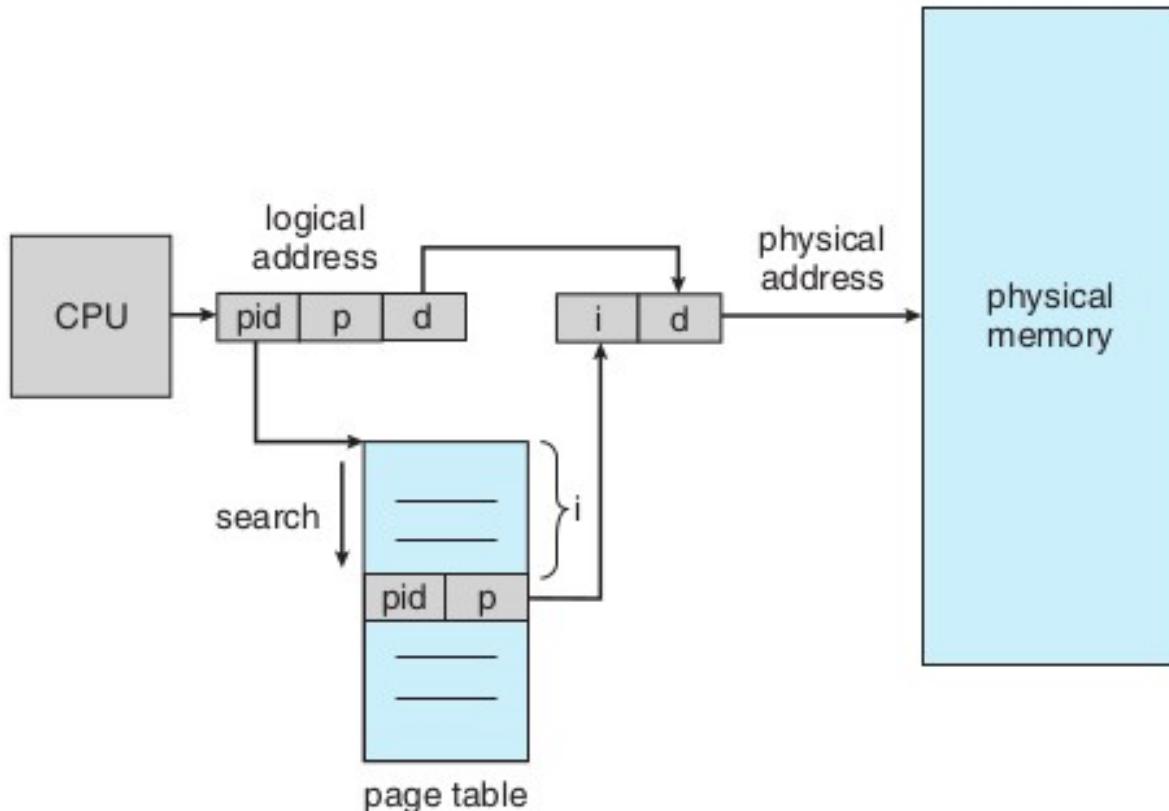


Figure 9.18 Inverted page table.

Normal page table – one per process --> Too much memory consumed

Inverted page table : global table – only one
Needs to store PID in the table entry

Examples of systems using inverted page tables include the 64-bit Ultra SPARC and Power PC

virtual address consists of a triple:
<process-id, page-number, offset>

Case Study: Oracle SPARC Solaris

- 64 bit SPARC processor , 64 bit Solaris OS
- Uses Hashed page tables
 - one for the kernel and one for all user processes.
 - Each hash-table entry : base + span (#pages)
 - Reduces number of entries required

Case Study: Oracle SPARC Solaris

- Caching levels: TLB (on CPU), TSB(in Memory), Page Tables (in Memory)
 - CPU implements a TLB that holds translation table entries (TTE s) for fast hardware lookups.
 - A cache of these TTEs resides in a in-memory translation storage buffer (TSB), which includes an entry per recently accessed page
 - When a virtual address reference occurs, the hardware searches the TLB for a translation.
 - If none is found, the hardware walks through the in memory TSB looking for the TTE that corresponds to the virtual address that caused the lookup

Case Study: Oracle SPARC Solaris

- If a match is found in the TSB , the CPU copies the TSB entry into the TLB , and the memory translation completes.
- If no match is found in the TSB , the kernel is interrupted to search the hash table.
- The kernel then creates a TTE from the appropriate hash table and stores it in the TSB for automatic loading into the TLB by the CPU memory-management unit.
- Finally, the interrupt handler returns control to the MMU , which completes the address translation and retrieves the requested byte or word from main memory.

Swapping

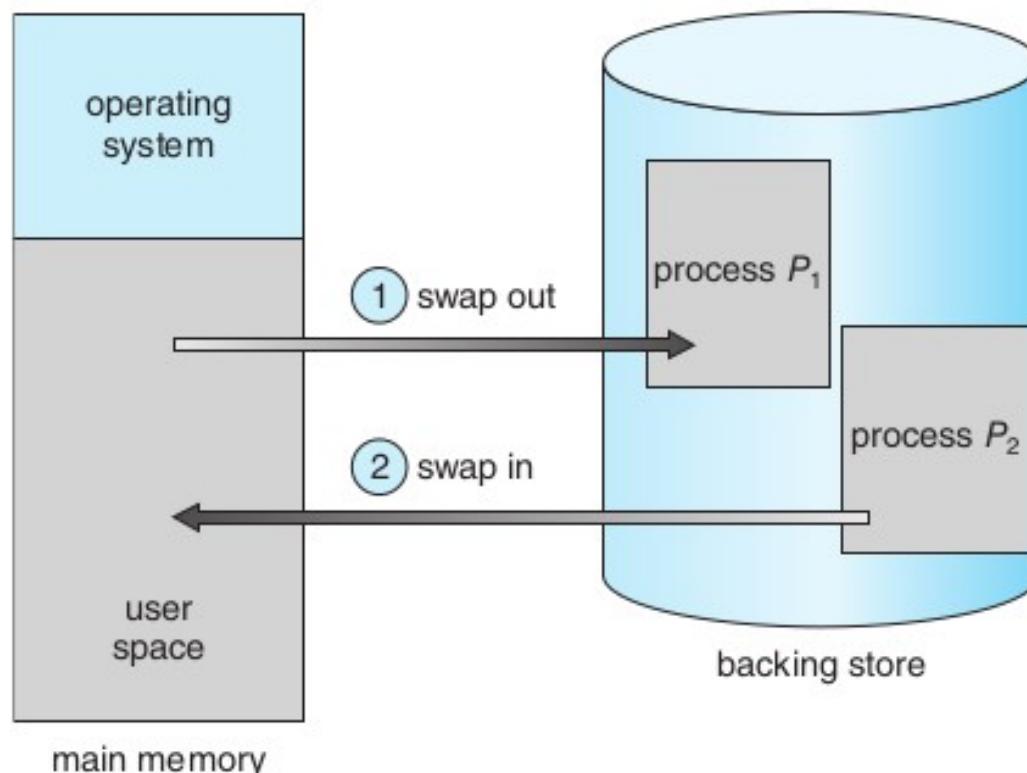


Figure 9.19 Standard swapping of two processes using a disk as a backing store.

Swapping

- Standard swapping
 - Entire process swapped in or swapped out
 - With continuous memory management
- Swapping with paging
 - Some pages are “paged out” and some “paged in”
 - Term “paging” refers to paging with swapping now

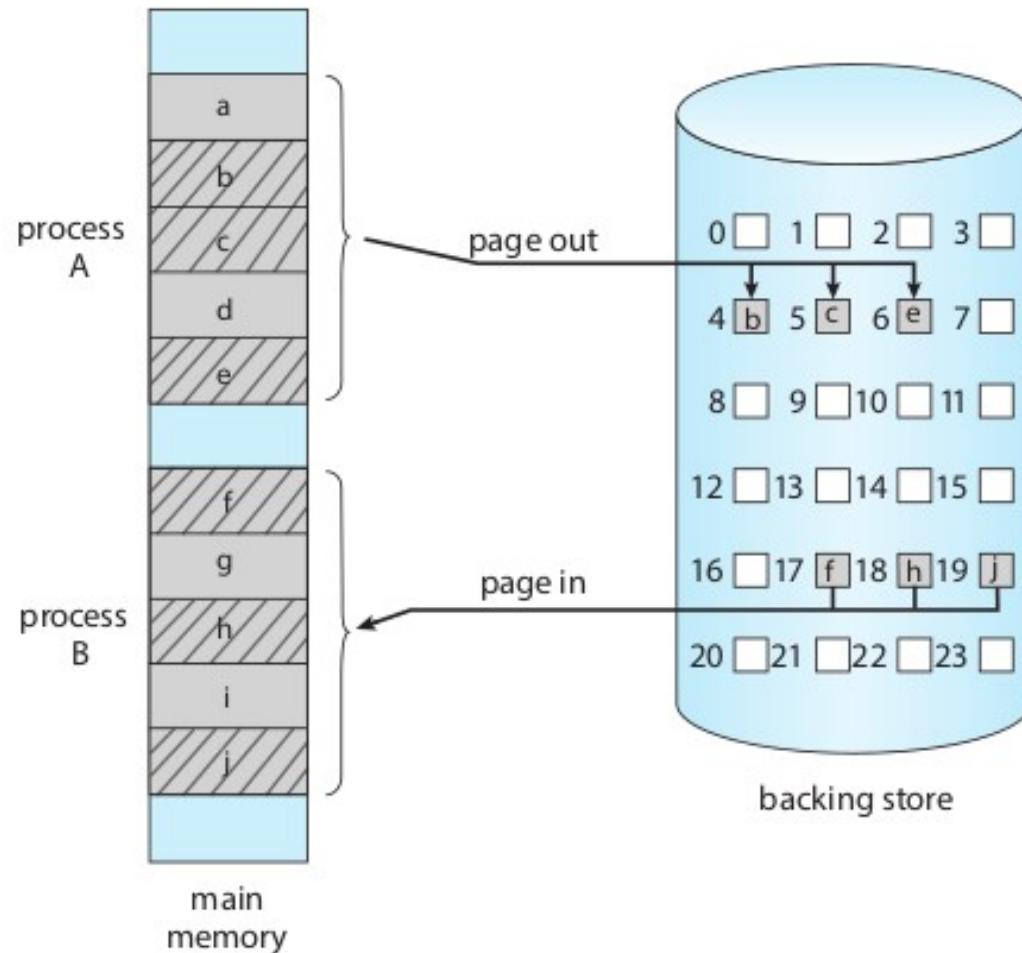


Figure 9.20 Swapping with paging.

Words of caution about ‘paging’

- Not as simple as it sounds when it comes to implementation
 - Writing OS code for this is challenging

Virtual Memory

Introduction

- Virtual memory != Virtual address

Virtual address is address issued by CPU's execution unit, later converted by MMU to physical address

Virtual memory is a memory management technique employed by OS (with hardware support, of course)

Unused parts of program

```
int a[4096][4096]                                All parts of array a[] not accessed
int f(int m[][][4096]) {                           Function f() may not be called
    int i, j;
    for(i = 0; i < 1024; i++)
        m[0][i] = 200;
}
int main() {
    int i, j;
    for(i = 0; i < 1024; i++)
        a[1][i] = 200;
    if(random() == 10)
        f(a);
}
```

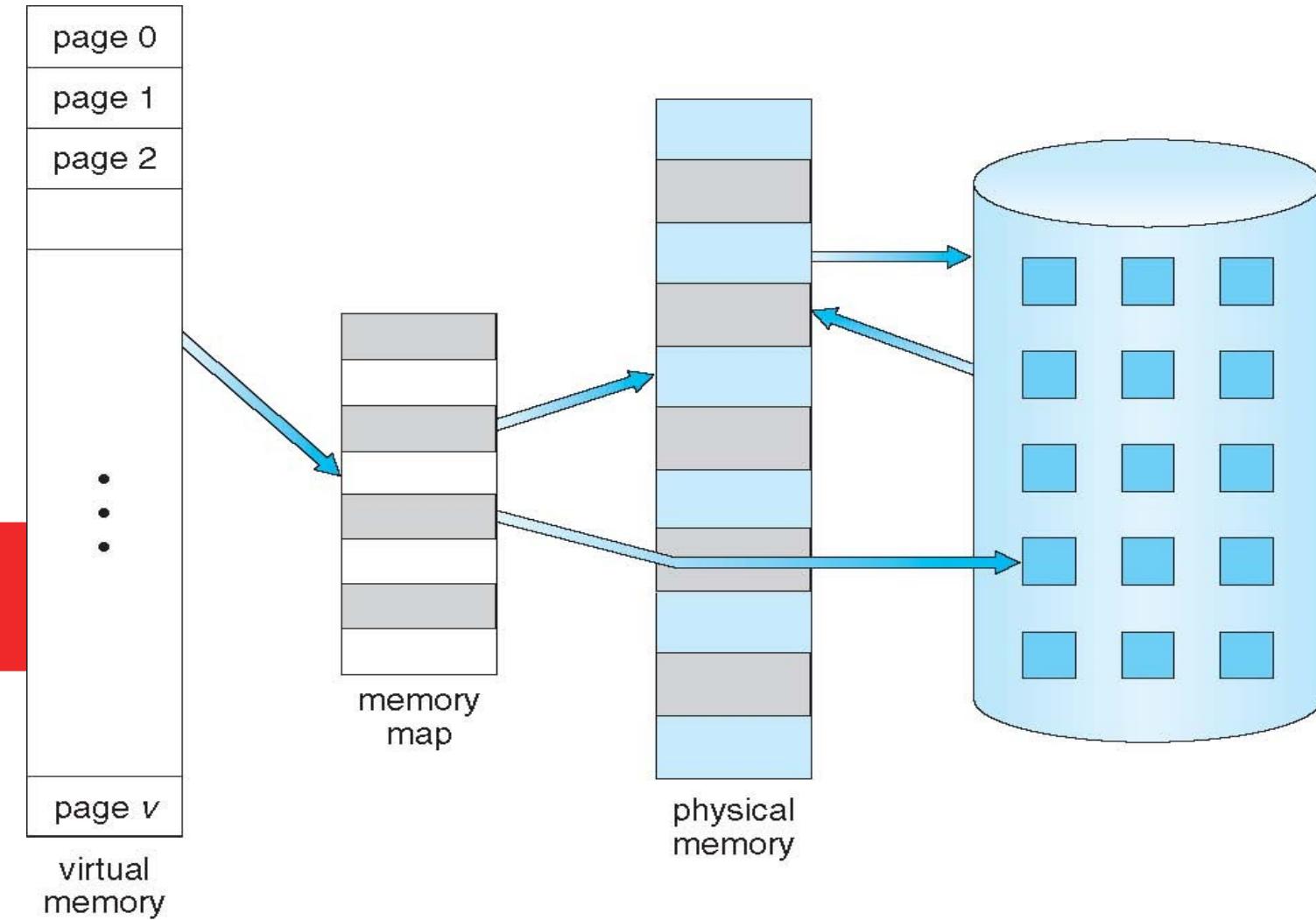
Some problems with schemes discussed so far

- Code needs to be in memory to execute, But entire program rarely used
 - Error code, unusual routines, large data structures are rarely used
- So, entire program code, data not needed at same time
- So, consider ability to execute partially-loaded program
 - One Program no longer constrained by limits of physical memory
 - One Program and collection of programs could be larger than physical memory

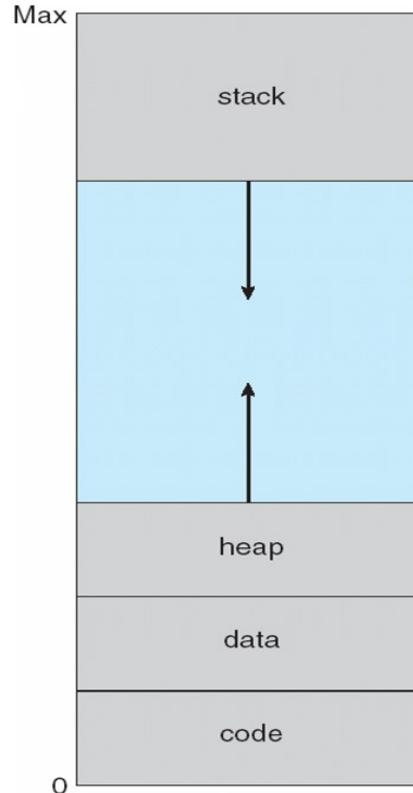
What is virtual memory?

- Virtual memory - separation of user logical memory from physical memory
 - Only part of the program needs to be in memory for execution
 - Logical address space can therefore be much larger than physical address space
 - Allows address spaces to be shared by several processes
 - Allows for more efficient process creation
 - More programs running concurrently
 - Less I/O needed to load or swap processes
- Virtual memory can be implemented via:
 - Demand paging
 - Demand segmentation

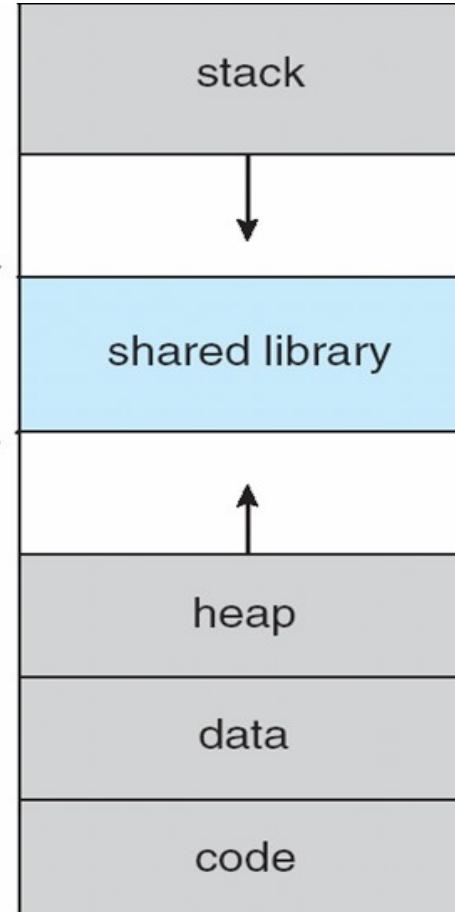
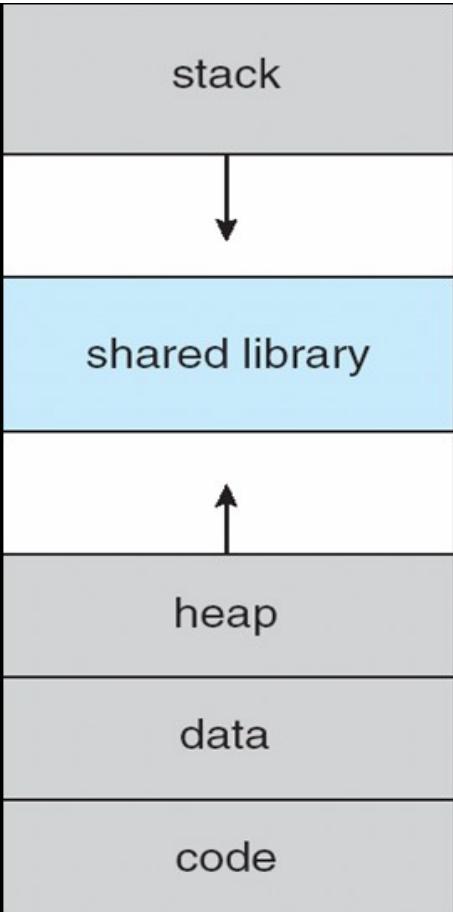
Virtual Memory
Larger
Than
Physical
Memory



Virtual Address space



Enables **sparse** address spaces with holes left for growth, dynamically linked libraries, etc



Shared pages Using Virtual Memory

System libraries shared via mapping into virtual address space

Shared memory by mapping same page-frames into page tables of involved processes

Pages can be shared during `fork()`, speeding process creation (more later)



Demand Paging

Demand Paging

- Load a “page” to memory when it’s needed (on demand)
 - Less I/O needed, no unnecessary I/O
 - Less memory needed
 - Faster response
 - More users
-

Demand Paging

- Options:
 - Load entire process at load time : achieves little
 - Load some pages at load time: good
 - Load no pages at load time: pure demand paging

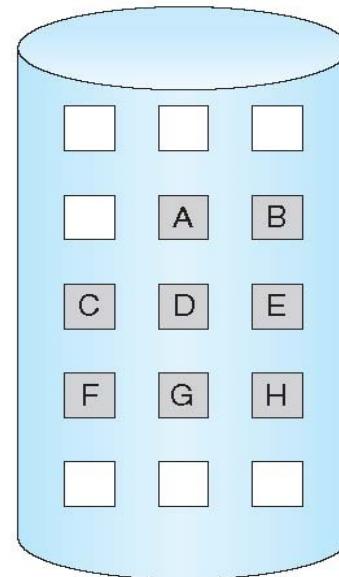
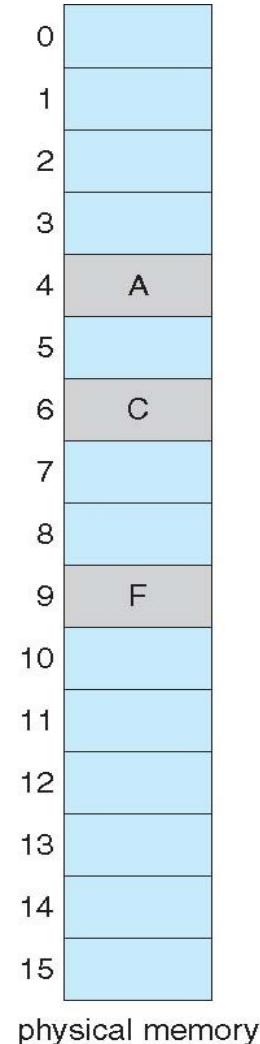
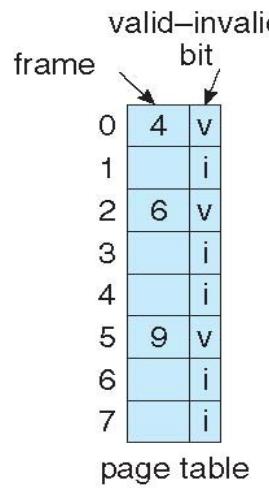
New meaning for valid/invalid bits in page table

Frame #	valid-invalid bit
	v
	v
	v
	v
....	i
	i
	i

- With each page table entry a valid-invalid bit is associated
 - v: in-memory - memory resident
 - i : not-in-memory or illegal
- During address translation, if valid-invalid bit in page table entry is i : **raises trap called page fault**

0	A
1	B
2	C
3	D
4	E
5	F
6	G
7	H

logical
memory



Page
Table
With
Some pages
Not
In memory



Page fault

Page fault

- Page fault is a hardware interrupt
- It occurs when the page table entry corresponding to current memory access is “i”
- All actions that a kernel takes on a hardware interrupt are taken!

Change of stack to kernel stack

Saving the context of process

Switching to kernel code

On a Page fault

- 1) Operating system looks at another data structure (table), most likely in PCB itself, to decide:
 - If it's Invalid reference -> abort the process (segfault)
 - Just not in memory -> Need to get the page in memory
- 2) Get empty frame (this may be complicated!)
- 3) Swap page into frame via scheduled disk/IO operation
- 4) Reset tables to indicate page now in memory.
- 5) Set validation bit = v
- 6) Restart the instruction that caused the page fault

Additional problems

- Extreme case – start process with *no* pages in memory
OS sets instruction pointer to first instruction of process, non-memory-resident -> page fault
And for every other process pages on first access

Pure demand paging

- Actually, a given instruction could access multiple pages -> multiple page faults
Pain decreased because of **locality of reference**
- Hardware support needed for demand paging
Page table with valid / invalid bit
Secondary memory (swap device with **swap space**)
Instruction restart

Instruction restart

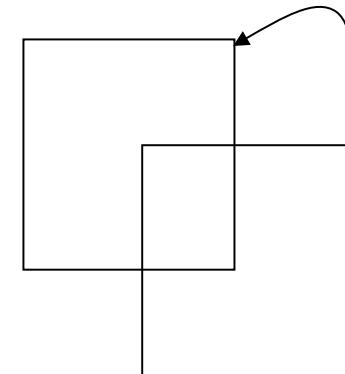
- A critical Problem
- Consider an instruction that could access several different locations

```
movarray 0x100, 0x200, 20
```

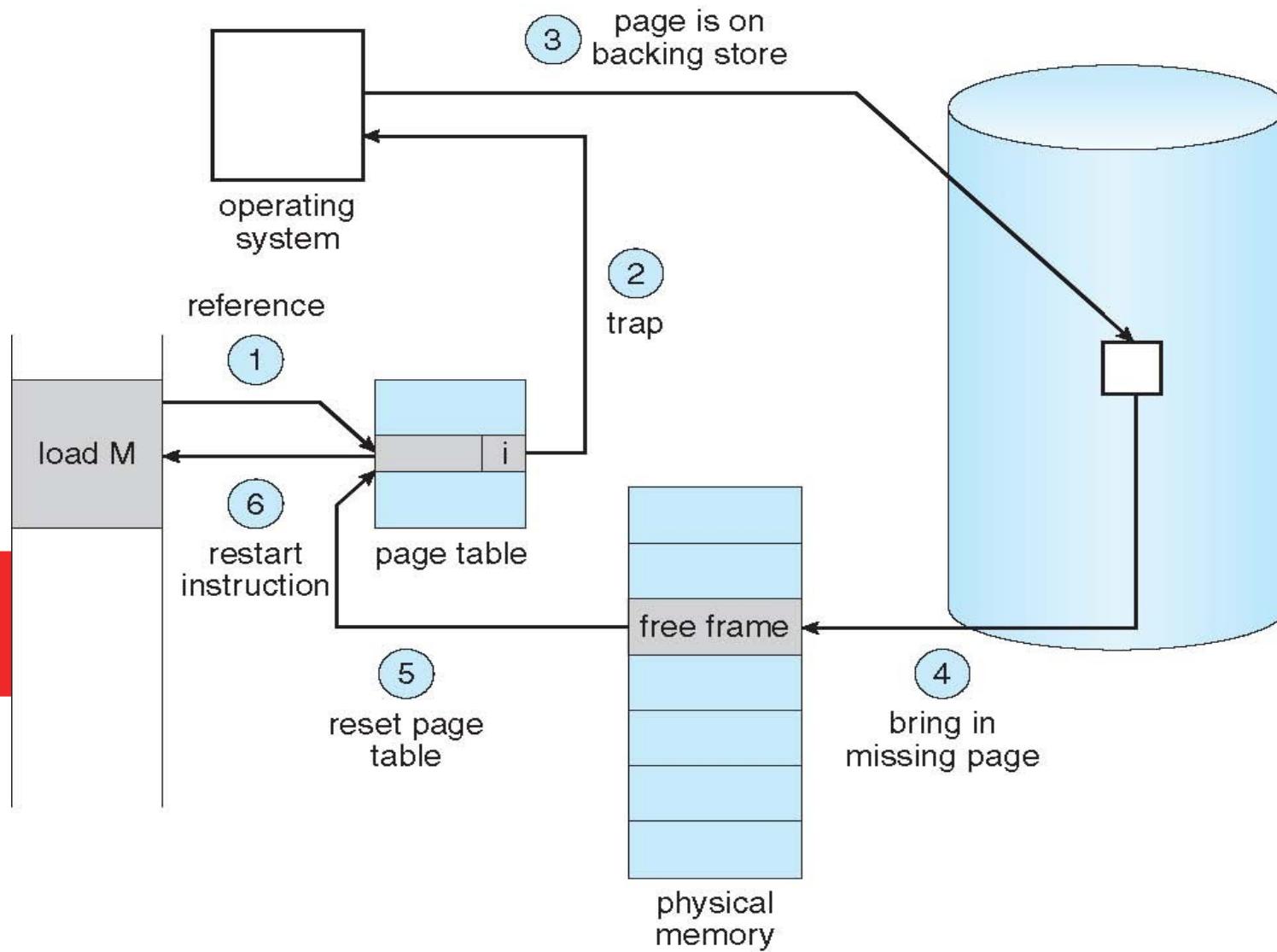
```
# copy 20 bytes from address 0x100 to  
address 0x200
```

```
movarray 0x100, 0x110, 20
```

```
# what to do in this case?
```



Handling A Page Fault



Page fault handling

- 1) Trap to the operating system
- 2) Default trap handling():

Save the process registers and process state

Determine that the interrupt was a page fault. Run page fault handler.

- 3) Page fault handler(): Check that the page reference was legal and determine the location of the page on the disk. If illegal, terminate process.
- 4) Find a free frame. Issue a read from the disk to a free frame:

Process waits in a queue for disk read. Meanwhile many processes may get scheduled.

Disk DMA hardware transfers data to the free frame and raises interrupt in end

Page fault handling

- 6) (as said on last slide) While waiting, allocate the CPU to some other process
- 7) (as said on last slide) Receive an interrupt from the disk I/O subsystem (I/O completed)
- 8) Default interrupt handling():
 - Save the registers and process state for the other user
 - Determine that the interrupt was from the disk
- 9) Disk interrupt handler():
 - Figure out that the interrupt was for our waiting process
 - Make the process runnable
- 10) Wait for the CPU to be allocated to this process again
 - Kernel restores the page table of the process, marks entry as “v”
 - Restore the user registers, process state, and new page table, and then resume the interrupted instruction

Performance of demand paging

Page Fault Rate $0 \leq p \leq 1$

if $p = 0$ no page faults

if $p = 1$, every reference is a fault

Effective (memory) Access Time (EAT)

$EAT = (1 - p) * \text{memory access time} +$

$p * (\text{page fault overhead} // \text{Kernel code execution time}$

$+ \text{swap page out} // \text{time to write an occupied frame to disk}$

$+ \text{swap page in} // \text{time to read data from disk into free frame}$

$+ \text{restart overhead}) // \text{time to reset process context, restart it}$

Performance of demand paging

Memory access time = 200 nanoseconds

Average page-fault service time = 8 milliseconds

$$\text{EAT} = (1 - p) \times 200 + p \text{ (8 milliseconds)}$$

$$= (1 - p \times 200 + p \times 8,000,000)$$

$$= 200 + p \times 7,999,800$$

If one access out of 1,000 causes a page fault, then

$$\text{EAT} = 8.2 \text{ microseconds.}$$

This is a slowdown by a factor of 40!!

If want performance degradation < 10 percent

$$220 > 200 + 7,999,800 \times p$$

$$20 > 7,999,800 \times p$$

$$p < .0000025$$

< one page fault in every 400,000 memory accesses

An optimization: Copy on write

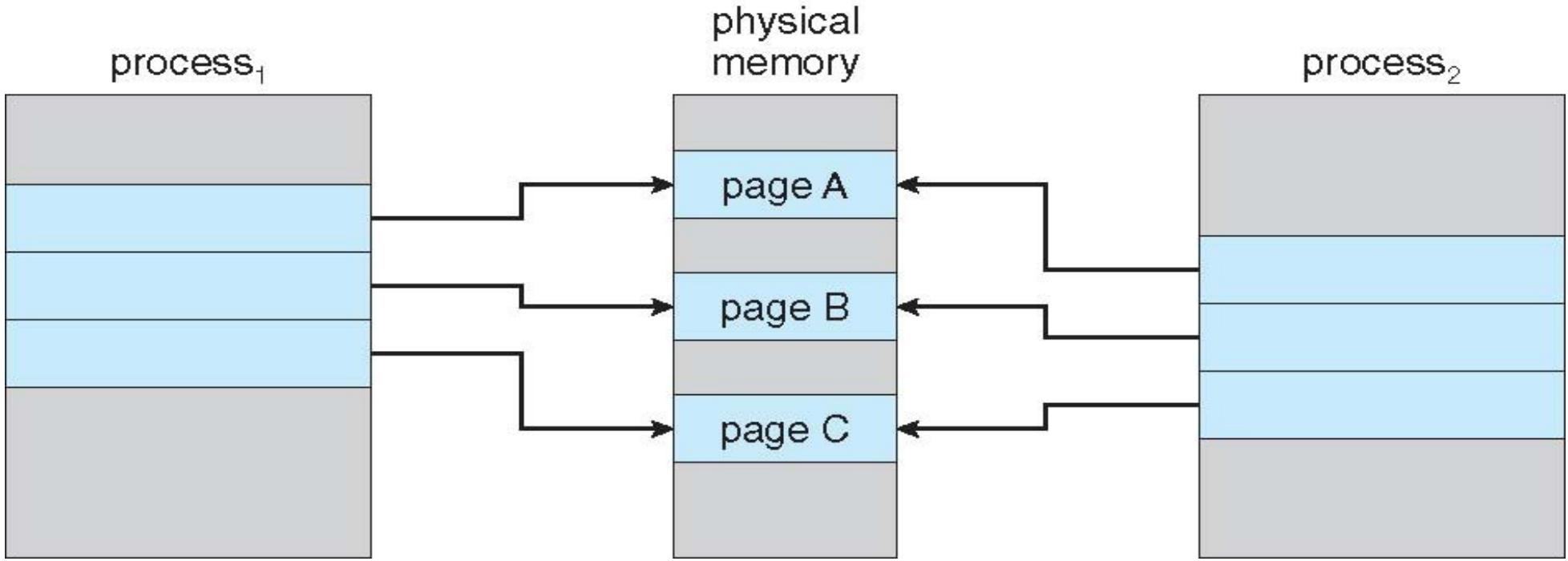
The problem with fork() and exec(). Consider the case of a shell

```
scanf("%s", cmd);  
  
if(strcmp(cmd, "exit") == 0)  
  
    return 0;  
  
pid = fork(); // A->B  
  
if(pid == 0) {  
  
    ret = execl(cmd, cmd, NULL);  
  
    if(ret == -1) {  
  
        perror("execution failed");  
  
        exit(errno);  
  
    }  
  
} else {  
  
    wait(0);  
  
}
```

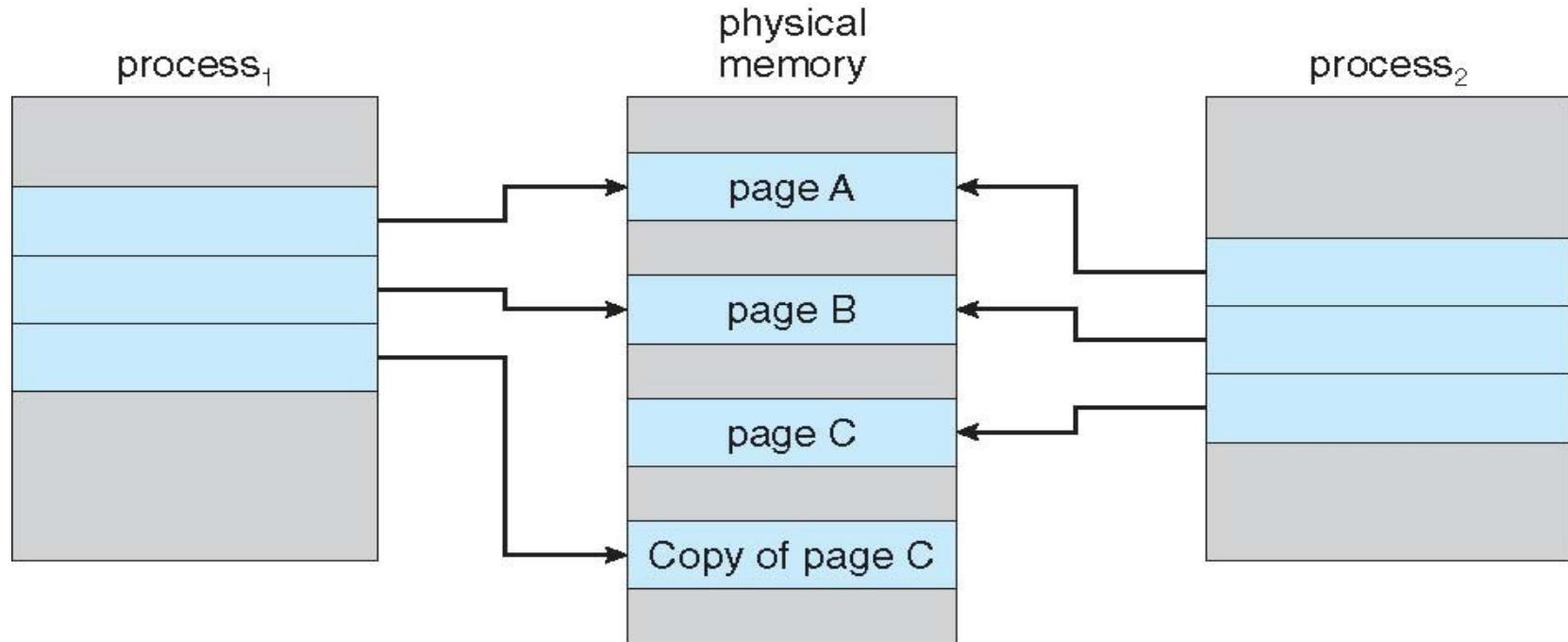
- During fork()
 - Pages of parent were duplicated
 - Equal amount of page frames were allocated
 - Page table for child differed from parent (as it has another set of frames)
- In exec()
 - The page frames of child were taken away and new frames were allocated
 - Child's page table was rebuilt!
 - Waste of time during fork() if the exec() was to be called immediately

An optimization: Copy on write

- Copy-on-Write (COW) allows both parent and child processes to initially share the same pages in memory
 - If either process modifies a shared page, only then is the page copied
- COW allows more efficient process creation as only modified pages are copied
- vfork() variation on fork() system call has parent suspend and child using copy-on-write address space of parent
 - Designed to have child call exec()
 - Very efficient



Before Process 1 Modifies Page C



After Process 1 Modifies Page C

Challenges and improvements in implementation

- Choice of backing store
 - For stack, heap pages: on swap partition
 - For code, shared library? : swap partition or the actual executable file on the file-system?
 - If the choice is file-system for code, then the page-fault handler needs to call functions related to file-system
- Is the page table itself pageable?
 - If no, good
 - If Yes, then there can be page faults in accessing the page tables themselves! More complicated!
- Is the kernel code pageable?
 - If no, good
 - If yes, life is very complicated ! Page fault in running kernel code, interrupt handlers, system calls, etc.



Page replacement

Review

- Concept of virtual memory, demand paging.
- Page fault
- Performance degradation due to page fault: Need to reduce #page faults to a minimum
- Page fault handling process, broad steps: (1) Trap (2) Locate on disk (3) find free frame (4) schedule disk I/O (5) update page table (6) resume
- More on (3) today

List of free frames

- Kernel needs to maintain a list of free frames
- At the time of loading the kernel, the list is created
- Frames are used for allocating memory to a process
 - But may also be used for managing kernel's own data structures also
- More processes --> more demand for frames

What if no free frame found on page fault?

- Page frames in use depends on “Degree of multiprogramming”
 - More multiprogramming -> overallocation of frames
 - Also in demand from the kernel, I/O buffers, etc
 - How much to allocate to each process? How many processes to allow?
- Page replacement – find some page(frame) in memory, but not really in use, page it out
 - Questions : terminate process? Page out process? replace the page?
 - For performance, need an algorithm which will result in minimum number of page faults
- Bad choices may result in same page being brought into memory several times

Need for Page Replacement

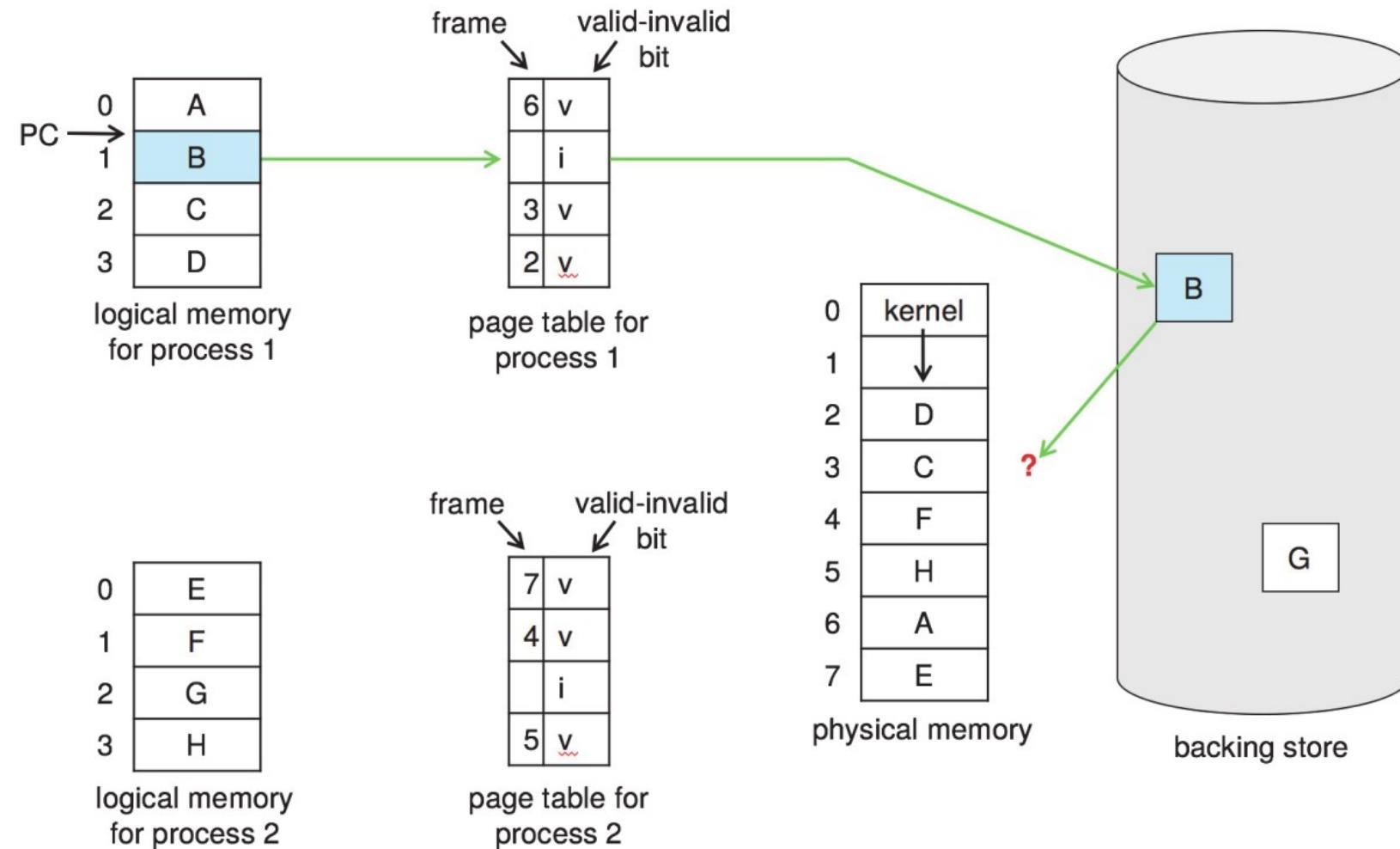


Figure 10.9 Need for page replacement.

Page replacement

- Strategies for performance

Prevent over-allocation of memory by modifying page-fault service routine to include page replacement

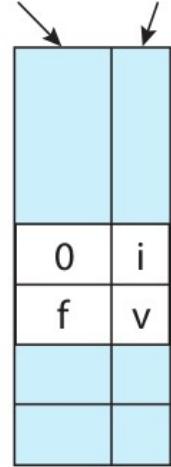
Use modify (dirty) bit in page table. To reduce overhead of page transfers – only modified pages are written to disk. If page is not modified, just reuse it (a copy is already there in backing store)

Basic Page replacement

- 1) Find the location of the desired page on disk
- 2) Find a free frame:
 - If there is a free frame, use it
 - If there is no free frame, use a page replacement algorithm to select a victim frame & write victim frame to disk if dirty
- 3) Bring the desired page into the free frame; update the page table of process and global frame table/list
- 4) Continue the process by restarting the instruction that caused the trap
 - Note now potentially 2 page transfers for page fault - increasing EAT

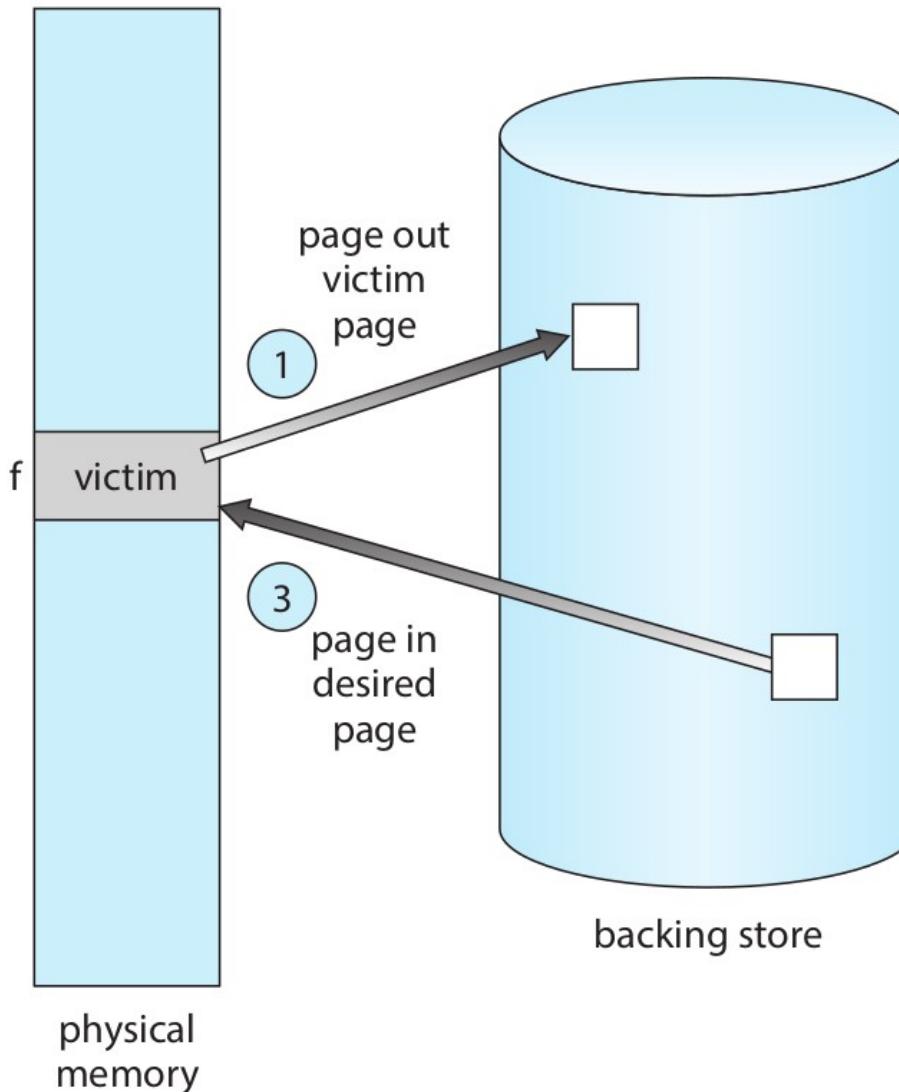
Page Replacement

frame valid-invalid bit



2 change to invalid

4 reset page table for new page

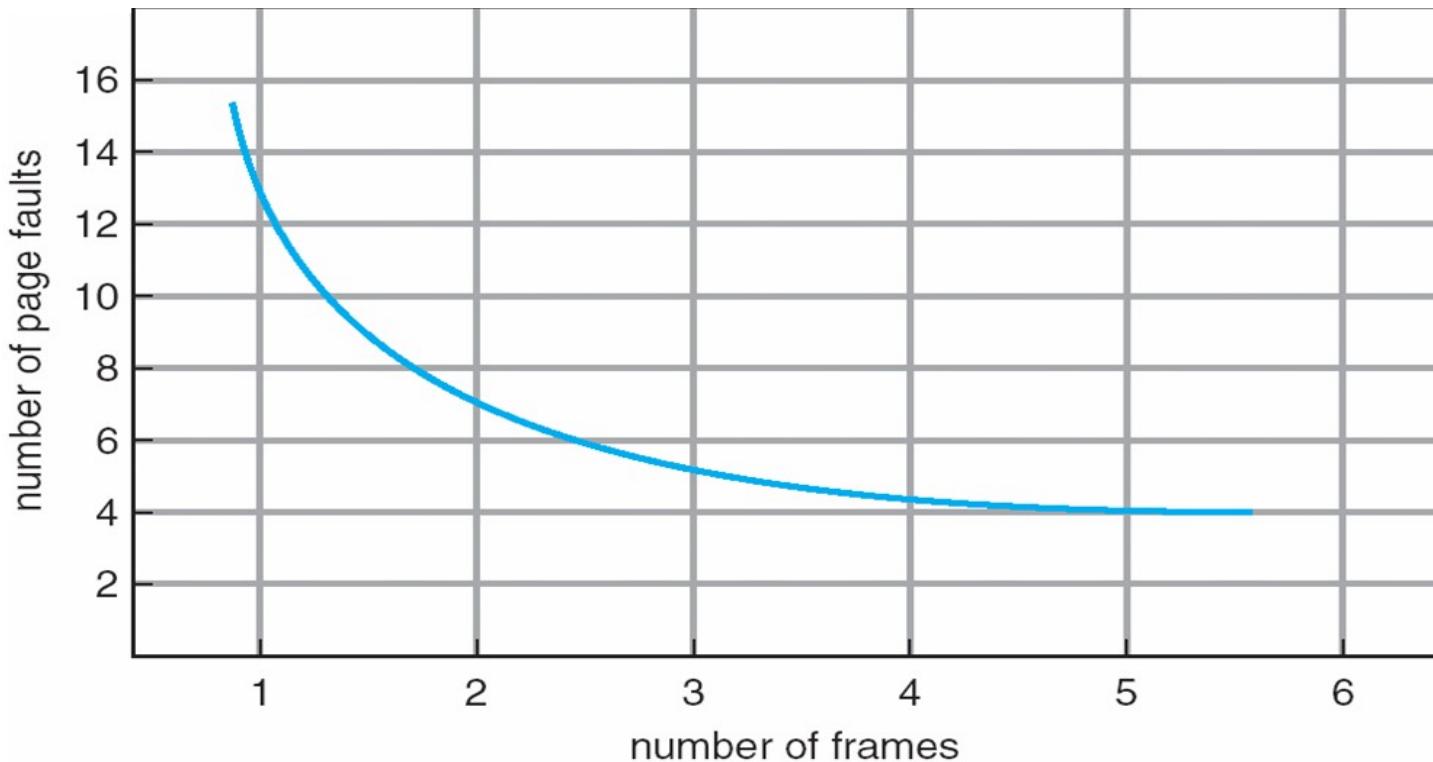


Two problems to solve

- Frame-allocation algorithm determines
 - How many frames to give each process
 - Which frames to replace
- Page-replacement algorithm
 - Want lowest page-fault rate on both first access and re-access

Evaluating algorithm: Reference string

- Evaluate algorithm by running it on a particular string of memory references (reference string) and computing the number of page faults on that string
 - String is just page numbers, not full addresses
 - Repeated access to the same page does not cause a page fault
- In all our examples, the reference string is 7,0,1,2,0,3,0,4,2,3,0,3,0,3,2,1,2,0,1,7,0,1



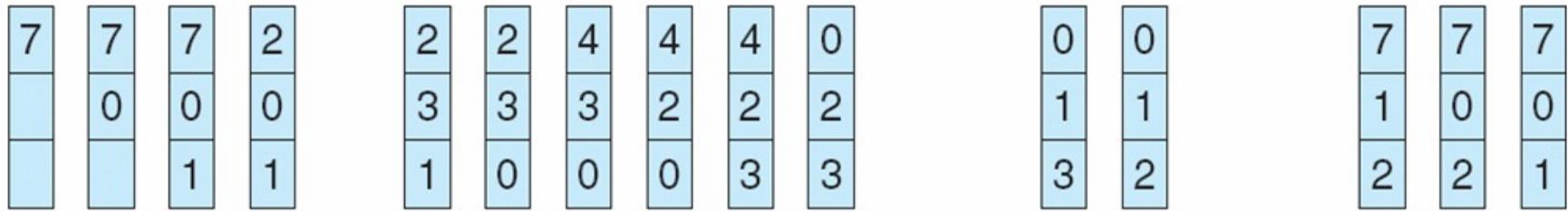
**An
Expectation**

**More page
Frames
Means less
faults**

FIFO Algorithm

reference string

7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1



page frames

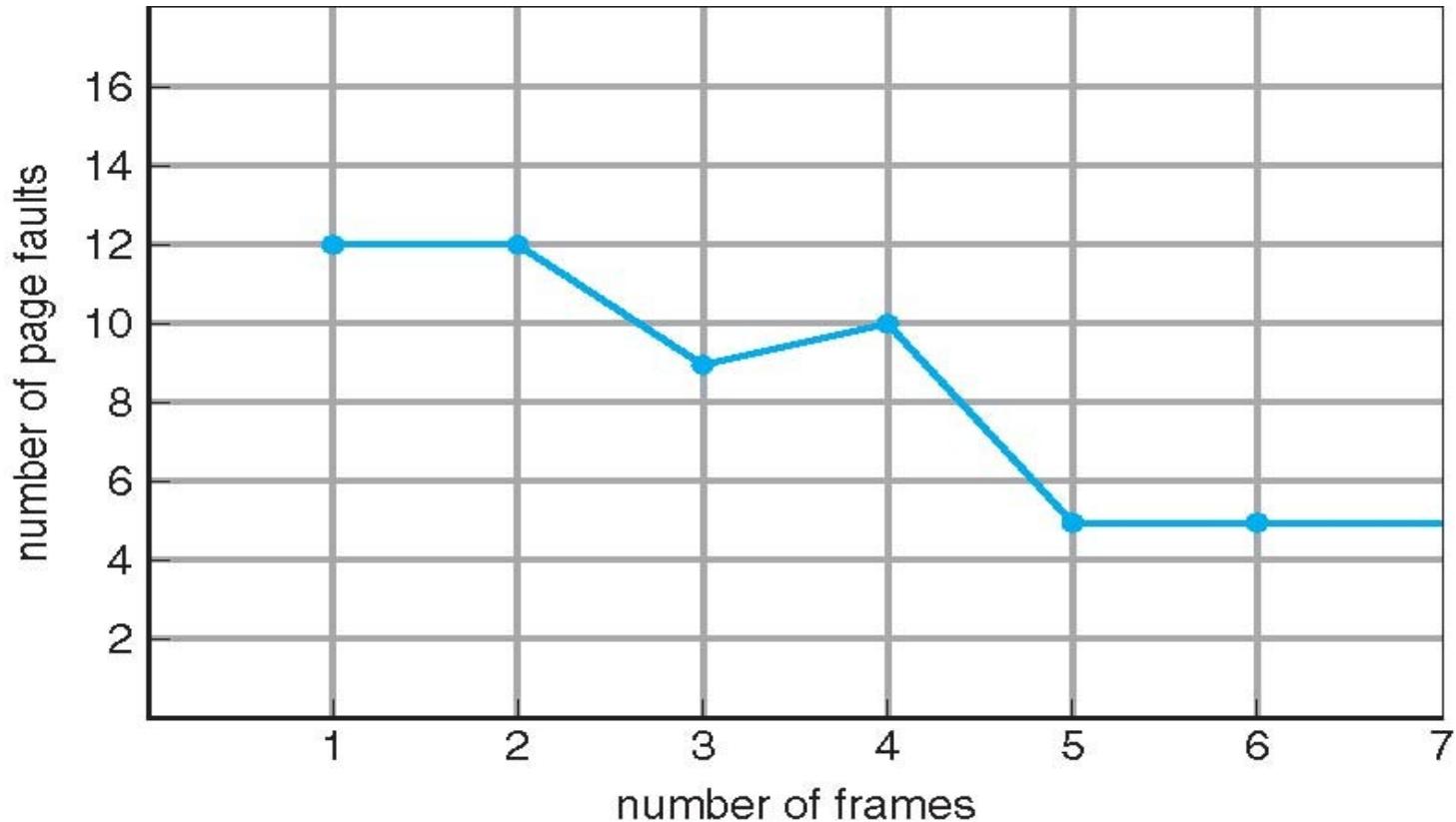
FIFO Algorithm

1	7	2	4	0	7
2	0	3	2	1	0
3	1	0	3	2	1

15 page faults

- Reference string:
7,0,1,2,0,3,0,4,2,3,0,3,0,3,2,1,2,
0,1,7,0,1
- 3 frames (3 pages can be in
memory at a time per process)
- **Belady's Anomaly**
- Adding more frames can cause
more page faults!
- Can vary by reference string:
consider 1,2,3,4,1,2,5,1,2,3,4,5

FIFO Algorithm: Balady's anamoly



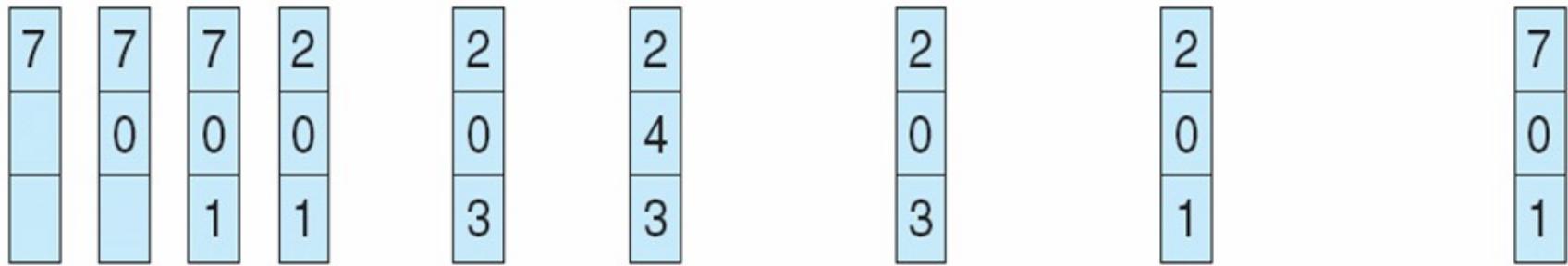
Optimal Algorithm

- Replace page that will not be used for longest period of time
 - 9 is optimal #replacements for the example on the next slide
- How do you know this?
 - Can't read the future
- Used for measuring how well your algorithm performs

Optimal page replacement

reference string

7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1

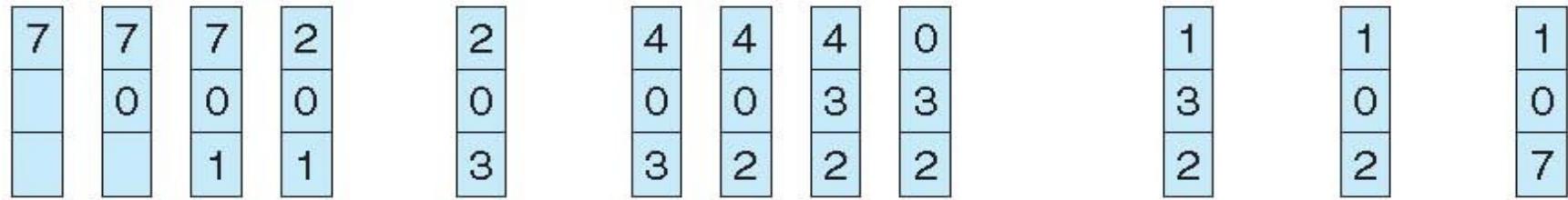


page frames

Least Recently Used: an approximation of optimal

reference string

7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1



page frames

Use past knowledge rather than future

Replace page that has not been used in the most amount of time

Associate time of last use with each page

12 faults – better than FIFO but worse than OPT

Generally good algorithm and frequently used

But how to implement?

LRU: Counter implementation

- **Counter implementation**
 - Every page entry has a counter; every time page is referenced through this entry, copy the clock into the counter
 - When a page needs to be changed, look at the counters to find smallest value
 - Search through table needed

LRU: Stack implementation

- Keep a stack of page numbers in a double link form:
- Page referenced: move it to the top
 - requires 6 pointers to be changed and
 - each update more expensive
 - But no need of a search for replacement

Use Of A Stack to Record The

Most Recent Page References

reference string

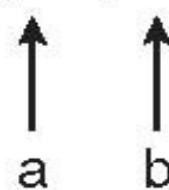
4 7 0 7 1 0 1 2 1 2 7 1 2

2
1
0
7
4

stack
before
a

7
2
1
0
4

stack
after
b



Stack algorithms

- An algorithm for which it can be shown that the set of pages in memory for n frames is always a subset of the set of pages that would be in memory with $n + 1$ frames
- Do not suffer from Balady's anamoly
- For example: Optimal, LRU

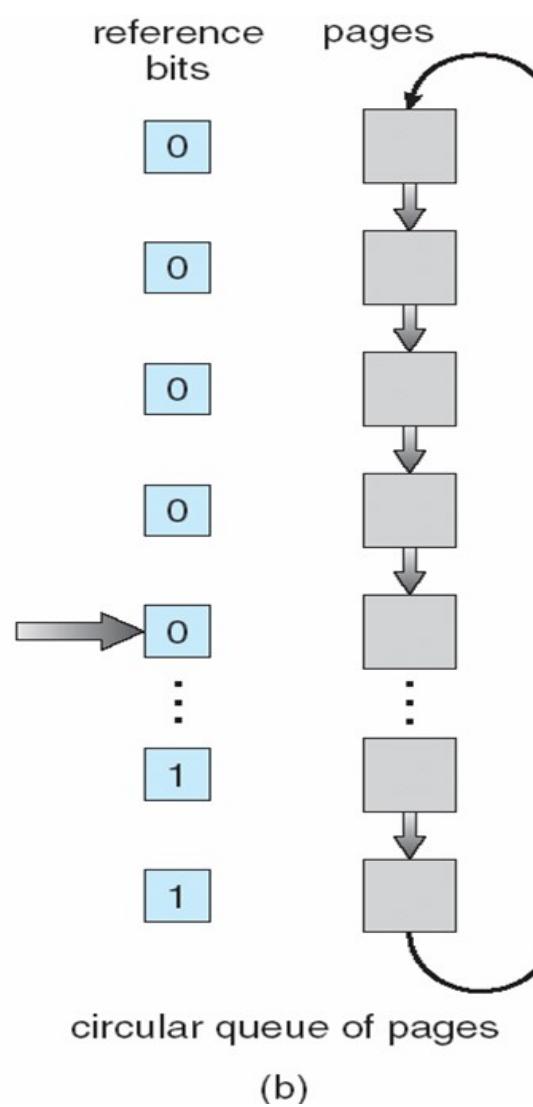
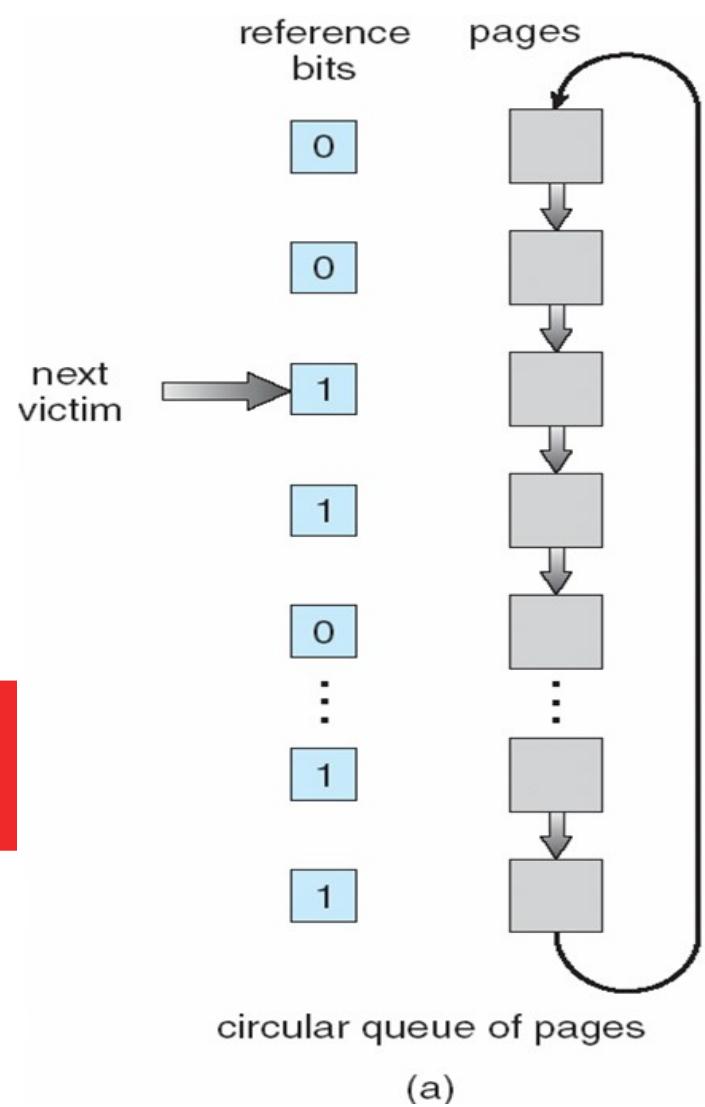
LRU: Approximation algorithms

- LRU needs special hardware and still slow
- **Reference bit**
 - With each page associate a bit, initially = 0
 - When page is referenced bit set to 1
 - Replace any with reference bit = 0 (if one exists)
 - We do not know the order, however

LRU: Approximation algorithms

- **Second-chance algorithm**
 - FIFO + hardware-provided reference bit. If bit is 0 select, if bit is 1, then set it to 0 and move to next one.
- **An implementation of second-chance: Clock replacement**
 - If page to be replaced has
 - Reference bit = 0 -> replace it
 - reference bit = 1 then:
 - set reference bit 0, leave page in memory
 - replace next page, subject to same rules

Second- Chance (clock) Page- Replacement Algorithm



Counting Algorithms

- Keep a counter of the number of references that have been made to each page
 - Not common
- **LFU Algorithm**: replaces page with smallest count
- **MFU Algorithm**: based on the argument that the page with the smallest count was probably just brought in and has yet to be used

Page buffering algorithms

- Keep a pool of free frames, always
 - Then frame available when needed, not found at fault time
 - Read page into free frame and select victim to evict and add to free pool
 - When convenient, evict victim
- Possibly, keep list of modified pages
 - When backing store otherwise idle, write pages there and set to non-dirty
- Possibly, keep free frame contents intact and note what is in them
 - If referenced again before reused, no need to load contents again from disk
 - Generally useful to reduce penalty if wrong victim frame selected

Major and Minor page faults

- Most modern OS refer to these two types
- Major fault
 - Fault + page not in memory
- Minor fault
 - Fault, but page is in memory
 - For example shared memory pages; second instance of fork(), page already on free-frame list,
- On Linux run
 - `$ ps -eo min_flt,maj_flt,cmd`

Special rules for special applications

- All of earlier algorithms have OS guessing about future page access
- But some applications have better knowledge – e.g. databases
- Memory intensive applications can cause double buffering
 - OS keeps copy of page in memory as I/O buffer
 - Application keeps page in memory for its own work
- Operating system can give direct access to the disk, getting out of the way of the applications
 - Raw disk mode
 - Bypasses buffering, locking, etc

Allocation of frames

- Each process needs *minimum* number of frames
- Example: IBM 370 – 6 pages to handle SS MOVE instruction:
 - instruction is 6 bytes, might span 2 pages
 - 2 pages to handle *from*
 - 2 pages to handle *to*
- Maximum of course is total frames in the system
- Two major allocation schemes
 - fixed allocation
 - priority allocation
 - Many variations

Fixed allocation of frames

- Equal allocation – For example, if there are 100 frames (after allocating frames for the OS) and 5 processes, give each process 20 frames
Keep some as free frame buffer pool
- Proportional allocation – Allocate according to the size of process
Dynamic as degree of multiprogramming, process sizes change

s_i = size of process p_i

$S = \sum s_i$

m = total number of frames

a_i = allocation for p_i = $\frac{s_i}{S} \times m$

$$m = 64$$

$$s_1 = 10$$

$$s_2 = 127$$

$$a_1 = \frac{10}{137} \times 64 \approx 5$$

$$a_2 = \frac{127}{137} \times 64 \approx 59$$

Priority Allocation of frames

- Use a proportional allocation scheme using priorities rather than size
- If process P_i generates a page fault,
 - select for replacement one of its frames
 - select for replacement a frame from a process with lower priority number

Global Vs Local allocation

- **Global replacement** – process selects a replacement frame from the set of all frames; one process can take a frame from another
 - But then process execution time can vary greatly
 - But greater throughput so more common
- **Local replacement** – each process selects from only its own set of allocated frames
 - More consistent per-process performance
 - But possibly underutilized memory



Virtual Memory - Remaining topics

Agenda

- Problem of Thrashing and possible solutions
- Mmap(), Memory mapped files
- Kernel Memory Management
- Other Considerations

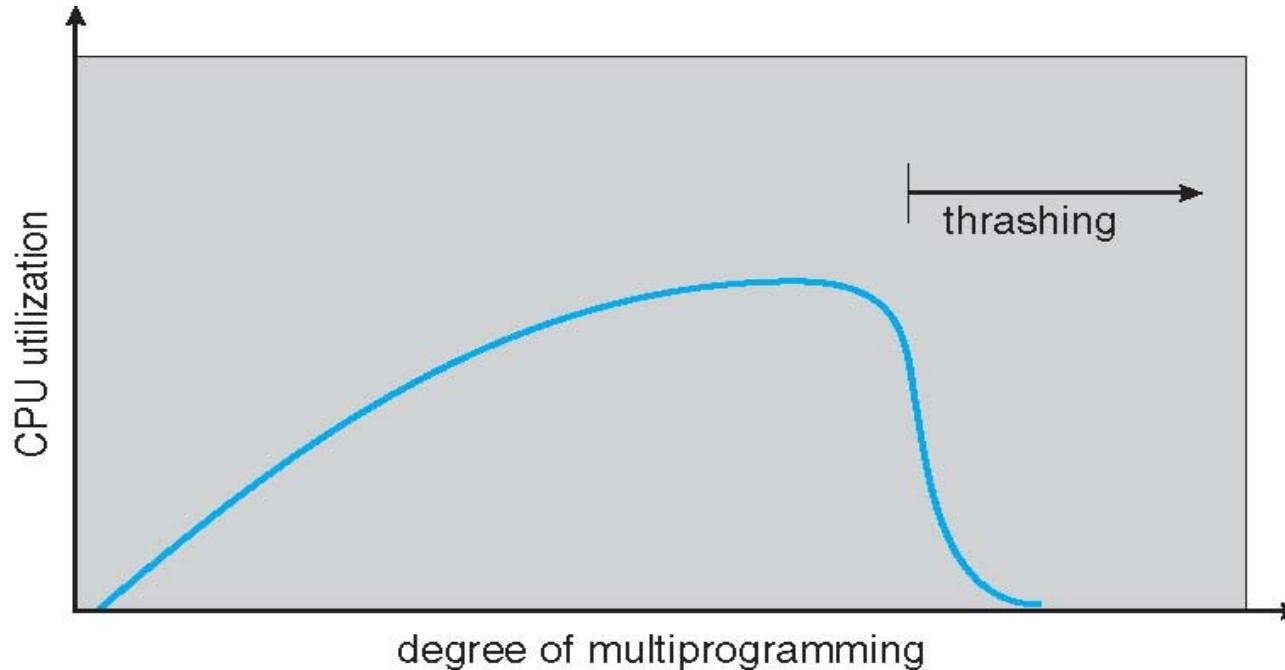


Thrashing

Thrashing

- If a process does not have “enough” pages, the page-fault rate is very high
 - Page fault to get page
 - Replace existing frame
 - But quickly need replaced frame back
- This leads to:
 - Low CPU utilization
 - Operating system thinking that it needs to increase the degree of multiprogramming
 - Another process added to the system
- Thrashing : a process is busy swapping pages in and out

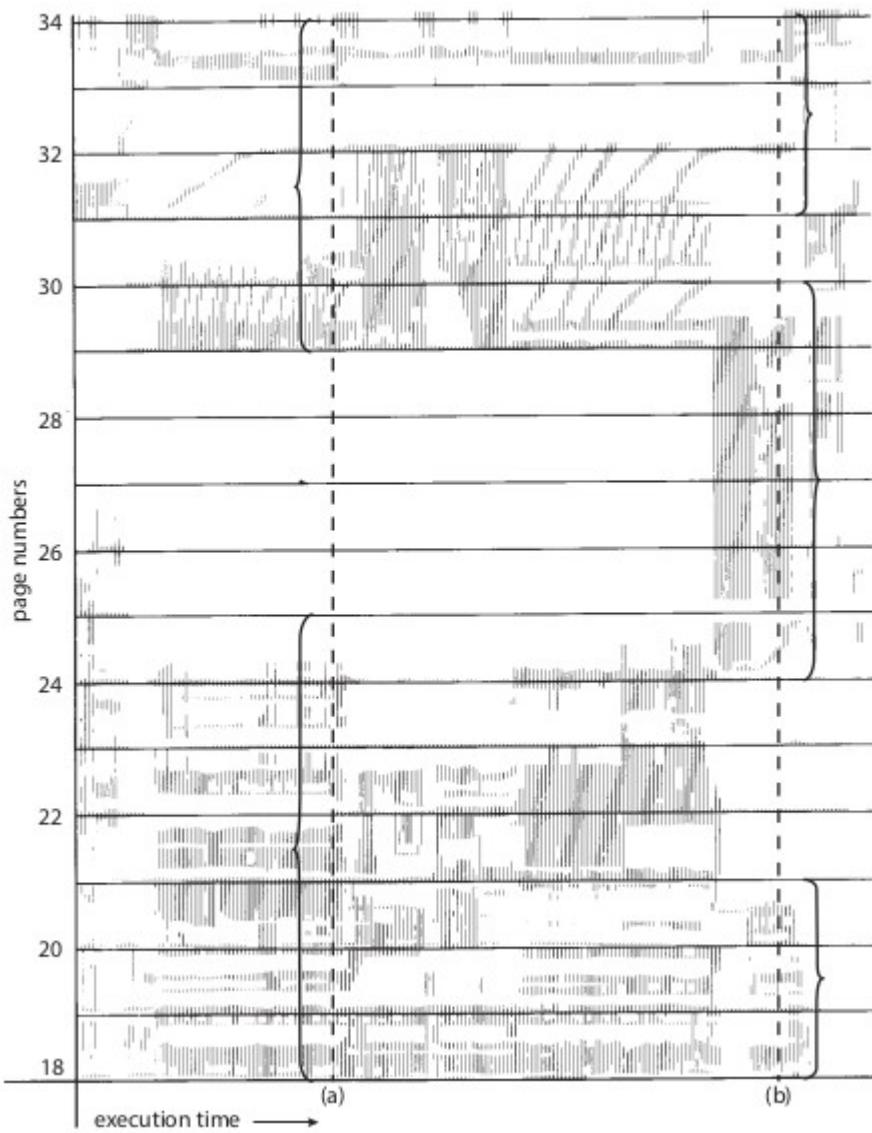
Thrashing



Demand paging and thrashing

- Why does demand paging work?
 - Locality model
 - Process migrates from one locality to another
 - Localities may overlap
- Why does thrashing occur?
 - size of locality > total memory size
 - Limit effects by using local or priority page replacement

Locality In A Memory-Reference Pattern



Working set model

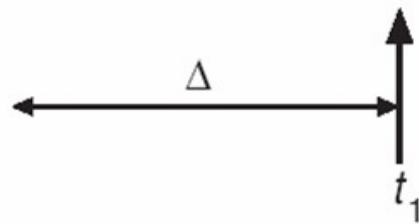
- $\Delta \equiv$ working-set window \equiv a fixed number of page references
 - Example: 10,000 instructions
- Working Set Size, WSS_i (working set of Process P_i) =
 - total number of pages referenced in the most recent Δ (varies in time)
 - if Δ too small will not encompass entire locality
 - if Δ too large will encompass several localities
 - if $\Delta = \infty \Rightarrow$ will encompass entire program

Working set model

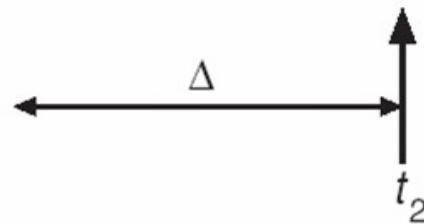
- $D = \sum WSS_i \equiv$ total demand frames
 - Approximation of locality
 - if $D > m$ (total available frames) \Rightarrow Thrashing
 - Policy if $D > m$, then suspend or swap out one of the processes

page reference table

... 2 6 1 5 7 7 7 7 5 1 6 2 3 4 1 2 3 4 4 4 3 4 3 4 4 4 1 3 2 3 4 4 4 3 4 4 4 ...



$$WS(t_1) = \{1, 2, 5, 6, 7\}$$



$$WS(t_2) = \{3, 4\}$$

Keeping Track of the Working Set

- Approximate with interval timer + a reference bit
- Example: $\Delta = 10,000$

Timer interrupts after every 5000 time units

Keep in memory 2 bits for each page

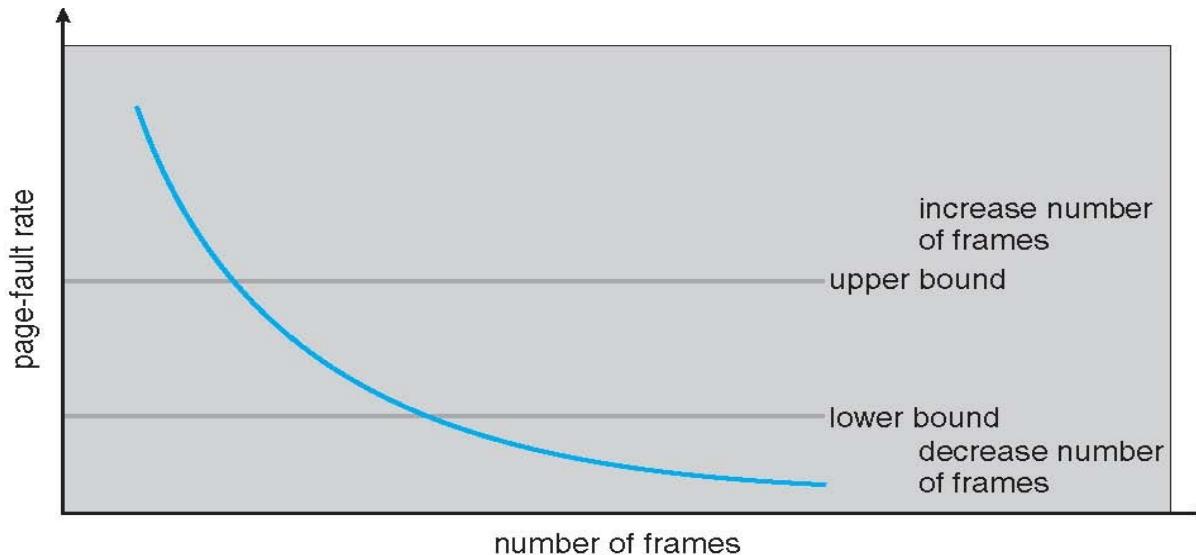
Whenever a timer interrupts copy (to memory) and sets the values of all reference bits to 0

If one of the bits in memory = 1 \Rightarrow page in working set

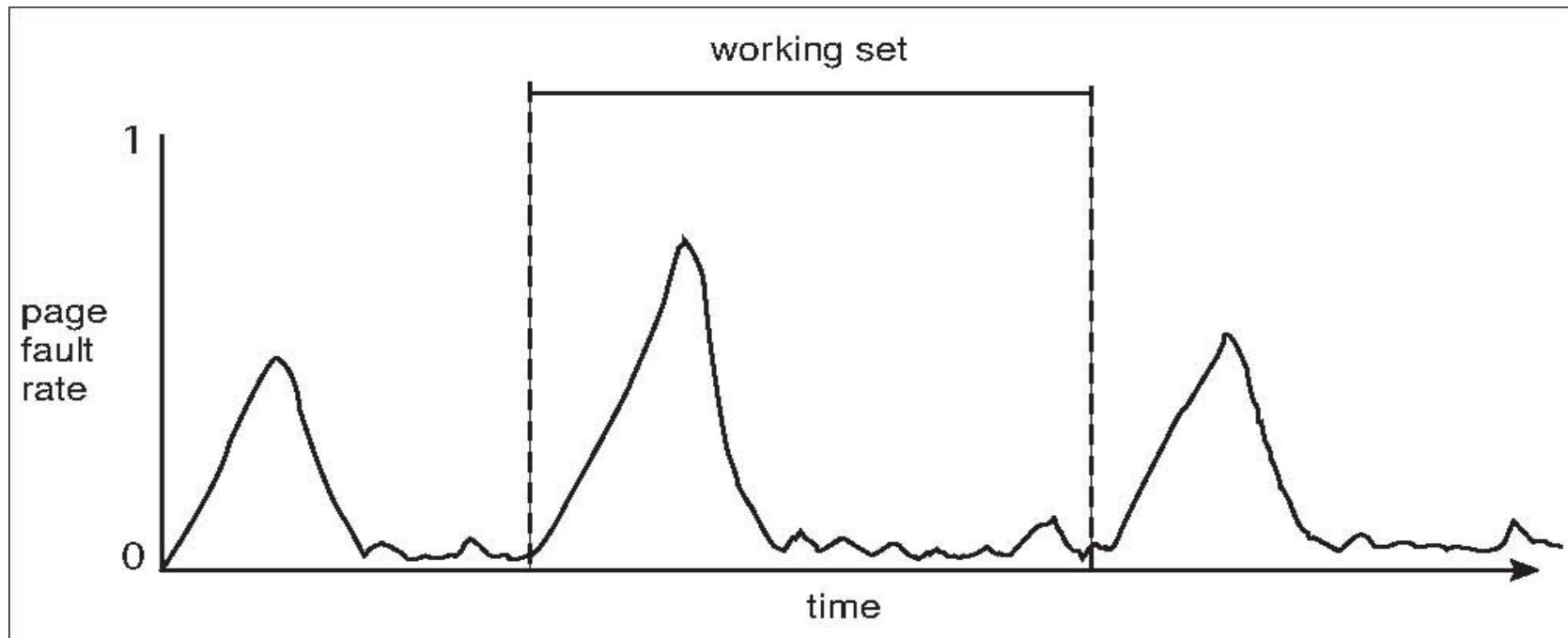
- Why is this not completely accurate?
- Improvement = 10 bits and interrupt every 1000 time units

Page fault frequency

- More direct approach than WSS
- Establish “acceptable” page-fault frequency rate and use local replacement policy
 - If actual rate too low, process loses frame
 - If actual rate too high, process gains frame



Working Sets and Page Fault Rates



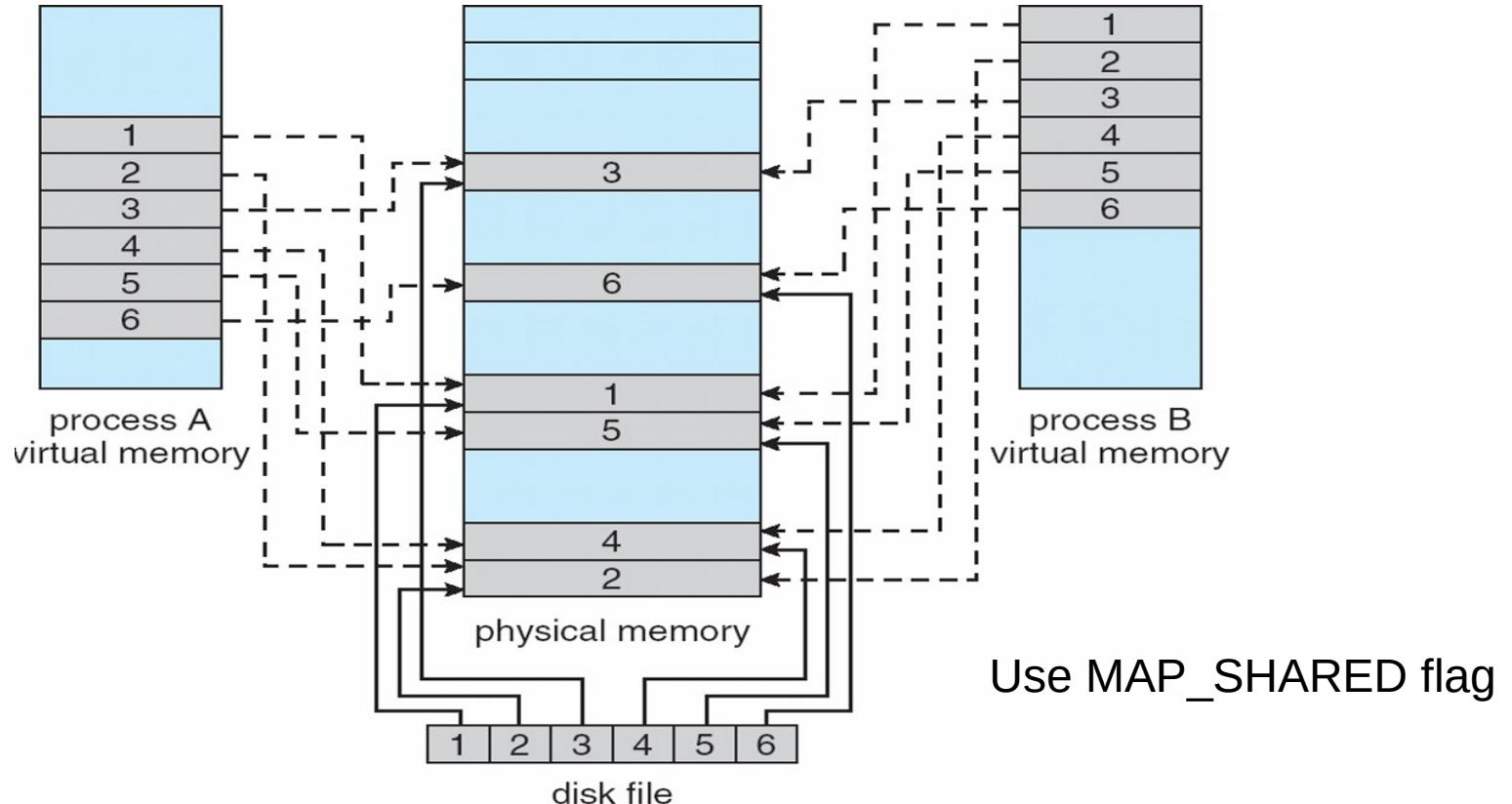


Memory Mapped Files

Memory-Mapped Files

- First, let's see a demo of using mmap()

Memory-Mapped Files



Memory-Mapped Files

- Memory-mapped file I/O allows file I/O to be treated as routine memory access by mapping a disk block to a page in memory
- A file is initially read using demand paging
 - A page-sized portion of the file is read from the file system into a physical page
 - Subsequent reads/writes to/from the file are treated as ordinary memory accesses
- Simplifies and speeds file access by driving file I/O through memory rather than read() and write() system calls
- Also allows several processes to map the same file allowing the pages in memory to be shared
- But when does written data make it to disk?
 - Periodically and / or at file close() time
 - For example, when the pager scans for dirty pages

Memory-Mapped Files

- Some OSes use memory mapped files for standard I/O
- Process can explicitly request memory mapping a file via `mmap()` system call
 - Now file mapped into process address space
- For standard I/O (`open()`, `read()`, `write()`, `close()`), `mmap` anyway
 - But map file into kernel address space
 - Process still does `read()` and `write()`
 - Copies data to and from kernel space and user space
 - Uses efficient memory management subsystem
 - Avoids needing separate subsystem
- COW can be used for read/write non-shared pages
- Memory mapped files can be used for shared memory (although again via separate system calls)



Allocating Kernel Memory

Allocating kernel memory

- Treated differently from user memory
- Often allocated from a free-memory pool

Kernel requests memory for structures of varying sizes

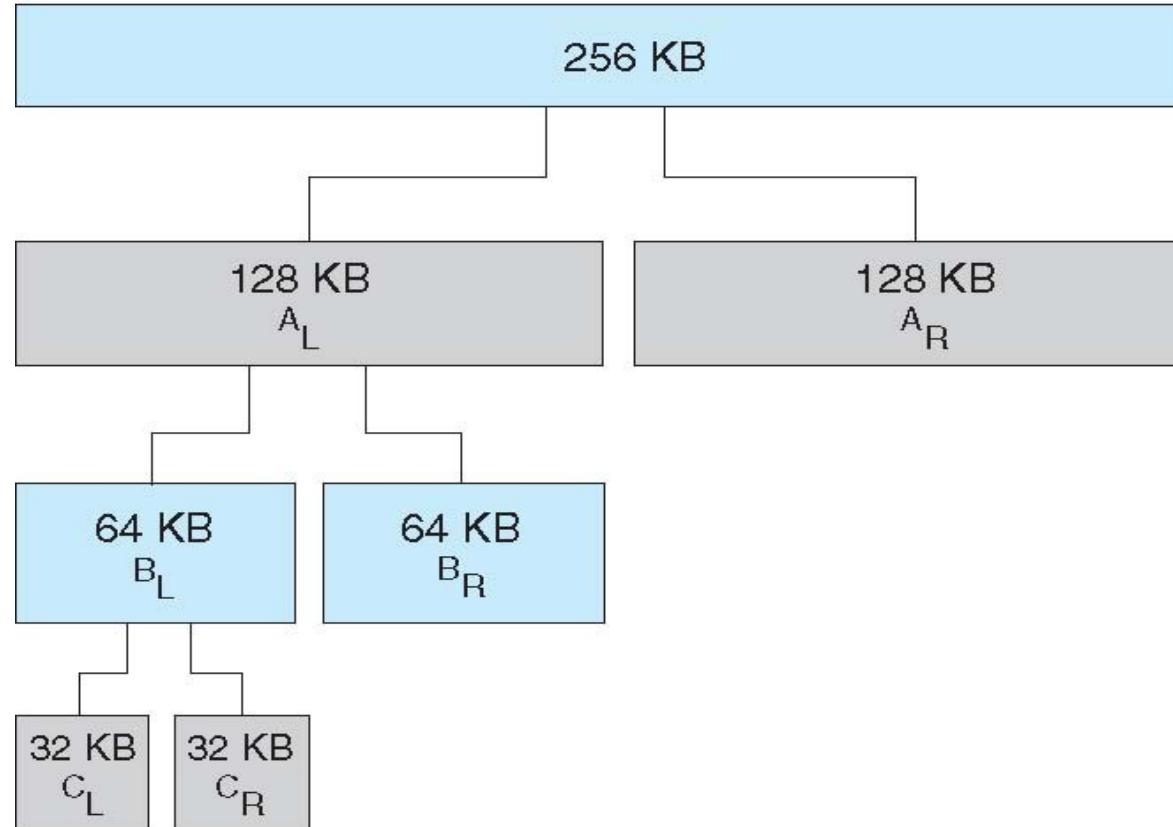
Some kernel memory needs to be contiguous

i.e. for device I/O

-

Buddy Allocator

physically contiguous pages



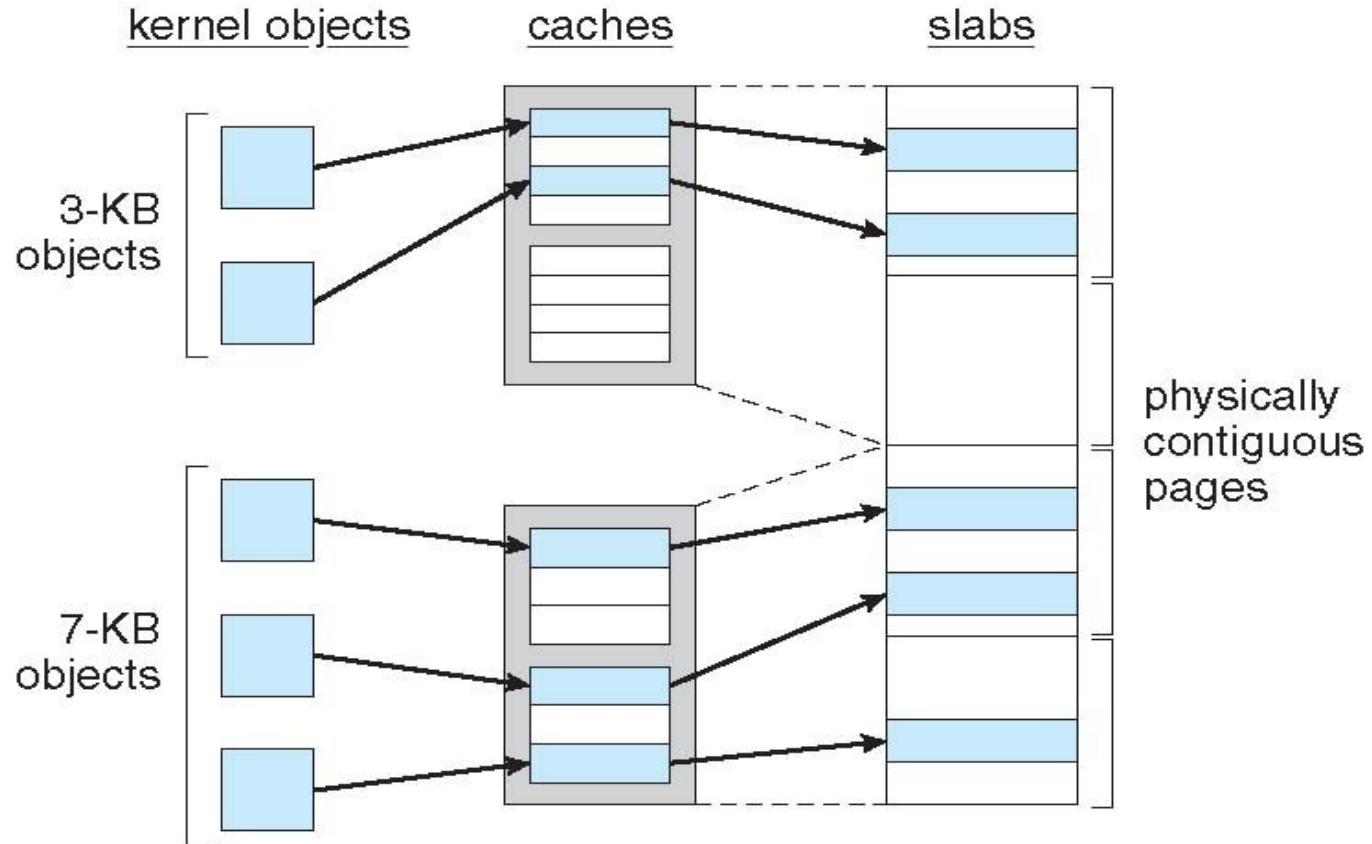
Buddy Allocator

- Allocates memory from fixed-size segment consisting of physically-contiguous pages
- Memory allocated using power-of-2 allocator
 - Satisfies requests in units sized as power of 2
 - Request rounded up to next highest power of 2
 - When smaller allocation needed than is available, current chunk split into two buddies of next-lower power of 2
 - Continue until appropriate sized chunk available

Buddy Allocator

- Continue until appropriate sized chunk available
- For example, assume 256KB chunk available, kernel requests 21KB
 - Split into AL and Ar of 128KB each
 - One further divided into BL and BR of 64KB
 - One further into CL and CR of 32KB each - one used to satisfy request
- Advantage - quickly coalesce unused chunks into larger chunk
- Disadvantage - fragmentation

Slab Allocator



Slab Allocator

- Alternate strategy
- **Slab** is one or more physically contiguous pages
- **Cache** consists of one or more slabs
- Single cache for each unique kernel data structure
 - Each cache filled with **objects** – instantiations of the data structure
- When cache created, filled with objects marked as **free**
- When structures stored, objects marked as **used**
- If slab is full of used objects, next object allocated from empty slab
 - If no empty slabs, new slab allocated
- Benefits include no fragmentation, fast memory request satisfaction



Other considerations

Other Considerations -- Prepaging

- To reduce the large number of page faults that occurs at process startup
- Prepage all or some of the pages a process will need, before they are referenced
- But if prepaged pages are unused, I/O and memory was wasted
- Assume s pages are prepaged and α of the pages is used
 - Is cost of $s * \alpha$ save pages faults $>$ or $<$ than the cost of prepaging
 - $s * (1 - \alpha)$ unnecessary pages?
 - α near zero \rightarrow prepaging loses

Page Size

- Sometimes OS designers have a choice
Especially if running on custom-built CPU
- Page size selection must take into consideration:
 - Fragmentation
 - Page table size

Resolution

I/O overhead

Number of page faults

Locality

TLB size and effectiveness

- Always power of 2, usually in the range 2^{12} (4,096 bytes) to 2^{22} (4,194,304 bytes)
- On average, growing over time

TLB Reach

- TLB Reach - The amount of memory accessible from the TLB
- $\text{TLB Reach} = (\text{TLB Size}) \times (\text{Page Size})$
- Ideally, the working set of each process is stored in the TLB
Otherwise there is a high degree of page faults
- Increase the Page Size
This may lead to an increase in fragmentation as not all applications require a large page size
- Provide Multiple Page Sizes
This allows applications that require larger page sizes the opportunity to use them without an increase in fragmentation

Program Structure

- Program structure
- `Int[128,128] data;`
- Each row is stored in one page
- Program 1

```
for (j = 0; j < 128; j++)
    for (i = 0; i < 128; i++)
        data[i, j] = 0;
```

128 x 128 = 16,384 page faults

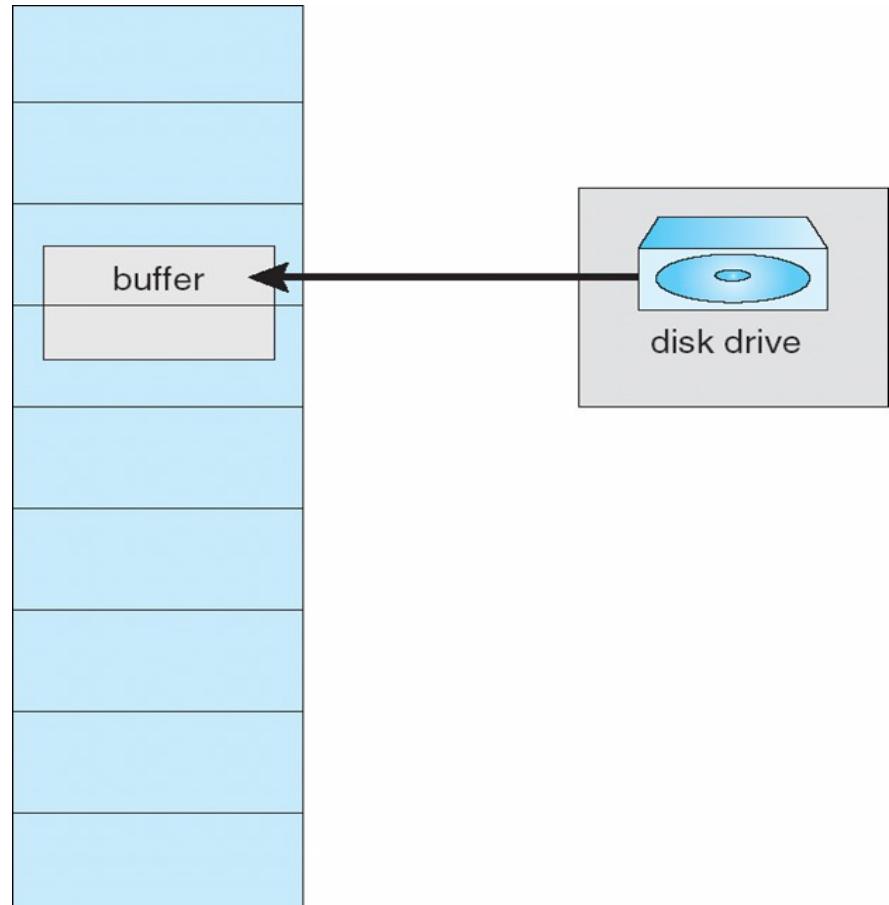
- Program 2

```
for (i = 0; i < 128; i++)
    for (j = 0; j < 128; j++)
        data[i, j] = 0;
```

128 page faults

I/O Interlock

- **I/O Interlock** – Pages must sometimes be locked into memory
- Consider I/O - Pages that are used for copying a file from a device must be locked from being selected for eviction by a page replacement algorithm



Threads, Signals

Abhijit A M
abhijit.comp@coep.ac.in

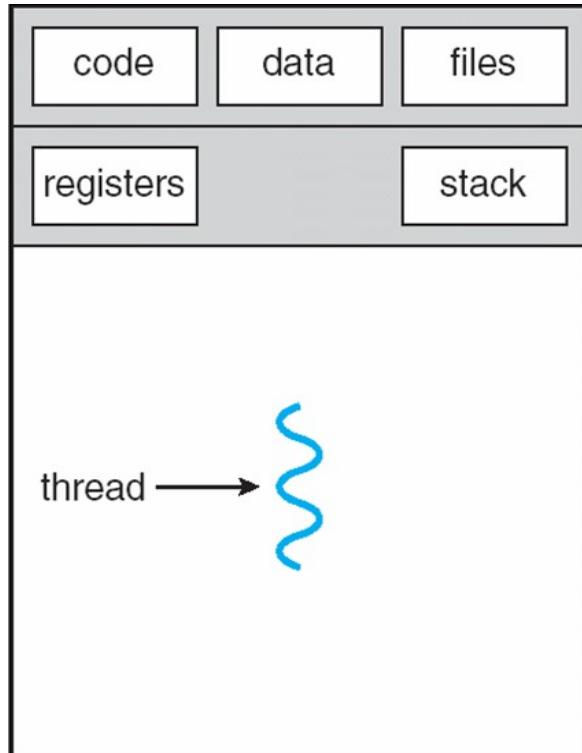
Threads

- **thread — a fundamental unit of CPU utilization**
 - A separate control flow within a program
 - set of instructions that execute “concurrently” with other parts of the code
 - Note the difference: Concurrency: progress at the same time, Parallel: execution at the same time
- **Threads run within application**
 - An application can be divided into multiple parts
 - Each part may be written to execute as a threads
- **Let's see an example**

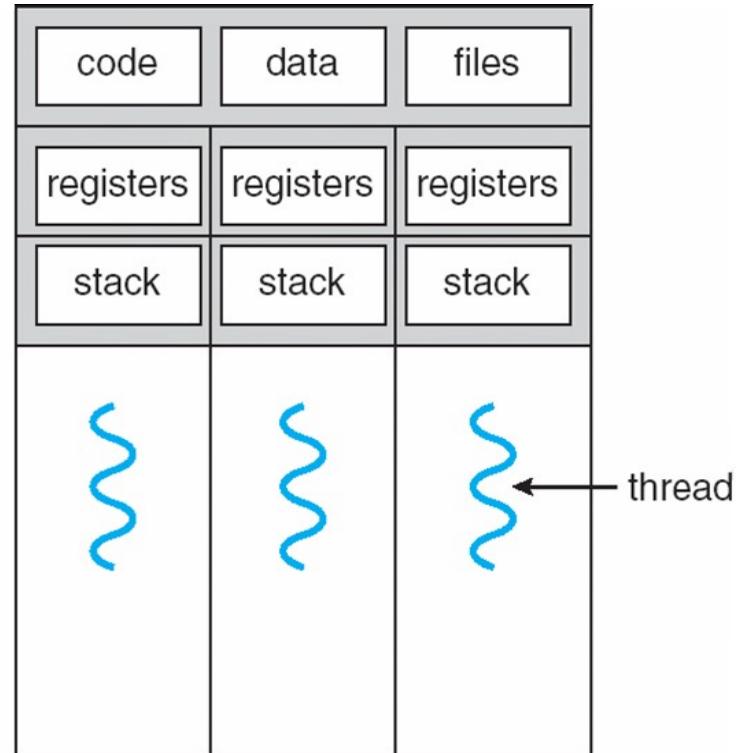
Threads

- **Multiple tasks with the application can be implemented by separate threads**
 - Update display
 - Fetch data
 - Spell checking
 - Answer a network request
- **Process creation is heavy-weight while thread creation is light-weight, due to the very nature of threads**
- **Can simplify code, increase efficiency**
- **Kernels are generally multithreaded**

Single vs Multithreaded process

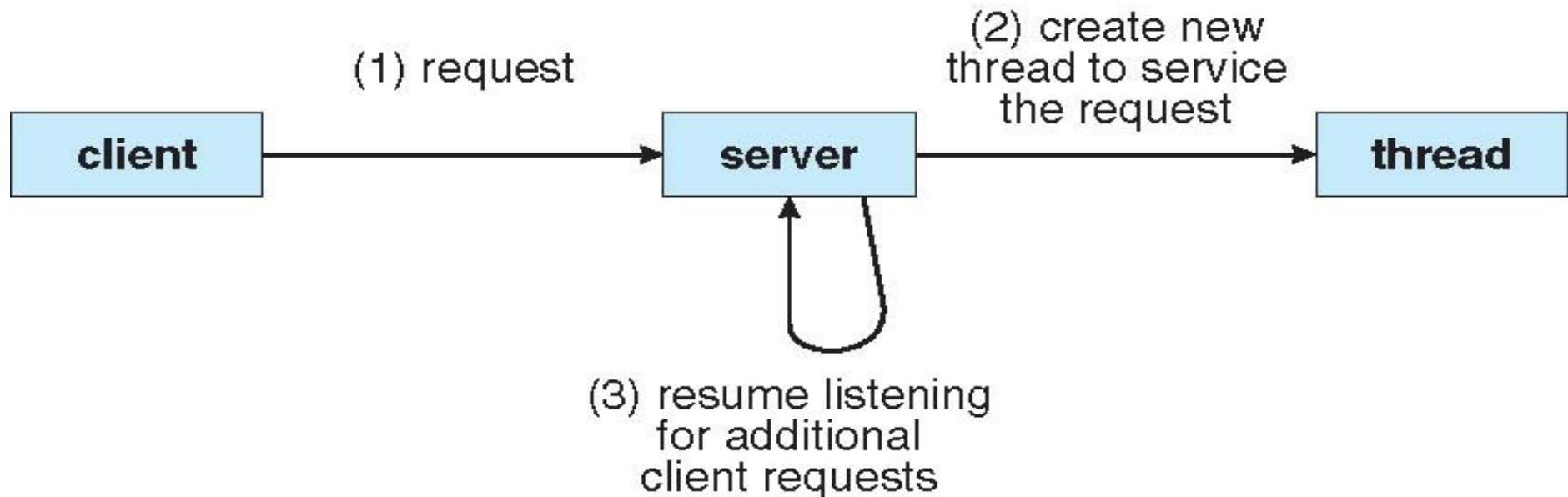


single-threaded process



multithreaded process

A multithreaded server

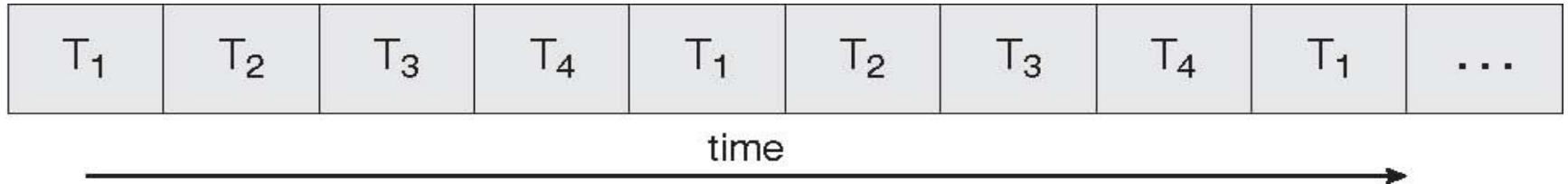


Benefits of threads

- **Responsiveness**
- **Resource Sharing**
- **Economy**
- **Scalability**

Single vs Multicore systems

single core



Single core : Concurrency possible

Multicore : parallel execution possible

core 1



core 2



time

Multicore programming

- Multicore systems putting pressure on programmers, challenges include:
 - Dividing activities
 - Balance
 - Data splitting
 - Data dependency
 - Testing and debugging
 -

User vs Kernel Threads

- **User Threads: Thread management done by user-level threads library**
- **Three primary thread libraries:**
 - **POSIX Pthreads**
 - **Win32 threads**
 - **Java threads**
- **Kernel Threads: Supported by the Kernel**
- **Examples**
 - **Windows XP/2000**
 - **Solaris**
 - **Linux**
 - **Tru64 UNIX**
 - **Mac OS X**

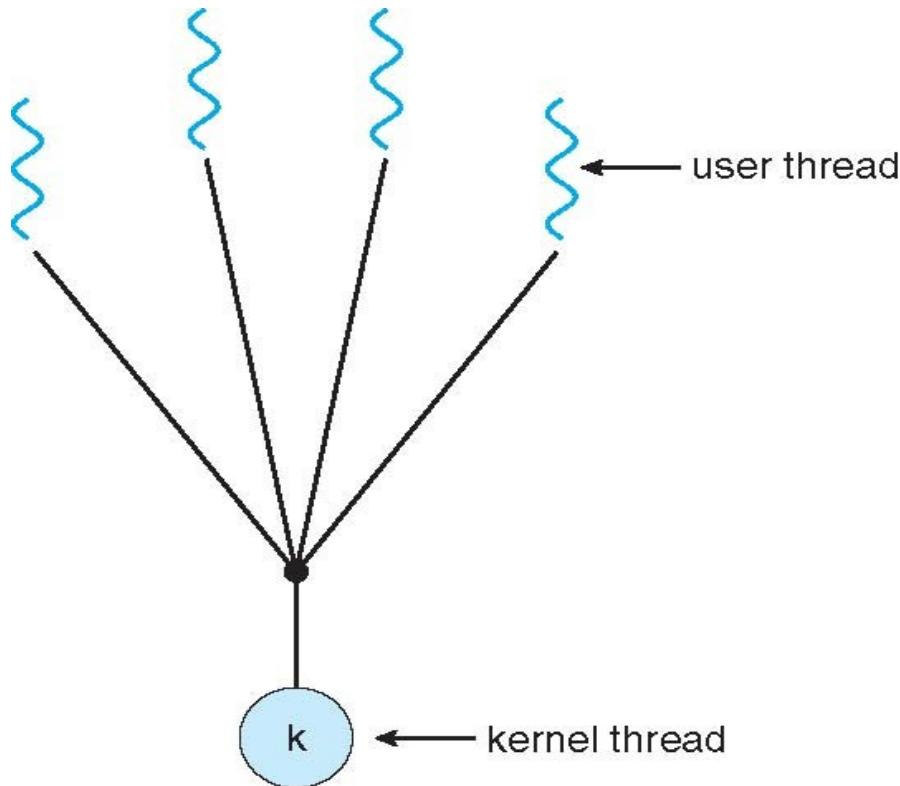
User threads vs Kernel Threads

- **User threads**
 - User level library provides a “typedef” called threads
 - The scheduling of threads needs to be implemented in the user level library
 - Need some type of timer handling functionality at user level execution of CPU
 - OS needs to provide system calls for this
 - Kernel does not know that there are threads!
- **Kernel Threads**
 - Kernel implements concept of threads
 - Still, there may be a user level library, that maps kernel concept of threads to “user concept” since applications link with user level libraries
 - Kernel does scheduling!

Multithreading models

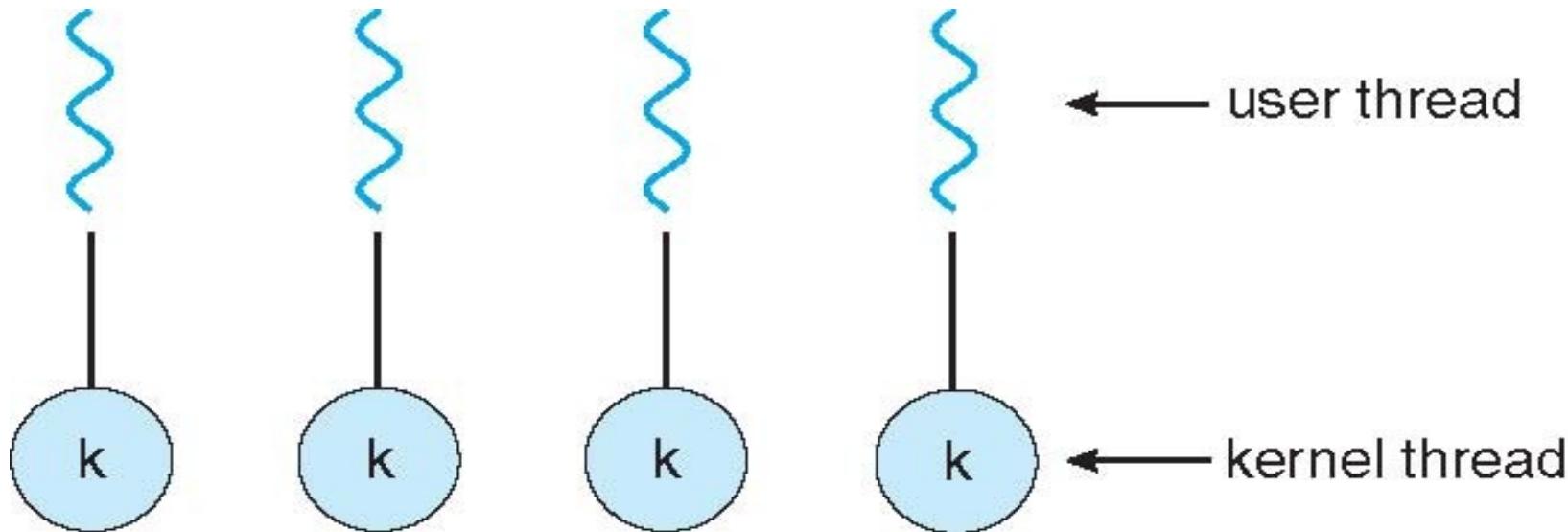
- **How to map user threads to kernel threads?**
 - Many-to-One
 - One-to-One
 - Many-to-Many
- **What if there are no kernel threads?**
 - Then only “one” process. Hence many-one mapping possible, to be done by user level thread library
 - Is One-One possible?

Many-One Model



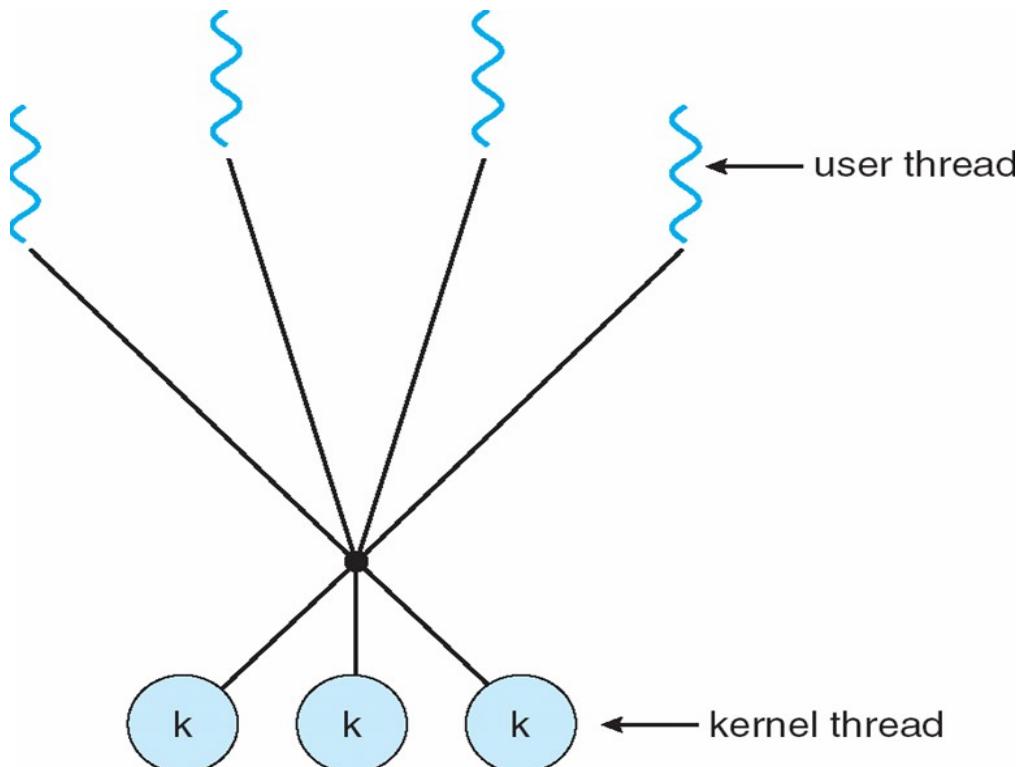
- **Many user-level threads mapped to single kernel thread**
- **Examples:**
 - Solaris Green Threads
 - GNU Portable Threads

One-One Model



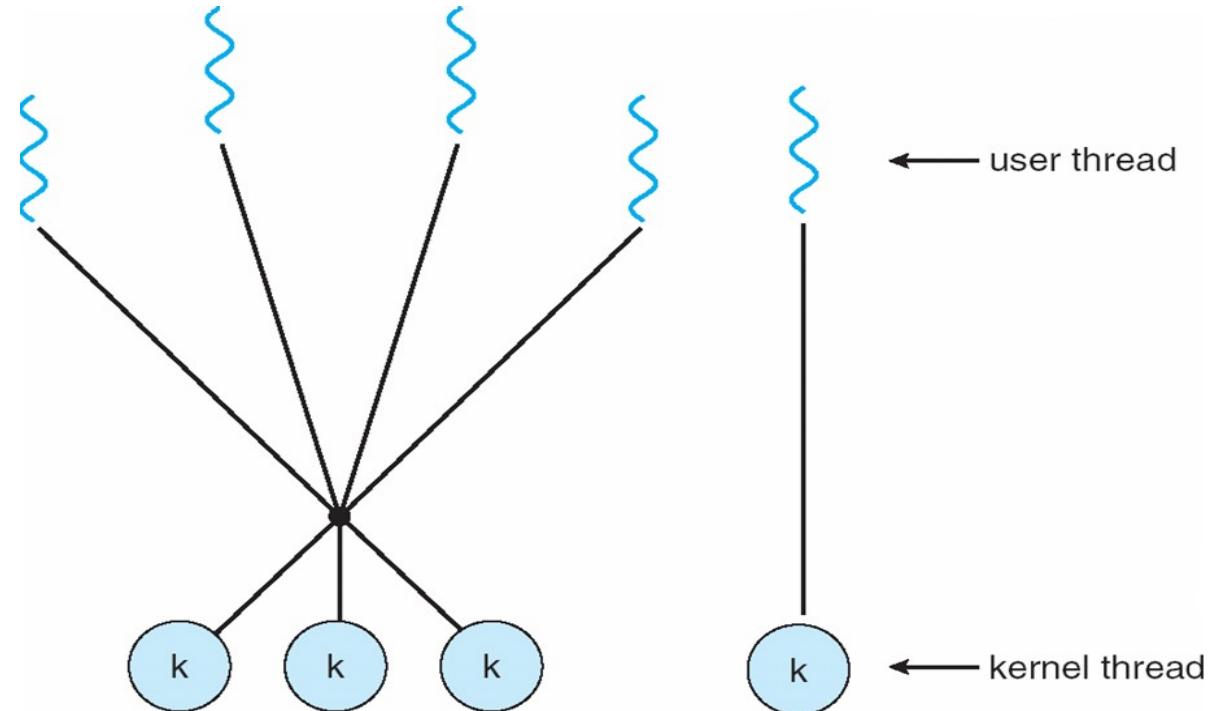
- **Each user-level thread maps to kernel thread**
- **Examples**
 - Windows NT/XP/2000
 - Linux
 - Solaris 9 and later

Many-Many Model



- Allows many user level threads to be mapped to many kernel threads
- Allows the operating system to create a sufficient number of kernel threads
- Solaris prior to version 9
- Windows NT/2000 with the ThreadFiber package

Two Level Model



- **Similar to M:M, except that it allows a user thread to be bound to kernel thread**
- **Examples**
 - IRIX
 - HP-UX
 - Tru64 UNIX
 - Solaris 8 and earlier

Thread Libraries

Thread libraries

- **Thread library provides programmer with API for creating and managing threads**
- **Two primary ways of implementing**
 - Library entirely in user space
 - Kernel-level library supported by the OS

pthreads

- May be provided either as user-level or kernel-level
- A POSIX standard (IEEE 1003.1c) API for thread creation and synchronization
- API specifies behavior of the thread library, implementation is up to development of the library
- Common in UNIX operating systems (Solaris, Linux, Mac OS X)
-

Demo of pthreads code

**Demonstration on Linux – see the code,
compile and execute it.**

Other libraries

- **Windows threading API**
 - `CreateThread(...)`
 - `WaitForSingleObject(...)`
 - `CloseHandle(...)`
- **Java Threads**
 - The `Threads` class
 - The `Runnable` Interface

Issues with threads

- **Semantics of fork() and exec() system calls**
 - Does fork() duplicate only the calling thread or all threads?
- **Thread cancellation of target thread**
 - Terminating a thread before it has finished
 - Two general approaches:
 - **Asynchronous cancellation** terminates the target thread immediately.
 - **Deferred cancellation** allows the target thread to periodically check if it should be cancelled.

More on threads

Thread pools

- Some kernels/libraries can provide system calls to :
Create a number of threads in a pool where they await work, assign work/function to a waiting thread
- **Advantages:**
 - Usually slightly faster to service a request with an existing thread than create a new thread
 - Allows the number of threads in the application(s) to be bound to the size of the pool

Thread Local Storage (TLS)

- **Thread-specific data, Thread Local Storage (TLS)**
 - Not local, but global kind of data for all functions of a thread, more like “static” data
 - Create Facility needed for data private to thread
 - Allows each thread to have its own copy of data
 - Useful when you do not have control over the thread creation process (i.e., when using a thread pool)
 - gcc compiler provides the storage class keyword `thread` for declaring TLS data

```
static __thread int threadID;
```

```
int arr[16];  
int f() {  
    a(); b(); c();  
}  
int g() {  
    x(); y();  
}  
int main() {  
    th_create(...,f,...);  
    th_create(...,g,...);  
}  
//arr is visible to all of them!  
//need data for only f,a,b,c  
//need data for only g,x,y
```

Scheduler activations for threads

Library

```
--  
th_setup(int n) {  
    max_threads = n;  
    curr_threads = 0;  
}  
th_create(..., fn,...) {  
    if(curr_threads < max_threads)  
        create kernel thread;  
    schedule fn on one of the kernel  
    threads;  
}
```

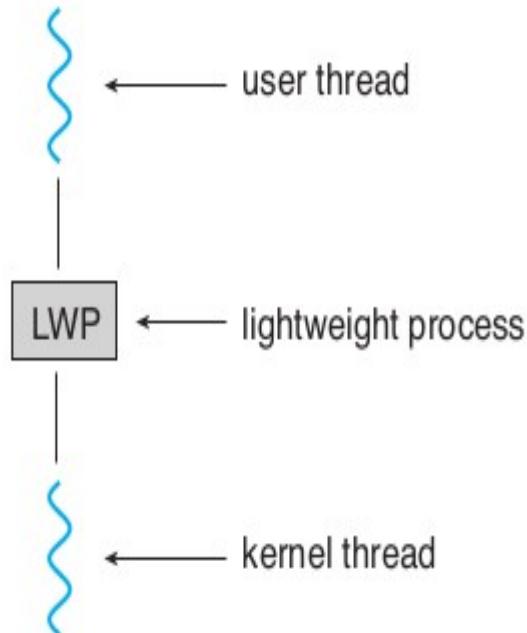
application

```
---  
f0 {  
    scanf();  
}  
g0 {  
    recv();  
}  
h0 {...}; i0 {...}  
main()  
    th_setup(2);  
    th_create(...,f,...);  
    th_create(...,g,...);  
    th_create(...,h,...);  
    th_create(...,i,...);  
}
```

Scheduler activations for threads

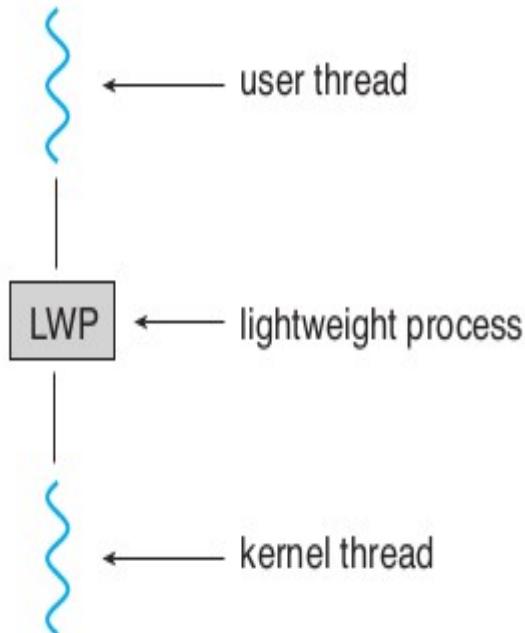
- **Scheduler Activations**
 - Both M:M and Two-level models require communication to maintain the appropriate number of kernel threads allocated to the application
 - Scheduler activations provide upcalls - a communication mechanism from the kernel to the thread library
 - This communication allows an application to maintain the correct number kernel threads

Issues with threads



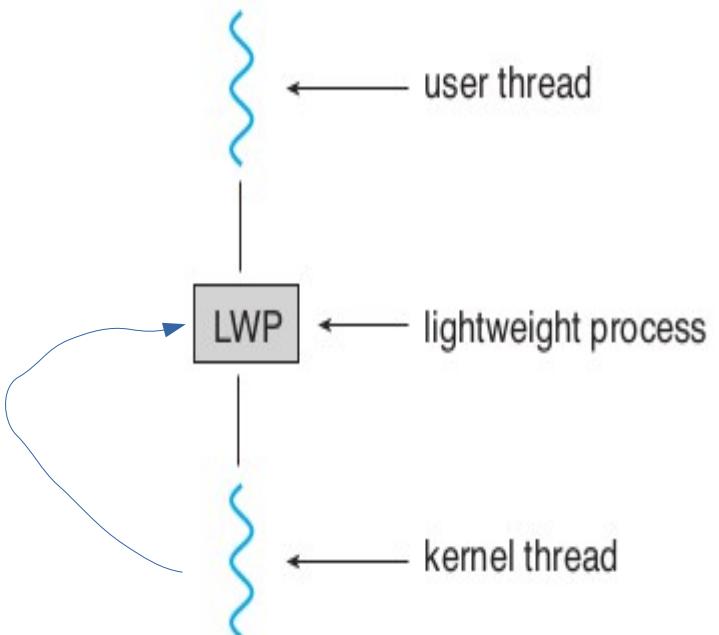
- **Scheduler Activations: LWP approach**
 - An intermediate data structure LWP
 - appears to be a virtual processor on which the application can schedule a user thread to run.
 - Each LWP attached to a kernel thread
 - Typically one LWP per blocking call, e.g. 5 file I/Os in one process, then 5 LWPs needed

Issues with threads



- **Scheduler Activations: LWP approach**
 - Kernel needs to inform application about events like: a thread is about to block, or wait is over
 - This will help application relinquish the LWP or request a new LWP

Issues with threads



- **The actual upcalls**

Linux threads

- **Only threads (called task), no processes!**
- **Process is a thread that shares many particular resources with the parent thread**
- **Clone() system call to create a thread**

Linux threads

- **clone() takes options to determine sharing on process create**
- **struct task_struct points to process data structures (shared or unique depending on clone options)**
- **fork() is a wrapper on top of clone()**

flag	meaning
CLONE_FS	File-system information is shared.
CLONE_VM	The same memory space is shared.
CLONE_SIGHAND	Signal handlers are shared.
CLONE_FILES	The set of open files is shared.

Issues in implementing threads project

- How to implement a user land library for threads?
- How to handle 1-1, many-one, many-many implementations?
- Identifying the support required from OS and hardware
- Identifying the libraries that will help in implementation

Issues in implementing threads project

- **Understand the clone() system call completely**
 - Try out various possible ways of calling it
 - Passing different options
 - Passing a user-land buffer as stack
- **How to save and restore context?**
 - C: setjmp, longjmp
 - Setcontext, getcontext(), makecontext(), swapcontext() functions
- **Sigaction is more powerful than signal**
 - Learn SIGALRM handling for timer and scheduler, timer_create() & timer_stop() system calls
- **Customized data structure to store threads, and manage thread-lists for scheduling**

Signals

Signals

- **Signals are used in UNIX systems to notify a process that a particular event has occurred.**
- **Signal handling**
 - **Synchronous and asynchronous**
- **A signal handler (a function) is used to process signals**
 - **Signal is generated by particular event**
 - **Signal is delivered to a process**
 - **Then, signal is “handled” by the handler**

Signals

- **More about signals**
 - Different signals are typically identified as different numbers
 - Operating systems provide system calls like `kill()` and `signal()` to enable processes to deliver and receive signals
 - `Signal()` - is used by a process to specify a “signal handler” – a code that should run on receiving a signal
 - `Kill()` is used by a process to send another process a signal
 - There are restrictions on which process can send which signal to other processes

Demo

- Let's see a demo of signals with respect to processes
- Let's see signal.h
 - /usr/include/signal.h
 - /usr/include/asm-generic/signal.h
 - /usr/include/linux/signal.h
 - /usr/include/sys/signal.h
 - /usr/include/x86_64-linux-gnu/asm/signal.h
 - /usr/include/x86_64-linux-gnu/sys/signal.h
- man 7 signal
- Important signals: **SIGKILL, SIGUSR1, SIGSEGV, SIGALRM, SIGCLD, SIGINT, SIGPIPE, ...**

Signal handling by OS

```
Process 12323 {
```

```
    signal(19, abcd);
```

```
}
```

```
OS: sys_signal {
```

Note down that process 12323 wants to handle signal number 19 with function abcd

```
}
```

```
Process P1 {
```

```
    kill (12323, 19) ;
```

```
}
```

```
OS: sys_kill {
```

Note down in PCB of process 12323 that signal number 19 is pending for you.

```
}
```

When process 12323 is scheduled, at that time the OS will check for pending signals, and invoke the appropriate signal handler for a pending signal.

Threads and Signals

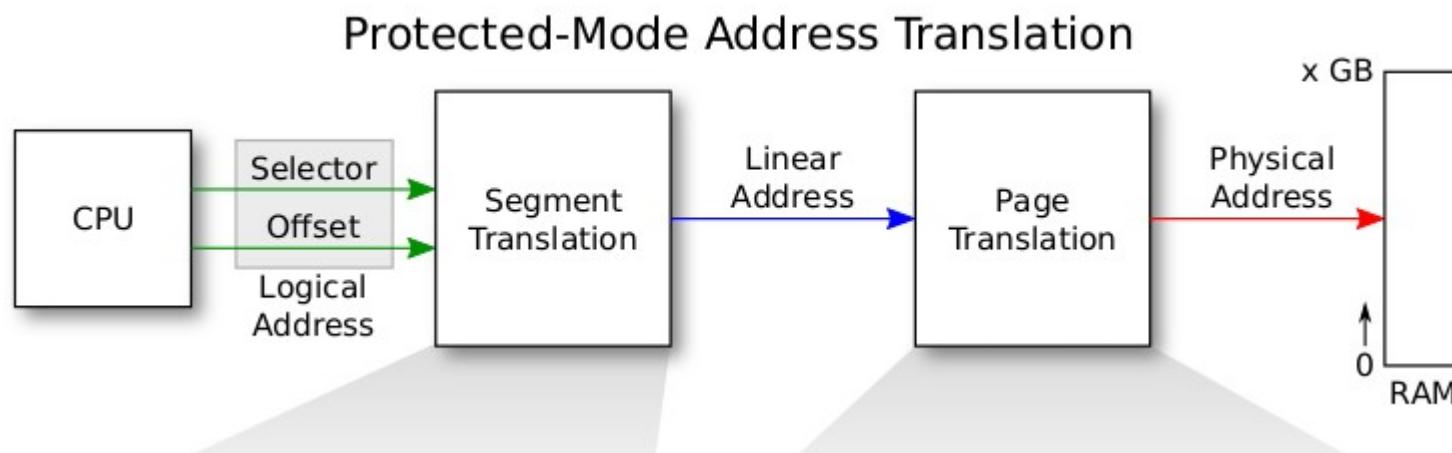
- **Signal handling Options:**
 - Deliver the signal to the thread to which the signal applies
 - Deliver the signal to every thread in the process
 - Deliver the signal to certain threads in the process
 - Assign a specific thread to receive all signals for the process

Some numbers and their 'meaning'

- These numbers occur very frequently in discussion
- $0x\ 80000000 = 2\ GB = \text{KERNBASE}$
- $0x\ 100000 = 1\ MB = \text{EXTMEM}$
- $0x\ 80100000 = 2\text{GB} + 1\text{MB} = \text{KERNLINK}$
- $0x\ E000000 = 224\ MB = \text{PHYSTOP}$
- $0x\ \text{FE000000} = 3.96\ GB = 4064\ MB = \text{DEVSPACE}$
 - $4096 - 4064 = 32\ MB$ left on top

X86 Memory Management

X86 address : protected mode address translation



X86 paging

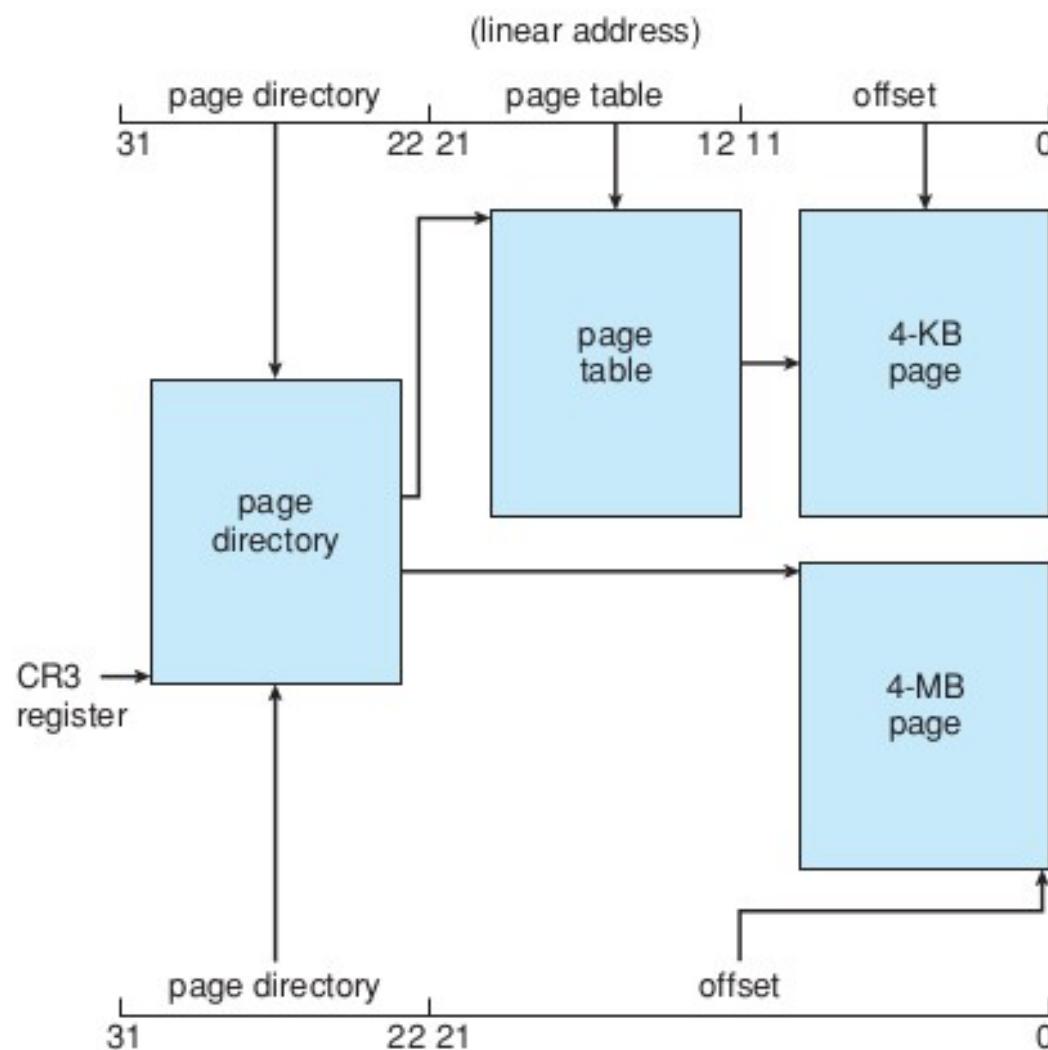
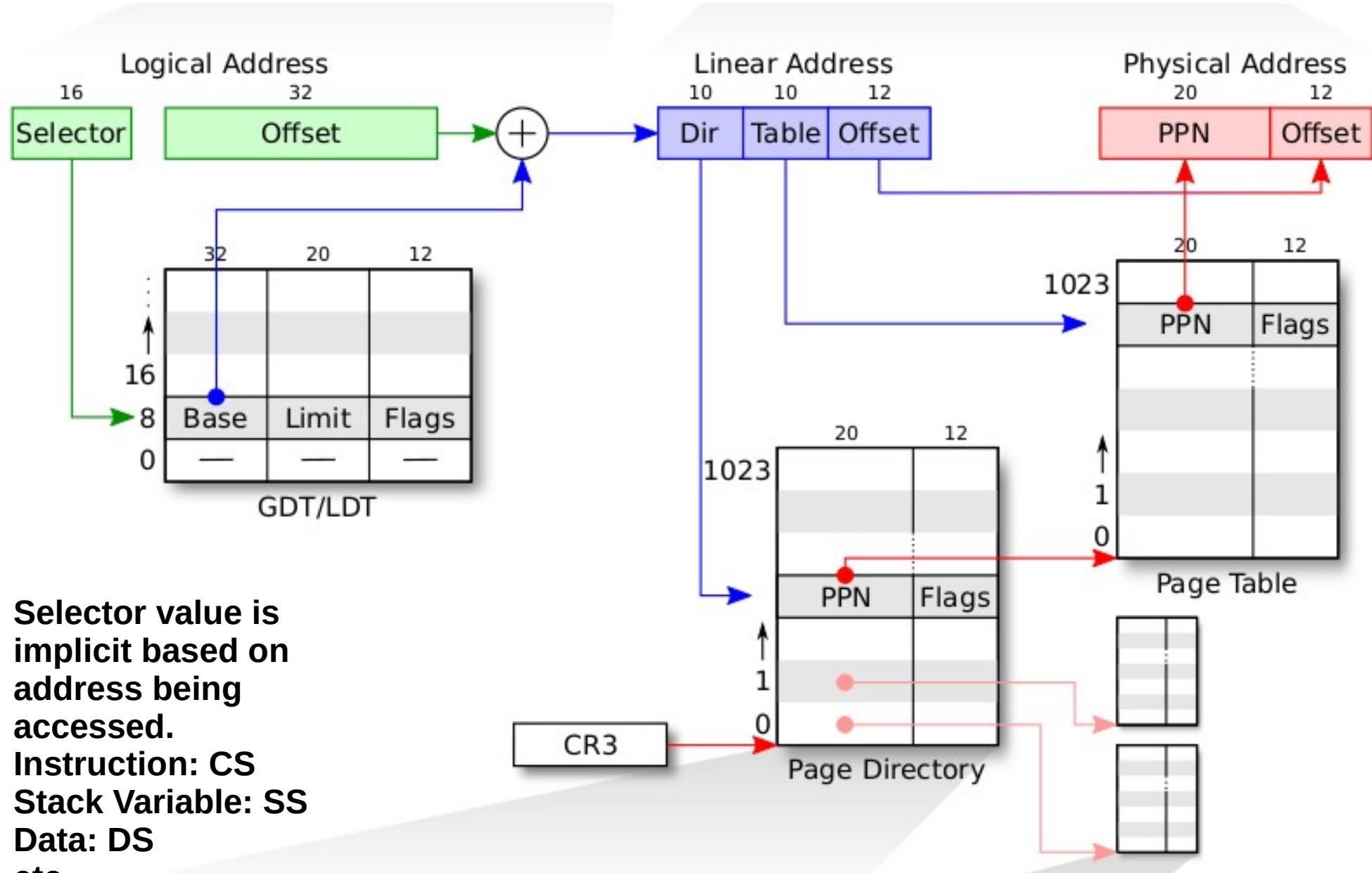


Figure 8.23 Paging in the IA-32 architecture.

Segmentation + Paging



GDT Entry

31	16	15	0	
Base 0:15		Limit 0:15		
63	56	55 52	51 48 47 40 39 32	
Base 24:31	Flags	Limit 16:19	Access Byte	Base 16:23

Page Directory Entry (PDE) Page Table Entry (PTE)

31

Page table physical page number	12	11	10	9	8	7	6	5	4	3	2	1	0
	A		P		S	0	A	C	W	U	W	P	

PDE

P Present

W Writable

U User

WT 1=Write-through, 0=Write-back

CD Cache disabled

A Accessed

D Dirty

PS Page size (0=4KB, 1=4MB)

PAT Page table attribute index

G Global page

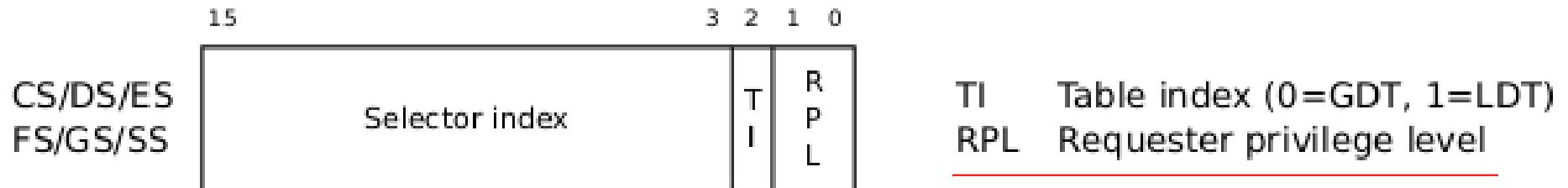
AVL Available for system use

31

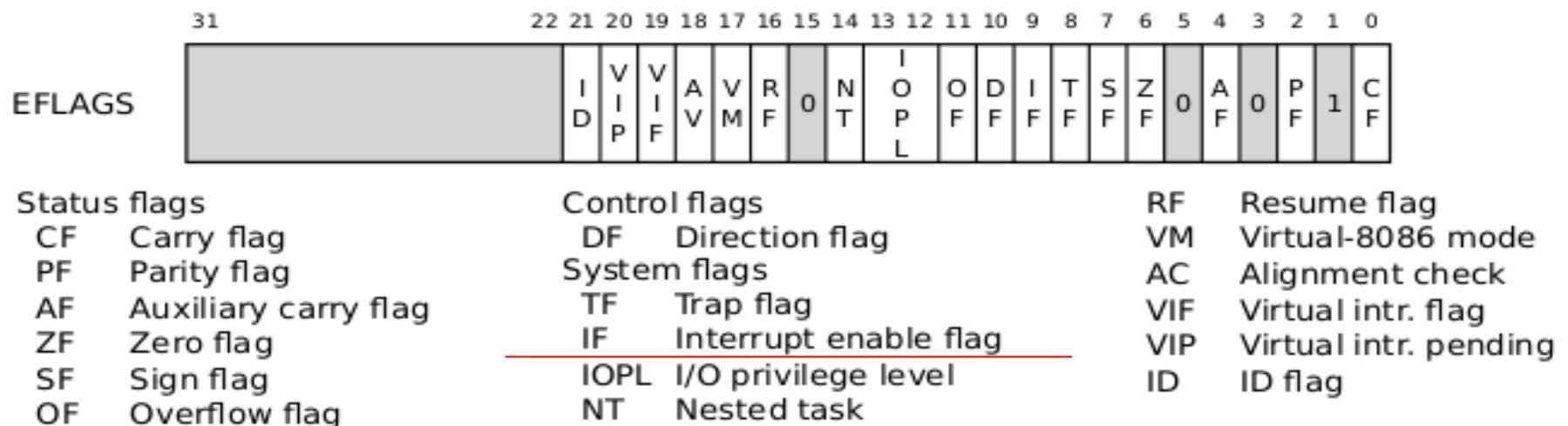
Physical page number	12	11	10	9	8	7	6	5	4	3	2	1	0
	A		P		A	D	A	C	W	U	W	P	

PTE

Segment selector



EFLAGS register



CR0

CR0	31 30 29 28	19 18 17 16 15	6 5 4 3 2 1 0
	P G C D N W	A M W P	N E T S E M P P E
PE	Protection enabled	ET	Extension type
MP	Monitor coprocessor	NE	Numeric error
EM	Emulation	WP	Write protect
TS	Task switched	AM	Alignment mask

PG: Paging enabled or not

WP: Write protection on/off

PE: Protection Enabled --> protected mode.

CR2

CR2	31	0
		Page fault virtual address

CR3

CR3



PWT Page-level writes transparent

PCT Page-level cache disable

CR4

CR4



VME Virtual-8086 mode extensions

PVI Protected-mode virtual interrupts

TSD Time stamp disable

DE Debugging extensions

PSE Page size extensions

PAE Physical-address extension

MCE Machine check enable

PGE Page-global enable

PCE Performance counter enable

OSFXSR OS FXSAVE/FXRSTOR support

OSXMM- OS unmasked exception support

EXCPT

mmu.h : paging related macros

```
#define PTXSHIFT          12          // offset of PTX in a linear
address

#define PDXSHIFT           22          // offset of PDX in a linear
address

#define PDX(va)    (((uint)(va) >> PDXSHIFT) & 0x3FF) // page directory index

#define PTX(va)    (((uint)(va) >> PTXSHIFT) & 0x3FF) // page table index

// construct virtual address from indexes and offset

#define PGADDR(d, t, o) ((uint)((d) << PDXSHIFT | (t) << PTXSHIFT
| (o)))

// +-----10-----+-----10-----+-----12-----+
// | Page Directory | Page Table | Offset within Page |
// |     Index      |     Index   |                         |
// +-----+-----+-----+
// \--- PDX(va) ---/ \--- PTX(va) ---/
```

mmu.h : paging related macros

```
// Page directory and page table constants.

#define NPENTRIES          1024    // #
directory entries per page directory

#define NPTENTRIES          1024    // # PTEs
per page table

#define PGSIZE              4096    // bytes
mapped by a page

#define PGROUNDUP(sz)    (((sz)+PGSIZE-1)  &
~(PGSIZE-1))

#define PGROUNDDOWN(a)  (((a))  & ~ (PGSIZE-1))
```

mmu.h : paging related macros

```
// Page table/directory entry flags.

#define PTE_P          0x001    // Present
#define PTE_W          0x002    // Writeable
#define PTE_U          0x004    // User
#define PTE_PS         0x080    // Page Size

// Address in page table or page directory entry
#define PTE_ADDR(pte)  ((uint)(pte) & ~0xFFFF)  //  
get all but last 12 bits
#define PTE_FLAGS(pte) ((uint)(pte) & 0xFFFF)  //  
get last 12 bits
```

mmu.h : Segmentation related macros

// various segment selectors.

#define SEG_KCODE 1 // kernel code

#define SEG_KDATA 2 // kernel data+stack

#define SEG_UCODE 3 // user code

#define SEG_UDATA 4 // user data+stack

#define SEG_TSS 5 // this process's task state

mmu.h : Segmentation related macros

// various segment selectors.

#define SEG_KCODE 1 // kernel code

#define SEG_KDATA 2 // kernel data+stack

#define SEG_UCODE 3 // user code

#define SEG_UDATA 4 // user data+stack

#define SEG_TSS 5 // this process's task state

#define NSEGS 6

mmu.h : Segmentation related macros

```
struct segdesc { // 64 bit in size
    uint lim_15_0 : 16; // Low bits of segment limit
    uint base_15_0 : 16; // Low bits of segment base address
    uint base_23_16 : 8; // Middle bits of segment base address
    uint type : 4;      // Segment type (see STS_ constants)
    uint s : 1;         // 0 = system, 1 = application
    uint dpl : 2;       // Descriptor Privilege Level
    uint p : 1;         // Present
    uint lim_19_16 : 4; // High bits of segment limit
    uint avl : 1;       // Unused (available for software use)
    uint rsv1 : 1;      // Reserved
    uint db : 1;        // 0 = 16-bit segment, 1 = 32-bit segment
    uint g : 1;          // Granularity: limit scaled by 4K when set
    uint base_31_24 : 8; // High bits of segment base address
};
```

mmu.h : Segmentation related code

// Application segment type bits

```
#define STA_X      0x8    // Executable segment
#define STA_W      0x2    // Writeable (non-executable
segments)
#define STA_R      0x2    // Readable (executable
segments)
```

// System segment type bits

```
#define STS_T32A   0x9    // Available 32-bit TSS
#define STS_IG32    0xE    // 32-bit Interrupt Gate
#define STS_TG32    0xF    // 32-bit Trap Gate
```

Code from bootasm.S bootmain.c is over!
Kernel is loaded.
Now kernel is going to prepare itself

main() in main.c

- **Initializes “free list” of page frames**
 - In 2 steps. Why?
- **Sets up page table for kernel**
- **Detects configuration of all processors**
- **Starts all processors**
 - Just like the first processor
- **Creates the first process!**
- **Initializes**
 - LAPIC on each processor, IOAPIC
 - Disables PIC
 - “Console” hardware (the standard I/O)
 - Serial Port
 - Interrupt Descriptor Table
 - Buffer Cache
 - Files Table
 - Hard Disk (IDE)

main() in main.c

```
int  
main(void) {  
    kinit1(end,  
P2V(4*1024*1024)); // phys  
page allocator  
  
    kvmalloc(); // kernel page  
table
```

```
void  
kinit1(void *vstart, void  
*vend) {  
    initlock(&kmem.lock,  
"kmem");  
  
    kmem.use_lock = 0;  
  
    freerange(vstart, vend);  
}
```

main() in main.c

void

```
freerange(void *vstart, void
*vend)
```

```
{
```

```
    char *p;
```

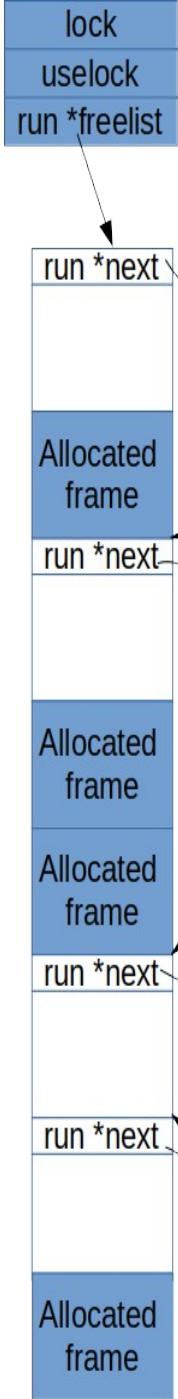
```
    p =
(char*)PGROUNDUP((uint)vsta
rt);
```

```
    for(; p + PGSIZE <=
(char*)vend; p += PGSIZE)
```

```
        kfree(p);
```

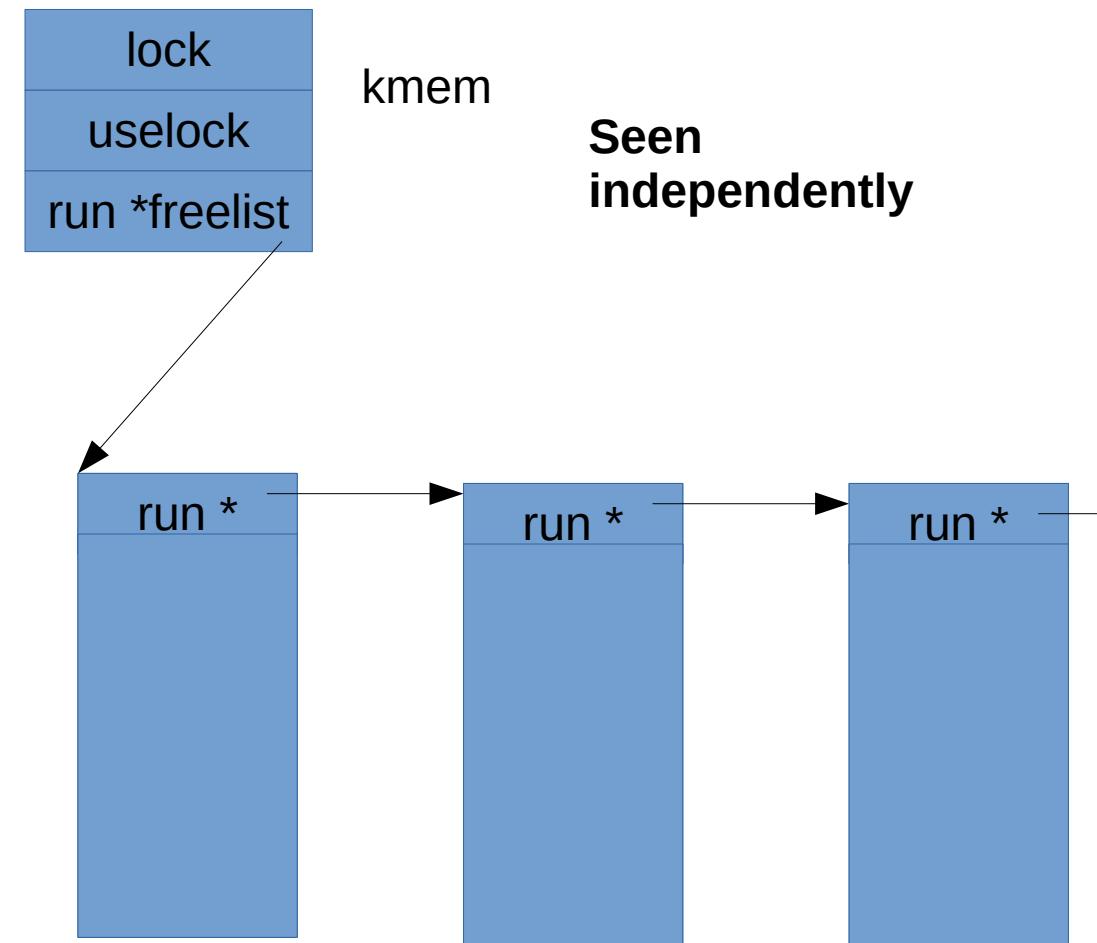
```
}
```

```
kfree(char *v) {
    struct run *r;
    if((uint)v % PGSIZE || v <
end || v2P(v) >= PHYSTOP)
        panic("kfree");
    // Fill with junk to catch
    // dangling refs.
    memset(v, 1, PGSIZE);
    if(kmem.use_lock)
        acquire(&kmem.lock);
    r = (struct run*)v;
    r->next = kmem.freelist;
    kmem.freelist = r;
    if(kmem.use_lock)
        release(&kmem.lock); }
```



Free List in XV6 Obtained after `main() -> kinit1()`

**Pages obtained Between
 $\text{end} = 801154a8 = 2049 \text{ MB}$ to $\text{P2V}(4\text{MB}) = 2052 \text{ MB}$**
Remember
Right now Logical = Physical address.



Back to main()

int

main(void) {

kinit1(end,
P2V(4*1024*1024)); //
phys page allocator

kvmalloc(); //
kernel page table

// Allocate one page
table for the machine
for the kernel address
// space for scheduler
processes.

void

kvmalloc(void)
{

kpgdir = setupkvm();
switchkvm();

}

Back to main()

```
int  
main(void) {  
    kinit1(end,  
P2V(4*1024*1024)); //  
phys page allocator  
    kvmalloc();    //  
kernel page table
```

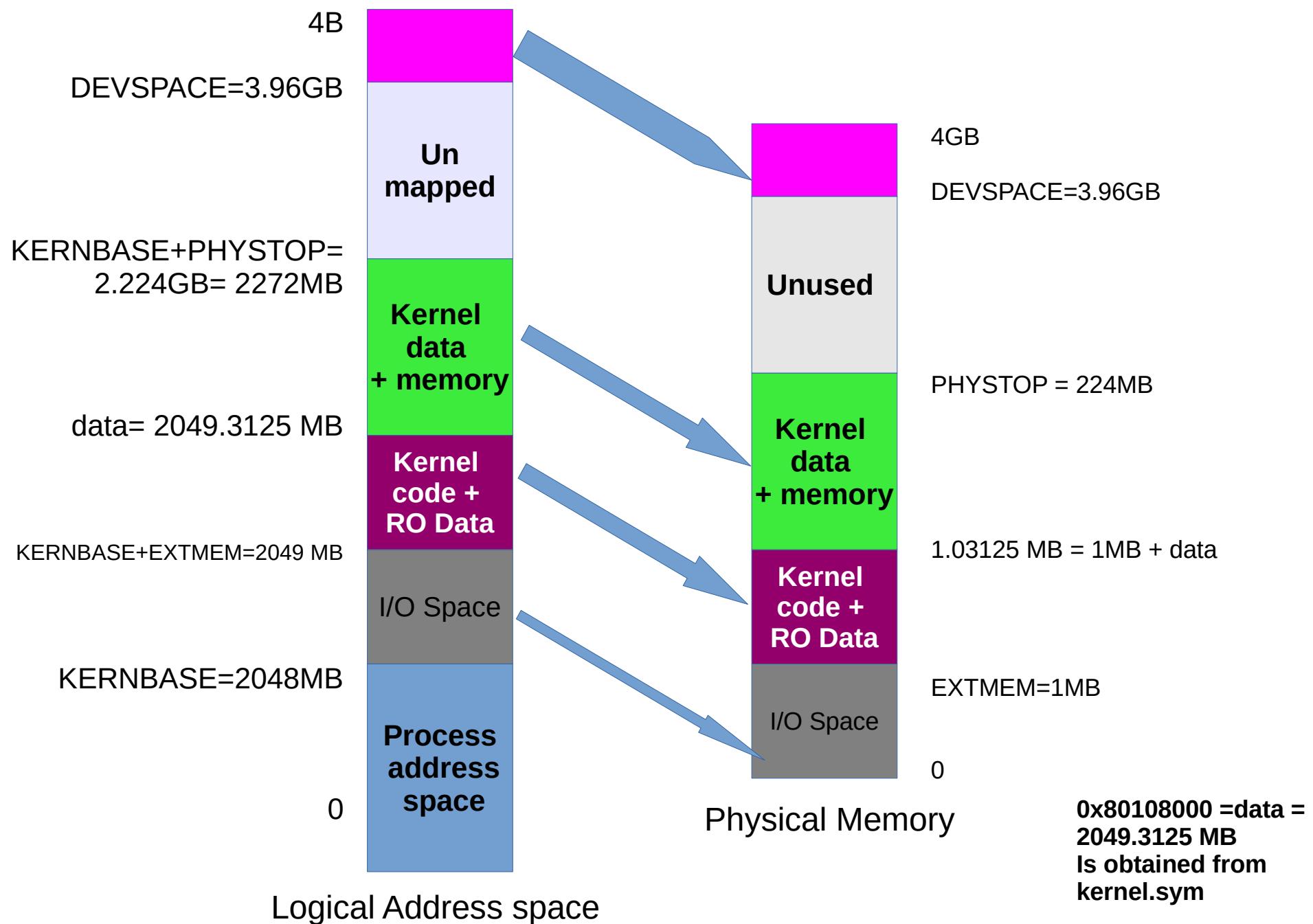
```
// Allocate one page  
table for the machine  
for the kernel address  
// space for scheduler  
processes.  
void  
kvmalloc(void)  
{  
    kpgdir =  
    setupkvm(); // global  
var kpgdir  
switchkvm();  
}
```

```
pde_t*  
  
setupkvm(void)  
{  
    pde_t *pgdir;  
    struct kmap *k;  
    if((pgdir = (pde_t*)kalloc())  
== 0)  
        return 0;  
    memset(pgdir, 0, PGSIZE);  
    if (P2V(PHYSTOP) >  
(void*)DEVSPACE)  
        panic("PHYSTOP too  
high");
```

```
    for(k = kmap; k <  
&kmap[NELEM(kmap)];  
    k++)  
        if(mappages(pgdir, k-  
>virt, k->phys_end - k-  
>phys_start,  
                    (uint)k-  
>phys_start, k->perm) <  
0) {  
        freevm(pgdir);  
        return 0;  
    }  
    return pgdir;  
}
```

```
static struct kmap {
    void *virt;
    uint phys_start;
    uint phys_end;
    int perm;
} kmap[] = {
    { (void*)KERNBASE, 0,          EXTMEM,  PTE_W}, // I/O space
    { (void*)KERNLINK, V2P(KERNLINK), V2P(data), 0}, // kern text+rodata
    { (void*)data,    V2P(data),    PHYSTOP, PTE_W}, // kern data+memory
    { (void*)DEVSPACE, DEVSPACE, 0,      PTE_W}, // more devices
};
```

kmap[] mappings done in kvmalloc(). This shows segmentwise, entries are done in page directory and page table for corresponding VA->PA mappings



Remidner: PDE and PTE entries

31

	12	11	10	9	8	7	6	5	4	3	2	1	0
Page table physical page number	A	V	G	P	S	0	A	C	W	U	W	P	L

PDE

P Present

W Writable

U User

WT 1=Write-through, 0=Write-back

CD Cache disabled

A Accessed

D Dirty

PS Page size (0=4KB, 1=4MB)

PAT Page table attribute index

G Global page

AVL Available for system use

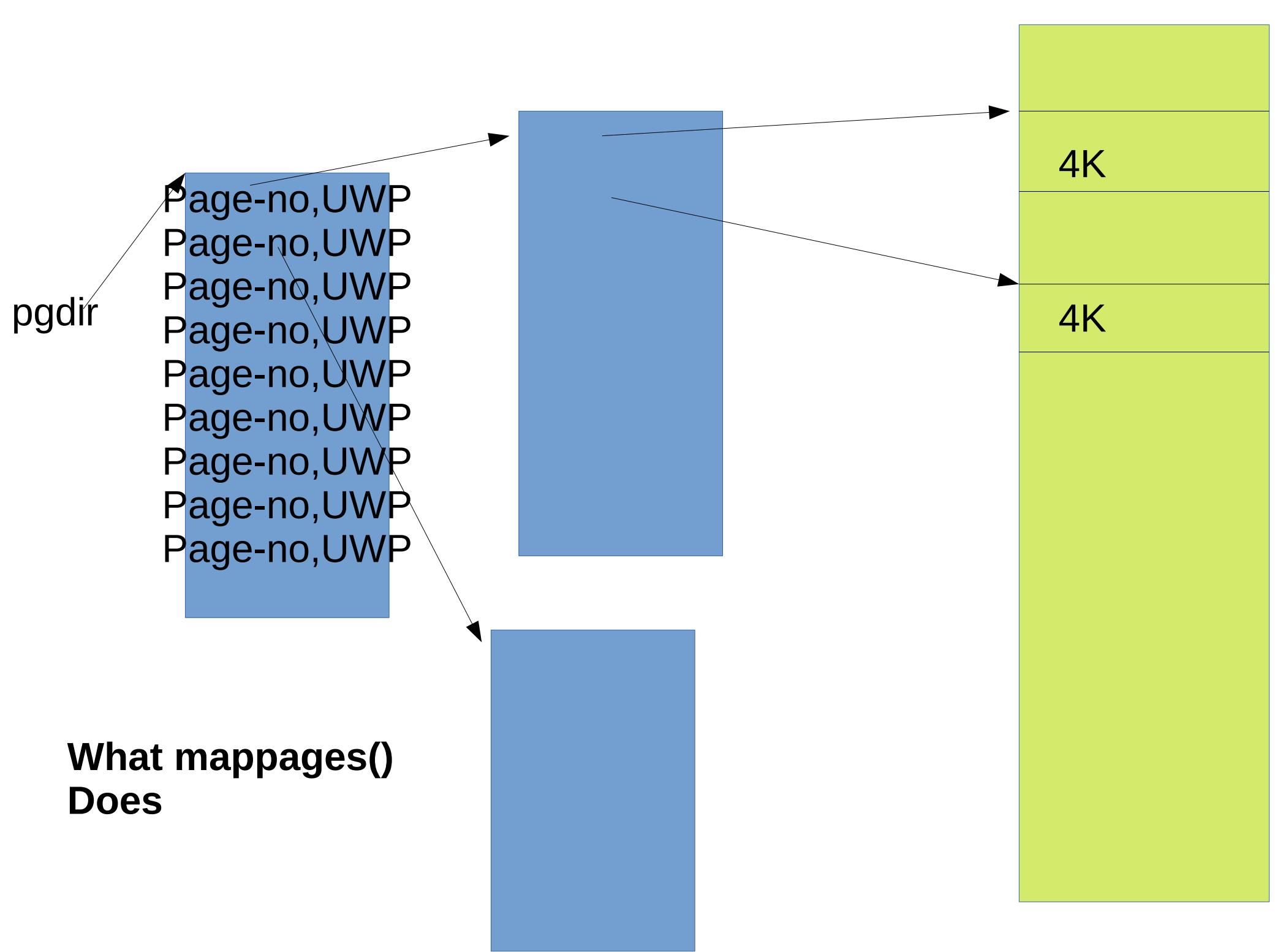
31

	12	11	10	9	8	7	6	5	4	3	2	1	0
Physical page number	A	V	G	P	A	D	A	C	W	U	W	P	L

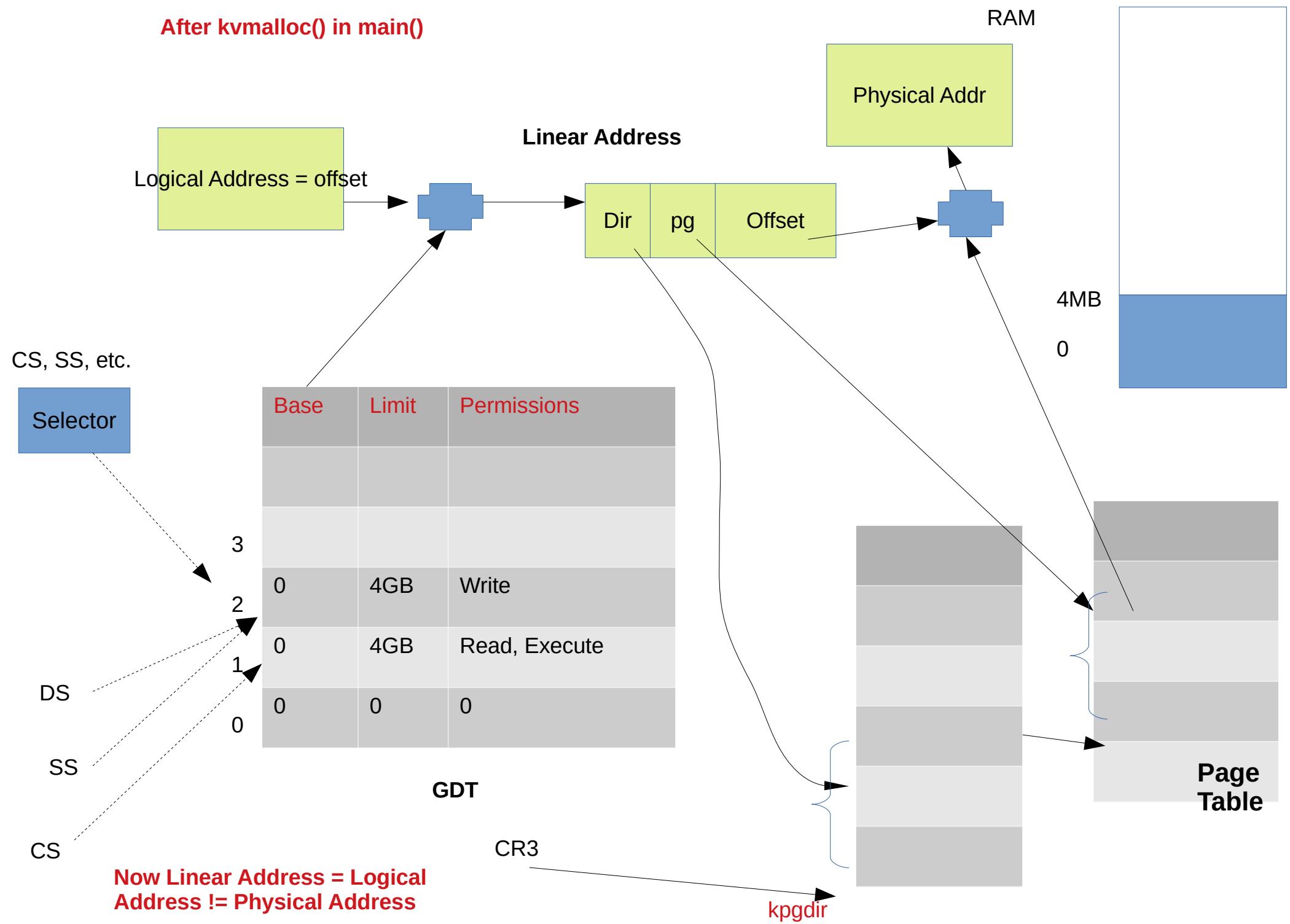
PTE

Before mappages()





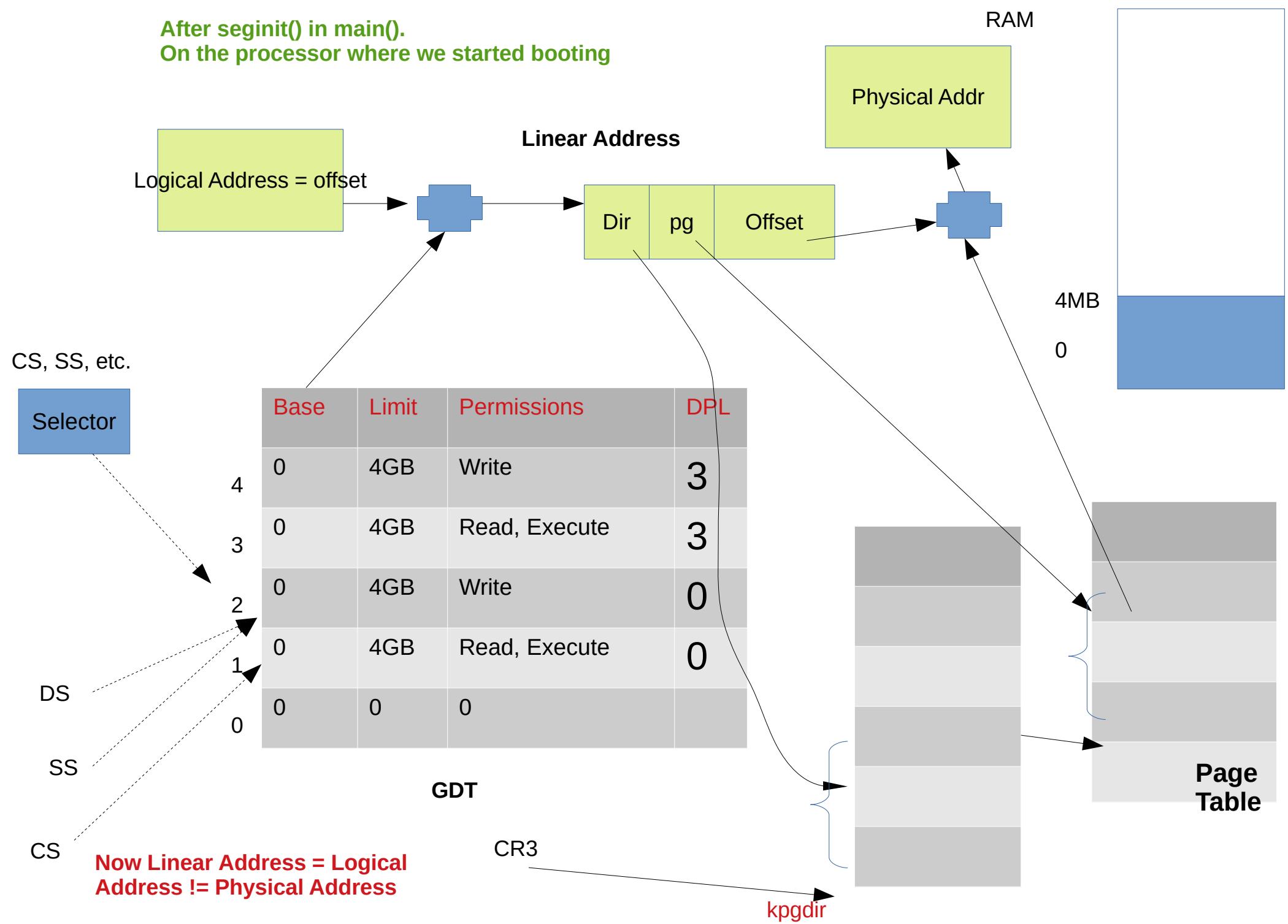
After kvmalloc() in main()



main() -> seginit()

- **Re-initialize GDT**
- **Once and forever now**
- **Just set 4 entries**
 - All spanning 4 GB
 - Differing only in permissions and privilege level

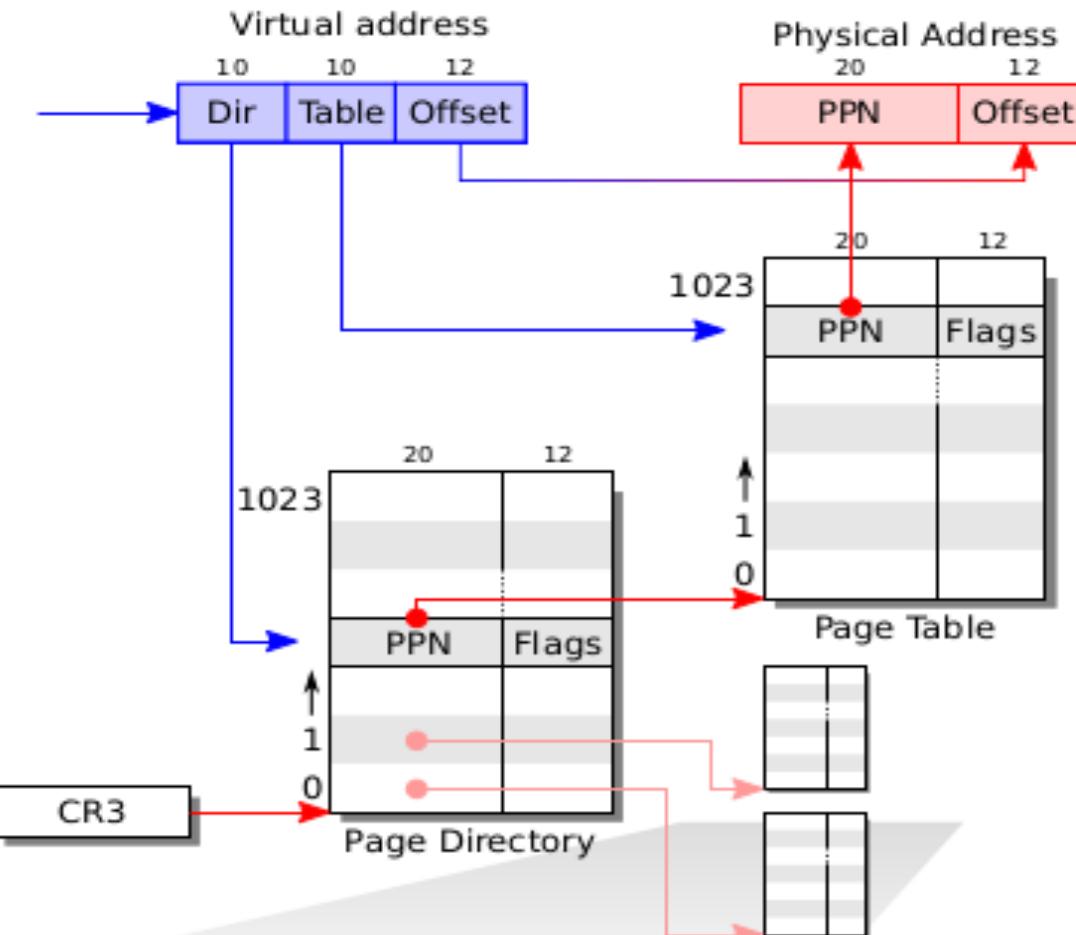
After seginit() in main().
On the processor where we started booting



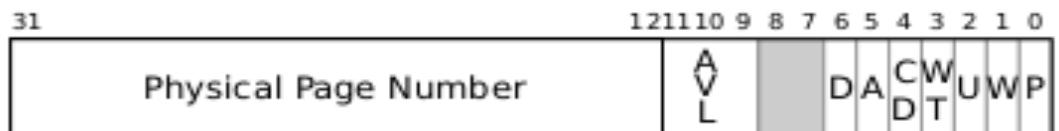
After seginit()

- While running kernel code, necessary to switch CS, DS, SS to index 1,2,2 in GDT
- While running user code, necessary to switch CS, DS, SS to index 3,4,4 in GDT
- This happens automatically as part of “trap” handling (covered separately)

Memory Management



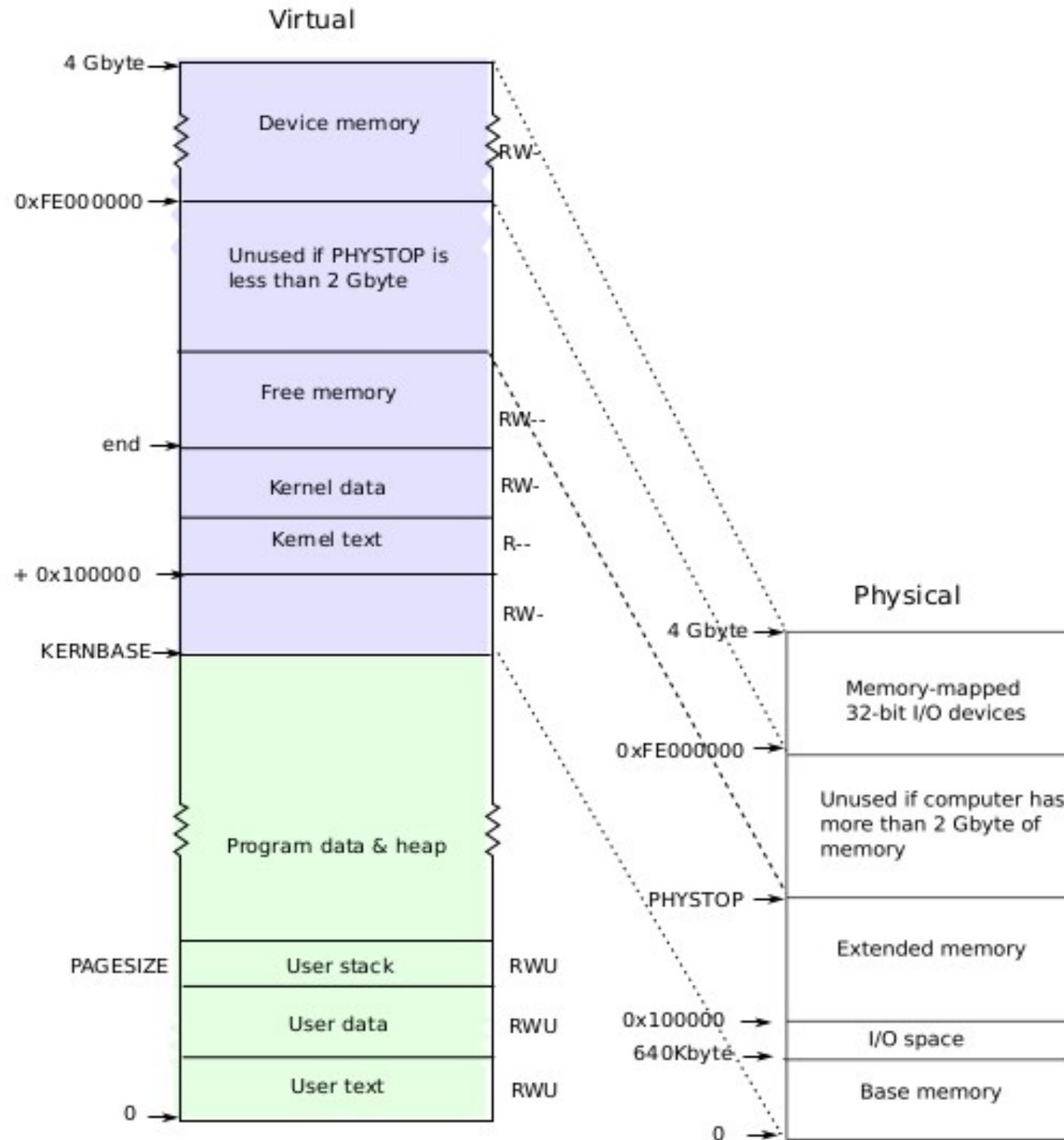
X86 page table hardware



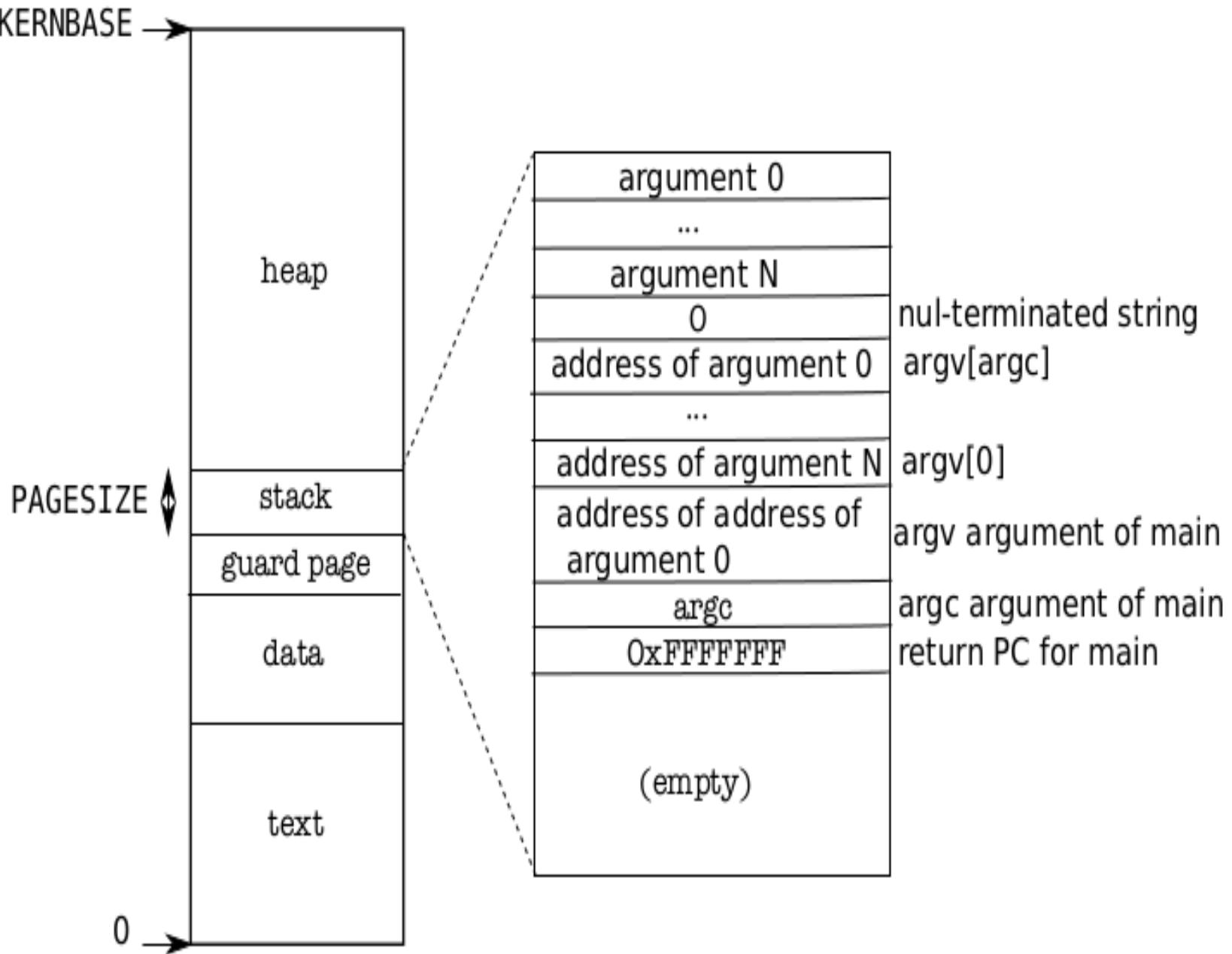
Page table and page directory entries are identical except for the D bit.

- P - Present
- W - Writable
- U - User
- WT - 1=Write-through, 0=Write-back
- CD - Cache Disabled
- A - Accessed
- D - Dirty (0 in page directory)
- AVL - Available for system use

Layout of process's VA space



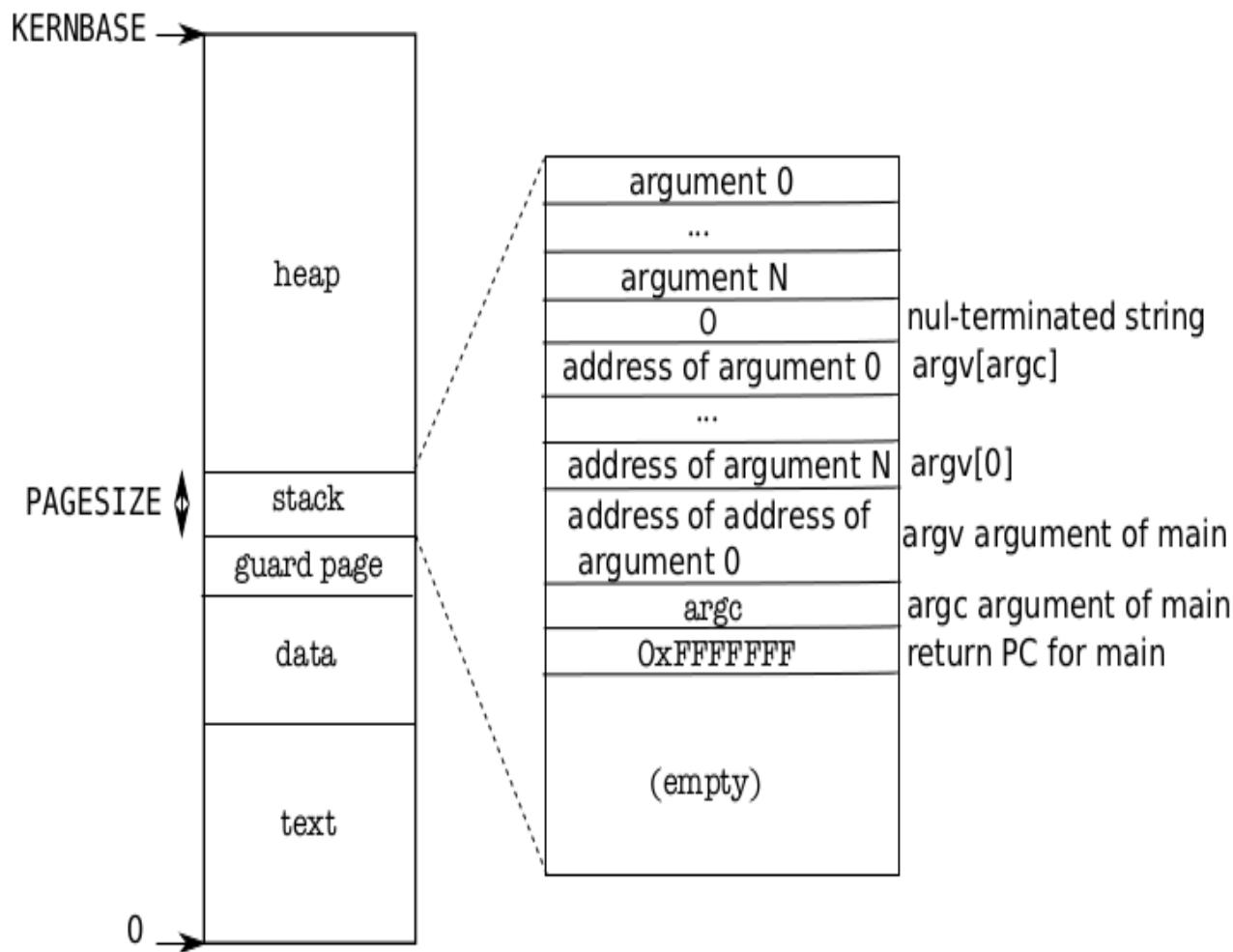
Memory Layout of a user process



After
exec()

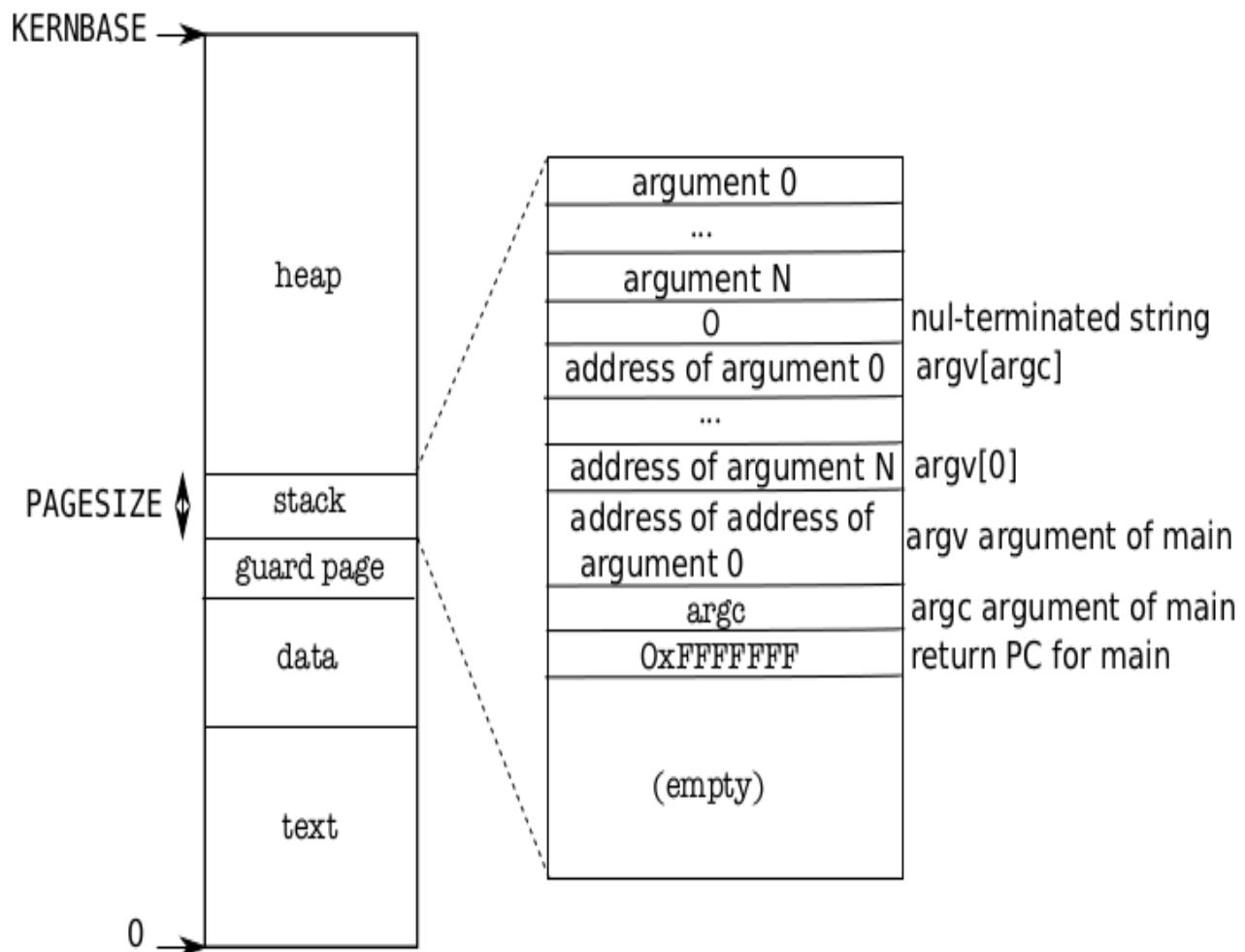
**Note the
argc,
argv on
stack**

Memory Layout of a user process



The “guard page” is just a mapping in page table. No frame allocated. It’s marked as invalid. So if stack grows (due to many function calls), then OS will detect it with an exception

Memory Layout of a user process



On sbrk()

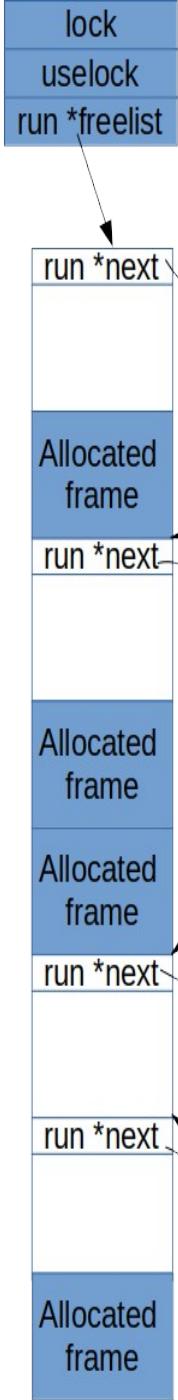
The system call to grow process's address space.
Calls growproc()

growproc()

Allocate a frame, Add an entry in page table at the top (above proc->sz)
//This entry can't go beyond KERNBASE
Calls switchuvvm()

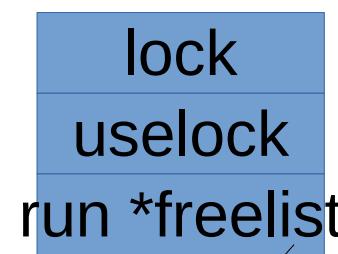
Switchuvvm()

Ultimately loads CR3, invalidating cache



RAM –
divided
into frames

Actually like
this in memory



**Free List in
XV6**

`kmem`

**Seen
independ-
ently**

exec()

- **sys_exec()**

- exec(path, argv)**

- **exec(parth, argv)**

- ip = namei(path))**

- readi(ip, (char*)&elf, 0, sizeof(elf)) != sizeof(elf)**

- for(i=0, off=elf.phoff; i<elf.phnum; i++, off+=sizeof(ph)){**

- if(readi(ip, (char*)&ph, off, sizeof(ph)) != sizeof(ph))**

- if((sz = allocuvm(pgdir, sz, ph.vaddr + ph.memsz)) == 0)**

- if(loaduvm(pgdir, (char*)ph.vaddr, ip, ph.off, ph.filesz) < 0)**

- }**

exec()

- **exec(part, argv)**

// Allocate two pages at the next page boundary.

// Make the first inaccessible. Use the second as the user stack.

sz = PGROUNDUP(sz);

if((sz = allocuvm(pgdir, sz, sz + 2*PGSIZE)) == 0)

// Push argument strings, prepare rest of stack in ustack.

for(argc = 0; argv[argc]; argc++) {

sp = (sp - (strlen(argv[argc]) + 1)) & ~3;

if(copyout(pgdir, sp, argv[argc], strlen(argv[argc]) + 1) < 0)

Creation of first process by kernel

Why first process needs ‘special’ treatment?

- **Normally process is created using fork()**
 - and typically followed by a call to exec()
- **Fork will use the PCB of existing process to create a new process**
 - as a clone
- **The first process has nothing to copy from!**
- **So it’s PCB needs to “built” by kernel code**

Why first process needs ‘special’ treatment?

- **XV6 approach**
 - Create the process as if it was created by “fork”
 - Ensure that the process starts in a call to “exec”
 - Let “Exec” do the rest of the JOB as expected
 - In this case `exec()` will call
 - `exec("/init", NULL);`
- **See the code of init.c**
 - `opens console()` device for I/O; dups 0 on 1 and 2!
 - `Same device file for I/O`
 - forks a process and execs (“sh”) on it.
 - Itself keeps waiting for zombie processes

Why first process needs ‘special’ treatment?

- **What needs to be done ?**
 - Build struct proc by hand
 - How data structures (proc, stack, etc) are hand-crafted so that when kernel returns, the process starts in code of init

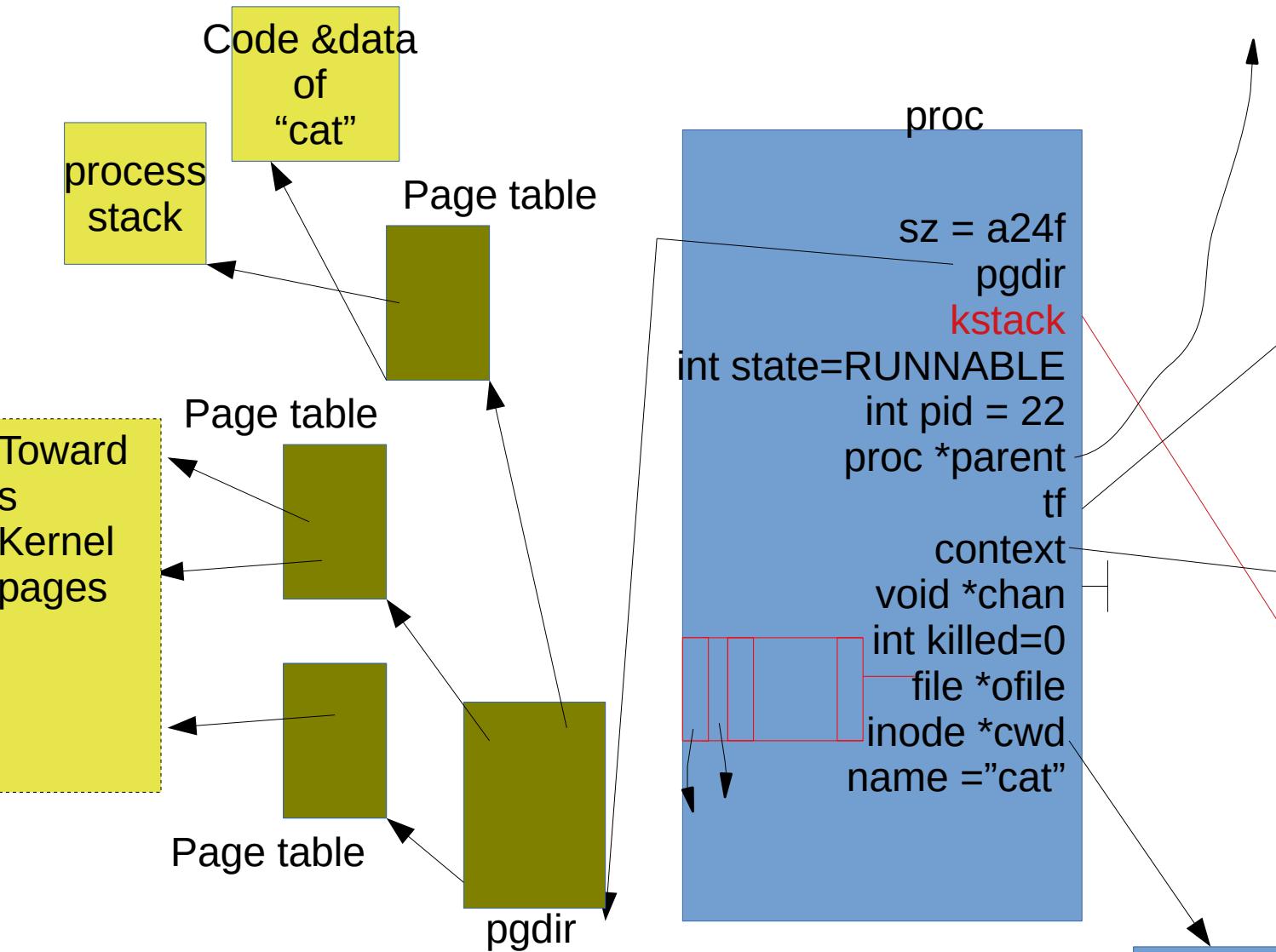
Imp Concepts

- **A process has two stacks**
 - user stack: used when user code is running
 - kernel stack: used when kernel is running on behalf of a process
- **Note: there is a third stack also!**
 - The kernel stack used by the scheduler itself
 - Not a per process stack

Imp Concepts

```
struct proc {  
    uint sz;                      // Size of process memory (bytes)  
    pde_t* pgdir;                 // Page table  
    char *kstack;                 // Bottom of kernel stack for this process  
    enum procstate state;         // Process state  
    int pid;                      // Process ID  
    struct proc *parent;          // Parent process  
    struct trapframe *tf;         // Trap frame for current syscall  
    struct context *context;      // swtch() here to run 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  
    char name[16];                // Process name (debugging)  
};
```

struct proc diagram: Very imp!



sz = ELF-code->memsz (includes data, check "ld -N" + 2*4096 (for stack)

Inode for "/"

Trapframe

edi, esi, ebp, ebx, edx, ecx, eax, gs, fs, es=4, ds=4, trapno=?, err, eip, cs = 3, EFLAGS = FL_IF

ESP = 4096, ss=4

EIP = 0

trapret()

eip=forkret()

ebp

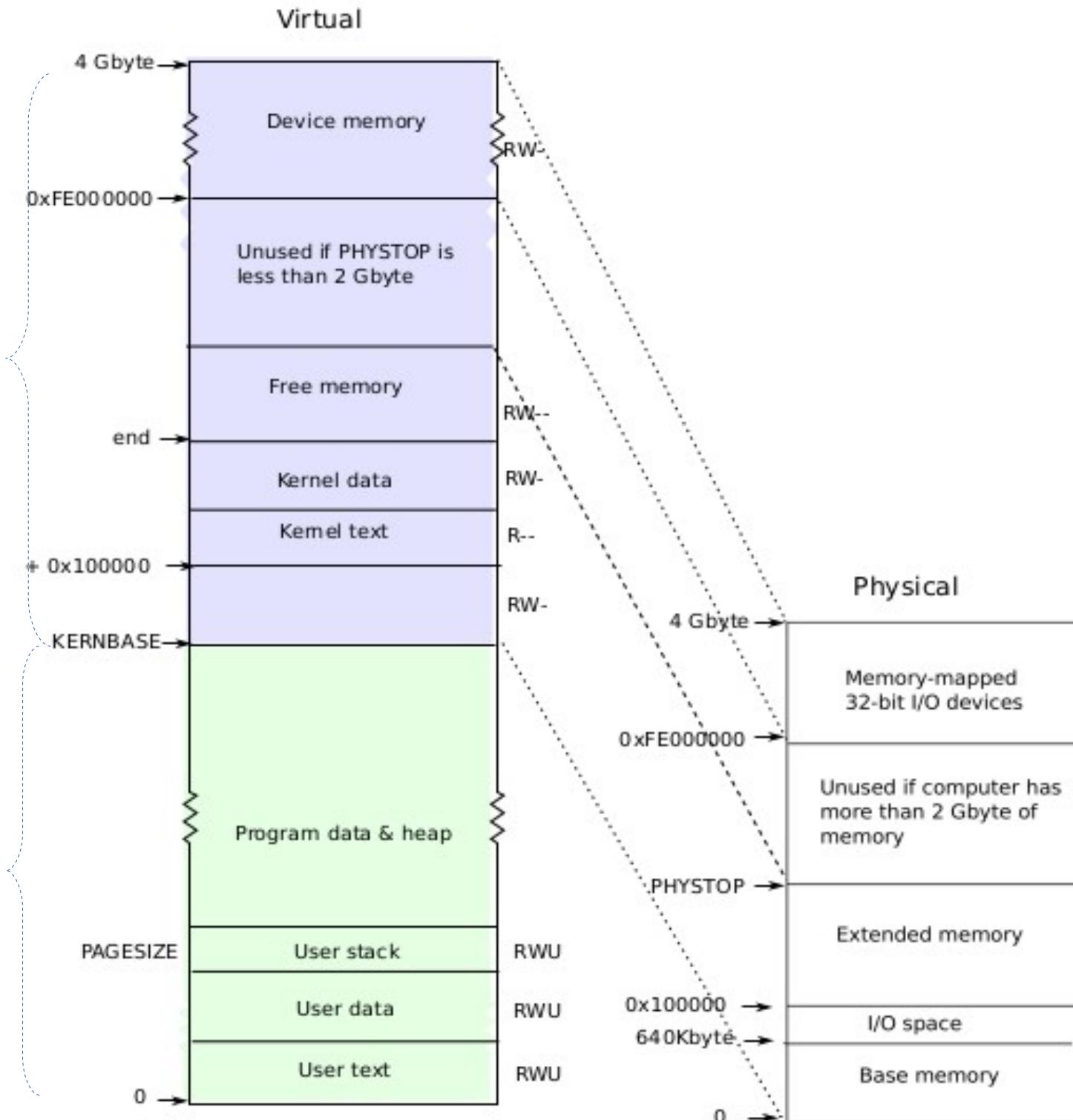
ebx

esi

edi

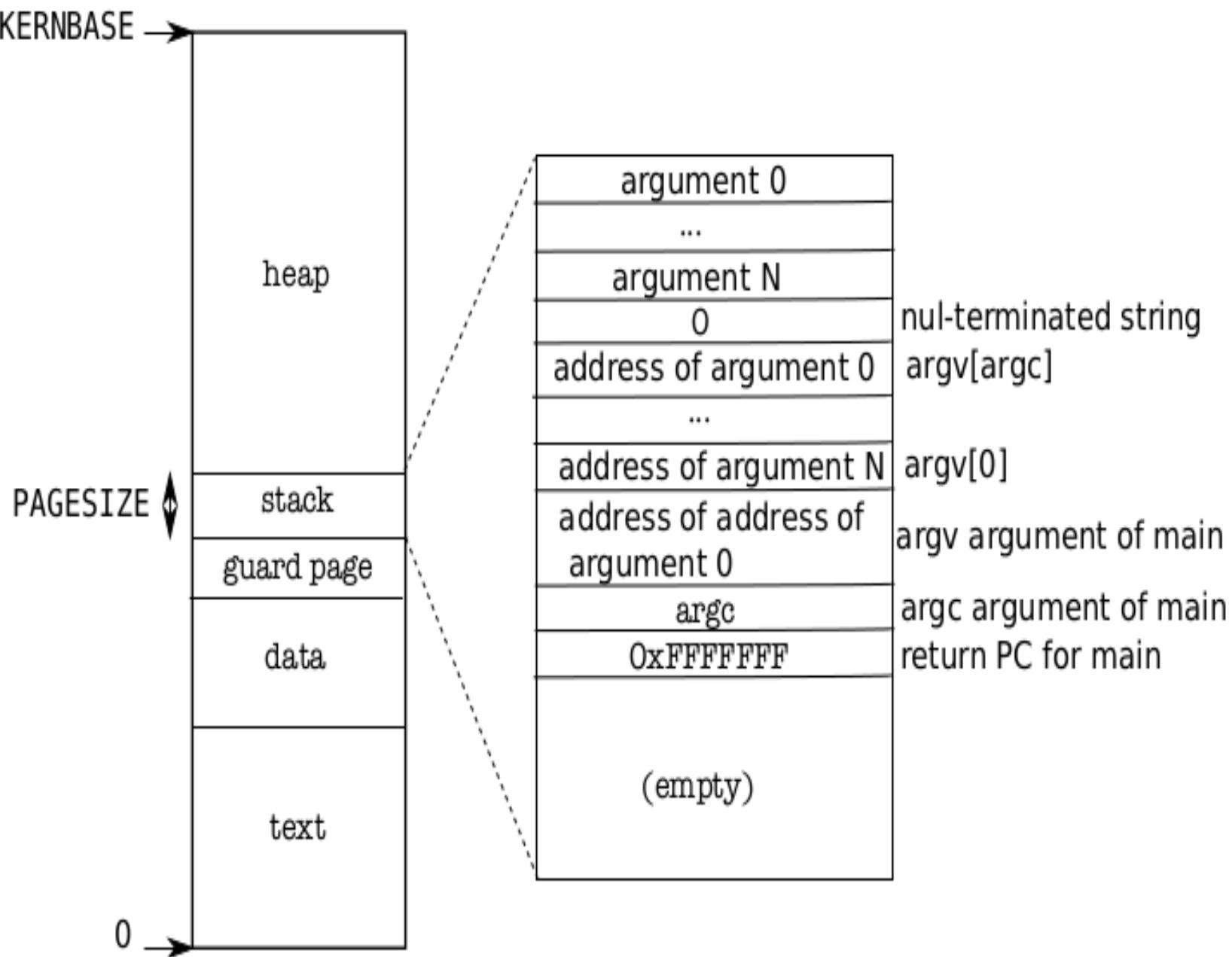
In use only when you are in kernel on a "trap" = interrupt/syscall. "tf" always used. trapret,forkret used during fork()

setupkvm()
does this mapping



These mappings
need to be
created per
process

Memory Layout of a user process After exec()



Note the argc, argv on stack

stack is just one page.

size of text and data is derived from ELF file

main()->userinit()

Creating first process by hand

- **Code of the first process**
 - `initcode.S` and `init.c`
 - `init.c` is compiled into “/init” file
 - During make !
 - Trick:
 - Use `initcode.S` to “exec(“/init”)”
 - And let `exec()` do rest of the job
 - But before you do `exec()`
 - Process must exist as if it was `forked()` and running

main()->userinit() Creating first process by hand

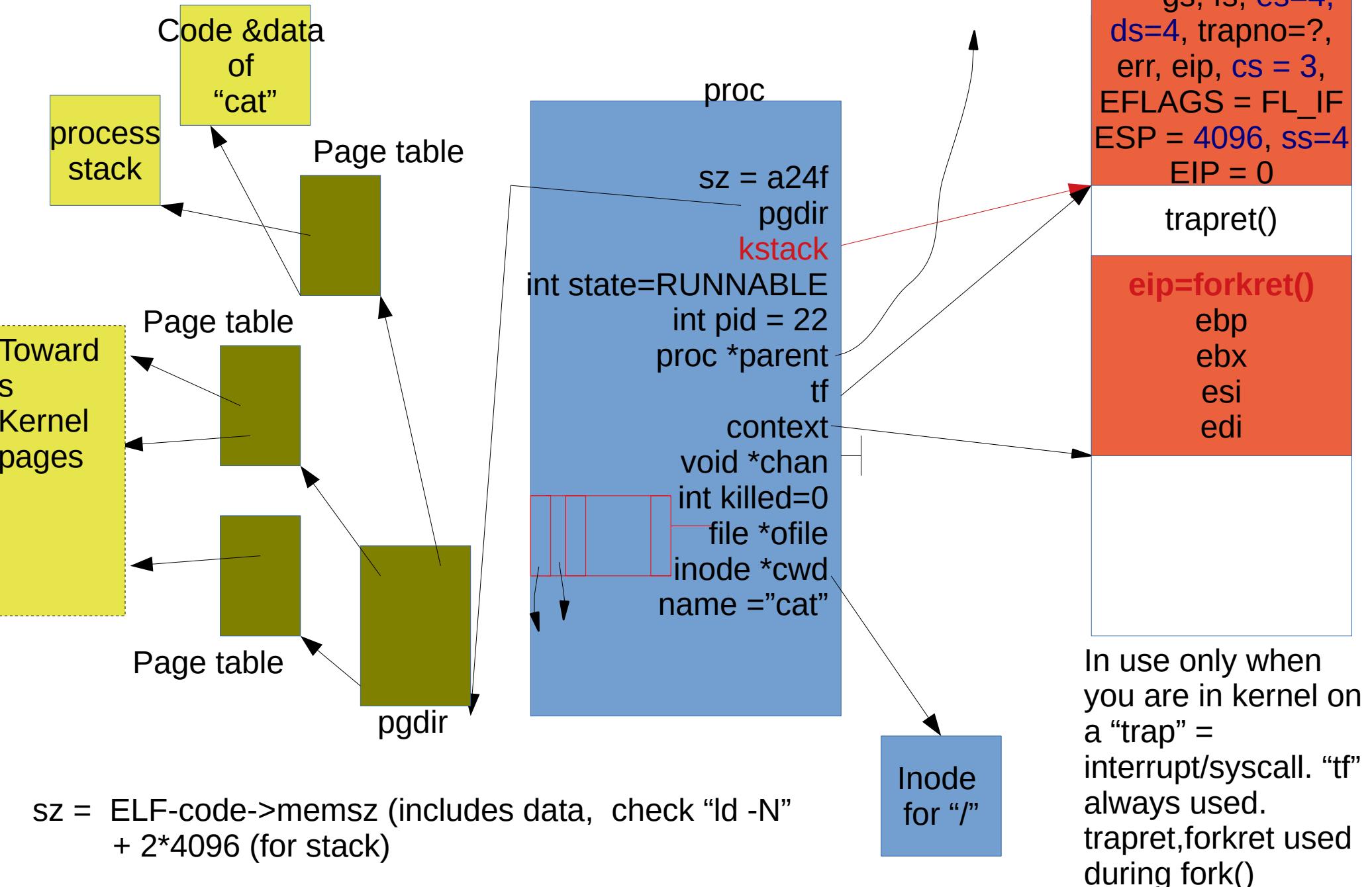
```
void  
userinit(void)  
{  
    struct proc *p;  
    extern char _binary_initcode_start[], _binary_initcode_size[];  
  
    // Abhijit: obtain proc 'p', with stack initialized  
    // and trapframe created and eip set to 'forkret'  
    p = allocproc();  
    // let's see what allocproc() does
```

First process creation

Let's revisit struct proc

```
// Per-process state
struct proc {
    uint sz;                      // Size of process memory (bytes)
    pde_t* pgdir;                 // Page table
    char *kstack;                 // Bottom of kernel stack for this process
    enum procstate state;         // Process state. allocated, ready to run, running,
    // wait-
    //ing for I/O, or exiting.
    int pid;                      // Process ID
    struct proc *parent;          // Parent process
    struct trapframe *tf;         // Trap frame for current syscall
    struct context *context;      // swtch() here to run process. Process's context
    void *chan;                   // If non-zero, sleeping on chan. More when we discuss
    // sleep, wakeup
    int killed;                   // If non-zero, have been killed
    struct file *ofile[NOFILE];   // Open files, used by open(), read(),...
    struct inode *cwd;            // Current directory, changed with "chdir()"
    char name[16];                // Process name (for debugging)
};
```

struct proc diagram



allocproc()

```
static struct proc*
allocproc(void)
{
    struct proc *p;
    char *sp;
    acquire(&ptable.lock);
    for(p = ptable.proc; p <
&ptable.proc[NPROC]; p++)
        if(p->state == UNUSED)
            goto found;
    release(&ptable.lock);
    return 0;
}
```

found:

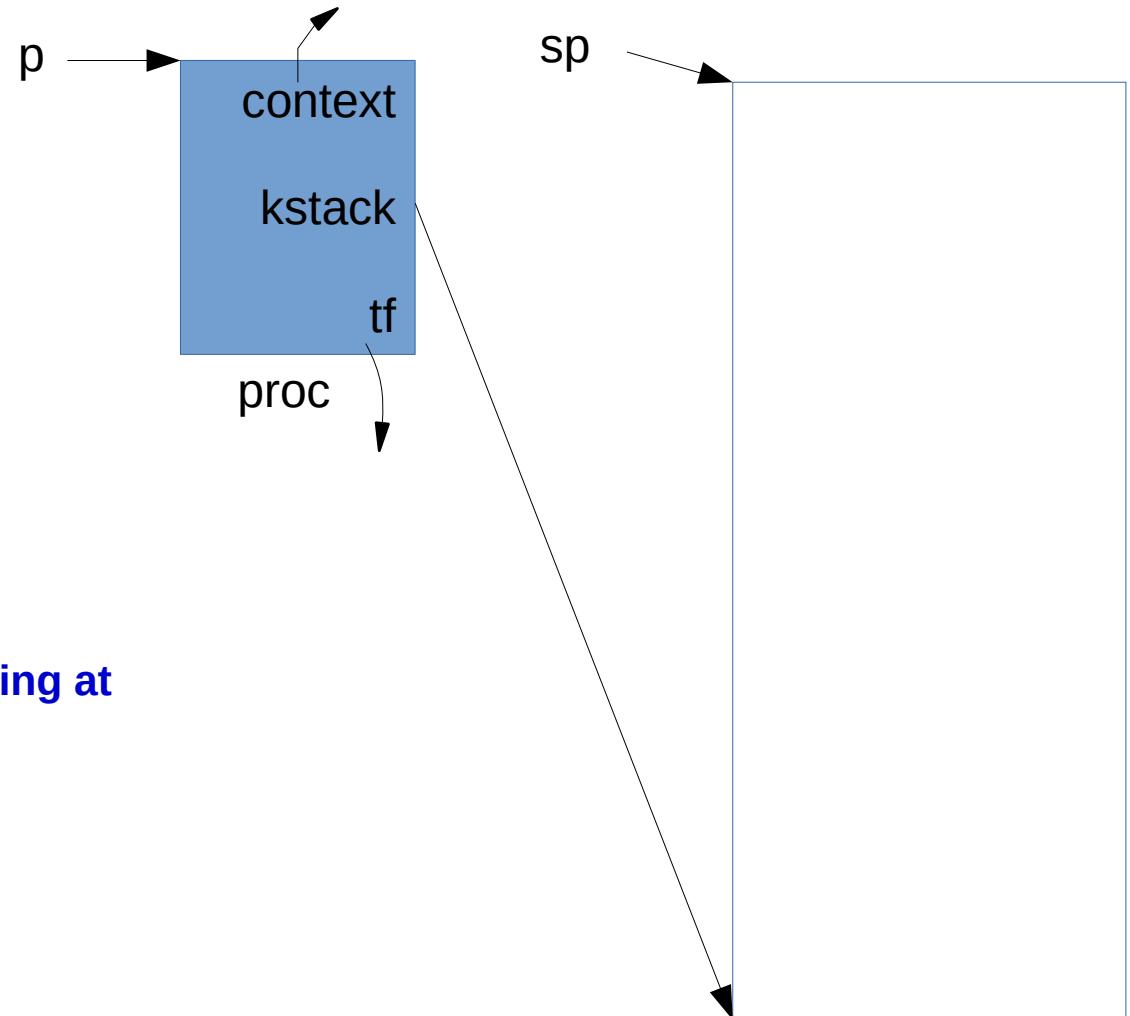
p->state = EMBRYO;

p->pid = nextpid++;

release(&ptable.lock);

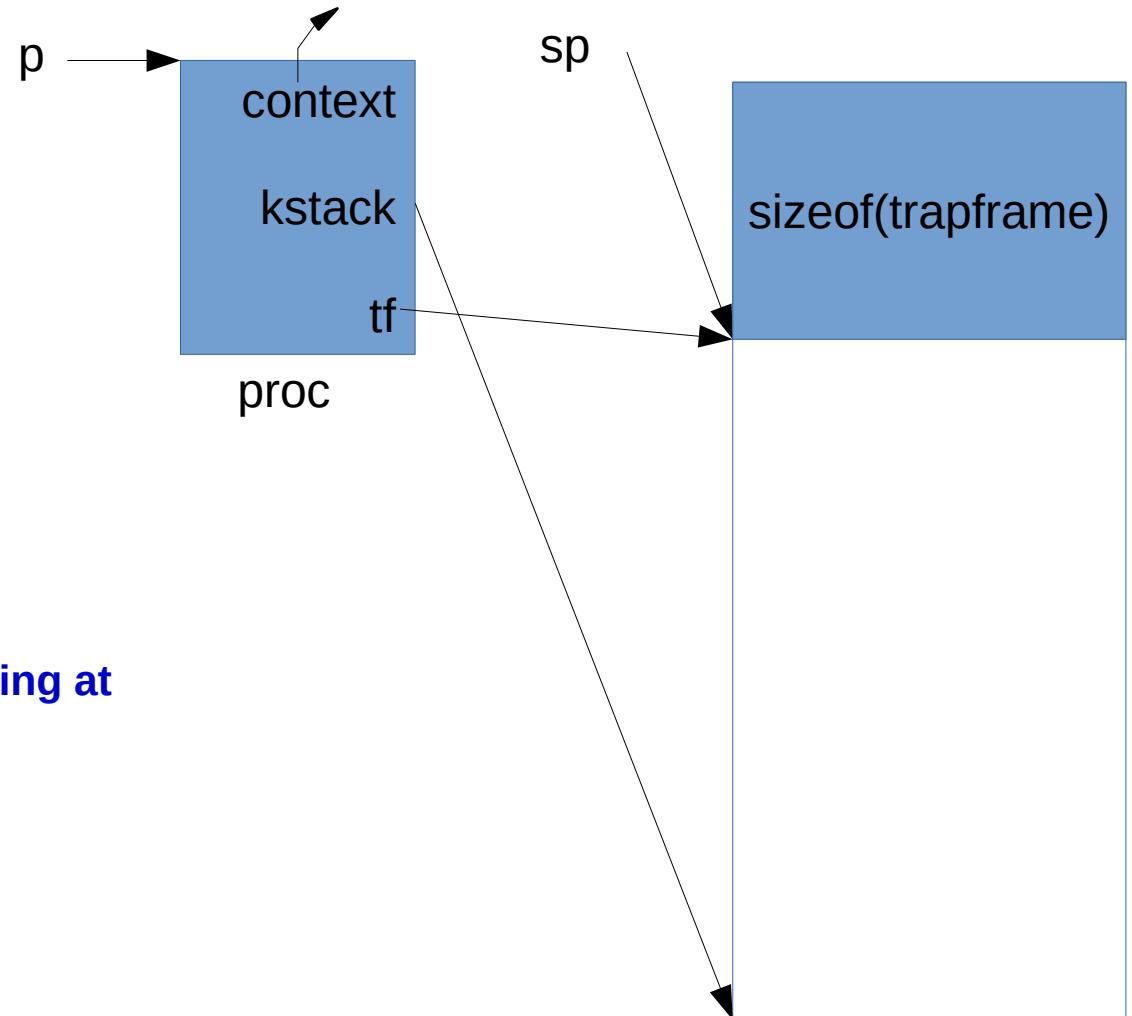
allocproc() setting up stack

```
if((p->kstack = kalloc()) == 0){  
    p->state = UNUSED;  
    return 0;  
}  
sp = p->kstack + KSTACKSIZE;  
// Abhijit KSTACKSIZE = PGSIZE  
// Leave room for trap frame.  
sp -= sizeof *p->tf;  
p->tf = (struct trapframe*)sp;  
// Set up new context to start executing at  
forkret,  
// which returns to trapret.  
sp -= 4;  
*(uint*)sp = (uint)trapret;  
sp -= sizeof *p->context;  
p->context = (struct context*)sp;  
memset(p->context, 0, sizeof *p->context);  
p->context->eip = (uint)forkret;
```



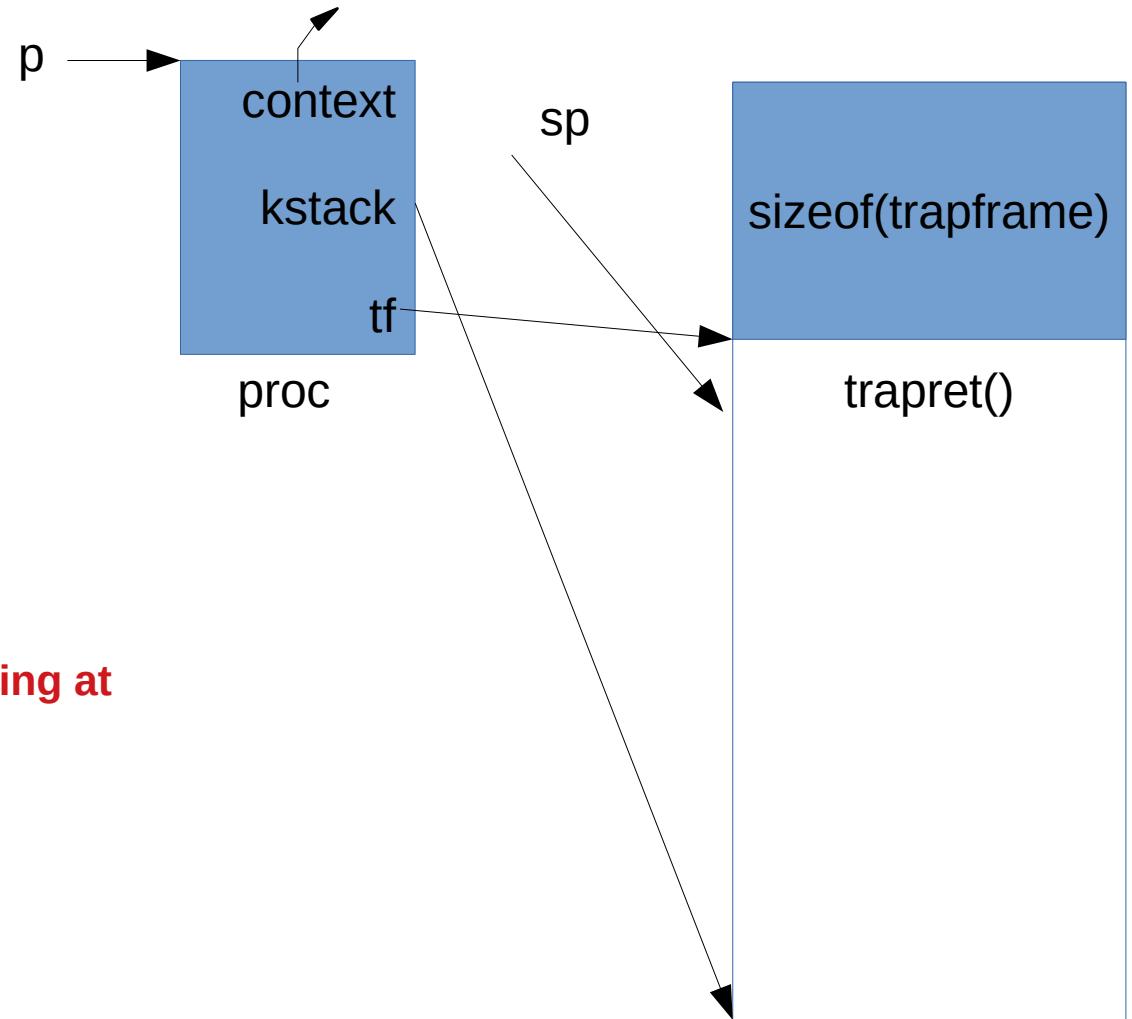
allocproc() setting up stack

```
if((p->kstack = kalloc()) == 0){  
    p->state = UNUSED;  
    return 0;  
}  
sp = p->kstack + KSTACKSIZE;  
// Abhijit KSTACKSIZE = PGSIZE  
// Leave room for trap frame.  
sp -= sizeof *p->tf;  
p->tf = (struct trapframe*)sp;  
// Set up new context to start executing at forkret,  
// which returns to trapret.  
sp -= 4;  
*(uint*)sp = (uint)trapret;  
sp -= sizeof *p->context;  
p->context = (struct context*)sp;  
memset(p->context, 0, sizeof *p->context);  
p->context->eip = (uint)forkret;
```



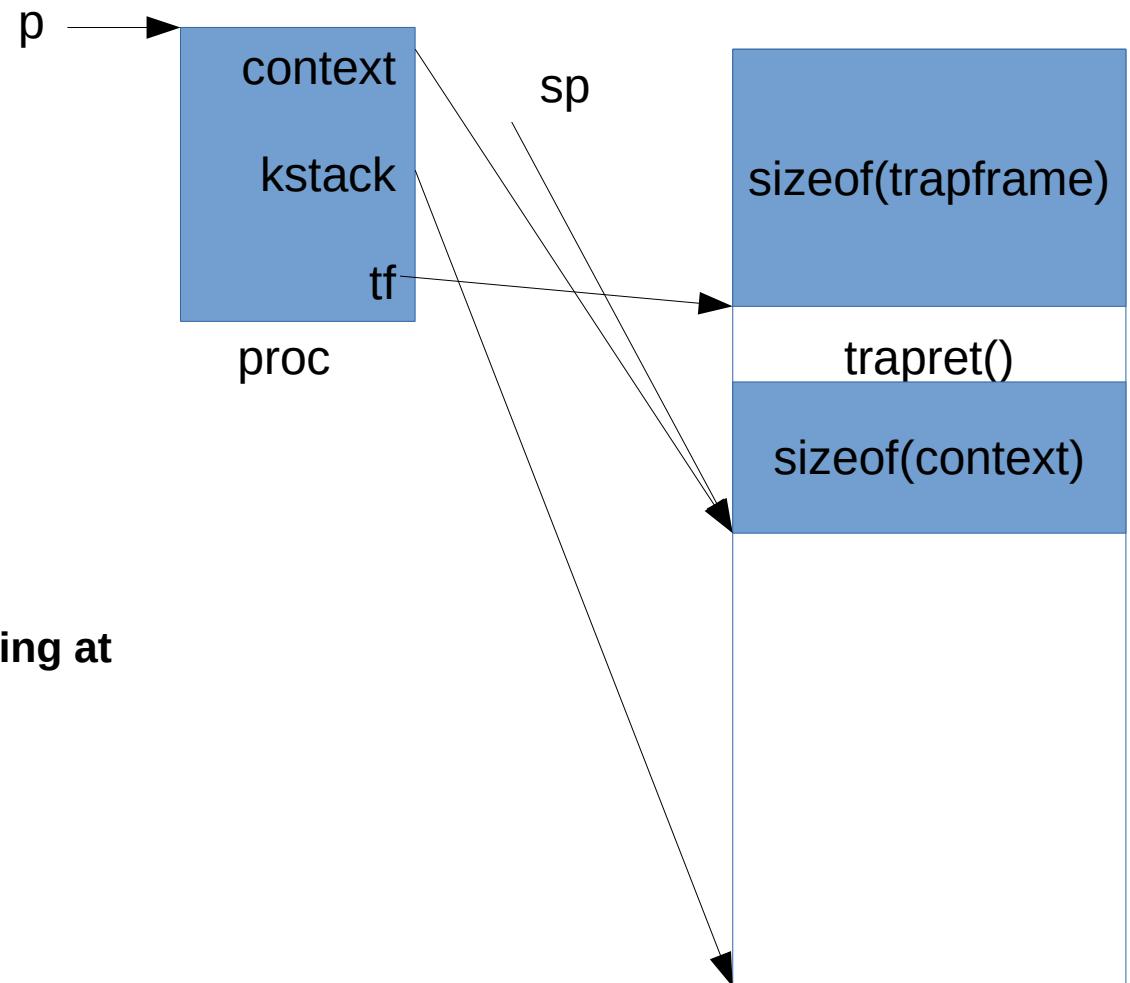
allocproc() setting up stack

```
if((p->kstack = kalloc()) == 0){  
    p->state = UNUSED;  
    return 0;  
}  
sp = p->kstack + KSTACKSIZE;  
// Abhijit KSTACKSIZE = PGSIZE  
// Leave room for trap frame.  
sp -= sizeof *p->tf;  
p->tf = (struct trapframe*)sp;  
// Set up new context to start executing at  
forkret,  
// which returns to trapret.  
sp -= 4;  
*(uint*)sp = (uint)trapret;  
sp -= sizeof *p->context;  
p->context = (struct context*)sp;  
memset(p->context, 0, sizeof *p->context);  
p->context->eip = (uint)forkret;
```



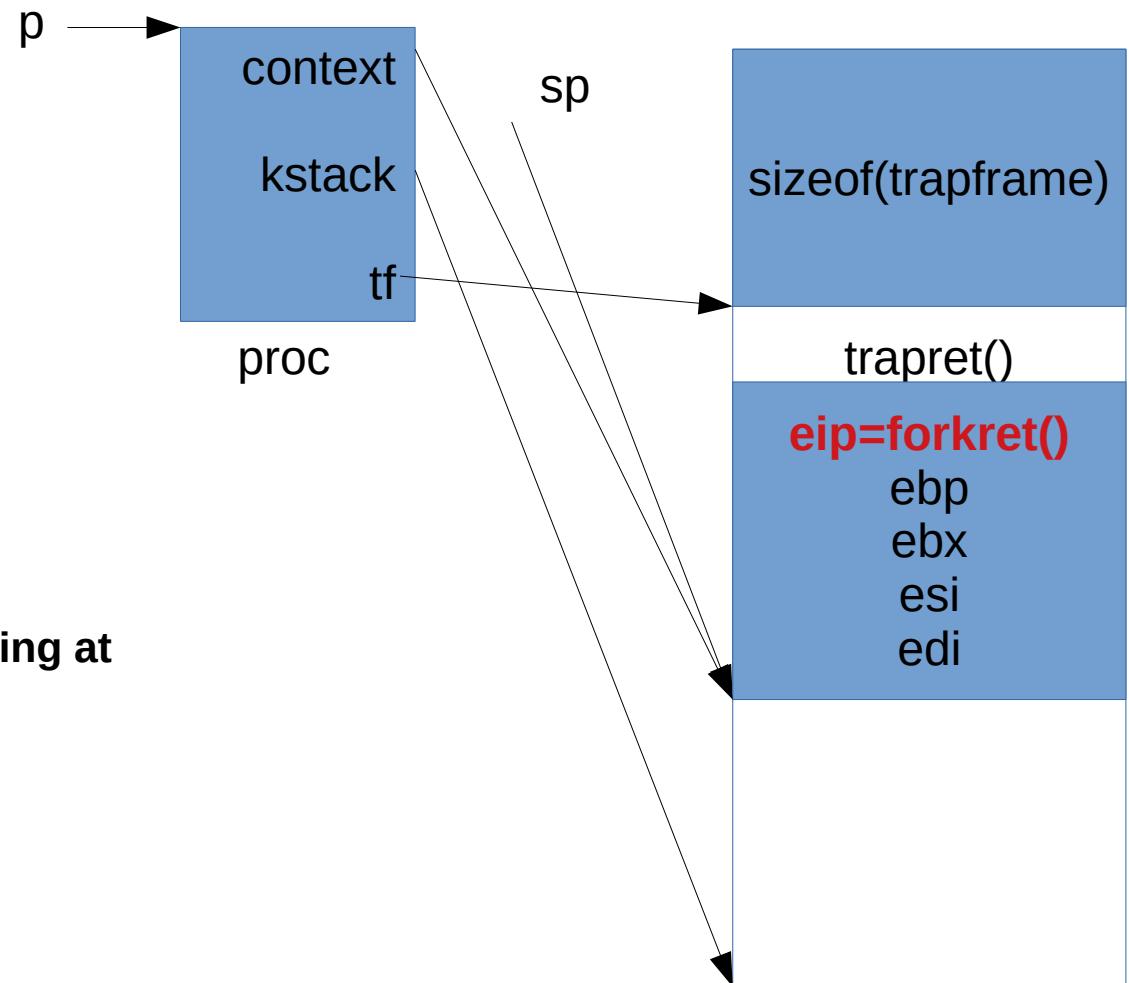
allocproc() setting up stack

```
if((p->kstack = kalloc()) == 0){  
    p->state = UNUSED;  
    return 0;  
}  
sp = p->kstack + KSTACKSIZE;  
// Abhijit KSTACKSIZE = PGSIZE  
// Leave room for trap frame.  
sp -= sizeof *p->tf;  
p->tf = (struct trapframe*)sp;  
// Set up new context to start executing at  
forkret,  
// which returns to trapret.  
sp -= 4;  
*(uint*)sp = (uint)trapret;  
sp -= sizeof *p->context;  
p->context = (struct context*)sp;  
memset(p->context, 0, sizeof *p->context);  
p->context->eip = (uint)forkret;
```



allocproc() setting up stack

```
if((p->kstack = kalloc()) == 0){  
    p->state = UNUSED;  
    return 0;  
}  
sp = p->kstack + KSTACKSIZE;  
// Abhijit KSTACKSIZE = PGSIZE  
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sp -= sizeof *p->tf;  
p->tf = (struct trapframe*)sp;  
// Set up new context to start executing at  
forkret,  
// which returns to trapret.  
sp -= 4;  
*(uint*)sp = (uint)trapret;  
sp -= sizeof *p->context;  
p->context = (struct context*)sp;  
memset(p->context, 0, sizeof *p->context);  
p->context->eip = (uint)forkret;
```



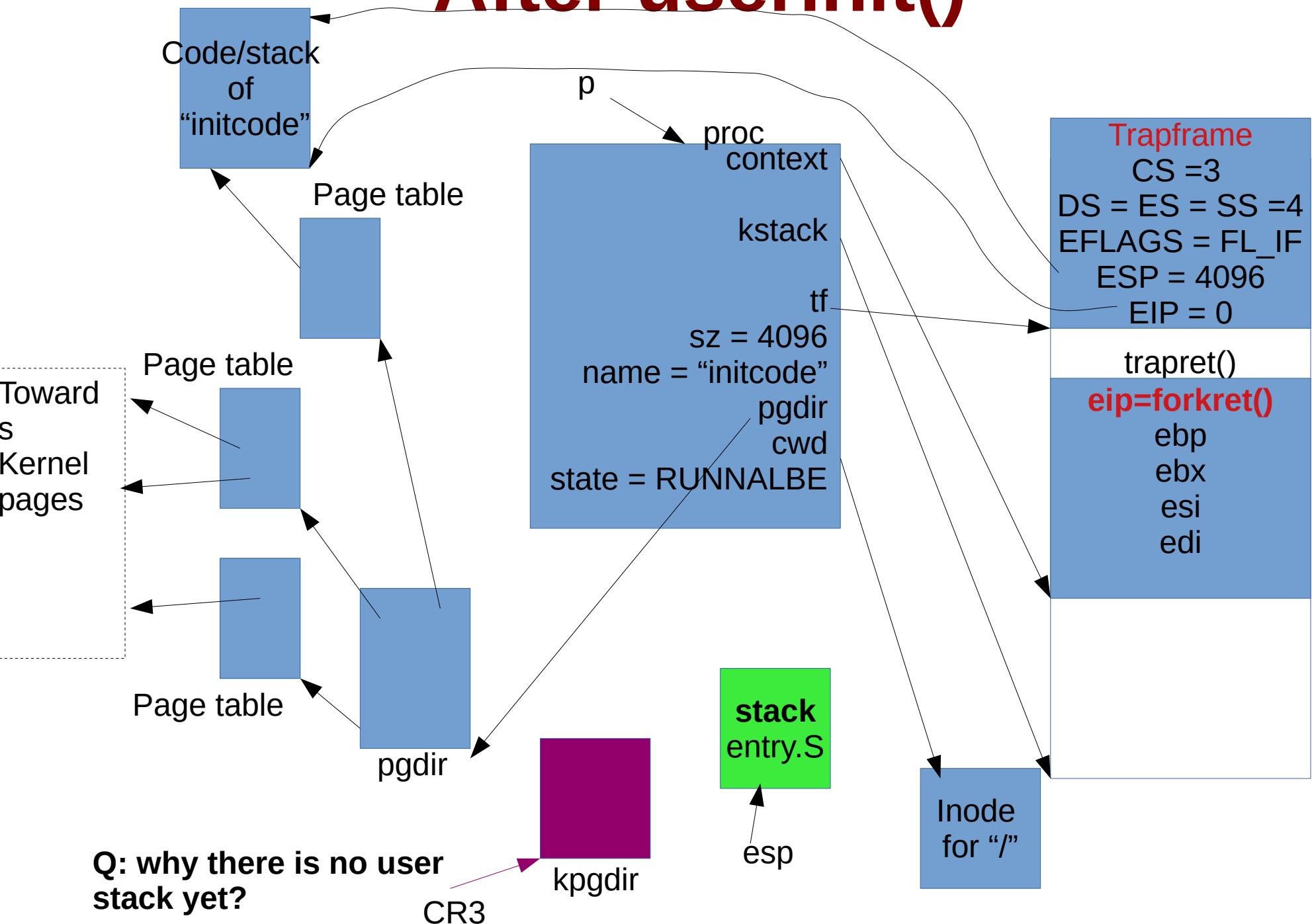
Next in userinit()

```
initproc = p;
if((p->pgdir = setupkvm()) == 0)
    panic("userinit: out of
memory");

inituvm(p->pgdir,
_binary_initcode_start,
(int)_binary_initcode_size);
p->sz = PGSIZE;
memset(p->tf, 0, sizeof(*p->tf));
p->tf->cs = (SEG_UCODE << 3) |
DPL_USER;
p->tf->ds = (SEG_UDATA << 3) |
DPL_USER;
p->tf->es = p->tf->ds;
p->tf->ss = p->tf->ds;

p->tf->eflags = FL_IF;
p->tf->esp = PGSIZE;
p->tf->eip = 0; // beginning of
initcode.S
safestrcpy(p->name, "initcode",
sizeof(p->name));
p->cwd = namei("/");
acquire(&ptable.lock);
p->state = RUNNABLE;
release(&ptable.lock);
```

After userinit()



main() -> mpmain()

```
static void
mpmain(void)
{
    cprintf("cpu%d: starting %d\n",
cpuid(), cpuid());
    idtinit();    // load idt register
    xchg(&(mycpu()->started), 1); // tell startothers() we're up
    scheduler();  // start running
processes
}
```

- **Load IDT register**
 - Copy from `idt[]` array into `IDTR`
- **Call scheduler()**
 - One process has already been made runnable
 - Let's enter scheduler now

Before reading scheduler(): Note

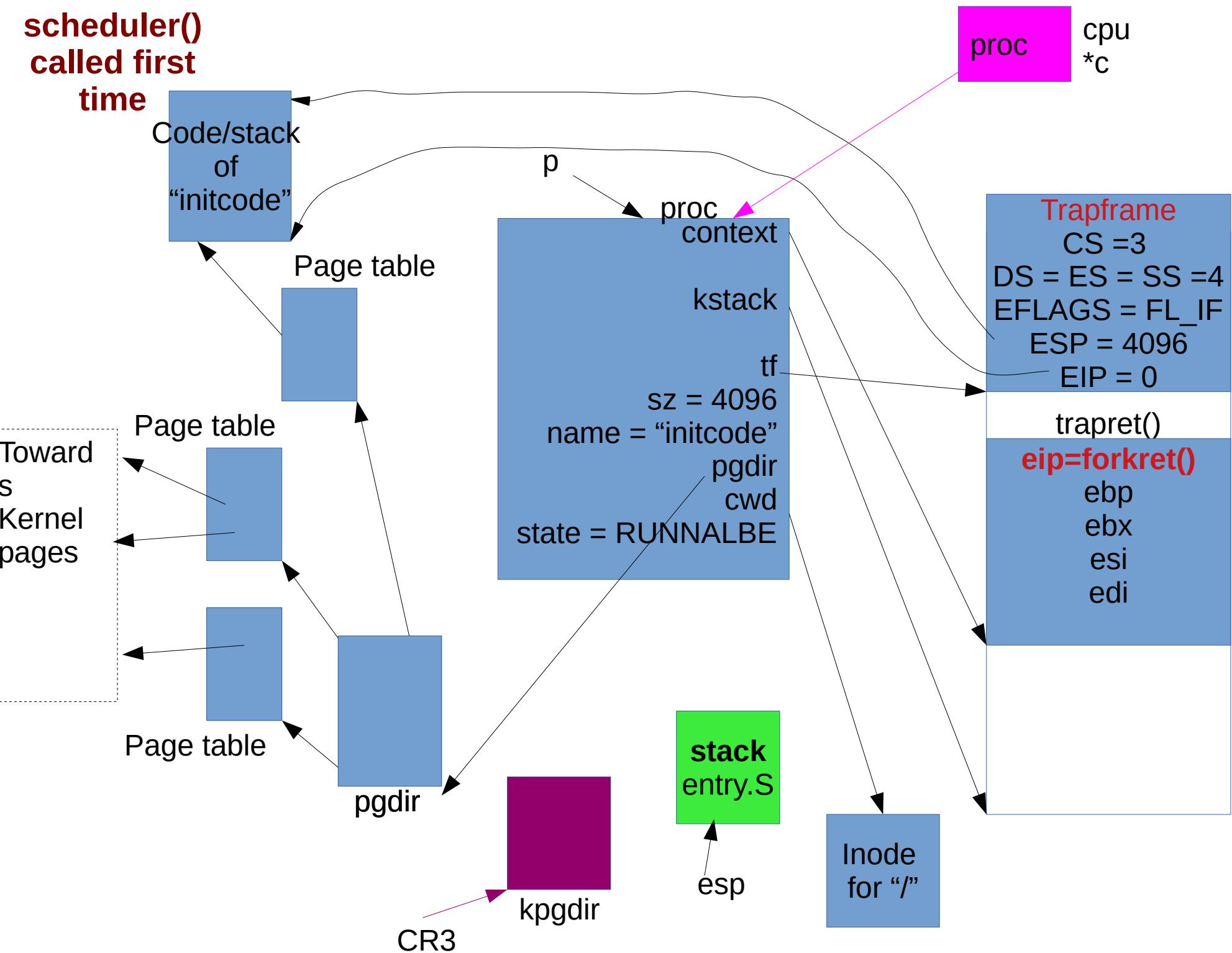
- The **esp** is still pointing to the stack which was allocated in **entry.S**!
 - this is the kernel only stack
 - Not the per process kernel stack.
- **CR3** points to **kpgdir**
- **Struct cpu[] has been setup up already**
 - apicid – in mpinit()
 - segdesc gdt – in seginit()
 - started – in mpmain()
- **Fields in cpu[] not yet set**
 - **context * scheduler** --> will be setup in **sched()**
 - **taskstate ts** --> large structure, only parts used in **switchuvm()**
 - **ncli, intena** --> used while locking
 - **proc *proc** -> set during **scheduler()**

scheduler()

```
void
scheduler(void)
{
    struct proc *p;
    struct cpu *c = mycpu();
    c->proc = 0;

    for(;;){
        sti();
        // Loop over process table looking for process to run.
        acquire(&ptable.lock);
        for(p = ptable.proc; p < &ptable.proc[NPROC]; p++){
            if(p->state != RUNNABLE)
                continue;
            // Switch to chosen process.  It is the process's job
            // to release ptable.lock and then reacquire it
            // before jumping back to us.
            c->proc = p;
        }
    }
}
```

**scheduler()
called first
time**

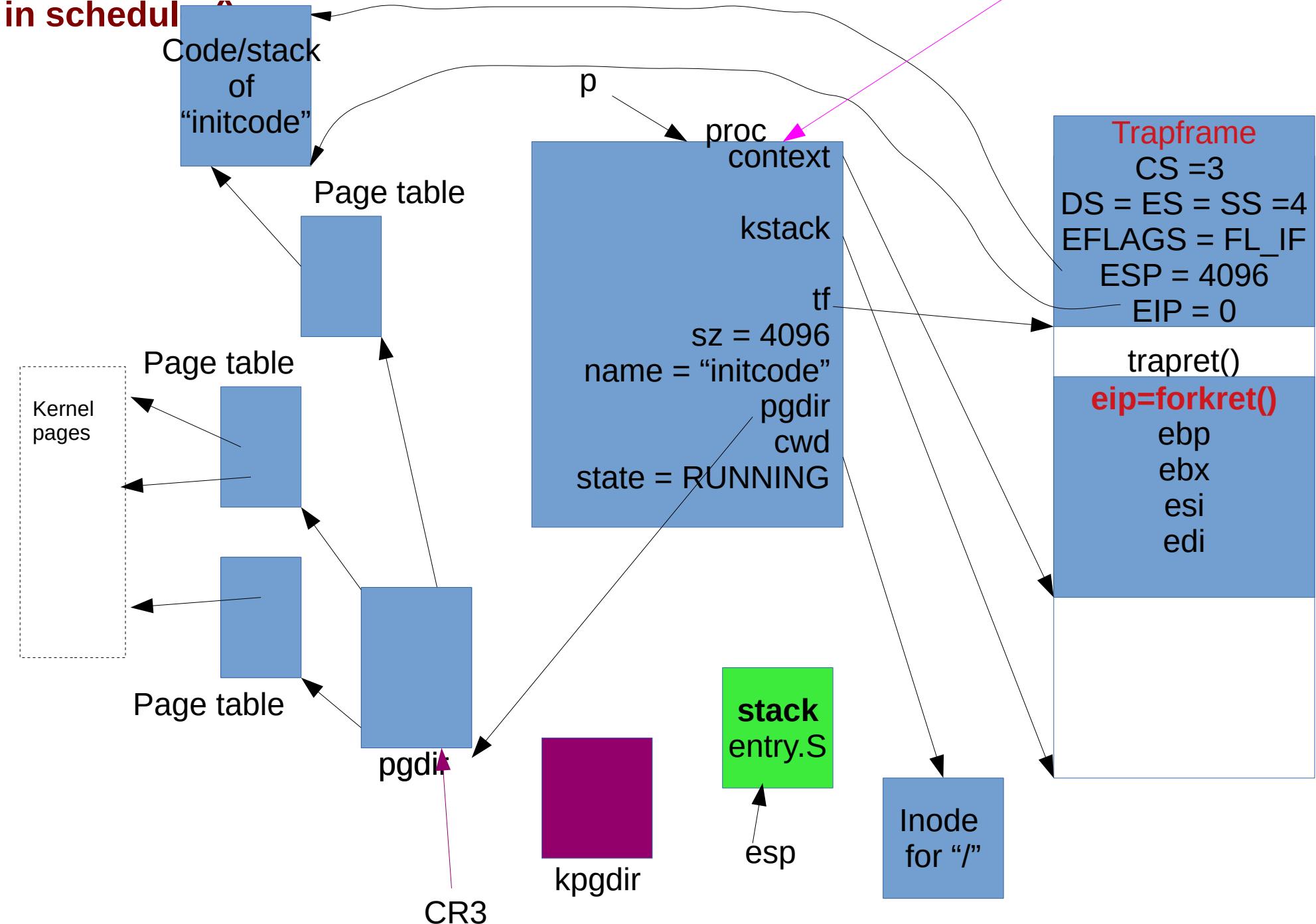


scheduler()

```
acquire(&ptable.lock);
for(p = ptable.proc; p < &ptable.proc[NPROC]; p++){
    if(p->state != RUNNABLE)
        continue;

    // Switch to chosen process. It is the process's job
    // to release ptable.lock and then reacquire it
    // before jumping back to us.
    c->proc = p;
    switchuvm(p);
    p->state = RUNNING;
```

after
switchuvvm()
in scheduler

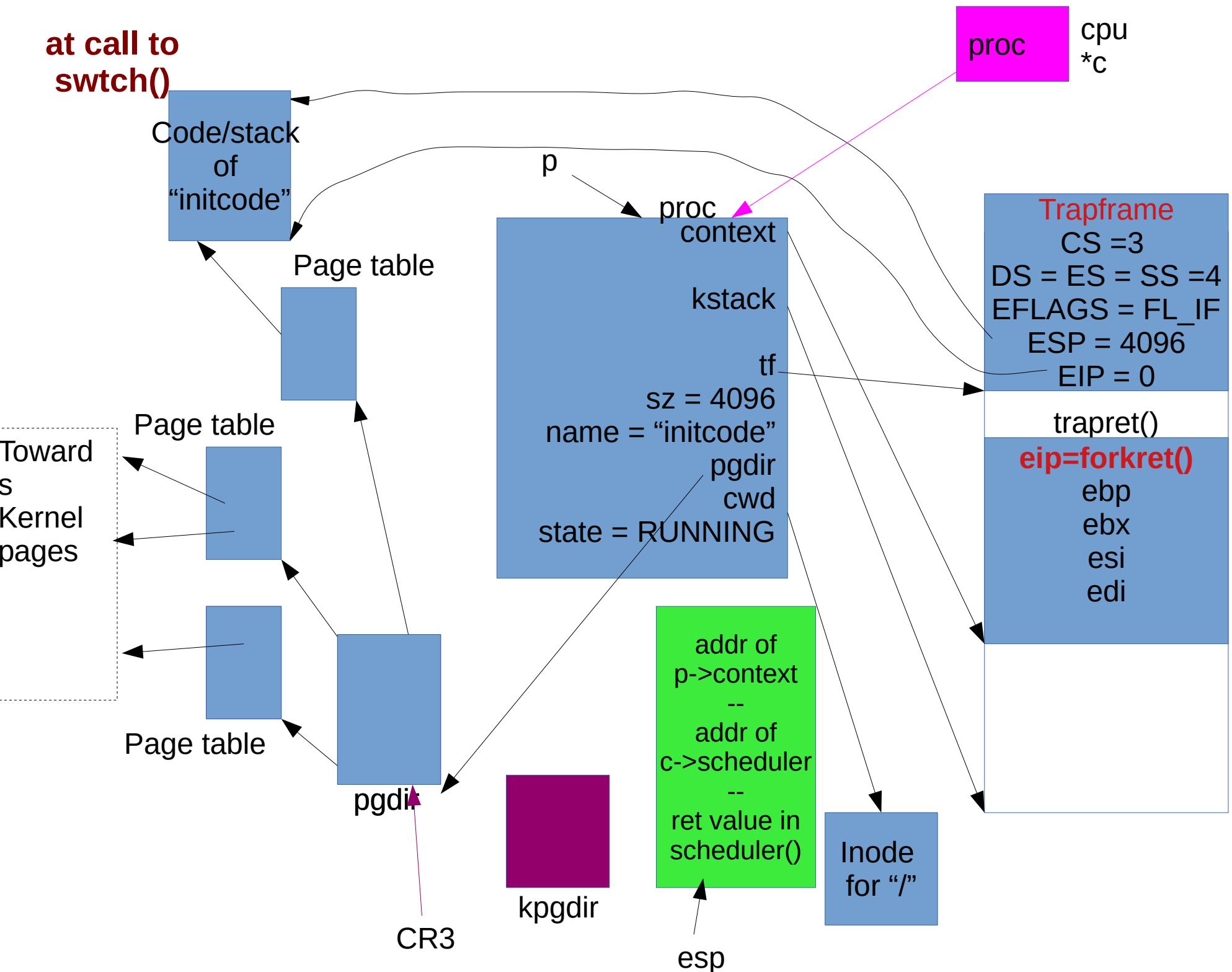


scheduler()

```
acquire(&ptable.lock);
for(p = ptable.proc; p < &ptable.proc[NPROC]; p++){
    if(p->state != RUNNABLE)
        continue;

    // Switch to chosen process. It is the process's job
    // to release ptable.lock and then reacquire it
    // before jumping back to us.
    c->proc = p;
    switchuvm(p);
    p->state = RUNNING
    swtch(&(c->scheduler), p->context);
};
```

at call to
swtch()



swtch

swtch:

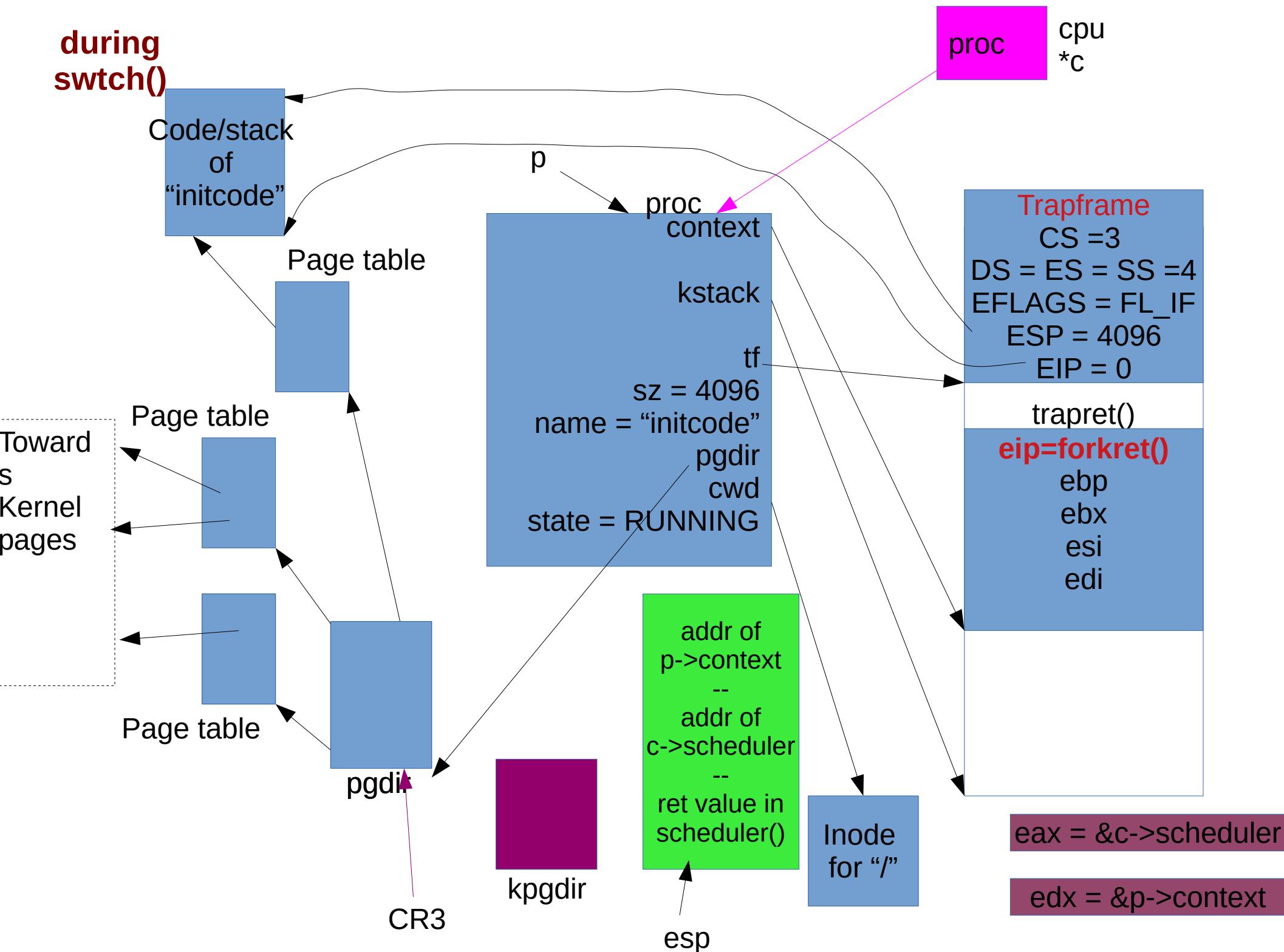
#Abhijit: swtch was called through a function call.

#So %eip was saved on stack already

movl 4(%esp), %eax # Abhijit: eax = old

movl 8(%esp), %edx # Abhijit: edx = new

during
swtch()



swtch

swtch:

#Abhijit: swtch was called through a function call.

#So %eip was saved on stack already

movl 4(%esp), %eax # Abhijit: eax = old

movl 8(%esp), %edx # Abhijit: edx = new

Save old callee-saved registers

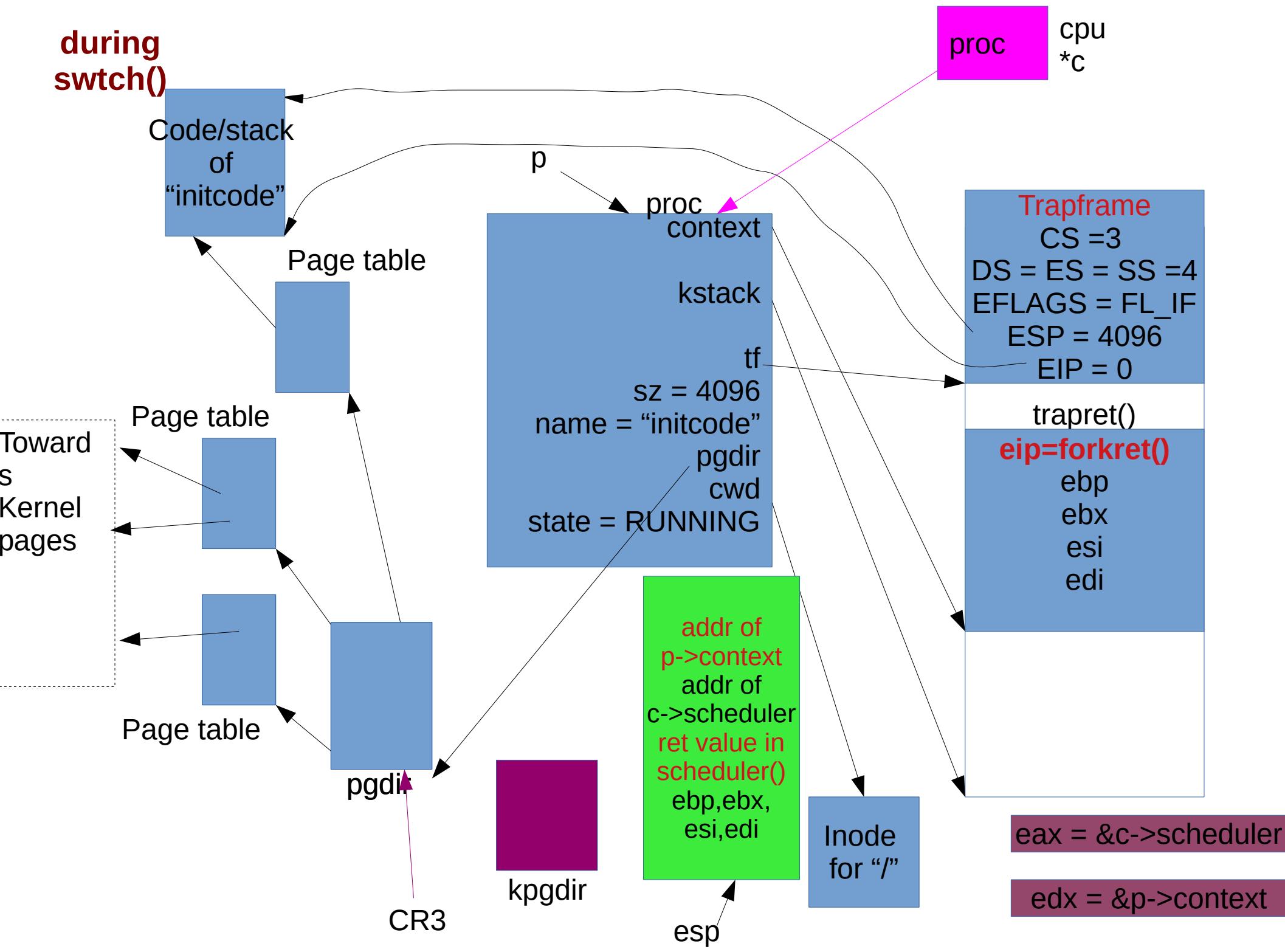
pushl %ebp

pushl %ebx

pushl %esi

pushl %edi # Abhijit: esp = esp + 16

during
swtch()

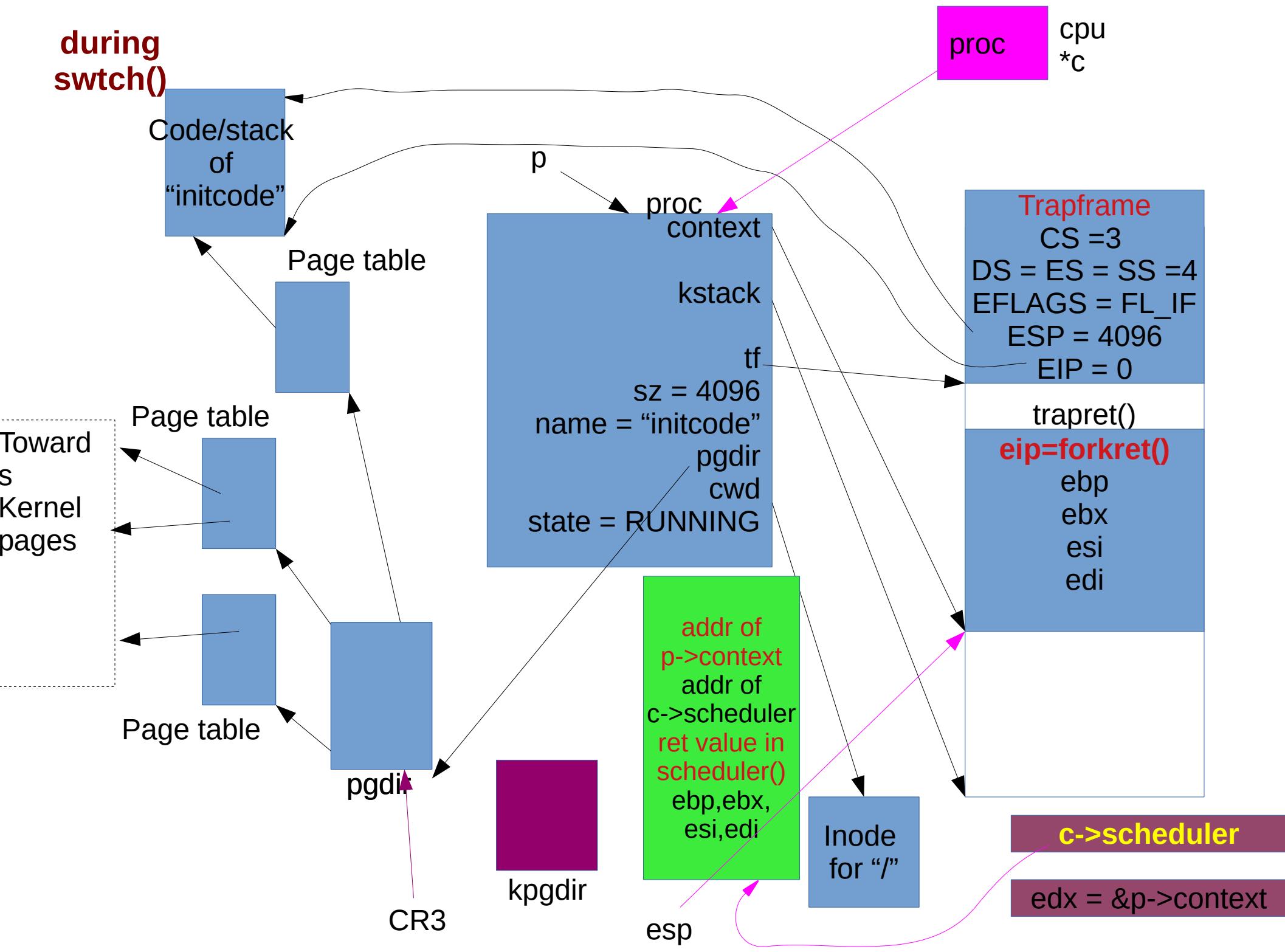


swtch

swtch:

```
#Abhijit: swtch was called through a function call.
#So %eip was saved on stack already
movl 4(%esp), %eax    # Abhijit: eax = old
movl 8(%esp), %edx    # Abhijit: edx = new
# Save old callee-saved registers
pushl %ebp
pushl %ebx
pushl %esi
pushl %edi          # Abhijit: esp = esp + 16
# Switch stacks
movl %esp, (%eax)    # Abhijit: *old = updated old stack
movl %edx, %esp       # Abhijit: esp = new
```

during
swtch()



swtch

swtch:

#Abhijit: swtch was called through a function call.

#So %eip was saved on stack already

movl 4(%esp), %eax # Abhijit: eax = old

movl 8(%esp), %edx # Abhijit: edx = new

Save old callee-saved registers

pushl %ebp

pushl %ebx

pushl %esi

pushl %edi # Abhijit: esp = esp + 16

Switch stacks

movl %esp, (%eax) # Abhijit: *old = updated old stack

movl %edx, %esp # Abhijit: esp = new

Load new callee-saved registers

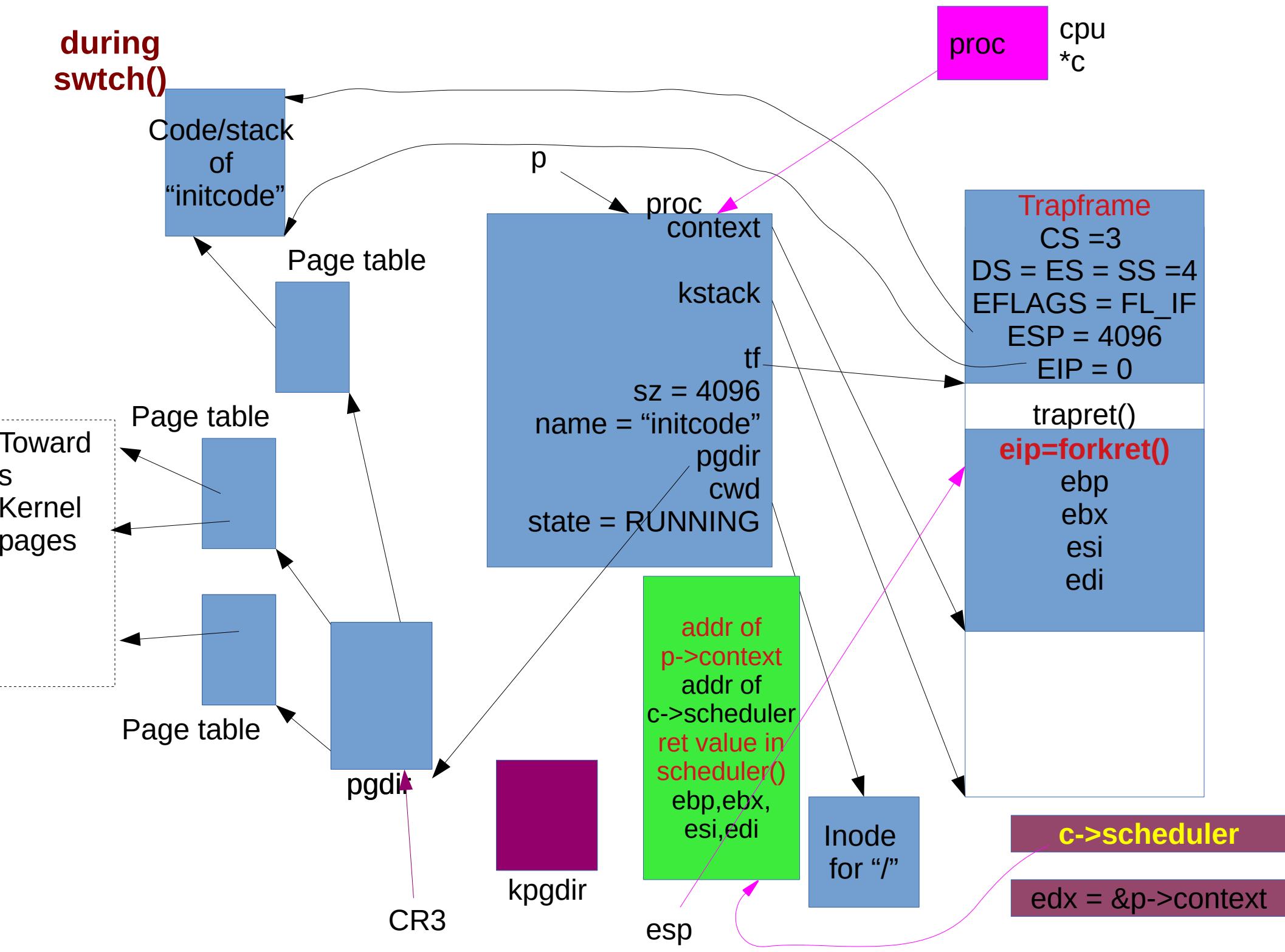
popl %edi

popl %esi

popl %ebx

popl %ebp # Abhijit: newesp = newesp - 16, context restored

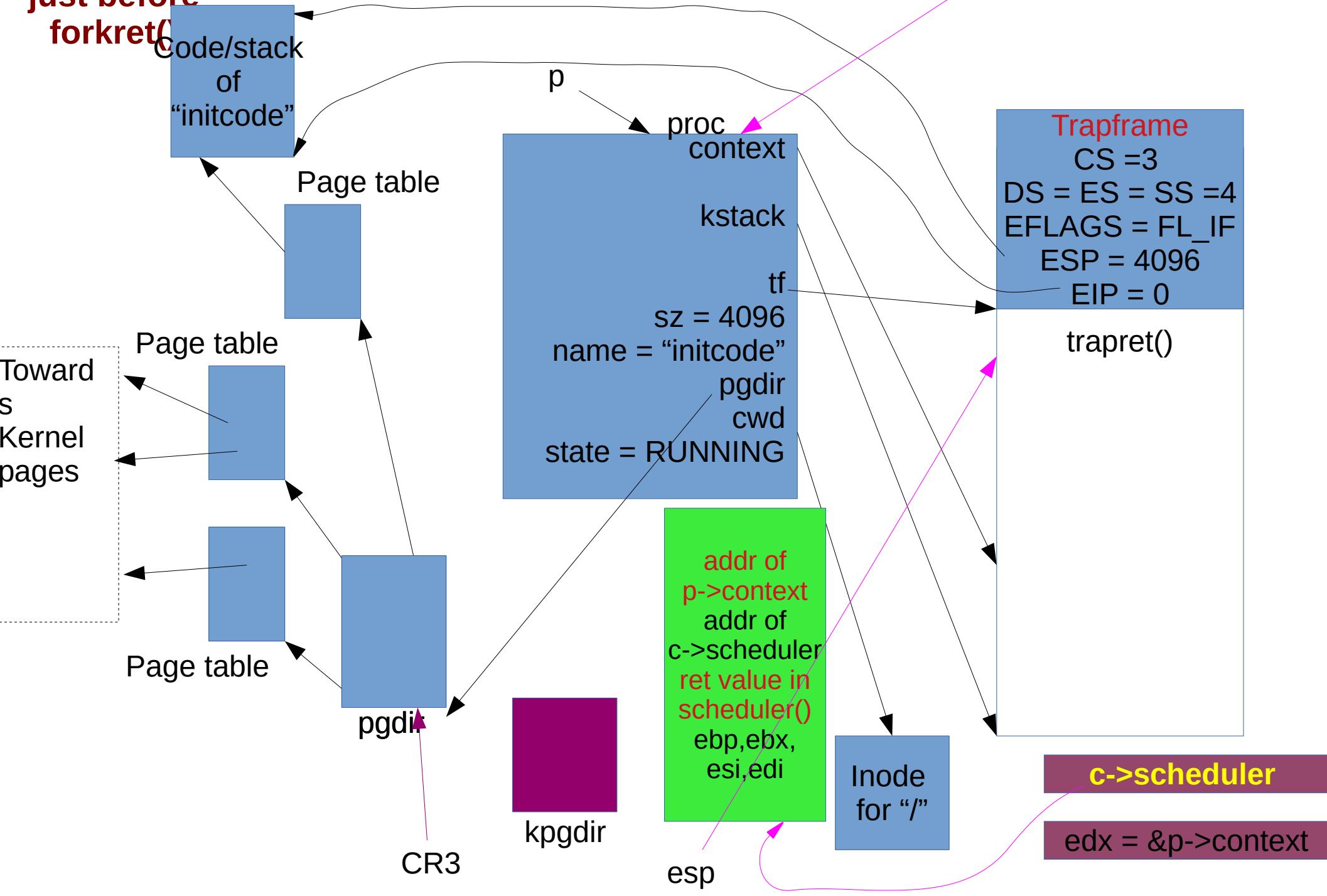
during
swtch()



swtch:

#Abhijit: swtch was called through a function call. **Swtch**
#So %eip was saved on stack already
movl 4(%esp), %eax # Abhijit: eax = old
movl 8(%esp), %edx # Abhijit: edx = new
Save old callee-saved registers
pushl %ebp
pushl %ebx
pushl %esi
pushl %edi # Abhijit: esp = esp + 16
Switch stacks
movl %esp, (%eax) # Abhijit: *old = updated old stack
movl %edx, %esp # Abhijit: esp = new
Load new callee-saved registers
popl %edi
popl %esi
popl %ebx
popl %ebp # Abhijit: newesp = newesp - 16, context restored
ret # Abhijit: will pop from esp now -> function where to
return.

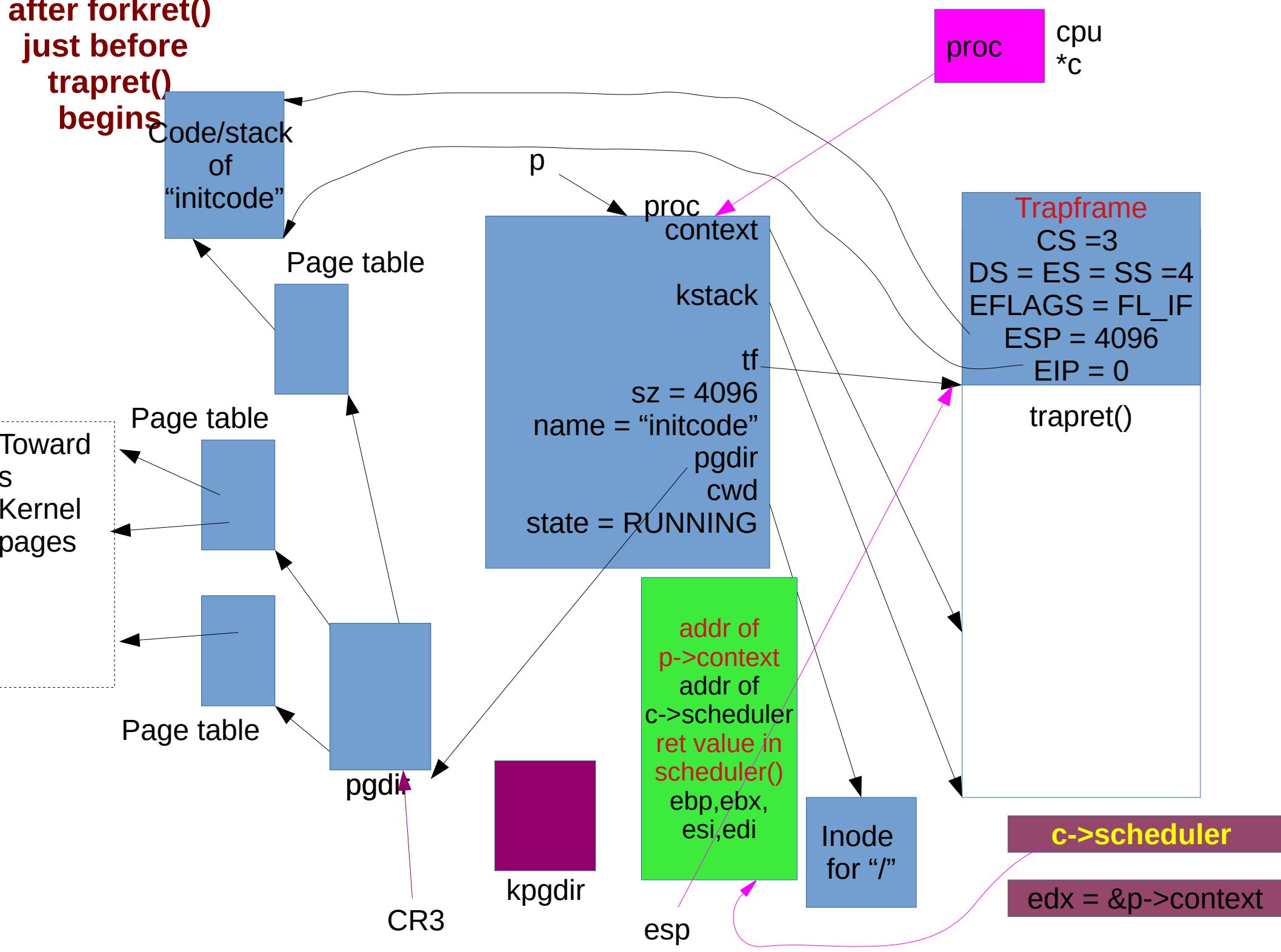
after "ret"
from `switch()`
just before
`forkret()`



After swtch()

- **Process is running in forkret()**
- **c->csheduler has saved the old kernel stack**
 - with the context of p, return value in scheduler, ebp, ebx, esi, edi on stack
 - remember {edi, esi, ebx, ebp, ret-value } = context
 - The c->scheduler is pointing to old context
- **CR3 is pointing to process pgdir**

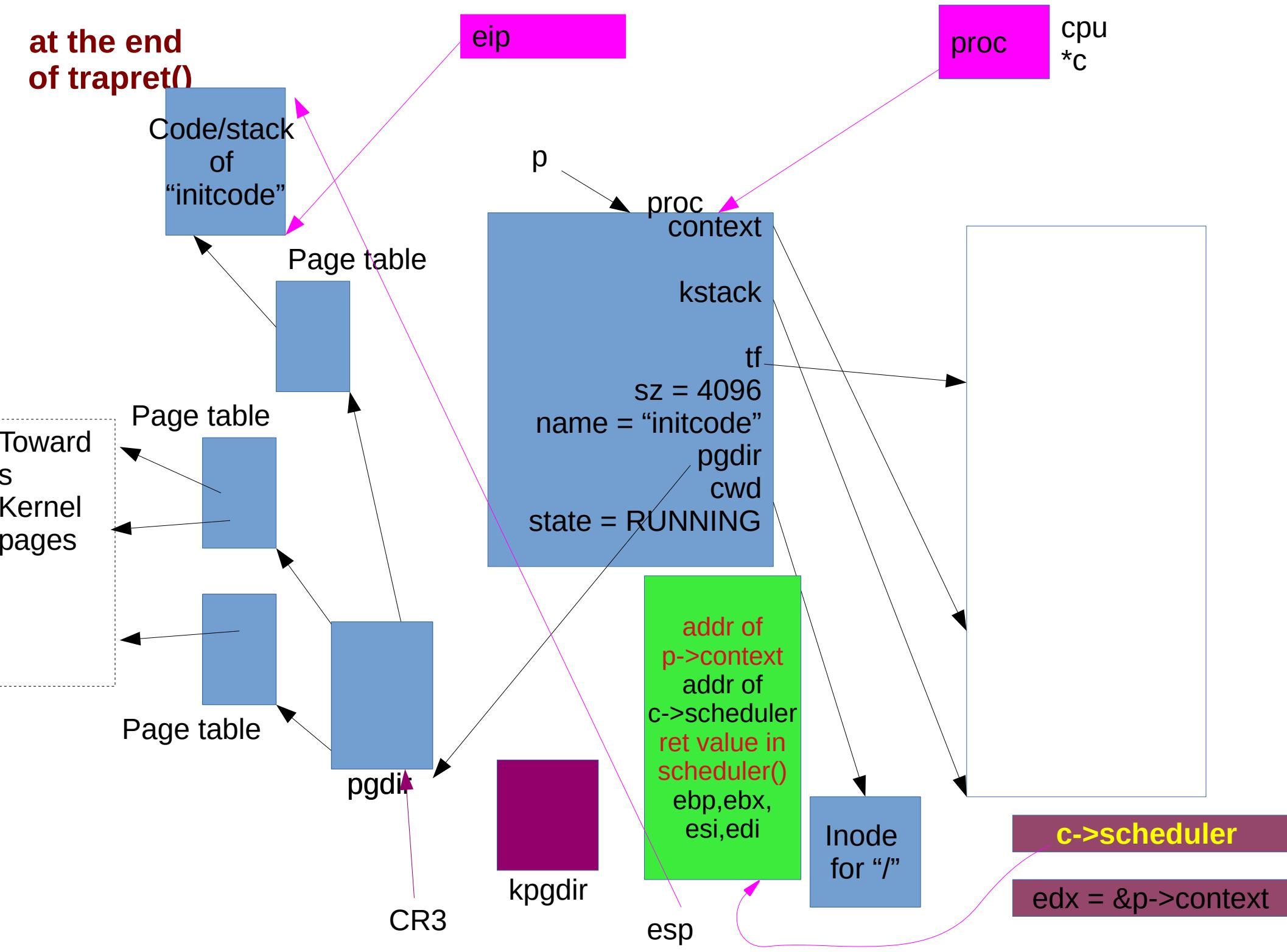
after `forkret()`
just before
`trapret()`
begins



After iret in trapret

- **The CS, EIP, ESP will be changed**
 - to values already stored on trapframe
 - this is done by iret
- **Hence after this user code will run**
 - On user stack!
- **Hence code of *initcode* will run now**

at the end
of trapret()



initcode

```
# char init[] = "/init\0";
```

init:

```
.string "/init\0"
```

```
# char *argv[] = { init, 0 };
```

.p2align 2

argv:

```
.long init
```

```
.long 0
```

start:

```
pushl $argv
```

```
pushl $init
```

```
pushl $0 // where caller pc  
would be
```

```
movl $SYS_exec, %eax
```

```
int $T_SYSCALL
```

for(;;) exit();

exit:

```
movl $SYS_exit, %eax
```

```
int $T_SYSCALL
```

```
jmp exit
```

0x24 = addr of argv
0x1c = addr of init
0x0

esp

00000000 <start>:

0:	68 24 00 00 00	push \$0x24
5:	68 1c 00 00 00	push \$0x1c
a:	6a 00	push \$0x0
c:	b8 07 00 00 00	mov \$0x7,%eax
11:	cd 40	int \$0x40

00000013 <exit>:

13:	b8 02 00 00 00	mov \$0x2,%eax
18:	cd 40	int \$0x40
1a:	eb f7	jmp 13 <exit>

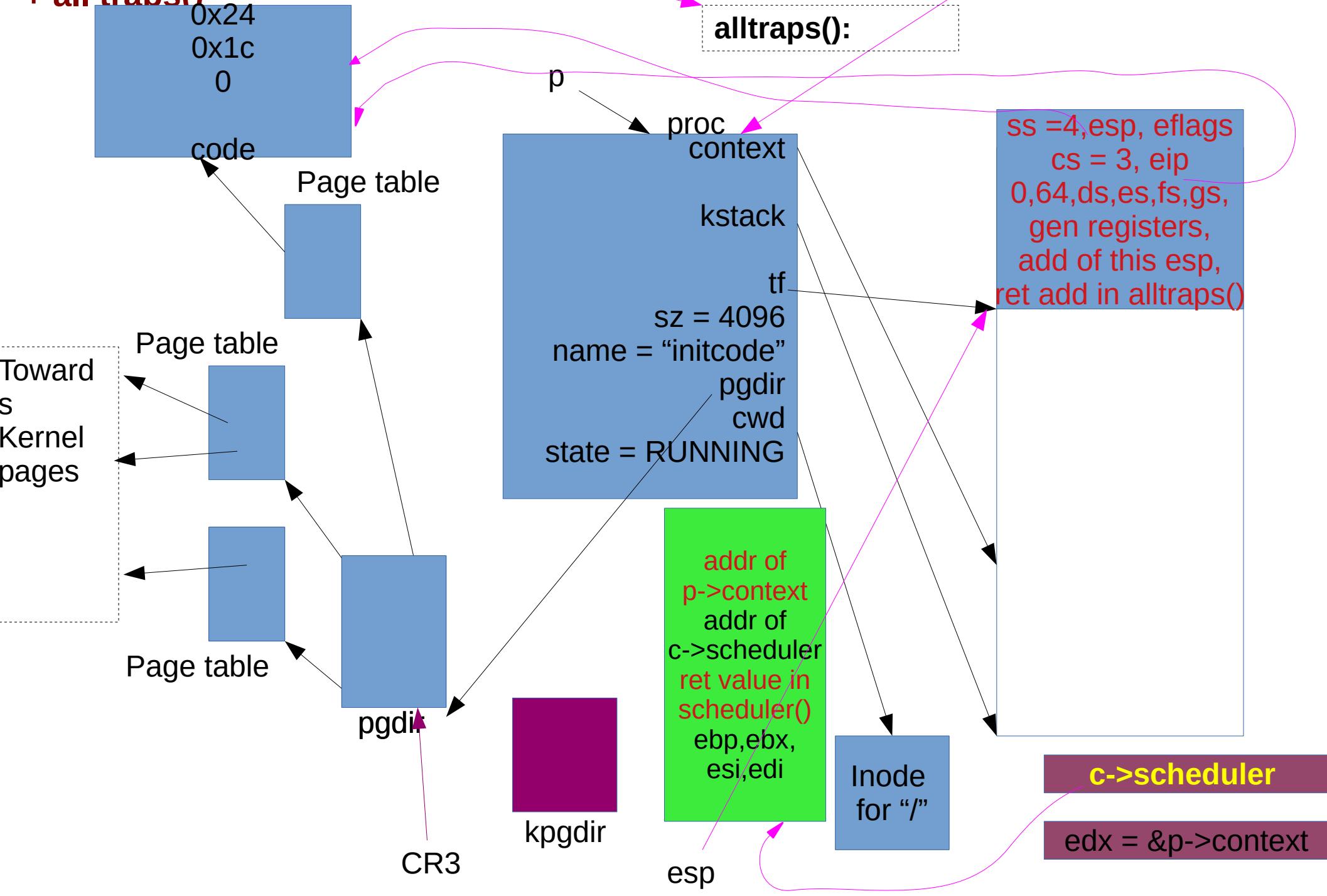
0000001c <init>:

"/init\0"

00000024 <argv>:

1c 00
00 00

on sys_exec()
+ all traps()



Understanding fork() and exec()

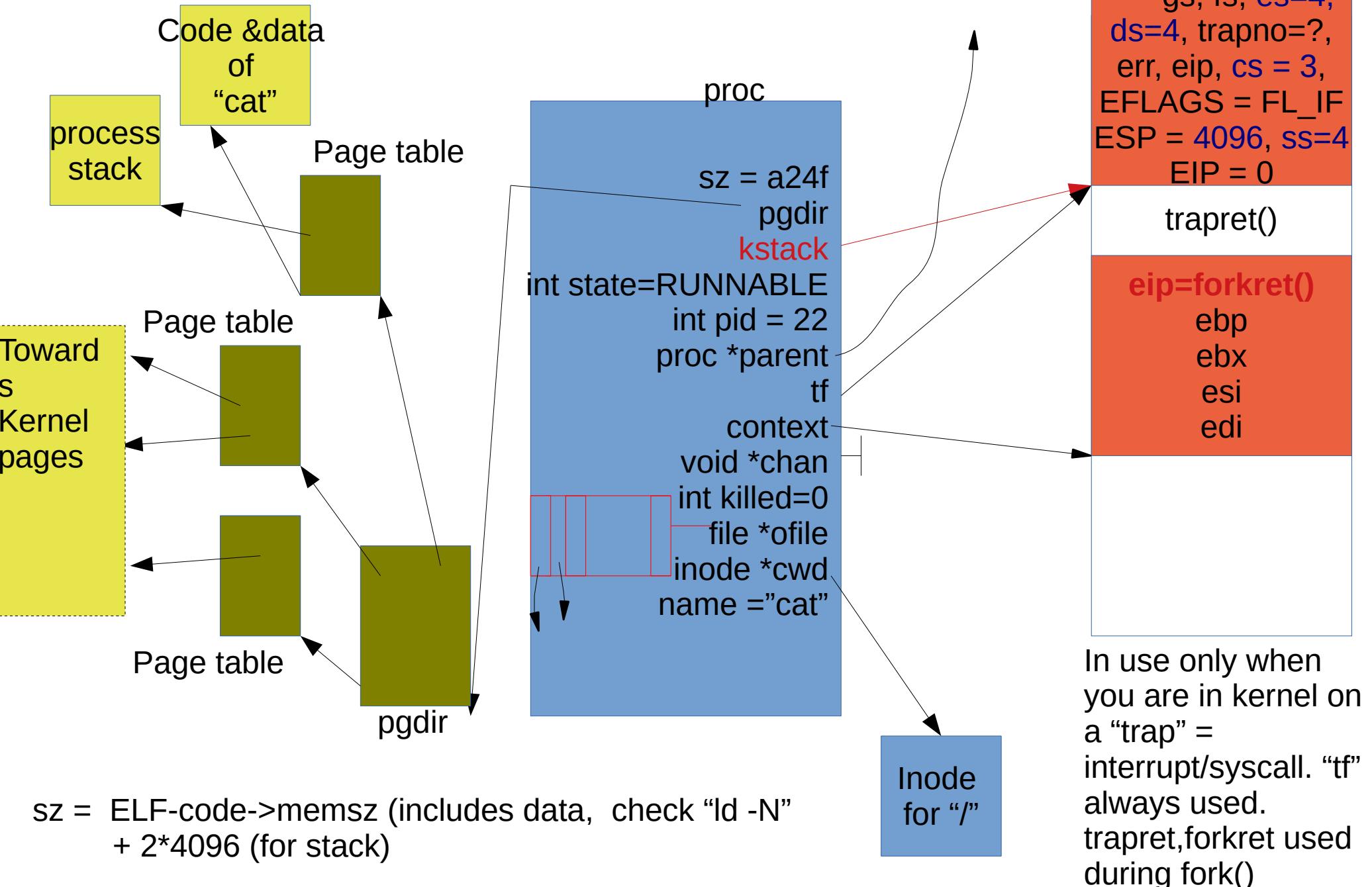
**First, revising some concepts already learnt
then code of fork(), exec()**

First process creation

Let's revisit struct proc

```
// Per-process state
struct proc {
    uint sz;                      // Size of process memory (bytes)
    pde_t* pgdir;                 // Page table
    char *kstack;                 // Bottom of kernel stack for this process
    enum procstate state;         // Process state. allocated, ready to run, running,
    // wait-
    //ing for I/O, or exiting.
    int pid;                      // Process ID
    struct proc *parent;          // Parent process
    struct trapframe *tf;         // Trap frame for current syscall
    struct context *context;      // swtch() here to run process. Process's context
    void *chan;                   // If non-zero, sleeping on chan. More when we discuss
    // sleep, wakeup
    int killed;                   // If non-zero, have been killed
    struct file *ofile[NOFILE];   // Open files, used by open(), read(),...
    struct inode *cwd;            // Current directory, changed with "chdir()"
    char name[16];                // Process name (for debugging)
};
```

struct proc diagram



fork()/exec() are syscalls. On every syscall this happens

- Fetch the n'th descriptor from the IDT, where n is the argument of int.
- Check that CPL in %cs is \leq DPL, where DPL is the privilege level in the descriptor.
- Save %esp and %ss in CPU-internal registers, but only if the target segment selector's PL $<$ CPL.
 - Switching from user mode to kernel mode. Hence save user code's SS and ESP
- Load %ss and %esp from a **task segment descriptor**.
 - Stack changes to kernel stack now. TS descriptor is on GDT, index given by TR register. See switchuvm()
- **Push %ss. // optional**
- **Push %esp. // optional (also changes ss,esp using TSS)**
- **Push %eflags.**
- **Push %cs.**
- **Push %eip.**
- **Clear the IF bit in %eflags, but only on an interrupt.**
- **Set %cs and %eip to the values in the descriptor.**

After “int” ‘s job is done

- **IDT was already set, during idtinit()**
 - Remember `vectors.S` – gives jump locations for each interrupt
- **“int 64” ->jump to 64th entry in vector table**

`vector64:`

`pushl $0`

`pushl $64`

`jmp alltraps`

- **So now stack has ss, esp,eflags, cs, eip, 0 (for error code), 64**
- **Next run alltraps from trapasm.S**

```
# Build trap frame.
pushl %ds
pushl %es
pushl %fs
pushl %gs
pushal // push all gen purpose
regs
# Set up data segments.
movw $(SEG_KDATA<<3), %ax
movw %ax, %ds
movw %ax, %es
# Call trap(tf), where tf=%esp
pushl %esp # first arg to trap()
call trap
addl $4, %esp
```

alltraps:

- Now stack contains
ss, esp, eflags, cs, eip, 0
(for error code), 64, ds,
es, fs, gs, eax, ecx, edx,
ebx, oesp, ebp, esi, edi
 - This is the struct trapframe !
 - So the kernel stack now contains the trapframe
 - Trapframe is a part of kernel stack

```
void
trap(struct trapframe *tf)
{
    if(tf->trapno == T_SYSCALL){
        if(myproc()->killed)
            exit();
        myproc()->tf = tf;
        syscall();
        if(myproc()->killed)
            exit();
        return;
    }
    switch(tf->trapno){
        ....
    }
}
```

trap()

- Argument is trapframe
- In alltraps
 - Before “call trap”, there was “push %esp” and stack had the trapframe
 - Remember calling convention --> when a function is called, the stack contains the arguments in reverse order (here only 1 arg)

trap()

- **Has a switch**
 - `switch(tf->trapno)`
 - Q: who set this trapno?
- **Depending on the type of trap**
 - Call interrupt handler
- Timer
 - `wakeup(&ticks)`
- **IDE: disk interrupt**
 - `Ideintr()`
- **KBD**
 - `Kbdintr()`
- **COM1**
 - `Uatrintr()`
- **If Timer**
 - Call `yield()` -- calls `sched()`
- **If process was killed (how is that done?)**
 - Call `exit()`!

when trap() returns

- #Back in alltraps

```
call trap
```

```
addl $4, %esp
```

```
# Return falls through to trapret...
```

```
.globl trapret
```

```
trapret:
```

```
popal
```

```
popl %gs
```

```
popl %fs
```

```
popl %es
```

```
popl %ds
```

```
addl $0x8, %esp # trapno and errcode
```

```
iret
```

```
.
```

- Stack had (trapframe)
 - ss, esp,eflags, cs, eip, 0 (for error code), 64, ds, es, fs, gs, eax, ecx, edx, ebx, oesp, ebp, esi, edi, esp
- add \$4 %esp
 - esp
- popal
 - eax, ecx, edx, ebx, oesp, ebp, esi, edi
- Then gs, fs, es, ds
- add \$0x8, %esp
 - 0 (for error code), 64
- iret
 - ss, esp,eflags, cs, eip,

understanding fork()

- **What should fork do?**
 - Create a copy of the existing process
 - child is same as parent, except pid, parent-child relation, return value (pid or 0)
 - Please go through every member of struct proc, understand it's meaning to appreciate what fork() should do
 - create a struct proc, and
 - **duplicate pages, page directory, sz, state, trapframe, context, ofile (and files!), cwd, name**
 - **modify: pid, parent, trapframe, state**

understanding fork()

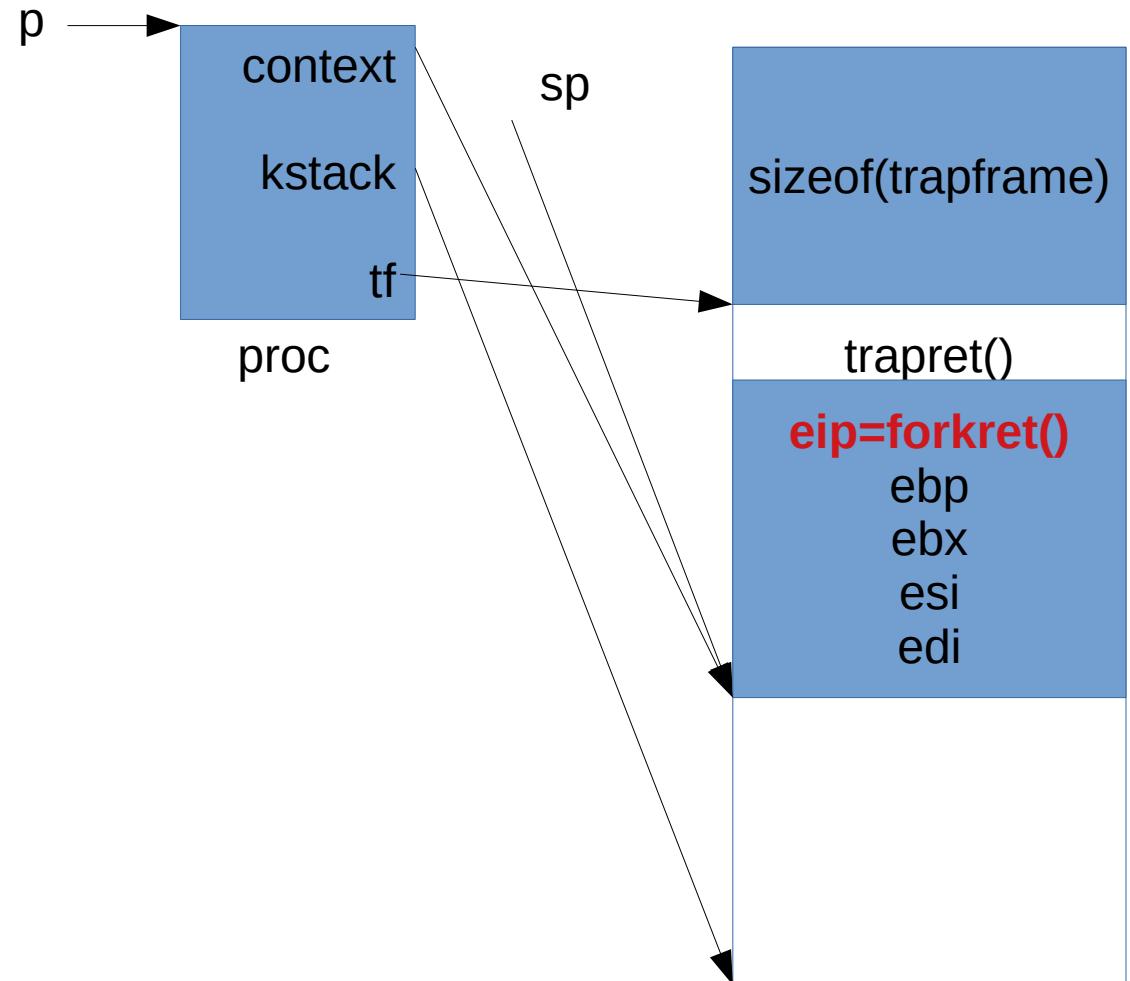
```
int
sys_fork(void)
{
    return fork();
}

int
fork(void)
{
    int i, pid;
    struct proc *np;
    struct proc *curproc = myproc();

    // Allocate process.
    if((np = allocproc()) == 0){
        return -1;
    }
```

after allocproc()

-- we studied this -- same as creation of first process



understanding fork()

```
// Copy process state from proc.  
if((np->pgdir = copyuvm(curproc->pgdir, curproc->sz)) == 0){  
    kfree(np->kstack);  
    np->kstack = 0;  
    np->state = UNUSED;  
    return -1;  
}  
np->sz = curproc->sz;  
np->parent = curproc;  
*np->tf = *curproc->tf;
```

- **copy the pages, page tables, page directory**
 - no copy on write here!
 - Rewind if operation of `copyuvm()` fails
- **copy size**
- **set parent of child**
- **copy trapframe (structure is copied)**

```

pde_t*
copyuvm(pde_t *pgdir, uint sz)
{
    pde_t *d; pte_t *pte; uint pa, i, flags;
    char *mem;

    if((d = setupkvm()) == 0)
        return 0;
    for(i = 0; i < sz; i += PGSIZE){
        if((pte = walkpgdir(pgdir, (void *) i, 0)) == 0)
            panic("copyuvm: pte should exist");
        if(!(pte & PTE_P))
            panic("copyuvm: page not present");
        pa = PTE_ADDR(*pte);
        flags = PTE_FLAGS(*pte);
        if((mem = kalloc()) == 0)
            goto bad;
        memmove(mem, (char*)P2V(pa), PGSIZE);
        if(mappages(d, (void*)i, PGSIZE, V2P(mem), flags) < 0) {
            kfree(mem);
            goto bad;
        }
    }
    return d;
bad:
    freevm(d);
    return 0;
}

```

understanding fork()->copyuvm()

- **Map kernel pages**
- **for every page in parent's VM address space**
 - **allocate a PTE for child**
 - **set flags**
 - **copy data**
 - **map pages in child's page directory/tables**

understanding fork()

```
np->tf->eax = 0;  
for(i = 0; i < NOFILE; i++)  
    if(curproc->ofile[i])  
        np->ofile[i] = filedup(curproc->ofile[i]);  
    np->cwd = idup(curproc->cwd);  
    safestrcpy(np->name, curproc->name, sizeof(curproc->name));  
    pid = np->pid;  
    acquire(&phtable.lock);  
    np->state = RUNNABLE;  
    release(&phtable.lock);
```

- **set return value of child to 0**
 - eax contains return value, it's on TF
- **copy each struct file**
- **copy current working dir inode**
- **copy name**
- **set pid of child**
- **set child “RUNNABLE”**

exec() - different prototype

- **int exec(char*, char**);**
 - usage: to print README and test.txt using “cat”

```
int main(int argc, char *argv[])
{
    char *cmd = "/cat";
    char *argstr[4] = { "/cat", "README",
"test.txt", 0};
    exec(cmd, argstr);
}
```

note: to really run this code in xv6, you need to make changes to Makefile. First, add this program to UPROGS, then write a file test.txt using Linux, and add ‘test.txt’ to list of files in ‘mkfs’ target in Makefile

```

int
sys_exec(void)
{
    char *path, *argv[MAXARG];
    int i;
    uint uargv, uarg;
    if(argstr(0, &path) < 0 || argint(1, (int*)&uargv) < 0){
        return -1;
    }
    memset(argv, 0, sizeof(argv));
    for(i=0;; i++){
        if(i >= NELEM(argv))
            return -1;
        if(fetchint(uargv+4*i, (int*)&uarg) < 0)
            return -1;
        if(uarg == 0){
            argv[i] = 0;
            break;
        }
        if(fetchstr(uarg, &argv[i]) < 0)
            return -1;
    }
    return exec(path, argv);
}

```

sys_exec()

- **argstr(n,), argint(n,)**
 - Fetch the n'th argument from *process stack* using p->tf->esp + offset
 - Again: revise calling conventions
- **0'th argument: name of executable file**
- **1st Argument: address of the array of arguments**
 - **store in uargv**

```

int sys_exec(void)
{
    char *path, *argv[MAXARG];
    int i;  uint uargv, uarg;
    if(argstr(0, &path) < 0 || argint(1,
    (int*)&uargv) < 0){
        return -1;
    }
    memset(argv, 0, sizeof(argv));
    for(i=0;; i++){
        if(i >= NELEM(argv))  return -1;
        if(fetchint(uargv+4*i, (int*)&uarg) < 0)
            return -1;
        if(uarg == 0){
            argv[i] = 0;    break;
        }
        if(fetchstr(uarg, &argv[i]) < 0)
            return -1;
    }
    return exec(path, argv);
}

```

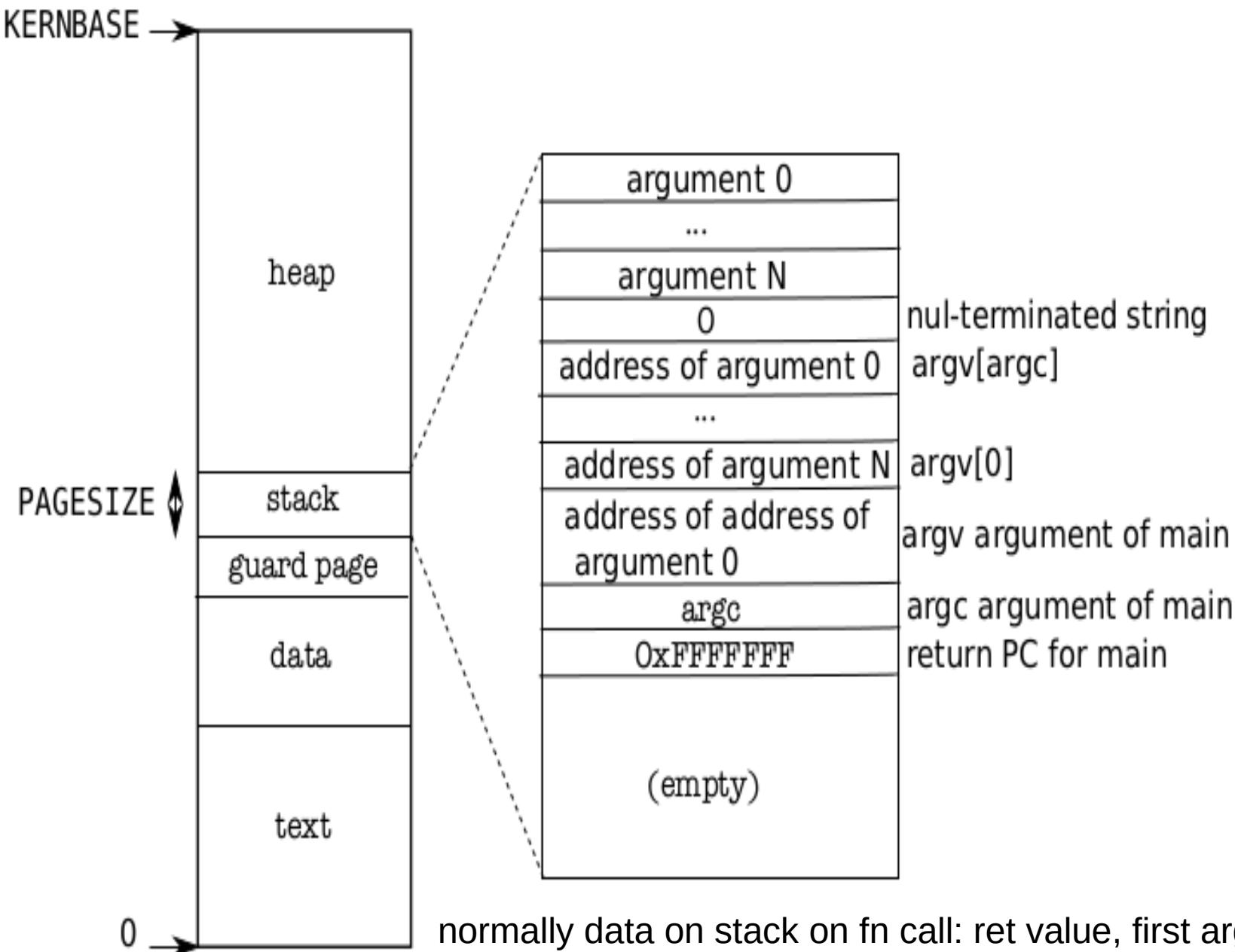
sys_exec()

- the local array argv[] (allocated on kernel stack, obviously) set to 0
- fetch every next argument from array of arguments
 - Sets the address of argument in argv[1]
- call exec
 - beware: mistake to assume that this exec() is the exec() called from user code! NO!

What should exec() do?

- **Remember, it came from fork()**
 - so proc & within it tf, context, kstack, pgdir-tables-pages, all exist.
 - Code, stack pages exist, and mappings exist through proc->pgdir
- **Hence**
 - read the ELF executable file (argv[0])
 - create a new page dir – create mappings for kernel and user code+data; copy data from ELF to these pages (later discard old pagedir)
 - Copy the argv onto the user stack – so that when new process starts it has it's main(argc, argv[]) built
 - set values of other fields in proc to start program correctly

User stack after call to `exec()` is over



normally data on stack on fn call: ret value, first arg, second arg, ...
main(int argc, char *argv[])
argv[] is address of array of string; string itself is an address. Hence 2 levels of indirection on stack

exec()

```
int
exec(char *path, char **argv)
{
...
    uint argc, sz, sp,
ustack[3+MAXARG+1];
...
    if((ip = namei(path)) == 0){
        end_op();
        cprintf("exec: fail\n");
        return -1;
    }
}
```

- **ustack**
 - used to build the arguments to be pushed on user-stack
- **namei**
 - get the inode of the executable file

exec()

```
// Check ELF header
if(readi(ip, (char*)&elf, 0,
sizeof(elf)) != sizeof(elf))
    goto bad;
if(elf.magic != ELF_MAGIC)
    goto bad;

if((pgdir = setupkvm()) == 0)
    goto bad;
```

- **readi**
 - read ELF header
- **setupkvm()**
 - creating a *new* page directory and mapping kernel pages

```
sz = 0;  
for(i=0, off=elf.phoff; i<elf.phnum; i++, off+=sizeof(ph)){  
    if(readi(ip, (char*)&ph, off, sizeof(ph)) != sizeof(ph))  
        goto bad;  
    if(ph.type != ELF_PROG_LOAD)  
        continue;  
    if(ph.memsz < ph.filesz)  
        goto bad;  
    if(ph.vaddr + ph.memsz < ph.vaddr)  
        goto bad;  
    if((sz = allocuvm(pgdir, sz, ph.vaddr + ph.memsz)) == 0)  
        goto bad;  
    if(ph.vaddr % PGSIZE != 0)  
        goto bad;  
    if(loaduvm(pgdir, (char*)ph.vaddr, ip, ph.off, ph.filesz) <  
0)  
        goto bad;  
}
```

exec()

- Read ELF program headers from ELF file
- Map the code/data into pagedir-pagetable-pages
- Copy data from ELF file into the pages allocated

exec()

```
sz = PGROUNDUP(sz);
if((sz = allocuvm(pgdir, sz, sz +
2*PGSIZE)) == 0)
    goto bad;
clearpteu(pgdir, (char*)(sz -
2*PGSIZE));
sp = sz;
```

- Allocate 2 pages on top of proc->sz
- One page for stack
- one page for guard page
- Clear the valid flag on guard page

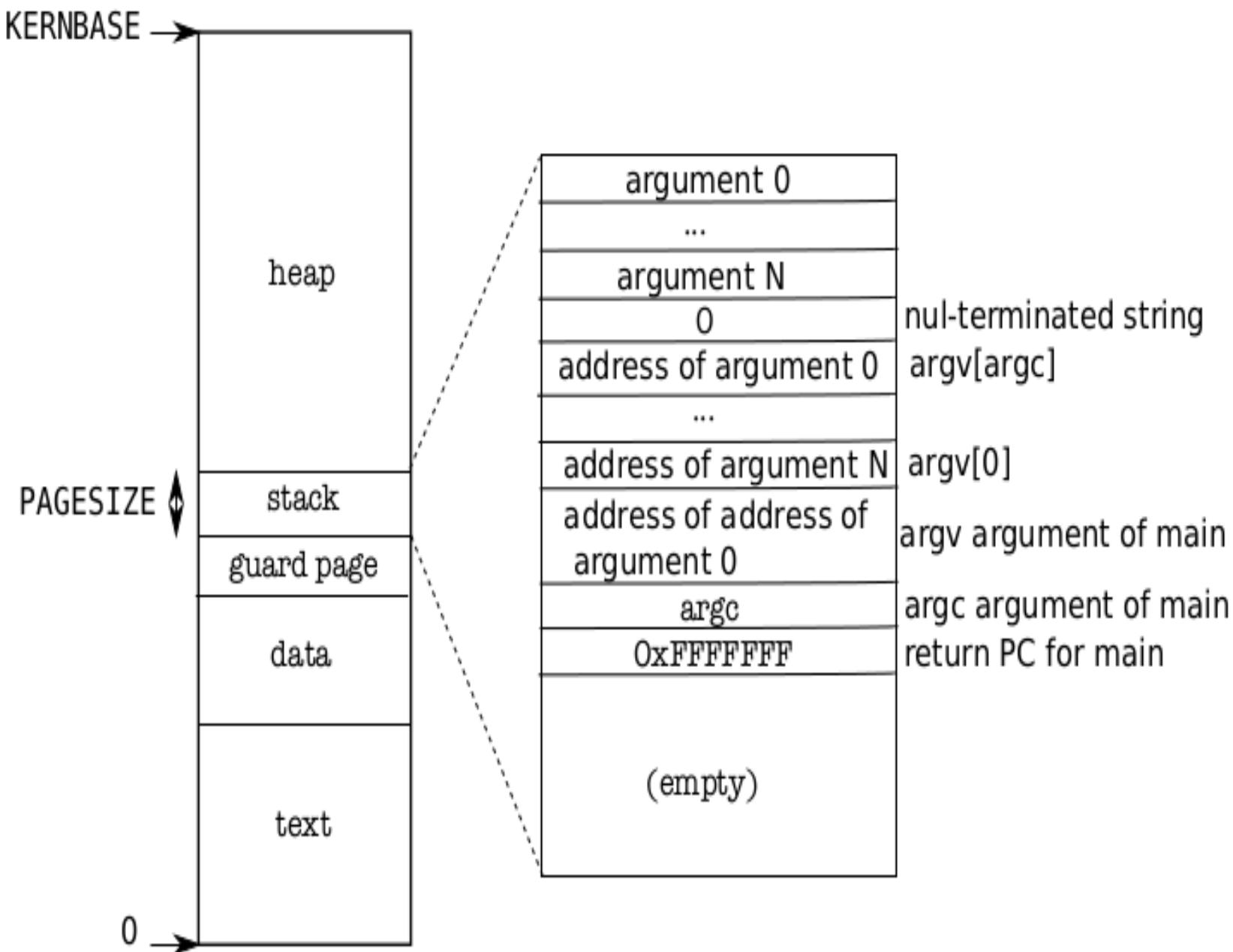
// Push argument strings, prepare rest of stack
in ustack.

```
for(argc = 0; argv[argc]; argc++) {  
    if(argc >= MAXARG)  
        goto bad;  
    sp = (sp - (strlen(argv[argc]) + 1)) & ~3;  
    if(copyout(pkdir, sp, argv[argc],  
    strlen(argv[argc]) + 1) < 0)  
        goto bad;  
    ustack[3+argc] = sp;  
}  
ustack[3+argc] = 0;  
ustack[0] = 0xffffffff; // fake return PC  
ustack[1] = argc;  
ustack[2] = sp - (argc+1)*4; // argv pointer  
sp -= (3+argc+1) * 4;  
if(copyout(pkdir, sp, ustack, (3+argc+1)*4) < 0)  
    goto bad;
```

exec()

- For each entry in argv[]
 - copy it on user-stack
 - remember it's location on user stack in ustack
- add extra entries (to be copied to user stack) to ustack
- copy argc, argv pointer
- take sp to bottom
- copy ustack to user stack

This is
what the
code on
earlier
slide did



// Save program name for debugging.

```
for(last=s=path; *s; s++)
```

```
if(*s == '/')
```

```
last = s+1;
```

```
safestrcpy(curproc->name, last,  
sizeof(curproc->name));
```

// Commit to the user image.

```
oldpgdir = curproc->pgdir;
```

```
curproc->pgdir = pgdir;
```

```
curproc->sz = sz;
```

```
curproc->tf->eip = elf.entry; // main
```

```
curproc->tf->esp = sp;
```

```
switchuvm(curproc);
```

```
freevm(oldpgdir);
```

```
return 0;
```

exec()

- copy name of new process in proc->name
- change to new page directory
- change new size
- tf->eip will be used when we return from exec() to jump to user code. Set to to first instruction of code, given by elf.entry
- Set user stack pointer to “sp” (bottom of stack of arguments)
- Update TSS, change CR3 to newpagedir
- free old page dir

return 0 from exec()?

- **We know exec() does not return !**
- **This was exec() function !**
 - Returns to sys_exec()
- **sys_exec() also returns , where?**
 - Remember we are still in kernel code, running on kernel stack. p->kstack has the trapframe setup
 - There is context struct on stack. Why?
 - sys_exec() returns to trapret(), the trap frame will be popped !
 - **with “iret” jump into new program !**
 - New program is not old program , which could have accessed return value of sys_exec()

File Systems

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Introduction

- **Human end user's view of file system on a modern desktop operating system**
 - Files, directories(folders), hierarchy – acyclic graph like structure
 - Windows Vs Linux logical organization: multiple partitions (C:, D:,etc.), vs single logical namespace starting at “/”

Introduction

- **Secondary and Tertiary memory**

- Hard disks, Pen drives, CD-ROMs, DVDs, Magnetic Tapes, Portable disks, etc.
Used for storing files
- Each comes with a hardware “controller” that acts as an intermediary in the hardware/software boundary
- IDE, SATA, SCSI, SAS, etc. Protocols : Different types of cables, speeds, signaling mechanisms
- Controllers provide a block/sector based read/write access
 - Block size is most typically 512 bytes
 - Can't read byte no. 33 directly. Must read sector 0 (byte 0 to 511) in memory and then access the byte no 33 in memory.

Introduction

- **OS and File system**
 - OS bridges the gap between end user and storage hardware controller
 - Provides data structure to map the logical view of end users onto disk storage
 - Essentially an implementation of the acyclic graph on the sequential sector-based disk storage
 - **Both in memory and on-disk**
 - Provides system calls (open, read, write, ..., etc.) to enable access to files, folders

What we are going to learn

- The operating system interface (system calls, commands/utilities) for accessing files in a file-system
- Design aspects of OS to implement the file system

What is a file?

- **A sequence of bytes , with**
 - A name
 - Permissions
 - Owner
 - Timestamps,
 - Etc.
- **Types: Text files, binary files**
 - Text: All bytes are human readable
 - Binary: Non-text
- **Types: ODT, MP4, TXT, DOCX, etc.**
 - Most typically describing the organization of the data inside the file
 - Each type serving the needs of a particular application

file type	usual extension	function
executable	exe, com, bin or none	ready-to-run machine-language program
object	obj, o	compiled, machine language, not linked
source code	c, cc, java, pas, asm, a	source code in various languages
batch	bat, sh	commands to the command interpreter
text	txt, doc	textual data, documents
word processor	wp, tex, rtf, doc	various word-processor formats
library	lib, a, so, dll	libraries of routines for programmers
print or view	ps, pdf, jpg	ASCII or binary file in a format for printing or viewing
archive	arc, zip, tar	related files grouped into one file, sometimes compressed, for archiving or storage
multimedia	mpeg, mov, rm, mp3, avi	binary file containing audio or A/V information

What is a file?

- **The sequence of bytes can be interpreted to be**
 - Just a sequence of bytes
 - E.g. a text file
 - Sequence of records/structures
 - E.g. a file of student records
 - A complexly organized, collection of records and bytes
 - E.g. a “ODT” or “DOCX” file
- **What's the role of OS in above mentioned file type, and organization?**
 - **Mostly NO role on Unixes, Linuxes!**
 - They are handled by applications !
 - Types handled by OS: normal file, directory, block device file, character device file, FIFO file (named pipe), etc.
 - Also types handled by OS: executable file, non-executable file

File attributes

- **Run**

- **\$ ls -l**

- **on Linux**

- **To see file listing with different attributes**

- **Different OSes and file-systems provide different sets of file attributes**

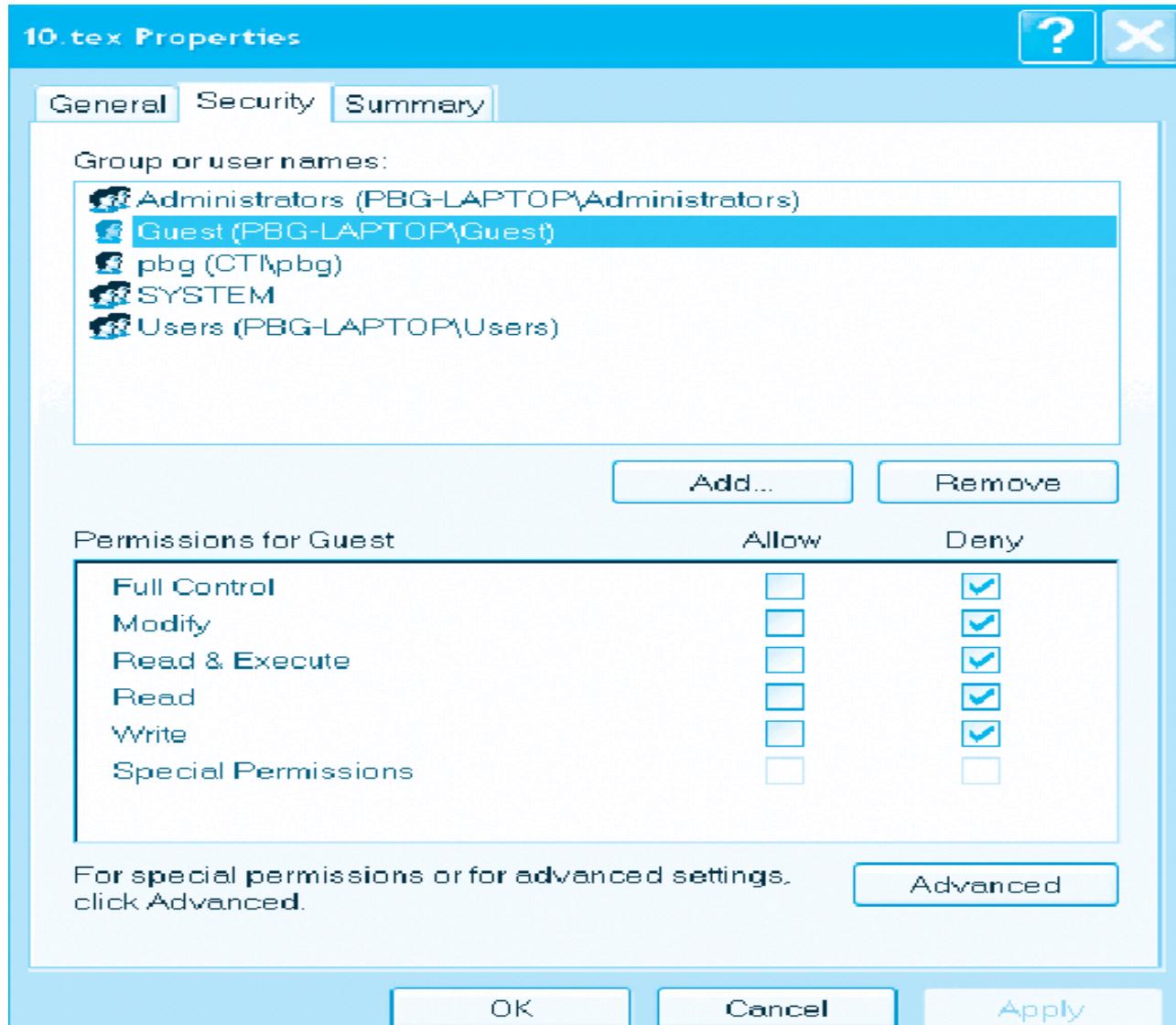
- **Some attributes are common to most, while some are different**
 - **E.g. name, size, owner can be found on most systems**
 - **“Executable” permission may not be found on all systems**

File protection attributes

- **File owner/creator should be able to control:**
 - what can be done
 - by whom
 - **Types of access**
 - Read
 - Write
 - Execute
 - Append
 - Delete
 - List
 - **Linux: See commands: “chown”, “chgrp” and “chmod”**
-
- **Linux file permissions**
 - For owner, group and others
 - Read, write and execute
 - Total 9 permissions

A Sample UNIX Directory Listing

-rw-rw-r--	1	pbg	staff	31200	Sep 3 08:30	intro.ps
drwx-----	5	pbg	staff	512	Jul 8 09:33	private/
drwxrwxr-x	2	pbg	staff	512	Jul 8 09:35	doc/
drwxrwx---	2	pbg	student	512	Aug 3 14:13	student-proj/
-rw-r--r--	1	pbg	staff	9423	Feb 24 2003	program.c
-rwxr-xr-x	1	pbg	staff	20471	Feb 24 2003	program
drwx--x--x	4	pbg	faculty	512	Jul 31 10:31	lib/
drwx-----	3	pbg	staff	1024	Aug 29 06:52	mail/
drwxrwxrwx	3	pbg	staff	512	Jul 8 09:35	test/



Windows XP Access List

Access methods

- OS system calls may provide two types of access to files
 - Sequential Access
 - **read next**
 - **write next**
 - **reset**
 - **no read after last write**
(rewrite)
 - Linux provides sequential access using `open()`, `read()`, `write()`, ...
- Direct Access
 - **read n**
 - **write n**
 - **position to n**
read next
 - **write next**
 - **rewrite n**

Device Drivers

- **Hardware manufacturers provide “hardware controllers” for their devices**
- **Hardware controllers can operate the hardware, as instructed**
- **Hardware controllers are instructed by writing to particular I/O ports using CPU’s machine instructions**
 - This bridges the hardware-software gap
- **OS programmers, typically, write one “device driver” code that interacts with one hardware controller**
 - This is pure C code
 - Which calls I/O instructions for hardware controller
 - This code is independent of most of the OS code
 - Often this code is like an add-on Module , eg. Linux kernel

Disk device driver

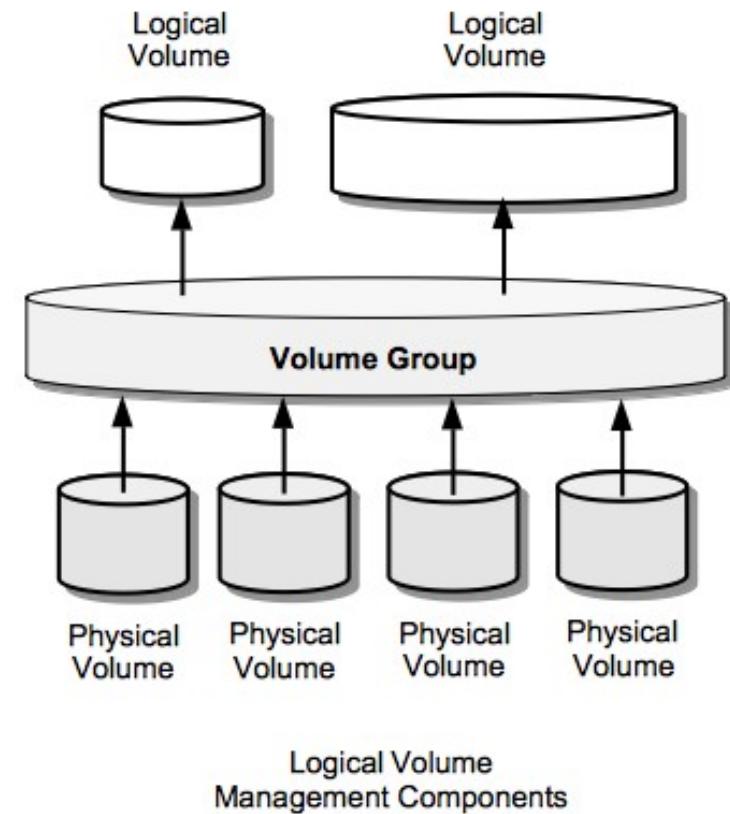
- OS views the disk as a logical sequence of blocks
 - OS's assumed block size may be > sector size
- OS Talks to disk controller
- Helps the OS Convert it's view of “logical block” of the disk, into physical sector numbers
- Acts as a translator between rest of OS and hardware controller
- xv6: ide.c

OS's job now

- **To implement the logical view of file system as seen by end user**
- **Using the logical block-based view offered by the device driver**

Volume Managers

- **Special type of kernel device drives, which reside on top of disk device drivers**
- **Provide a more abstract view of the underlying hardware**
- **E.g. Can combine two physical hard disks, and present them as one**
- **Allow end users to**
 - **“combine one or more physical disks to create physical volumes”**
 - **“create volume groups out of a set of physical volumes”**,
 - **“create logical volumes within volume groups”**

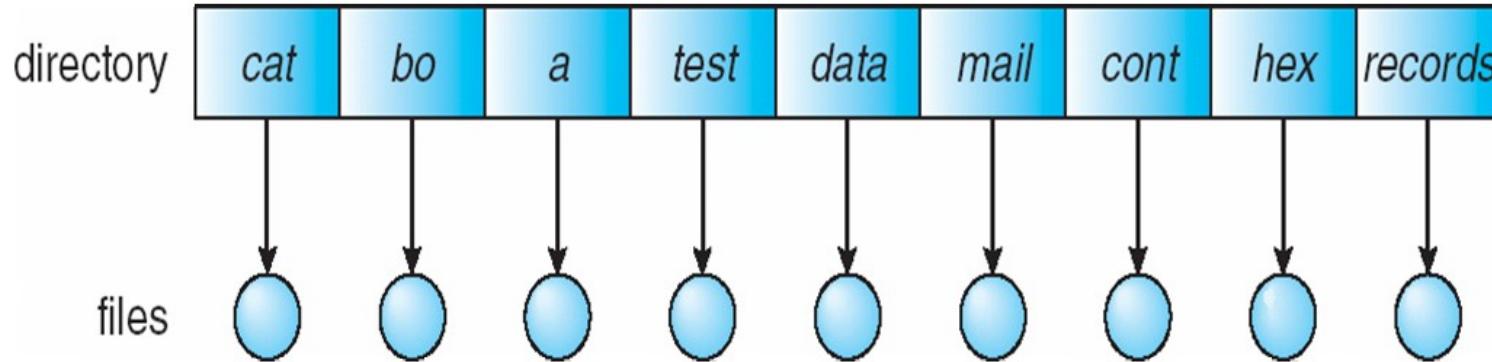


Formatting

- **Physical hard disk divided into partitions**
 - Partitions also known as minidisks, slices
- **A raw disk partition is accessible using device driver – but no block contains any data !**
 - Like an un-initialized array, or sectors/blocks
- **Formatting**
 - Creating an initialized data structure on the partition, so that it can start storing the acyclic graph tree structure on it
 - Different formats depending on different implementations of the directory tree structure: ext4, NTFS, vfat, VxFS, ReiserFS, WafleFS, etc.
- **Formatting happens on “a physical partition” or “a logical volume made available by volume manager”**

Different types of “layouts”

Single level directory

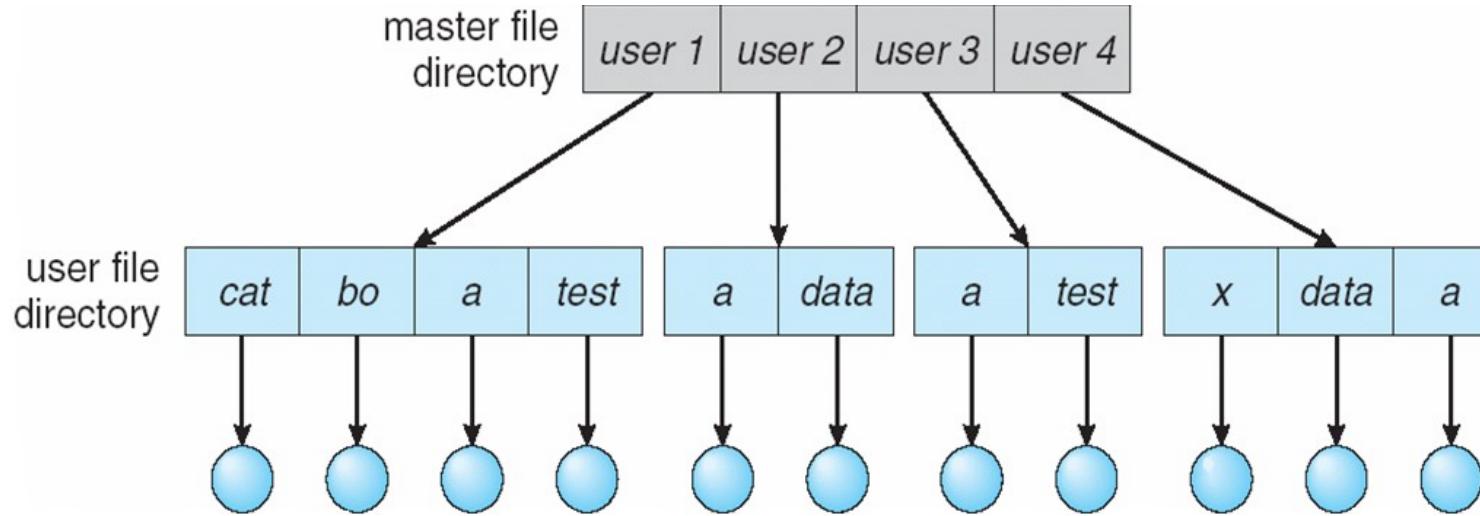


Naming problem

Grouping problem

Different types of “layouts”

Two level directory



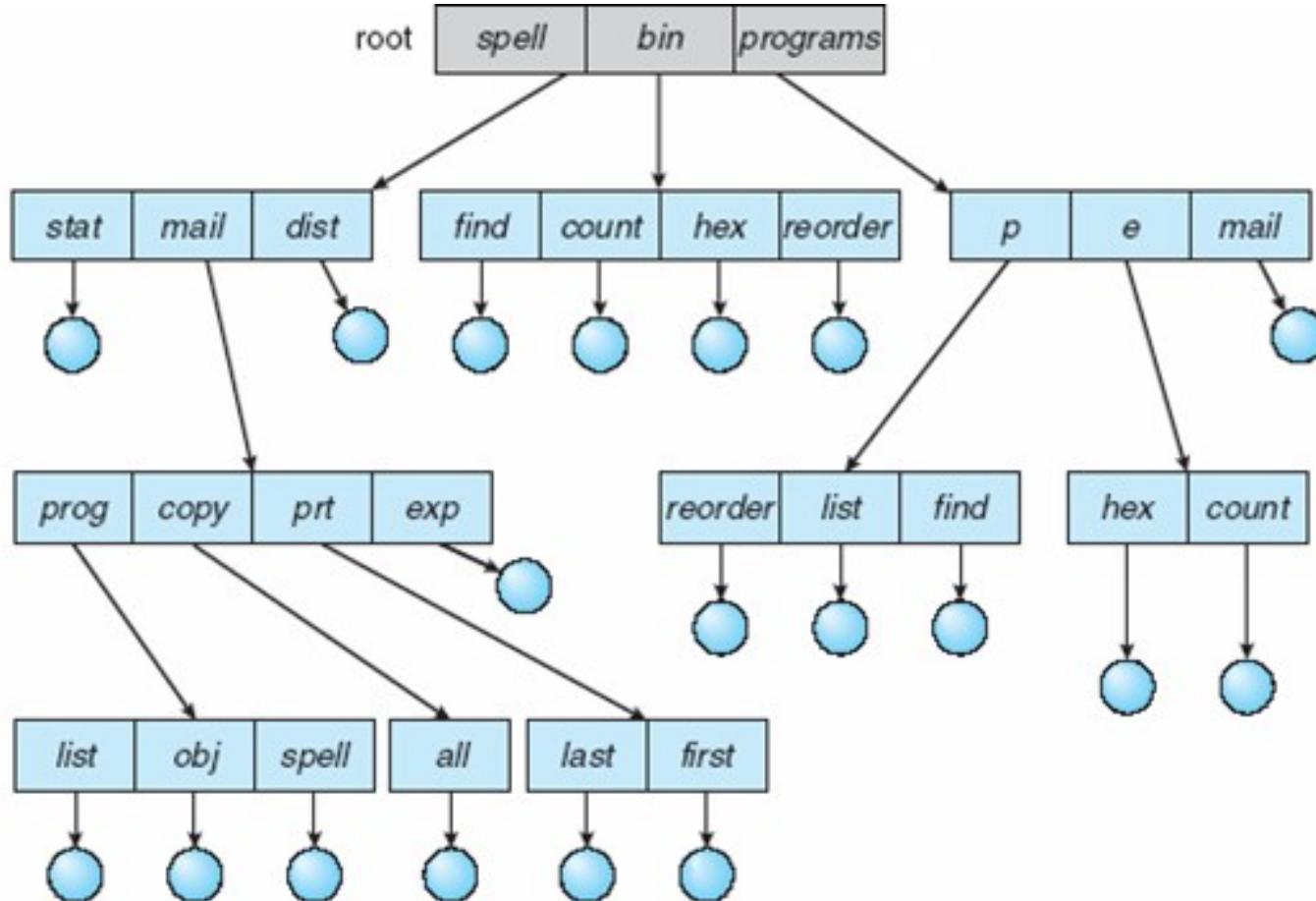
Path name

Can have the same file name for different user

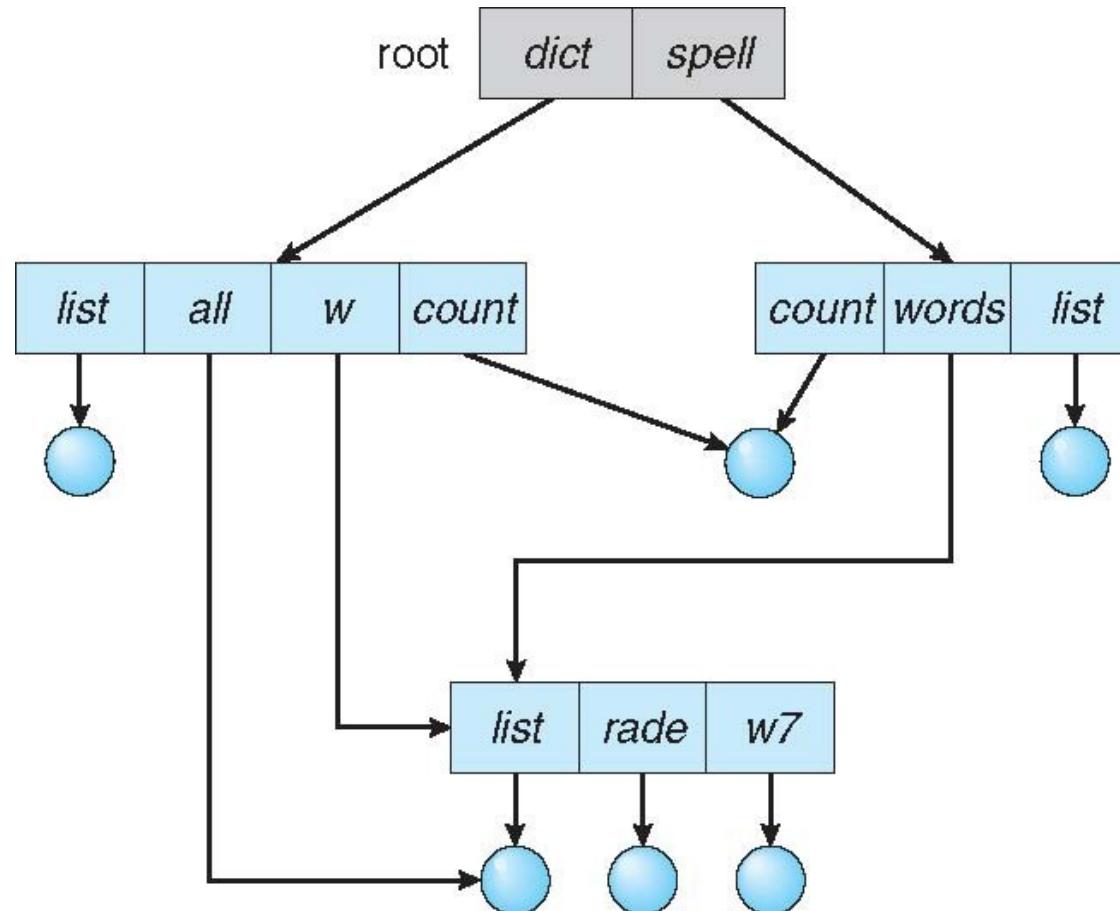
Efficient searching

No grouping capability

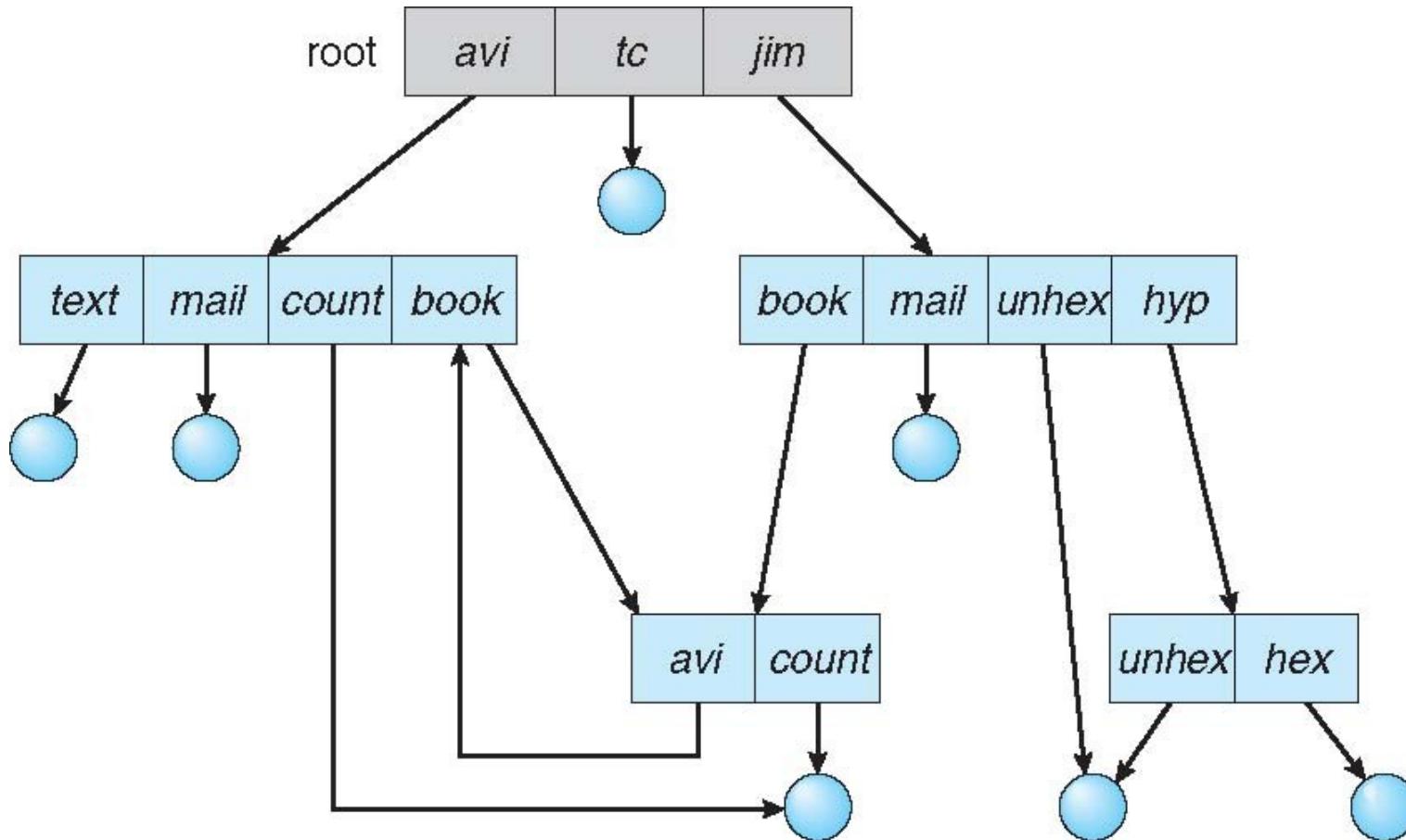
Tree Structured directories



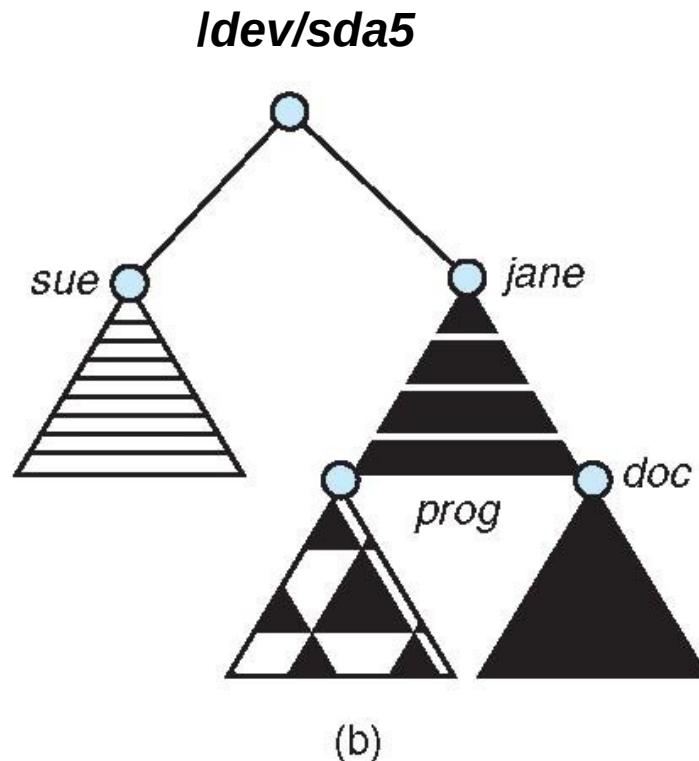
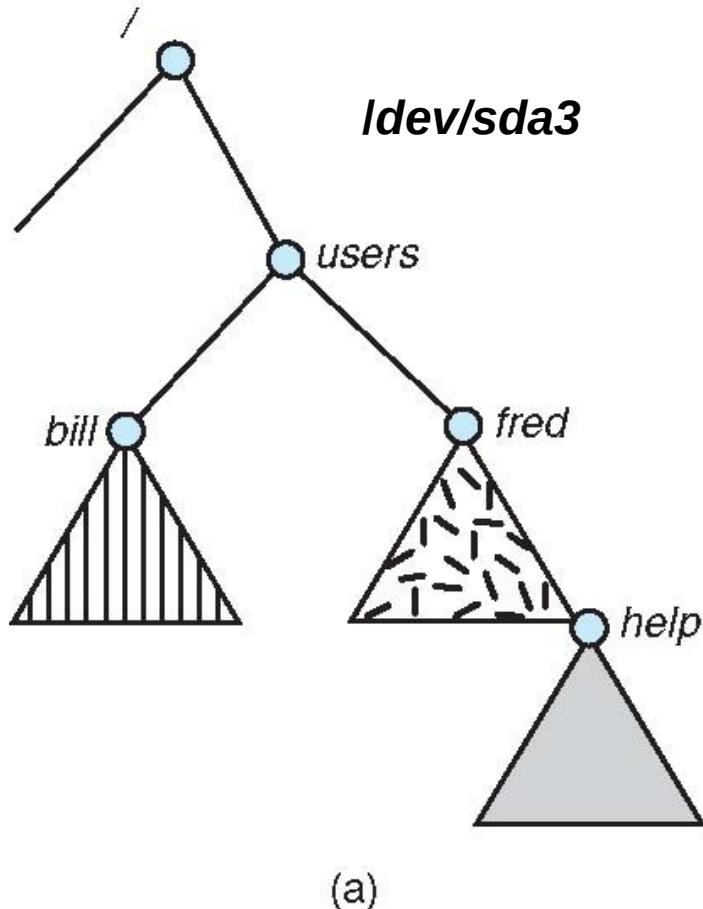
Acyclic Graph Directories



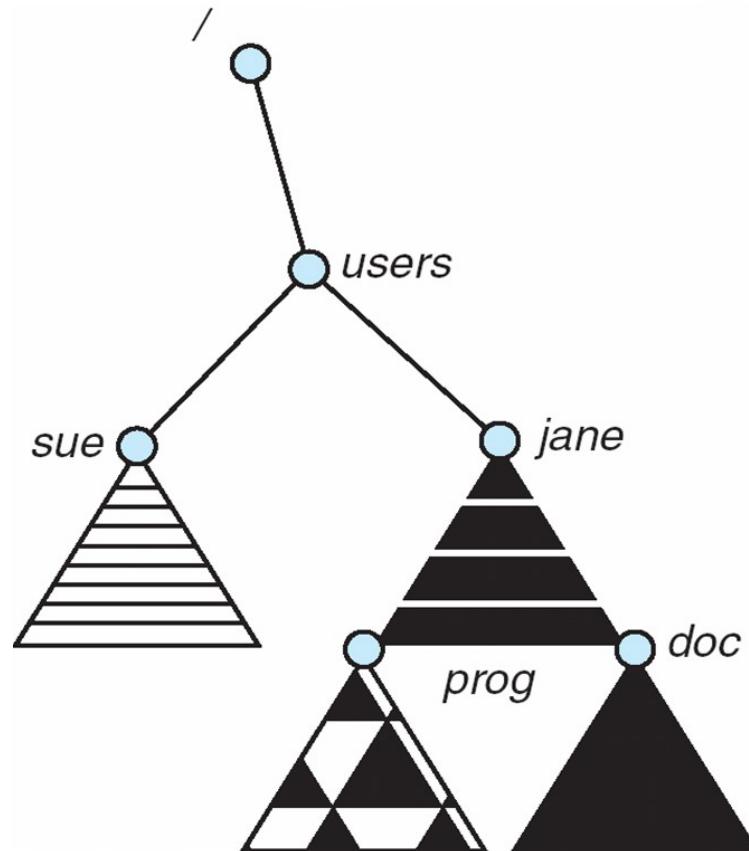
General Graph directory



Mounting of a file system: before



Mounting of a file system: after



```
$sudo mount /dev/sda5 /users
```

Remote mounting: NFS

- **Network file system**
- **\$ sudo mount 10.2.1.2:/x/y /a/b**
 - The */x/y* partition on 10.2.1.2 will be made available under the folder */a/b* on this computer
-

File sharing semantics

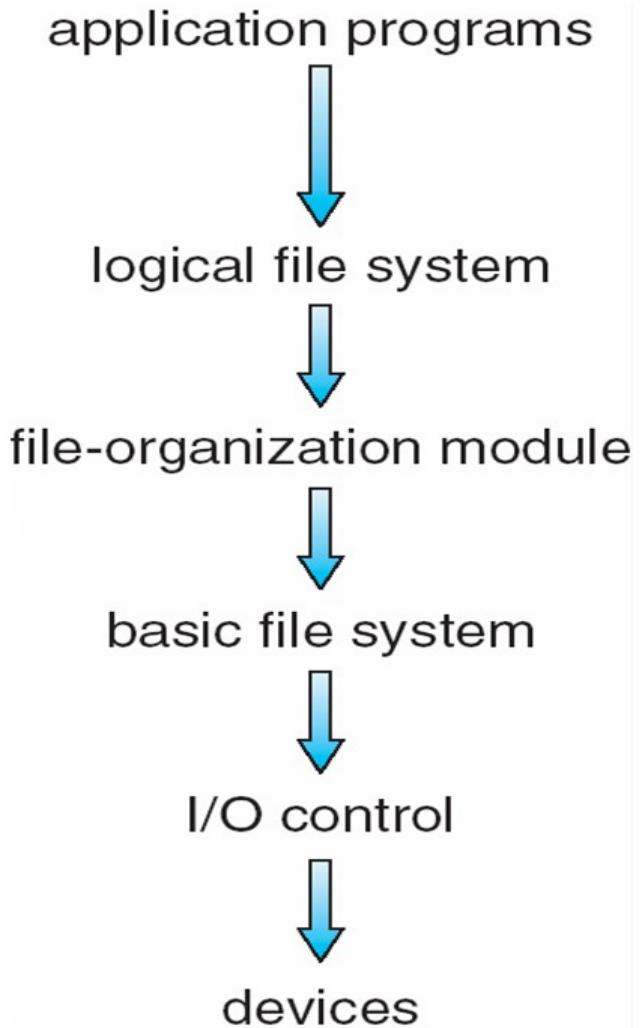
- **Consistency semantics specify how multiple users are to access a shared file simultaneously**
- **Unix file system (UFS) implements:**
 - Writes to an open file visible immediately to other users of the same open file
 - One mode of sharing file pointer to allow multiple users to read and write concurrently
- **AFS has session semantics**
 - Writes only visible to sessions starting after the file is closed

Implementing file systems

File system on disk

- **Disk I/O in terms of sectors (512 bytes)**
- **File system: implementation of acyclic graph using the linear sequence of sectors**
- **Device driver: available to rest of the OS code to access disk using a block number**

File system implementation: layering



File system: Layering

- Device drivers manage I/O devices at the I/O control layer
 - Given commands like “read drive1, cylinder 72, track 2, sector 10, into memory location 1060” outputs low-level hardware specific commands to hardware controller
- Basic file system given command like “retrieve block 123” translates to device driver
 - Also manages memory buffers and caches (allocation, freeing, replacement)
 - Buffers hold data in transit
 - Caches hold frequently used data
- File organization module understands files, logical address, and physical blocks
 - Translates logical block # to physical block #
 - Manages free space, disk allocation
- Logical file system manages metadata information
 - Translates file name into file number, file handle, location by maintaining file control blocks (inodes in Unix)
 - Directory management
 - Protection

Application programs

```
int main() {
    char buf[128]; int count;
    fd = open(...):
    read(fd, buf, count);
}
```

OS

Logical file system:

```
sys_read(int fd, char *buf, int count) {
    file *fp = currproc->fdarray[fd];
    file_read(fp, ...);
}
```

File organization module:

```
file_read(file *fp, char *buf, int count) {
    offset = fp->current-offset;
    translate offset into blockno;
    basic_read(blockno, buf, count);
}
```

Basic File system:

```
basic_read(int blockno, char *buf, ...) {
    os_buffer *bp;
    sectorno = calculation on blockno;
    disk_driver_read(sectorno, bp );
    move-process-to-wait-queue;
    copy-data-to-user-buffer(bp, buf);
}
```

IO Control, Device driver:

```
disk_driver_read(sectorno) {
    issue instructions to disk controller
    (often assembly code)
    to read sectorno into specific
    location;
}
```

XV6 does it slightly differently, but following the layering principle!

Layering advantages

- **Layering useful for reducing complexity and redundancy, but adds overhead and can decrease performance**
 - Logical layers can be implemented by any coding method according to OS designer
- **Many file systems, sometimes many within an operating system**
 - Each with its own format (CD-ROM is ISO 9660; Unix has UFS, FFS; Windows has FAT, FAT32, NTFS as well as floppy, CD, DVD Blu-ray, Linux has more than 40 types, with extended file system ext2 and ext3 leading; plus distributed file systems, etc)
 - New ones still arriving – ZFS, GoogleFS, Oracle ASM, FUSE
 - The Virtual File System (to be discussed later) helps us combine multiple physically different file systems into one logical layer at the top

File system implementation: Different problems to be solved

- **What to do at boot time ?**
- **How to store directories and files on the partition ?**
 - Complex problem. Hierarchy + storage allocation + efficiency + limits on file/directory sizes + links (hard, soft)
- **How to manage list of free sectors/blocks?**
- **How to store the summary information about the complete file system**
- **How to mount a file system , how to unmount**

File system implementation

- **We have system calls at the API level, but how do we implement their functions?**
 - On-disk and in-memory structures. Let's see some of the important ones.
 - Boot control block contains info needed by system to boot OS from that volume
 - Not always needed. Needed if volume contains OS, usually first block of volume
 - **Volume control block (superblock, master file table) contains volume details**
 - Total # of blocks, # of free blocks, block size, free block pointers or array
 - **Per-file File Control Block (FCB) contains many details about the file**
 - Inode(FCB) number, permissions, size, dates
 - **Directory structure organizes the files**
 - Names and inode numbers, master file table

A typical file control block (inode)

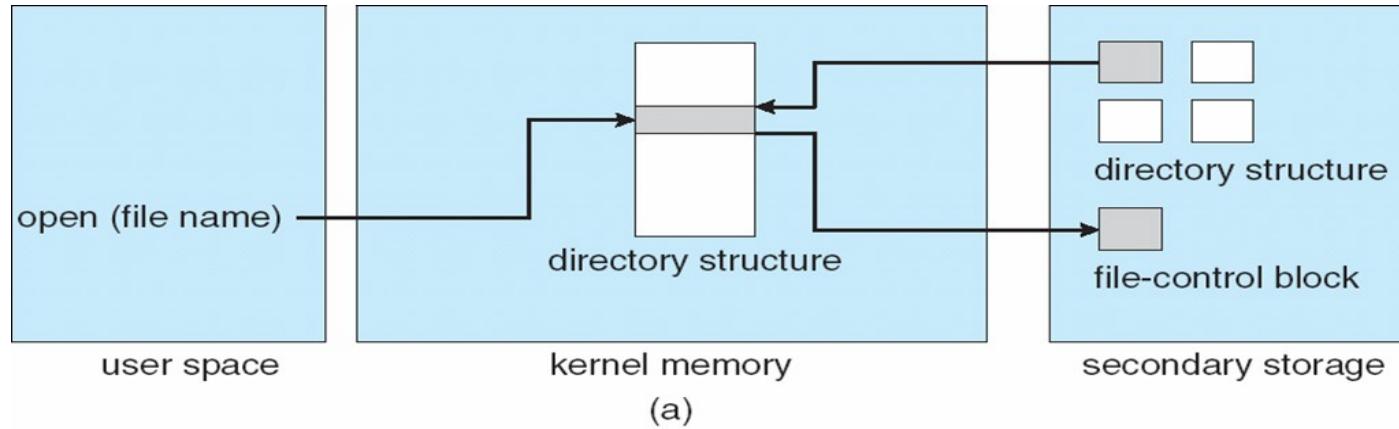
file permissions
file dates (create, access, write)
file owner, group, ACL
file size
file data blocks or pointers to file data blocks

Why does it NOT
contain the
Name of the file ?

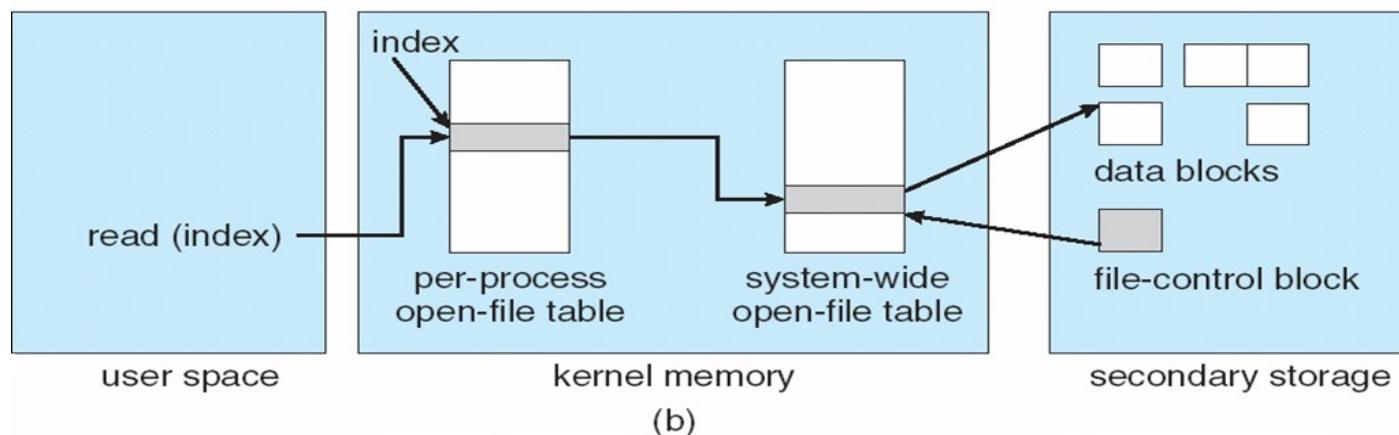
In memory data structures

- **Mount table**
 - storing file system mounts, mount points, file system types
- **See next slide for “file” realated data structures**
- **Buffers**
 - hold data blocks from secondary storage

In memory data structures: for open,read,write, ...



Open returns a file handle for subsequent use



Data from read eventually copied to specified user process memory address

At boot time

- **Root partition**
 - Contains the file system hosting OS
 - “mounted” at boot time – contains “/”
 - Normally can’t be unmounted!
- **Check all other partitions**
 - Specified in `/etc/fstab` on Linux
 - Check if the data structure on them is consistent
 - Consistent != perfect/accurate/complete

Directory Implementation

- **Problem**
 - Directory contains files and/or subdirectories
 - Operations required – create files/directories, access files/directories, search for a file (during lookup), etc.
 - Directory needs to give location of each file on disk

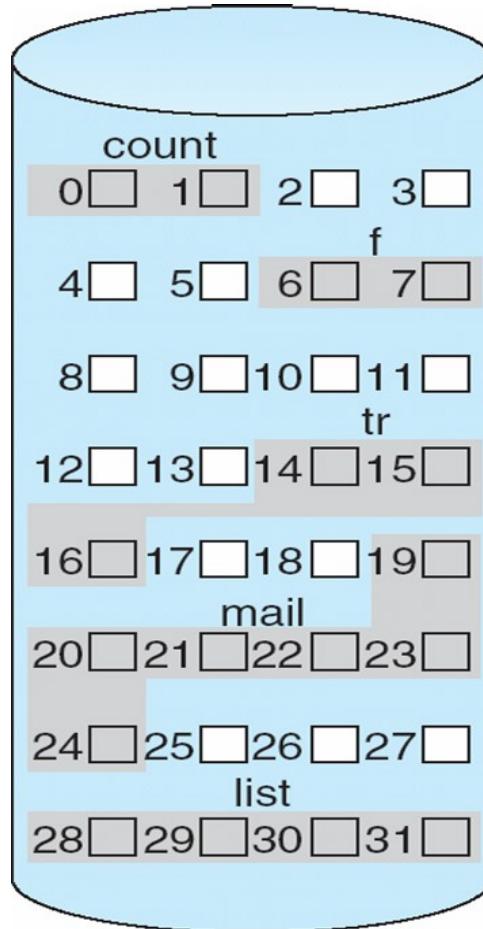
Directory Implementation

- **Linear list of file names with pointer to the data blocks**
 - Simple to program
 - Time-consuming to execute
 - Linear search time
 - Could keep ordered alphabetically via linked list or use B+ tree
 - Ext2 improves upon this approach.
- **Hash Table – linear list with hash data structure**
 - Decreases directory search time
 - Collisions – situations where two file names hash to the same location
 - Only good if entries are fixed size, or use chained-overflow method

Disk space allocation for files

- **File contain data and need disk blocks/sectors for storing it**
- **File system layer does the allocation of blocks on disk to files**
- **Files need to**
 - Be created, expanded, deleted, shrunk, etc.
 - How to accommodate these requirements?

Contiguous Allocation of Disk Space



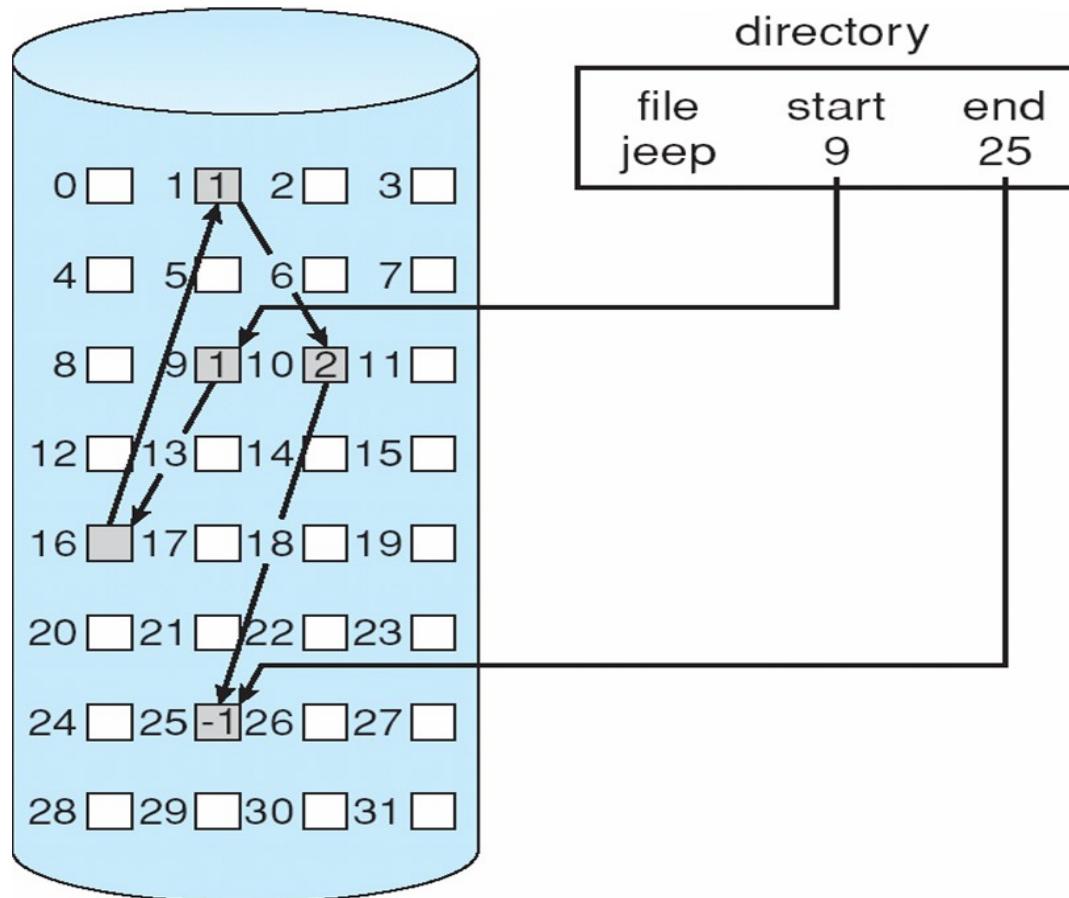
directory

file	start	length
count	0	2
tr	14	3
mail	19	6
list	28	4
f	6	2

Contiguous allocation

- **Each file occupies set of contiguous blocks**
- **Best performance in most cases**
- **Simple – only starting location (block #) and length (number of blocks) are required**
- **Problems include finding space for file, knowing file size, external fragmentation, need for compaction off-line (downtime) or on-line**

Linked allocation of blocks to a file

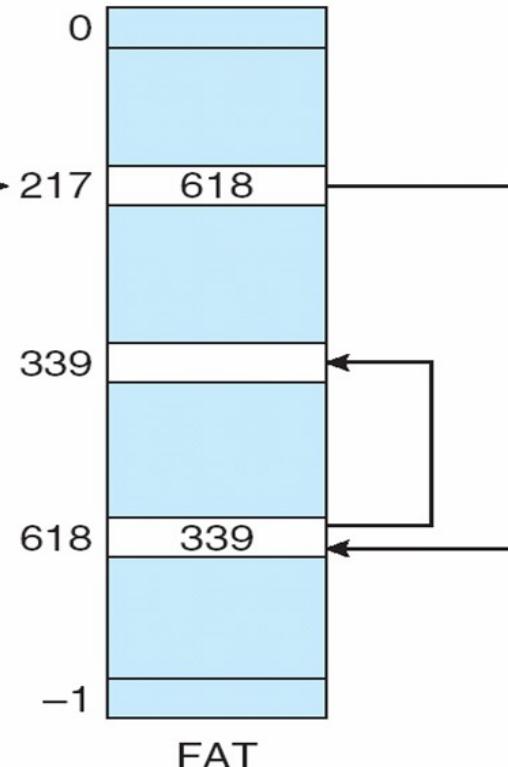
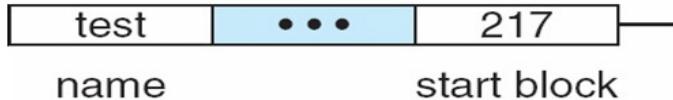


Linked allocation of blocks to a file

- **Linked allocation**
 - Each file a linked list of blocks
 - File ends at nil pointer
 - No external fragmentation
 - Each block contains pointer to next block (i.e. data + pointer to next block)
 - No compaction, external fragmentation
- Free space management system called when new block needed
- Improve efficiency by clustering blocks into groups but increases internal fragmentation
- Reliability can be a problem
- Locating a block can take many I/Os and disk seeks

FAT: File Allocation Table

directory entry



- FAT (File Allocation Table), a variation
 - Beginning of volume has table, indexed by block number
 - Much like a linked list, but faster on disk and cacheable
 - New block allocation simple

Directory table entry (32B)

Filename (8B)
Extension (3B)
Attributes (1B)
Reserved (1B)
Create time (3B)
Create date (2B)
Last access date (2B)
First cluster # (MSB, 2B)
Last mod. time (2B)
Last mod. date (2B)
First cluster # (LSB, 2B)
File size (4B)

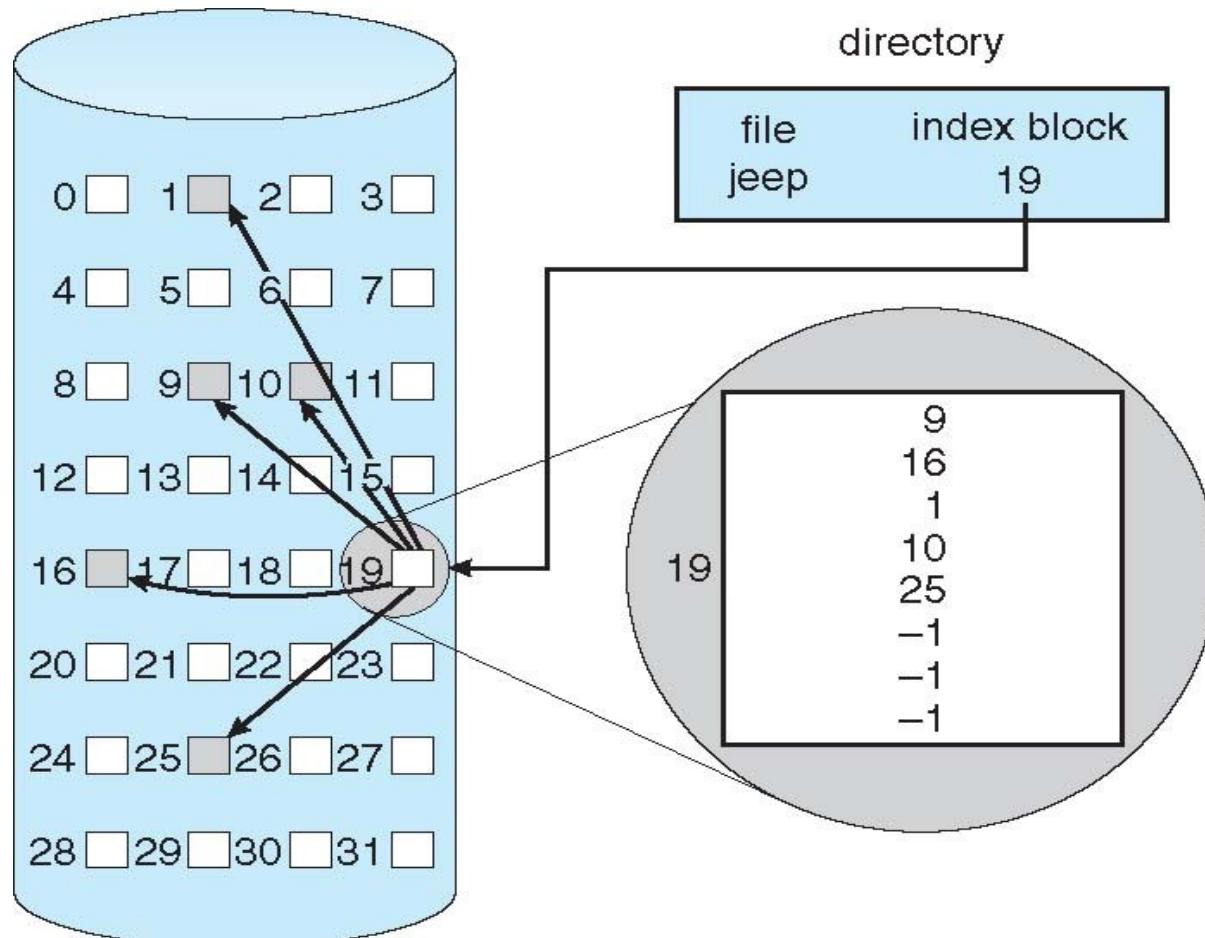
File allocation table

0	Volume info
1	Free
2	6
3	8
4	10
5	EOC
6	5
7	3
8	Free
9	11
10	EOC
11	...

FAT: File Allocation Table

Variants: FAT8, FAT12, FAT16, FAT32, VFAT, ...

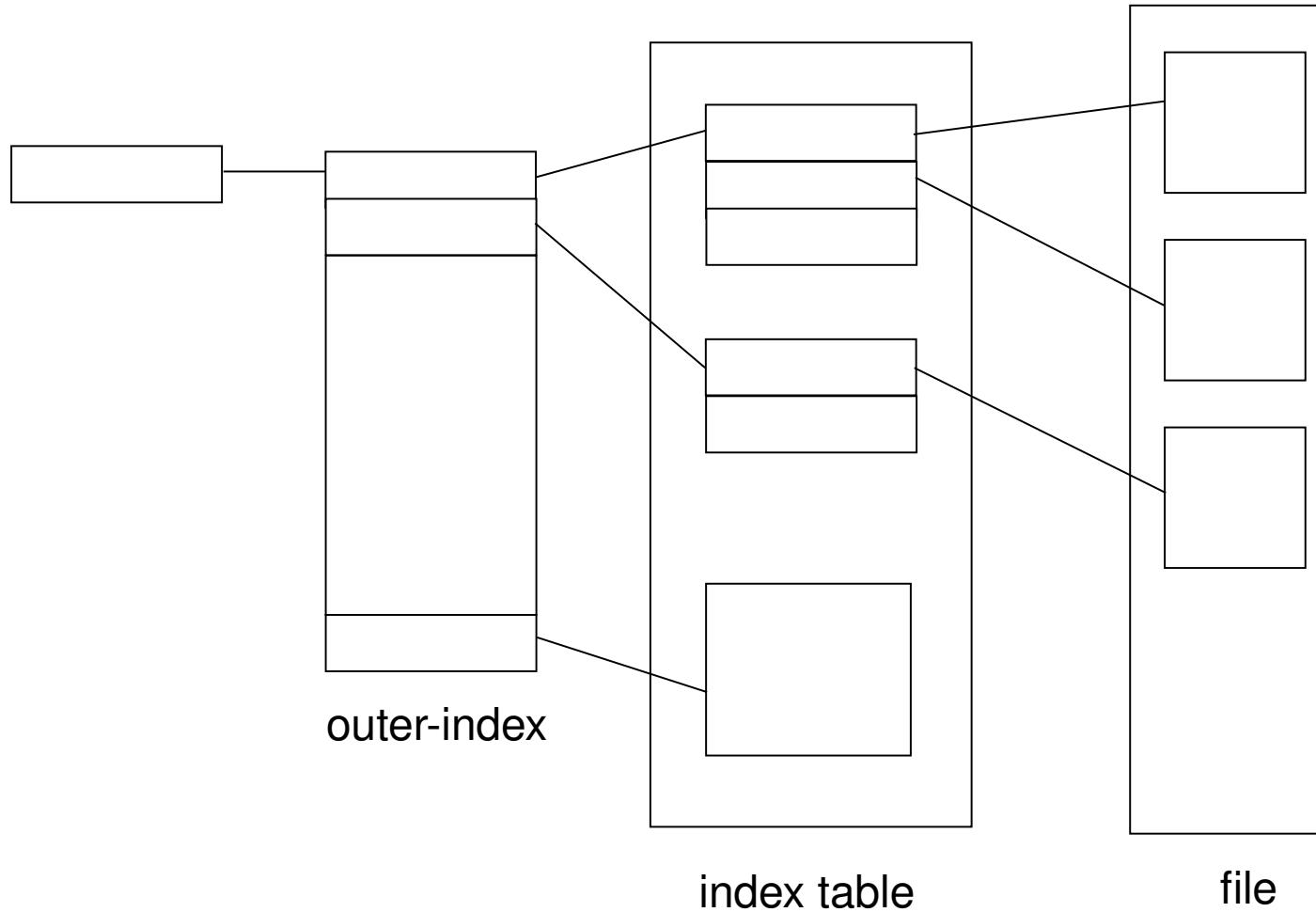
Indexed allocation



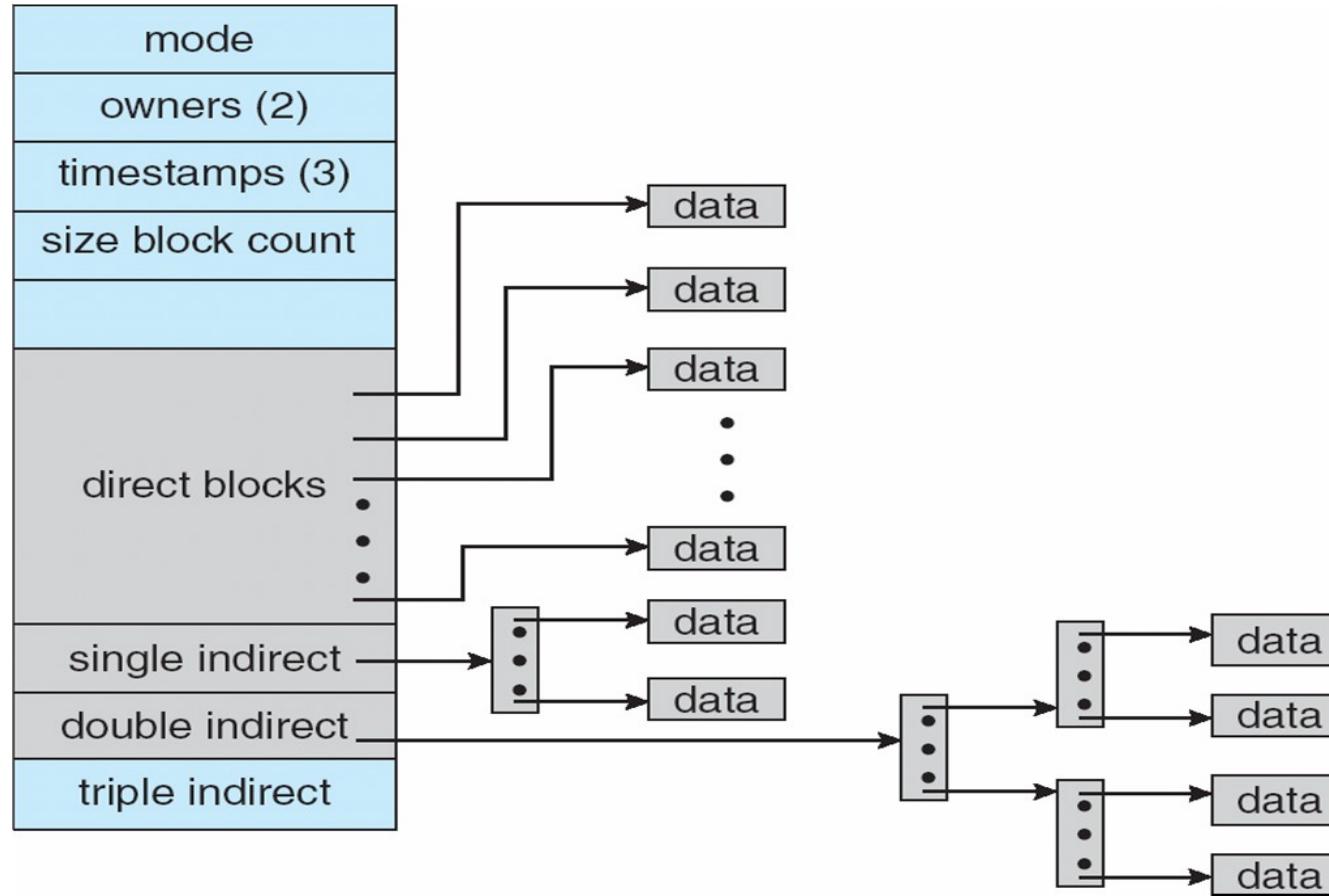
Indexed allocation

- **Need index table**
- **Random access**
- **Dynamic access without external fragmentation, but have overhead of index block**
- **Mapping from logical to physical in a file of maximum size of 256K bytes and block size of 512 bytes. We need only 1 block for index table**

Multi level indexing



Unix UFS: combined scheme for block allocation



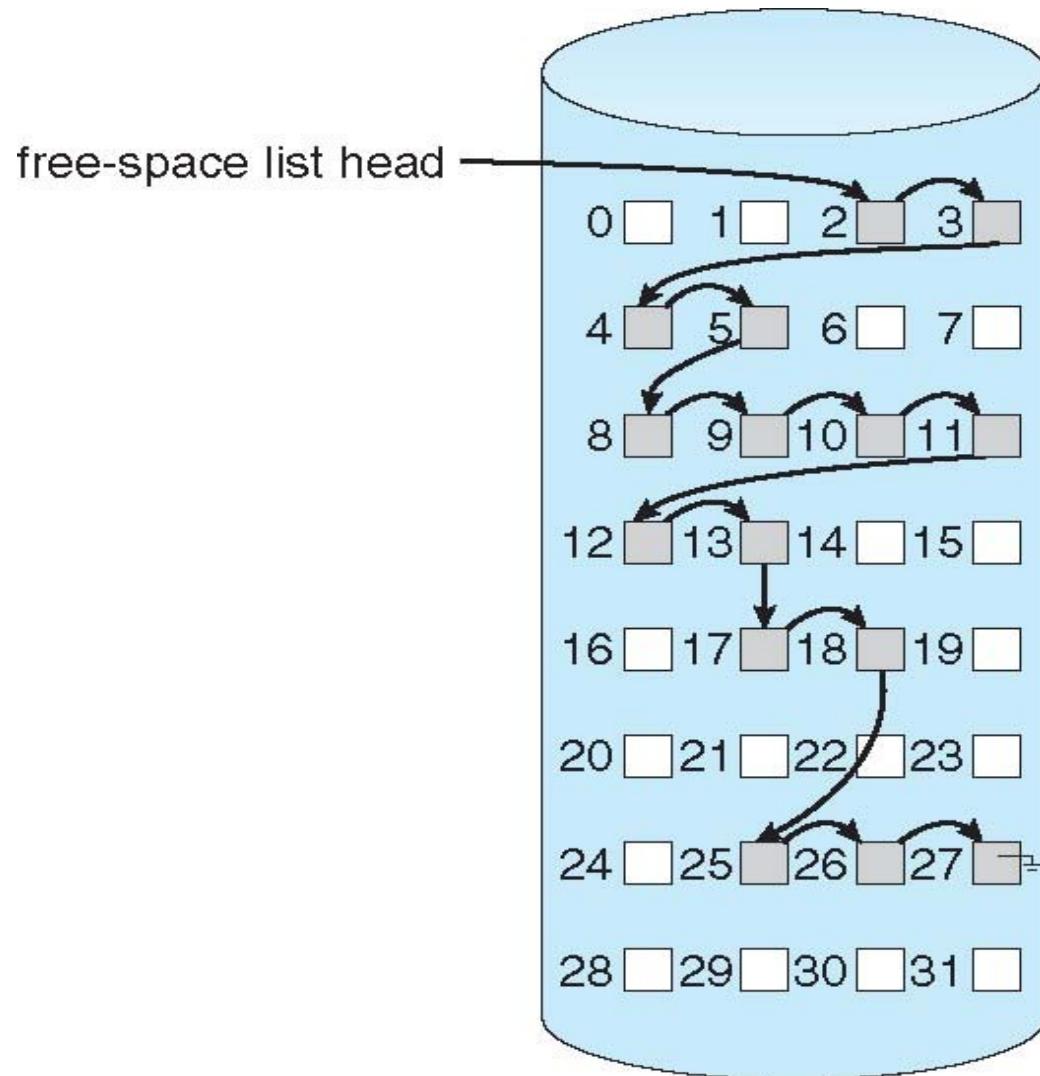
Free Space Management

- **File system maintains free-space list to track available blocks/clusters**
 - Bit vector or bit map (n blocks)
 - Or Linked list

Free Space Management: bit vector

- Each block is represented by 1 bit.
- If the block is free, the bit is 1; if the block is allocated, the bit is 0.
 - For example, consider a disk where blocks 2, 3, 4, 5, 8, 9, 10, 11, 12, 13, 17
 - 18, 25, 26, and 27 are free and the rest of the blocks are allocated. The free-space bitmap would be 001111001111110001100000011100000 ...
- A 1- TB disk with 4- KB blocks would require 32 MB ($2^{40} / 2^{12} = 2^{28}$ bits = 2^{25} bytes = 2^5 MB) to store its bitmap

Free Space Management: Linked list (not in memory, on disk!)

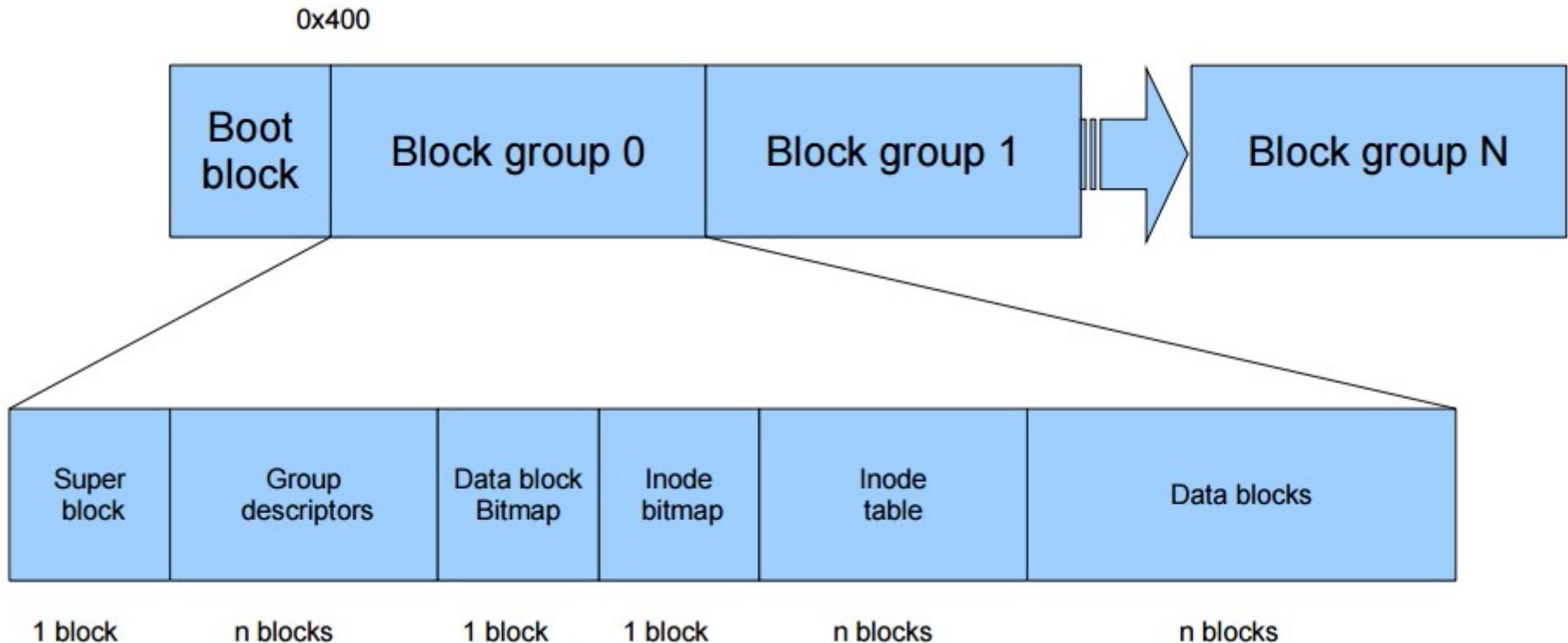


Further improvements on link list method of free-blocks

- **Grouping**
- **Counting**
- **Space Maps (ZFS)**
- **Read as homework**

Ext2 FS layout

Ext2 FS Layout



```
struct ext2_super_block {
    __le32 s_inodes_count; /* Inodes count */
    __le32 s_blocks_count; /* Blocks count */
    __le32 s_r_blocks_count; /* Reserved blocks count */
    __le32 s_free_blocks_count; /* Free blocks count */
    __le32 s_free_inodes_count; /* Free inodes count */
    __le32 s_first_data_block; /* First Data Block */
    __le32 s_log_block_size; /* Block size */
    __le32 s_log_frag_size; /* Fragment size */
    __le32 s_blocks_per_group; /* # Blocks per group */
    __le32 s_frags_per_group; /* # Fragments per group */
    __le32 s_inodes_per_group; /* # Inodes per group */
    __le32 s_mtime; /* Mount time */
    __le32 s_wtime; /* Write time */
    __le16 s_mnt_count; /* Mount count */
    __le16 s_max_mnt_count; /* Maximal mount count */
    __le16 s_magic; /* Magic signature */
    __le16 s_state; /* File system state */
    __le16 s_errors; /* Behaviour when detecting errors */
```

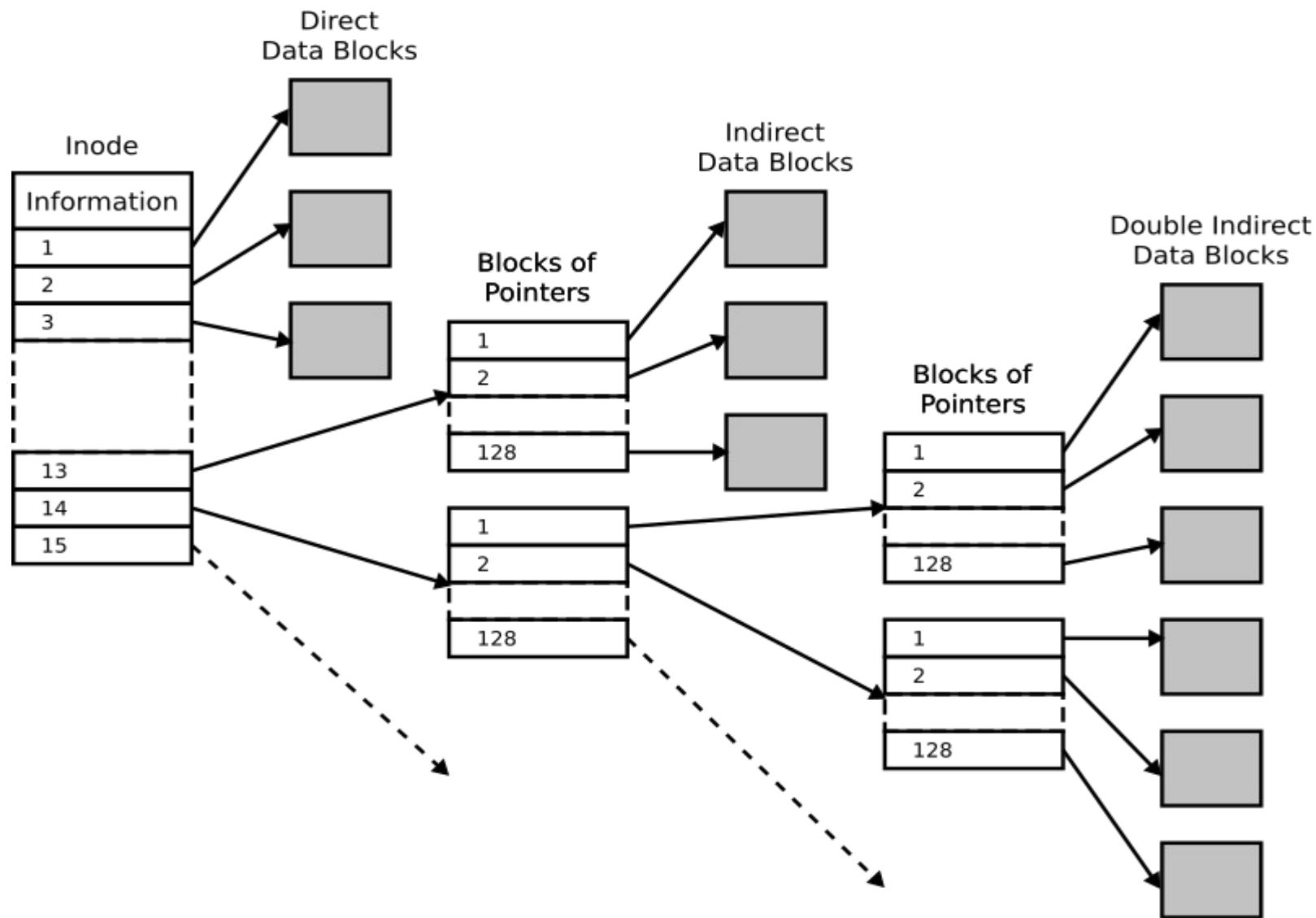
```
struct ext2_super_block {  
...  
    __le16 s_minor_rev_level; /* minor revision level */  
    __le32 s_lastcheck; /* time of last check */  
    __le32 s_checkinterval; /* max. time between checks */  
    __le32 s_creator_os; /* OS */  
    __le32 s_rev_level; /* Revision level */  
    __le16 s_def_resuid; /* Default uid for reserved blocks */  
    __le16 s_def_resgid; /* Default gid for reserved blocks */  
    __le32 s_first_ino; /* First non-reserved inode */  
    __le16 s_inode_size; /* size of inode structure */  
    __le16 s_block_group_nr; /* block group # of this superblock */  
    __le32 s_feature_compat; /* compatible feature set */  
    __le32 s_feature_incompat; /* incompatible feature set */  
    __le32 s_feature_ro_compat; /* readonly-compatible feature set */  
    __u8 s_uuid[16]; /* 128-bit uuid for volume */  
    char s_volume_name[16]; /* volume name */  
    char s_last_mounted[64]; /* directory where last mounted */  
    __le32 s_algorithm_usage_bitmap; /* For compression */
```

```
struct ext2_super_block {  
...  
    __u8    s_prealloc_blocks; /* Nr of blocks to try to preallocate*/  
    __u8    s_prealloc_dir_blocks; /* Nr to preallocate for dirs */  
    __u16   s_padding1;  
/*  
 * Journaling support valid if EXT3_FEATURE_COMPAT_HAS_JOURNAL set.  
 */  
    __u8    s_journal_uuid[16]; /* uuid of journal superblock */  
    __u32   s_journal_inum;   /* inode number of journal file */  
    __u32   s_journal_dev;   /* device number of journal file */  
    __u32   s_last_orphan;   /* start of list of inodes to delete */  
    __u32   s_hash_seed[4];   /* HTREE hash seed */  
    __u8    s_def_hash_version; /* Default hash version to use */  
    __u8    s_reserved_char_pad;  
    __u16   s_reserved_word_pad;  
    __le32  s_default_mount_opts;  
    __le32  s_first_meta_bg;  /* First metablock block group */  
    __u32   s_reserved[190];  /* Padding to the end of the block */
```

```
struct ext2_group_desc
{
    __le32 bg_block_bitmap;      /* Blocks bitmap block */
    __le32 bg_inode_bitmap;     /* Inodes bitmap block */
    __le32 bg_inode_table;     /* Inodes table block */
    __le16 bg_free_blocks_count; /* Free blocks count */
    __le16 bg_free_inodes_count; /* Free inodes count */
    __le16 bg_used_dirs_count; /* Directories count */
    __le16 bg_pad;
    __le32 bg_reserved[3];
};
```

```
struct ext2_inode {  
    __le16 i_mode;    /* File mode */  
    __le16 i_uid;     /* Low 16 bits of Owner Uid */  
    __le32 i_size;    /* Size in bytes */  
    __le32 i_atime;   /* Access time */  
    __le32 i_ctime;   /* Creation time */  
    __le32 i_mtime;   /* Modification time */  
    __le32 i_dtime;   /* Deletion Time */  
    __le16 i_gid;     /* Low 16 bits of Group Id */  
    __le16 i_links_count; /* Links count */  
    __le32 i_blocks;  /* Blocks count */  
    __le32 i_flags;   /* File flags */
```

Inode in ext2



```
struct ext2_inode {  
    ...  
    union {  
        struct {  
            __le32 l_i_reserved1;  
        } linux1;  
        struct {  
            __le32 h_i_translator;  
        } hurd1;  
        struct {  
            __le32 m_i_reserved1;  
        } masix1;  
    } osd1;          /* OS dependent 1 */  
    __le32 i_block[EXT2_N_BLOCKS];/* Pointers to blocks */  
    __le32 i_generation; /* File version (for NFS) */  
    __le32 i_file_acl; /* File ACL */  
    __le32 i_dir_acl; /* Directory ACL */  
    __le32 i_faddr;   /* Fragment address */
```

```
struct ext2_inode {  
    ...  
    union {  
        struct {  
            __u8    l_i_frag; /* Fragment number */          __u8    l_i_fsize; /* Fragment size */  
            __u16   l_i_pad1;           __le16  l_i_uid_high; /* these 2 fields */  
            __le16  l_i_gid_high; /* were reserved2[0] */  
            __u32   l_i_reserved2;  
        } linux2;  
        struct {  
            __u8    h_i_frag; /* Fragment number */          __u8    h_i_fsize; /* Fragment size */  
            __le16  h_i_mode_high;           __le16  h_i_uid_high;  
            __le16  h_i_gid_high;  
            __le32  h_i_author;  
        } hurd2;  
        struct {  
            __u8    m_i_frag; /* Fragment number */          __u8    m_i_fsize; /* Fragment size */  
            __u16   m_i_pad1;           __u32   m_i_reserved2[2];  
        } masix2;  
    } osd2;          /* OS dependent 2 */
```

Ext2 FS Layout: Directory entry

	inode	rec_len	file_type	name_len	name						
0	21	12	1	2	.	\0	\0	\0			
12	22	12	2	2	.	.	\0	\0			
24	53	16	5	2	h	o	m	e	1	\0	\0
40	67	28	3	2	u	s	r	\0			
52	0	16	7	1	o	l	d	f	i	l	e
68	34	12	4	2	s	b	i	n			

Let's see a program to read superblock of an ext2
file system.

**Efficiency and Performance
(and the risks created
while trying to achieve it!)**

Efficiency

- **Efficiency dependent on:**
 - Disk allocation and directory algorithms
 - Types of data kept in file's directory entry
 - Pre-allocation or as-needed allocation of metadata structures
 - Fixed-size or varying-size data structures
 -

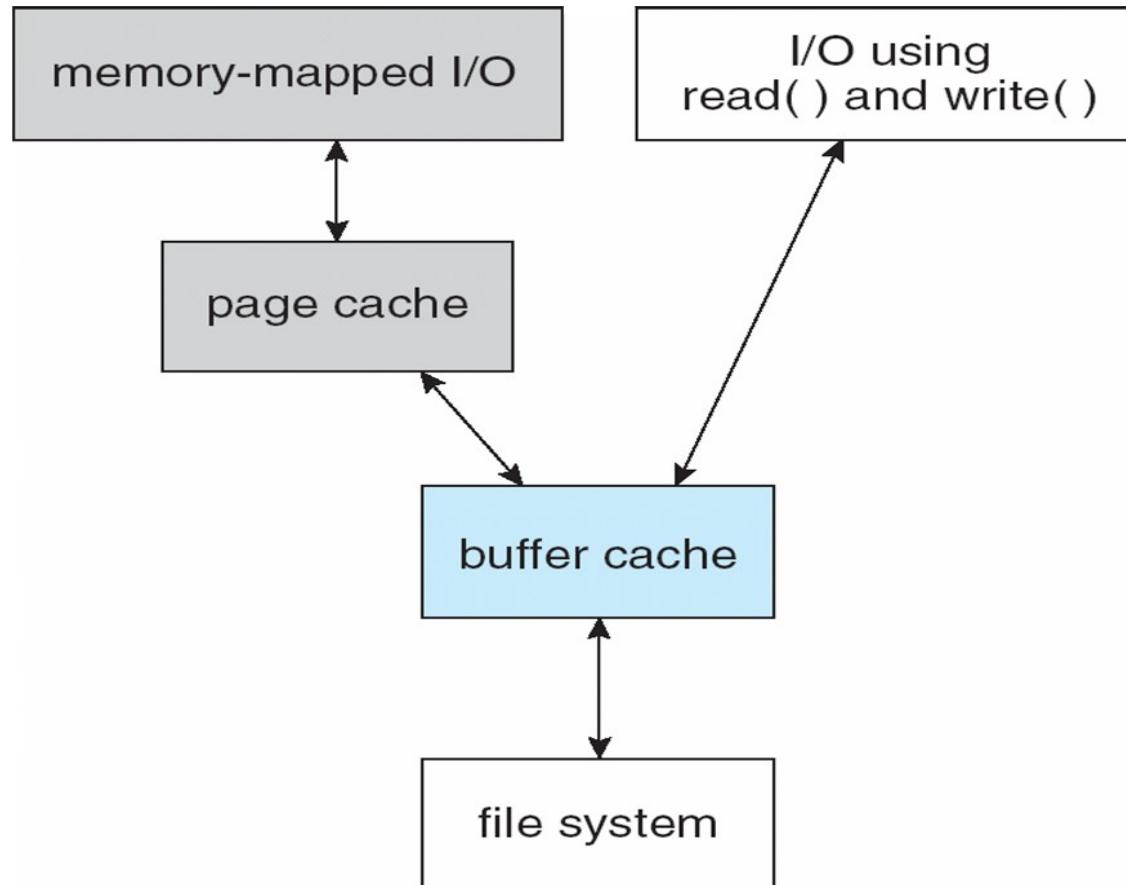
Performance

- Keeping data and metadata close together
- Buffer cache – separate section of main memory for frequently used blocks
- Synchronous writes sometimes requested by apps or needed by OS
- No buffering / caching – writes must hit disk before acknowledgement
- Asynchronous writes more common, buffer-able, faster
- Free-behind and read-ahead – techniques to optimize sequential access
- Reads frequently slower than writes

Page cache

- A page cache caches pages rather than disk blocks using virtual memory techniques and addresses
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- Routine I/O through the file system uses the buffer (disk) cache
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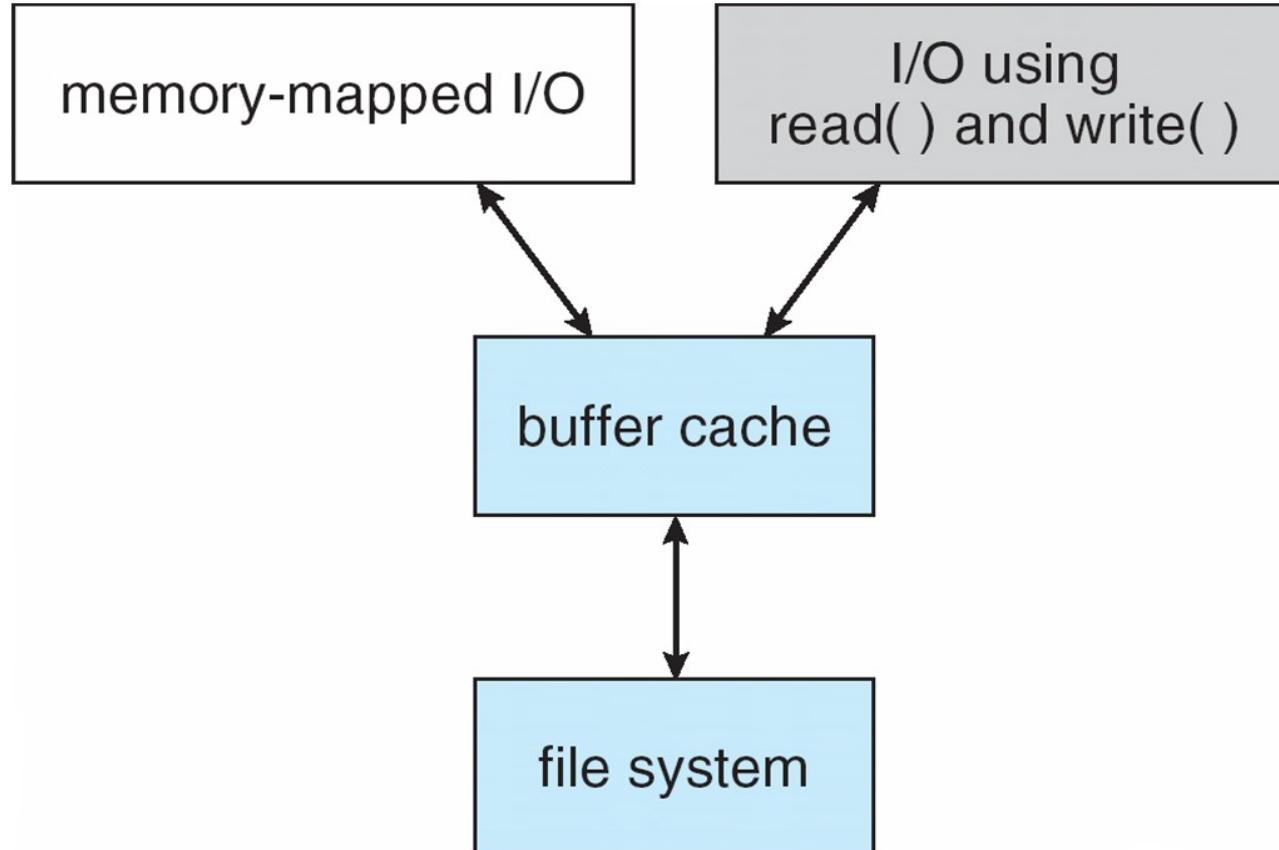
I/O Without a Unified Buffer Cache



Unified buffer cache

- A unified buffer cache uses the same page cache to cache both memory-mapped pages and ordinary file system I/O to avoid double caching
- But which caches get priority, and what replacement algorithms to use?

I/O Using a Unified Buffer Cache



Recovery

- **Problem. Consider creating a file on ext2 file system.**
 - Following on disk data structures will/may get modified
 - Directory data block, new directory data block, block bitmap, inode table, inode table bitmap, group descriptor, super block, data blocks for new file, more data block bitmaps, ...
 - All cached in memory by OS
- **Delayed write – OS writes changes in its in-memory data structures, and schedules writes to disk when convenient**
 - Possible that some of the above changes are written, but some are not
 - Inconsistent data structure! --> Example: inode table written, inode bitmap written, but directory data block not written

Recovery

- **Consistency checking** – compares data in directory structure with data blocks on disk, and tries to fix inconsistencies
 - Can be slow and sometimes fails
- **Use system programs to back up data from disk to another storage device (magnetic tape, other magnetic disk, optical)**
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Log structured file systems

- Log structured (or journaling) file systems record each metadata update to the file system as a transaction
- All transactions are written to a log
 - A transaction is considered committed once it is written to the log (sequentially)
 - Sometimes to a separate device or section of disk
 - However, the file system may not yet be updated
- The transactions in the log are asynchronously written to the file system structures
 - When the file system structures are modified, the transaction is removed from the log
- If the file system crashes, all remaining transactions in the log must still be performed
- Faster recovery from crash, removes chance of inconsistency of metadata

Journaling file systems

- Veritas FS
- Ext3, Ext4
- **Xv6 file system!**

File Systems

Abhijit A M
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System calls related to files/file-system

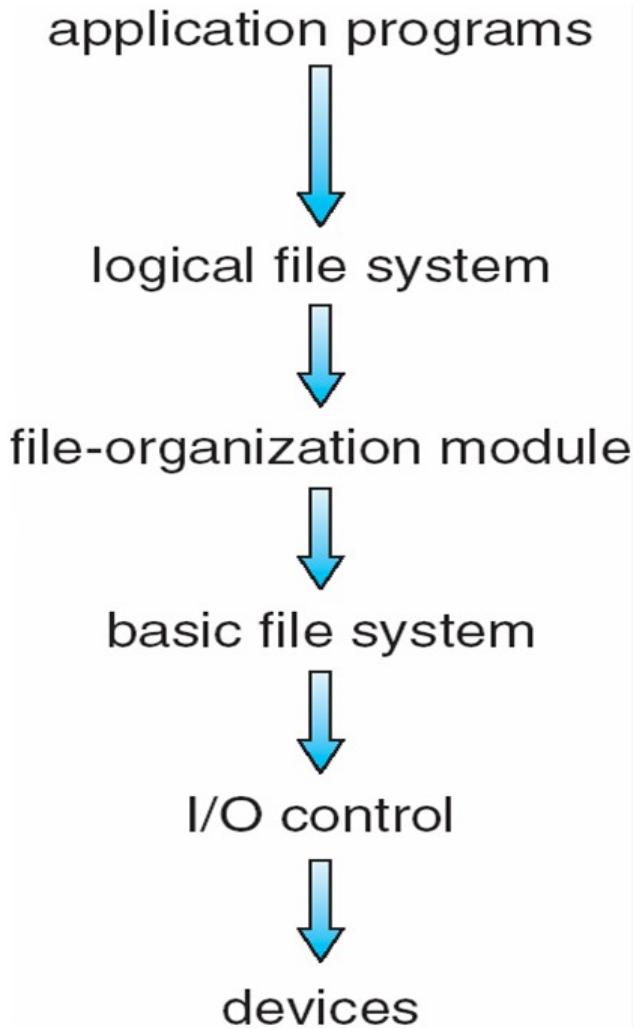
- **Open(2), chmod(2), chown(2), close(2), dup(2), fcntl(2), link(2), lseek(2), mknod(2), mmap(2), mount(2), read(2), stat(2), umask(2), unlink(2), write(2), fstat(2), access(2), readlink(2), ...**

Implementing file systems

File system on disk

- **Disk I/O in terms of sectors (512 bytes)**
- **File system: implementation of acyclic graph using the linear sequence of sectors**
- **Device driver: available to rest of the OS code to access disk using a block number**

File system implementation: layering



Application programs

```
int main() {
    char buf[128]; int count;
    fd = open(...):
    read(fd, buf, count);
}
```

OS

Logical file system:

```
sys_read(int fd, char *buf, int count) {
    file *fp = currproc->fdarray[fd];
    file_read(fp, ...);
}
```

File organization module:

```
file_read(file *fp, char *buf, int count) {
    offset = fp->current-offset;
    translate offset into blockno;
    basic_read(blockno, buf, count);
}
```

Basic File system:

```
basic_read(int blockno, char *buf, ...) {
    os_buffer *bp;
    sectorno = calculation on blockno;
    disk_driver_read(sectorno, bp );
    move-process-to-wait-queue;
    copy-data-to-user-buffer(bp, buf);
}
```

IO Control, Device driver:

```
disk_driver_read(sectorno) {
    issue instructions to disk controller
    (often assembly code)
    to read sectorno into specific
    location;
}
```

XV6 does it slightly differently, but following the layering principle!

A typical file control block (inode)

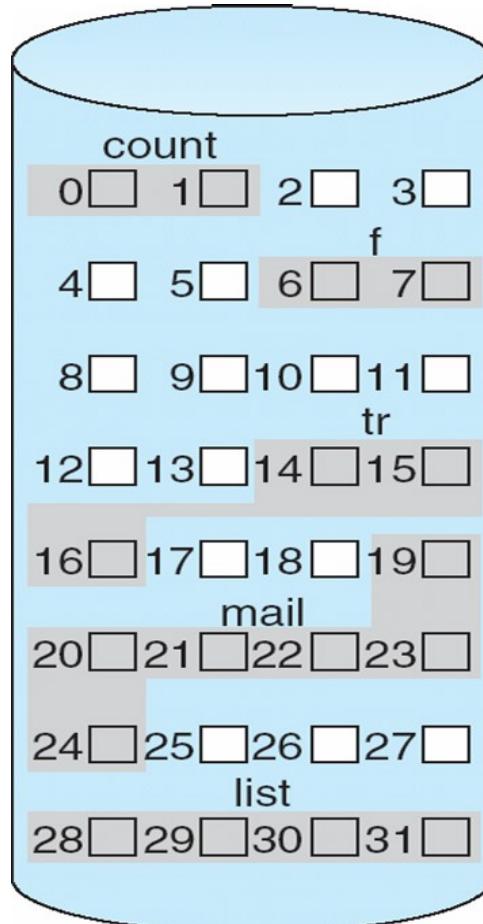
file permissions
file dates (create, access, write)
file owner, group, ACL
file size
file data blocks or pointers to file data blocks

Why does it NOT
contain the
Name of the file ?

Disk space allocation for files

- **File contain data and need disk blocks/sectors for storing it**
- **File system layer does the allocation of blocks on disk to files**
- **Files need to**
 - Be created, expanded, deleted, shrunk, etc.
 - How to accommodate these requirements?

Contiguous Allocation of Disk Space



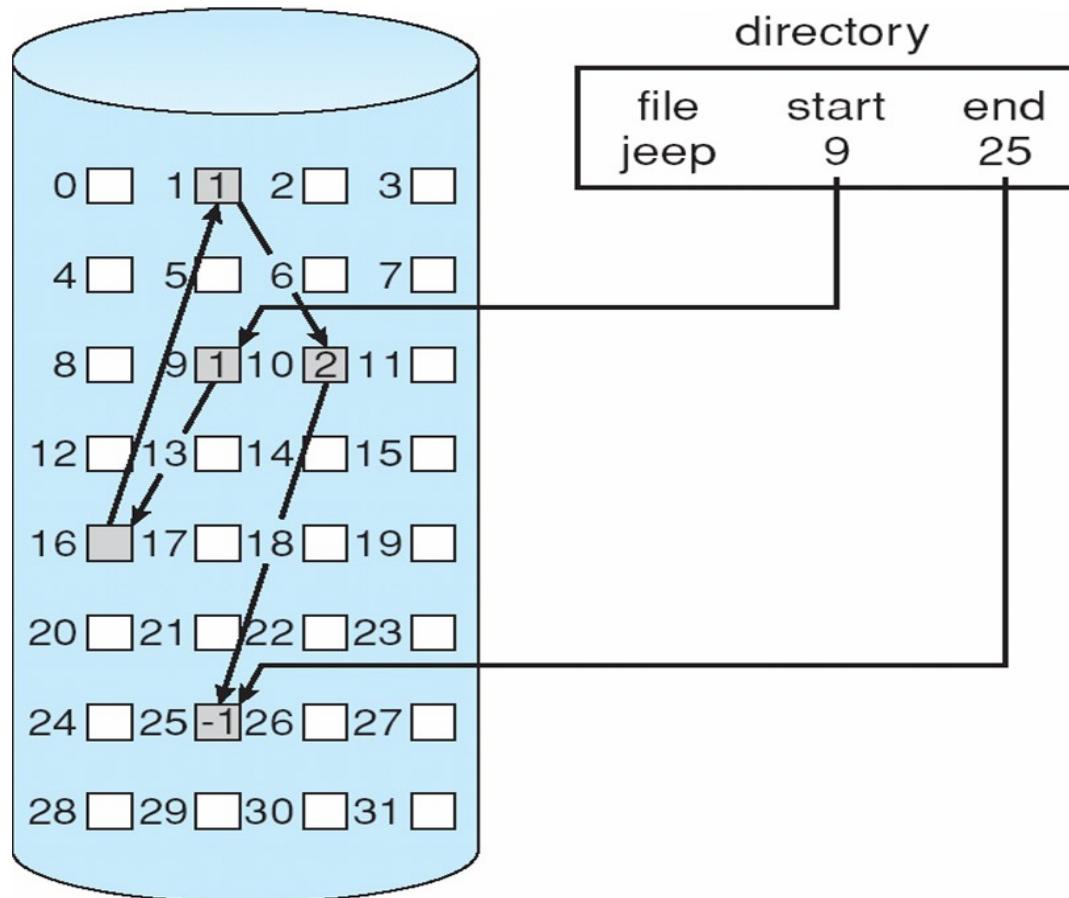
directory

file	start	length
count	0	2
tr	14	3
mail	19	6
list	28	4
f	6	2

Contiguous allocation

- **Each file occupies set of contiguous blocks**
- **Best performance in most cases**
- **Simple – only starting location (block #) and length (number of blocks) are required**
- **Problems include finding space for file, knowing file size, external fragmentation, need for compaction off-line (downtime) or on-line**

Linked allocation of blocks to a file

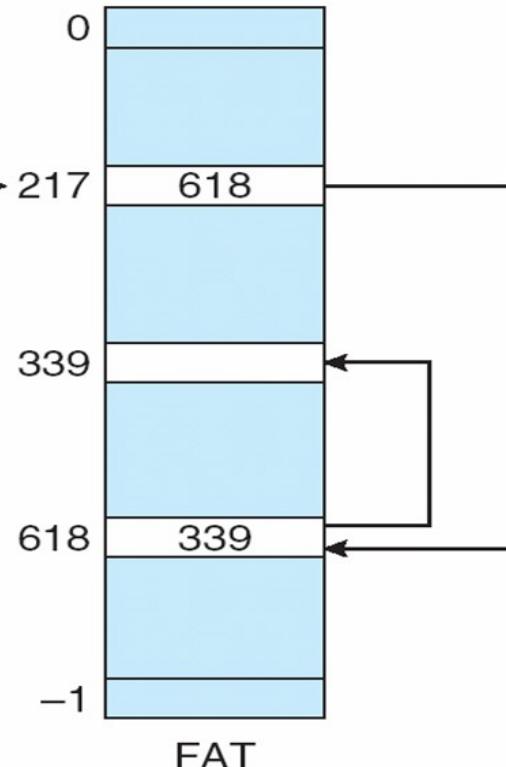
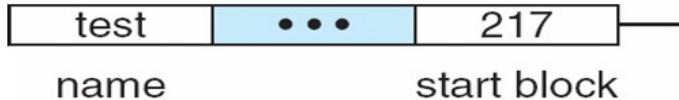


Linked allocation of blocks to a file

- **Linked allocation**
 - Each file a linked list of blocks
 - File ends at nil pointer
 - No external fragmentation
 - Each block contains pointer to next block (i.e. data + pointer to next block)
 - No compaction, external fragmentation
- Free space management system called when new block needed
- Improve efficiency by clustering blocks into groups but increases internal fragmentation
- Reliability can be a problem
- Locating a block can take many I/Os and disk seeks

FAT: File Allocation Table

directory entry



- FAT (File Allocation Table), a variation
 - Beginning of volume has table, indexed by block number
 - Much like a linked list, but faster on disk and cacheable
 - New block allocation simple

Directory table entry (32B)

Filename (8B)
Extension (3B)
Attributes (1B)
Reserved (1B)
Create time (3B)
Create date (2B)
Last access date (2B)
First cluster # (MSB, 2B)
Last mod. time (2B)
Last mod. date (2B)
First cluster # (LSB, 2B)
File size (4B)

File allocation table

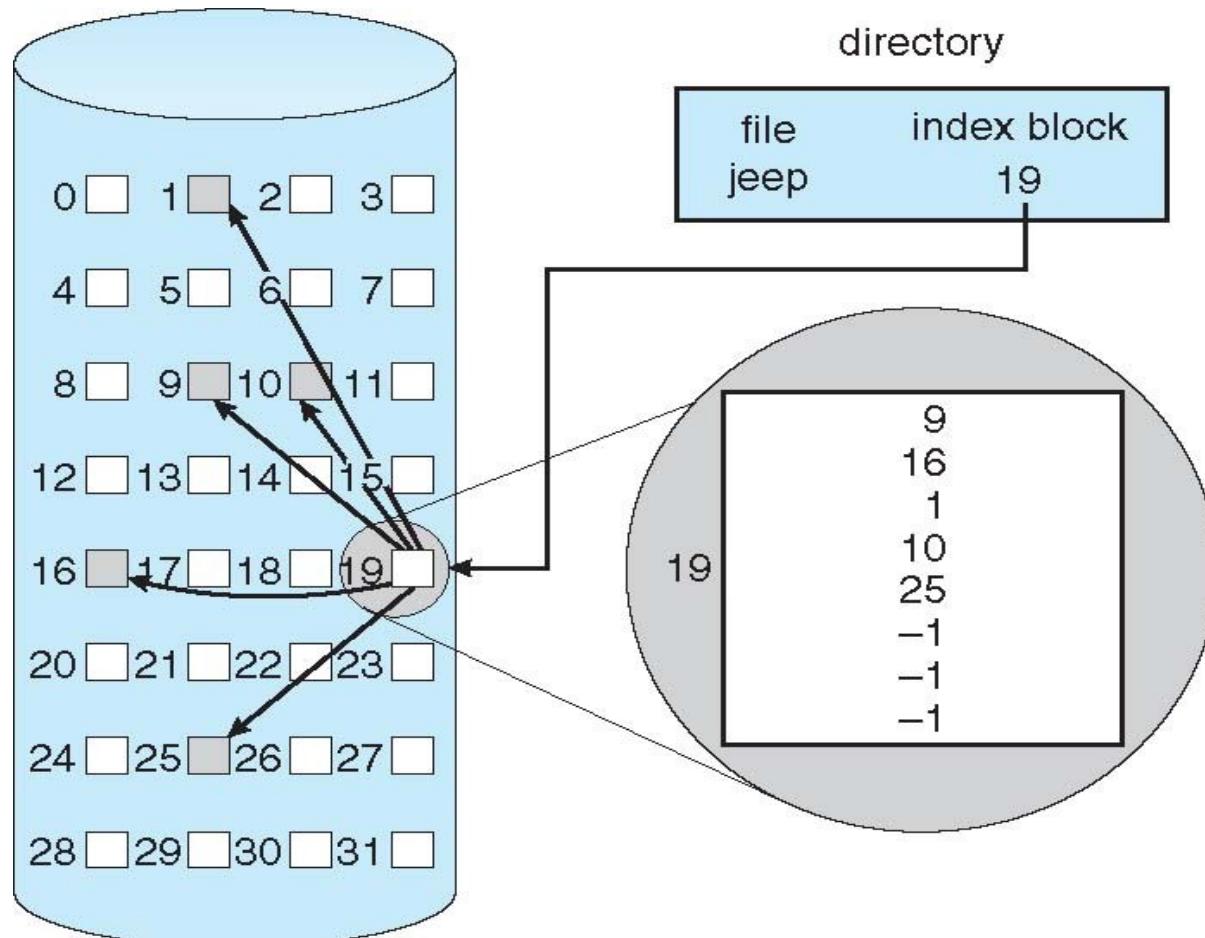
0	Volume info
1	Free
2	6
3	8
4	10
5	EOC
6	5
7	3
8	Free
9	11
10	EOC
11	...

32b

FAT: File Allocation Table

Variants: FAT8, FAT12, FAT16, FAT32, VFAT, ...

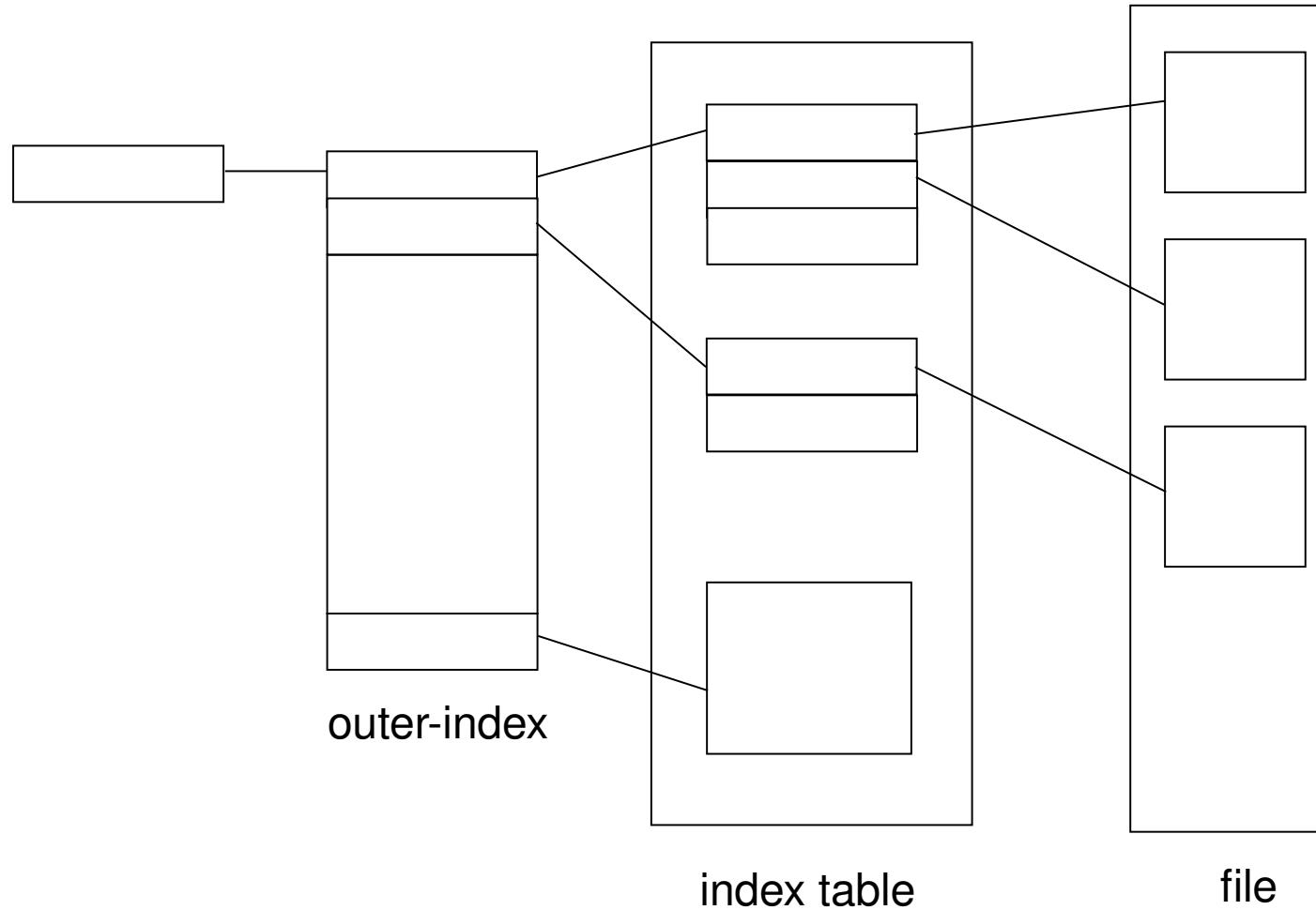
Indexed allocation



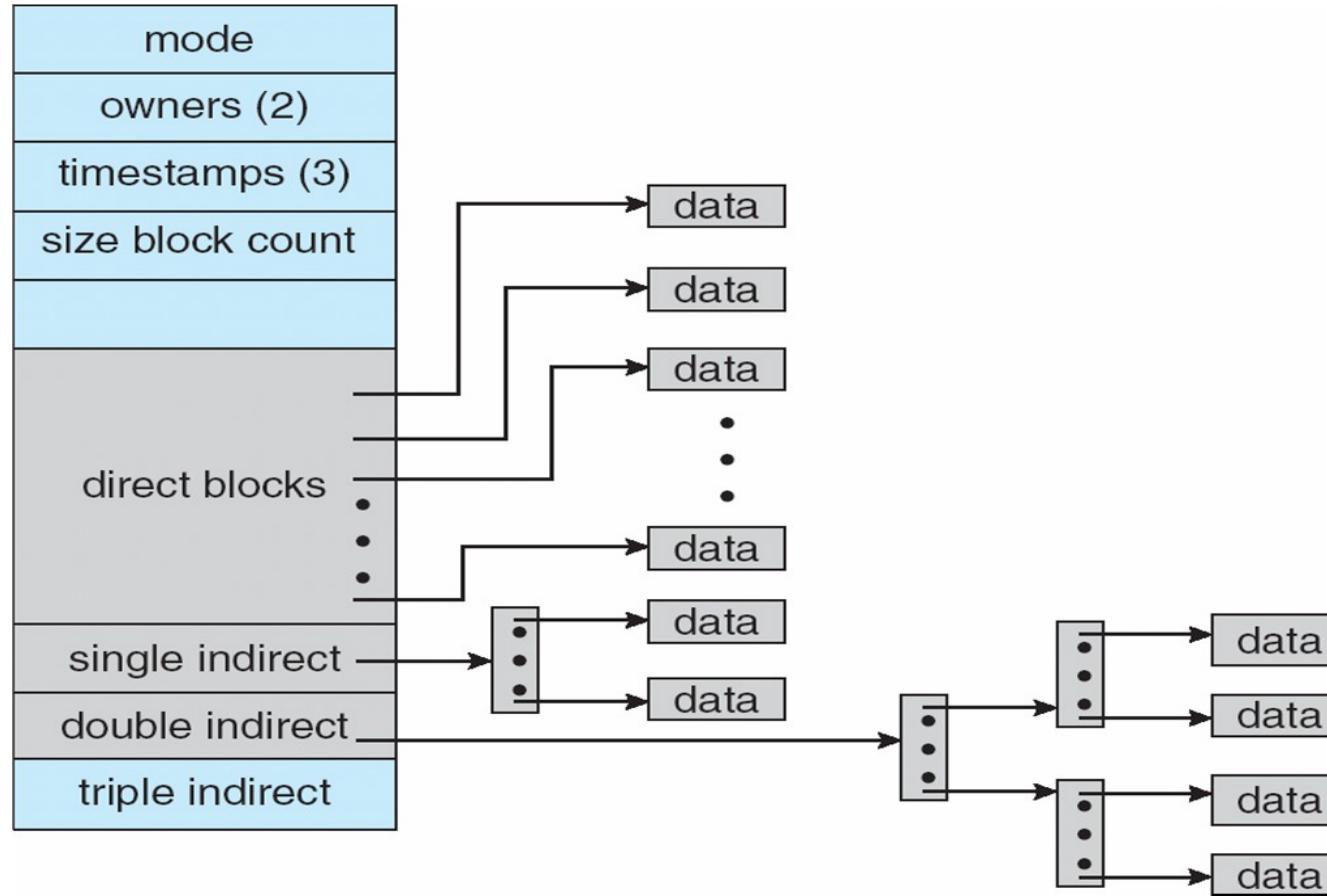
Indexed allocation

- **Need index table**
- **Random access**
- **Dynamic access without external fragmentation, but have overhead of index block**
- **Mapping from logical to physical in a file of maximum size of 256K bytes and block size of 512 bytes. We need only 1 block for index table**

Multi level indexing



Unix UFS: combined scheme for block allocation



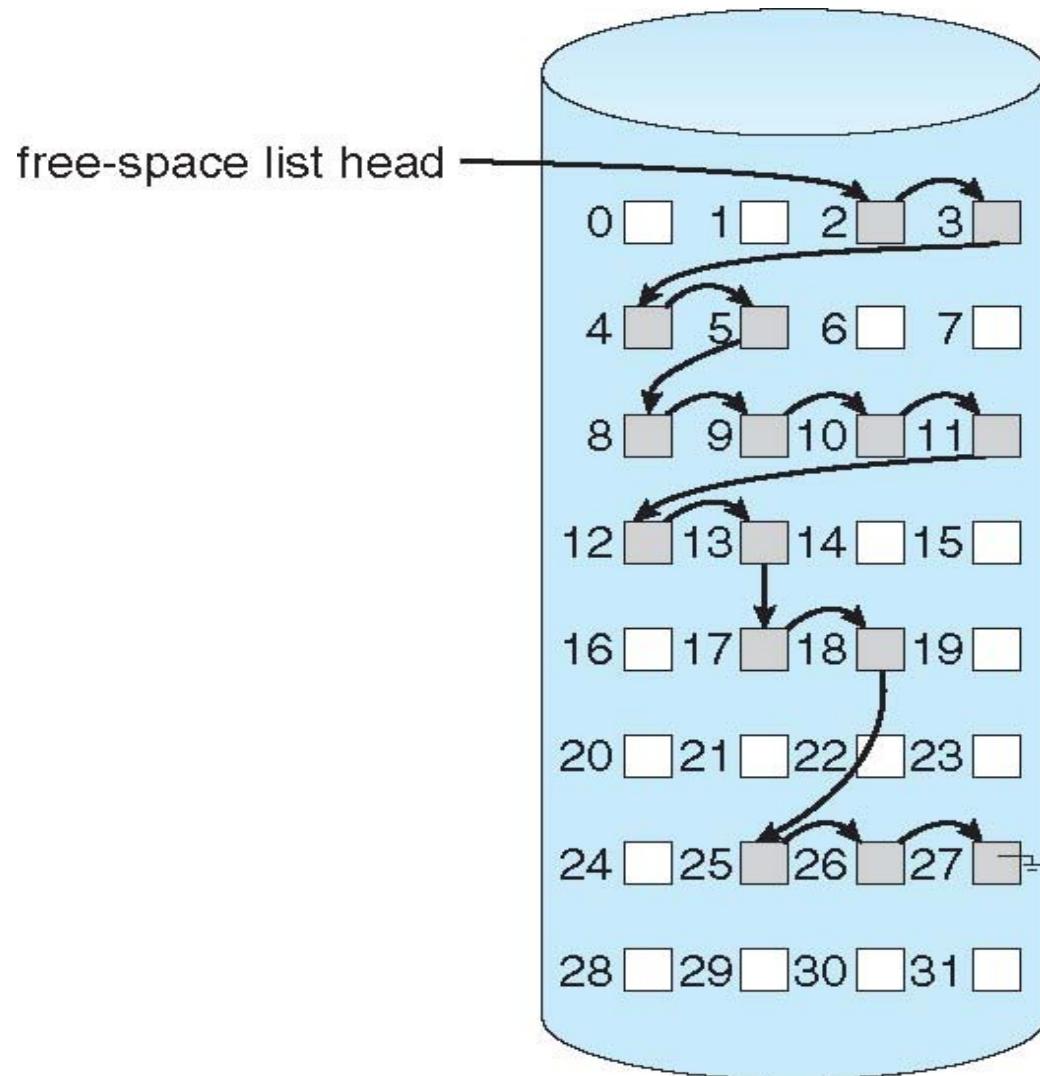
Free Space Management

- **File system maintains free-space list to track available blocks/clusters**
 - Bit vector or bit map (n blocks)
 - Or Linked list

Free Space Management: bit vector

- Each block is represented by 1 bit.
- If the block is free, the bit is 1; if the block is allocated, the bit is 0.
 - For example, consider a disk where blocks 2, 3, 4, 5, 8, 9, 10, 11, 12, 13, 17
 - 18, 25, 26, and 27 are free and the rest of the blocks are allocated. The free-space bitmap would be 001111001111110001100000011100000 ...
- A 1- TB disk with 4- KB blocks would require 32 MB ($2^{40} / 2^{12} = 2^{28}$ bits = 2^{25} bytes = 2^5 MB) to store its bitmap

Free Space Management: Linked list (not in memory, on disk!)



Further improvements on link list method of free-blocks

- **Grouping**
- **Counting**
- **Space Maps (ZFS)**
- **Read as homework**

Directory Implementation

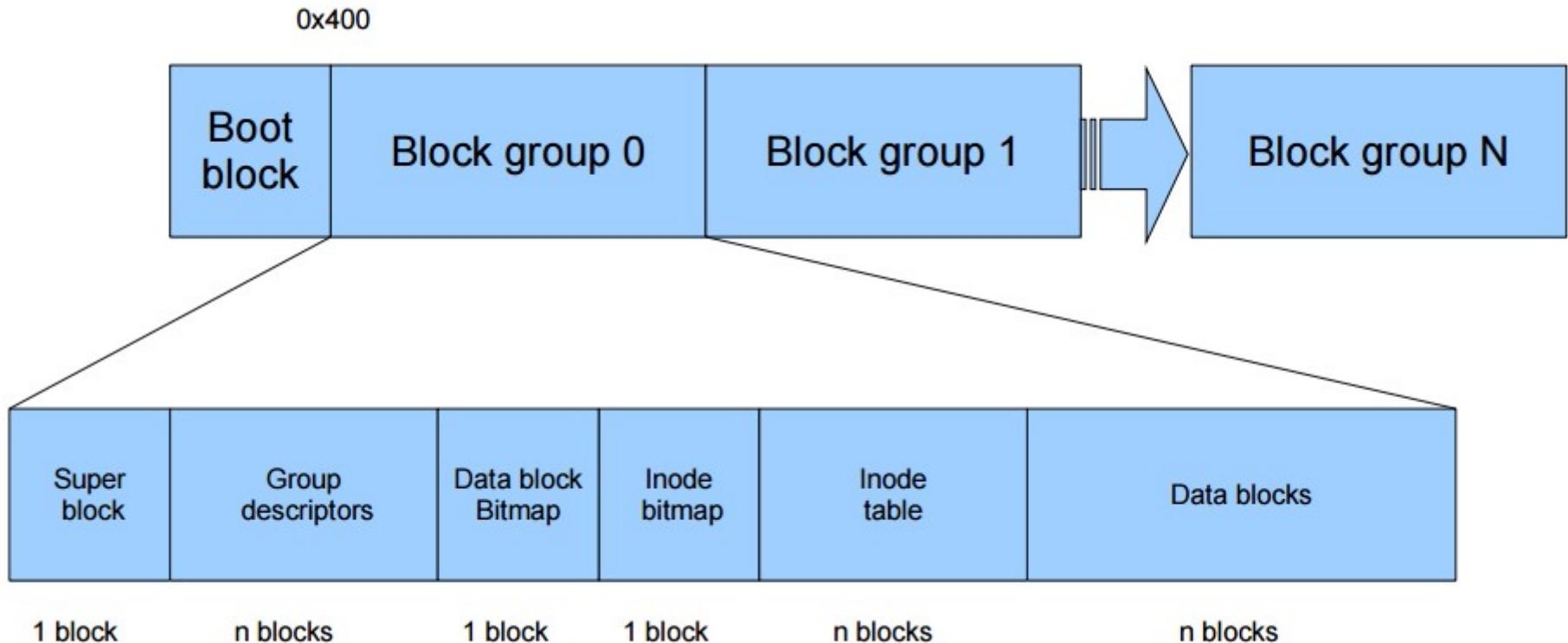
- **Problem**
 - Directory contains files and/or subdirectories
 - Operations required – create files/directories, access files/directories, search for a file (during lookup), etc.
 - Directory needs to give location of each file on disk

Directory Implementation

- **Linear list of file names with pointer to the data blocks**
 - Simple to program
 - Time-consuming to execute
 - Linear search time
 - Could keep ordered alphabetically via linked list or use B+ tree
 - Ext2 improves upon this approach.
- **Hash Table – linear list with hash data structure**
 - Decreases directory search time
 - Collisions – situations where two file names hash to the same location
 - Only good if entries are fixed size, or use chained-overflow method

Ext2 FS layout

Ext2 FS Layout



```
struct ext2_super_block {
    __le32 s_inodes_count;    /* Inodes count */
    __le32 s_blocks_count;   /* Blocks count */
    __le32 s_r_blocks_count; /* Reserved blocks count */
    __le32 s_free_blocks_count; /* Free blocks count */
    __le32 s_free_inodes_count; /* Free inodes count */
    __le32 s_first_data_block; /* First Data Block */
    __le32 s_log_block_size; /* Block size */
    __le32 s_log_frag_size; /* Fragment size */
    __le32 s_blocks_per_group; /* # Blocks per group */
    __le32 s_frags_per_group; /* # Fragments per group */
    __le32 s_inodes_per_group; /* # Inodes per group */
    __le32 s_mtime; /* Mount time */
    __le32 s_wtime; /* Write time */
    __le16 s_mnt_count; /* Mount count */
    __le16 s_max_mnt_count; /* Maximal mount count */
    __le16 s_magic; /* Magic signature */
    __le16 s_state; /* File system state */
    __le16 s_errors; /* Behaviour when detecting errors */
```

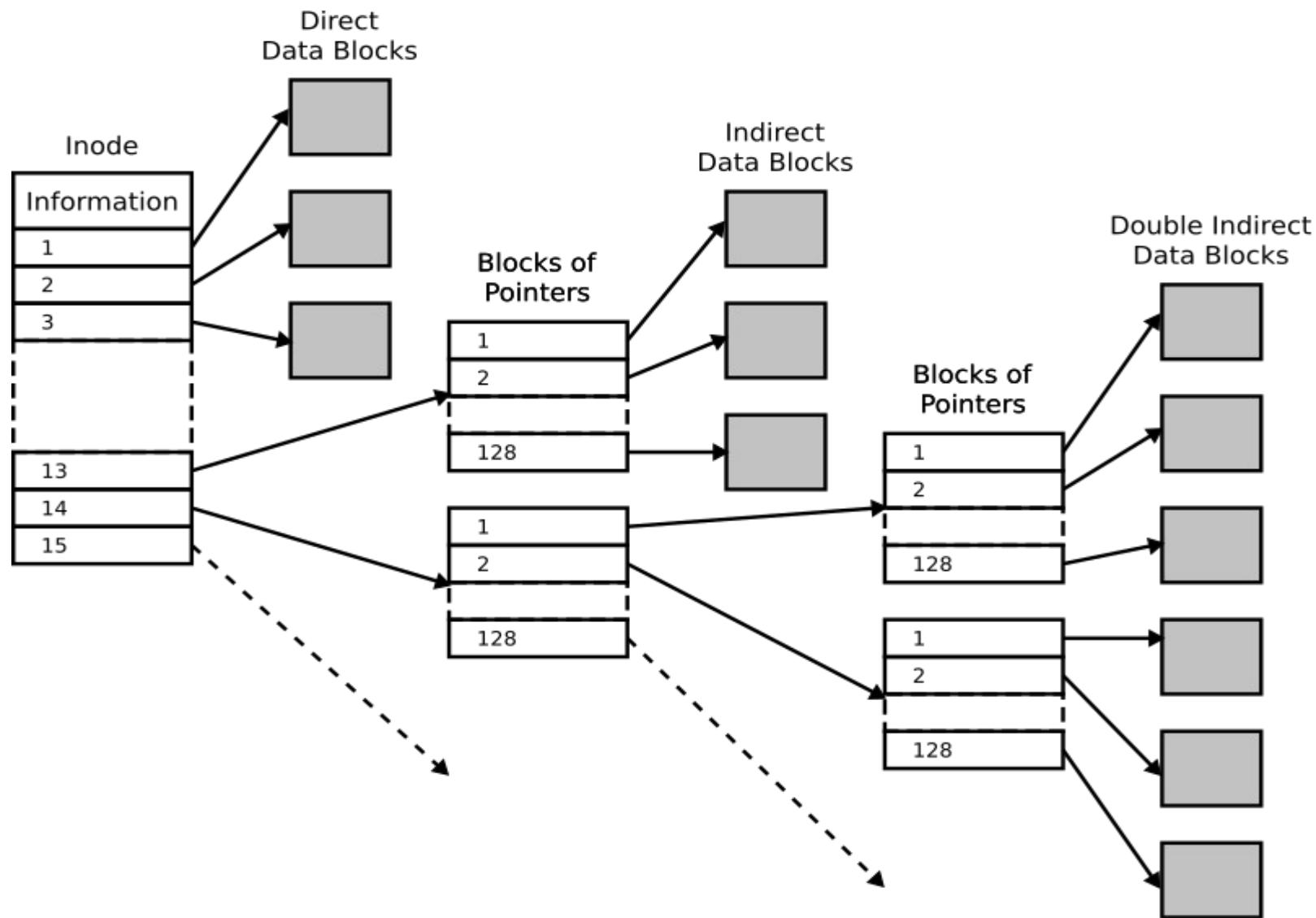
```
struct ext2_super_block {  
...  
    __le16 s_minor_rev_level; /* minor revision level */  
    __le32 s_lastcheck; /* time of last check */  
    __le32 s_checkinterval; /* max. time between checks */  
    __le32 s_creator_os; /* OS */  
    __le32 s_rev_level; /* Revision level */  
    __le16 s_def_resuid; /* Default uid for reserved blocks */  
    __le16 s_def_resgid; /* Default gid for reserved blocks */  
    __le32 s_first_ino; /* First non-reserved inode */  
    __le16 s_inode_size; /* size of inode structure */  
    __le16 s_block_group_nr; /* block group # of this superblock */  
    __le32 s_feature_compat; /* compatible feature set */  
    __le32 s_feature_incompat; /* incompatible feature set */  
    __le32 s_feature_ro_compat; /* readonly-compatible feature set */  
    __u8 s_uuid[16]; /* 128-bit uuid for volume */  
    char s_volume_name[16]; /* volume name */  
    char s_last_mounted[64]; /* directory where last mounted */  
    __le32 s_algorithm_usage_bitmap; /* For compression */
```

```
struct ext2_super_block {  
...  
    __u8    s_prealloc_blocks; /* Nr of blocks to try to preallocate*/  
    __u8    s_prealloc_dir_blocks; /* Nr to preallocate for dirs */  
    __u16   s_padding1;  
/*  
 * Journaling support valid if EXT3_FEATURE_COMPAT_HAS_JOURNAL set.  
 */  
    __u8    s_journal_uuid[16]; /* uuid of journal superblock */  
    __u32   s_journal_inum;   /* inode number of journal file */  
    __u32   s_journal_dev;   /* device number of journal file */  
    __u32   s_last_orphan;   /* start of list of inodes to delete */  
    __u32   s_hash_seed[4];   /* HTREE hash seed */  
    __u8    s_def_hash_version; /* Default hash version to use */  
    __u8    s_reserved_char_pad;  
    __u16   s_reserved_word_pad;  
    __le32  s_default_mount_opts;  
    __le32  s_first_meta_bg;  /* First metablock block group */  
    __u32   s_reserved[190];   /* Padding to the end of the block */
```

```
struct ext2_group_desc
{
    __le32 bg_block_bitmap;      /* Blocks bitmap block */
    __le32 bg_inode_bitmap;     /* Inodes bitmap block */
    __le32 bg_inode_table;     /* Inodes table block */
    __le16 bg_free_blocks_count; /* Free blocks count */
    __le16 bg_free_inodes_count; /* Free inodes count */
    __le16 bg_used_dirs_count; /* Directories count */
    __le16 bg_pad;
    __le32 bg_reserved[3];
};
```

```
struct ext2_inode {  
    __le16 i_mode;    /* File mode */  
    __le16 i_uid;     /* Low 16 bits of Owner Uid */  
    __le32 i_size;    /* Size in bytes */  
    __le32 i_atime;   /* Access time */  
    __le32 i_ctime;   /* Creation time */  
    __le32 i_mtime;   /* Modification time */  
    __le32 i_dtime;   /* Deletion Time */  
    __le16 i_gid;     /* Low 16 bits of Group Id */  
    __le16 i_links_count; /* Links count */  
    __le32 i_blocks;  /* Blocks count */  
    __le32 i_flags;   /* File flags */
```

Inode in ext2



```
struct ext2_inode {  
    ...  
    union {  
        struct {  
            __le32 l_i_reserved1;  
        } linux1;  
        struct {  
            __le32 h_i_translator;  
        } hurd1;  
        struct {  
            __le32 m_i_reserved1;  
        } masix1;  
    } osd1;          /* OS dependent 1 */  
    __le32 i_block[EXT2_N_BLOCKS];/* Pointers to blocks */  
    __le32 i_generation; /* File version (for NFS) */  
    __le32 i_file_acl; /* File ACL */  
    __le32 i_dir_acl; /* Directory ACL */  
    __le32 i_faddr;   /* Fragment address */
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```
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            __le16  h_i_mode_high;           __le16  h_i_uid_high;  
            __le16  h_i_gid_high;  
            __le32  h_i_author;  
        } hurd2;  
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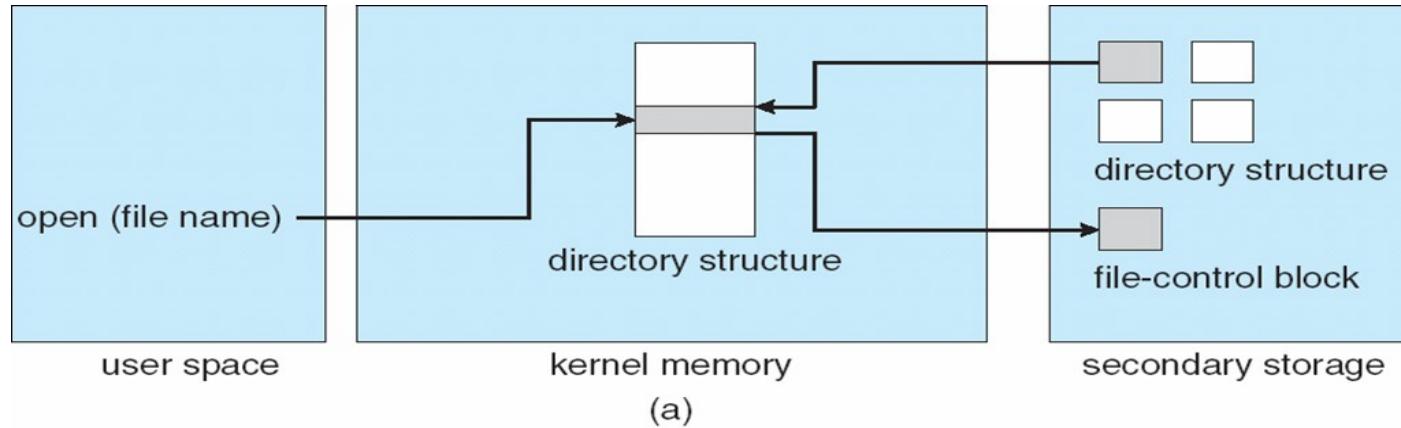
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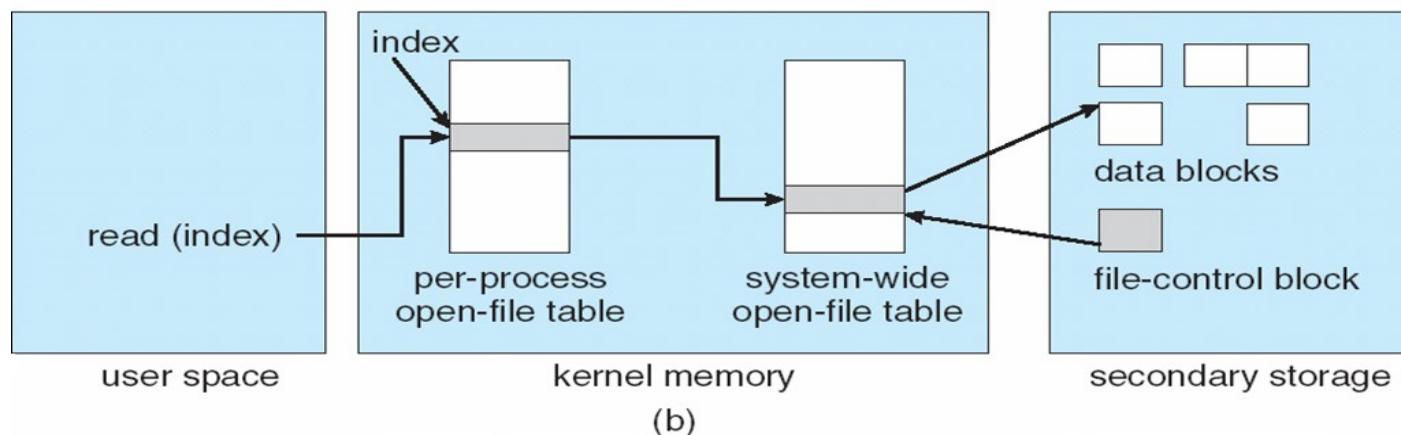
In memory data structures

- **Mount table**
 - storing file system mounts, mount points, file system types
- **See next slide for “file” realated data structures**
- **Buffers**
 - hold data blocks from secondary storage

In memory data structures: for open,read,write, ...



Open returns a file handle for subsequent use



Data from read eventually copied to specified user process memory address

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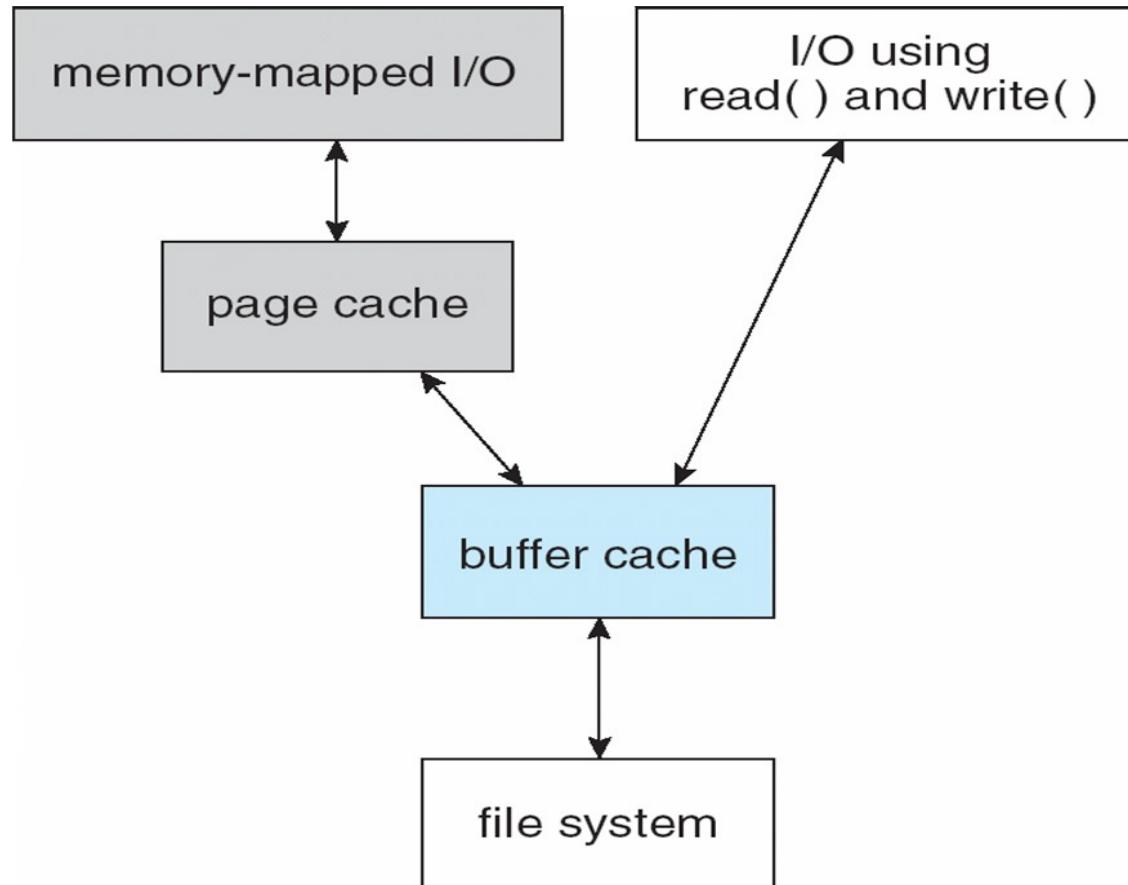
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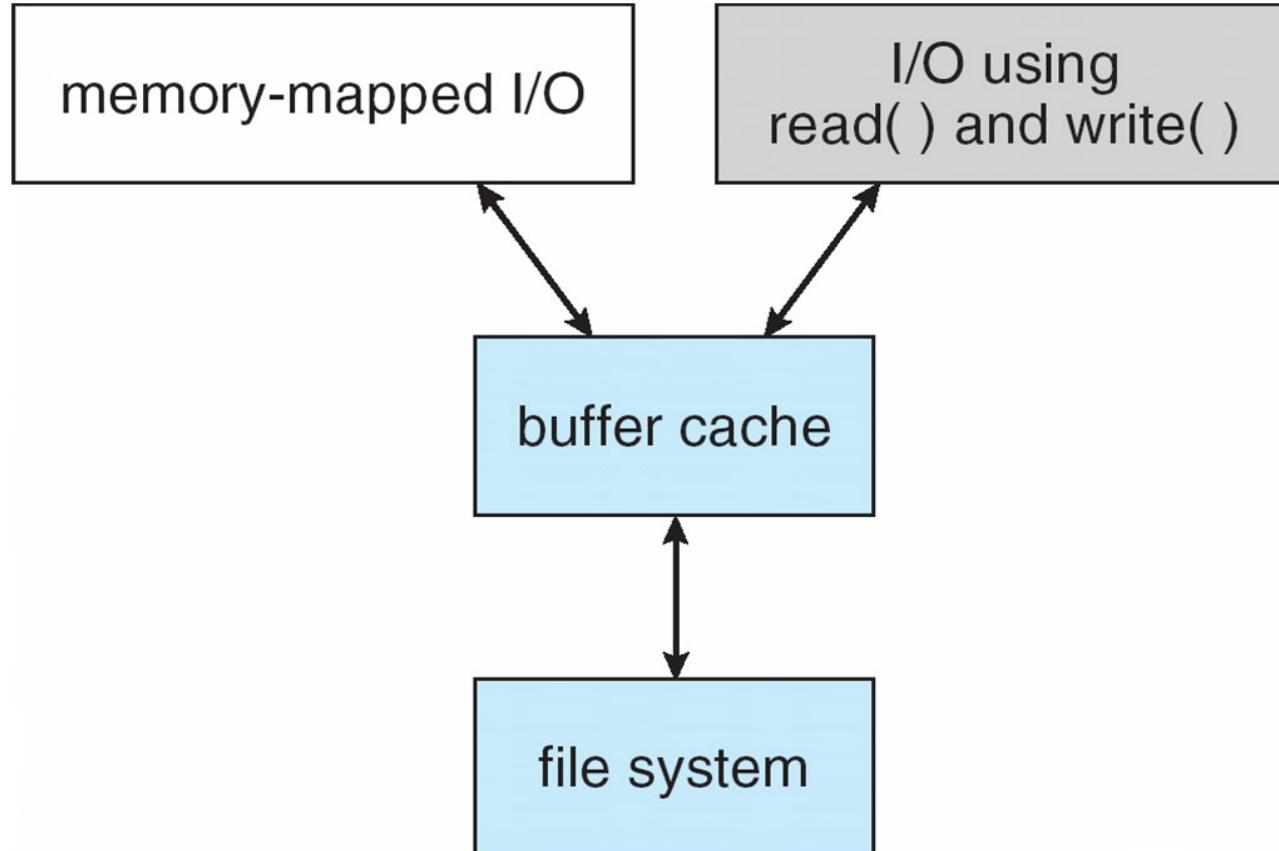
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Journaling file systems

- Veritas FS
- Ext3, Ext4
- **Xv6 file system!**

File System Code

**open, read, write, close, pipe, fstat, chdir, dup,
mknod, link, unlink, mkdir,**

Files, Inodes, Buffers

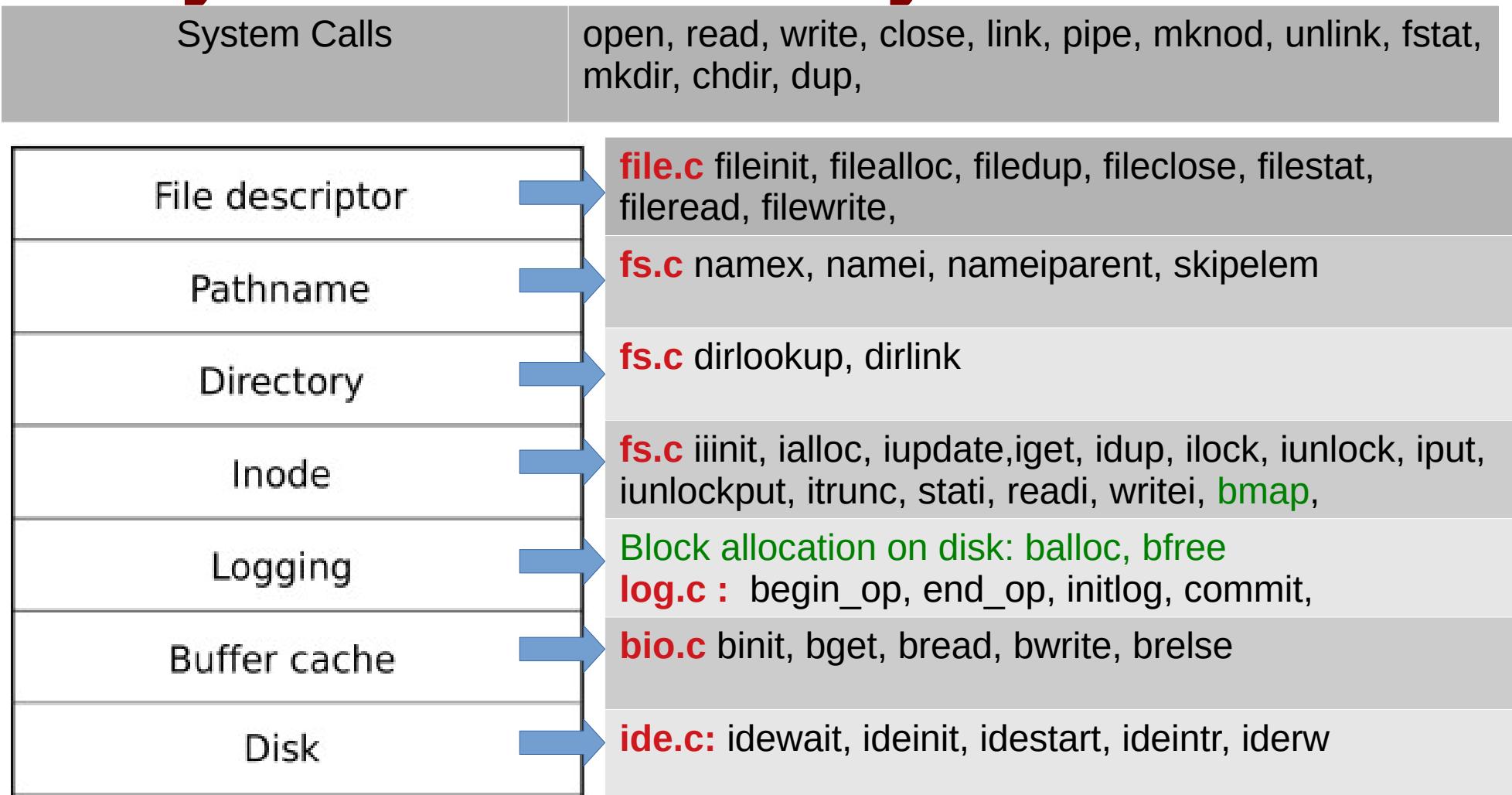
What we already know

- **File system related system calls**
 - deal with ‘**fd**’ arrays (**ofile** in xv6). **open()** returns first empty index. **open** should ideally locate the **inode** on disk and initialize some data structures
 - maintain ‘**offsets**’ within a ‘**file**’ to support sequential read/write
 - **dup()** like system calls duplicate pointers in **fd**-array
 - read/write like system calls, going through ‘**ofile**’ array, should locate data of file on disk
 - We need functions to read/write from disk – that is **disk driver**
 - cache data of files in OS data structures for performance : **buffering**
 - Need to handle on disk data structures as well
- **Faster recovery (like journaling in ext3) is desired**

xv6 file handling code

- Is a **very good example** in ‘design’ of a **layered and modular architecture**
- **Splits the entire work into different modules, and modules into functions** properly
- **The task of each function is neatly defined and compartmentalized**

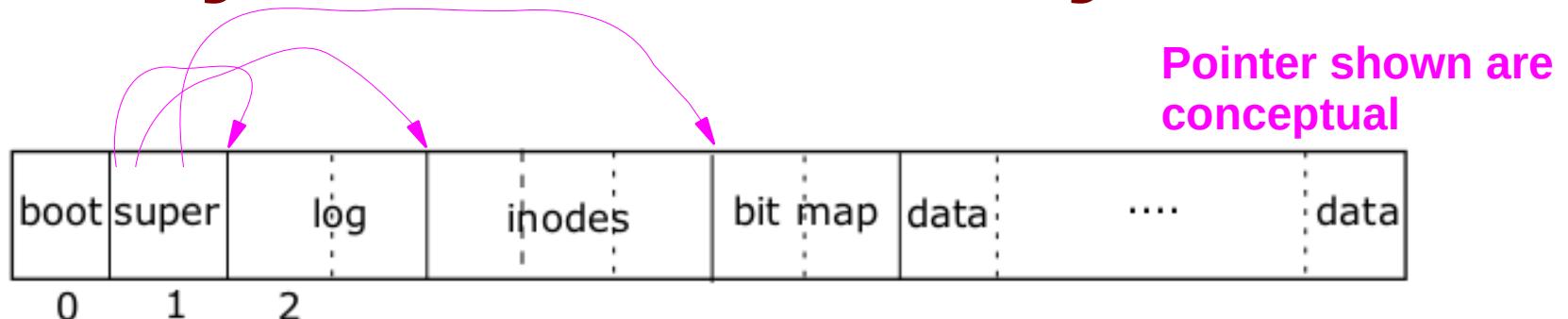
Layers of xv6 file system code



Normally, any upper layer can call any lower layer below

Abhijit: Block allocator should be considered as another Layer!

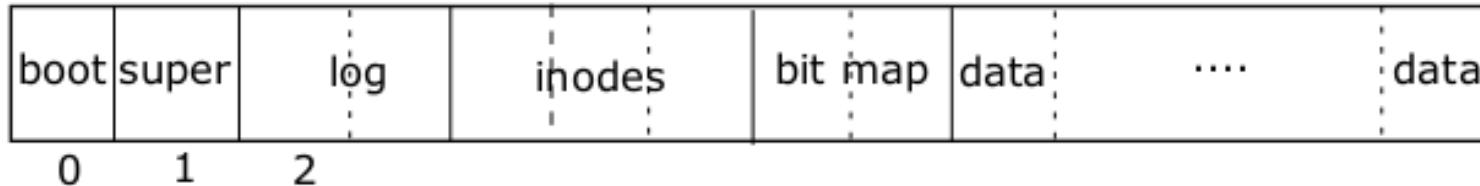
Layout of xv6 file system



May see the code of `mkfs.c` to get insight into the layout

```
struct superblock {  
    uint size;      // Size of file system image (blocks)  
    uint nblocks;   // Number of data blocks  
    uint ninodes;   // Number of inodes.  
    uint nlog;      // Number of log blocks  
    uint logstart;  // Block number of first log block  
    uint inodestart; // Block number of first inode block  
    uint bmapstart; // Block number of first free map block  
};  
#define ROOTINO 1 // root i-number  
#define BSIZE 512 // block size
```

Layout of xv6 file system



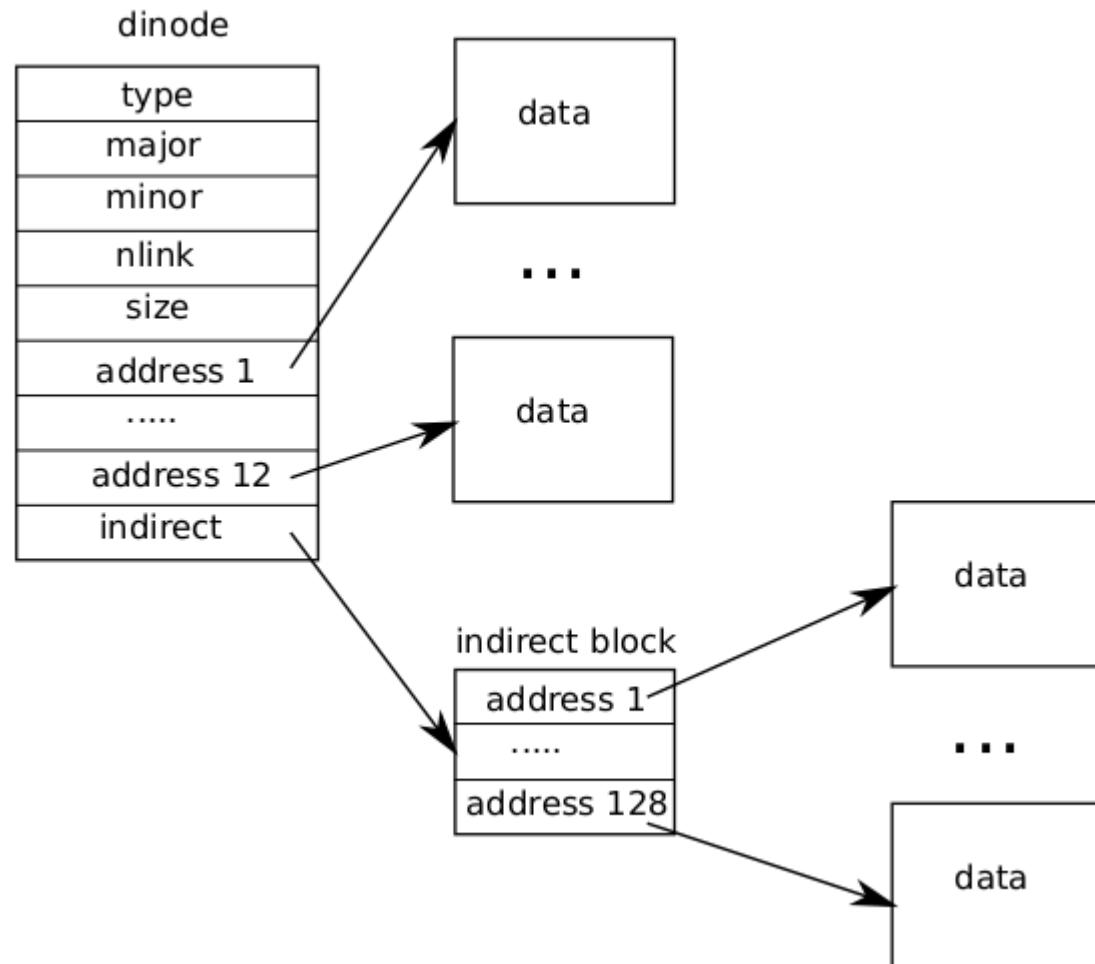
```
#define NDIRECT 12
#define NINDIRECT (BSIZE / sizeof(uint))
#define MAXFILE (NDIRECT + NINDIRECT)
// On-disk inode structure
struct dinode {
    short type;          // File type
    short major;         // Major device number (T_DEV only)
    short minor;         // Minor device number (T_DEV only)
    short nlink;         // Number of links to inode in file system
    uint size;           // Size of file (bytes)
    uint addrs[NDIRECT+1]; // Data block addresses
};


```

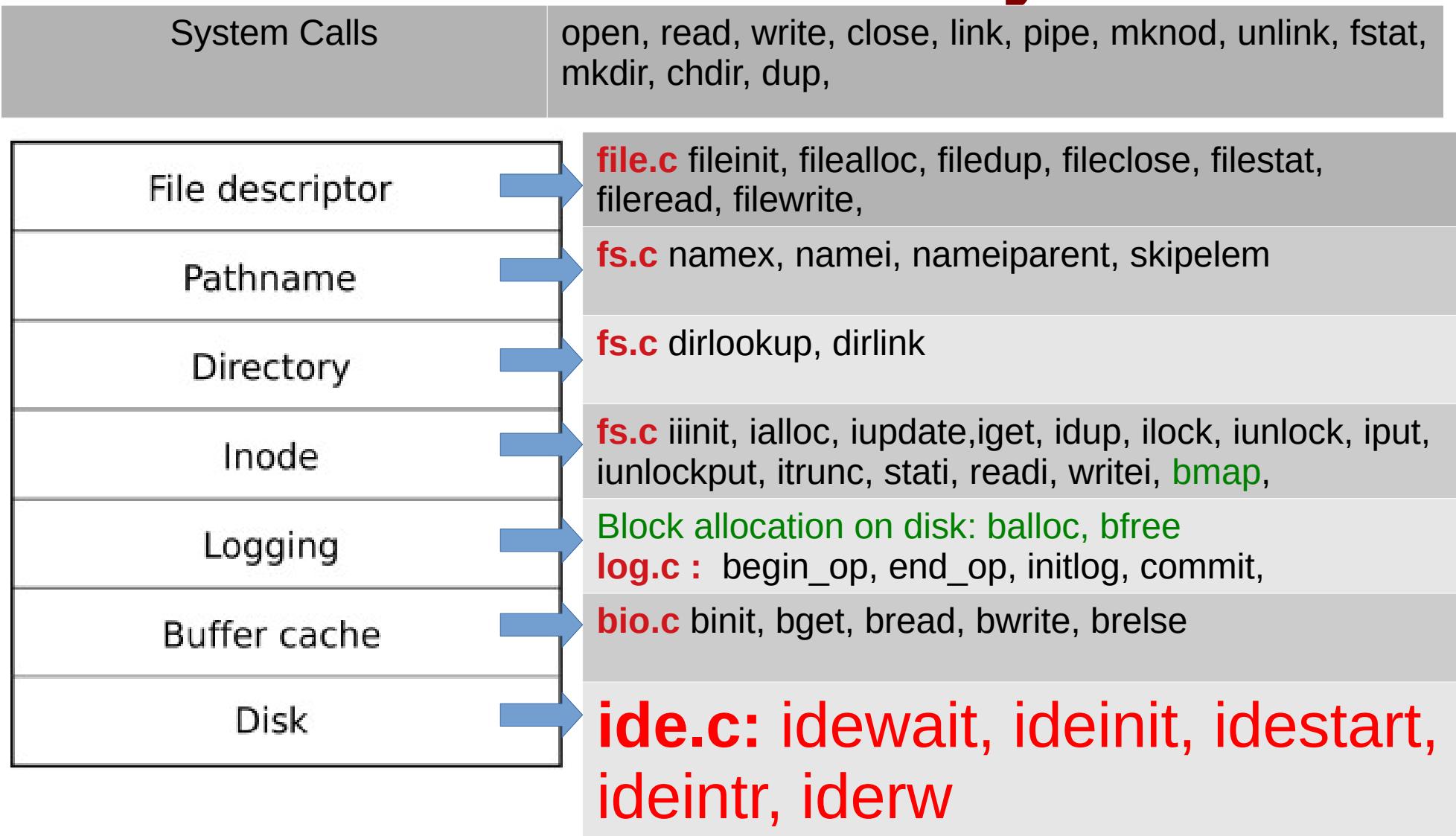
```
#define DIRSIZ 14
```

```
struct dirent {
    ushort inum;
    char name[DIRSIZ];
};
```

File on disk



Let's discuss lowest layer first



Normally, any upper layer can call any lower layer below

ide.c: idewait, ideinit, idestart, ideintr, iderw

static struct spinlock idelock;

static struct buf *idequeue;

static int havedisk1;

- **ideinit**
 - was called from **main.c: main()**
 - Initialized IDE controller by writing to certain ports
 - **havedisk=1** setup
 - Initialize **idelock**
- **idewait**
 - **BUSY** loop waiting for IDE to be ready

ide.c: idewait, ideinit, idestart, ideintr, iderw

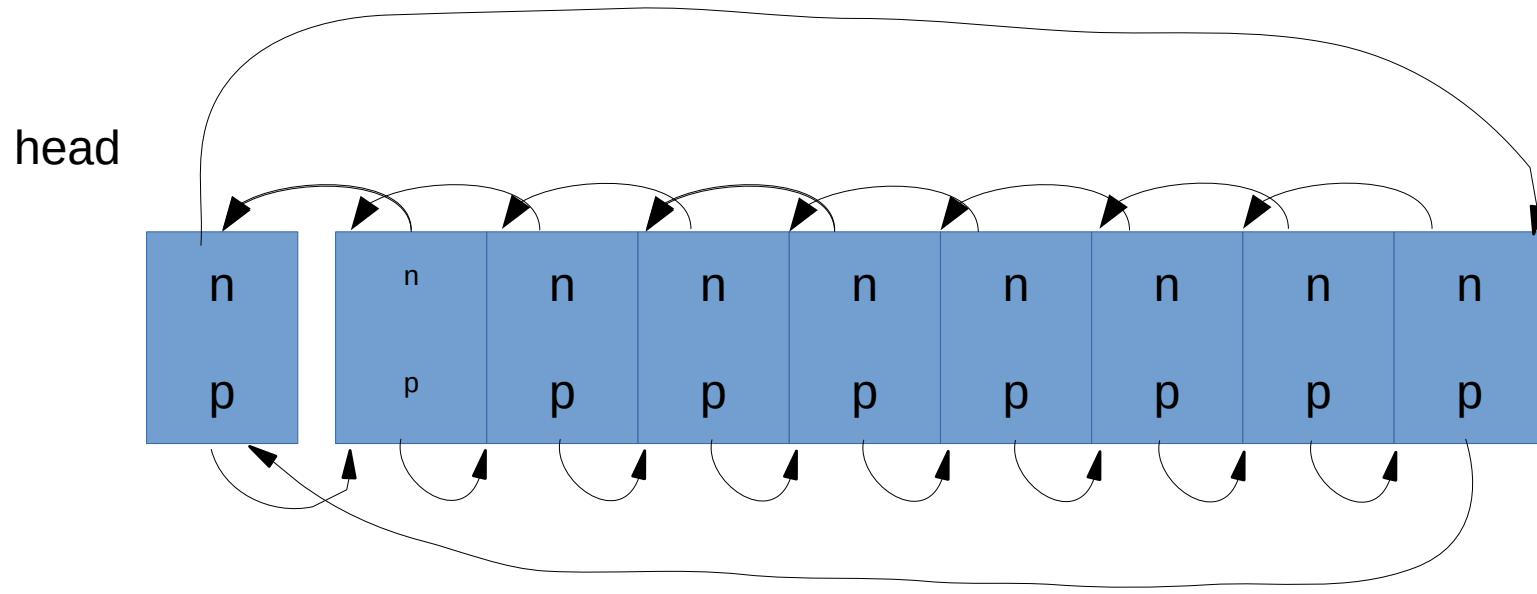
- **void idestart(buf *b)**
 - **static void idestart(struct buf *b)**
 - Calculate sector number on disk using b->blockno
 - Issue a read/write command to IDE controller.
 - (This is the first buf on **idequeue**)
- **ideintr**
 - Take **idelock**. Called on IDE interrupt (through alltraps()->trap())
 - Wakeup the process waiting on first buffer in **buffer *idequeue**;
 - call **idestart()**. Release **idelock**.
- **iderw(buf *b)**
 - Move **buf b to end of idequeue**
 - Call **idestart()** if not running, sleep on **idelock**

Let's see buffer cache layer

System Calls	open, read, write, close, link, pipe, mknod, unlink, fstat, mkdir, chdir, dup,
File descriptor	file.c fileinit, filealloc, filedup, fileclose, filestat, fileread, filewrite,
Pathname	fs.c namex, namei, nameiparent, skipellem
Directory	fs.c dirlookup, dirlink
Inode	fs.c iiinit, ialloc, iupdate, ige, idup, ilock, iunlock, iput, iunlockput, itrunc, stati, readi, writei, bmap ,
Logging	Block allocation on disk: balloc , bfree log.c : begin_op, end_op, initlog, commit,
Buffer cache	bio.c binit , bget , bread , bwrite , brelease
Disk	ide.c : idewait, ideinit, idestart, ideintr, iderw

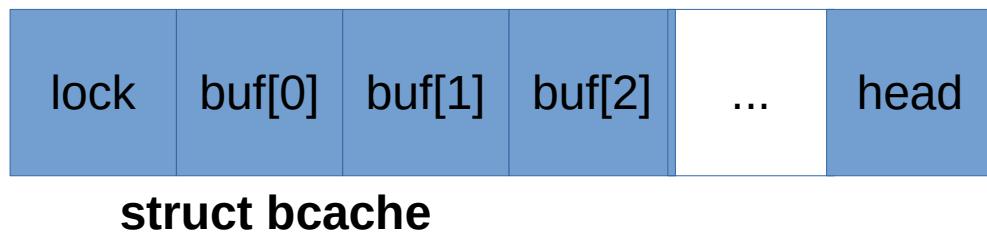
Normally, any upper layer can call any lower layer below

Reminder: After main() -> binit()



Conceptually
Linked like
this

Buffers keep
moving on
list, as LRU



struct buf

```
struct buf {  
    int flags; // 0 or B_VALID or B_DIRTY  
    uint dev; // device number  
    uint blockno; // seq block number on device  
    struct sleeplock lock; // Lock to be held by process using it  
    uint refcnt; // Number of live accesses to the buf  
    struct buf *prev; // cache list  
    struct buf *next; // cache list  
    struct buf *qnext; // disk queue  
    uchar data[BSIZE]; // data 512 bytes  
};  
#define B_VALID 0x2 // buffer has been read from disk  
#define B_DIRTY 0x4 // buffer needs to be written to disk
```

buffer cache:

static struct buf* bget(uint dev, uint blockno)

- The **bcache.head** list is maintained on Most Recently Used (MRU) basis
 - **head.next** is the Most Recently Used (MRU) buffer
 - hence **head.prev** is the Least Recently Used (LRU)
- Look for a buffer with **b->blockno = blockno** and **b->dev = dev**
 - Search the **head.next** list for existing buffer (MRU order)
 - Else search the **head.prev** list for empty buffer
 - **panic()** if found in-use or empty buffer
- Increment **b->refcnt** ; Returns buffer locked
- Does not change the list structure, just returns a buf in use

buffer cache: **struct buf* bread(uint dev, uint blockno)**

```
struct buf*  
bread(uint dev, uint blockno)  
{  
    struct buf *b;  
    b = bget(dev, blockno);  
    if((b->flags & B_VALID) == 0) {  
        iderw(b);  
    }  
    return b; // locked buffer  
}
```

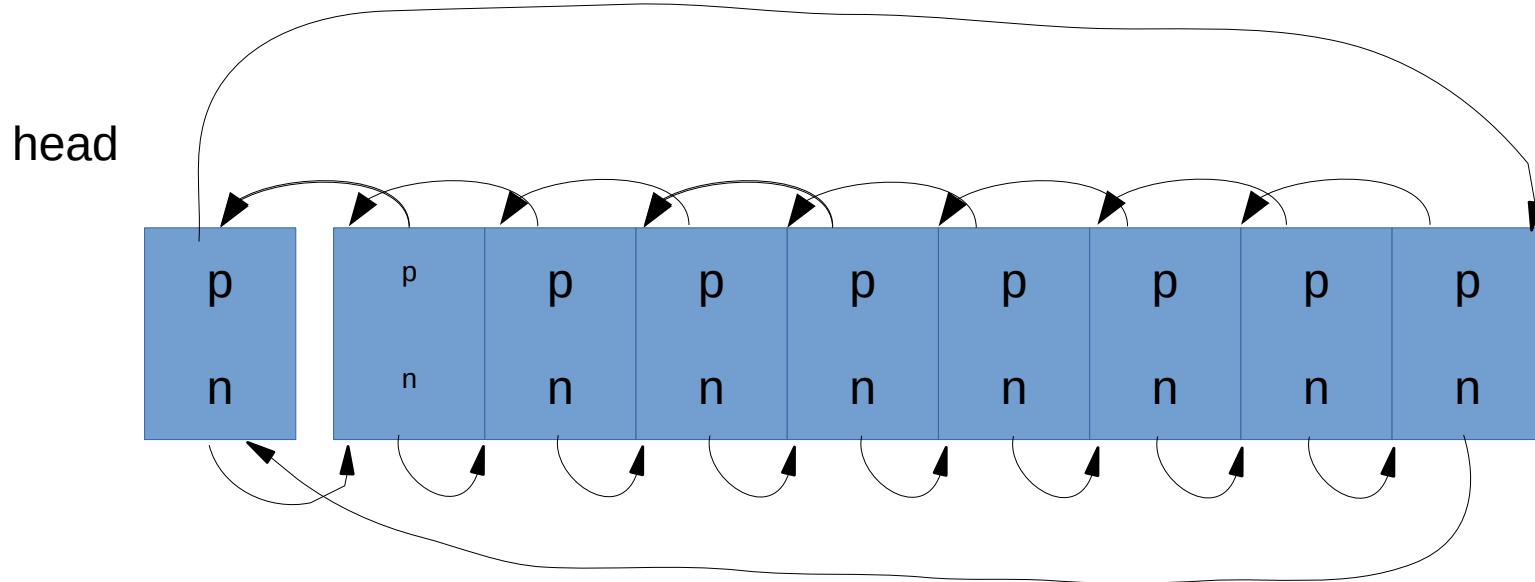
```
void  
bwrite(struct buf *b)  
{  
    if(!holdingsleep(&b->lock))  
        panic("bwrite");  
    b->flags |= B_DIRTY;  
    iderw(b);  
}
```

Recollect: **iderw** moves buf to tail of **idequeue**, calls **idestart()** and **sleep()**

buffer cache: **void brelse(struct buf *b)**

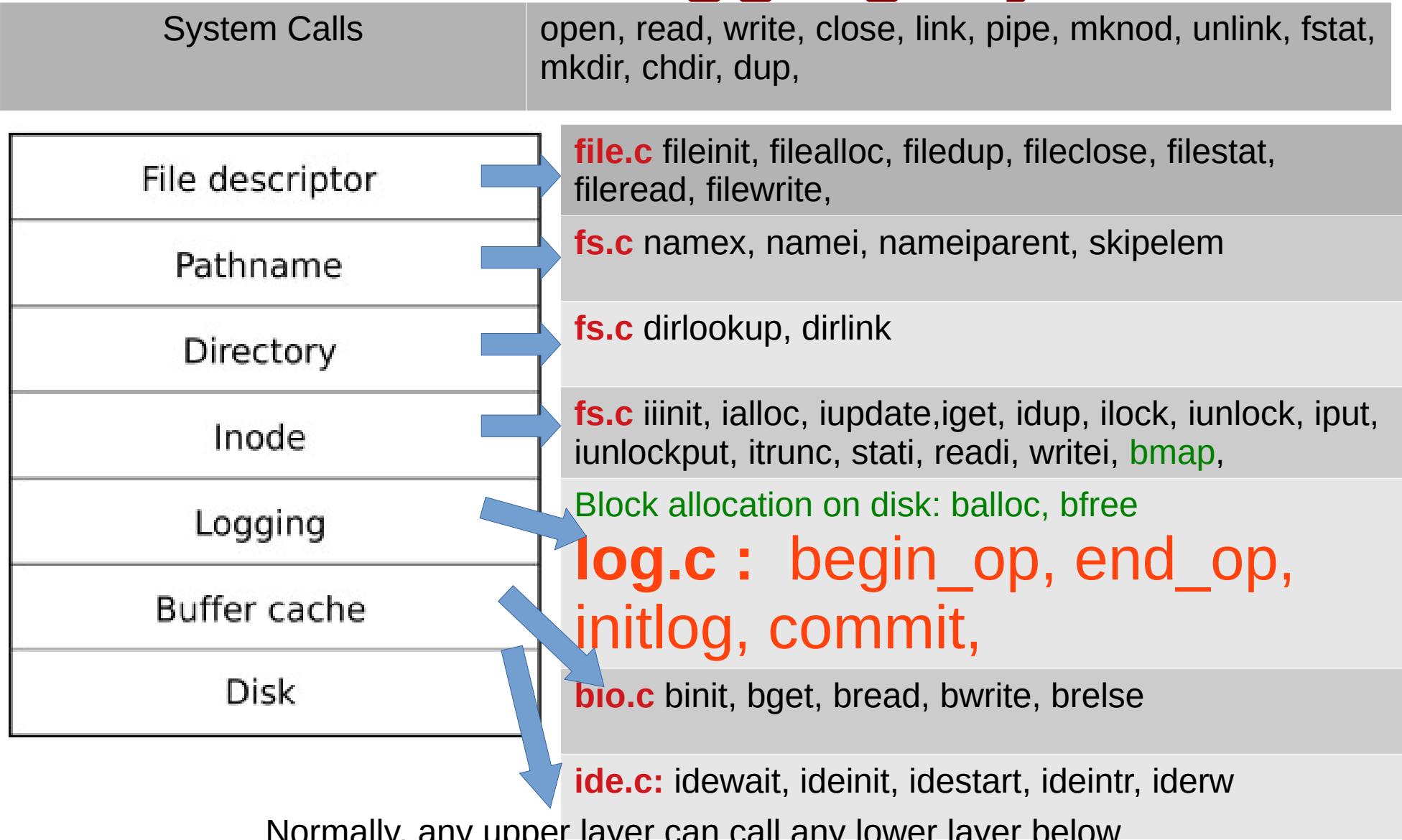
- **release lock on buffer**
- **b->refcnt = 0**
- **If b->refcnt = 0**
 - Means buffer will no longer be used
 - Move it to **front** of the **front** of **bcache.head**

Overall in this diagram



Buffers keep moving to the front of the list and around
The list always contains **NBUF=30** buffers
head.next is always the MRU and **head.prev** is always LRU
buffer

Let's see logging layer



log in xv6

- **a mechanism of recovery from disk**
- **Concept: multiple write operations needed for system calls (e.g. ‘open’ system call to create a file in a directory)**
 - some writes succeed and some don’t
 - leading to inconsistencies on disk
- **In the log, all changes for a ‘transaction’ (an operation) are either written completely or not at all**
- **During recovery, completed operations can be “rerun” and incomplete operations neglected**

log in xv6

- **xv6 system call does not directly write the on-disk file system data structures.**
- **A system call calls begin_op() at beginning and end_op() at end**
 - begin_op() increments log.outstanding
 - end_op() decrements log.outstanding, and if it's 0, then calls commit()
- **During the code of system call, whenever a buffer is modified, (and done with)**
 - log_write() is called
 - This copies the block in an array of blocks inside log, the block is not written in its actual place in FS as of now
- **when finally commit() is called, all modified blocks are copied to disk in the file system**

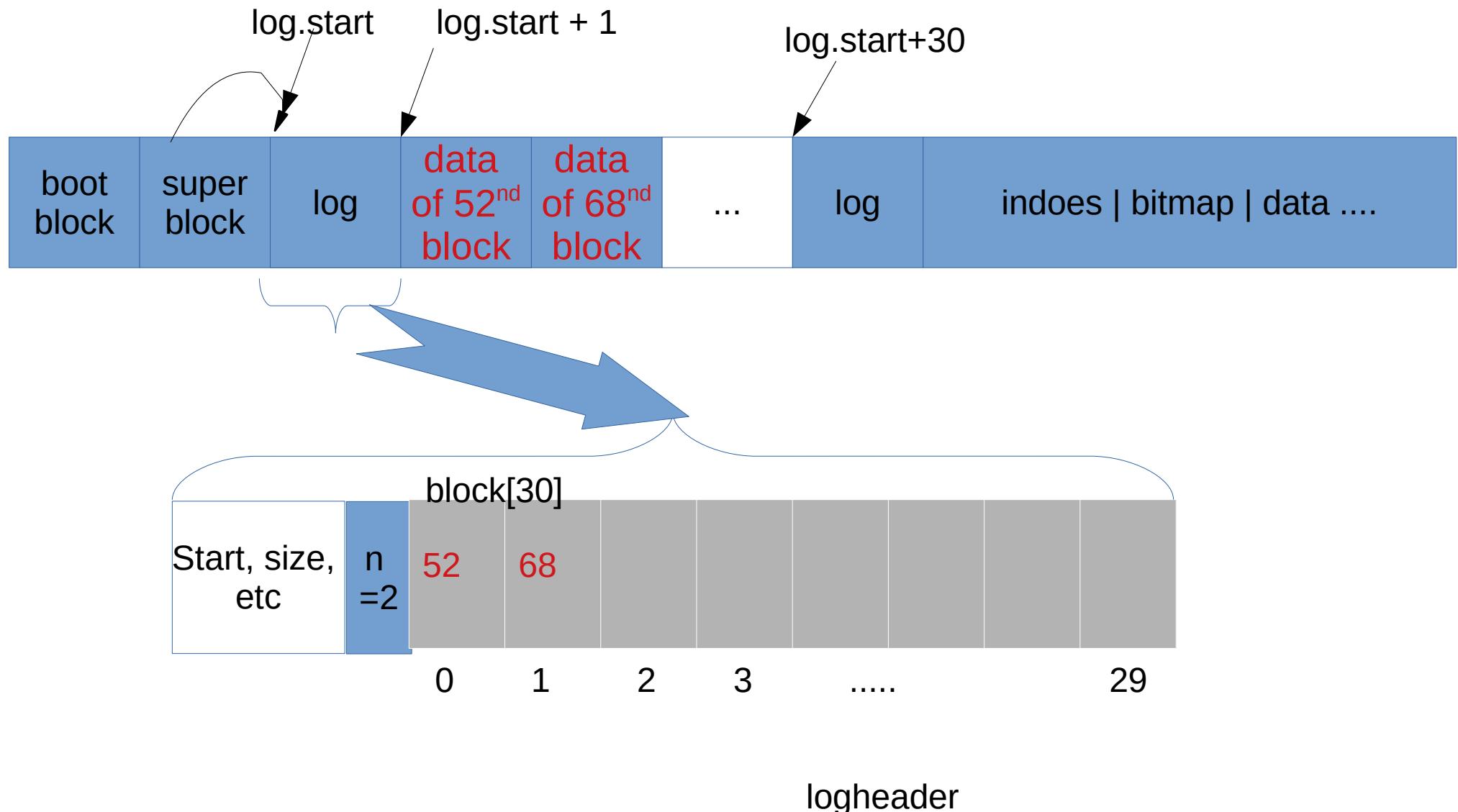
log

```
struct logheader { // ON DISK
    int n; // number of entries in use in block[] below
    int block[LOGSIZE]; // List of block numbers stored
};

struct log { // only in memory
    struct spinlock lock;
    int start; // first log block on disk (starts with logheader)
    int size; // total number of log blocks (in use out of 30)
    int outstanding; // how many FS sys calls are executing.
    int committing; // in commit(), please wait.
    int dev; // FS device
    struct logheader lh; // copy of the on disk logheader
};

struct log log;
```

log on disk



Typical use case of logging

/* In a system call code */

begin_op();

...

bp = bread(...);

bp->data[...] = ...;

log_write(bp);

...

end_op();

prepare for logging. Wait if logging system is not ready or ‘committing’. **++outstanding**

read and get access to a data block – as a buffer

modify buffer

note down this buffer for writing, in log. proxy for bwrite(). Mark B_DIRTY. Absorb multiple writes into one.

Syscall done. write log and all blocks. --outstanding.

If outstanding = 0, commit().

Example of calls to logging

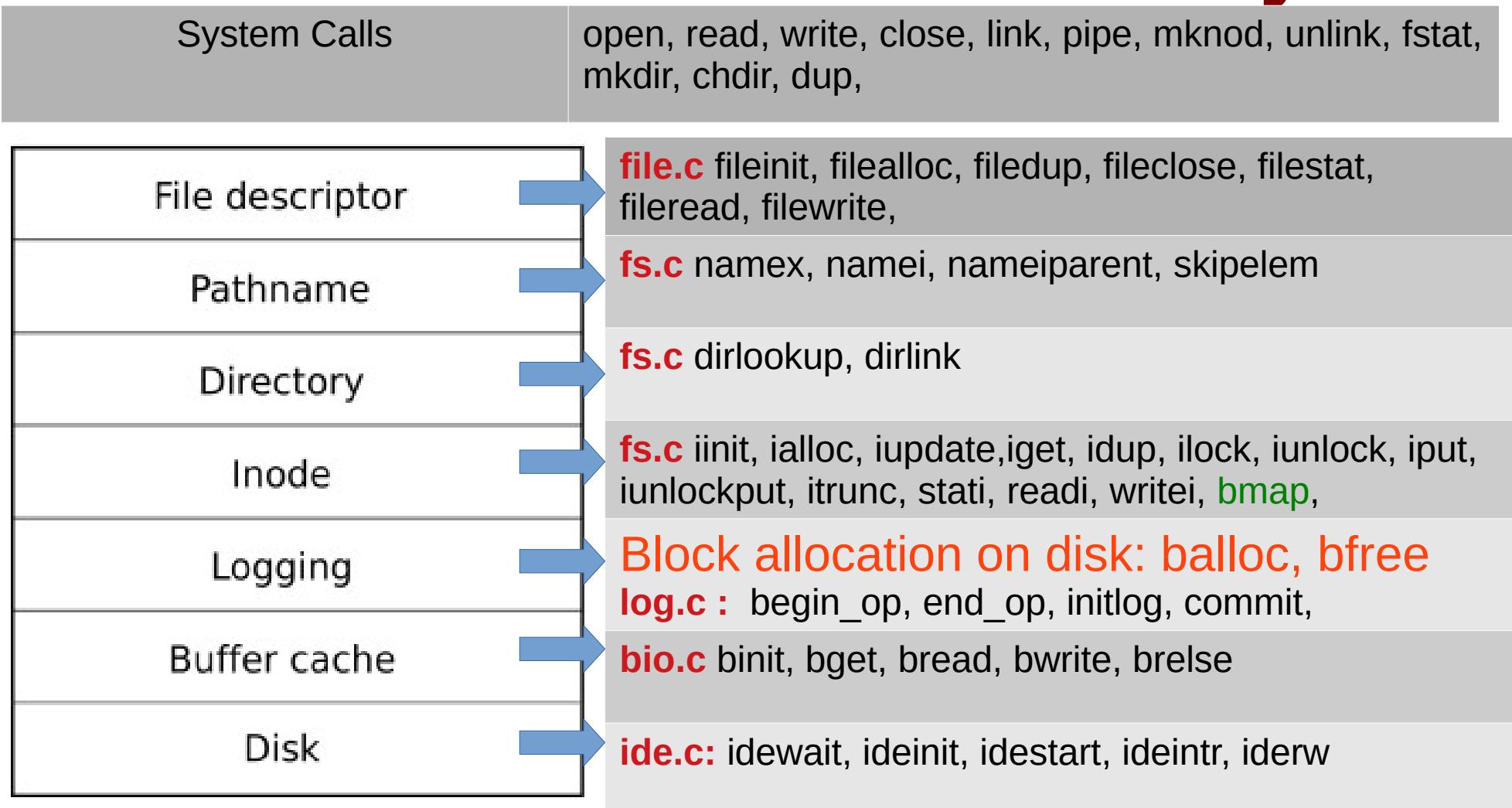
```
//file_write() code
begin_op();
ilock(f->ip);
/*loop */ r = writei(f->ip, ...);
iunlock(f->ip);
end_op();
```

- each `writei()` in turn calls `bread()`, `log_write()` and `brelse()`
 - also calls `iupdate(ip)` which also calls `bread`, `log_write` and `brelse`
- Multiple writes are combined between `begin_op()` and `end_op()`

Logging functions

- **Initlog()**
 - Set fields in global **log.xyz** variables, using FS superblock
 - Recovery if needed
 - **Called from first forkret()**
- **Following three called by FS code**
- **begin_op(void)**
 - Increment **log.outstanding**
- **end_op(void)**
 - Decrement **log.outstanding** and call **commit()** if it's zero
- **log_write(buf *)**
 - Remember the specified block number in **log.lh.block[]** array
 - Set the block to be dirty
- **write_log(void)**
 - **Called only from commit()**
 - Use block numbers specified in **log.lh.block** and copy those blocks from memory to log-blocks
- **commit(void)**
 - **Called only from end_op()**
 - **write_log()**
 - Write header to disk log-header
 - Copy from log blocks to actual FS blocks
 - Reset and write log header again

Let's see block allocation layer



Normally, any upper layer can call any lower layer below

Abhijit: Block allocator should be considered as another Layer!

allocating & deallocating blocks on DISK

- **balloc(devno)**
 - looks for a block whose bitmap bit is zero, indicating that it is free.
 - On finding updates the bitmap and returns the block.
 - `balloc()` calls `bread()->bget` to get a block from disk in a buffer.
 - Race prevented by the fact that the buffer cache only lets one process use any one bitmap block at a time.
 - Calls `log_write(bp);`
 - Thus writes to bitmap blocks are also logged
- **bfree(devno, blockno)**
 - finds the right bitmap block and clears the right bit.
 - Also calls `log_write()`

Let's see Inode Layer

System Calls	open, read, write, close, link, pipe, mknod, unlink, fstat, mkdir, chdir, dup,
File descriptor	file.c fileinit, filealloc, filedup, fileclose, filestat, fileread, filewrite,
Pathname	fs.c namex, namei, nameiparent, skipellem
Directory	fs.c dirlookup, dirlink
Inode	fs.c iinit, ialloc, iupdate, iguret, idup, ilock, iunlock, iput, iunlockput, itrunc, stati, readi, writei, bmap,
Logging	
Buffer cache	Block allocation on disk: balloc, bfree log.c : begin_op, end_op, initlog, commit,
Disk	bio.c binit, bget, bread, bwrite, brelse
	ide.c : idewait, ideinit, idestart, ideintr, iderw

On disk & in memory inodes

```
struct {
    struct spinlock lock;
    struct inode inode[NINODE];
} icache;

// On-disk inode structure
struct dinode {
    short type;      // File type
    short major;    // T_DEV Major device
                    number
    short minor;    // Minor device number
    short nlink;    // Number of links
    uint size;      // Size of file (bytes)
    uint addrs[NDIRECT+1];  /
};
```

```
// in-memory copy of an inode
struct inode {
    uint dev;        // Device number
    uint inum;       // Inode number
    int ref;         // Reference count
    struct sleeplock lock; // protects
                        everything below here
    int valid;       // been read from disk?

    short type;      // copy of disk inode
    short major;
    short minor;
    short nlink;
    uint size;
    uint addrs[NDIRECT+1];
};
```

In memory inodes

- Kernel keeps a subset of on disk inodes, those in use, in memory
 - as long as 'ref' is >0
- The **iget** and **iput** functions acquire and release pointers to an inode, modifying the **ref count**.
- See the caller graph of **iget()**
 - all those who call **iget()**
- **Sleep lock in 'inode' protects**
 - fields in inode
 - data blocks of inode

iget and iupdate

- **iget**
 - **searches for an existing/free inode in icache and returns pointer to one**
 - if found, increments ref and returns pointer to inode
 - else gets empty inode , initializes, ref=1 and return
 - **No lock held after iget()**
 - **Code must call iunlock() after iget() to get lock**
 - **During lookup (later), many processes can iget() an inode, but only one holds the lock**
- **iupdate(inode *ip)**
 - **read on disk block of inode**
 - **get on disk inode**
 - **modify it as specified in ‘ip’**
 - **modify disk block of inode**
 - **log_write(disk block of inode)**

itrunc , iput

- **iput(ip)**
 - **if ref is 1**
 - **itrunc(ip)**
 - **type = 0**
 - **iupdate(ip)**
 - **i->valid = 0 // free in memory**
 - **else**
 - **ref--**
- **itrunc(ip)**
 - **write all data blocks of inode to disk**
 - **using bfree()**
 - **ip->size = 0**
 - **Inode is freed from use**
 - **iupdate(ip)**
 - **called from iput() only when 'ref' becomes zero**

race in iput ?

- A concurrent thread might be waiting in ilock to use this inode
 - and won't be prepared to find the inode is not longer allocated
- This is not possible. Why?
 - no way for a syscall to get a ref to a inode with ip->ref = 1

```
void
iput(struct inode *ip)
{
    acquiresleep(&ip->lock);
    if(ip->valid && ip->nlink == 0){
        acquire(&icache.lock);
        int r = ip->ref;
        release(&icache.lock);
        if(r == 1){
            // inode has no links and no other
            // references: truncate and free.
            itrunc(ip);
        }
    }
}
```

buffer and inode cache

- to read an **inode**, its block must be read in a buffer
- So the buffer always contains a copy of the on-disk dinode
 - duplicate copy in in-memory **inode**
- The inode cache is write-through,
 - code that modifies a cached inode must immediately write it to disk with **iupdate**
- Inode may still exist in the buffer cache

allocating inode

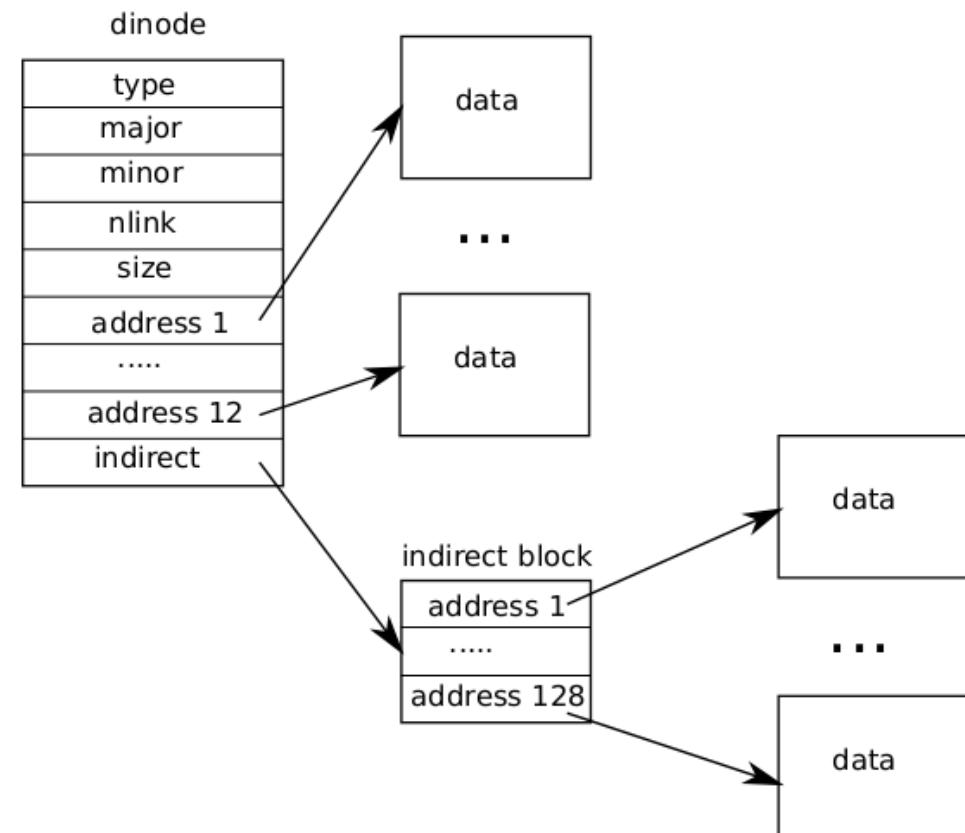
- **ialloc(dev, type)**
 - Loop over all disk inodes
 - read inode (from its block)
 - if it's free (note inum)
 - zero on disk inode
 - write on disk inode (as zeroes)
 - return iget(dev, inum)
- **ilock**
 - code must acquire ilock before using inode's data/fields
 - **Ilock reads inode if it's already not in memory**

Trouble with `iput()` and crashes

- **`iput()` doesn't truncate a file immediately when the link count for the file drops to zero, because**
 - some process might still hold a reference to the inode in memory: a process might still be reading and writing to the file, because it successfully opened it.
- **if a crash happens before the last process closes the file descriptor for the file,**
 - then the file will be marked allocated on disk but no directory entry points to it
- **Unsolved problem.**
- **How to solve it?**

Get Inode data: bmap(ip, bn)

- **Allocate ‘bn’th block for the file given by inode ‘ip’**
- **Allocate block on disk and store it in either direct entries or block of indirect entries**
 - **allocate block of indirect entries if needed using balloc()**



writing/reading data at a given offset in file

```
readi(struct inode *ip,  
char *dst, uint off, uint  
n)
```

```
writei(struct inode *ip,  
char *src, uint off, uint  
n)
```

- Calculate the block number in file where 'off' belongs
- Read sufficient blocks to read 'n' bytes
- using bread(), brelse()
- Call devsw.read if inode is a device Inode.
- Writei() also updates size if required

Reading Directory Layer

System Calls	open, read, write, close, link, pipe, mknod, unlink, fstat, mkdir, chdir, dup,
File descriptor	file.c fileinit, filealloc, filedup, fileclose, filestat, fileread, filewrite,
Pathname	fs.c namex, namei, nameiparent, skipelem
Directory	fs.c dirlookup, dirlink
Inode	fs.c iiinit, ialloc, iupdate, ige, idup, ilock, iunlock, iput, iunlockput, itrunc, stati, readi, writei, bmap ,
Logging	Block allocation on disk: balloc , bfree log.c : begin_op, end_op, initlog, commit,
Buffer cache	bio.c binit, bget, bread, bwrite, brelse
Disk	ide.c : idewait, ideinit, idestart, ideintr, iderw

directory entry

```
#define DIRSIZ 14
```

```
struct dirent {  
    ushort inum;  
    char name[DIRSIZ];  
};
```

Data of a directory file is a sequence of such entries. To find a name, just get all the data blocks and search the name

How to get the data for a directory? We already know the ans!

struct inode*
dirlookup(struct inode *dp, char *name, uint *poff)

- **Given a pointer to directory inode (dp), name of file to be searched**
 - return the pointer to inode of that file (NULL if not found)
 - set the ‘offset’ of the entry found, inside directories data blocks, in poff
- **How was ‘dp’ obtained? Who should be calling dirlookup? Why is poff returned?**
 - During resolution of pathnames?
- **Code: call readi() to get data of dp, search name in it, name comes with inode-num, iget() that inode-num**

int
dirlink(struct inode *dp, char *name, uint inum)

- **Create a new entry for ‘name’ _ ‘inum’ in directory given by ‘dp’**
 - inode number must have been obtained before calling this. How to do that?
- **Use dirlookup() to verify entry does not exist!**
- **Get empty slot in directory’s data block**
- **Make directory entry**
- **Update directory inode! writei()**

namex

- **Called by namei(), or nameiparent()**
- **Just iteratively split a path using “/” separator and get inode for last component**
- **iget() root inode, then**
- **Repeatedly calls**
 - **split on “/”, dirlookup() for next component**
-

races in namex()

- **Crucial. Called so many times!**
- **one kernel thread is looking up a pathname another kernel thread may be changing the directory by calling unlink**
 - when executing dirlookup in namex, the lookup thread holds the lock on the directory and dirlookup() returns an inode that was obtained using iget.
- **Deadlock? next points to the same inode as ip when looking up "..". Locking next before releasing the lock on ip would result in a deadlock.**
 - namex unlocks the directory before obtaining a lock on next.

File descriptor layer code

System Calls	open, read, write, close, link, pipe, mknod, unlink, fstat, mkdir, chdir, dup,
File descriptor	file.c fileinit, filealloc, filedup, fileclose, filestat, fileread, filewrite,
Pathname	fs.c namex, namei, nameiparent, skipellem
Directory	fs.c dirlookup, dirlink
Inode	fs.c iiinit, ialloc, iupdate, ige, idup, ilock, iunlock, iput, iunlockput, itrunc, stati, readi, writei, bmap , Block allocation on disk: balloc , bfree
Logging	log.c : begin_op, end_op, initlog, commit,
Buffer cache	bio.c binit, bget, bread, bwrite, brelse
Disk	ide.c : idewait, ideinit, idestart, ideintr, iderw

data structures related to “file” layer

```
struct file {  
    enum { FD_NONE, FD_PIPE,  
FD_INODE } type;  
    int ref; // reference count  
    char readable;  
    char writable;  
    struct pipe *pipe; // used only if it  
works as a pipe  
    struct inode *ip;  
    uint off;  
};  
// interesting no lock in struct file !
```

```
struct proc {  
    ...  
    struct file *ofile[NOFILE]; // Open files  
per process  
    ...  
}  
struct {  
    struct spinlock lock;  
    struct file file[NFILE];  
} ftable; //global table from which ‘file’  
is allocated to every process  
Lock is used to protect updates to  
every entry in the array
```

Multiple processes accessing same file.

- **Each will get a different ‘struct file’**
 - but share the inode !
 - different offset in struct file, for each process
 - Also true, if same process opens file many times
- **File can be a PIPE (more later)**
 - what about STDIN, STDOUT, STDERR files ?
 - Figure out!
- **ref**
 - used if the file was ‘duped’ or process forked . in that case the ‘struct file’ is shared

file layer functions

- **filealloc**
 - find an empty struct file in ‘ftable’ and return it
 - set ref = 1
- **filedup(file *)**
 - simply ref++
- **fileclose**
 - --ref
 - if ref = 0
 - free struct file
 - iput() / pipeclose()
 - note – transaction if iput() called
- **filestat**
 - simply return fields from inode, after holding lock. on inodes for files only.

file layer functions

- **fileread**
 - call `readi()` or `piperead()`
 - `readi()` later calls `device-read` or `inode read` (using `bread()`)
- **filewrite**
 - call `pipewrite()` or `writei()`
 - `writei()` is called in a loop, within a transaction
- **Why does `readi()` call `read` on the device , why not `fileread()` itself call `device read` ?**

pipes

```
struct pipe {  
    struct spinlock lock;  
    char data[PIPE_SIZE];  
    uint nread;  
    // number of bytes read  
    uint nwrite;  
    // number of bytes written  
    int readopen;  
    // read fd is still open  
    int writeopen;  
    // write fd is still open  
};
```

- **functions**
 - **pipealloc**
 - **pipeclose**
 - **piperead**
 - **pipewrite**
-

pipes

- **pipealloc**
 - **allocate two struct file**
 - **allocate pipe itself using kalloc (it's a big structure with array)**
 - **init lock**
 - **initialize both struct file as 2 ends (r/w)**
- **pipewrite**
 - **wait if pipe full**
 - **write to pipe**
 - **wakeup processes waiting to read**
- **piperead**
 - **wait if no data**
 - **read from pipe**
 - **wakeup processes waiting to write**
- **Good producer consumer code !**

Further to reading system call code now

- Now we are ready to read the code of system calls on file system
 - `sys_open`, `sys_write`, `sys_read` , etc.
- Advise: Before you read code of these, contemplate on what these functions should do using the functions we have studied so far.
- Also think of locks that need to be held.

Synchronization

My formulation

- **OS = data structures + synchronization**
- **Synchronization problems make writing OS code challenging**
- **Demand exceptional coding skills**

Race problem

```
long c = 0, c1 = 0, c2 = 0, run = 1;  
void *thread1(void *arg) {  
    while(run == 1) {  
        c++;  
        c1++;  
    }  
}  
void *thread2(void *arg) {  
    while(run == 1) {  
        c++;  
        c2++;  
    }  
}
```

```
int main() {  
    pthread_t th1, th2;  
    pthread_create(&th1, NULL, thread1,  
    NULL);  
    pthread_create(&th2, NULL, thread2,  
    NULL);  
    //fprintf(stdout, "Ending main\n");  
    sleep(2);  
    run = 0;  
    fprintf(stdout, "c = %ld c1+c2 = %ld  
c1 = %ld c2 = %ld \n", c, c1+c2, c1, c2);  
    fflush(stdout);  
}
```

Race problem

- On earlier slide
 - Value of c should be equal to $c_1 + c_2$, but it is not!
 - Why?
- There is a “race” between **thread1** and **thread2** for updating the variable c
- **thread1** and **thread2** may get scheduled in any order and *interrupted* any point in time
- The changes to c are not atomic!
 - What does that mean?

Race problem

- **C++, when converted to assembly code, could be**

```
mov c, r1  
add r1, 1  
mov r1, c
```

- **Now following sequence of instructions is possible among thread1 and thread2**

```
thread1: mov c, r1  
thread2: mov c, r1  
thread1: add r1, 1  
thread1: mov r1, c  
thread2: add r1, 1  
thread2: mov r1, c
```

- **What will be value in c, if initially c was, say 5?**

- It will be 6, when it is expected to be 7. Other variations also possible.

Races: reasons

- **Interruptible kernel**
 - If entry to kernel code does not disable interrupts, then modifications to any kernel data structure can be left incomplete
 - This introduces concurrency
- **Multiprocessor systems**
 - On SMP systems: memory is shared, kernel and process code run on all processors
 - Same variable can be updated parallelly (not concurrently)
- **What about non-interruptible kernel on multiprocessor systems?**
- **What about non-interruptible kernel on uniprocessor systems?**

Critical Section Problem

- Consider system of n processes $\{p_0, p_1, \dots, p_{n-1}\}$
- Each process has critical section segment of code
 - Process may be changing common variables, updating table, writing file, etc
 - When one process in critical section, no other may be in its critical section
- Critical section problem is to design protocol to solve this
- Each process must ask permission to enter critical section in entry section, may follow critical section with exit section, then remainder section
- Especially challenging with preemptive kernels

Critical Section problem

```
do {  
    entry section  
    critical section  
    exit section  
    remainder section  
} while (TRUE);
```

Figure 6.1 General structure of a typical process P .

Expected solution characteristics

- **1. Mutual Exclusion**
 - If process P_i is executing in its critical section, then no other processes can be executing in their critical sections
- **2. Progress**
 - If no process is executing in its critical section and there exist some processes that wish to enter their critical section, then the selection of the processes that will enter the critical section next cannot be postponed indefinitely
- **3. Bounded Waiting**
 - A bound must exist on the number of times that other processes are allowed to enter their critical sections after a process has made a request to enter its critical section and before that request is granted
 - Assume that each process executes at a nonzero speed
 - No assumption concerning relative speed of the n processes

suggested solution - 1

```
int flag = 1;  
void *thread1(void *arg) {  
    while(run == 1) {  
        while(flag == 0)  
            ;  
        flag = 0;  
        c++;  
        flag = 1;  
        c1++;  
    }  
}
```

- **What's wrong here?**
- **Assumes that**

**while(flag ==) ; flag
= 0**
will be atomic

suggested solution - 2

```
int flag = 0;  
  
void *thread1(void *arg) {  
    while(run == 1) {  
        if(flag)  
            c++;  
        else  
            continue;  
        c1++;  
        flag = 0;  
    }  
}  
  
void *thread2(void *arg) {  
    while(run == 1) {  
        if(!flag)  
            c++;  
        else  
            continue;  
        c2++;  
        flag = 1;  
    }  
}
```

Peterson's solution

- **Two process solution**
- **Assume that the LOAD and STORE instructions are atomic; that is, cannot be interrupted**
- **The two processes share two variables:**
 - int turn;**
 - Boolean flag[2]**
- **The variable turn indicates whose turn it is to enter the critical section**
- **The flag array is used to indicate if a process is ready to enter the critical section. $\text{flag}[i] = \text{true}$ implies that process P_i is ready!**

Peterson's solution

```
do {
    flag[i] = TRUE;
    turn = j;
    while (flag[j] && turn == j)
        ;
    critical section
    flag[i] = FALSE;
    remainder section
} while (TRUE);
```

- Provable that
 - Mutual exclusion is preserved
 - Progress requirement is satisfied
 - Bounded-waiting requirement is met

Hardware solution – the one actually implemented

- **Many systems provide hardware support for critical section code**
- **Uniprocessors – could disable interrupts**
 - Currently running code would execute without preemption
 - Generally too inefficient on multiprocessor systems
 - Operating systems using this not broadly scalable
- **Modern machines provide special atomic hardware instructions**
 - Atomic = non-interruptable
 - Either test memory word and set value
 - Or swap contents of two memory words
 - Basically two operations (read/write) done atomically in hardware

Solution using test-and-set

```
lock = false; //global  
  
do {  
    while ( TestAndSet (&lock ) )  
        ; // do nothing  
    // critical section  
    lock = FALSE;  
    // remainder section  
} while (TRUE);
```

Definition:

```
boolean TestAndSet (boolean  
    *target)  
{  
    boolean rv = *target;  
    *target = TRUE;  
    return rv;  
}
```

Solution using swap

```
lock = false; //global

do {
    key = true
    while ( key == true))
        swap(&lock, &key)
        //  critical section
    lock = FALSE;
    //  remainder section
} while (TRUE);
```

Spinlock

- A lock implemented to do ‘busy-wait’
- Using instructions like T&S or Swap
- As shown on earlier slides

```
spinlock(int *lock){  
    While(test-and-set(lock))  
        ;  
}  
spinunlock(lock *lock) {  
    *lock = false;  
}
```

Bounded wait M.E. with T&S

```
do {
    waiting[i] = TRUE;
    key = TRUE;
    while (waiting[i] && key)
        key = TestAndSet(&lock);
    waiting[i] = FALSE;
    // critical section
    j = (i + 1) % n;
    while ((j != i) && !waiting[j])
        j = (j + 1) % n;
    if (j == i)
        lock = FALSE;
    else
        waiting[j] = FALSE;
    // remainder section
} while (TRUE);
```

Some thumb-rules of spinlocks

- **Never block a process holding a spinlock !**

- **Typical code:**

```
while(condition)
    { Spin-unlock()
      Schedule()
      Spin-lock()
    }
```

- **Hold a spin lock for only a short duration of time**

- **Spinlocks are preferable on multiprocessor systems**
- **Cost of context switch is a concern in case of sleep-wait locks**
- **Short = < 2 context switches**

sleep-locks

- **Spin locks result in busy-wait**
- **CPU cycles wasted by waiting processes/threads**
- **Solution – threads keep waiting for the lock to be available**
 - Move thread to wait queue
 - The thread holding the lock will wake up one of them

Sleep locks/mutexes

```
//ignore syntactical issues
typedef struct mutex {
    int islocked;
    int spinlock;
    waitqueue q;
}mutex;
wait(mutex *m) {
    spinlock(m->spinlock);
    while(m->islocked)
        Block(m, m->spinlock)
    lk->islocked = 1;
    spinunlock(m->spinlock);
}
```

```
Block(mutex *m, spinlock *sl) {
    spinunlock(sl);
    currprocess->state = WAITING
    move current process to m->q
    Sched();
    spinlock(sl);
}
release(mutex *m) {
    spinlock(m->spinlock);
    m->islocked = 0;
    Some process in m->queue
    =RUNNABLE;
    spinunlock(m->spinlock);
}
```

Locks in xv6 code

spinlocks in xv6 code

```
struct {  
    struct spinlock lock;  
    struct buf buf[NBUF];  
    struct buf head;  
} bcache;  
struct {  
    struct spinlock lock;  
    struct file file[NFILE];  
} ftable;  
struct {  
    struct spinlock lock;  
    struct inode inode[NINODE];  
} icache;  
struct sleeplock {  
    uint locked;    // Is the lock held?  
    struct spinlock lk;
```

```
static struct spinlock idelock;  
struct {  
    struct spinlock lock;  
    int use_lock;  
    struct run *freelist;  
} kmem;  
struct log {  
    struct spinlock lock;  
...}  
struct pipe {  
    struct spinlock lock;  
...}  
struct {  
    struct spinlock lock;  
    struct proc proc[NPROC];  
} ptable;  
struct spinlock tickslock;
```

```

static inline uint
xchg(volatile uint *addr, uint newval)
{
    uint result;
    // The + in "+m" denotes a read-modify-
    // write operand.
    asm volatile("lock; xchgl %0, %1" :
        "+m" (*addr), "=a" (result) :
        "1" (newval) :
        "cc");
    return result;
}

struct spinlock {
    uint locked;    // Is the lock held?

    // For debugging:
    char *name;    // Name of lock.
    struct cpu *cpu; // The cpu holding the
    lock.
    uint pcs[10];  // The call stack (an array
    of program counters) that locked the lock.
};

```

Spinlock on xv6

```

void acquire(struct spinlock *lk)
{
    pushcli(); // disable interrupts to
    // avoid deadlock.

    // The xchg is atomic.
    while(xchg(&lk->locked, 1) != 0)
        ;

    //extra debugging code
}

void release(struct spinlock *lk)
{
    //extra debugging code
    asm volatile("movl $0, %0" :
        "+m" (lk->locked) : );
    popcli();
}

```

```

Void acquire(struct spinlock *lk)
{
    pushcli(); // disable interrupts to avoid deadlock.
    if(holding(lk))
        panic("acquire");
    .....
void pushcli(void)
{
    int eflags;
    eflags = readeflags();
    cli();
    if(mycpu()->ncli == 0)
        mycpu()->intena = eflags & FL_IF;
    mycpu()->ncli += 1;
}
static inline uint
readeflags(void)
{
    uint eflags;
    asm volatile("pushfl; popl %0" : "=r" (eflags));
    return eflags;
}

```

spinlocks

- **Pushcli() - disable interrupts on that processor**
- **One after another many acquire() can be called on different spinlocks**
 - Keep a count of them in mycpu()->ncli

```

void
release(struct spinlock *lk)
{
...
    asm volatile("movl $0, %0" : "+m" (lk->locked) : );
    popcli();
}

.

Void popcli(void)
{
    if(readeflags()&FL_IF)
        panic("popcli - interruptible");
    if(--mycpu()->ncli < 0)
        panic("popcli");
    if(mycpu()->ncli == 0 && mycpu()->intena)
        sti();
}

```

spinlocks

- **Popcli()**

- **Restore interrupts if last popcli() call restores ncli to 0 & interrupts were enabled before pushcli() was called**

spinlocks

- **Always disable interrupts while acquiring spinlock**
 - Suppose **iderw** held the **idelock** and then got interrupted to run **ideintr**.
 - **Ideintr** would try to lock **idelock**, see it was held, and wait for it to be released.
 - In this situation, **idelock** will never be released
 - Deadlock
- **General OS rule: if a spin-lock is used by an interrupt handler, a processor must never hold that lock with interrupts enabled**
- **Xv6 rule: when a processor enters a spin-lock critical section, xv6 always ensures interrupts are disabled on that processor.**

sleeplocks

- **Sleeplocks don't spin. They move a process to a wait-queue if the lock can't be acquired**
- **XV6 approach to “wait-queues”**
 - Any memory address serves as a “wait channel”
 - The sleep() and wakeup() functions just use that address as a ‘condition’
 - There are no per condition process queues! Just one global queue of processes used for scheduling, sleep, wakeup etc. --> Linear search everytime !
 - **costly, but simple**

```

void
sleep(void *chan, struct spinlock *lk)
{
    struct proc *p = myproc();
    ....
    if(lk != &ptable.lock){
        acquire(&ptable.lock);
        release(lk);
    }
    p->chan = chan;
    p->state = SLEEPING;
    sched();
    // Reacquire original lock.
    if(lk != &ptable.lock){
        release(&ptable.lock);
        acquire(lk);
    }
}

```

sleep()

- **At call must hold lock on the resource on which you are going to sleep**
- **since you are going to change p-> values & call sched(), hold ptable.lock if not held**
- **p->chan = given address remembers on which condition the process is waiting**
- **call to sched() blocks the process**

Calls to sleep() : examples of “chan” (output from cscope)

0 console.c

consoleread 251

sleep(&input.r, &cons.lock);

2 ide.c iderw

169 sleep(b, &idelock);

3 log.c begin_op

131 sleep(&log, &log.lock);

6 pipe.c piperead

111 sleep(&p->nread, &p->lock);

7 proc.c wait

317 sleep(curproc,
&phtable.lock);

8 sleeplock.c

acquiresleep 28

sleep(lk, &lk->lk);

9 sysproc.c

sys_sleep 74

sleep(&ticks, &tickslock);

```

void wakeup(void *chan)
{
    acquire(&ptable.lock);
    wakeup1(chan);
    release(&ptable.lock);
}

static void wakeup1(void *chan)
{
    struct proc *p;

    for(p = ptable.proc; p <
&ptable.proc[NPROC]; p++)
        if(p->state == SLEEPING &&
p->chan == chan)
            p->state = RUNNABLE;
}

```

Wakeup()

- **Acquire ptable.lock since you are going to change ptable and p-> values**
- **just linear search in process table for a process where p->chan is given address**
- **Make it runnable**

sleeplock

// Long-term locks for processes

struct sleeplock {

 uint locked; // Is the lock held?

 struct spinlock lk; // spinlock protecting this sleep lock

// For debugging:

 char *name; // Name of lock.

 int pid; // Process holding lock

};

Sleeplock acquire and release

```
void
acquiresleep(struct sleeplock *lk)
{
    acquire(&lk->lk);
    while (lk->locked) {
        /* Abhijit: interrupts are not disabled in
         sleep !*/
        sleep(lk, &lk->lk);
    }
    lk->locked = 1;
    lk->pid = myproc()->pid;
    release(&lk->lk);
}
```

```
void
releasesleep(struct sleeplock
*lk)
{
    acquire(&lk->lk);
    lk->locked = 0;
    lk->pid = 0;
    wakeup(lk);
    release(&lk->lk);
}
```

Where are sleeplocks used?

- **struct buf**
 - waiting for I/O on this buffer
- **struct inode**
 - waiting for I/o to this inode
- **Just two !**

Sleeplocks issues

- **sleep-locks support yielding the processor during their critical sections.**
- **This property poses a design challenge:**
 - if thread T1 holds lock L1 and has yielded the processor (waiting for some other condition),
 - and thread T2 wishes to acquire L1,
 - we have to ensure that T1 can execute
 - while T2 is waiting so that T1 can release L1.
 - T2 can't use the spin-lock acquire function here: it spins with interrupts turned off, and that would prevent T1 from running.
- **To avoid this deadlock, the sleep-lock acquire routine (called acquiresleep) yields the processor while waiting, and does not disable interrupts.**

Sleep-locks leave interrupts enabled, they cannot be used in interrupt handlers.

More needs of synchronization

- **Not only critical section problems**
- **Run processes in a particular order**
- **Allow multiple processes read access, but only one process write access**
- **Etc.**

Semaphore

- **Synchronization tool that does not require busy waiting**
 - **Semaphore S – integer variable**
 - **Two standard operations modify S: wait() and signal()**
 - Originally called P() and V()
 - **Less complicated**
- Can only be accessed via two indivisible (atomic) operations
- ```
wait (S) {
 while S <= 0
 ; // no-op
 S--;
}
signal (S) {
 S++;
}
--> Note this is Signal() on a semaphore, different froms signal system call
```

# Semaphore for synchronization

- **Counting** semaphore – integer value can range over an unrestricted domain
- **Binary** semaphore – integer value can range only between 0 and 1; can be simpler to implement
  - Also known as **mutex locks**
- Can implement a counting semaphore **S** as a binary semaphore
- Provides mutual exclusion

```
Semaphore mutex; // initialized to 1
do {
 wait (mutex);
 // Critical Section
 signal (mutex);
 // remainder section
} while (TRUE)
```

# Semaphore implementation

```
Wait(sem *s) {
 while(s <=0)
 block(); // could be ";"
 s--;
}

signal(sem *s) {
 s++;
}
```

- **Left side – expected behaviour**
- **Both the wait and signal should be atomic.**
- **This is the semantics of the semaphore.**

# Semaphore implementation? - 1

```
struct semaphore {
 int val;
 spinlock lk;
};
sem_init(semaphore *s, int initval) {
 s->val = initval;
 s->sl = 0;
}
wait(semaphore *s) {
 spinlock(&(s->sl));
 while(s->val <=0)
 ;
 (s->val)--;
 spinunlock(&(s->sl));
}
```

```
signal(semaphore *s) {
 spinlock(*(s->sl));
 (s->val)++;
 spinunlock(*(s->sl));
}
```

- suppose 2 processes trying wait.  
**val = 1;**  
Th1: spinlock                    Th2: spinlock-waits  
Th1: while -> false, val-- => 0; spinunlock;  
Th2: spinlock success; while() -> true, loops;  
Th1: is done with critical section, it calls signal. it calls spinlock() -> wait.  
Who is holding spinlock-> Th2. It is waiting for val > 0. Who can set value > 0 , ans: Th1, and Th1 is waiting for spinlock which is held by Th2.  
Circular wait. Deadlock.  
None of them will proceed.

# Semaphore implementation? - 2

```
struct semaphore {
 int val;
 spinlock lk;
};
sem_init(semaphore *s, int initval) {
 s->val = initval;
 s->sl = 0;
}
signal(semaphore *s) {
 spinlock(*(s->sl));
 (s->val)++;
 spinunlock(*(s->sl));
}
```

```
wait(semaphore *s) {
 spinlock(&(s->sl));
 while(s->val <=0) {
 spinunlock(&(s->sl));
 spinlock(&(s->sl));
 }
 (s->val)--;
 spinunlock(&(s->sl));
}
```

**Problem:** race in spinlock of while loop and signal's spinlock.  
Bounded wait not guaranteed.  
Spinlocks are not good for a long wait.

# Semaphore implementation? - 3, idea

```
struct semaphore {
 int val;
 spinlock lk;
};
sem_init(semaphore *s, int initval) {
 s->val = initval;
 s->sl = 0;
}
block() {
 put this current process on wait-q;
 schedule();
}

wait(semaphore *s) {
 spinlock(&(s->sl));
 while(s->val <=0) {
 Block();
 }
 (s->val)--;
 spinunlock(&(s->sl));
}
signal(seamphore *s) {
 spinlock(*(s->sl));
 (s->val)++;
 spinunlock(*(s->sl));
}
```

# Semaphore implementation? - 3a

```
struct semaphore {
 int val;
 spinlock lk;
 list l;
};
sem_init(semaphore *s, int initval) {
 s->val = initval;
 s->sl = 0;
}
block(semaphore *s) {
 listappend(s->l, current);
 schedule();
}
problem is that block() will be called
without holding the spinlock and the
access to the list is not protected.
Note that - so far we have ignored changes
to signal()
```

```
wait(semaphore *s) {
 spinlock(&(s->sl));
 while(s->val <=0) {
 spinunlock(&(s->sl));
 block(s);
 }
 (s->val)--;
 spinunlock(&(s->sl));
}
signal(semaphore *s) {
 spinlock(*(s->sl));
 (s->val)++;
 spinunlock(*(s->sl));
}
```

# Semaphore implementation? - 3b

```
struct semaphore {
 int val;
 spinlock lk;
 list l;
};
sem_init(semaphore *s, int initval) {
 s->val = initval;
 s->sl = 0;
}
block(semaphore *s) {
 listappend(s->l, current);
 spinunlock(&(s->sl));
 schedule();
}
wait(semaphore *s) {
 spinlock(&(s->sl));
 while(s->val <=0) {
 block(s);
 }
 (s->val)--;
 spinunlock(&(s->sl));
}
signal(semaphore *s) {
 spinlock(*(s->sl));
 (s->val)++;
 x = dequeue(s->sl) and enqueue(readyq, x);
 spinunlock(*(s->sl));
}
Problem: after a blocked process comes out
of the block, it does not hold the spinlock and
it's going to change the s->sl;
```

# Semaphore implementation? - 3c

```
struct semaphore {
 int val;
 spinlock lk;
 list l;
};
sem_init(semaphore *s, int initval) {
 s->val = initval;
 s->sl = 0;
}
block(semaphore *s) {
 listappend(s->l, current);
 spinunlock(&(s->sl));
 schedule();
}
```

```
wait(semaphore *s) {
 spinlock(&(s->sl)); // A
 while(s->val <=0) {
 block(s);
 spinlock(&(s->sl)); // B
 }
 (s->val)--;
 spinunlock(&(s->sl));
}
signal(semaphore *s) {
 spinlock(*(s->sl));
 (s->val)++;
 x = dequeue(s->sl) and enqueue(readyq, x);
 spinunlock(*(s->sl));
}
```

Question: there is race between A and B. Can we guarantee bounded wait ?

# Semaphore Implementation

- Must guarantee that no two processes can execute `wait()` and `signal()` on the same semaphore at the same time
- Thus, implementation becomes the critical section problem where the `wait` and `signal` code are placed in the critical section
  - Could now have busy waiting in critical section implementation
    - But implementation code is short
    - Little busy waiting if critical section rarely occupied
  - Note that applications may spend lots of time in critical sections and therefore this is not a good solution

# Semaphore in Linux

```
struct semaphore {
 raw_spinlock_t lock;
 unsigned int count;
 struct list_head wait_list;
};

static noinline void __sched
__down(struct semaphore *sem)
{
 __down_common(sem,
 TASK_UNINTERRUPTIBLE,
 MAX_SCHEDULE_TIMEOUT);
}

void down(struct semaphore *sem)
{
 unsigned long flags;

 raw_spin_lock_irqsave(&sem->lock, flags);
 if (likely(sem->count > 0))
 sem->count--;
 else
 __down(sem);
 raw_spin_unlock_irqrestore(&sem->lock,
 flags);
}
```

# Semaphore in Linux

```
static inline int __sched
__down_common(struct semaphore
*sem, long state, long timeout)
{
 struct task_struct *task = current;
 struct semaphore_waiter waiter;
 list_add_tail(&waiter.list, &sem->wait_list);
 waiter.task = task;
 waiter.up = false;
```

```
 for (;;) {
 if (signal_pending_state(state, task))
 goto interrupted;
 if (unlikely(timeout <= 0))
 goto timed_out;
 __set_task_state(task, state);
 raw_spin_unlock_irq(&sem->lock);
 timeout = schedule_timeout(timeout);
 raw_spin_lock_irq(&sem->lock);
 if (waiter.up)
 return 0;
 }

}
```

# **Different uses of semaphores**

# For mutual exclusion

**/\*During initialization\*/**

**semaphore sem;**

**initsem (&sem, 1);**

**/\* On each use\*/**

**P (&sem);**

**Use resource;**

**V (&sem);**

# Event-wait

```
/* During initialization */
```

```
semaphore event;
```

```
initsem (&event, 0); /* probably at boot time */
```

```
/* Code executed by thread that must wait on event */
```

```
P (&event); /* Blocks if event has not occurred */
```

```
/* Event has occurred */
```

```
V (&event); /* So that another thread may wake up */
```

```
/* Continue processing */
```

```
/* Code executed by another thread when event occurs */
```

```
V (&event); /* Wake up one thread */
```

# Control countable resources

**/\* During initialization \*/**

semaphore counter;

initsem (&counter, resourceCount);

**/\* Code executed to use the resource \*/**

P (&counter); **/\* Blocks until resource is available \*/**

Use resource; **/\* Guaranteed to be available now \*/**

V (&counter); **/\* Release the resource \*/**

# Drawbacks of semaphores

- Need to be implemented using lower level primitives like spinlocks
- Context-switch is involved in blocking and signaling – time consuming
- Can not be used for a short critical section

# Deadlocks

# Deadlock

- two or more processes are waiting indefinitely for an event that can be caused by only one of the waiting processes
- Let S and Q be two semaphores initialized to 1

P0

**wait (S);**

**wait (Q);**

· ·  
· ·  
· ·

**signal (S);**

**signal (Q);**

P1

**wait (Q);**

**wait (S);**

**signal (Q);**

**signal (S);**

# Example of deadlock

- Let's see the pthreads program : `deadlock.c`
- Same program as on earlier slide, but with `pthread_mutex_lock();`

# Non-deadlock, but similar situations

- **Starvation – indefinite blocking**
  - A process may never be removed from the semaphore queue in which it is suspended
- **Priority Inversion**
  - Scheduling problem when lower-priority process holds a lock needed by higher-priority process (so it can not pre-empt lower priority process), and a medium priority process (that does not need the lock) pre-empts lower priority task, denying turn to higher priority task
  - Solved via priority-inheritance protocol : temporarily enhance priority of lower priority task to highest

# Livelock

- **Similar to deadlock, but processes keep doing ‘useless work’**
- **E.g. two people meet in a corridor opposite each other**
  - Both move to left at same time
  - Then both move to right at same time
  - Keep Repeating!
- **No process able to progress, but each doing ‘some work’ (not sleeping/waiting), state keeps changing**

# Livelock example

```
#include <stdio.h>
#include <pthread.h>
struct person {
 int otherid;
 int otherHungry;
 int myid;
};
int main() {
 pthread_t th1, th2;
 struct person one, two;
 one.otherid = 2; one.myid = 1;
 two.otherid = 1; two.myid = 2;
 one.otherHungry = two.otherHungry = 1;
 pthread_create(&th1, NULL, eat, &one);
 pthread_create(&th2, NULL, eat, &two);
 printf("Main: Waiting for threads to get over\n");
 pthread_join(th1, NULL);
 pthread_join(th2, NULL);
 return 0;
}
```

```
/* thread two runs in this function */
int spoonWith = 1;
void *eat(void *param)
{
 int eaten = 0;
 struct person person= *(struct person *)param;
 while (!eaten) {
 if(spoonWith == person.myid)
 printf("%d going to eat\n", person.myid);
 else
 continue;
 if(person.otherHungry) {
 printf("You eat %d\n", person.otherid);
 spoonWith = person.otherid;
 continue;
 }
 printf("%d is eating\n", person.myid);
 break;
 }
}
```

# More on deadlocks

- **Under which conditions they can occur?**
- **How can deadlocks be avoided/prevented?**
- **How can a system recover if there is a deadlock ?**

# System model for understanding deadlocks

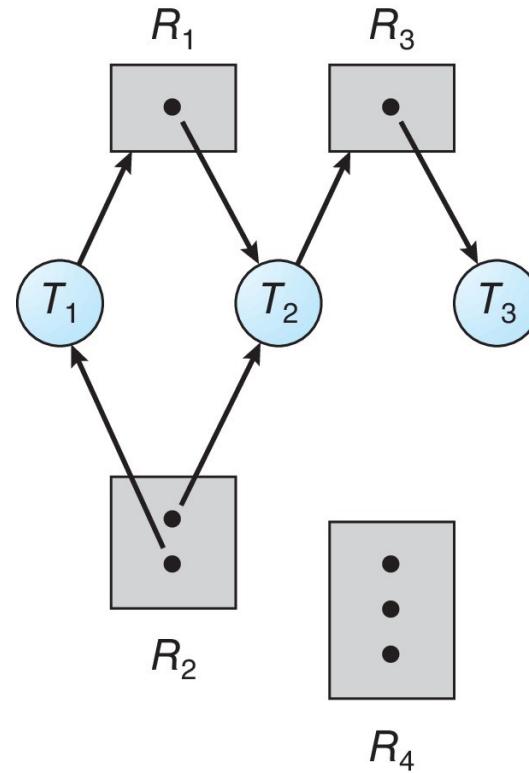
- **System consists of resources**
- **Resource types  $R_1, R_2, \dots, R_m$** 
  - CPU cycles, memory space, I/O devices
  - Resource: Most typically a lock, synchronization primitive
- **Each resource type  $R_i$  has  $W_i$  instances.**
- **Each process utilizes a resource as follows:**
  - request
  - use
  - release

# Deadlock characterisation

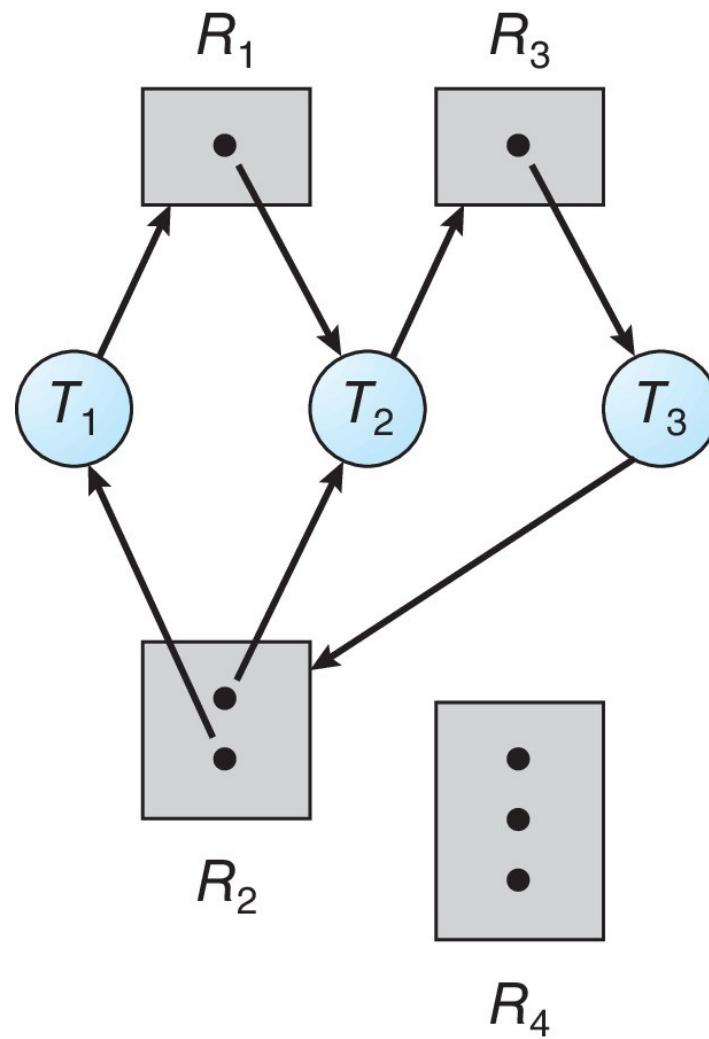
- **Deadlock is possible only if ALL of these conditions are TRUE at the same time**
  - **Mutual exclusion:** only one process at a time can use a resource
  - **Hold and wait:** a process holding at least one resource is waiting to acquire additional resources held by other processes
  - **No preemption:** a resource can be released only voluntarily by the process holding it, after that process has completed its task
  - **Circular wait:** there exists a set  $\{P_0, P_1, \dots, P_n\}$  of waiting processes such that  $P_0$  is waiting for a resource that is held by  $P_1$ ,  $P_1$  is waiting for a resource that is held by  $P_2, \dots, P_{n-1}$  is waiting for a resource that is held by  $P_n$ , and  $P_n$  is waiting for a resource that is held by  $P_0$ .

# Resource Allocation Graph Example

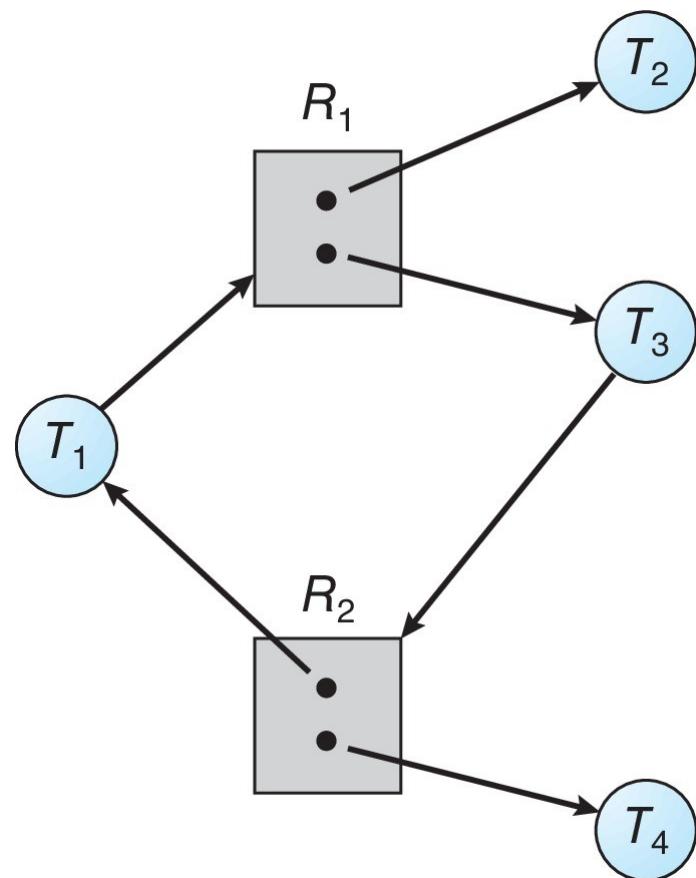
- One instance of R1
- Two instances of R2
- One instance of R3
- Three instances of R4
- T1 holds one instance of R2 and is waiting for an instance of R1
- T2 holds one instance of R1, one instance of R2, and is waiting for an instance of R3
- T3 is holds one instance of R3



# Resource Allocation Graph with a Deadlock



# Graph with a Cycle But no Deadlock



# Basic Facts

- **If graph contains no cycles -> no deadlock**
- **If graph contains a cycle :**
  - **if only one instance per resource type, then deadlock**
  - **if several instances per resource type, possibility of deadlock**

# Methods for Handling Deadlocks

- **Ensure that the system will never enter a deadlock state:**
  - 1) Deadlock prevention
  - 2) Deadlock avoidance
- 3) **Allow the system to enter a deadlock state and then recover**
- 4) **Ignore the problem and pretend that deadlocks never occur in the system.**

# (1) Deadlock Prevention

- **Invalidate one of the four necessary conditions for deadlock:**
- **Mutual Exclusion** – not required for sharable resources (e.g., read-only files); must hold for non-sharable resources
- **Hold and Wait** – must guarantee that whenever a process requests a resource, it does not hold any other resources
  - Require process to request and be allocated all its resources before it begins execution, or allow process to request resources only when the process has none allocated to it.
  - Low resource utilization; starvation possible

# (1) Deadlock Prevention (Cont.)

- **No Preemption:**
  - If a process that is holding some resources requests another resource that cannot be immediately allocated to it, then all resources currently being held are released
  - Preempted resources are added to the list of resources for which the process is waiting
  - Process will be restarted only when it can regain its old resources, as well as the new ones that it is requesting
- **Circular Wait:**
  - Impose a total ordering of all resource types, and require that each process requests resources in an increasing order of enumeration

# (1) Deadlock prevention: Circular Wait

- **Invalidate the circular wait condition is most common.**
- **Simply assign each resource (i.e., mutex locks) a unique number.**
- **Resources must be acquired in order.**
- **If:**

**first\_mutex = 1**

**second\_mutex = 5**

**code for thread\_two could not be written as follows:**

```
/* thread_one runs in this function */
void *do_work_one(void *param)
{
 pthread_mutex_lock(&first_mutex);
 pthread_mutex_lock(&second_mutex);
 /**
 * Do some work
 */
 pthread_mutex_unlock(&second_mutex);
 pthread_mutex_unlock(&first_mutex);

 pthread_exit(0);
}

/* thread_two runs in this function */
void *do_work_two(void *param)
{
 pthread_mutex_lock(&second_mutex);
 pthread_mutex_lock(&first_mutex);
 /**
 * Do some work
 */
 pthread_mutex_unlock(&first_mutex);
 pthread_mutex_unlock(&second_mutex);

 pthread_exit(0);
}
```

# (1) Preventing deadlock: cyclic wait

- **Locking hierarchy : Highly preferred technique in kernels**
  - Decide an ordering among all 'locks'
  - Ensure that on **ALL** code paths in the kernel, the locks are obtained in the decided order!
  - Poses coding challenges!
  - A key differentiating factor in kernels
  - Do not look at only the current lock being taken, look at all the locks the code may be holding at any given point in code!

# (1) Prevention in Xv6: Lock Ordering

- **lock on the directory, a lock on the new file's inode, a lock on a disk block buffer, idelock, and ptable.lock.**

## (2) Deadlock avoidance

- **Requires that the system has some additional a priori information available**
  - Simplest and most useful model requires that each process declare the maximum number of resources of each type that it may need
  - The deadlock-avoidance algorithm dynamically examines the resource-allocation state to ensure that there can never be a circular-wait condition
  - Resource-allocation state is defined by the number of available and allocated resources, and the maximum demands of the processes

## (2) Deadlock avoidance

- Please see: concept of safe states, unsafe states, Banker's algorithm

# (3) Deadlock detection and recovery

- **How to detect a deadlock in the system?**
- **The Resource-Allocation Graph is a graph. Need an algorithm to detect cycle in a graph.**
- **How to recover?**
  - Abort all processes or abort one by one?
  - Which processes to abort?
    - Priority ?
    - Time spent since forked()?
    - Resources used?
    - Resources needed?
    - Interactive or not?
    - How many need to be terminated?

# **“Condition” Synchronization Tool**

# What is condition variable?

- A variable with a sleep queue
- Threads can sleep on it, and wake-up all remaining

Struct condition {

    Proc \*next

    Proc \*prev

    Spinlock \*lock

}

Different variables of this type can be used as different 'conditions'

# Code for condition variables

```
//Spinlock s is held before calling wait
void wait (condition *c, spinlock_t *s)
{
 spin_lock (&c->listLock);
 add self to the linked list;
 spin_unlock (&c->listLock);
 spin_unlock (s); /* release
spinlock before blocking */
 swtch(); /* perform context switch */
 /* When we return from swtch, the
event has occurred */
 spin_lock (s); /* acquire the spin
lock again */
 return;
}
```

```
void do_signal (condition *c)
/*Wakeup one thread waiting on the condition*/
{
 spin_lock (&c->listLock);
 remove one thread from linked list, if it is nonempty;
 spin_unlock (&c->listLock);
 if a thread was removed from the list, make it
 runnable;
 return;
}
void do broadcast (condition *c)
/*Wakeup all threads waiting on the condition*/
{
 spin_lock (&c->listLock);
 while (linked list is nonempty) {
 remove a thread from linked list;
 make it runnable;
 }
 spin_unlock (&c->listLock);
}
```

# Semaphore implementation using condition variables?

- Is this possible?
- Can we try it?

```
typedef struct semaphore {
 //something
 condition c;
}semaphore;
```

- Now write code for semaphore P() and V()

# **Classical Synchronization Problems**

# Bounded-Buffer Problem

- **Producer and consumer processes**
  - N buffers, each can hold one item
- **Producer produces ‘items’ to be consumed by consumer , in the bounded buffer**
- **Consumer should wait if there are no items**
- **Producer should wait if the ‘bounded buffer’ is full**

# Bounded-Buffer Problem: solution with semaphores

- **Semaphore mutex initialized to the value 1**
- **Semaphore full initialized to the value 0**
- **Semaphore empty initialized to the value N**

# Bounded-buffer problem

## The structure of the producer process

```
do {
 // produce an item in nextp
 wait (empty);
 wait (mutex);
 // add the item to the buffer
 signal (mutex);
 signal (full);
} while (TRUE);
```

## The structure of the Consumer process

```
do {
 wait (full);
 wait (mutex);
 // remove an item from
 // buffer to nextc
 signal (mutex);
 signal (empty);
 // consume item in nextc
} while (TRUE);
```

# Bounded buffer problem

- Example : pipe()
- Let's see code of pipe in xv6 – a solution using sleeplocks

# Readers-Writers problem

- **A data set is shared among a number of concurrent processes**
  - Readers – only read the data set; they do not perform any updates
  - Writers – can both read and write
- **Problem – allow multiple readers to read at the same time**
  - Only one single writer can access the shared data at the same time
- **Several variations of how readers and writers are treated – all involve priorities**
- **Shared Data**
  - Data set
  - Semaphore mutex initialized to 1
  - Semaphore wrt initialized to 1
  - Integer readcount initialized to 0

## The structure of a writer process

```
do {
 wait (wrt) ;
 // writing is performed
 signal (wrt) ;
} while (TRUE);
```

## The structure of a reader process

```
do {
 wait (mutex) ;
 readcount ++ ;
 if (readcount == 1)
 wait (wrt) ;
 signal (mutex)
 // reading is performed
 wait (mutex) ;
 readcount -- ;
 if (readcount == 0)
 signal (wrt) ;
 signal (mutex) ;
} while (TRUE);
```

# Readers-Writers problem

# Readers-Writers Problem Variations

- **First variation** – no reader kept waiting unless writer has permission to use shared object
- **Second variation** – once writer is ready, it performs write asap
- **Both may have starvation leading to even more variations**
- **Problem is solved on some systems by kernel providing reader-writer locks**

# Reader-write lock

- **A lock with following operations on it**
  - `Lockshared()`
  - `Unlockshared()`
  - `LockExcl()`
  - `UnlockExcl()`
- **Possible additions**
  - `Downgrade()` -> from excl to shared
  - `Upgrade()` -> from shared to excl

# Code for reader-writer locks

```
struct rwlock {
 int nActive; /* num of active
readers, or-1 if a writer is
active */

 int nPendingReads;
 int nPendingWrites;
 spinlock_t sl;
 condition canRead;
 condition canWrite;
};
```

```
void lockShared (struct rwlock *r)
{
 spin_lock (&r->sl);
 r->nPendingReads++;
 if (r->nPendingWrites > 0)
 wait (&r->canRead, &r->sl); /*don'tstarve
writers */
 while {r->nActive < 0) /* someone has
exclusive lock */
 wait (&r->canRead, &r->sl);
 r->nActive++;
 r->nPendingReads--;
 spin_unlock (&r->sl);
}
```

# Code for reader-writer locks

```
void unlockShared (struct rwlock
*r)
{
 spin_lock (&r->sl);
 r->nActive--;
 if (r->nActive == 0) {
 spin_unlock (&r->sl);
 do signal (&r->canWrite);
 } else
 spin_unlock (&r->M);
}

void lockExclusive (struct rwlock
*r)
{
 spin_lock (&r->sl);
 r->nPendingWrtes++;
 while (r->nActive)
 wait (&r->canWrite, &r->sl);
 r->nPendingWrites--;
 r->nActive = -1;
 spin_unlock (&r->sl);
}
```

# Code for reader-writer locks

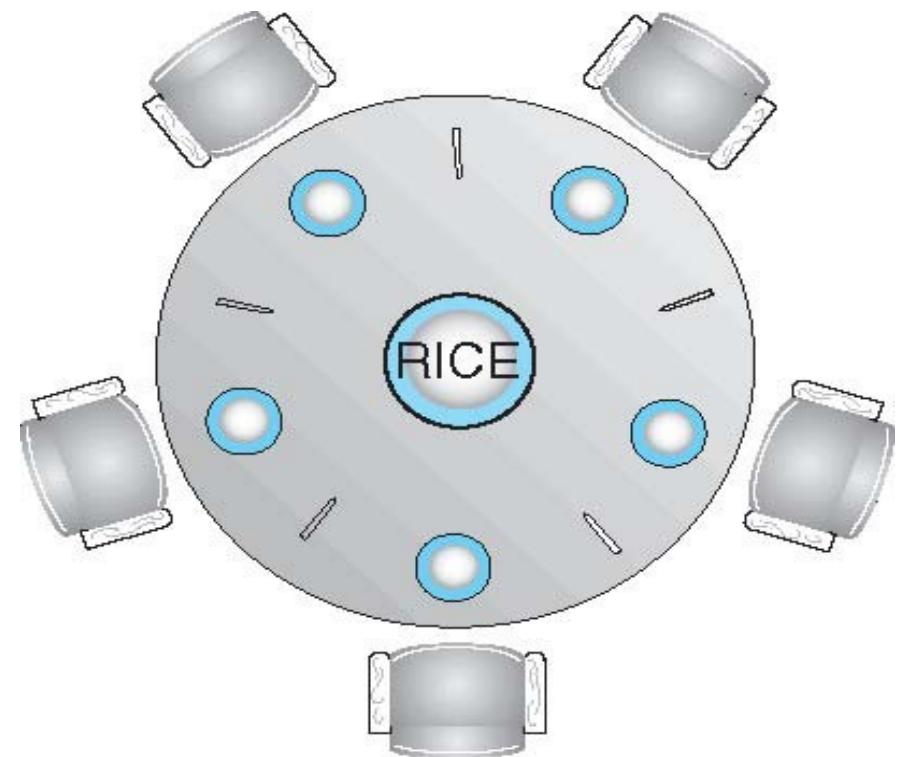
```
void unlockExclusive (struct rwlock *r){
 boolean t wakeReaders;
 spin_lock (&r->sl);
 r->nActive = 0;
 wakeReaders = (r->nPendingReads != 0);
 spin_unlock (&r->sl);
 if (wakeReaders)
 do broadcast (&r->canRead); /* wake
allreaders */
 else
 do_signal (&r->canWrite);
 /*wakeasinglewrir */
}
```

Try writing code for  
downgrade and  
upgrade

Try writing a reader-  
writer lock using  
semaphores!

# Dining-Philosophers Problem

- Philosophers spend their lives thinking and eating
- Don't interact with their neighbors, occasionally try to pick up 2 chopsticks (one at a time) to eat from bowl
  - Need both to eat, then release both when done
- In the case of 5 philosophers
  - Shared data
    - Bowl of rice (data set)
    - Semaphore chopstick [5] initialized to 1



# Dining philosophers: One solution

The structure of Philosopher i:

```
do {
 wait (chopstick[i]);
 wait (chopStick[(i + 1) % 5]);
 // eat
 signal (chopstick[i]);
 signal (chopstick[(i + 1) % 5]);
 // think
} while (TRUE);
```

What is the problem with this algorithm?

# Dining philosophers: Possible approaches

- **Allow at most four philosophers to be sitting simultaneously at the table.**
- **Allow a philosopher to pick up her chopsticks only if both chopsticks are available**
  - to do this, she must pick them up in a critical section
- **Use an asymmetric solution**
  - that is, an odd-numbered philosopher picks up first her left chopstick and then her right chopstick
  - whereas an even-numbered philosopher picks up her right chopstick and then her left chopstick.

# Other solutions to dining philosopher's problem

- **Using higher level synchronization primitives like 'monitors'**
-

# **Practical Problems**

# Lost Wakeup problem

- **The sleep/wakeup mechanism does not function correctly on a multiprocessor.**
- **Consider a potential race:**
  - Thread T1 has locked a resource R1.
  - Thread T2, running on another processor, tries to acquire the resource, and finds it locked.
  - T2 calls sleep() to wait for the resource.
  - Between the time T2 finds the resource locked and the time it calls sleep(), T1 frees the resource and proceeds to wake up all threads blocked on it.
  - Since T2 has not yet been put on the sleep queue, it will miss the wakeup.
  - The end result is that the resource is not locked, but T2 is blocked waiting for it to be unlocked.
  - If no one else tries to access the resource, T2 could block indefinitely.
  - This is known as the lost wakeup problem,
- **Requires some mechanism to combine the test for the resource and the call to sleep() into a single atomic operation.**

# Lost Wakeup problem

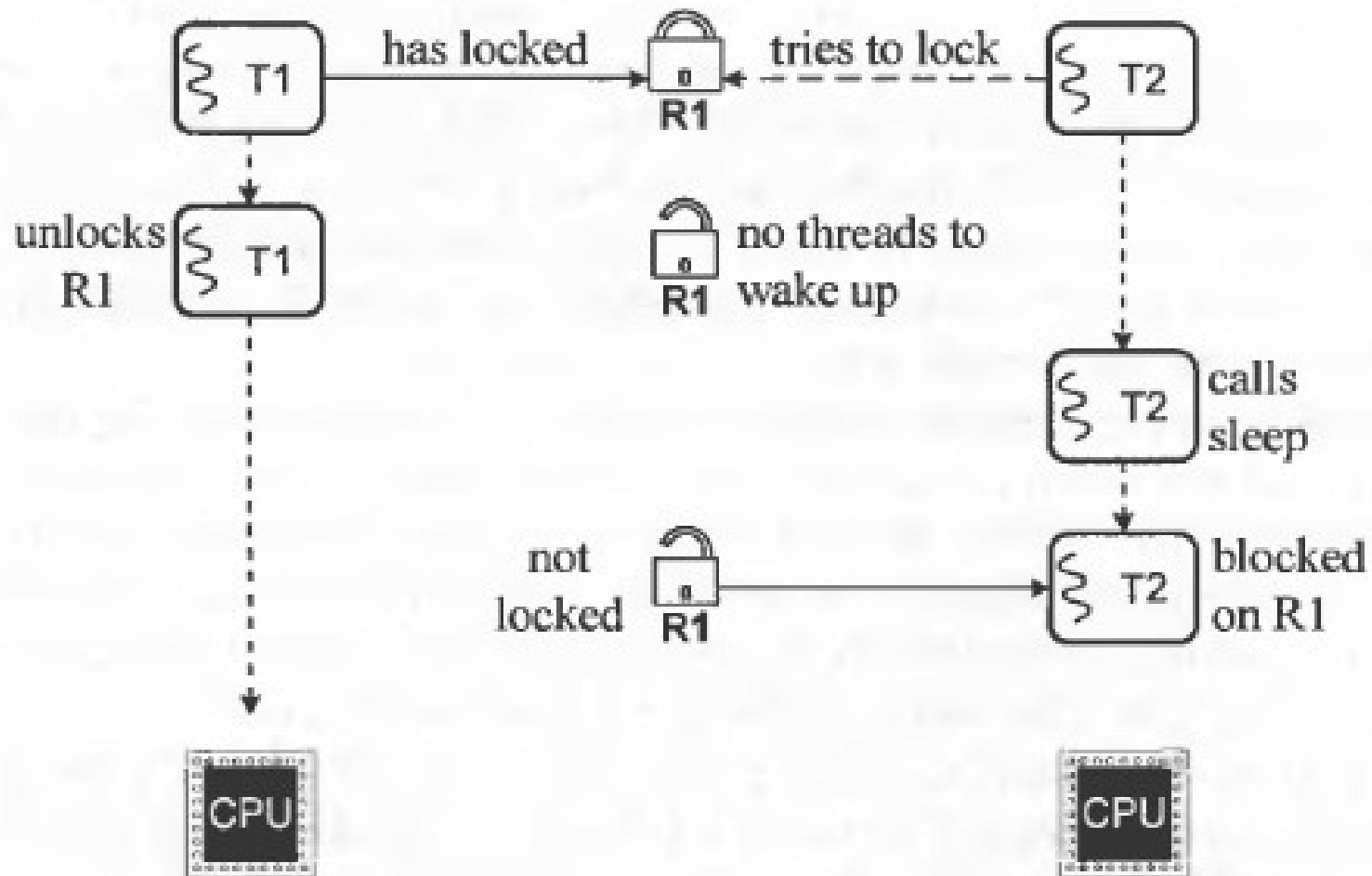


Figure 7-6. The lost wakeup problem.

# Thundering herd problem

- **Thundering Herd problem**
  - On a multiprocessor, if several threads were locked the resource
  - Waking them all may cause them to be simultaneously scheduled on different processors
  - and they would all fight for the same resource again.
- **Starvation**
  - Even if only one thread was blocked on the resource, there is still a time delay between its waking up and actually running.
  - In this interval, an unrelated thread may grab the resource causing the awakened thread to block again. If this happens frequently, it could lead to starvation of this thread.
  - This problem is not as acute on a uniprocessor, since by the time a thread runs, whoever had locked the resource is likely to have released it.

# **Case Studies**

# Linux Synchronization

- Prior to kernel Version 2.6, disables interrupts to implement short critical sections
- Version 2.6 and later, fully preemptive
- Linux provides:
  - semaphores
  - spinlocks
  - reader-writer versions of both
  - Atomic integers
- On single-cpu system, spinlocks replaced by enabling and disabling kernel preemption

# Linux Synchronization

- **Atomic variables**

- atomic\_t** is the type for atomic integer

- **Consider the variables**

- atomic\_t counter;**

- int value;**

| <i>Atomic Operation</i>        | <i>Effect</i>          |
|--------------------------------|------------------------|
| atomic_set(&counter,5);        | counter = 5            |
| atomic_add(10,&counter);       | counter = counter + 10 |
| atomic_sub(4,&counter);        | counter = counter - 4  |
| atomic_inc(&counter);          | counter = counter + 1  |
| value = atomic_read(&counter); | value = 12             |

# Pthreads synchronization

- **Pthreads API is OS-independent**
- **It provides:**
  - **mutex locks**
  - **condition variables**
- **Non-portable extensions include:**
  - **read-write locks**
  - **spinlocks**

# **Synchronization issues in xv6 kernel**

# Difference approaches

- **Pros and Cons of locks**
  - Locks ensure serialization
  - Locks consume time !
- **Solution – 1**
  - One big kernel lock
  - Too inefficient
- **Solution – 2**
  - One lock per variable
  - Often un-necessary, many data structures get manipulated in once place, one lock for all of them may work
- **Problem: ptable.lock for the entire array and every element within**
  - Alternatively: one lock for array, one lock per array entry

# Three types of code

- **System calls code**
  - Can it be interruptible?
  - If yes, when?
- **Interrupt handler code**
  - Disable interrupts during interrupt handling or not?
  - Deadlock with iderw ! - already seen
- **Process's user code**
  - Ignore. Not concerned with it now.

# Interrupts enabling/disabling in xv6

- **Holding every spinlock disables interrupts!**
- **System call code or Interrupt handler code won't be interrupted if**
  - The code path followed took at least once spinlock !
  - Interrupts disabled only on that processor!
- **Acquire calls pushcli() before xchg()**
- **Release calls popcli() after xchg()**

# Memory ordering

- Compiler may generate machine code for out-of-order execution !
- Processor pipelines can also do the same!
- This often improves performance
- Compiler may reorder 4 after 6 --> Trouble!
- Solution: Memory barrier
  - `__sync_synchronize()`, provided by GCC
  - Do not reorder across this line
  - Done only on acquire and release()

- Consider this

- 1) `l = malloc(sizeof *l);`
- 2) `l->data = data;`
- 3) `acquire(&listlock);`
- 4) `l->next = list;`
- 5) `list = l;`
- 6) `release(&listlock);`

# Lost Wakeup?

- **Do we have this problem in xv6?**
- **Let's analyze again!**
  - The race in `acquiresleep()`'s call to `sleep()` and `releasesleep()`
- **T1 holding lock, T2 willing to acquire lock**
  - Both running on different processor
  - Or both running on same processor
  - What happens in both scenarios?
- **Introduce a T3 and T4 on each of two different processors. Now how does the scenario change?**
- **See page 69 in xv6 book revision-11.**

# Code of sleep()

```
if(lk != &ptable.lock){
 acquire(&ptable.lock);
 release(lk);
}
```

- **Why this check?**
- **Deadlock otherwise!**
- **Check: wait() calls with ptable.lock held!**

# Exercise question : 1

Sleep has to check lk != &ptable.lock to avoid a deadlock

Suppose the special case were eliminated by replacing

```
if(lk != &ptable.lock){
 acquire(&ptable.lock);
 release(lk);
}
```

with

```
release(lk);
acquire(&ptable.lock);
```

Doing this would break sleep. How?

~

# bget() problem

- **bget() panics if no free buffers!**
- **Quite bad**
- **Should sleep !**
- **But that will introduce many deadlock problems. Which ones ?**

# iget() and ilock()

- **iget() does no hold lock on inode**
- **Illock() does**
- **Why this separation?**
  - Performance? If you want only “read” the inode, then why lock it?
- **What if iget() returned the inode locked?**

# Interesting cases in namex()

```
while((path = skipelem(path, name)) != 0){
 ilock(ip);
 if(ip->type != T_DIR){
 iunlockput(ip);
 return 0;
 }
 if(nameiparent && *path == '\0'){
 // Stop one level early.
 iunlock(ip);
 return ip;
 }
 if((next = dirlookup(ip, name, 0)) == 0){
 iunlockput(ip);
 return 0;
 }
 iunlock(ip);
 ip = next;
}
--> only after obtaining next from
dirlookup() and iget() is the lock
released on ip;
-> lock on next obtained only after
releasing the lock on ip. Deadlock
possible if next was “.”
```

Xv6

Interesting case of holding and releasing  
ptable.lock in scheduling

**One process acquires, another releases!**

# Giving up CPU

- **A process that wants to give up the CPU**
  - must acquire the process table lock `ptable.lock`
  - release any other locks it is holding
  - update its own state (`proc->state`),
  - and then call `sched()`
- **Yield follows this convention, as do sleep and exit**
- **Lock held by one process P1, will be released another process P2 that starts running after `sched()`**
  - remember P2 returns either in `yield()` or `sleep()`
  - In both, the first thing done is releasing `ptable.lock`

# Interesting race if ptable.lock is not held

- Suppose P1 calls `yield()`
- Suppose `yield()` does not take `ptable.lock`
  - Remember `yield()` is for a process to give up CPU
- Yield sets process state of P1 to **RUNNABLE**
- Before `yield`'s `sched()` calls `swtch()`
- Another processor runs `scheduler()` and runs P1 on that processor
- Now we have P1 running on both processors!
- P1 in `yield` taking `ptable.lock` prevents this

# Homework

- **Read the version-11 textbook of xv6**
- **Solve the exercises!**

# Scheduling

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**Credits: Slides from os-book.com**

# Necessity of scheduling

## Multiprogramming

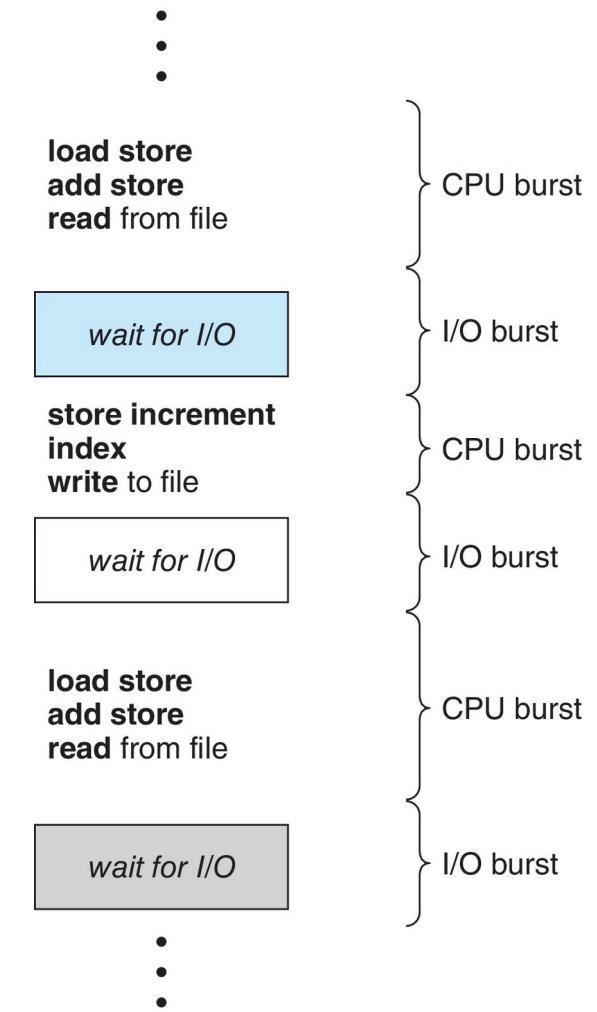
- Ability to run multiple programs at a time
- Increase use of CPU
  - CPU utilisation

# CPU Scheduling

- **The task of selecting ‘next’ process/thread to execute on CPU and doing a context switch**
- **Scheduling algorithm**
  - Criteria for selecting the ‘next’ process/thread and it’s implementation
- **Why is it important?**
  - Affects performance !
  - Affects end user experience !
  - Involves money!

# Observation: CPU, I/O Bursts

- **Process can ‘wait’ for an event (disk I/O, read from keyboard, etc. )**
- **During this period another process can be scheduled**
- **CPU–I/O Burst Cycle:**
  - Process execution consists of a **cycle** of CPU execution and I/O wait
  - **CPU burst followed by I/O burst**
  - **CPU burst distribution is of main concern**



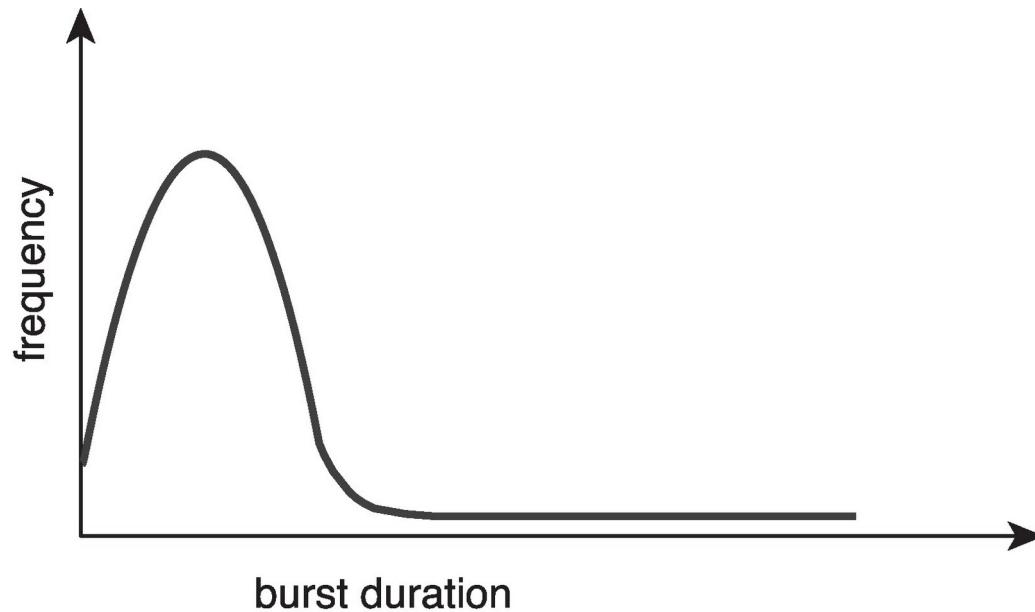
# Let's understand the problem

- Programs have alternate CPU and I/O bursts
  - Some are CPU intensive
  - Some are I/O intensive
  - Some are mix of both

- A C program example:

```
f(int i, int j, int k) {
 j = k * i; // CPU burst
 scanf("%d", &i); // I/O burst
 k = i * j; // CPU burst
 printf("%d\n", k); // I/O burst
 return k;
}
```

# CPU bursts: observation



Large number of short bursts

Small number of longer  
bursts

# Scheduler, what does it do?

- **From a list of processes, ready to run**
  - Selects a process for execution
  - Allocates a CPU to the process for execution
  - Does “context switch”
    - **Context: Set of registers**
    - **Switch from context of one process to another process**
    - **May be done like this: P1 context -> scheduler context -> P2 context**

# When is scheduler invoked?

## 1) Process Switches from running to waiting state

- Waiting for I/O, etc.

## 2) Switches from running to ready state

- E.g. on a timer interrupt

## 3) Switches from waiting to ready

- I/O wait completed, now ready to run

## 4) Terminates

- Scheduling under 1 and 4 is **nonpreemptive**

- All other scheduling is **preemptive**

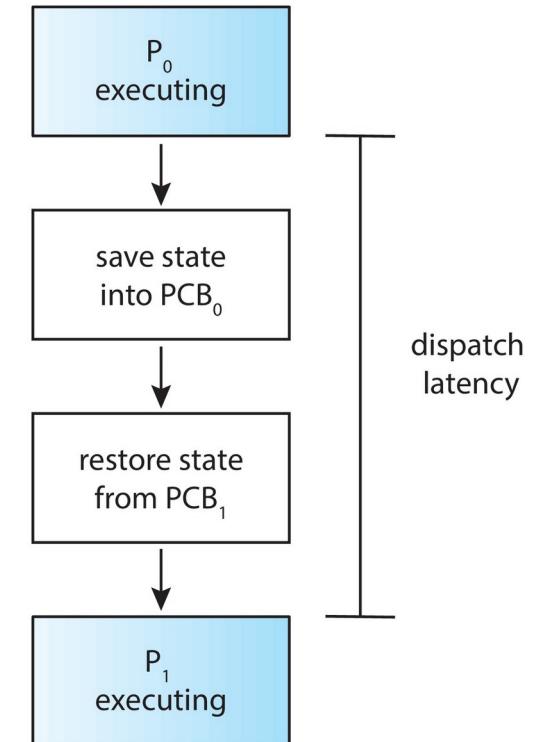
- Consider access to shared data

- Consider preemption while in kernel mode

- Consider interrupts occurring during crucial OS activities

# Dispatcher: A part of scheduler

- **Gives control of the CPU to the process selected by the short-term scheduler; this involves:**
  - switching context
  - switching to user mode
  - jumping to the proper location in the user program to restart that program
- **Dispatch latency**
  - time taken to stop one process and start another running
- **Xv6: swtch(), some tail end parts of sched(), trap(), trapret()**



# Dispatcher in action on Linux

- Run “`vmstat 1 3`”
  - Means run `vmstat` 3 times at 1 second delay
- In output, look at `CPU:cs`
  - Context switches every second
- Also for a process with pid 3323
  - Run “`cat /proc/3323/status`”
  - See `voluntary_ctxt_switches`
    - > Process left CPU
  - `nonvoluntary_ctxt_switches`
    - > Process was preempted

# Scheduling criteria

- **CPU utilization: Maximise**
  - keep the CPU as busy as possible. Linux: idle task is scheduled when no process to be scheduled.
- **Throughput : Maximise**
  - # of processes that complete their execution per time unit
- **Turnaround time : Minimise**
  - amount of time to execute a particular process
- **Waiting time : Minimise**
  - amount of time a process has been waiting in the ready queue
- **Response time : Minimise**
  - amount of time it takes from when a request was submitted until the first response is produced, not output (for time-sharing environment)

# Calculations of different criteria

- **If you want to evaluate an algorithm practically, you need a proper workload !**
  - Processes with CPU and I/O bursts
  - Different durations of CPU bursts
  - Different durations of I/O bursts
    - **How to do this programmatically?**
    - **How to ensure that after 2 seconds an I/O takes place?**
  - Need periods when system will be “idle” – no process schedulable !

# Calculations of different criteria

- **CPU Utilization**
  - % time spent in doing ‘useful’ work
  - **What is useful work?**
    - **On linux**
      - there is an “idle” thread, scheduled when no other task is RUNNABLE
      - Not running idle thread is productive work
      - Includes process + scheduling time + interrupts
    - **On other systems?**
      - Need to define
    - **On xv6**
      - We can say that time spent in the loop selecting a process is idle work

# Calculations of different criteria

- **Throughput**
  - # processes that complete execution per unit time
  - Formula: total # processes completed / total time
  - Simply divide by your total workload that completed by the time taken
  - Depends on the workload as well. 'long' or 'short' processes.
  - If too many short processes , then throughput may appear to be high, like 10s of processes per second
  -

# Calculations of different criteria

- **Turnaround time**
  - Amount of time required for one process to complete
  - For every process, note down the starting and ending time, difference is TA-time
  - For process P1 -> Time when process ended – time when process started
    - = Sum of time spent in (ready queue + running + waiting for I/O)
  - Do the average TA-time

# Calculations of different criteria

- **Waiting time**
  - amount of time a process has been waiting in the *ready* queue.
  - To be minimised.
  - Part of turn around time
  - CPU scheduling does not affect waiting time in I/O queues, it affects time in ready queue

# Scheduling Criteria

- **Response time**
  - amount of time it takes from when a request was submitted until the first response is produced, not output (for time-sharing environment).
  - To be minimised.
  - E.g. time between your press of a key , and that key being shown in screen

# Challenges in implementing the scheduling algorithms

- **Not possible to know number of CPU and I/O bursts and the duration of each before the process runs !**
  - Although when we do numerical problems around each algorithm, we assume some values for CPU and I/O bursts !
  -

# GANTT chart

- A timeline chart showing the sequence in which processes get scheduled
- Used for analysing a scheduling algorithm



# Scheduling Criteria: Differing requirements

- **Different uses need different treatment of the scheduling criteria**
- **Knowing the workload is a challenge**
- **E.g. a desktop system**
  - **Response time is important**
    - **Minimize average response time *Vs* minimize variance in response time?**
    - **Sometimes fast, sometimes slow *Vs* Reasonable and predictable response time**

# Our discussion on scheduling algorithms

- **Analysis with only one CPU burst per process**
  - Ideally we should do for hundreds of CPU bursts
- **Only waiting time considered as criteria**

# **Scheduling Algorithms**

# First- Come, First-Served (FCFS) Scheduling

Process    Burst Time

P1            24

P2            3

P3            3

Suppose that the processes arrive in the order: P1 , P2 , P3

The Gantt Chart for the schedule is:



Waiting time for P1 = 0; P2 = 24; P3 = 27

Average waiting time:  $(0 + 24 + 27)/3 = 17$

Non Pre-emptive algorithm

# FCFS Scheduling (Cont.)

Suppose that the processes arrive in the order:

P2 , P3 , P1

The Gantt chart for the schedule is:



Waiting time for P1 = 6; P2 = 0; P3 = 3

Average waiting time:  $(6 + 0 + 3)/3 = 3$

Much better than previous case

# FCFS: Convoy effect

- Consider one CPU-bound and many I/O-bound processes
- CPU bound process is scheduled, I/O bound processes are waiting in I/O queues
- I/O bound processes finish I/O and move to ready queue, and wait for CPU bound process to finish
- I/O devices Idle
- CPU bound process over, goes for I/O. I/O bound processes run quickly, move to I/O queues again
  - CPU idle
- CPU bound process will run when it's ready to run
- Same process will repeat
- --> Lower CPU utilisation
  - Better if I/O bound processes run first

# FCFS: further evaluation

- **Troublesome for interactive processes**
  - CPU bound process may hog CPU
  - Interactive process may not get a chance to run early and response time may be quite bad

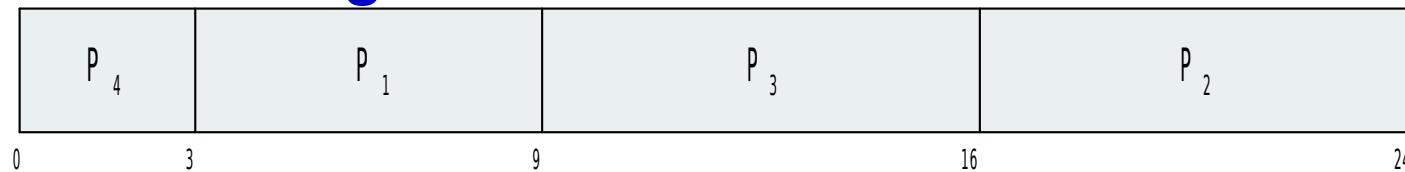
# Shortest-Job-First (SJF) Scheduling

- **Associate with each process the length of its next CPU burst**
  - Use these lengths to schedule the process with the shortest time. Better name – **Shortest Next CPU Burst Scheduler**
- **SJF is optimal – gives minimum average waiting time for a given set of processes**
  - The difficulty is knowing the length of the next CPU request
  - Could ask the user – bad idea, unlikely to know!

# Example of SJF

| Process | Burst Time |
|---------|------------|
| P1      | 6          |
| P2      | 8          |
| P3      | 7          |
| P4      | 3          |

SJF scheduling chart



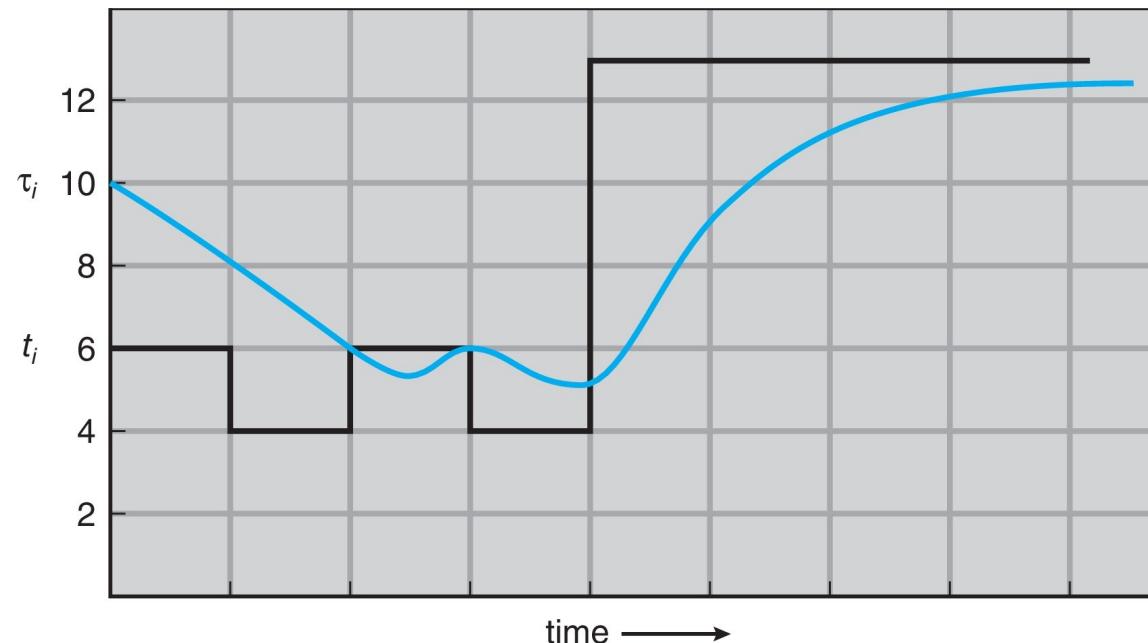
$$\text{Average waiting time} = (3 + 16 + 9 + 0) / 4 = 7$$

# Determining Length of Next CPU Burst

- Not possible to implement SJF as can't know "next" CPU burst. Can only estimate the length – should be similar to the previous one
  - Then pick process with shortest predicted next CPU burst
- Can be done by using the length of previous CPU bursts, using exponential averaging
  1.  $t_n$  = actual length of  $n^{th}$  CPU burst
  2.  $\tau_{n+1}$  = predicted value for the next CPU burst
  3.  $\alpha$ ,  $0 \leq \alpha \leq 1$
  4. Define:  $\tau_{n+1} = \alpha t_n + (1 - \alpha)\tau_n$ .
- Commonly,  $\alpha$  set to  $\frac{1}{2}$
- Preemptive version called shortest-remaining-time-first

# Prediction of the Length of the Next CPU Burst

- $A = 1/2$  ,  $\tau_0 = 10$



|                      |    |   |   |   |   |    |    |    |     |
|----------------------|----|---|---|---|---|----|----|----|-----|
| CPU burst ( $t_i$ )  | 6  | 4 | 6 | 6 | 4 | 13 | 13 | 13 | ... |
| "guess" ( $\tau_i$ ) | 10 | 8 | 6 | 6 | 5 | 9  | 11 | 12 | ... |

# Examples of Exponential Averaging

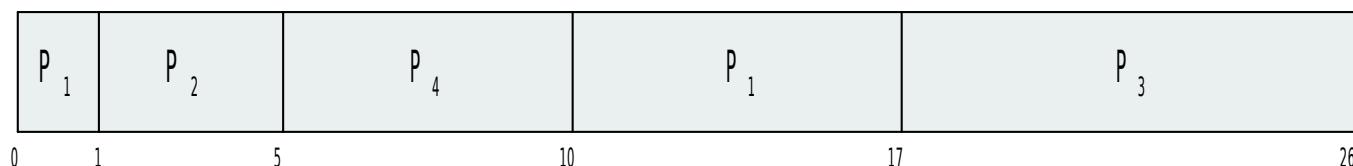
- $\alpha = 0$ 
  - $\tau_{n+1} = \tau_n$
  - Recent history does not count
- $\alpha = 1$ 
  - $\tau_{n+1} = \alpha t_n$
  - Only the actual last CPU burst counts
- If we expand the formula, we get:
  - $$\begin{aligned} \tau_{n+1} = & \alpha t_n + (1 - \alpha)\alpha t_{n-1} + \dots \\ & + (1 - \alpha)^j \alpha t_{n-j} + \dots \\ & + (1 - \alpha)^{n+1} \tau_0 \end{aligned}$$
- Since both  $\alpha$  and  $(1 - \alpha)$  are less than or equal to 1, each successive term has less weight than its predecessor

# Example of Shortest-remaining-time-first

Preemptive SJF = SRTF. Now we add the concepts of varying arrival times and preemption to the analysis

| Process | Arrival Time | Burst Time |
|---------|--------------|------------|
| P1      | 0            | 8          |
| P2      | 1            | 4          |
| P3      | 2            | 9          |
| P4      | 3            | 5          |

Preemptive SJF Gantt Chart



Average waiting time =  $[(10-1)+(1-1)+(17-2)+(5-3)]/4 = 26/4 = 6.5$  msec

# Round Robin (RR) Scheduling

- **Each process gets a small unit of CPU time (time quantum  $q$ ), usually 10-100 milliseconds.**
  - After this time has elapsed, the process is preempted and added to the end of the ready queue.
- **If there are  $n$  processes in the ready queue and the time quantum is  $q$ , then each process gets  $1/n$  of the CPU time in chunks of at most  $q$  time units at once.**
  - No process waits more than  $(n-1)q$  time units.

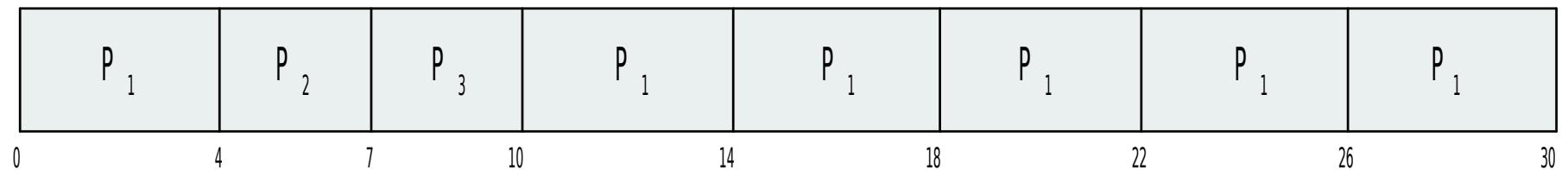
# Round Robin (RR) Scheduling

- Timer interrupts every quantum to schedule next process
- Performance
  - $q$  large  $\Rightarrow$  FIFO
  - $q$  small  $\Rightarrow$   $q$  must be large with respect to context switch, otherwise overhead is too high

# Example of RR with Time Quantum = 4

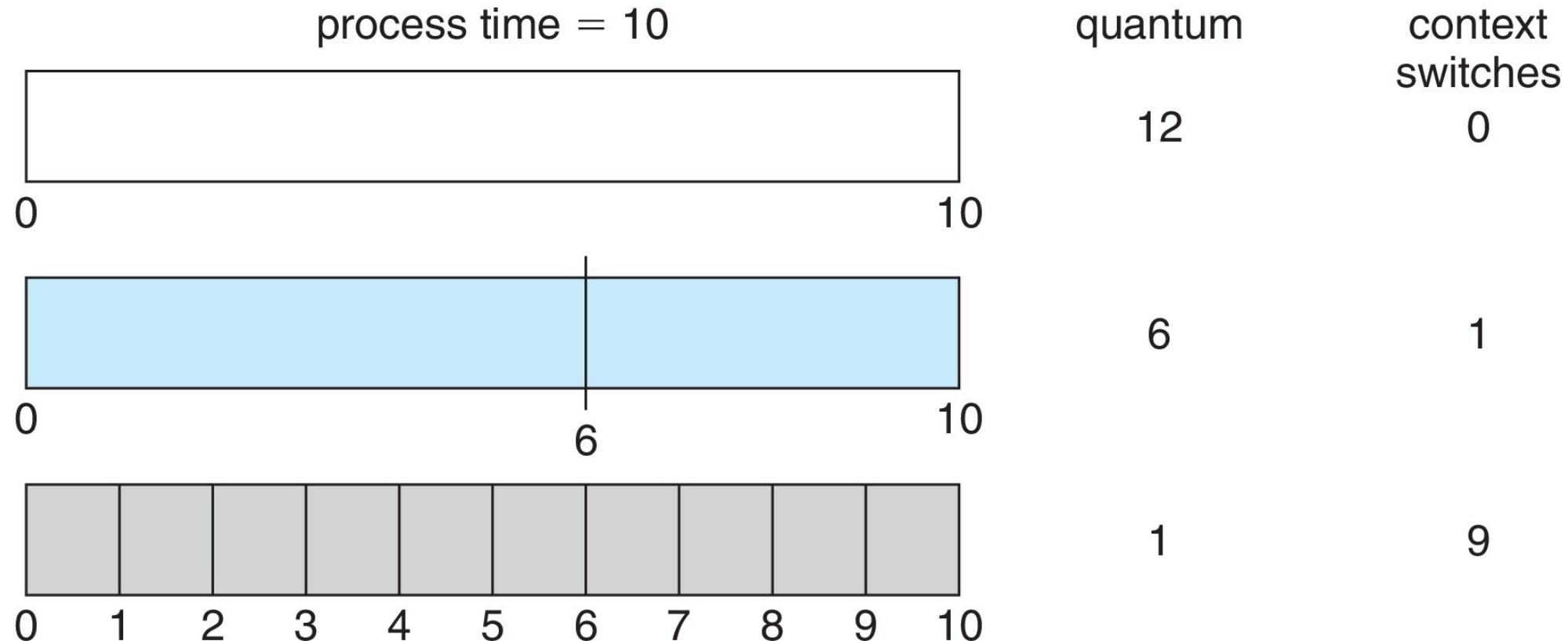
| <u>Process</u> | <u>Burst Time</u> |
|----------------|-------------------|
| $P_1$          | 24                |
| $P_2$          | 3                 |
| $P_3$          | 3                 |

The Gantt chart is:

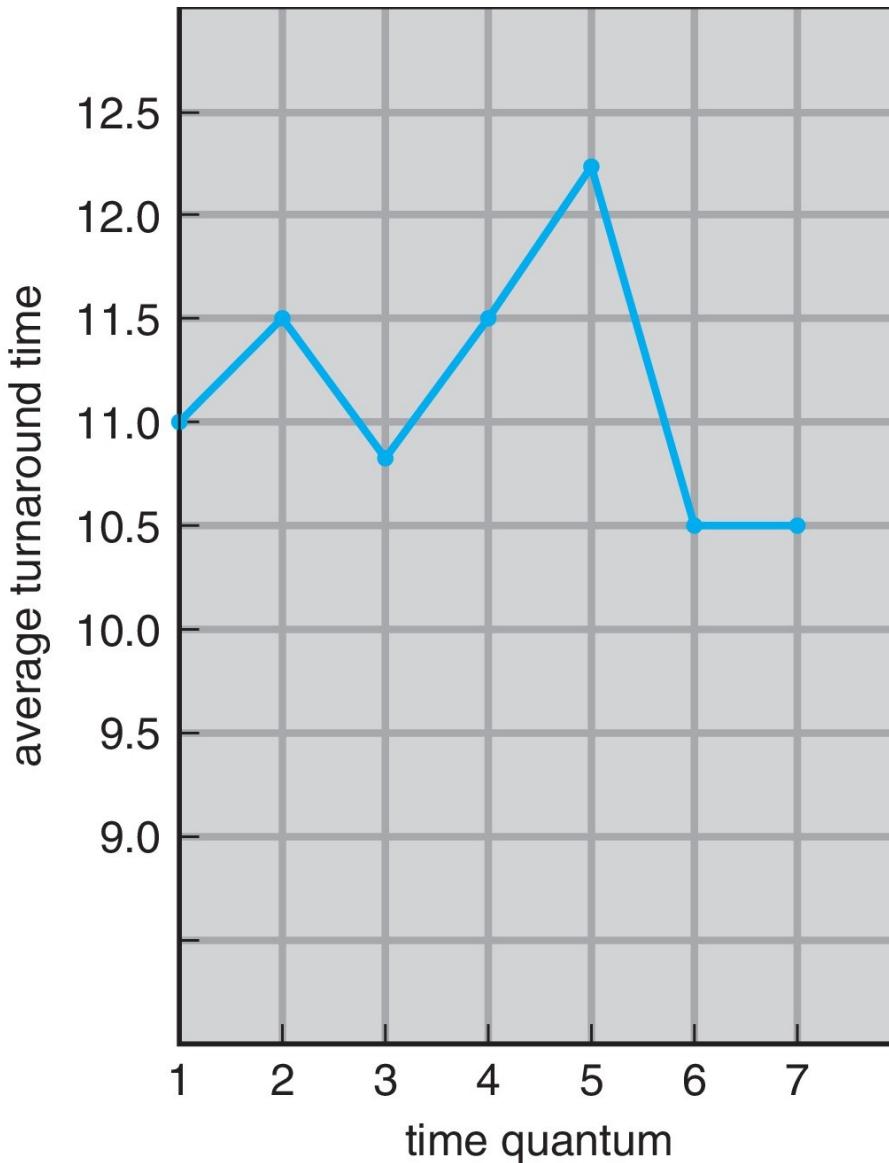


Typically, higher average turnaround than SJF, but better *response*  
q should be large compared to context switch time  
q usually 10ms to 100ms, context switch < 10 usec

# Time Quantum and Context Switch Time



# Turnaround Time Varies With The Time Quantum



| process | time |
|---------|------|
| $P_1$   | 6    |
| $P_2$   | 3    |
| $P_3$   | 1    |
| $P_4$   | 7    |

80% of CPU bursts should be shorter than quantum

# Priority Scheduling

- A priority number (integer) is associated with each process
- The CPU is allocated to the process with the highest priority (smallest integer  $\equiv$  highest priority)
  - Preemptive (timer interrupt, more time for more priority)
  - Nonpreemptive (no timer interrupt, just schedule process with highest priority)
- SJF is priority scheduling where priority is the inverse of predicted next CPU burst time
- Problem  $\equiv$  Starvation – low priority processes may never execute
- Solution  $\equiv$  Aging – as time progresses increase the priority of the process
-

# Example of Priority Scheduling

| <u>Process</u> | <u>Burst Time</u> | <u>Priority</u> |
|----------------|-------------------|-----------------|
| $P_1$          | 10                | 3               |
| $P_2$          | 1                 | 1               |
| $P_3$          | 2                 | 4               |
| $P_4$          | 1                 | 5               |
| $P_5$          | 5                 | 2               |

- Priority scheduling Gantt Chart



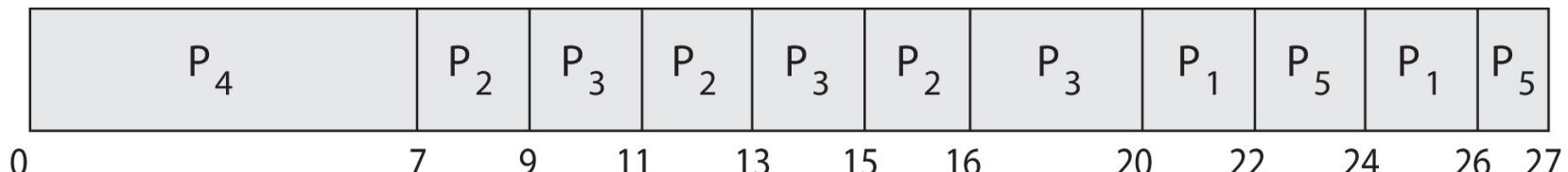
- Average waiting time = 8.2 msec

# Priority Scheduling with Round-Robin

| <u>Process</u> | <u>Burst Time</u> | <u>Priority</u> |
|----------------|-------------------|-----------------|
| $P_1$          | 4                 | 3               |
| $P_2$          | 5                 | 2               |
| $P_3$          | 8                 | 2               |
| $P_4$          | 7                 | 1               |
| $P_5$          | 3                 | 3               |

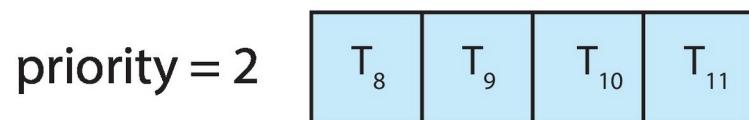
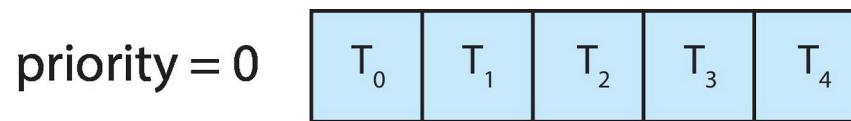
Run the process with the highest priority. Processes with the same priority run round-robin

Gantt Chart with 2 ms time quantum



# Multilevel Queue

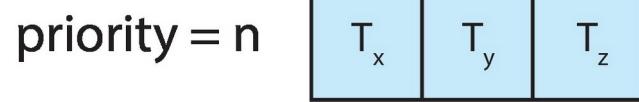
- **With priority scheduling, have separate queues for each priority.**
- **Schedule the process in the highest-priority queue!**



•

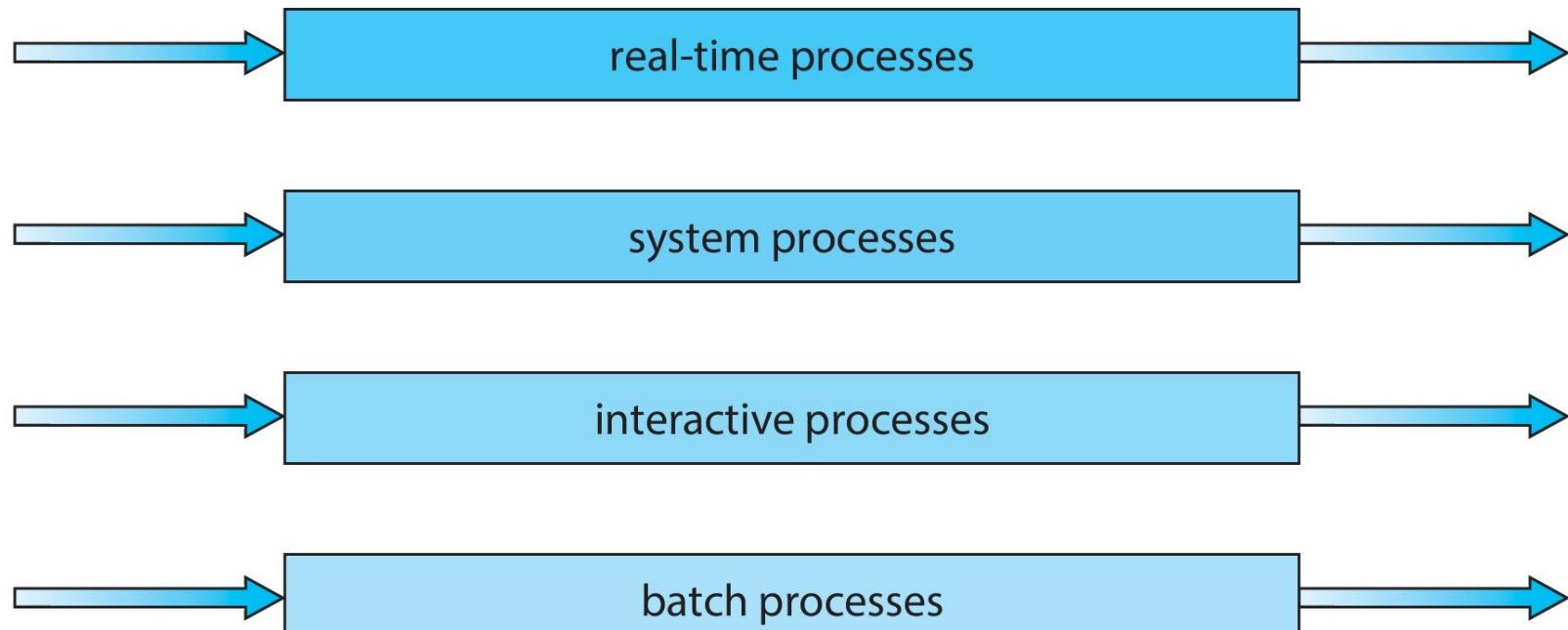
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# Multilevel Queue

highest priority



lowest priority

# Implementing multilevel queue

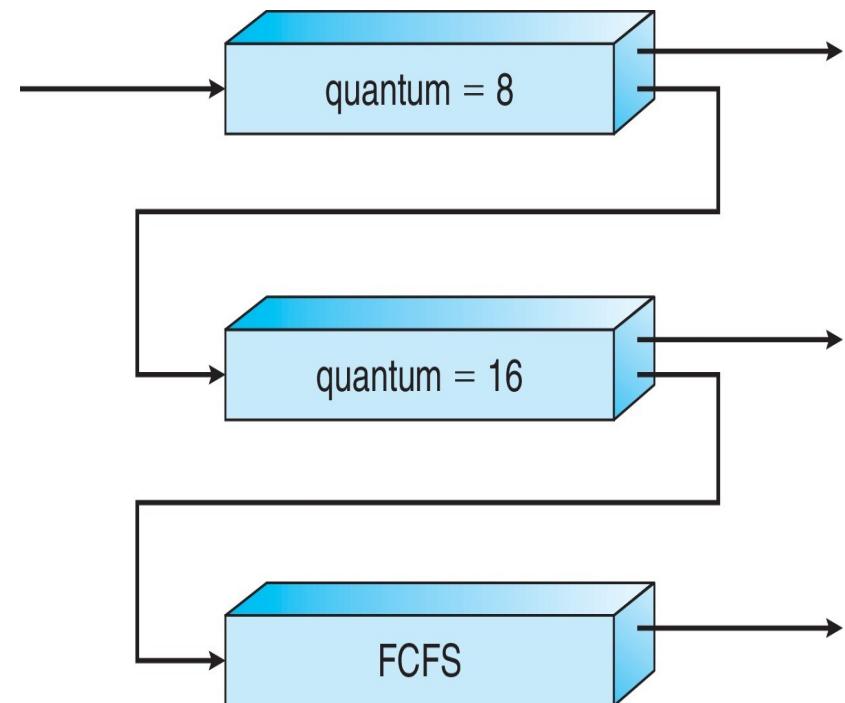
- **Processes need to have a priority**
  - Either modify fork()/exec() to have a priority
  - Or add a nice() system call to set priority
- **How to know the priority?**
  - The end user of the computer system needs to know this from needs of real life
  - E.g. on a database system, the database process will have a higher priority than other processes

# Multilevel Feedback Queue

- A process can move between the various queues; aging can be implemented this way
- Multilevel-feedback-queue scheduler defined by the following parameters:
  - number of queues
  - scheduling algorithms for each queue
  - method used to determine when to upgrade a process
  - method used to determine when to demote a process
  - method used to determine which queue a process will enter when that process needs service

# Example of Multilevel Feedback Queue

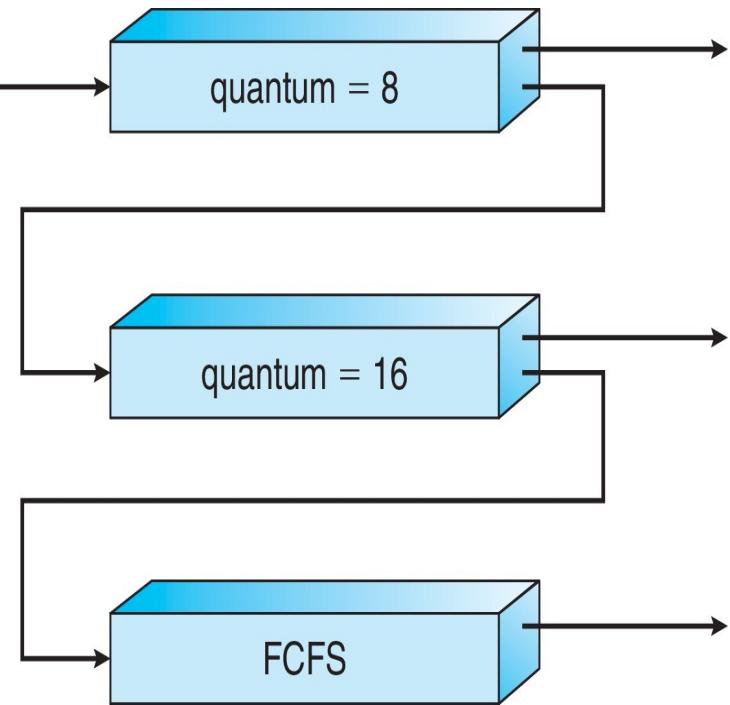
- **Three queues:**
  - $Q_0$  – RR with time quantum 8 milliseconds
  - $Q_1$  – RR time quantum 16 milliseconds
  - $Q_2$  – FCFS
- **Scheduling rules**
  - Serve all processes in  $Q_0$  first
  - Only when  $Q_0$  is empty, serve processes in  $Q_1$
  - Only when  $Q_0$  and  $Q_1$  are empty, serve processes in  $Q_2$



# Example of Multilevel Feedback Queue

- **Scheduling**

- A new job enters queue  $Q_0$ 
  - When it gains CPU, job receives 8 milliseconds
  - If it does not finish in 8 milliseconds, job is moved to queue  $Q_1$
- At  $Q_1$  job receives 16 additional milliseconds
  - If it still does not complete, it is preempted and moved to queue  $Q_2$
- To prevent starvation, move a process from lower-priority queue to higher priority queue after it has waited for too long



# Thread Scheduling

- **Distinction between user-level and kernel-level threads**
- **When threads supported, threads scheduled, not processes**
- **Many-to-one and many-to-many models, thread library schedules user-level threads to run on LWP**
  - Known as **process-contention scope (PCS)** since scheduling competition is within the process
  - Typically done via priority set by programmer
- **Kernel thread scheduled onto available CPU is system-contention scope (SCS) – competition among all threads in system**

# Pthread Scheduling

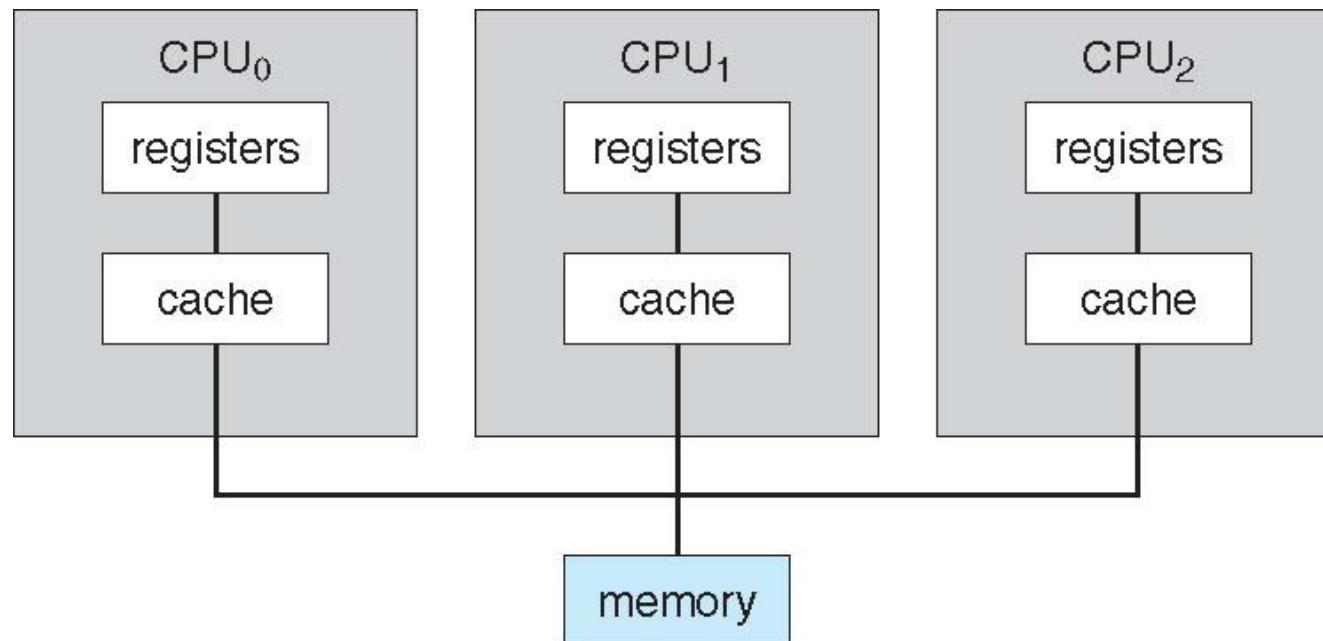
- **PTHREAD\_SCOPE\_PROCESS** schedules threads using PCS scheduling
- **PTHREAD\_SCOPE\_SYSTEM** schedules threads using SCS scheduling
- Linux and macOS only allow **PTHREAD\_SCOPE\_SYSTEM**
- Let's see a Demo using a program

# **Multi Processor Scheduling**

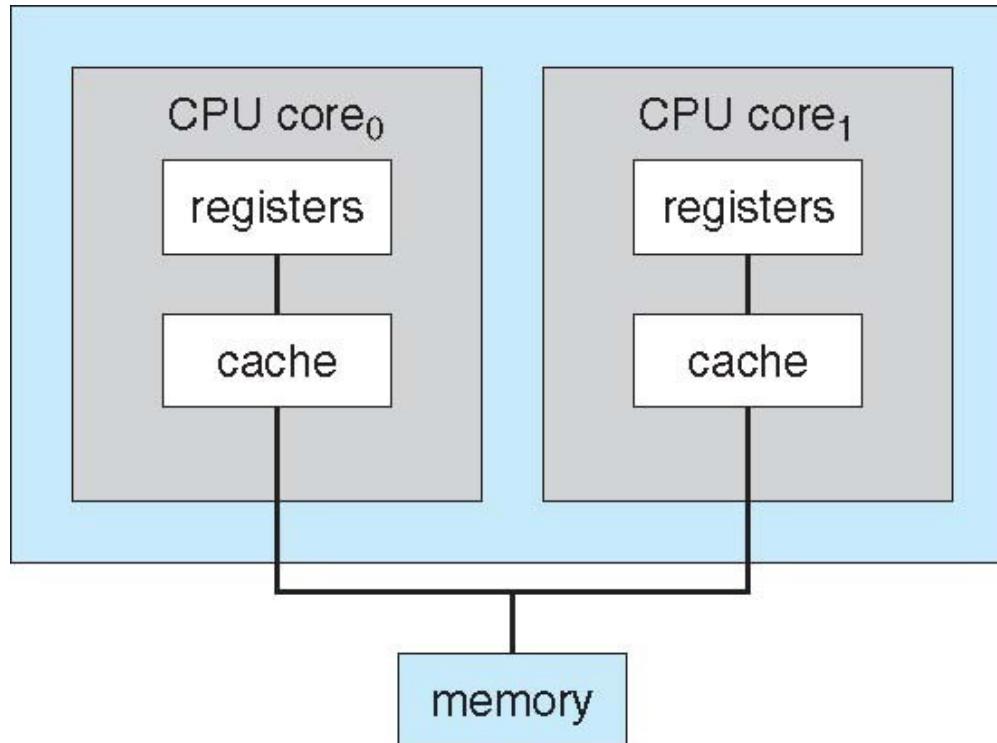
# Multiprocessor systems

- **Each processor has separate set of registers**
  - All: eip, esp, cr3, eax, ebx, etc.
- **Each processor runs independently of others**
- **Main difference is in how do they access memory**

# Symmetric multiprocessing (SMP)



# Multicore systems (also SMP)



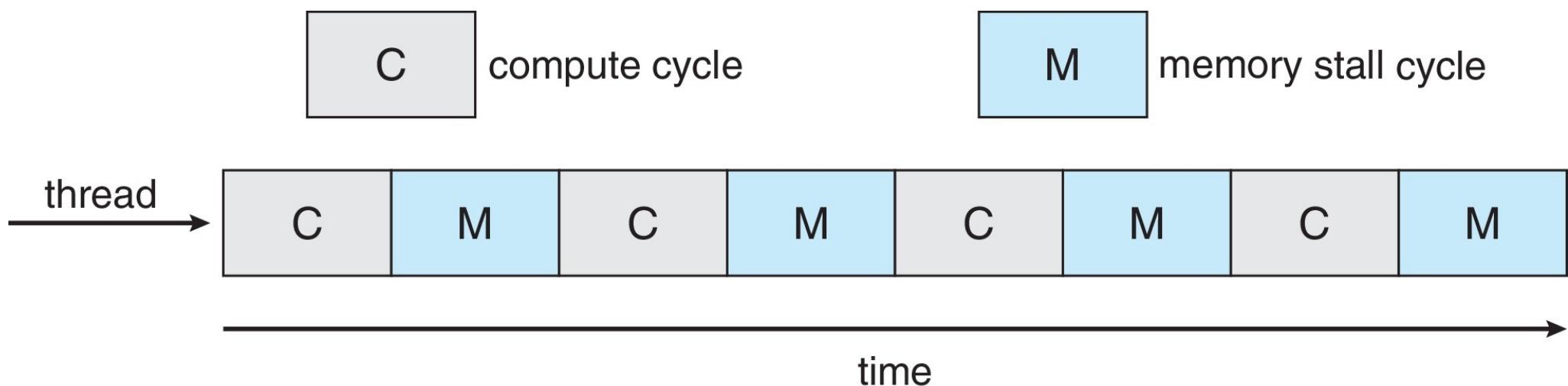
No difference from the perspective of OS. The hardware ensures that OS sees multiple processors and not multiple cores.

# Booting multi-processor systems

- **X86 + xv6**
  - One processor starts, runs BIOS, loads kernel, initializes kernel data structures
  - **Mpinit()** : first processor scans certain memory addresses for information about other processors and obtains configuration and configures them
  - **Startothers()** : First processor initializes kernel data structures for other processors , and ensures that other processors start in `scheduler()` and starts them
  - First processor “starts” other processors

# Multicore Processors

- **Recent trend to place multiple processor cores on same physical chip**
- **Faster and consumes less power**
- **Multiple threads per core also growing**
  - Takes advantage of memory stall to make progress on another thread while memory retrieve happens



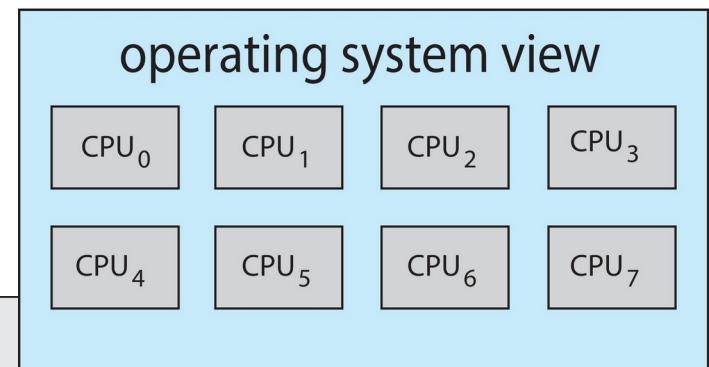
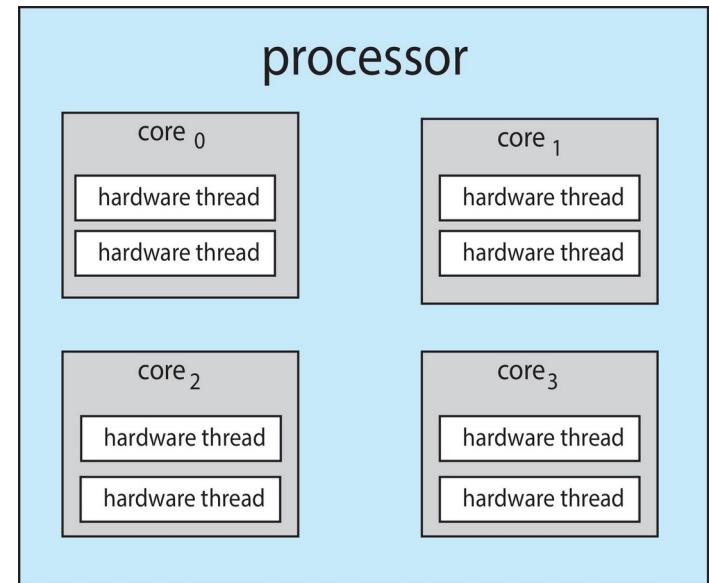
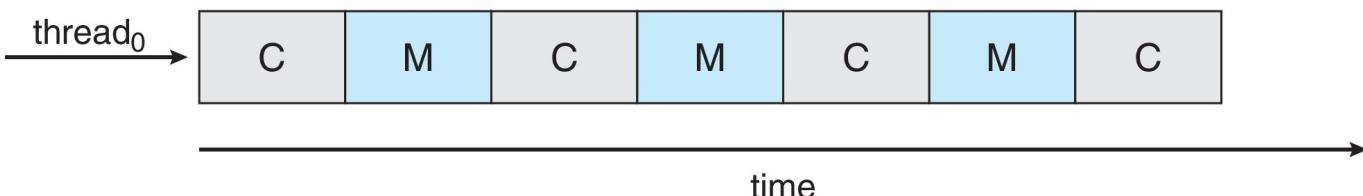
# Multithreaded Multicore System

Each core has  $> 1$  hardware threads.

**Chip-multithreading** (CMT) assigns each core multiple hardware threads.  
(Intel refers to this as **hyperthreading**.)

On a quad-core system with 2 hardware threads per core, the operating system sees 8 logical processors.

If one thread has a memory stall, switch to another thread!



# Non-Uniform Memory Architecture (NUMA)

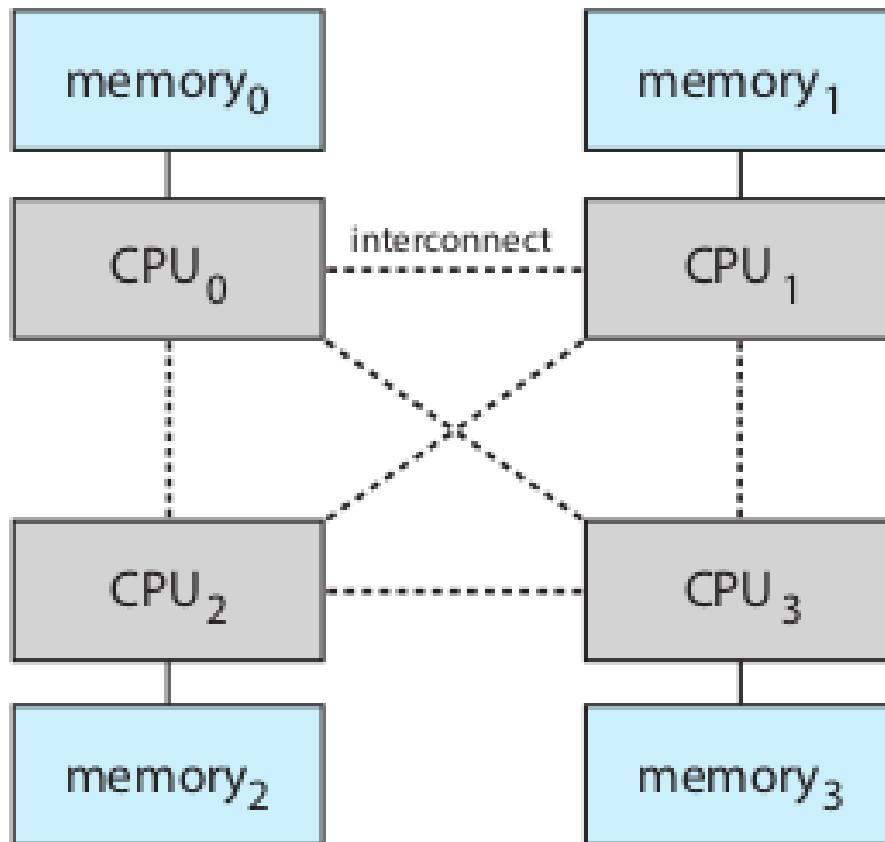


Figure 1.10 NUMA multiprocessing architecture.

# More on SMP systems

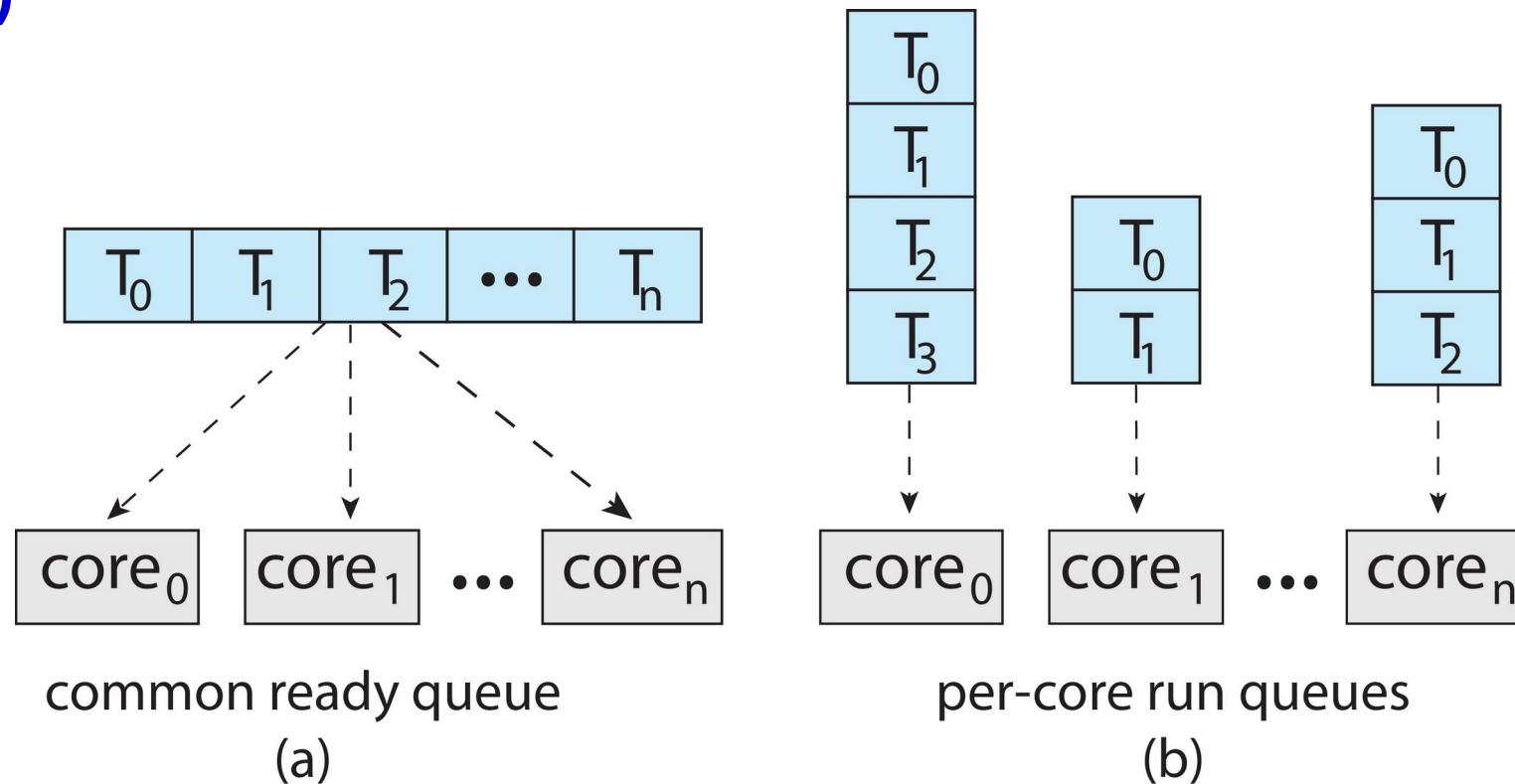
- **During booting – each CPU needs to be turned on**
  - Special I/O instructions writing to particular ports
  - See `lalicstartap()` in xv6
  - Need to setup CR3 on each processor
  - Segmentation, Page tables are shared (same memory for all CPUs)
- **All processors will keep running independently of each other**
- **Different interrupts on each processor – each needs IDT setup**
- **Each processor will be running processes, interrupt handlers, syscalls**
- **Synchronization problems !**
- **How to do scheduling ?**

# Multiple-Processor Scheduling

- **CPU scheduling more complex when multiple CPUs are available**
- **Multiprocess may be any one of the following architectures:**
  - Multicore CPUs
  - Multithreaded cores
  - NUMA systems
  - Heterogeneous multiprocessing

# Multiple-Processor Scheduling

- **Symmetric multiprocessing (SMP) is where each processor is self scheduling.**
- **All threads may be in a common ready queue (a)**
- **Each processor may have its own private queue of threads (b)**



# Multiple-Processor Scheduling – Load Balancing

- If SMP, need to keep all CPUs loaded for efficiency
- Load balancing attempts to keep workload evenly distributed
- Push migration – periodic task checks load on each processor, and if found pushes task from overloaded CPU to other CPUs
- Pull migration – idle processors pulls waiting task from busy processor

# Multiple-Processor Scheduling – Load Balancing

- When a thread has been running on one processor, the cache contents of that processor stores the memory accesses by that thread.
- We refer to this as a thread having affinity for a processor (i.e. “processor affinity”)
- Load balancing may affect processor affinity as a thread may be moved from one processor to another to balance loads, yet that thread loses the contents of what it had in the cache of the processor it was moved off of.

# Multiple-Processor Scheduling – Load Balancing

- **Soft affinity** – the operating system attempts to keep a thread running on the same processor, but no guarantees.
- **Hard affinity** – allows a process to specify a set of processors it may run on.

# SMP in xv6

- **Only one process queue**
- **No load balancing, no affinity**
- **A process may run any CPU burst /allotted-time-quantum on any processor randomly**
- **See the code of:**
  - `Startothers()`, `mpenter()`, `mpmain()`
- **Different scheduler's kernel stack on each processor**
  - Done in `startothers()`
- **Each processor calls scheduler() from `mpmain()`**

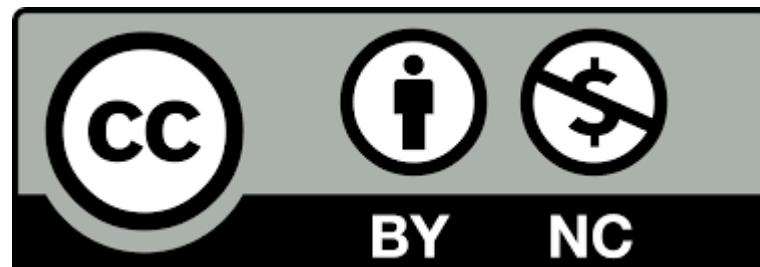
**End**

# Pointers in C

Abhijit A.M.  
[abhijit13@gmail.com](mailto:abhijit13@gmail.com)

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MAN, I SUCK AT THIS GAME.  
CAN YOU GIVE ME  
A FEW POINTERS?

|

0x3A28213A  
0x6339392C,  
0x7363682E.

I HATE YOU.

/



# Pointer

- **Pointer is a variable which can store addresses**
- **Pointer has a “type” (except void pointer)**
  - e.g. `int *p; char *cp; double *dp;`
  - Here p, cp, dp are respectively pointers to integer, character, and double
- **Size of pointer is decided by compiler**

# Operations on (and related to) Pointers

**&**

**\***

**=**

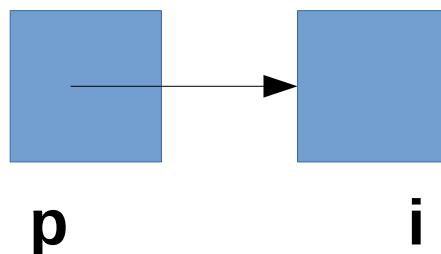
**+int -int**

**-**

**[ ]**

# Operations related to pointers: &

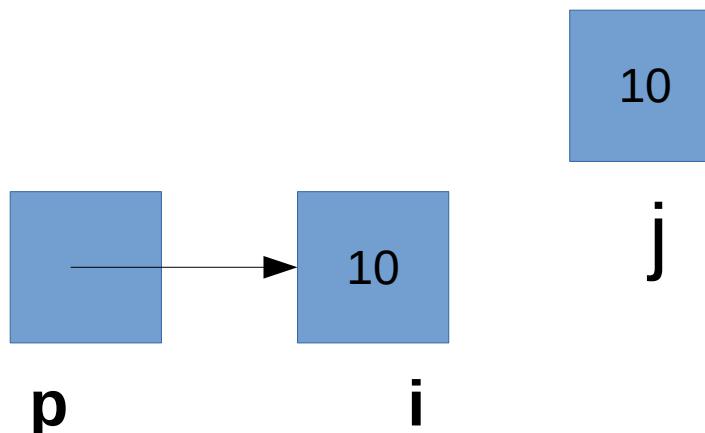
```
int *p, i;
p = &i;
```



- **& fetches the address of variable**
  - Called Referencing operator
  - Here, &i is address of i
  - RHS is address of integer, LHS is variable which can store address of integer
- **Diagram of this operation is shown on left side**
- **No need of assuming some value for address (e.g. address 1028). Just the diagram is sufficient to understand the concept**

# Operations on pointers: \*

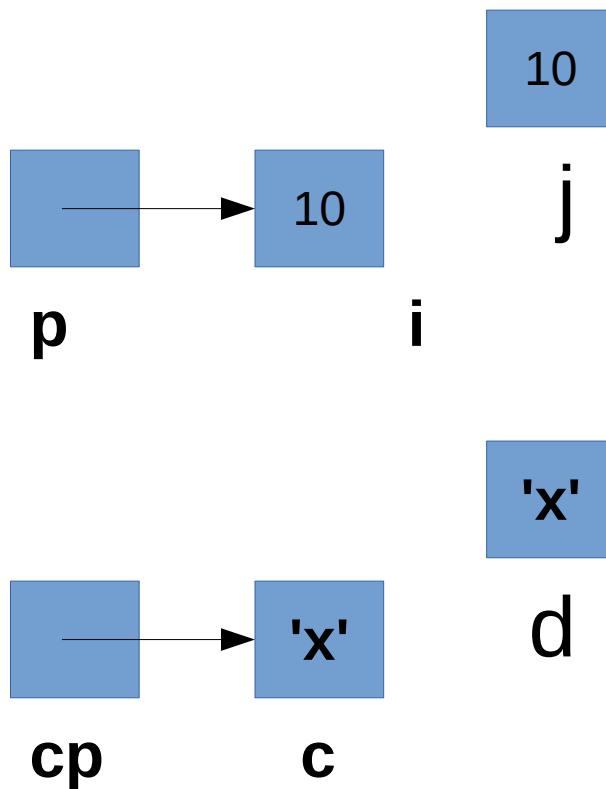
```
int *p, i, j;
i = 10;
p = &i;
j = *p;
```



- **\* fetches the value stored at a given address**
  - Called dereferencing operator
- **\*p : here “value of p” is itself an address (of i), so \*p is value stored at “value of p” that is i**
- **Diagram's make it easy to understand, \*p is simply the contents of box p points to**

# Operations on pointers: \*

```
int *p, i, j;
i = 10;
p = &i;
j = *p;
```

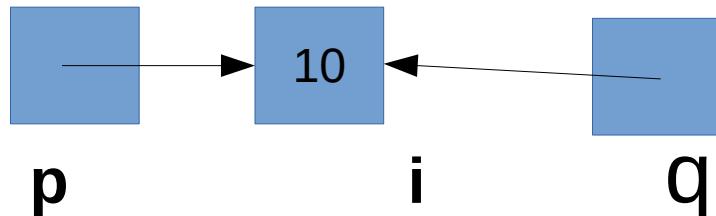


```
char *cp, c, d;
c = 'x';
cp = &c;
d = *cp;
```

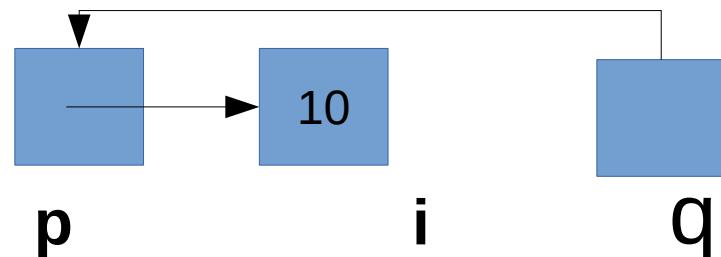
- **What is the difference between \* in the two codes?**
- **The \*p fetches the value at given address in sizeof(int) bytes, while \*cp fetches the value at given address in sizeof(char)=1 bytes**
- **\* works based on the size of the type!**

# Operations on pointers: =

```
int *p, i, *q;
i = 10;
p = &i;
q = p;
```

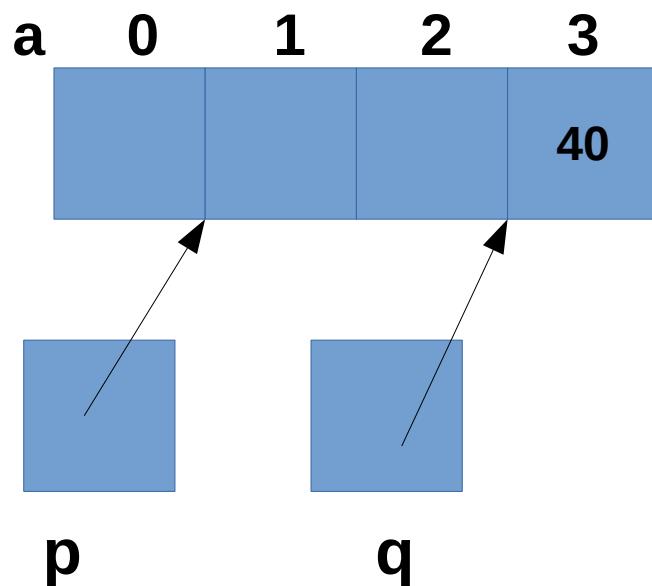


- **Pointers can be copied**
  - Can arrays be copied?
- **Thumb rule:**
  - After pointer copy, both pointers point to same location
- **Common Mistake**
  - One pointer pointing to another



# Operations on pointers: +- int

```
int *p, a[4], *q;
p = &a[1];
q = p + 2;
*q = 40;
```



- C allows adding or subtracting an int from a pointer!
  - Weird, but true!
  - e.g. `int *p, n; p + n;`
- The result is a pointer of the same type
- The resultant pointer points *n type locations ahead( for +) or before ( for -)*
- A type location is equal to `sizeof(type)`.

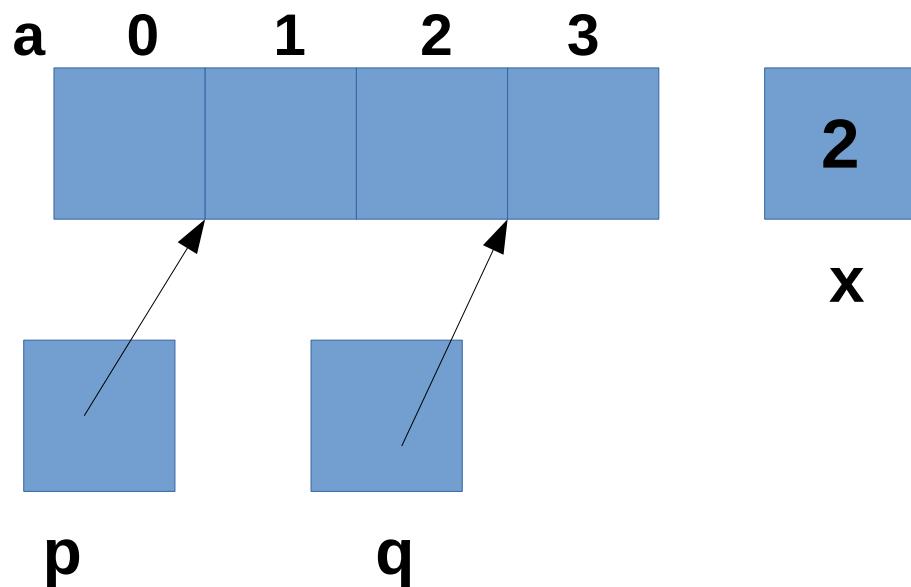
# Problems: Draw diagrams for the code

```
int main() {
 int *p, *q, a[3],
 b;
 a[0] = 10; b = 2;
 p = &a[1];
 q = p + 1;
 p = q - b;
 *p = 30;
}
```

```
int main() {
 int *p, *q, a[3], b;
 a[0] = 10; b = 1;
 p = &a[3];
 q = p - 3;
 p = q + 1;
 *(q + 1) = 30;
 *(p - 1) = 20;
}
```

# Operations on pointers: subtracting two pointers

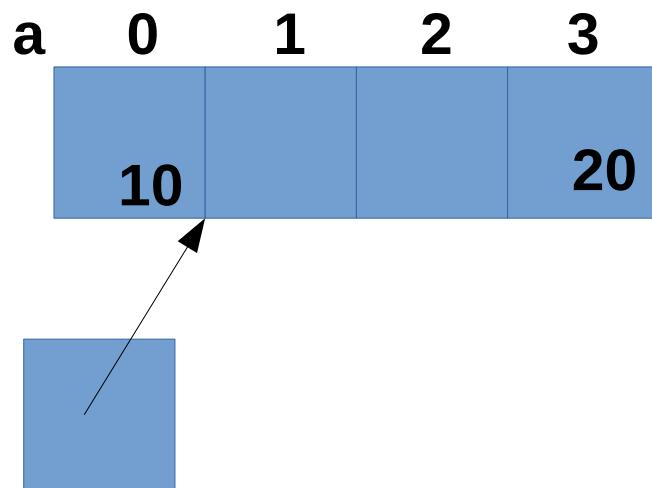
```
int *p, a[4], *q, x;
p = &a[1];
q = p + 2;
x = q - p;
```



- Two pointers of the *same type* can be subtracted
  - Result type is **int**
  - Result value = no. Of elements of `sizeof(type)` between two pointers
- Logically derives from adding/subtracting **int** to pointers
  - $p = q + 2 \implies p - q = 2$

# Operations on pointers: [ ]

```
int *p, a[4], *q;
p = &a[1];
p[2] = 20;
p[-1] = 10;
```



- Interestingly, C allows [ ] notation to be applied to all pointers!
  - You must be knowing that [ ] is normally used for arrays
- **p [ i ] means  $*(p + i)$** 
  - P is a pointer and i is an integer (or i is a pointer and p is a pointer is also allowed)

p

# A peculiar thing about arrays

- Name of an array is equivalent to the address of (the zeroeth element) the array

```
int a[3];
```

Now

a means `&a[0]`

- Because it's an address, it can be stored in a pointer

```
int a[3], *p;
```

```
p = a;
```



- What do the following mean?

```
int a[3] = {1, 2, 3}, *p;
a + 1;
```

```
*(a + 1);
```

```
p = (a + 2)
```

- Exception: when passed to `sizeof()` operator, the name is not the address

# Pointer as *if it was an array*

- **Combine the concepts of**
  - Pointer arithmetic (+- int)
  - [ ] notation for pointers
  - Array name as address of array

```
int a[3], *p;
```

```
p = a;
```

```
p[2] = 10;
```

- Here we are using p as if it was an array name
  - Possible only if p was pointing to array base



# Pointers != Arrays

- **Array is a continuous collection of elements of one type.**
- **Array has name, the name also stands for the address of the array**
- **[ ] is allowed operation on arrays**
- **Array name can't be reassigned to another address**
- **Pointer is a variable that can store an address**
- **Pointers can be of various types**
- **[ ], = , +- int, subtraction are operations on pointers**
- **Pointers can be reassigned to point to different addresses**

# Arrays as arguments to functions

```
char f(char *c) {
 return c[0];
}

int main() {
 char arr[16], x;
 x = f(arr);
}
```

- Here actual argument is ‘arr’
- Name of array is address of array, that is `&arr[0]`
  - Address of char
- So formal argument is `char *`

# 2-d array as argument to function

```
char f(char **c) {
 return c[0][2];
}

int main() {
 char arr[16][6], x;
 x = f(arr);
}
```

```
char f(char c[][6]) {
 return c[0][2];
}

int main() {
 char arr[16][6], x;
 x = f(arr);
}
```

Which one is correct?

You can answer by just applying the rules we learnt

# 2-d array as argument to function

```
char f(char (*c)[6]) {
 return c[0][2];
}

int main() {
 char arr[16][6], x;
 x = f(arr);
}
```

```
char f(char c[][6]) {
 return c[0][2];
}

int main() {
 char arr[16][6], x;
 x = f(arr);
}
```

Which one is correct?

(The second one is same as on the earlier slide)  
You can answer by just applying the rules we learnt

# **Dynamic Memory Allocation**

# Concept of (Binding) “Time”

- **Compile Time**
  - When you are running commands like  
`cc program.c -o program`
- **Load time**
  - After you type commands like  
`./program`  
Before the `main()` starts running
- **Program Run Time**
  - After you type commands like  
`./program`  
When the `main()` of the program starts running, till it exits
- **Function Call Time**
  - Interval between the call of a function and before the called function starts running. Part of “Run Time”.

# Lifetime of variables and Memory Allocation

- **Global Variables, Static Variables (g, t, and s here)**
  - Allocated Memory at *load time*
  - They are alive (available) till the program exits
- **Local Variables, Formal Arguments (i, j, k in main; a, b, x, y in f)**
  - Allocated Memory on *function call*
  - They are alive (available) as long as function is running
- **Dynamically allocated memory (Run time allocation)**
  - Allocated on explicit call to functions like *malloc()*
  - Alive as long as functions like *free()* are not called on the memory

```
int g;
static int t = 20;
int f(int a, int b) {
 int x, y;
 static int s = 10;
 x = a + b + 5 + g + s;
 return x;
}
int main() {
 int i, j, k, *p;
 g = 10;
 i = 20; j = 30;
 p = malloc(8);
 k = f(i, j);
}
```

# Man pages

Understanding library functions:

Read the manual pages, using 'man' command

```
> man sqrt
> man 3 printf
> man 3 open
see section 3 of man pages for C library
functions
```

# malloc()

- **malloc() is a standard C library function for allocating memory dynamically (at run time)**
- **#include <stdlib.h> for malloc()**
- **Function prototype**
  - Run “man malloc” to see it
- **void \*malloc(size\_t size);**
- **size\_t is a typedef in stdlib.h**
  - **size\_t is unsigned long**
- **Reads a number, allocates those many bytes and returns the address of allocated memory (zero'th byte)**
- **Additional info: malloc() gets the memory from the OS and then gives to your program**

# void \*

- **A void pointer is a typeless pointer;**
  - Pure address
  - No type --> No “size” information about the type
- **You can declare a void pointer**  
`void *p, *q`
- **Void pointer can store any address**  
`void *p; int a; p = &a; char c; p = &c;`
- **Void pointers can be copied**  
`void *p, *q; int a; p = &a; q = p;`
  - q also stores address of a now
- **The Dereferencing operator has no meaning when applied to a void pointer**  
`void *p; int a; p = &a;`
  - What does \*p mean now? \* Needs “size” of the type for its work. Void pointers have no type and so no size information associated with it.
  - Note: [ ] is also dereferencing

# malloc()

- **malloc() returns a “void \*”**
  - Returns a pure address
  - This address can be stored in a “void \*” variable
  - This address can also be stored in any pointer variable
- **Suppose we do**
  - **void \*p; p = malloc(8);**
  - Now what meaningful operations can we do with the malloced memory? --> only copy!
  - So normally return value of malloc is stored using some typed pointer

# malloc()

```
int *p;
p = malloc(8)
```

- This code allocates 8 bytes and then pointer p will point to the malloced memory
- This code can result in a “warning” because we are converting “void \*” to a “int \*” with ‘=’

# malloc()

```
int *p;
p = (int *) malloc(8);
```

- This code does away with the warning as we are converting the “void \*” into “int \*” using explicit type casting
- Suppose size of integer was 4 bytes, then what does this code mean?

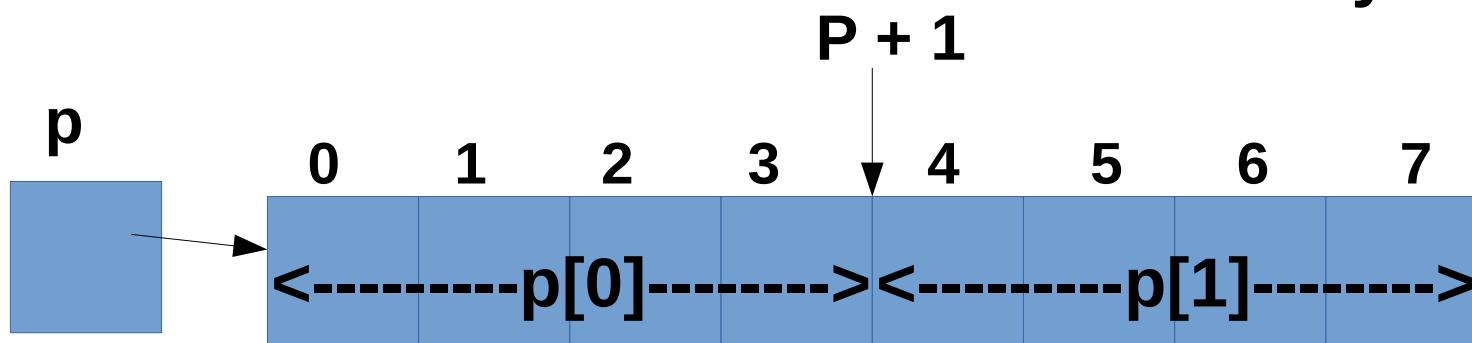
# malloc()

```
int *p;
```

```
p = (int *) malloc(8);
```

- p points to 8 byte location
- However now, \*p means referencing in “4 bytes”
  - as size of int is 4 bytes

- p[0] means \*(p + 0) that is \*p
- p[1] means \*(p + 1) where (p + 1) is a pointer 4 bytes ahead of p
  - Using this trick we are treating the 8 bytes as if it was a 2 integer array !



# malloc()

```
int *p;
```

```
p = (int *) malloc(8);
```

- p points to 8 byte location
- However now, \*p means referencing in “4 bytes”
  - as size of int is 4 bytes

- p[0] means  $*(p + 0)$  that is \*p
- p[1] means  $*(p + 1)$  where  $(p + 1)$  is a pointer 4 bytes ahead of p
  - Using this trick we are treating the 8 bytes as if it was a 2 integer array !



# Malloc(): Allocating arrays dynamically

```
int *p;
p = (int *) malloc(
 sizeof(int) * 4);
```

- We can allocate arrays of any type dynamically using malloc()

- Use of `sizeof(int)` here makes sure that the code is *portable*, appropriately sized array will be allocated irrespective of size of integer
  - Code on earlier slide assumes 4 byte integer
- This code allocates array of 4 integers
  - Can be accessed as `p[0]`, `p[1]`, `p[2]` and `p[3]`

# malloc(): Allocating array of structures

```
typedef struct test {
 int a, b;
 double g;
}test;
test *p;
p = (test *) malloc(
 sizeof(test) * 4);
```

- This code allocates an array of 4 structures
- p points to the array of structures
- p[0] is the 0<sup>th</sup> structure, p[1] is the 1<sup>st</sup> structure ...
- p[0].a, p[1].g is the way to access the inner elements of structures

# Homework

- **Write code using malloc() to**
  - Allocate an array of 10 doubles
  - Read n from user and allocate an array of n shorts
- **What does the following code mean?**

```
int *p; p = malloc(9); // suppose sizeof(int) is 4
```

Note: No need to write this sort of code in this course!

- **What does the following code mean?**

```
int *ip; Char *p; p = malloc(8); ip = p; p[0] = 10;
```

Note: again, no need to write code like this in this course!

# free()

- **free() will give the malloced memory back**
- **malloc() and free() work together to manage what is called as “heap memory” which the memory management library has obtained from the OS**
- **Usage**  
`void free(void *p);`
- **free() must be given an address which was returned by malloc()**
- **Rule: Every malloc() must have a corresponding free()**

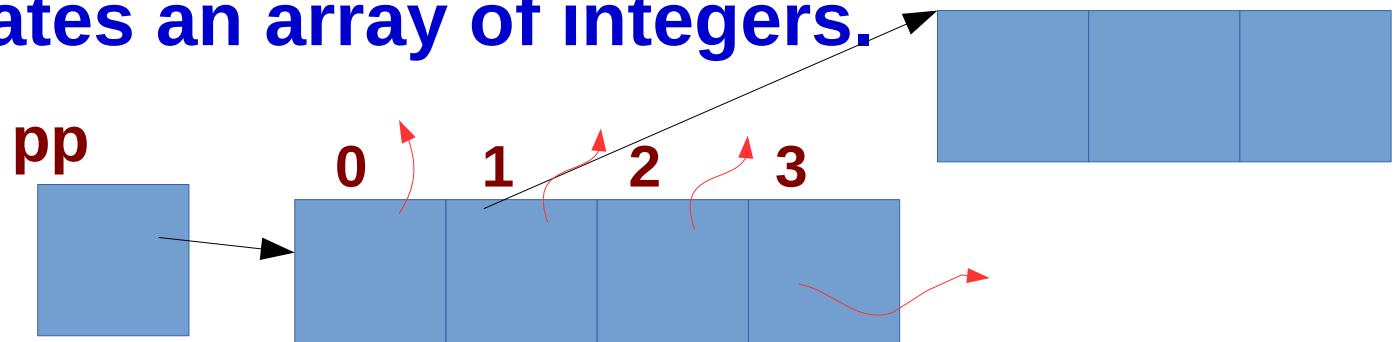
# Pointer to Pointer

```
int **pp, *p, p;
```

```
pp = (int **) malloc(sizeof(int *) * 4);
```

```
pp[1] = (int *)malloc(sizeof(int) * 3);
```

- **A pointer to pointer, is essentially a pointer!**
  - Can store an address, has a type
  - The type is “pointer to pointer” so all \* or [ ] operations work with `sizeof(pointer)` which is typically 4 bytes
- **The code above allocates an array of pointers, and then allocates an array of integers.**



# 2-d array with pointer to pointer

```
#include <stdlib.h>
```

```
#define N 4
```

```
int main() {
```

```
 int **pp, i, j;
```

```
 pp = (int **) malloc
 (sizeof(int *) * N) ;
```

```
 for(i = 0; i < N; i++)
```

```
 pp[i] = (int *)
```

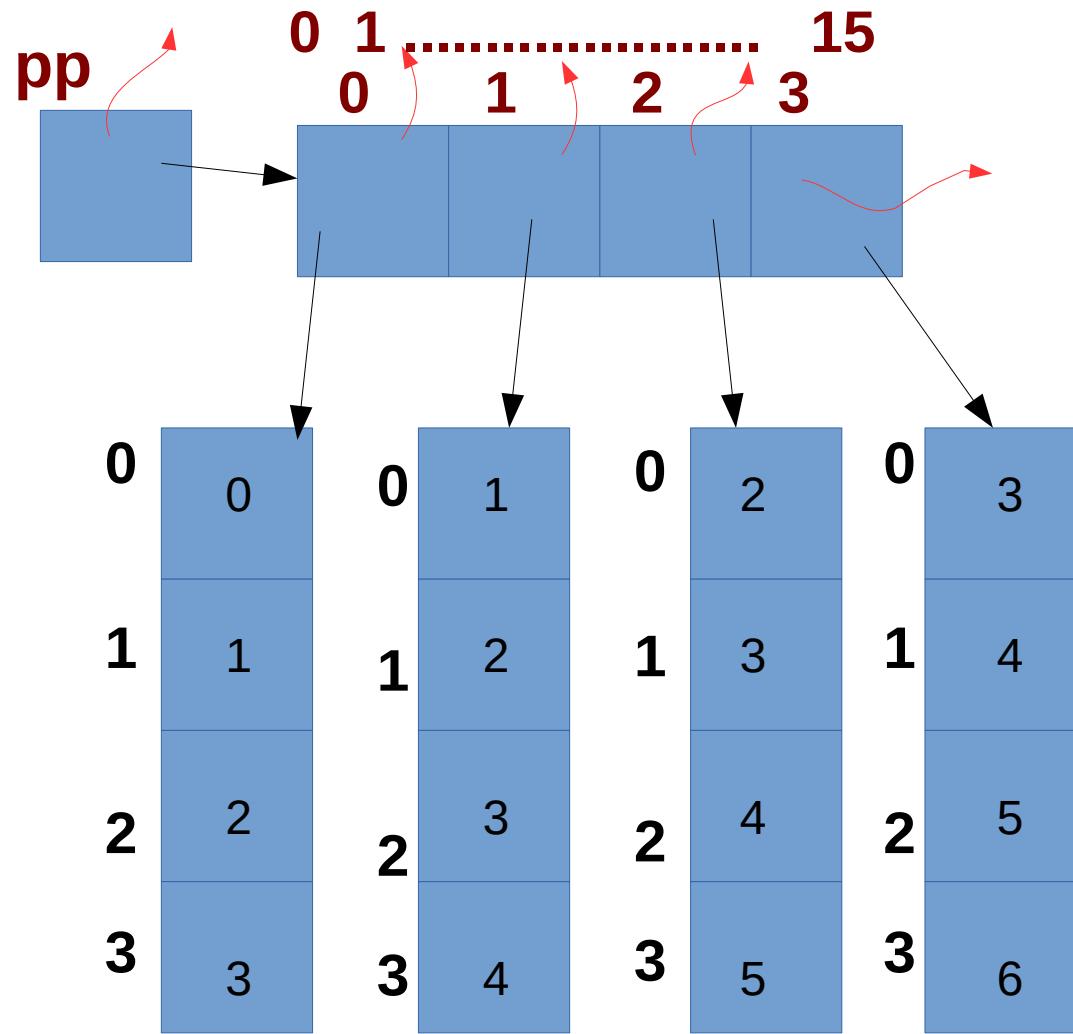
```
 malloc(sizeof(int) * N);
```

```
 for(i = 0; i < N; i++)
```

```
 for(j = 0; j < N; j++)
```

```
 pp[i][j] = i + j;
```

```
 return 0;
```



# 2-d array with pointer to pointer

```
#include <stdlib.h>
#define N 4
int main() {
 int **pp, i, j;
 pp = (int **) malloc
 (sizeof(int *) * N) ;
 for(i = 0; i < N; i++)
 pp[i] = (int *)
 malloc(sizeof(int) * N);
 for(i = 0; i < N; i++)
 for(j = 0; j < N; j++)
 pp[i][j] = i + j;
 return 0;
}
```

- How does  $pp[i][j]$  work here?
- $pp[i]$  is  $*(pp + i)$  which is the pointer at the  $i$ 'th location in the array of pointers allocated
  - Here  $*$  works with  $size = sizeof a pointer$
- $pp[i][j]$  is  $*(pp[i] + j)$ 
  - Since  $pp[i]$  is a integer pointer, so here  $*$  works with  $sizeof(int)$
  - $pp[i]$  is the address of array (indicated in red), so  $pp[i] + j$  is pointer to the  $j$ 'th element of that array

# **Self Referential Pointers in Structures**

# Self Referential Pointers

- “Self Referential Pointer” is a kind of a misnomer
- C allows structures like this

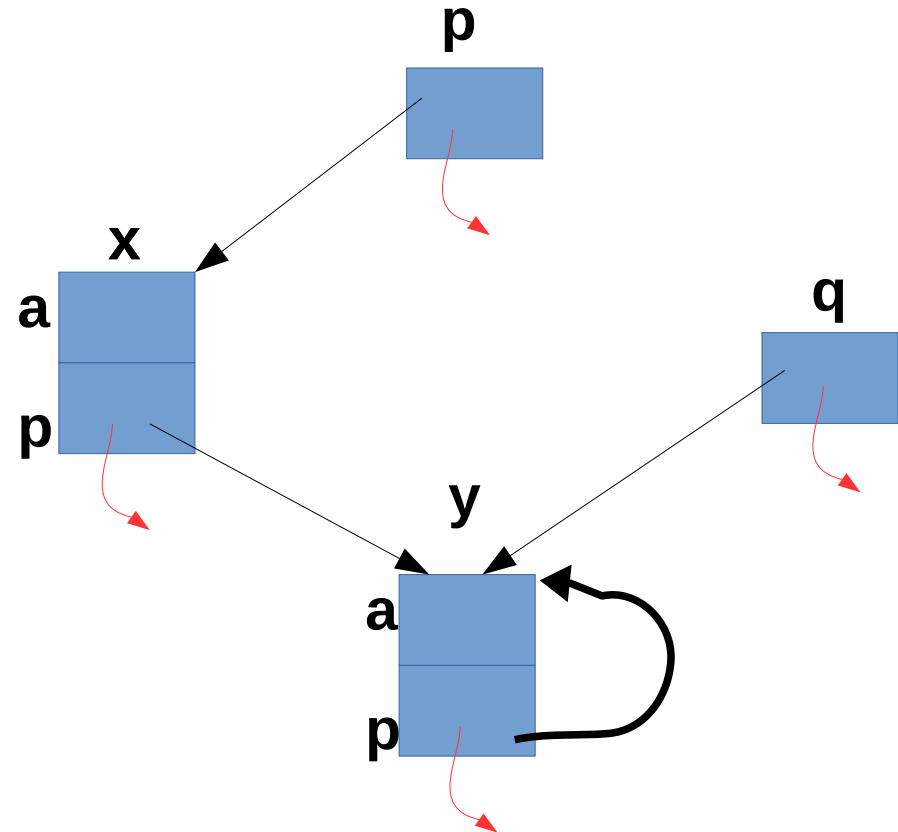
```
struct test {
 int a;
 struct test *p;
};
```

- The pointer p, can point to any variable of the type “struct test” (or be NULL)

# Self Referential Pointers

- Consider following code

```
typedef struct test {
 int a;
 struct test *p;
}test;
test x, y, *p, *q;
p = &x;
x.p = &y;
q = &y;
y.p = &y;
```



Self referential structures allow us to create a variety of “linked” *structures of data*

# -> notation

```
typedef struct test {
 int a;
 struct test *p
}test;

test m, n, *x;

m.a = 20;

x = &n;

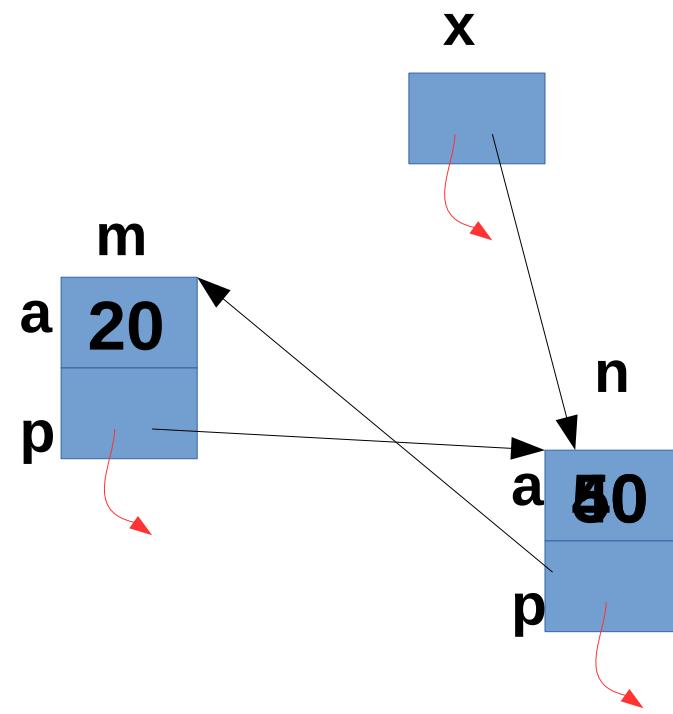
(*x).a = 40;

x->a = 50;

x->p = &m;

x->p->p = x;
```

- **(\*x)** is the entire structure to which x points
- **(\*x).a** is the variable 'a' in that structure
- **x->a** is another notation for **(\*x).a**



**2 Common Problems involving Pointers:**

**(Dereferencing) Dangling Pointers  
And  
Garbage Memory**

# NULL

- **NULL is a symbolic constant defined in stdio.h**
  - **#define NULL 0**
- **This is a special pointer value, defined by C language**
  - **The number 0 is not the same as the address 0 !**  
**They are different types !**
- **It is guaranteed that a pointer is NOT NULL,**  
**unless programmer sets it to NULL**

# A side note on NULL

- **NULL is not the number 0**
- **NULL is not necessarily the address 0**
- **NULL is just a special value for pointers told to us by C language.**
  - Very often we need special values for a certain type
  - E.g. the value '\0' for a character is universally taken to be a special value indicating end of a character sequence in an array
  - `INT_MAX` , `INT_MIN` are values #defined in `limits.h` for integers
  - These type of values are used in programs to indicate either an *unused variable* or *empty variable* or *error value* on that variable
- **Int i = NULL; char c = NULL; works**
  - Why do you want to do it? Instead of saying `int i = 0; char c = 0;`

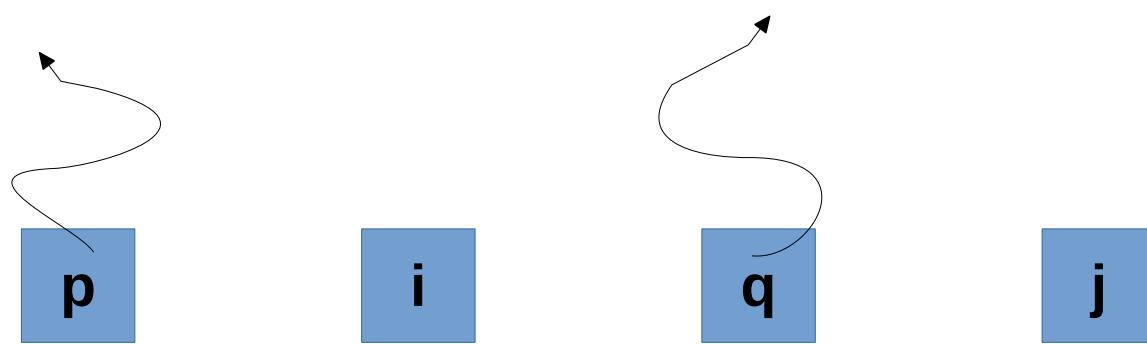
# Dangling Pointers

- Total 3 Possibilities for a pointer value
  - Points to memory owned by program
    - Local variables, Global Variables, Malloced Memory
  - = NULL
  - Dangling
    - Some texts differentiate between ‘wild’ (uninitialized) and ‘dangling’ pointers
- Dereferencing (that is \* ) a dangling (or NULL) pointer is NOT to be done
  - Even if you find that dereferencing a dangling pointer “*does not create problem*” in your code, it is still not to be done!
  - Result: The OS punishes your code by terminating it, and saying “Segmentation Fault”

# Dangling Pointers

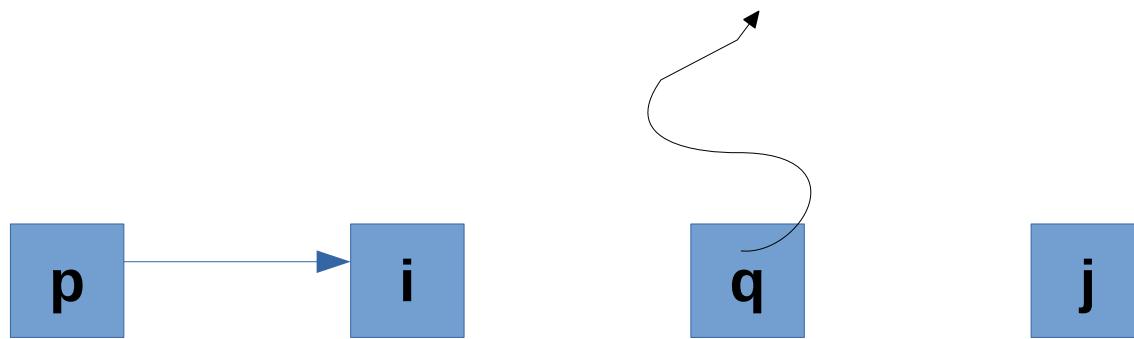
- A pointer is dangling when declared & not initialized
- A pointer becomes non dangling, when assigned to a “good” memory location like local variables, global variables, malloc-ed memory
- A pointer can become dangling again due to
  - Mistakes in pointer arithmetic
  - Mistakes in manipulation of dynamically allocated memory, e.g. Linked list pointers
  - On deallocation of malloced memory using free()
  - etc

```
int main() {
 int *p, i, j, *q; // p, q are dangling
}
```



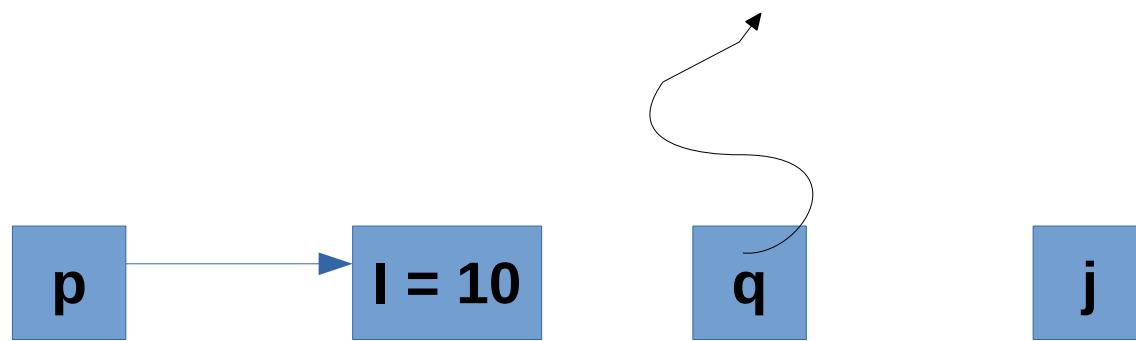
## Dangling Pointers Example: 1

```
int main() {
 int *p, i, j, *q; // p, q are dangling
 p = &i; // p not dangling
}
}
```



**Dangling Pointers Example: 1**

```
int main() {
 int *p, i, j, *q; // p, q are dangling
 p = &i; // p not dangling
 i = 10; // *p = 10
}
```



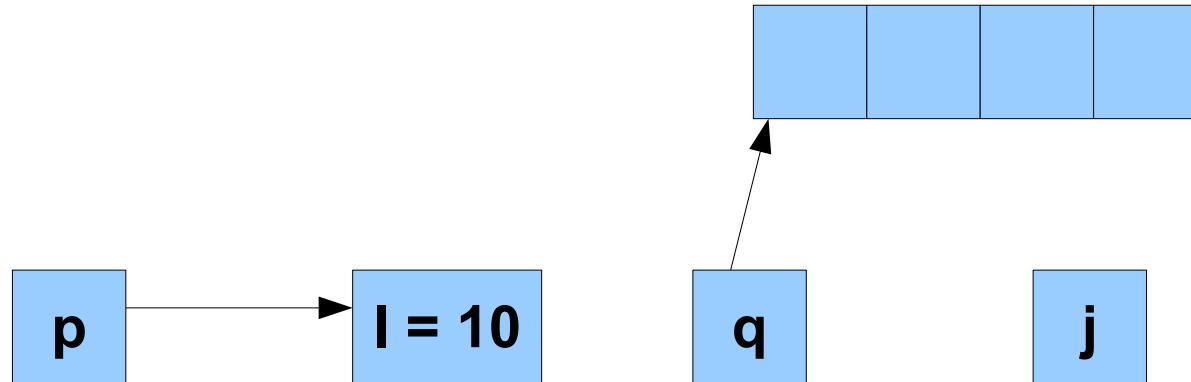
**Dangling Pointers Example: 1**

```
int main() {
 int *p, i, j, *q; // p, q are dangling
 p = &i; // p not dangling
 i = 10; // *p = 10
 q = &j; // q not dangling
}
}
```



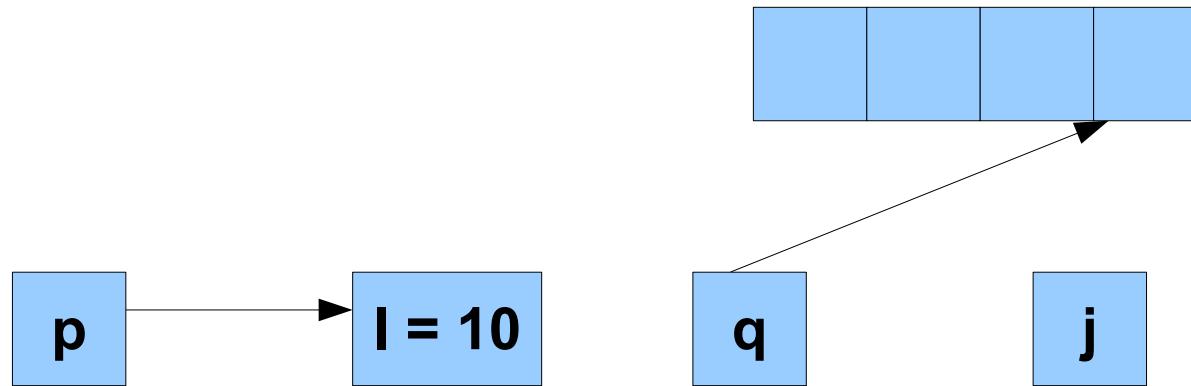
## Dangling Pointers Example: 1

```
int main() {
 int *p, i, j, *q; // p, q are dangling
 p = &i; // p not dangling
 i = 10; // *p = 10
 q = &j; // q not dangling
 q = (int *)malloc(sizeof(int) * 4);
 // q not dangling
}
}
```



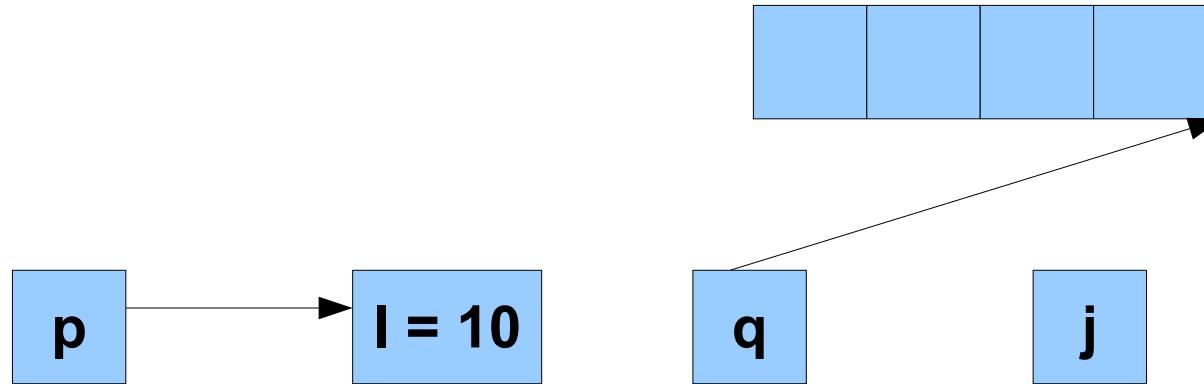
**Dangling Pointers Example: 1**

```
int main() {
 int *p, i, j, *q; // p, q are dangling
 p = &i; // p not dangling
 i = 10; // *p = 10
 q = &j; // q not dangling
 q = (int *)malloc(sizeof(int) * 4);
 // q not dangling
 q = q + 3; // q not dangling
}
```



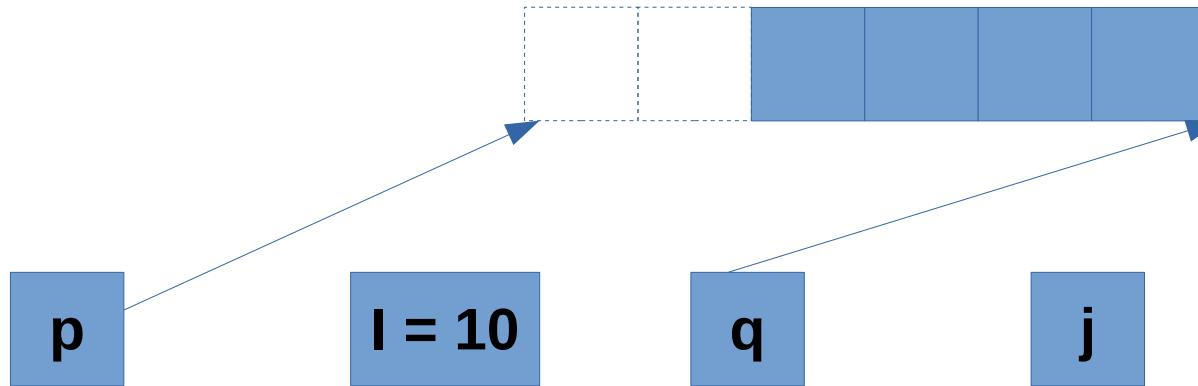
## Dangling Pointers Example: 1

```
int main() {
 int *p, i, j, *q; // p, q are dangling
 p = &i; // p not dangling
 i = 10; // *p = 10
 q = &j; // q not dangling
 q = (int *)malloc(sizeof(int) * 4);
 // q not dangling
 q = q + 3; // q not dangling
 q = q + 1; // q IS dangling now
}
```



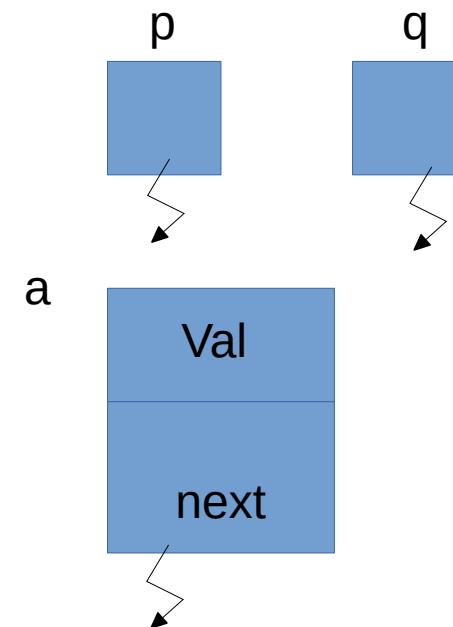
**Dangling Pointers Example: 1**

```
int main() {
 int *p, i, j, *q; // p, q are dangling
 p = &i; // p not dangling
 i = 10; // *p = 10
 q = &j; // q not dangling
 q = (int *)malloc(sizeof(int) * 4);
 // q not dangling
 q = q + 3; // q not dangling
 q = q + 1; // q IS dangling now
 p = q - 6; // p IS also dangling
}
```



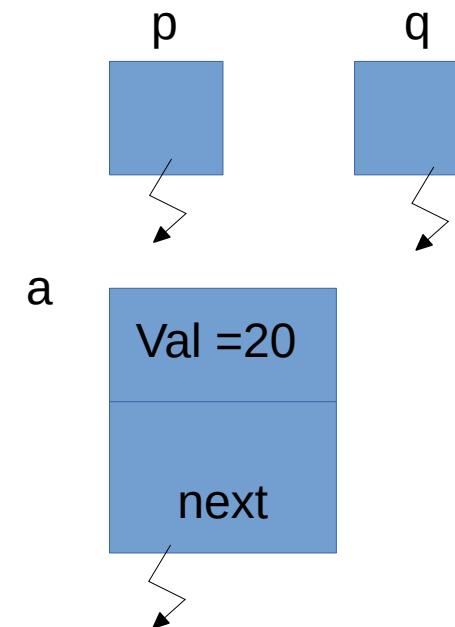
## Dangling Pointers Example: 1

```
typedef struct node {
 int val;
 struct node *next;
}node;
int main() {
 node *p, *q;
 node a;
}
```



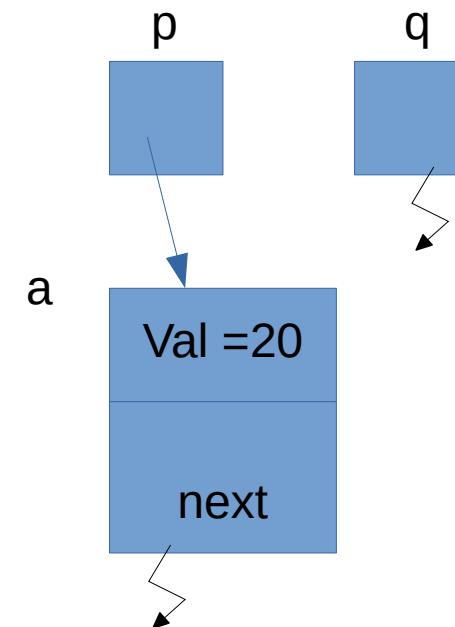
**Dangling Pointers Example: 2**

```
typedef struct node {
 int val;
 struct node *next;
}node;
int main() {
 node *p, *q;
 node a;
 a.val = 20;
}
```



**Dangling Pointers Example: 2**

```
typedef struct node {
 int val;
 struct node *next;
}node;
int main() {
 node *p, *q;
 node a;
 a.val = 20;
 p = &a;
}
}
```

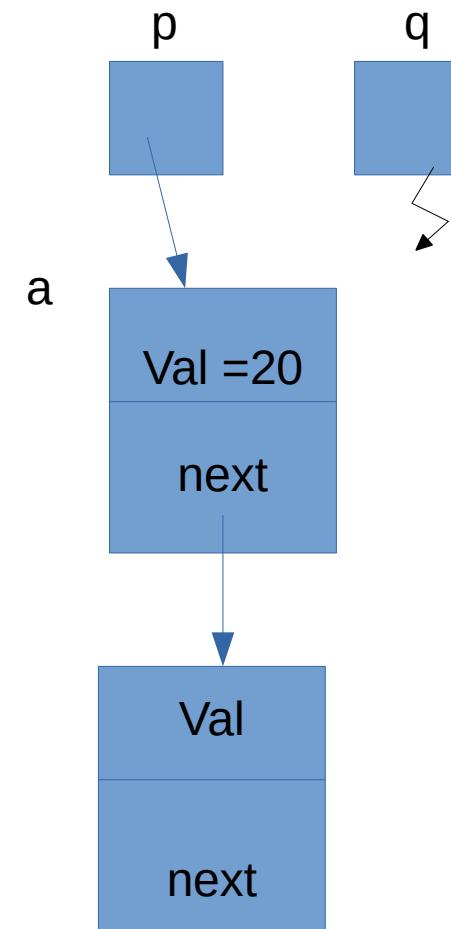


**Dangling Pointers Example: 2**

```

typedef struct node {
 int val;
 struct node *next;
}node;
int main() {
 node *p, *q;
 node a;
 a.val = 20;
 p = &a;
 a.next = (node *)malloc(sizeof(node));
}

```

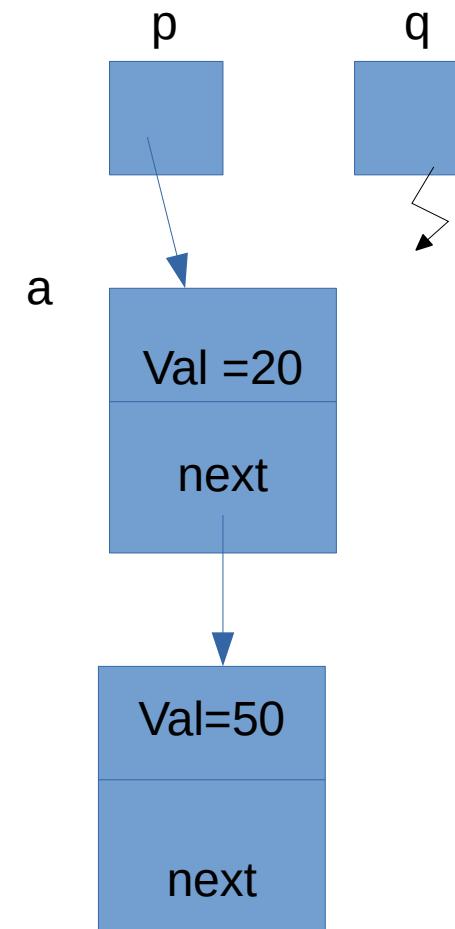


**Dangling Pointers Example: 2**

```

typedef struct node {
 int val;
 struct node *next;
}node;
int main() {
 node *p, *q;
 node a;
 a.val = 20;
 p = &a;
 a.next = (node *)malloc(sizeof(node));
 a.next->val = 50;
}

```

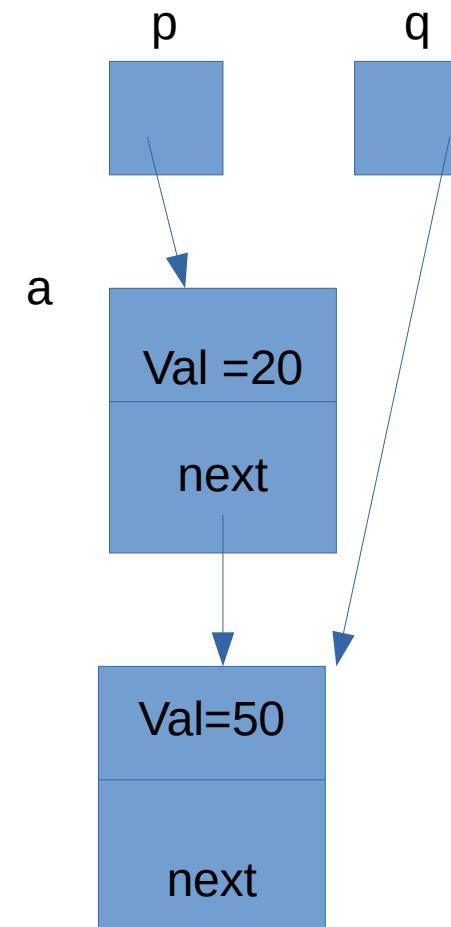


**Dangling Pointers Example: 2**

```

typedef struct node {
 int val;
 struct node *next;
}node;
int main() {
 node *p, *q;
 node a;
 a.val = 20;
 p = &a;
 a.next = (node *)malloc(sizeof(node));
 a.next->val = 50;
 q = a.next;
}

```

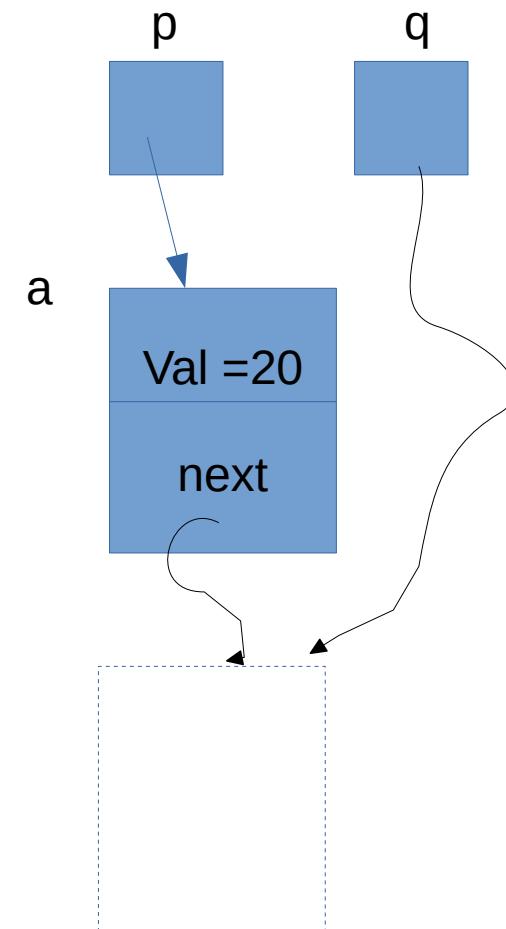


**Dangling Pointers Example: 2**

```

typedef struct node {
 int val;
 struct node *next;
}node;
int main() {
 node *p, *q;
 node a;
 a.val = 20;
 p = &a;
 a.next = (node *)malloc(sizeof(node));
 a.next->val = 50;
 q = a.next;
 free(a.next);
}

```

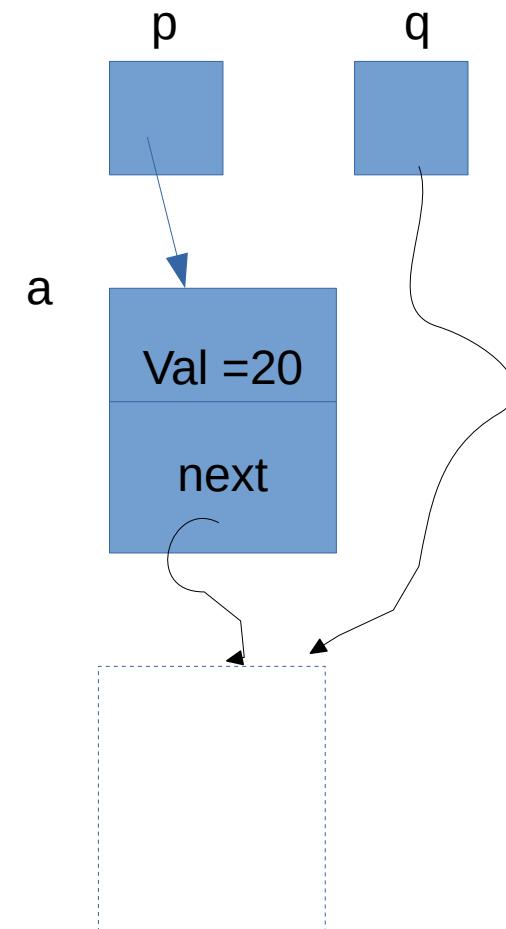


**Dangling Pointers Example: 2**

```

typedef struct node {
 int val;
 struct node *next;
}node;
int main() {
 node *p, *q;
 node a;
 a.val = 20;
 p = &a;
 a.next = (node *)malloc(sizeof(node));
 a.next->val = 50;
 q = a.next;
 free(a.next);
 q->val = 100; // segfault
}

```



## Dangling Pointers Example: 2

# Remember

- Dereferencing a dangling pointer is a cause of segmentation fault
- Dereferencing can occur using \* or [ ]
- Having a dangling pointer does not cause segmentation fault
  - Dereferencing it causes
  - Having dangling pointers is not wrong, but why have them?

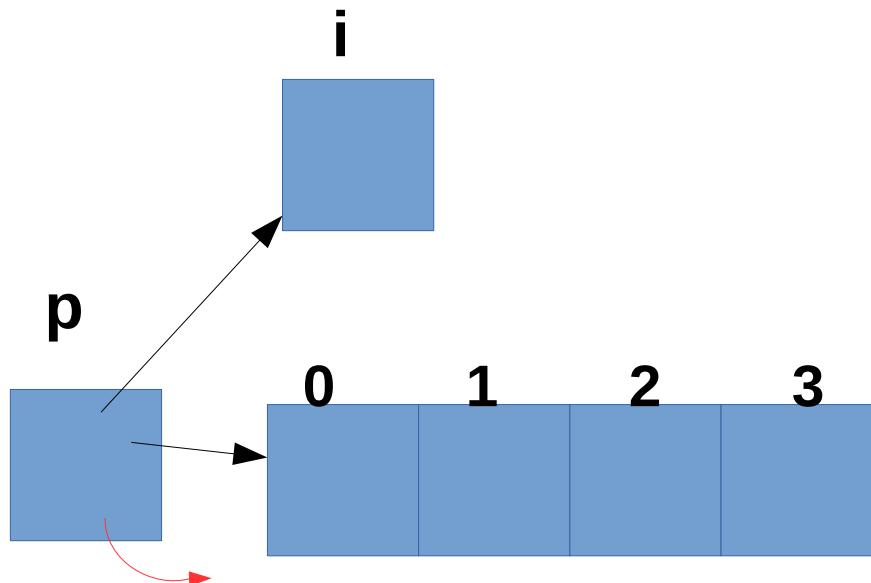
# Garbage Memory

`int *p, i;`

`p = malloc`

`(sizeof(int) * 4);`

`p = &i;`



- `p` was pointing to malloced memory
- In the end `p` points to `i`
- How to access the malloced memory now?
  - No way! It's Lost!
  - It became “garbage memory”
- Problems like this result in memory waste
  - Also called as Memory leak
- Solution
  - Keep another point pointing to malloced memory
- `p = malloc(sizeof(int) * 4);`
- `q = p;`
- `p = &i;`
- Malloced memory is available through pointer `q`

# Segmentation Fault

# What is segmentation fault?

- A program accessing an “illegal” memory location
  - Is punished by the operating system for doing so
  - The program gets “terminated” (killed)
  - “segmentation” comes from “memory management” concepts in operating systems
- It is **ALWAYS** a fault of the programmer!
- Beware
  - Bad compilers may generate machine code which hide some memory violations
  - If a programmer does illegal memory access, segmentation fault may not occur sometimes!
    - OS may “forgive” your program :-;

# Some Typical Reasons for Seg-fault

Deferencing Dangling Pointers

Array Index Violation

Incorrect Function Arguments

# Dangling Pointer Dereference: Some examples

```
int *p, i;
*p = 20;
```

```
int *p, i;
p = malloc(
 sizeof(int)*2);
free(p);
p[2] = 20;
```

```
int *p, i;
p = &i;
p[1] = 20;
```

```
int *f(int *p) {
 int x = *p + 2;
 return &x;
}
int main() {
 int i, *q;
 scanf("%d", &i);
 q = f(&i);
 *q = 20;
}
```

**Don't return address of a local variable! The variable disappears after function call, and the returned address is a dangling pointer.**

# Array Index Violation

Valid indices for an array of size  $n$ :  $0 \dots n-1$

Accessing any index  $\leq -1$  or  $\geq n$  *may* result in seg-fault (it may not result in some cases, but it is **STILL WRONG** to do it!)

Try this code:

At what value of  $i$  does the code seg-fault? Try 2-3 times.

```
#include <stdio.h>
int main() {
 int a[16], i = 0;
 while(1) {
 a[i] = i;
 printf("%d\n", a[i]);
 i++;
 }
}
```

Reason: OS may allocate more than 16-integer size memory for the program. So the seg fault *may not* occur at index 16 or slightly higher indices also. **Rule: wrong to access index  $\geq n$**

# Functions: Pointer Arguments

- Rule: When you want a function to change ACTUAL arguments
  - Function takes pointer arguments
  - Call passes address of “actual argument”
- Example: Swap function (correct code)

```
void swap(int *a, int *b) {
 int temp;
 temp = *a;
 *a = *b;
 *b = temp;
}
int main() {
 int m = 20, n = 30;
 swap(&m, &n);
}
```

# Incorrect Pointer Arguments - Segfault

```
int i;
scanf("%d", i);
```

Scarf tries to do something like

`*i = value // segfault here`

Segfault occurs in scarf, although the reason is call to scarf

- Note that this is basically a dangling pointer dereference which took place inside scarf()

# Guidelines to avoid segfaults

- Always initialize pointers to NULL
  - This will not avoid segfaults, but may lead to early detection of a problem
- While accessing arrays, make sure that array index is valid
- Never return address of local variable of a function
- DO NOT IGNORE compiler's warnings
  - Compilers often warn about potential dangling references, type conversions which have a potential for segfaults
  - Make sure that you rewrite code to remove all warnings
  - Use “-Wall” option with gcc. > cc -Wall program.c -o program

**Let's draw diagrams for some programs using  
pointers, malloc, free, ...**

# **Introduction to Linux Desktop and Command Line**

**11 Jan 2022**

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# Why GNU/Linux ?

# Why GNU/Linux ?

1. Programmer's Paradise : most versatile, vast, all pervasive programming environment
2. Free Software ( or Open Source?) : Free as in freedom. *Freely* Use, copy, modify, redistribute.
3. Highly Productive : Do more in less time
4. Better quality, more secure, very few crashes

# Why Command Line ?

1. Not for everyone ! Absolutely !
2. Those who do it are way more productive than others
3. Makes you think !
4. Portable. Learn once, use everywhere on all Unixes, Linuxes, etc.

# Few Key Concepts

- ***Files don't open themselves***
  - Always some application/program open()s a file.
- ***Files don't display themselves***
  - A file is displayed by the program which opens it. Each program has it's own way of handling ifles

# Few Key Concepts

- **Programs don't run themselves**
  - You click on a program, or run a command --> equivalent to request to Operating System to run it. The OS runs your program
- **Users (humans) request OS to run programs, using Graphical or Command line interface**
  - and programs open files

# Path names

- **Tree like directory structure**
- **Root directory called /**
- **A complete path name for a file**
  - `/home/student/a.c`
- **Relative path names**

**concept:** every running program has a *current working directory*

- . **current directory**
  - .. **parent directory**
- `./Desktop/xyz/..//p.c`

# A command

- **Name of an executable file**
  - For example: 'ls' is actually “/bin/ls”
- **Command takes arguments**
  - E.g. **ls /tmp/**
- **Command takes options**
  - E.g. **ls -a**

# A command

- **Command can take both arguments and options**
  - E.g. **ls -a /tmp/**
- **Options and arguments are basically argv[] of the main() of that program**

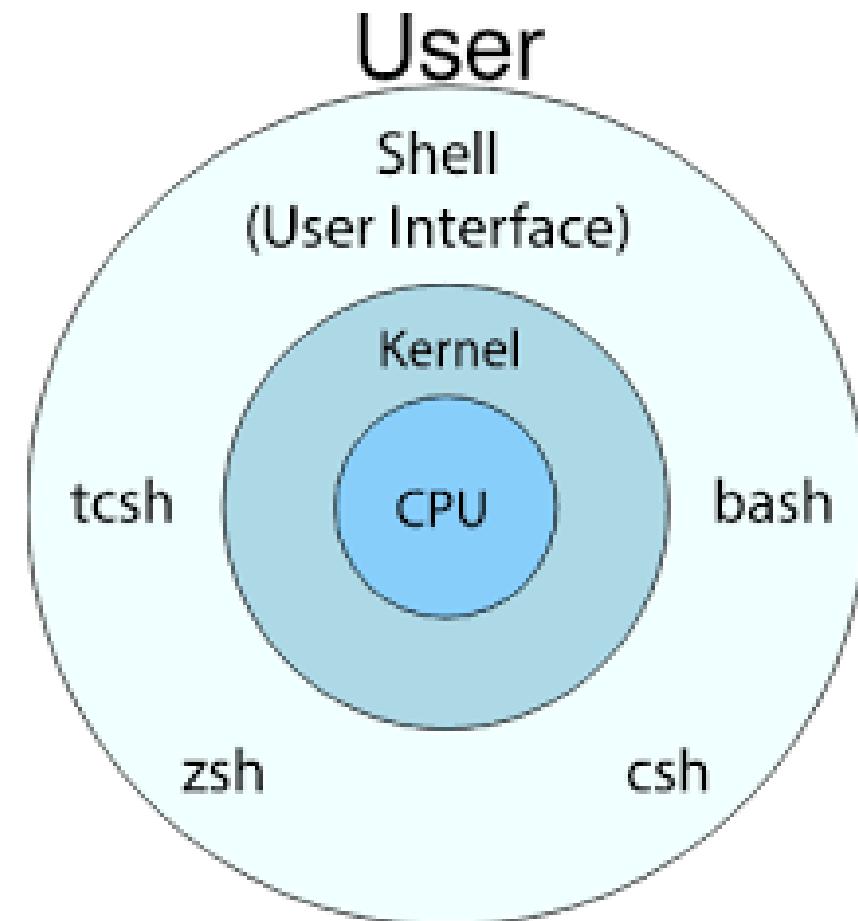
# Basic Navigation Commands

- `pwd`
- `ls`
  - `ls -l`
  - `ls -l /tmp/`
  - `ls -l /home/student/Desktop`
  - `ls -l ./Desktop`
  - `ls -a`
  - `\ls -F`
- `cd`
  - `cd /tmp/`
  - `cd`
  - `cd /home/student/Desktop`
- **notation: ~**
  - `cd ~`
  - `cd ~/Desktop`
  - `ls ~/Desktop`

**Map these commands to navigation using a graphical file browser**

# The Shell

- **Shell = Cover**
- **Covers some of the Operating System's “System Calls” (mainly fork+exec) for the *Applications***
- **Talks with Users and Applications and does some talk with OS**



Not a very accurate diagram !

# The Shell

Shell waits for user's input

Requests the OS to run a program which the user  
has asked to run

Again waits for user's input

GUI is a Shell !

# Let's Understand fork() and exec()

```
#include <unistd.h>

int main() {
 fork();
 printf("hi\n");
 return 0;
}
```

```
#include <unistd.h>

int main() {
 printf("hi\n");
 execl("/bin/ls",
 "ls", NULL);
 printf("bye\n");
 return 0;
}
```

# A simple shell

```
#include <stdio.h>
#include <unistd.h>
int main() {
 char string[128];
 int pid;
 while(1) {
 printf("prompt>");
 scanf("%s", string);
 pid = fork();
 if(pid == 0) {
 execl(string, string, NULL);
 } else {
 wait(0);
 }
 }
}
```

# File Permissions on Linux

- **Two types of users**
  - **root and non-root**
  - **Users can grouped into 'groups'**
- **3 sets of 3 permission**
  - **Octal notation**
  - **Read = 4, Write = 2, Execute = 1**
  - **644 means**
    - **Read-Write for owner, Read for Group, Read for others**
- **chmod command uses these notations**
-

# File Permissions on Linux

**-rw-r--r-- 1 abhijit abhijit 1183744 May 16 12:48  
01\_linux\_basics.ppt**

**-rw-r--r-- 1 abhijit abhijit 341736 May 17 10:39 Debian Family  
Tree.svg**

**drwxr-xr-x 2 abhijit abhijit 4096 May 17 11:16 fork-exec**

**-rw-r--r-- 1 abhijit abhijit 7831341 May 11 12:13 foss.odp**

**3 sets of 3 permissions**

**3 sets = user (owner),  
group, others**

**3 permissions = read,  
write, execute**

**Owner size name**

**last-modification**

**hard link count**

# File Permissions on Linux

- **r on a file : can read the file**
  - `open(..., O_RDONLY)` works
- **w on a file: can modify the file**
- **x on a file: can ask the os to run the file as an executable program**
- **r on a directory: can do 'ls'**
- **w on a directory: can add/remove files from that directory (even without 'r'!)**
- **x on a directory: can 'cd' to that directory**

# Access rights examples

- `-rw-r--r--`

**Readable and writable for file owner, only readable for others**

- `-rw-r----`

**Readable and writable for file owner, only readable for users belonging to the file group.**

- `drwx-----`

**Directory only accessible by its owner**

- `-----r-x`

**File executable by others but neither by your friends nor by yourself. Nice protections for a trap...**

# Man Pages

- **Manpage**
  - **\$ man ls**
  - **\$ man 2 mkdir**
  - **\$ man man**
  - **\$ man -k mkdir**
- **Manpage sections**
  - **1 User-level cmds and apps**
    - **/bin/mkdir**
  - **2 System calls**
    - **int mkdir(const char \*, ...);**
  - **3 Library calls**
    - **int printf(const char \*, ...);**
  - **4 Device drivers and network protocols**
    - **/dev/tty**
  - **5 Standard file formats**
    - **/etc/hosts**
  - **6 Games and demos**
    - **/usr/games/fortune**
  - **7 Misc. files and docs**
    - **man 7 locale**
  - **8 System admin. Cmds**
    - **/sbin/reboot**

# GNU / Linux filesystem structure

**Not imposed by the system. Can vary from one system to the other, even between two GNU/Linux installations!**

|        |                                                                           |
|--------|---------------------------------------------------------------------------|
| /      | <b>Root directory</b>                                                     |
| /bin/  | <b>Basic, essential system commands</b>                                   |
| /boot/ | <b>Kernel images, initrd and configuration files</b>                      |
| /dev/  | <b>Files representing devices</b><br><b>/dev/hda: first IDE hard disk</b> |
| /etc/  | <b>System and application configuration files</b>                         |
| /home/ | <b>User directories</b>                                                   |
| /lib/  | <b>Basic system shared libraries</b>                                      |

# GNU / Linux filesystem structure

`/lost+found`

**recover**

`/media`

`/mnt/`

**mounted filesystems**

`/opt/`

**sysadmin**

`/proc/`

`/root/`

`/sbin/`

`/sys/`

**Corrupt files the system tried to**

**Mount points for removable media:**

`/media/usbdisk, /media/cdrom`

**Mount points for temporarily**

**Specific tools installed by the**

`/usr/local/ often used instead`

**Access to system information**

`/proc/cpuinfo, /proc/version ...`

**root user home directory**

**Administrator-only commands**

**System and device controls**

**(cpu frequency, device power, etc.)**

# GNU / Linux filesystem structure

/tmp/  
/usr/  
**system**)

**Temporary files**  
**Regular user tools (not essential to the**

**/usr/bin/, /usr/lib/, /usr/sbin...**

/usr/local/  
sysadmin

**Specific software installed by the**

**(often preferred to /opt/)**

/var/  
servers

**Data used by the system or system**

**/var/log/, /var/spool/mail (incoming  
mail), /var/spool/lpd (print jobs)...**

# Files: cut, copy, paste, remove,

- **cat <filenames>**
  - `cat /etc/passwd`
  - `cat fork.c`
  - `cat <filename1> <filename2>`
- **cp <source> <target>**
  - `cp a.c b.c`
  - `cp a.c /tmp/`
  - `cp a.c /tmp/b.c`
  - `cp -r ./folder1 /tmp/`
  - `cp -r ./folder1 /tmp/folder2`
- **mv <source> <target>**
  - `mv a.c b.c`
  - `mv a.c /tmp/`
  - `mv a.c /tmp/b.c`
- **rm <filename>**
  - `rm a.c`
  - `rm a.c b.c c.c`
  - `rm -r /tmp/a`
- **mkdir**
  - `mkdir /tmp/a /tmp/b`
- **rmdir**
  - `rmdir /tmp/a /tmp/b`

# Useful Commands

- **echo**
  - **echo hi**
  - **echo hi there**
  - **echo “hi there”**
  - **j=5; echo \$j**
- **sort**
  - **sort**
  - **sort < /etc/passwd**
- **firefox**
- **libreoffice**
- **grep**
  - **grep bash /etc/passwd**
  - **grep -i display /etc/passwd**
  - **egrep -i 'a|b' /etc/passwd**
- **less <filename>**
- **head <filename>**
  - **head -5 <filename>**
  - **tail -10 <filename>**

# Useful Commands

- **alias**

```
alias ll='ls -l'
```

- **tar**

```
tar cvf folder.tar
folder
```

- **gzip**

```
gzip a.c
```

- **touch**

```
touch xy.txt
```

```
touch a.c
```

- **strings**

```
strings a.out
```

- **adduser**

```
sudo adduser test
```

- **su**

```
su administrator
```

# Useful Commands

- **df**

**df -h**

- **du**

**du -hs .**

- **bc**

- **time**

- **date**

- **diff**

- **wc**

# Network Related Commands

- **ifconfig**
- **ssh**
- **scp**
- **telnet**
- **ping**
- **w**
- **last**
- **whoami**

# Unix job control

- **Start a background process:**
  - gedit a.c &
  - gedit  
*hit ctrl-z*
  - bg
- **Where did it go?**
  - jobs
  - ps
- **Terminate the job: kill it**
  - kill *%jobid*
  - kill *pid*
- **Bring it back into the foreground**
  - fg *%1*

# Shell Wildcards

- **?** (question mark)
  - Any **e**n**e** character
  - **ls a?c**
  - **ls ??c**
- **\***
  - **any number of characters**
  - **ls \***
  - **ls d\***
  - **echo \***
- **[ ]**
  - **Matches a range**
  - **ls a[1-3].c**
- **{ }**
  - **ls pic[1-3].{txt,jpg}**

# Configuration Files

- **Most applications have configuration files in TEXT format**
- **Most of them are in `/etc`**
- **`/etc/passwd` and `/etc/shadow`**
  - **Text files containing user accounts**
- **`/etc/resolv.conf`**
  - **DNS configuration**
- **`/etc/network/interfaces`**
  - **Network configuration**
- **`/etc/hosts`**
  - **Local database of Hostname-IP mappings**
- **`/etc/apache2/apache2.conf`**
  - **Apache webserver configuration**

# **~/.bashrc file**

- **~/.bashrc**  
**Shell script read each time a bash shell is started**
- **You can use this file to define**
  - **Your default environment variables (PATH, EDITOR...).**
  - **Your aliases.**
  - **Your prompt (see the bash manual for details).**
  - **A greeting message.**
- **Also ~/.bash\_history**

# Special devices (1)

## Device files with a special behavior or contents

- **/dev/null**

**The data sink! Discards all data written to this file.**

**Useful to get rid of unwanted output, typically log information:**

```
mplayer black_adder_4th.avi &> /dev/null
```

- **/dev/zero**

**Reads from this file always return \0 characters**

**Useful to create a file filled with zeros:**

```
dd if=/dev/zero of=disk.img bs=1k count=2048
```

**See man null or man zero for details**

# Special devices (2)

- **/dev/random**  
**Returns random bytes when read. Mainly used by cryptographic programs. Uses interrupts from some device drivers as sources of true randomness (“entropy”).**  
**Reads can be blocked until enough entropy is gathered.**
- **/dev/urandom**  
**For programs for which pseudo random numbers are fine.**  
**Always generates random bytes, even if not enough entropy is available (in which case it is possible, though still difficult, to predict future byte sequences from past ones).**

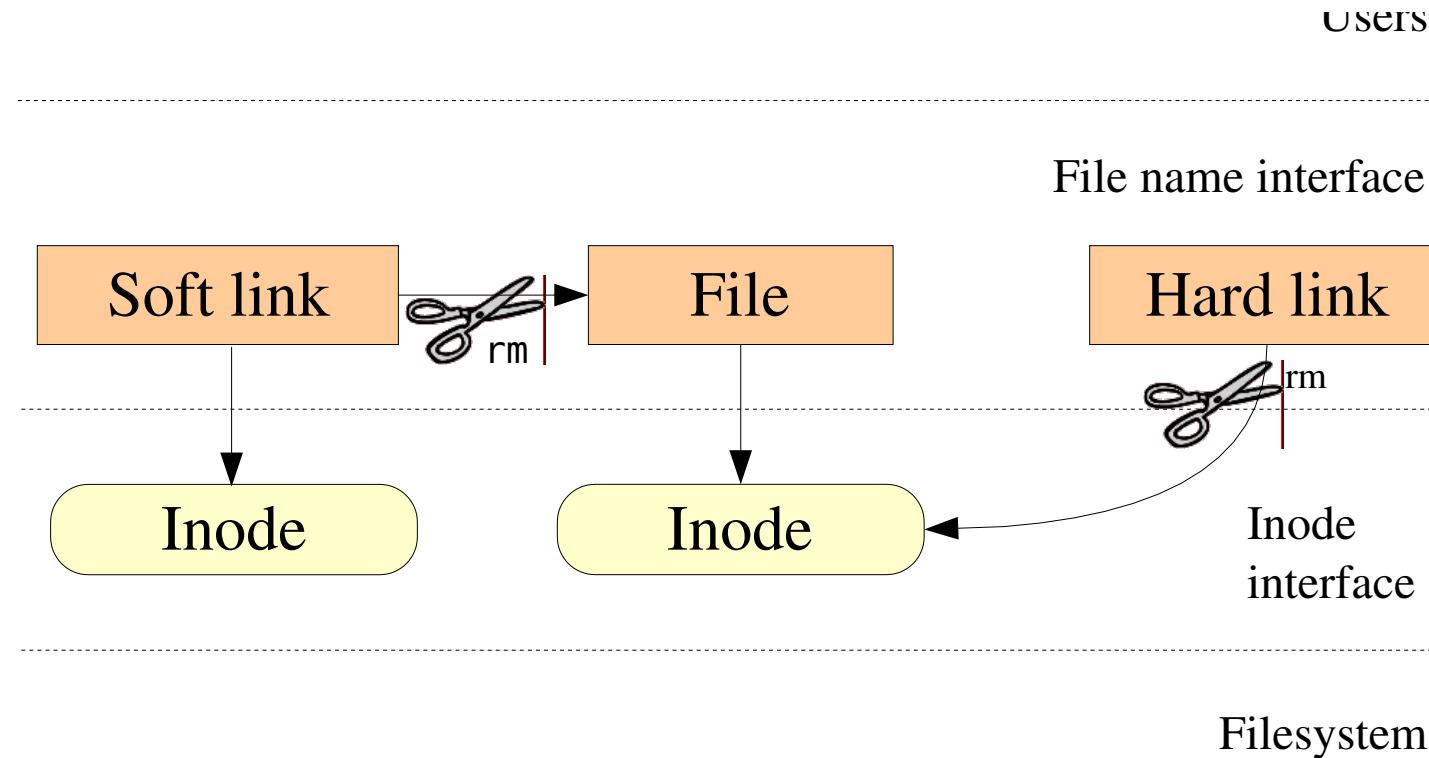
**See `man random` for details.**

# Special devices (3)

- `/dev/full`  
**Mimics a full device.**  
**Useful to check that your application properly handles**  
**this kind of situation.**  
  
**See `man full` for details.**

# Files names and inodes

## Hard Links Vs Soft Links



# Shell Programming

# Shell Programming

- **is “programming”**
- **Any programming: Use existing tool to create new utilities**
- **Shell Programming: Use shell facilities to create better utilities**
  - Know “commands” --> More tools
  - Know how to combine them

# Shell Variables

- **Shell supports variables**
  - Try:
    - `j=5; echo $j`
    - **No space in j=5**
  - Try
    - `set`
    - **Shows all set variables**
  - Try
    - `a=10; b=20; echo $a$b`
    - **What did you learn?**
    - **All variables are strings**

# Shell's predefined variables

- **USER**
  - Name of current user
- **HOME**
  - Home directory of current \$USER
- **PS1**
  - The prompt
- **LINES**
  - No. of lines of the screen
- **HOSTNAME**
  - Name of the computer
- **OLDPWD**
  - Previous working directory
- **PATH**
  - List of locations to search for a command's executable file
- **\$?**
  - Return value of previous command

# Redirection

- **cmd > filename**
  - Redirects the output to a file
  - Try:
    - **ls > /tmp/xyz**  
**cat /tmp/xyz**
    - **echo hi > /tmp/abc**  
**cat /tmp/abc**
- **cmd < filename**
  - Reads the input from a file instead of keyboard
  - Think of a command now!

# Pipes

- Try
  - **last | less**
  - **grep bash /etc/passwd | head - 1**
  - **grep bash /etc/passwd | head - 2 | tail -1**
- **Connect the output of LHS command as input of RHS command**
- **Concept of *filters* - programs which read input only from **stdin** (keyboard, e.g. **scanf**, **getchar**), and write output to **stdout** (e.g. **printf**, **putchar**)**
- **Programs can be connected using pipes if they are filters**
- **Most Unix/Linux commands are filters !**

# The *test* command

- **test**
  - **test 10 -eq 10**
  - **test "10" == "10"**
  - **test 10 -eq 9**
  - **test 10 -gt 9**
  - **test "10" >= "9"**
  - **test -f /etc/passwd**
  - **test -d ~/desktop**
  - **...**

**Shortcut  
notation for  
calling test**

[ ]

[ 10 -eq 10 ]

**Note the space  
after '[' and  
before ']'**

# The *expr* command and backticks

- **expr**
  - `expr 1 + 2`
  - `a=2; expr $a + 2`
  - `a=2; b=3; expr $a + $b`
  - `a=2;b=3; expr $a \* $b`
  - `a=2;b=3; expr $a | $b`
- **Used for mathematical calculations**
- **backticks ``**
  - `j=`ls`; echo $j`
  - `j=`expr 1 + 2`; echo $j`

# if then else

```
if [$a -lt $b]
then
 echo $a
else
 echo $b
fi
```

```
if [$a -lt
$b];then
echo $a; else
echo $b; fi
0 TRUE
Nonzero FALSE
```

# while      do      done

```
while [$a -lt $b]
do
 echo $a
 a=`expr $a + 1`
done
```

```
while [$a -lt $b]; do
 echo $a; a=`expr
 $a + 1`; done
```

```
while [$a -lt $b]
do
 echo $a
 a=$((a + 1))
done
```

# **for x in ... do done**

```
for i in {1..10}
do
 echo $i
done
```

```
for i in *; do echo
$i;
done
```

```
for i in *
do
 echo $i
done
```

```
read space
case $space in
[1-6]*)
 Message="one to 6"
;;
[7-8]*)
 Message="7 or 8"
;;
9[1-8])
 Message="9 with a number"
;;
*)
 Message="Default"
;;
esac
echo $Message
```

**case ... esac**

## **Syntax**

```
;;
) after option
* for default
esac
```

# Try these things

- **Print 3<sup>rd</sup> line from /etc/passwd, which contains the word bash**
- **Print numbers from 1 to 1000**
- **Create files named like this: file1, file2, file3, ... filen where n is read from user**
  - **Read i%5<sup>th</sup> file from /etc/passwd and store it in filei**
- **Find all files ending in .c or .h and create a .tar.gz file of these files**
-

# The Golden Mantra

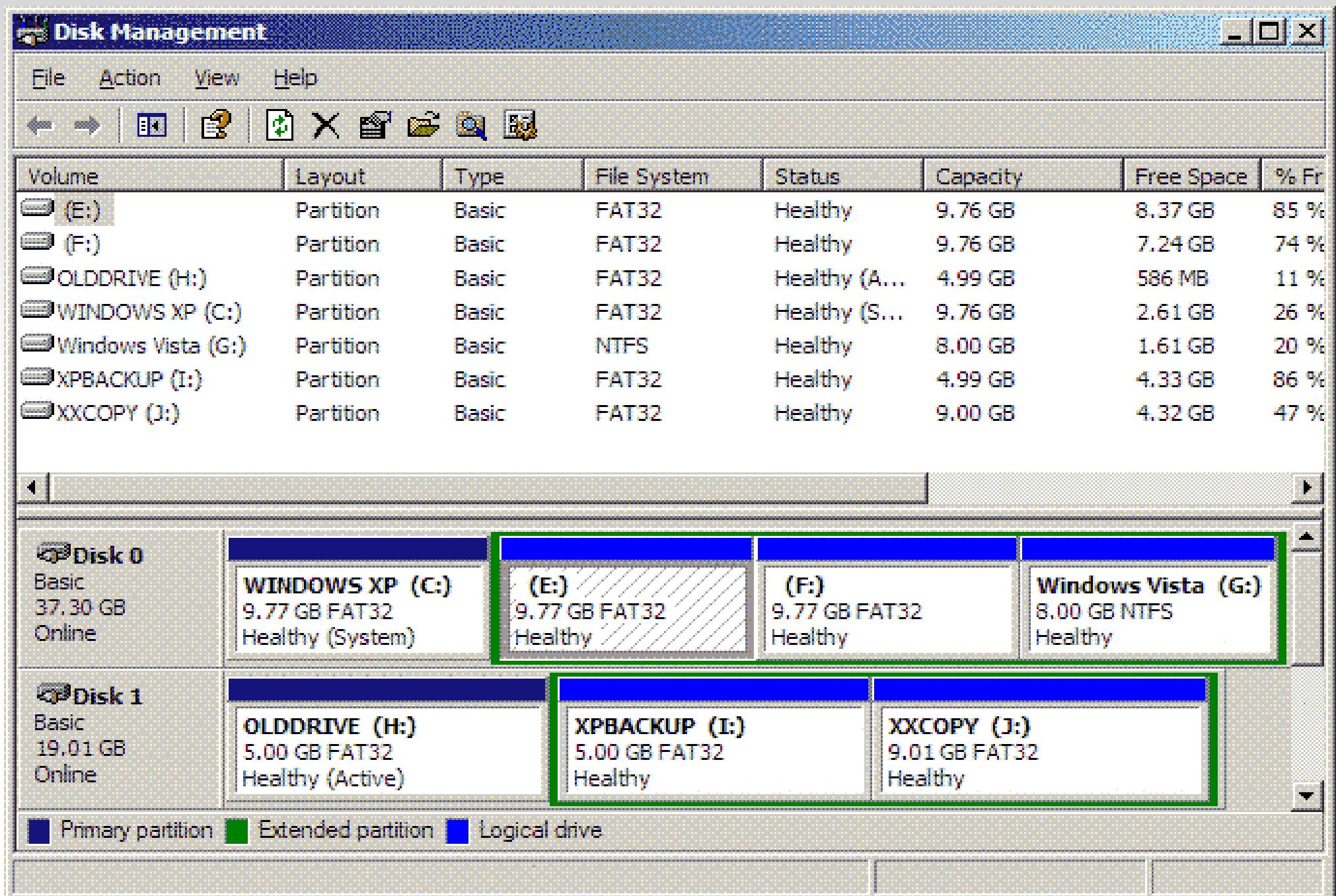
Everything can be done from command line !

Command line is far more powerful than graphical interface

Command line makes you a better programmer

# Mounting

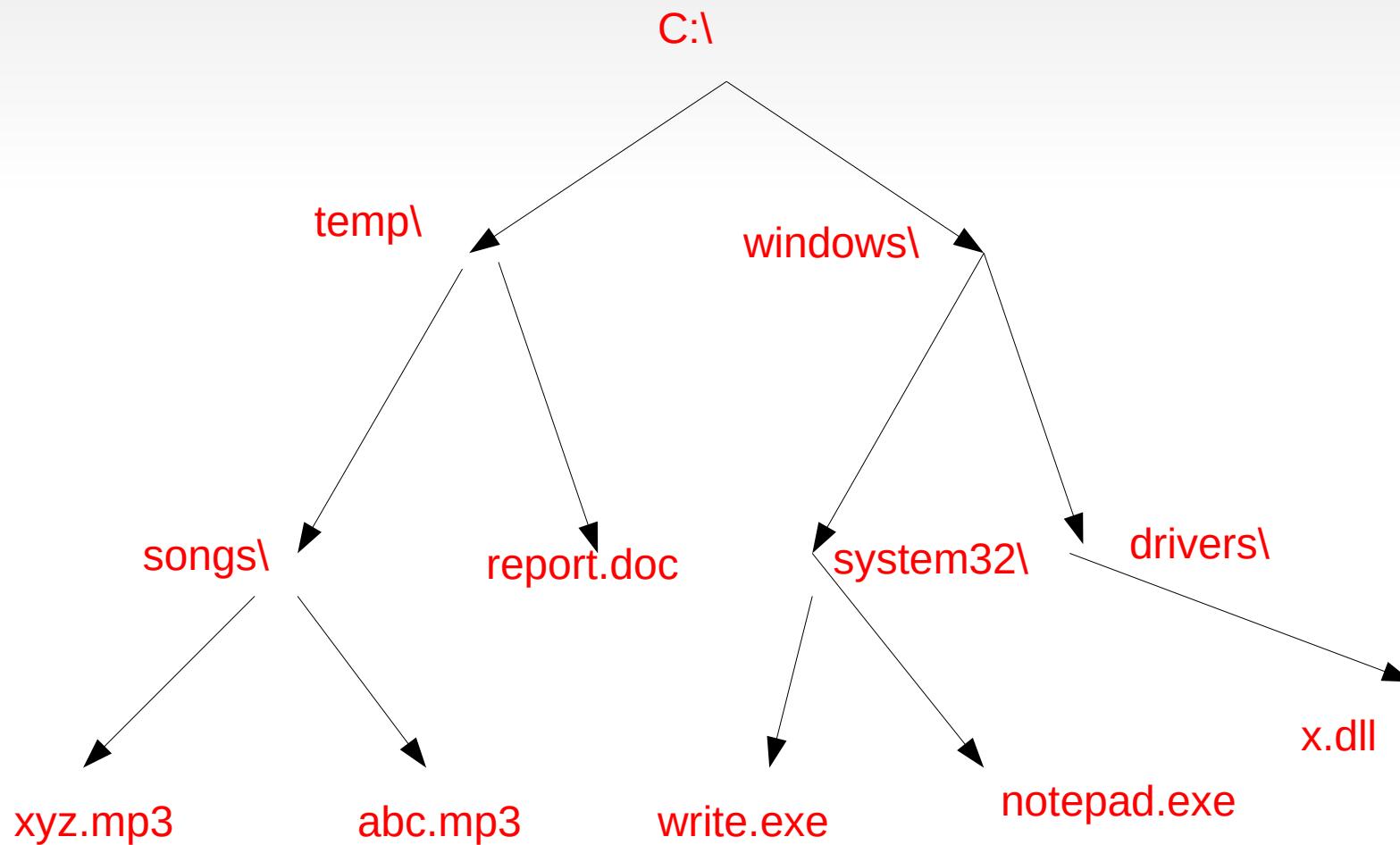
# Partitions



# Windows Namespace

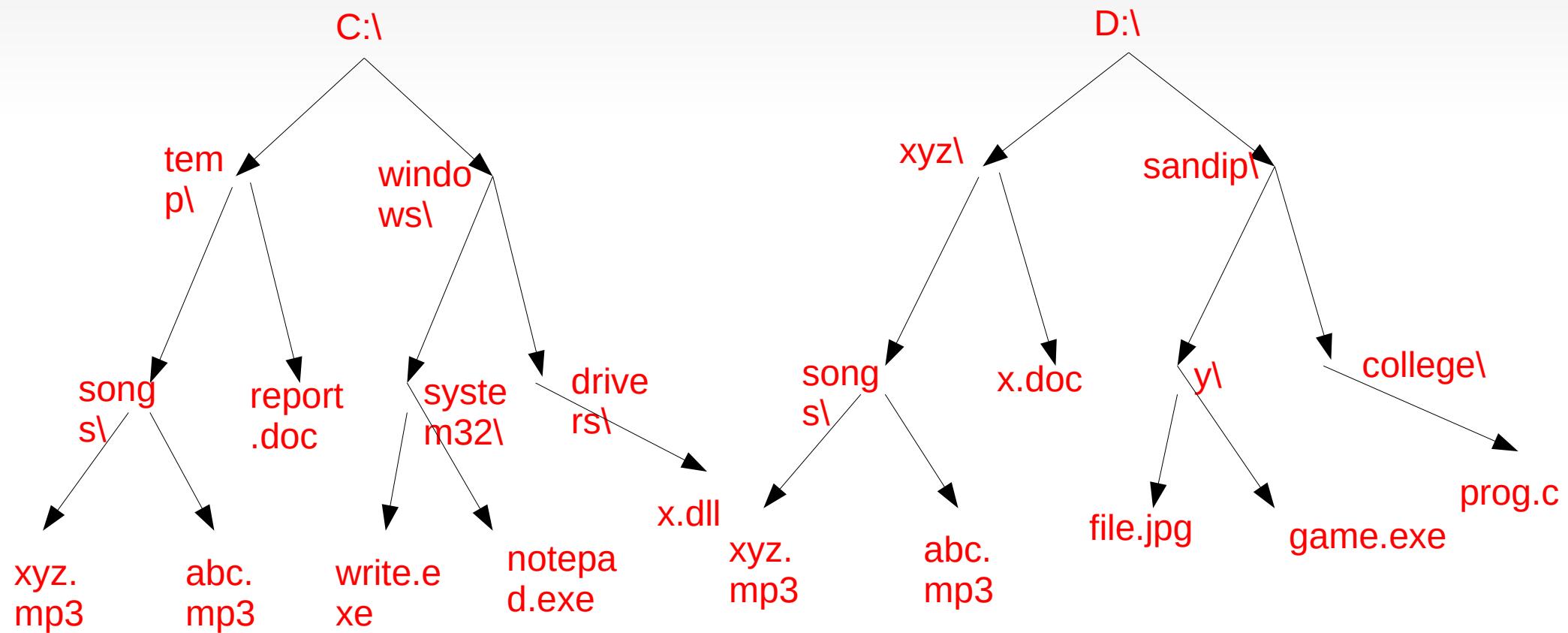
c:\temp\songs\xyz.mp3

- Root is C:\ or D:\ etc
- Separator is also “\”



# Windows Namespace

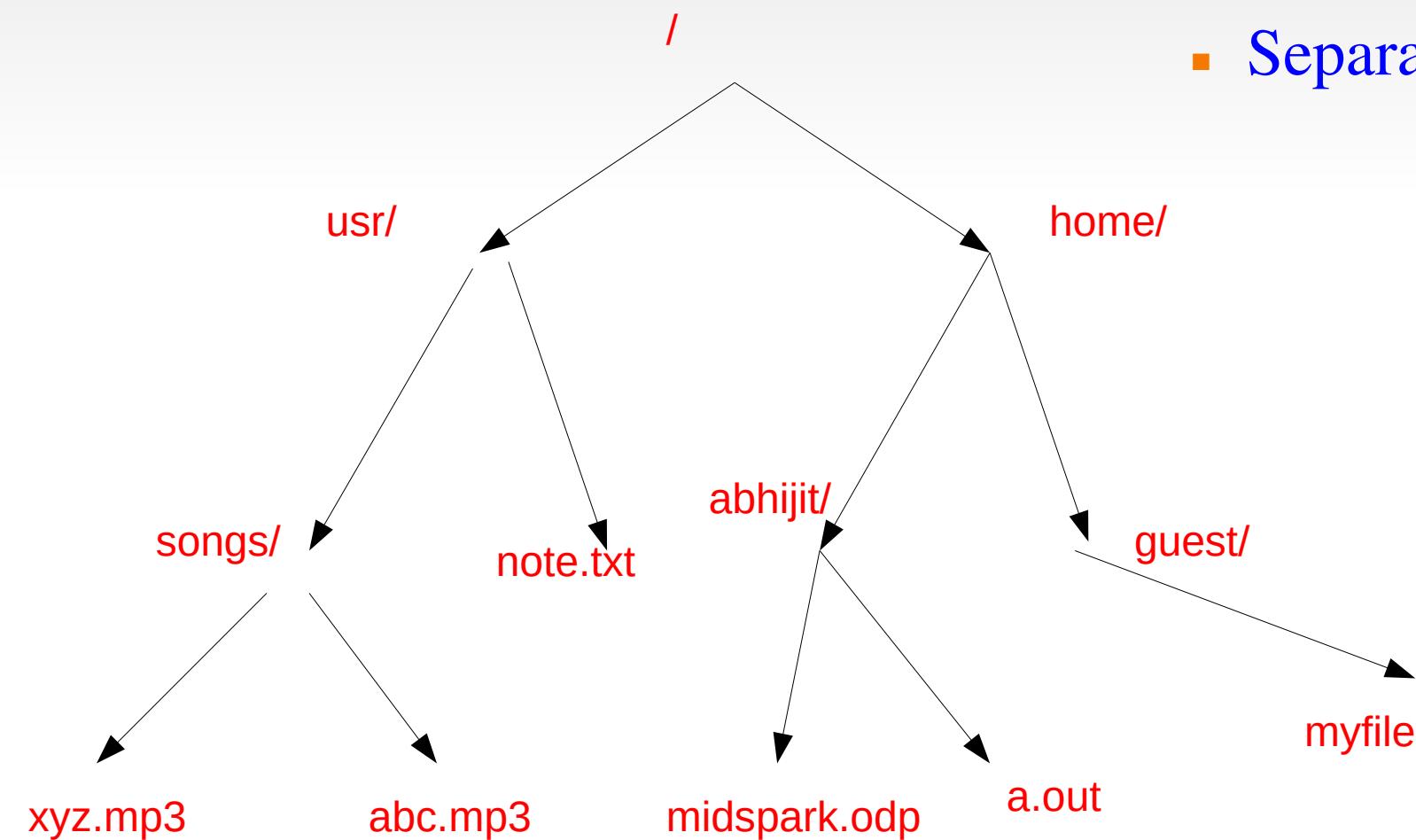
- C:\ D:\ Are partitions of the disk drive
- Typical convention: C: contains programs, D: contains data
- One “tree” per partition
  - Together they make a “forest”



# Linux Namespace: On a partition

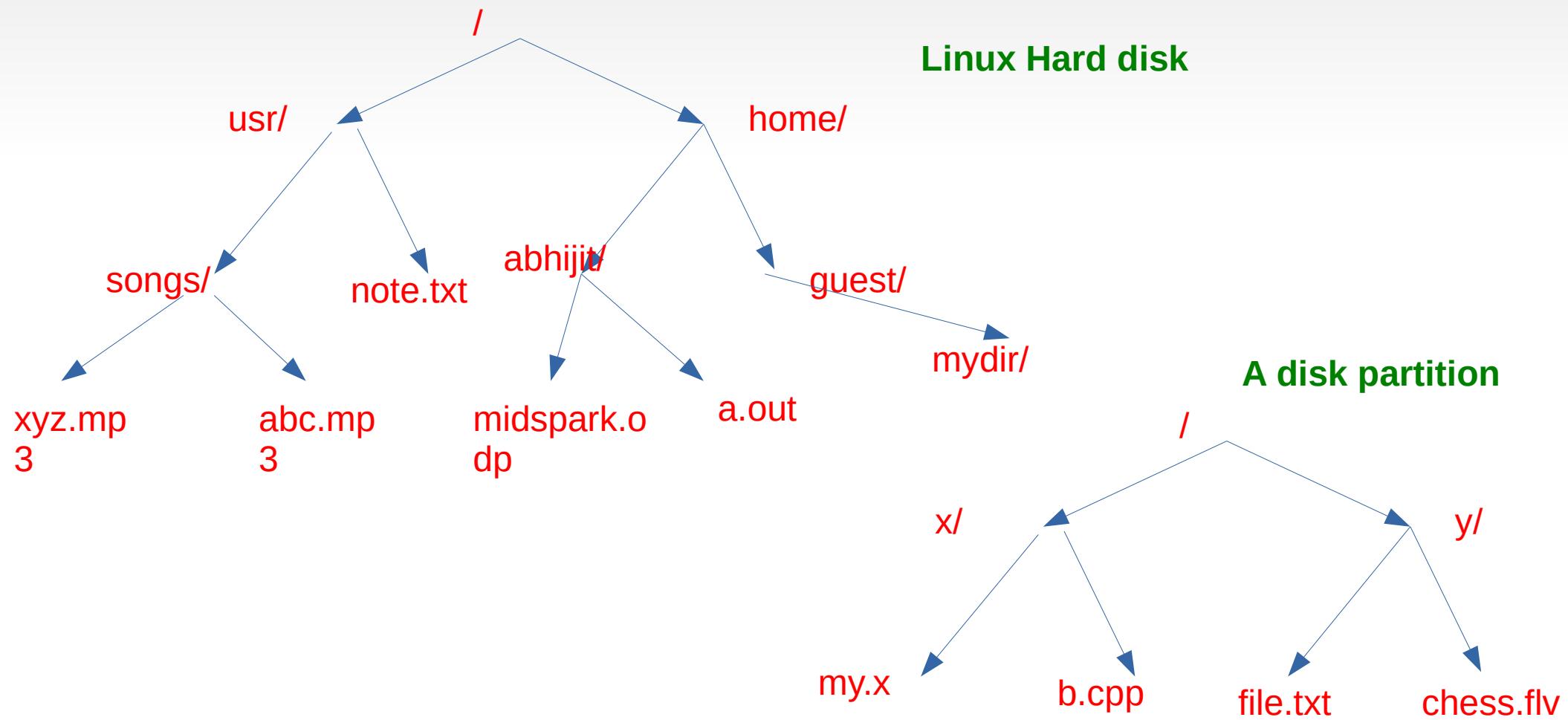
/usr/songs/xyz.mp3

- On every partition:
  - Root is “/”
  - Separator is also “/”

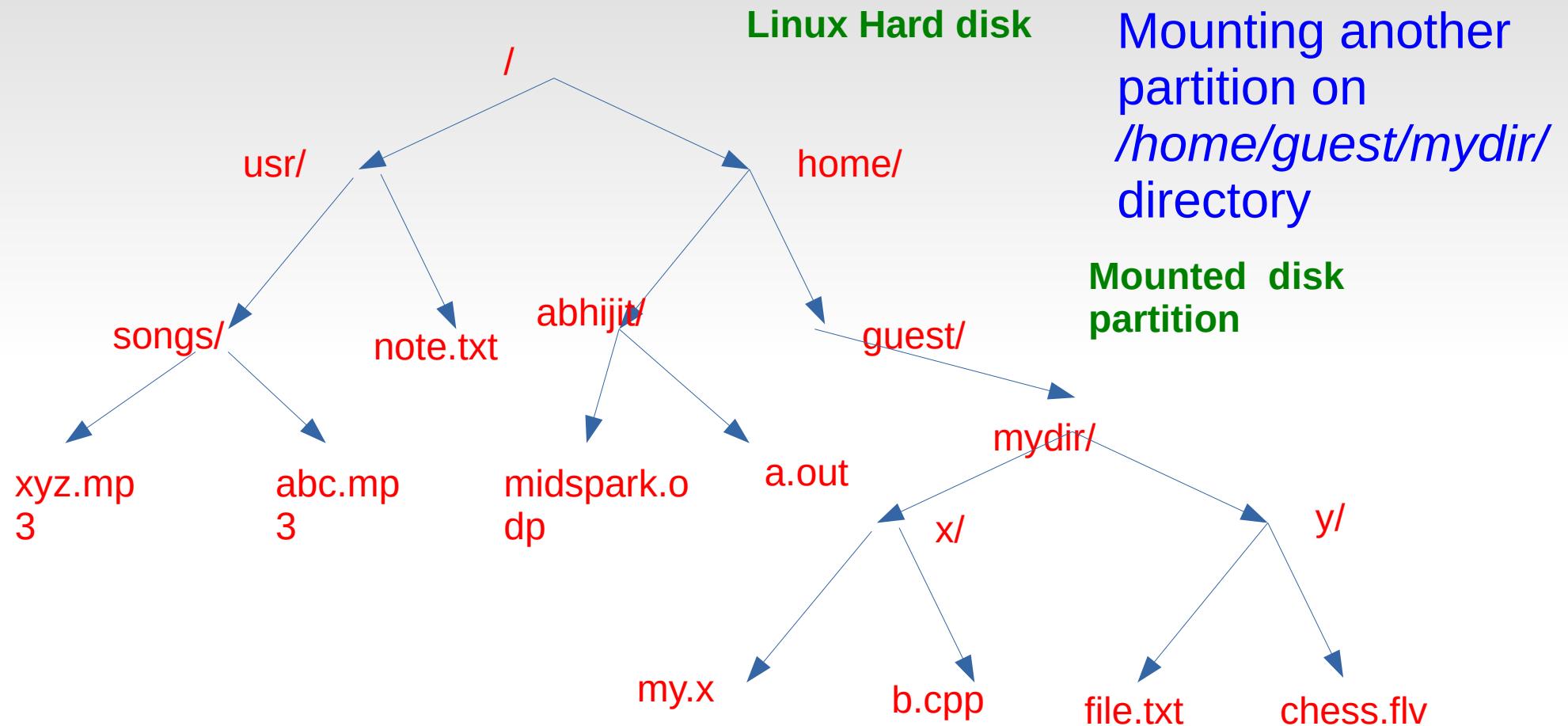


# Linux namespace: Mount

- Linux namespace is a single “tree” and not a “forest” like Windows
- Combining of multiple trees is done through “mount”



# Linux namespace Mounting a partition



*/home/guest/mydir/x/b.cpp* → way to access the file on the other disk partition

Let's go for a live installation Demo !

# **Some Shell Gimmicks**

# Terminal Tricks

**Ctrl + n : same as Down arrow.**

**Ctrl + p : same as Up arrow.**

**Ctrl + r : begins a backward search through command history.(keep pressing Ctrl + r to move backward)**

**Ctrl + s : to stop output to terminal.**

**Ctrl + q : to resume output to terminal after Ctrl + s.**

# Terminal Tricks

**Ctrl + a : move to the beginning of line.**

**Ctrl + e : move to the end of line.**

**Ctrl + d : if you've type something, Ctrl + d deletes the character under the cursor, else, it escapes the current shell.**

**Ctrl + k : delete all text from the cursor to the end of line.**

**Ctrl + t : transpose the character before the cursor with the one under the cursor**

# Terminal Tricks

**Ctrl + w : cut the word before the cursor;  
then Ctrl + y paste it**

**Ctrl + u : cut the line before the cursor;  
then Ctrl + y paste it**

**Ctrl + \_ : undo typing.**

**Ctrl + l : equivalent to clear.**

**Ctrl + x + Ctrl + e : launch editor defined by  
\$EDITOR to input your command.**

# Run from history

First: What's history?

Ans: Run 'history

\$ history

\$ !53

\$ !!

\$ !cat

\$ !c

# Math

```
$ echo $((10 + 5)) #15
```

```
$ x=1
```

```
$ echo $((x++)) #1 , notice that it is still 1,
since it's post-incremen
```

```
$ echo $((x++)) #2
```

# More Math

```
$ seq 10|paste -sd+|bc
```

```
How does that work ?
```

Using expr

```
$ expr 10+20 #30
```

```
$ expr 10*20 #600
```

```
$ expr 30 \> 20 #1
```

# More Math

Using bc

\$ bc

obase=16

ibase=16

AA+1

AB

# More Math

Using bc

\$ bc

ibase=16

obase=16

AA+1

07 17

# what went wrong?

# Fun with grep

```
$ grep -Eo '[0-9]{1,3}\.[0-9]{1,3}\.[0-9]{1,3}\.[0-9]{1,3}'
```

# above will only search for IP addresses!

```
$ grep -v bbo filename
```

```
$ grep -w 'abhijit' /etc/passwd
```

```
$ grep -v '^#' file.txt
```

```
$ grep -v ^$ file.txt
```

# xargs: convert stdin to args

```
$ find . | grep something | xargs rm
```

xargs is highly powerful

# rsync

**The magic tool to sync your folders!**

```
$ rsync -rvupt ~/myfiles
/media/abhijit/PD
```

```
$ rsync -rvupt --delete ~/myfiles
/media/abhijit/PD
```

# find

```
$ find .
```

```
$ find . -type f
```

```
$ find . -type d
```

```
$ find . -name '*.php'
```

```
$ find / -type f -size +4G
```

```
$ find . -type f -empty -delete
```

```
$ find . -type f | wc -l
```

# Download : wget, curl

```
$ wget foss.coep.org.in
```

```
$ wget -r foss.coep.org.in
```

```
$ wget -r --convert-links foss.coep.org.in
```

```
$ wget -r --convert-links --no-parent
foss.coep.org.in/fossmeet/
```

```
$ curl
https://raw.githubusercontent.com/onceupon/Bash-
Oneliner/master/README.md | pandoc -f markdown -t
man | man -l -
```

```
curl is more powerful than wget. Curl can upload.
Curl supports many protocols, wget only HTTP/FTP.
```

# Random data

# shuffle numbers from 0-100, then pick 15 of them randomly

\$ **shuf -i 0-100 -n 15**

# Random pick 100 lines from a file

\$ **shuf -n 100 filename**

#generate 5 password each of length 13

\$ **pwgen 13 5**

**echo \$((RANDOM % 10))**

# Run commands remotely

**\$ ssh administrator@foss.coep.org.in**

**\$ ssh -X administrator@foss.coep.org.in**

**\$ ssh -X administrator@foss.coep.org.in**

**firefox**

# System Information

```
Show memory usage,. # print 10 times, at 1 second interval
$ free -c 10 -mhs 1

Display CPU and IO statistics for devices and partitions.
refresh every second
$ iostat -x -t 1

Display bandwidth usage on an network interface (e.g.
enp175sofo)
$ sudo iftop -i wlo1

Tell how long the system has been running and number
of users
$ uptime
```

# Surf the web

\$ w3m

\$ links

# Add a user without commands

**Know how to edit the */etc/passwd* and */etc/shadow* files**

# More tricks

# Show 10 Largest Open Files

```
$ lsof / | awk '{ if($7 > 1048576) print
$7/1048576 "MB" " " $9 " " $1 }' | sort -n -u
| tail
```

# Generate a sequence of numbers

```
$ echo {01..10}
```

# More tricks

# Rename all items in a directory to lower case

```
$ for i in *; do mv "$i" "${i,,}"; done
```

# List IP addresses connected to your server on port 80

```
$ netstat -tn 2>/dev/null | grep :80 | awk '{print $5}' | cut -d: -f1 | sort | uniq -c | sort -nr | head
```

**Credits:**

**[https://onceupon.github.io/Bash-Oneliner](https://onceupon.github.io/Bash-Oneliner/)**

**<http://www.bashoneliners.com/>**

# User Administration

# Users and Groups

- **There is a privileged user called “root”**
  - Can do anything, like “administrator” on Windows
  - Can't login in graphical mode !
- **Other users are normal users**
- **Some users are given “sudo” privileges: called *sudoers***
  - Sudo means “**do as a superuser**”
  - Password is asked, when the otherwise normal user tries to do administrative task
  - **The first user account created on Ubuntu, is by default with sudo privileges**

# **Adding/Deleting/Changing users**

- **System → Administration → Users and Groups**
- **Click on “Add” to add a user**
  - Asks for password !
  - Provide the details asked for
  - Verify the user was created, by doing 'switch user'
- **Try 'deleting' the user created**
- **Groups: Various groups of users meant for different purposes**
  - Every user by default belongs to her own group
  - Add the user explicitly to other groups

# Software installation

# Some terms

- **.deb**
  - The “setup” file. The installer package. Similar to **Setup.exe** on windows.
  - Contains all *binary* files and some *shell scripts*
- **repository**
  - A collection of .deb files, categorized according to type (security, main, etc.)
- **Software source/ ubuntu mirror**
  - A computer on internet having all .deb files for ubuntu

# Software Installation Concept

- **Online installation**
  - Use the “Ubuntu Software Center” to select the software, click and install !
  - Software is fetched automatically and installed !
  - Much easier than Windows !
- **Offline installation**
  - Collect ALL .deb files for your application
  - Select all, and install using package manager

# Software Installation

- **When we install using Software Center**
  - **.deb files are stored in /var/cache/apt/archives folder**
- **One needs to be a *sudoer* to install software**
- **Try installing some software on your own and try them out !**

# Network configuration

# Setting up network for a desktop

- **DHCP**
  - Nothing needs to be done !
  - Default during installing Linux
- **Static I/P**
  - **System → Preferences → Network connections**
  - **System → Administration → Network**
  - **System → Administration → Network tools**

# **Network setup for wireless**

- **Just plug and Play !**
- **Network icon shows available wireless network, just click and connect.**

# Reliance/Tata/Idea USB devices

- **Each has a different procedure**
- **One needs to search the web for setting it up**
  - **Most of the devices work plug and play on Ubuntu 12.04**
  - **Some do not work, as fault of the providers, they have not given an installer CD for Linux!**
    - **Still Linux community have found ways to work around it !**
    - **My Reliance netconnect worked faster and more steadily on Linux than Windows !**

# Disk Management

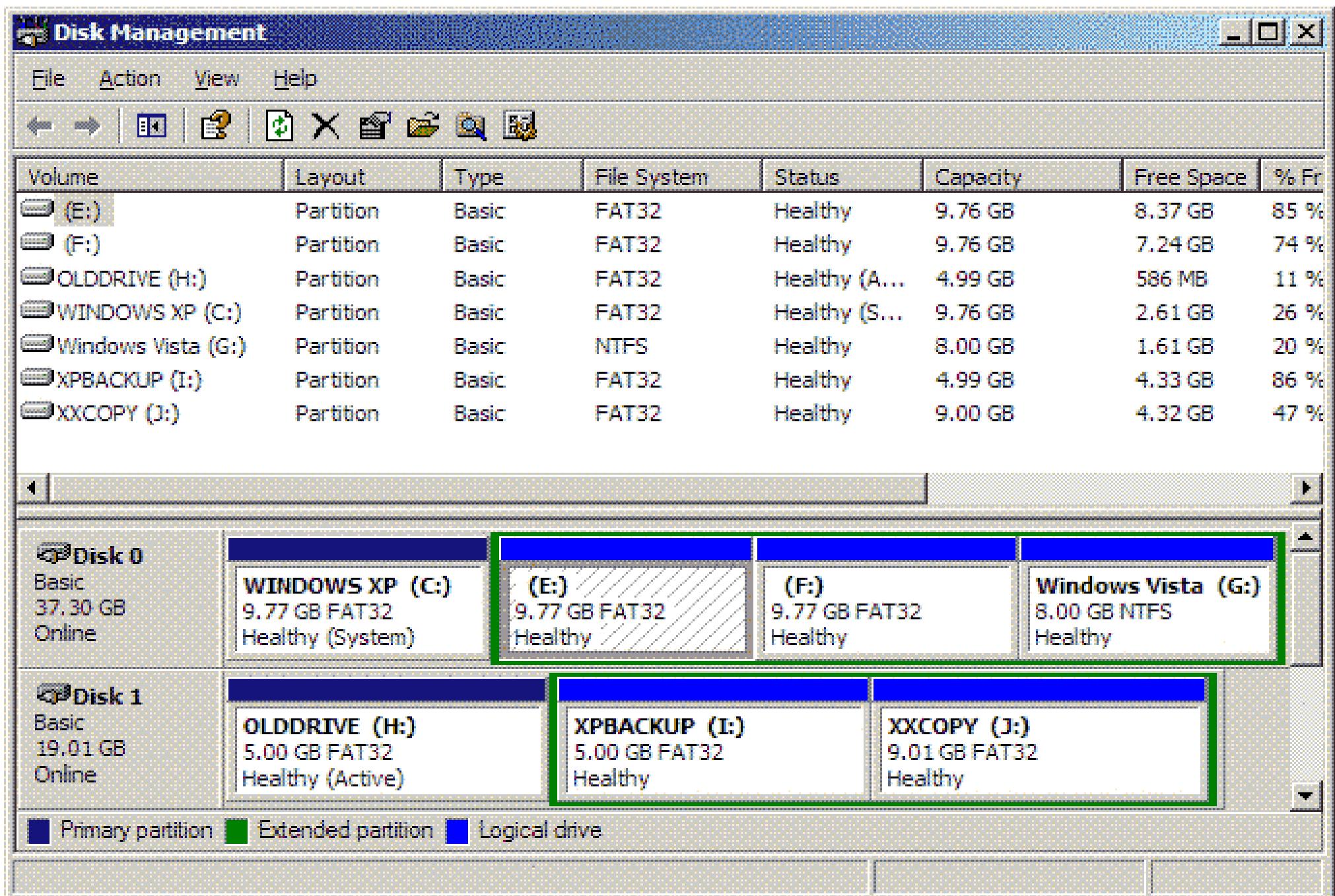
# Partition

- **What is C:\ , D:\, E:\ etc on your computer ?**
  - “**Drive**” is the popular term
  - Typically one of them represents a CD/DVD RW
- **What do the others represent ?**
  - They are “partitions” of your “hard disk”

# Partition

- **Your hard disk is one contiguous chunk of storage**
  - Lot of times we need to “logically separate” our storage
  - Partition is a “logical division” of the storage
  - **Every “drive” is a partition**
- **A logical chunk of storage is partition**
  - **Hard disk partitions (C:, D:), CD-ROM, Pen drive, ...**

# Partitions



# Managing partitions and hard drives

- **System → Administration → Disk Utility**
- **Had drive partition names on Linux**
  - **/dev/sda** → Entire hard drive
  - **/dev/sda1, /dev/sda2, /dev/sda3, ....** **Different partitions of the hard drive**
  - **Each partition has a *type* - ext4, ext3, ntfs, fat32, etc.**
- **Pen drives can also be managed from here**
- **Formatting can also be done from here**