Overview & I/O Structure

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THE THREE PILLARS
(of an operating system)

Pillar 1: Process Management

- A process is a program in execution; Program is a passive entity, process is an active entity
- Process needs resources to accomplish its task
  - CPU time for execution
  - Memory space for program store
  - I/O bandwidth for communication
  - Storage space for data
- A system has many processes running concurrently on one or more CPUs

Process Management Activities

- The operating system is responsible to the following activities regarding process management:
  - Creating and terminating processes
  - Providing mechanisms for process communication
  - Providing mechanisms for process synchronization

Pillar 2: Memory Management

- All data and instructions must be in memory for read/write and execution, respectively
- Memory management activities
  - Allocating and deallocating memory space as needed
  - Deciding which processes (or parts thereof) and data to move into and out of memory (paging)
  - Allowing programs allocate much more memory than physical memory (virtual memory)
  - Keeping track of which parts of memory are currently being used and by whom (protection)

Pillar 3: File/Storage Management

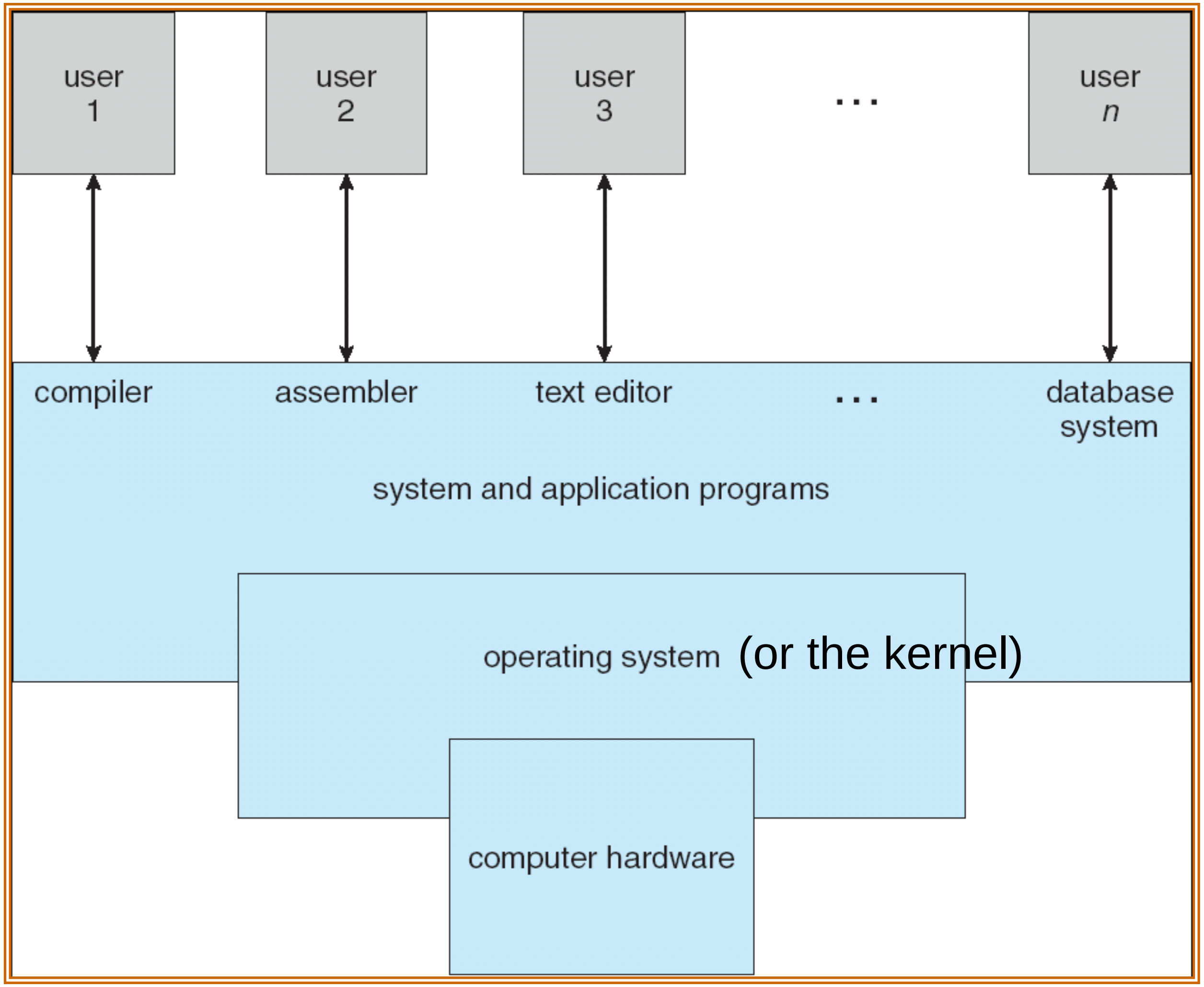
- OS provides uniform, logical view of information storage, i.e., blocks and file
- File-System management
  - File and directory organization
  - Access control on to determine who can access what
  - Storage space management
- File system basic activities
  - Creating and deleting files and directories
  - Reading and writing files and directories
  - Mapping files from secondary storage to main memory
  - Security and protection
  - Crash recovery and data consistency

Storage Management

- Entire speed of computer operation hinges on storage subsystem and its algorithms
  - Storage ~1 ms; memory ~100ns;
- Optimizing latency and throughput of data access
  - I/O scheduling
  - Data caching and buffering

OPERATING SYSTEM DEFINITION

Computer System Overview



What is an Operating System?

- A program that acts as an intermediary between a user of a computer and the computer hardware
- Operating system goals:
  - Execute user programs and make solving user problems easier
  - Make the computer system convenient to use
  - Use the computer hardware in an efficient manner

Operating System Definition

- OS is a resource allocator
  - Manages all resources
  - Decides between conflicting requests for efficient and fair resource use
- OS is a control program
  - Controls (or monitor) execution of programs to prevent errors and improper use of the computer

Operating System Definition (Cont’d)

No black-and-white definition

- “*Everything a vendor ships when you order an operating system*” is a rough approximation
  - Retrospect: Internet Explorer in Windows 95
- “The one program running at all times on the computer” is the kernel
  - Everything else is either a user application or system program
- Example: the UNIX OS
  - POSIX (IEEE 1003.1-2017)
  - A kernel, plus
  - A collection of system programs ~= coreutil + binutil

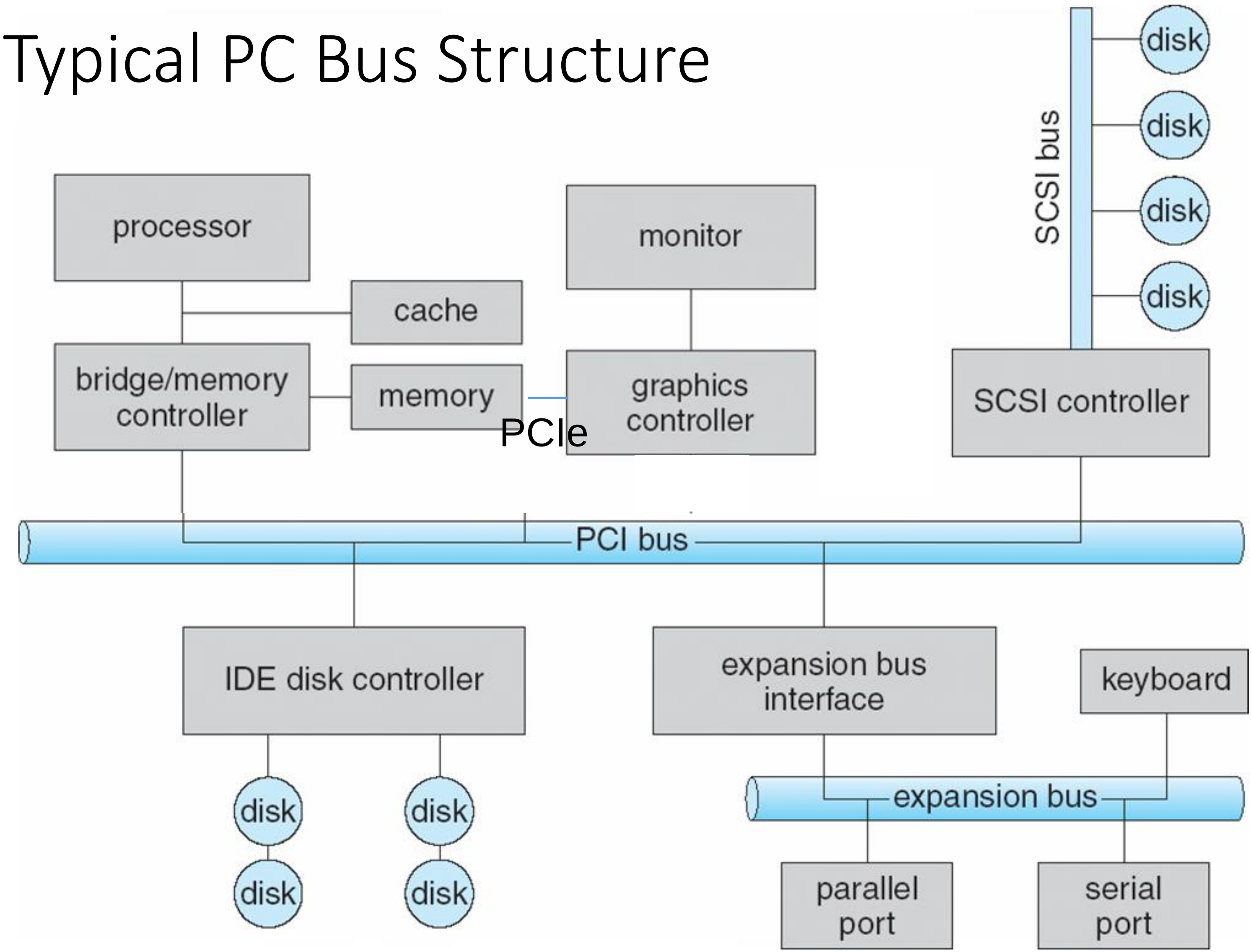
- Which one(s) of the following are part of operating systems?
  a) The CPU scheduler
  b) Compilers
  c) Word processors
  d) Binary utilities, such as ls, cp, etc

I/O STRUCTURE

Why Bothering with I/Os?

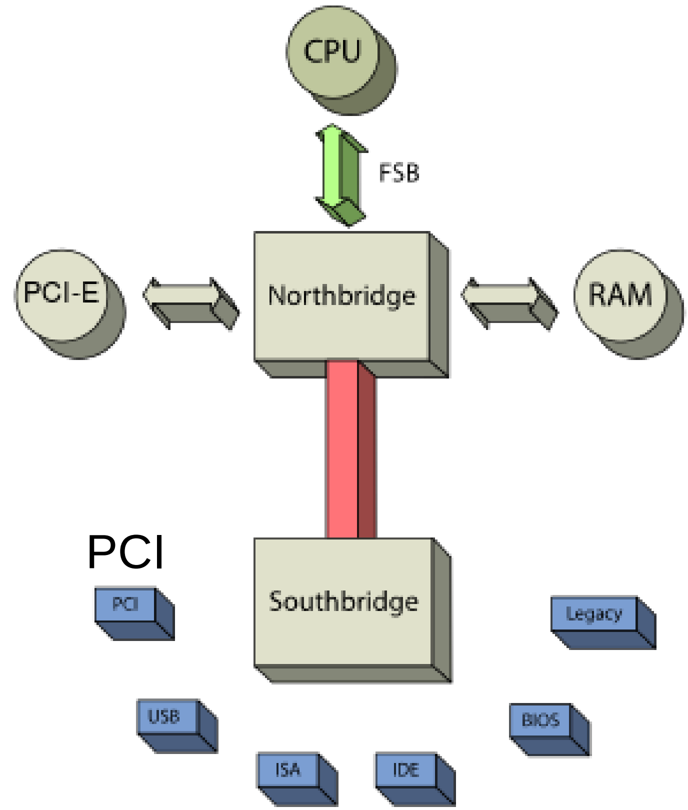
- The kernel is built surrounding interrupts
- The sequential execution of programs is just an illusion that the OS creates; in fact, the CPU jumps back and forth among user programs (multitasking)
- User programs run on the CPU in parallel with operations on I/O devices; OS strives to optimize CPU utilization and I/O utilization at the same time

A Typical PC Bus Structure



Typical PC Organization

- North bridge (memory hub)
  - CPU, Memory, fast PCIe devices, like graphics, NVMe SSDs
  - Has been integrated into the CPU
- South bridge (IO hub)
  - PCI, USB, SCSI, SATA
  - ...

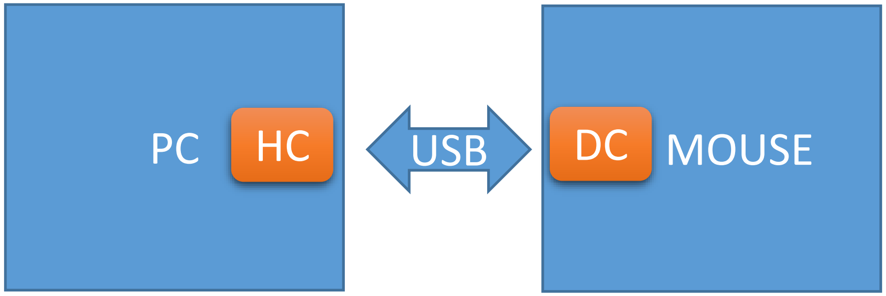


Remark
PCI (parallel, slow, on south)
PCIe (serial, fast, on north)

https://en.wikipedia.org/wiki/Northbridge_(computing)

I/O Hardware

- Incredible variety of I/O devices
- Common concepts
  - Host controller
  - Bus or interface
  - Device controller
- I/O instructions control devices
  - Direct I/O
  - Memory-mapped I/O



Partial Device I/O Ports for Legacy PCs (Direct I/O)

I/O address range (hexadecimal)	device
000–00F	DMA controller
020–021	interrupt controller
040–043	timer
200–20F	game controller
2F8–2FF	serial port (secondary)
320–32F	hard-disk controller
378–37F	parallel port
3D0–3DF	graphics controller
3F0–3F7	diskette-drive controller
3F8–3FF	serial port (primary)

Example: Set the x86 Interval Timer (Direct I/O)

```
mov al, 0x36
out 0x43, al     ;tell the PIT which channel we're setting

mov ax, 11931
out 0x40, al     ;send low byte
mov al, ah
out 0x40, al     ;send high byte
```

11931820 / ***x*** = ***f***.
Set x=11931 → f=1000Hz

Channel 0	0x40	System Timer
Channel 1	0x41	DRAM refresh (obsolete)
Channel 2	0x42	Buzzer
Command	0x43	Command I/O register

https://en.wikibooks.org/wiki/X86_Assembly/Programmable_Interval_Timer
https://wiki.osdev.org/Programmable_Interval_Timer

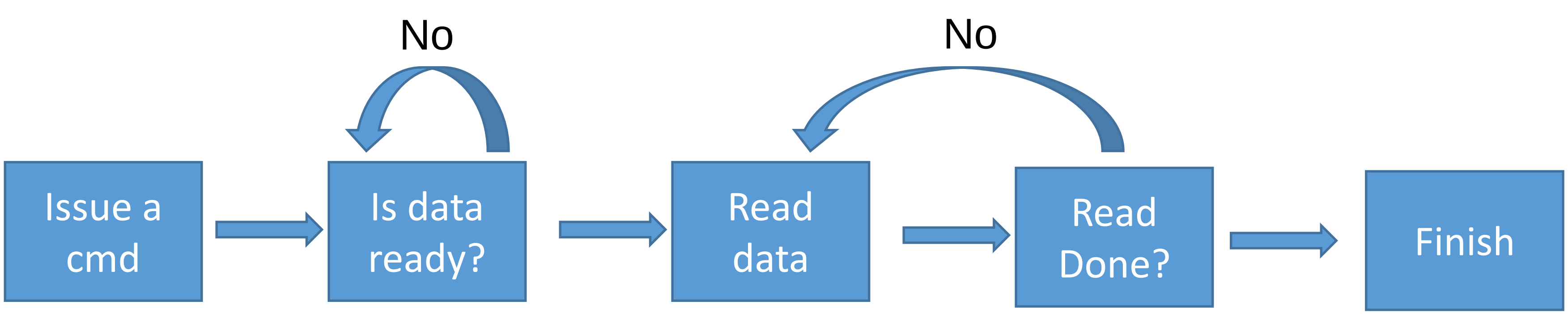
I/O Operations

I/O devices and CPUs execute concurrently

- Polling I/O: The CPU waits on an I/O device until completion
- Interrupt I/O: The CPU will be notified of I/O completion

Polling

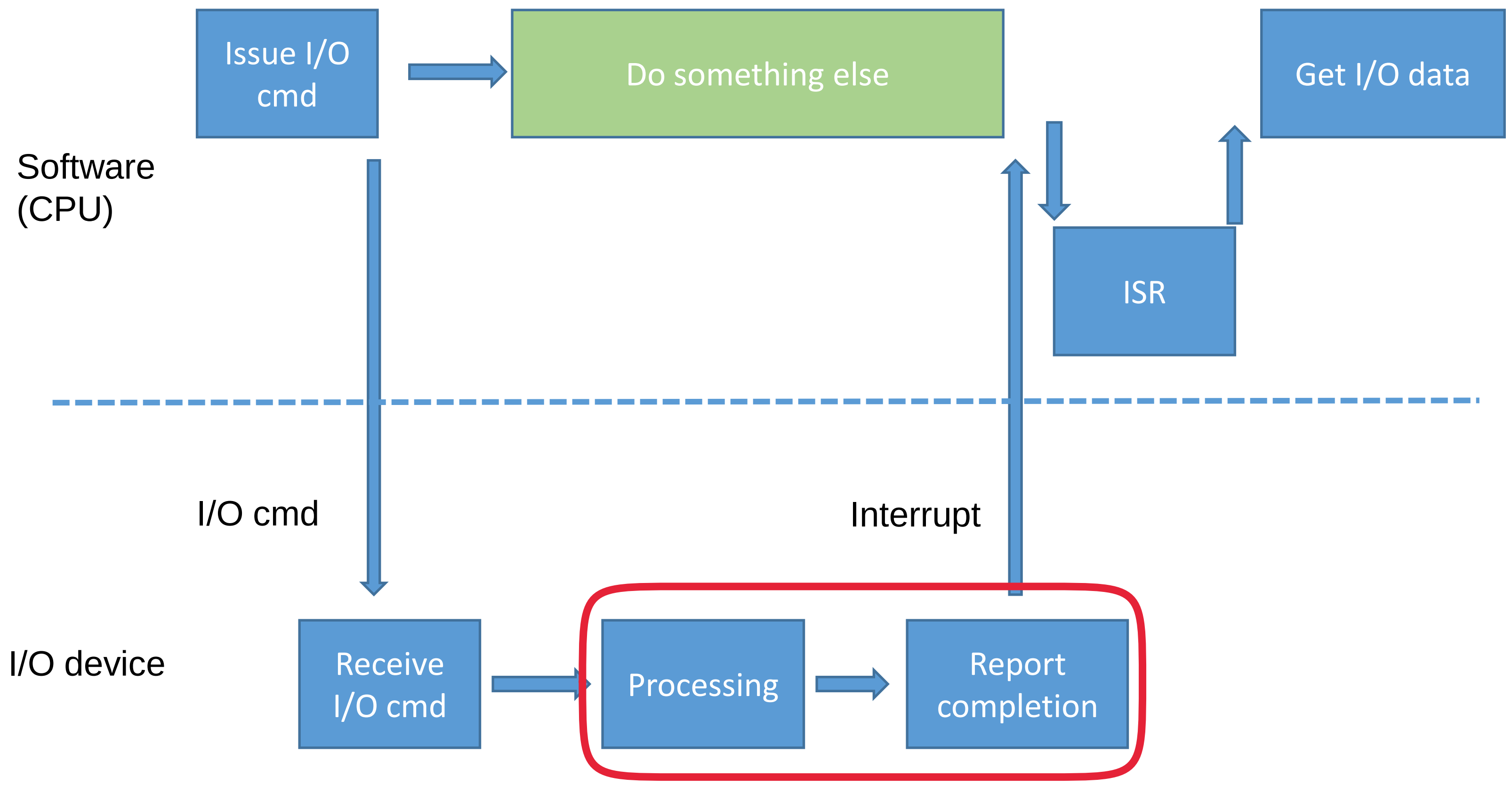
- CPU determines state of device
  - Busy
  - Data ready
  - Error
- Busy-wait cycle to wait for I/O from device



Interrupts

- CPU Interrupt-request line triggered by I/O device
- Interrupt handler (ISR) receives interrupts
- Interrupt vector to dispatch interrupt to correct handler
- Interrupt mechanism also used for exceptions

A (Simplified) Interrupt-Driven I/O



process 完成發一個 interrupt

Common Functions of Interrupts

- Interrupt transfers control to the interrupt service routine (ISR) generally, through the interrupt vector, which contains the addresses of all the service routines
  - A trap is a software-generated interrupt caused either by an error or a user request
  - An IRQ is generated by hardware
- An operating system is interrupt-driven

Interrupt 分成兩種：軟體、硬體

- Hardware: interrupt request (IRQ)
  - I/O completion, timer, etc

aka asynchronous interrupt

和當前 process 無關，較麻煩

- Software: Trap
  - divide by zero, access violation, system call

aka synchronous interrupt

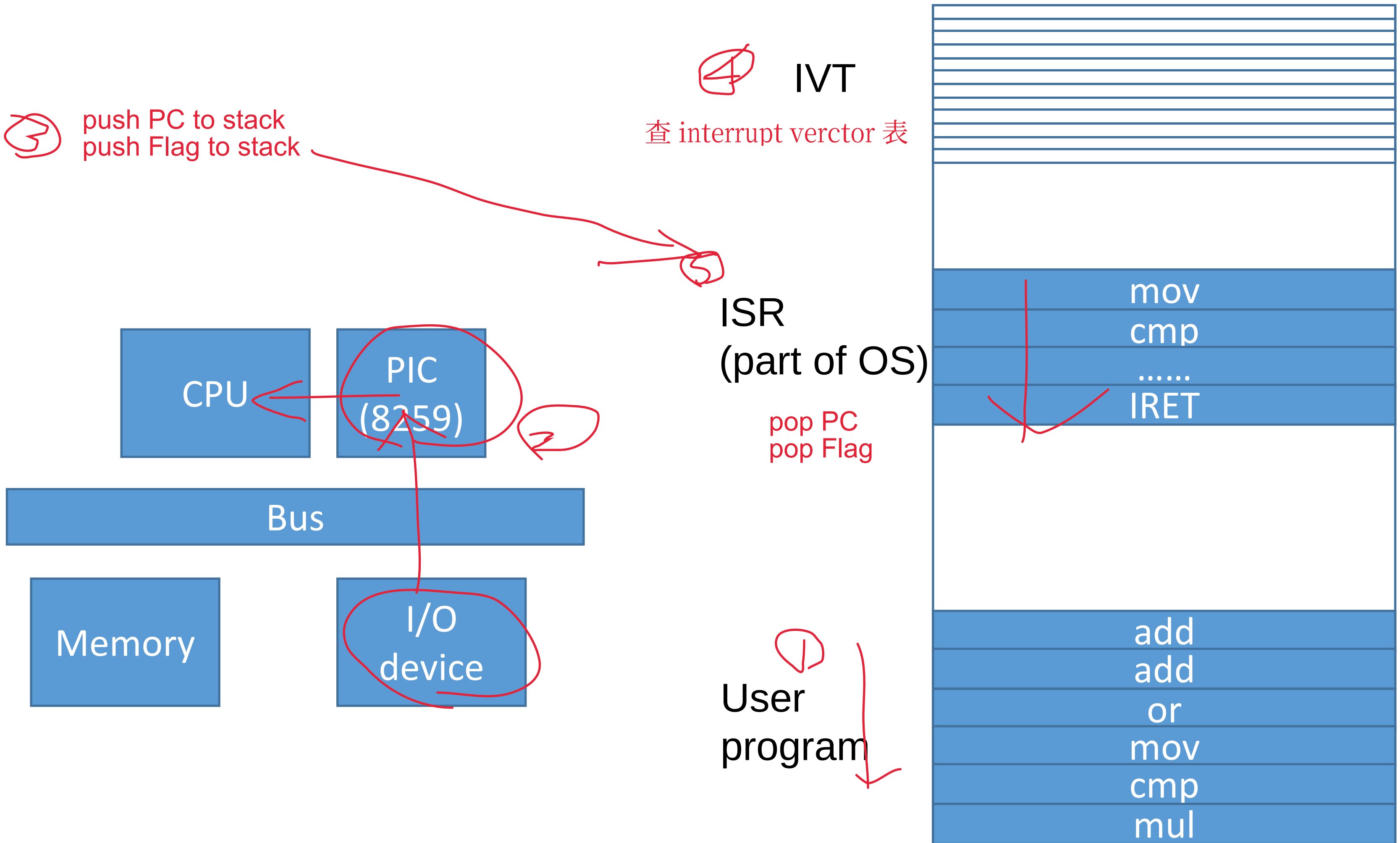
和當前 process 相關

Legacy PC interrupts

Interrupt	Function
00h	Divide By Zero
01h	Single Step
02h	Nonmaskable Interrupt (NMI)
03h	Breakpoint Instruction
04h	Overflow Instruction
05h	Print Screen
05h	Bounds Exception (80286, 80386)
06h	Invalid Op Code (80286, 80386)
07h	Math Coprocessor Not Present
08h	Double Exception Error (80286, 80386) (AT Only)
08h	System Timer - IRQ 0
09h	Keyboard - IRQ 1
09h	Math Coprocessor Segment Overrun (80286, 80386) (AT Only)
0Ah	IRQ 2 - Cascade from Second programmable Interrupt Controller
0Ah	Invalid Task Segment State (80286, 80286) (AT Only)
0Ah	IRQ 2 - General Adapter Use (PC Only)
0Bh	IRQ 3 - Serial Communications (COM 2)
0Bh	Segment Not Present (80286, 80386)
0Ch	IRQ 4 - Serial Communications (COM 1)
0Ch	Stack Segment Overflow (80286, 80386)
0Dh	Parallel Printer (LPT 2) (AT Only)
0Dh	IRQ 5 - Fixed Disk (XT Only)
0Dh	General Protection Fault (80286, 80386)
0Eh	IRQ 6- Diskette Drive Controller
0Eh	Page Fault (80386 Only)
0Fh	IRQ 7 - Parallel printer (LPT 1)
⋮	

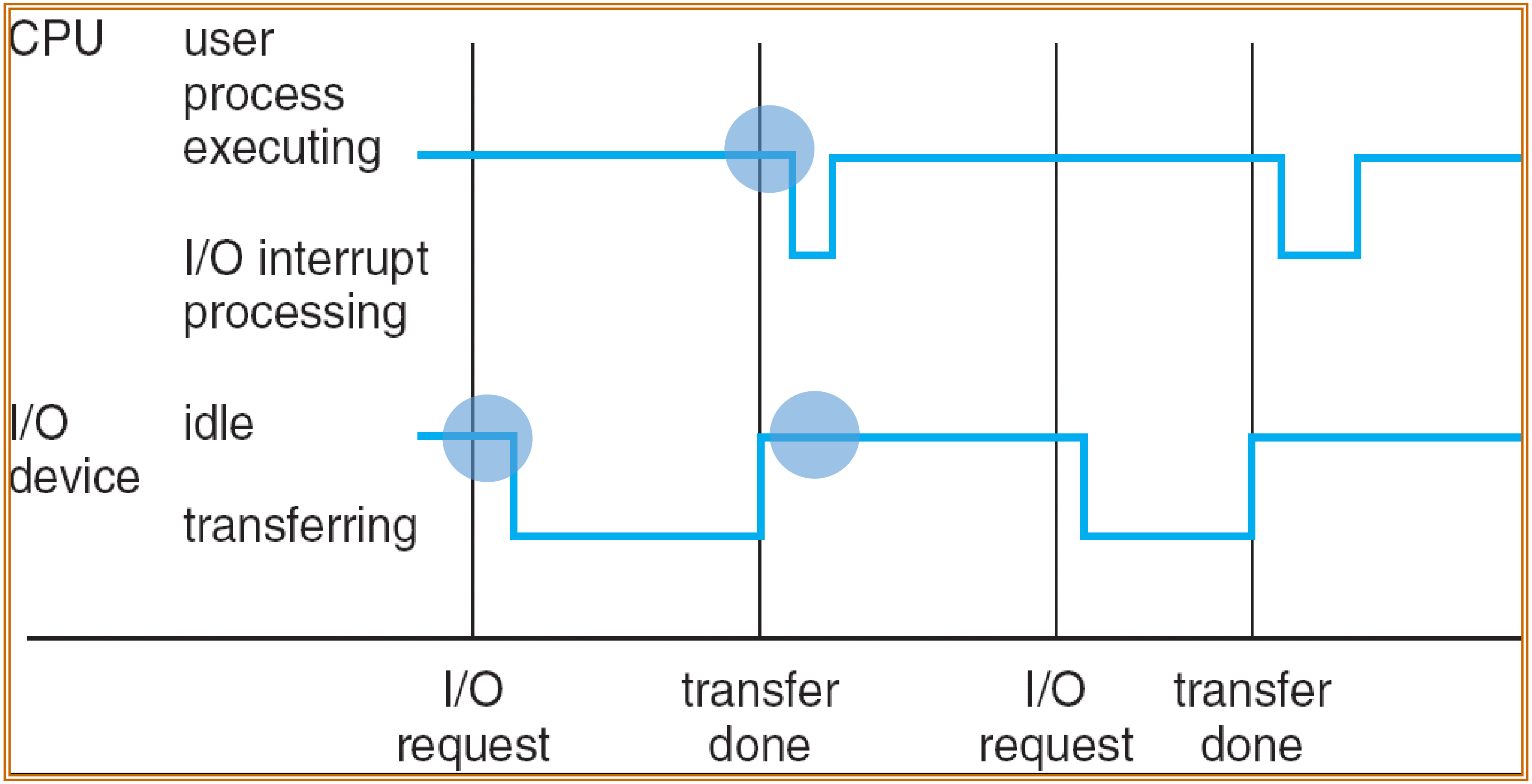
Interrupt Handling

- The operating system preserves the state of the CPU by storing registers and the program counter
- Determines which type of interrupt has occurred:
  - Reading I/O registers
  - vectored interrupt system
- Separate segments of code determine what action should be taken for each type of interrupt



IVT=interrupt vector table
ISR=interrupt service routine
PIC=programmable interrupt controller

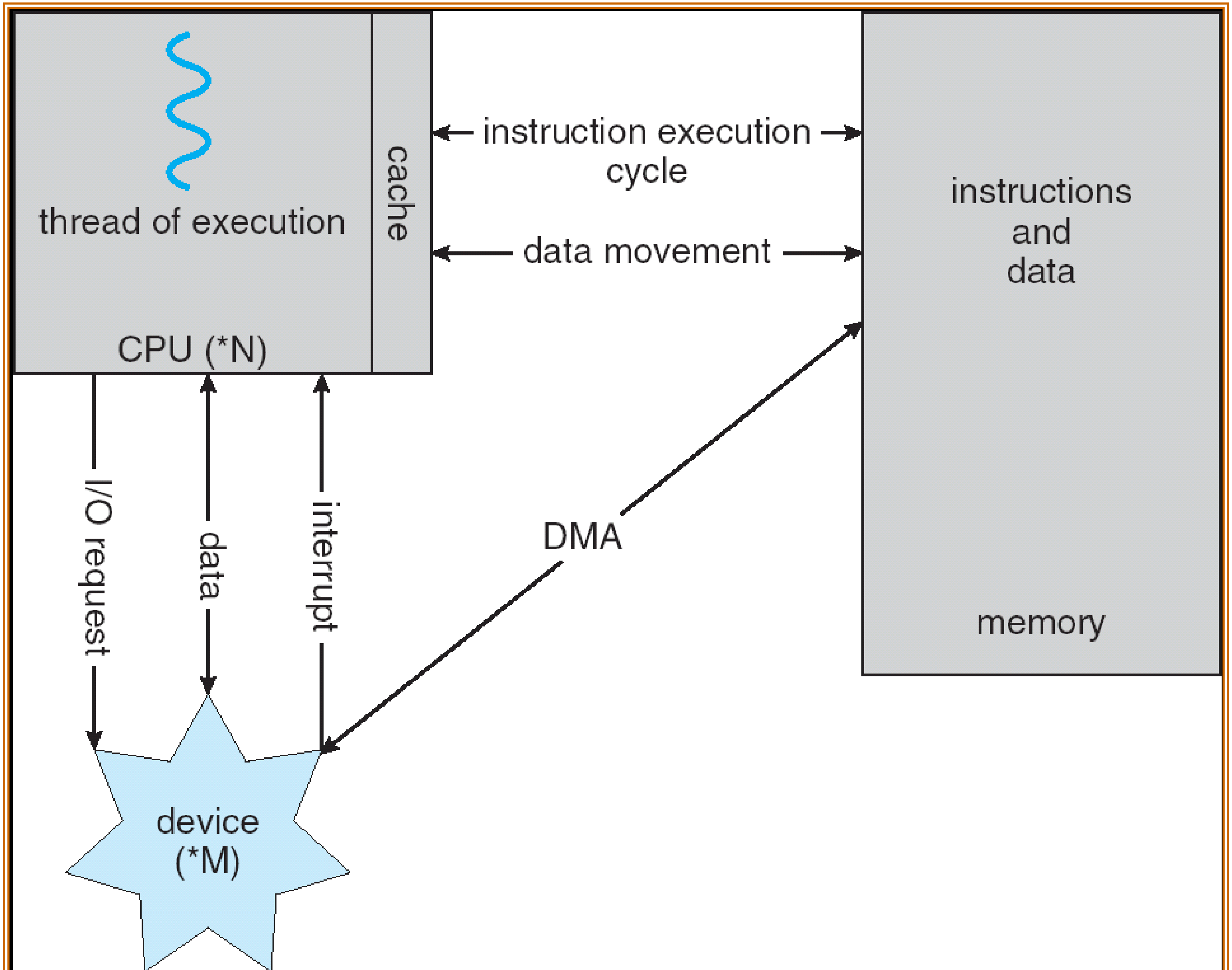
Interrupt Timeline

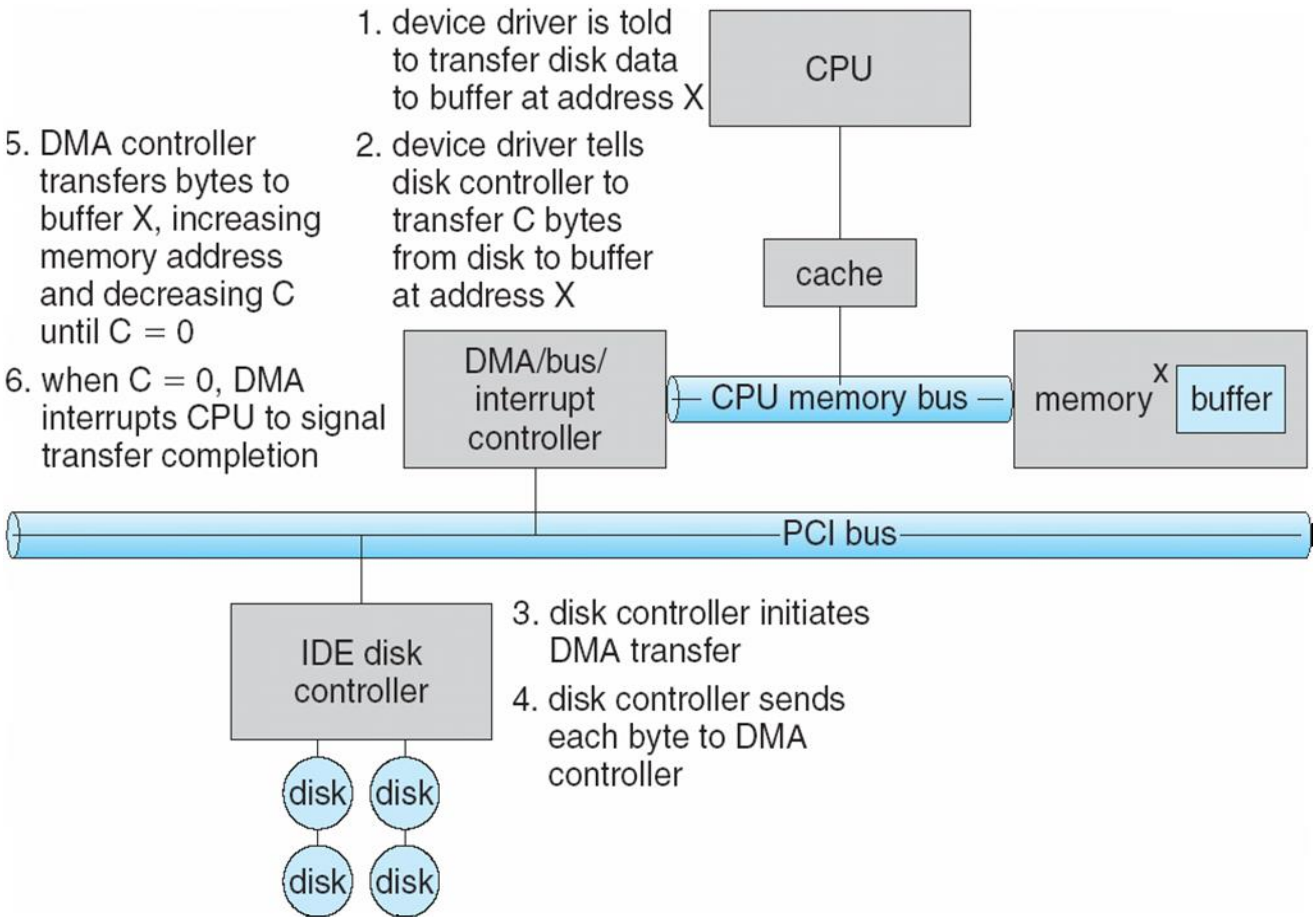


Direct Memory Access

- Data movement of I/O operation
  - Each device controller has a local buffer
  - Option 1: CPU moves data between main memory and I/O local buffers
  - Option 2: CPU offloads data movement to DMA

- DMA: Used for high-speed I/O devices able to transmit information at close to memory speeds
- Device controller transfers blocks of data from buffer storage directly to main memory without CPU intervention
- Only on interrupt is generated per block, rather than the one interrupt per byte


thread of execution
cache
CPU (*N)
instruction execution cycle
data movement
instructions and data
memory
I/O request
data
interrupt
DMA
device (*M)


1. device driver is told to transfer disk data to buffer at address X
CPU
5. DMA controller transfers bytes to buffer X, increasing memory address and decreasing C until C = 0
2. device driver tells disk controller to transfer C bytes from disk to buffer at address X
cache
DMA/bus/ interrupt controller
CPU memory bus
memory
x
buffer
6. when C = 0, DMA interrupts CPU to signal transfer completion
PCI bus
IDE disk controller
3. disk controller initiates DMA transfer
4. disk controller sends each byte to DMA controller
disk
disk
disk
disk

From Ch13

Synchronous I/O vs. Asynchronous I/O

- After I/O starts, control returns to the program only upon I/O completion (blocking call; sync I/O)
  - Example: regular I/O reading
    read() or fread()

- After I/O starts, control returns to the program without waiting for I/O completion (non-blocking call; async I/O)
  - Example: regular I/O writing
    write() or fwrite()

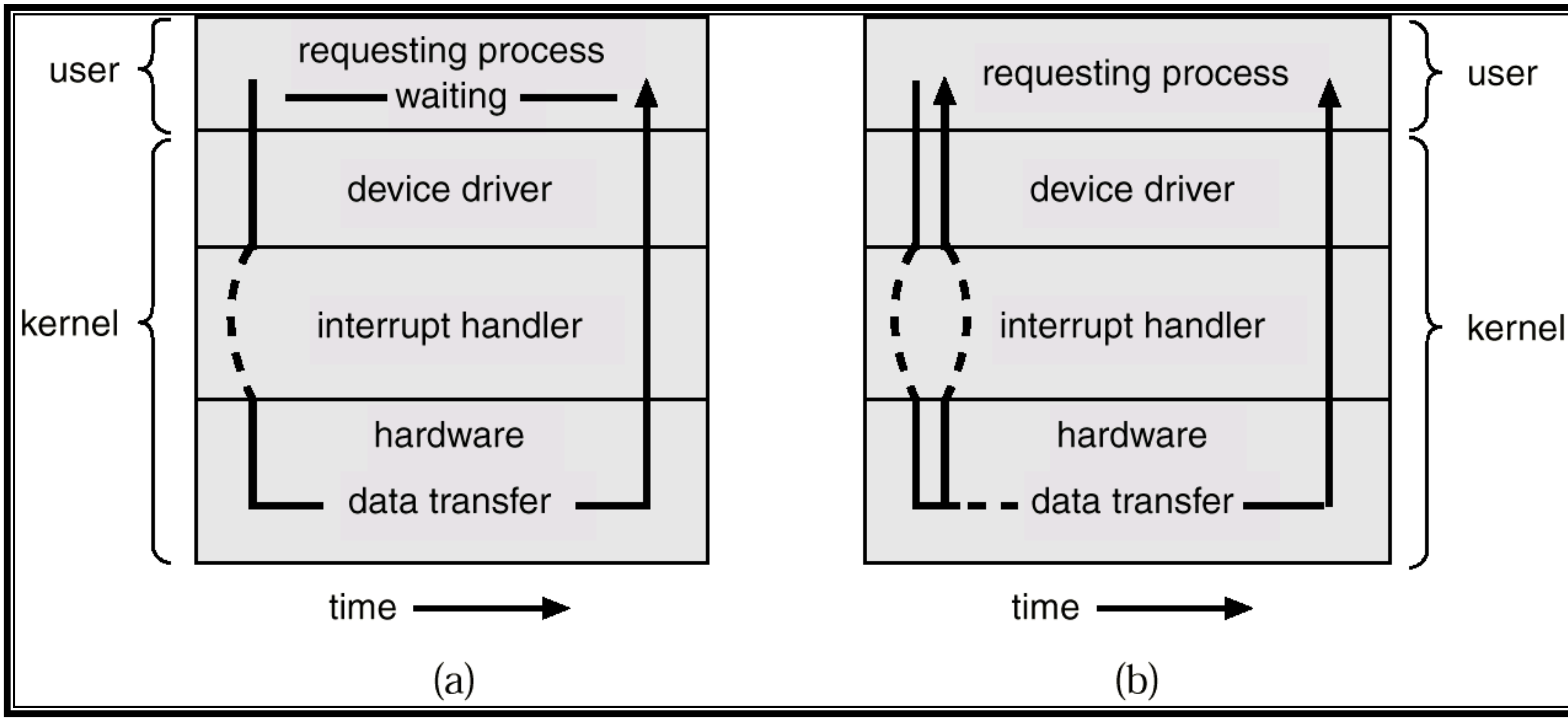
I/O Structure (Async vs Sync)

Synchronous

Blocking I/O

Asynchronous

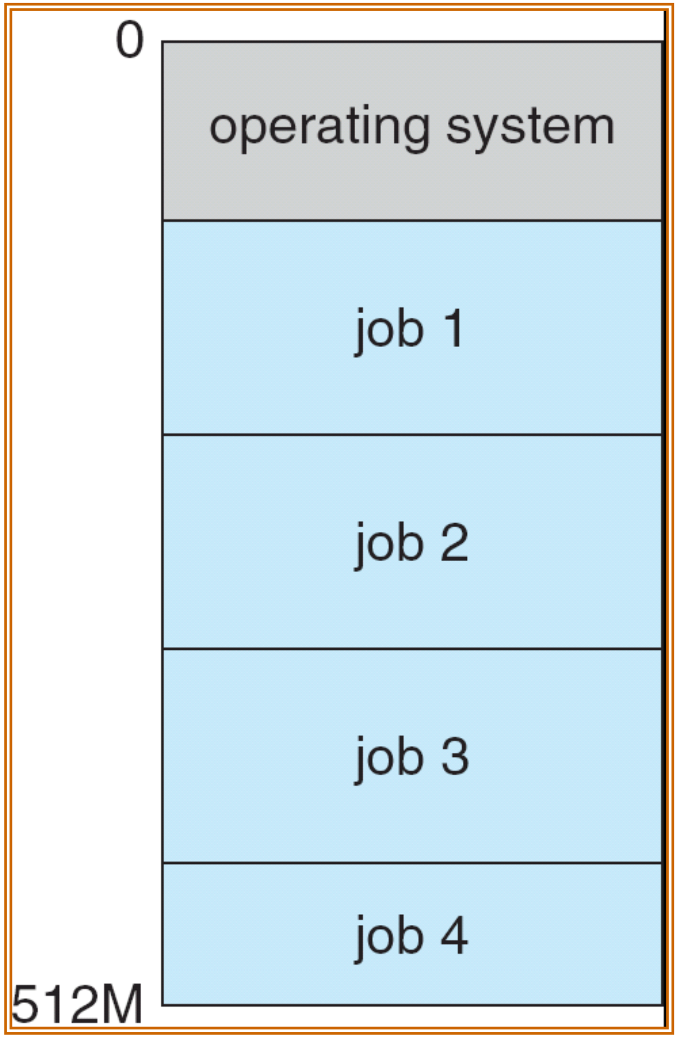
Non-blocking I/O



- Are the following operations synchronous or asynchronous?
  - read()
  - write()
  - fsync()
  - aio_read()

Multiprogramming

A Possible Memory Layout of Multiprogramming Systems



Multiprogramming

- Single process cannot keep CPU and I/O devices busy at all times
- Multiprogramming organizes processes so CPU always has one to execute
- A subset of all processes in system is kept in memory
- One process selected and run via process scheduling
- When it has to wait (for I/O for example), OS switches to another process

Timesharing

- Timesharing is logical extension in which CPU switches processes so frequently that users can interact with each job while it is running, creating interactive computing
  - Switching frequency usually >= 100 Hz, driven by timer IRQ
  - Each user has at least one program executing in memory ⇨process (ch3)
  - If several jobs ready to run at the same time ⇨ CPU scheduling (ch5)
  - If processes don’t fit in memory, swapping moves them in and out to run (ch5)
  - Virtual memory allows execution of processes not completely in memory (ch8)

Know the Terminology

- Multiprogramming
  - multiple processes are loaded into memory for execution
- Multitasking
  - Multiprogramming with overlapped task execution
- Timesharing
  - multitasking + periodic switch among processes

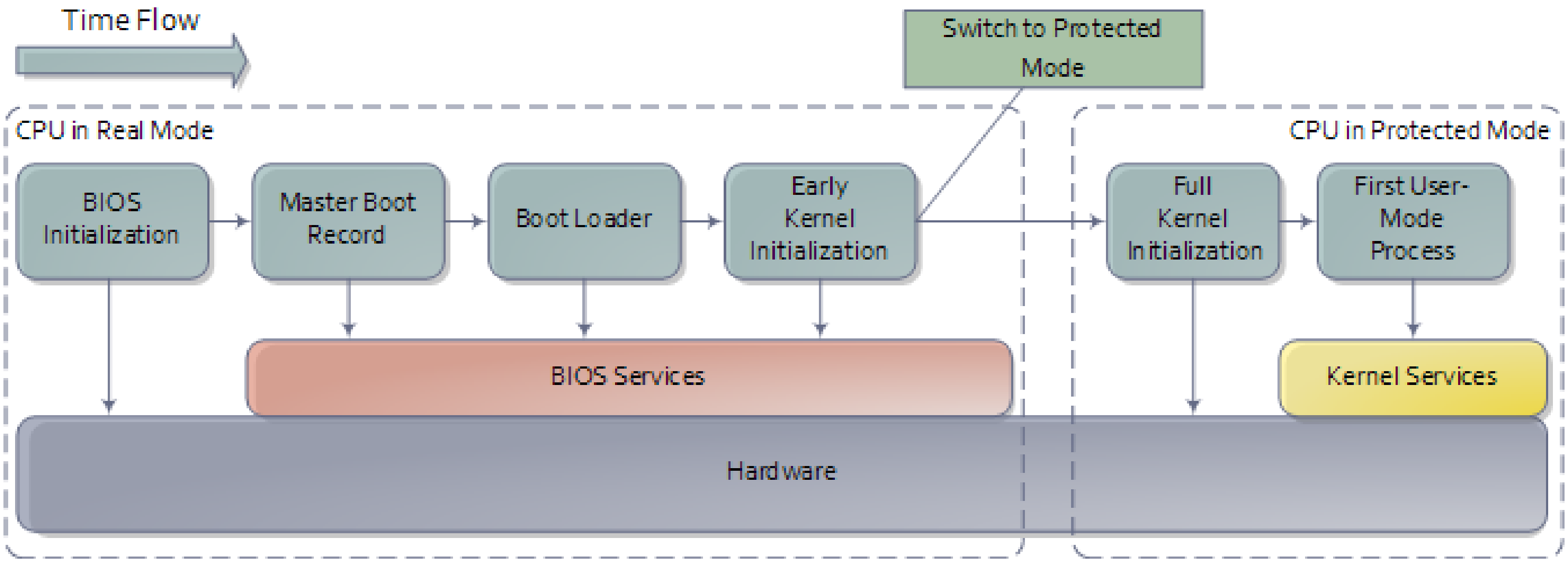
Before the OS

Before the OS: Computer Startup

- Bootstrap program is loaded at power-up or reboot
  - Typically stored in ROM or EEPROM, generally known as firmware
  - Initializes all aspects of system
  - Loads operating system kernel and starts execution
- Legacy PC bootloading procedure
  - FFFF:0000
  - BIOS
  - MBR (Master Boot Record)
  - Boot Manager
  - Pre-OS
  - OS

"BIOS+MBR" has been replaced by "UEFI+GPT", an extensive spec.
However, their purposes are highly similar.

PC Boot Sequence



https://manybutfinite.com/post/how-computers-boot-up/

```
Absolute sector 0 (cylinder 0, head 0, sector 1)
      0  1  2  3  4  5  6  7  8  9  A  B  C  D  E  F
0000  EB 48 90 00 00 00 00 00 00 00 00 00 00 00 00 00   .H..............
0010  00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   ................
0020  00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   ................
0030  00 00 00 00 00 00 00 00 00 00 00 00 00 00 03 02   ................
0040  80 00 00 80 DF 0A 93 01 00 08 FA EA 50 7C 00 00   ............P|..
0050  31 C0 8E D8 8E D0 BC 00 20 FB A0 40 7C 3C FF 74   1....... ..@|<.t
0060  02 88 C2 52 BE 76 7D E8 34 01 F6 C2 80 74 54 B4   ...R.v}.4....tT.
0070  41 BB AA 55 CD 13 5A 52 72 49 81 FB 55 AA 75 43   A..U..ZRrI..U.uC
0080  A0 41 7C 84 C0 75 05 83 E1 01 74 37 66 8B 4C 10   .A|..u....t7f.L.
0090  BE 05 7C C6 44 FF 01 66 8B 1E 44 7C C7 04 10 00   ..|.D..f..D|....
00A0  C7 44 02 01 00 66 89 5C 08 C7 44 06 00 70 66 31   .D...f.\..D..pf1
00B0  C0 89 44 04 66 89 44 0C B4 42 CD 13 72 05 BB 00   ..D.f.D..B..r...
00C0  70 EB 7D B4 08 CD 13 73 0A F6 C2 80 0F 84 F3 00   p.}....s........
00D0  E9 8D 00 BE 05 7C C6 44 FF 00 66 31 C0 88 F0 40   .....|.D..f1...@
00E0  66 89 44 04 31 D2 88 CA C1 E2 02 88 E8 88 F4 40   f.D.1..........@
00F0  89 44 08 31 C0 88 D0 C0 E8 02 66 89 04 66 A1 44   .D.1......f..f.D
0100  7C 66 31 D2 66 F7 34 88 54 0A 66 31 D2 66 F7 74   |f1.f.4.T.f1.f.t
0110  04 88 54 0B 89 44 0C 3B 44 08 7D 3C 8A 54 0D C0   ..T..D.;D.}<.T..
0120  E2 06 8A 4C 0A FE C1 08 D1 8A 6C 0C 5A 8A 74 0B   ...L......l.Z.t.
0130  BB 00 70 8E C3 31 DB B8 01 02 CD 13 72 2A 8C C3   ..p..1......r*..
0140  8E 06 48 7C 60 1E B9 00 01 8E DB 31 F6 31 FF FC   ..H|`......1.1..
0150  F3 A5 1F 61 FF 26 42 7C BE 7C 7D E8 40 00 EB 0E   ...a.&B|.|}.@...
0160  BE 81 7D E8 38 00 EB 06 BE 8B 7D E8 30 00 BE 90   ..}.8.....}.0...
0170  7D E8 2A 00 EB FE 47 52 55 42 20 00 47 65 6F 6D   }.*...GRUB .Geom
0180  00 48 61 72 64 20 44 69 73 6B 00 52 65 61 64 00   .Hard Disk.Read.
0190  20 45 72 72 6F 72 00 BB 01 00 B4 0E CD 10 AC 3C    Error.........<
01A0  00 75 F4 C3 00 00 00 00 00 00 00 00 00 00 00 00   .u..............
01B0  00 00 00 00 00 00 00 00 A8 E1 A8 E1 00 00 80 01    ................
01C0  01 00 07 FE FF 6D 3F 00 00 00 AF 39 D7 00 00 00   .....m?....9....
01D0  C1 6E 0C FE FF FF EE 39 D7 00 BD 86 BB 00 00 FE   .n.....9........
01E0  FF FF 83 FE FF FF AB C0 92 01 CD 2F 03 00 00 FE   .........../....
01F0  FF FF 0F FE FF FF 78 F0 95 01 83 AF CC 00 55 AA   ......x.......U.
      0  1  2  3  4  5  6  7  8  9  A  B  C  D  E  F
```

Boot code

Partition table

MBR signature

Disk MBR that uses GRUB 0.92/0.93 boot code

End of Chapter 1

Review Questions

1. PCIe vs. PCI, which one is in the north bridge, and which one uses the serial protocol? Why?
2. Explain the entire process of interrupt handling, from the firing of a hardware event until the first line of code of the corresponding ISR is executed
3. Consider read() and write(). Whose call latency is subject to the speed of the I/O device? (hint: blocking and non-blocking)
4. Describe the boot procedure of the legacy PC