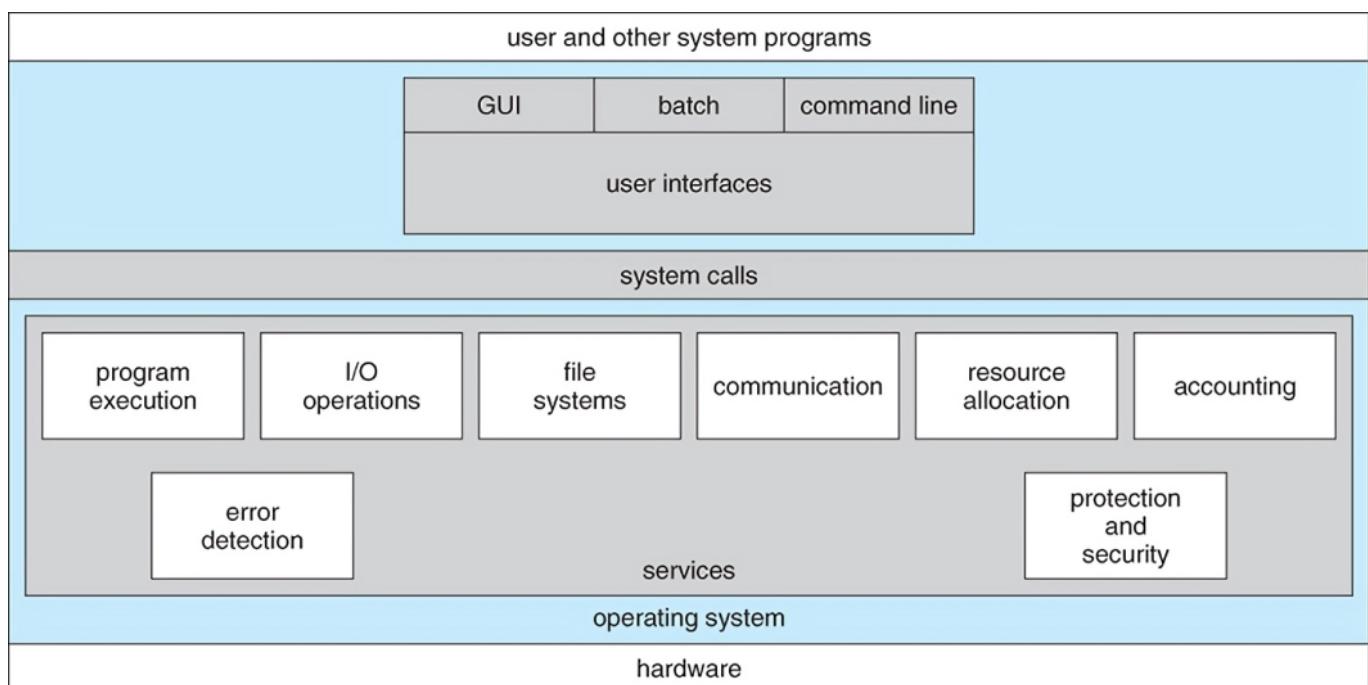


# CH1 OS system types

- OS
  - 沒有一個很明確通用的正式定義
  - 最接近的說法: "Everything a vendor ships when you order an operating system"
  - Kernel definition: "The one program running at all times on the computer" is the kernel, part of the operating system
  - everything else is either a **system program** or an **application program**
    - system program: ships with the operation system, but not part of the kernel
    - application program: all programs not associated with the operation system
- os
  - os user interface
    - user interface to 人
      - Command line
        - MS-DOS,UNIX,Linux
      - GUI
        - Mac OS,windows
      - Touch screen
        - ios,Android
    - system call to applications
  - kernel

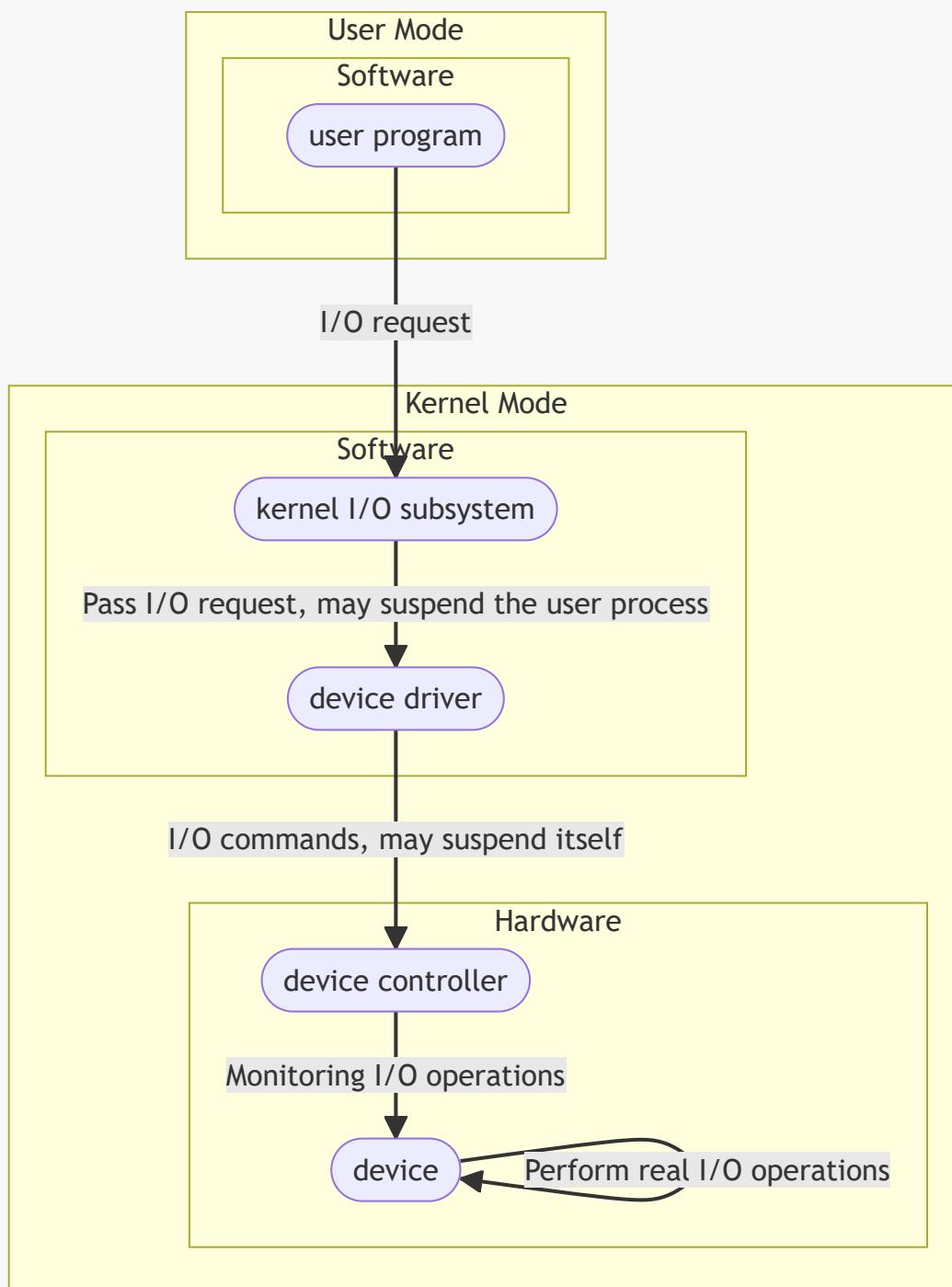
A view of os structure



- what os roles
  - 使用者關心的是方便使用電腦以及好的使用效能

- users want convenience, ease of use and good performance
  - os是一個資源分配的管理者,希望他能有效運用硬體資源
    - os is a resource allocator making efficient use of HW
  - os也負責指揮控制監督程式的執行,確保安全,防止意外或者故意的操作所造成的系統重大危害
    - control program for managing execution of user programs for protection and security purpose
  - 提供一個讓user program容易執行的環境
    - provides many system calls to be used by the user process. such as I/O operation, process control and IPC,etc
- system types
    - Multiprogramming
    - Time-sharing(Multitasking)
      - virtual memory
      - spooling technique
    - Multiprocessor(Tightly-Coupled system)
      - Benefits
        - Increased throughput
        - Economy of scale
        - Increased reliability
      - ASMP(Asymmetric Multiprocessing)
        - Master-Slave architecture
      - SMP(Symmetric Multiprocessing)
    - Distributed system(Loosely-Coupled system)
      - Client-server model
      - peer-to-peer model
    - Real-time system
      - Hard real-time system
      - Soft real-time system
    - Mobile computing
    - Batch system

# CH2 I/O operations, Hardware resource protection



- I/O operations
  - Polling I/O
    - **byte-transfer**
  - Interrupted I/O
    - sense interrupt-request line **before** Instruction Fetch
    - device controller raises an interrupt by asserting a signal on the interrupt-request line
  - DMA(Direct Memory Access)

- **block-transfer**
- Nonblocking and Asynchronous I/O
  - Blocking=Syncronous
    - process suspended until I/O complete
  - Syncronous
  - Nonblocking
    - I/O call returns as much as available
    - returns quickly with count of bytes read or written
  - Asynchronous
    - process runs while I/O executes
    - I/O subsystem signals process when I/O complete
- Hardware Resource Protection
  - infrastructure
    - Dual mode operation
      - user mode
      - kernel mode
    - Privileged Instruction
      - executed only in kernel mode
        - e.g. the instr. to switch to kernel mode, I/O instr., disable interrupts, clear memory, modify the base/limit registers, modify the value of timer for cpu
  - Hardware Resource Protection
    - I/O protection
      - purpose: 防止user process誤用I/O devices, 降低使用I/O devices複雜度
      - mechanism: all I/O instr. are set as "privileged instr.", so they can be executed only in kernel mode
    - Memory protection
      - purpose: 防止user process非法存取其他process or kernel memory area
      - mechanism: modify the base/limit registers must be privileged instruciton
    - CPU protection
      - purpose: we must ensure that the os maintains control over the CPU. We can't allow a user program to get stuck in an infinite loop or to fail to call system services and never return control to the os
      - mechanism: modify the value of timer for cpu must be privileged instruciton

# CH3 System call, OS structures, Virtualization

---

- system call
  - parameters passing of system call
    - registers
    - memory
    - stack
- mechanism
  - how
  - use time to be cpu protection
- policy
  - what
  - determin MAX cpu time quantum
- Monolithic kernel
  - Linux
  - UNIX
  - Solaris
  - Windows
- Microkernel
  - Mach
- Modules(loadable kernel modules(LKMs))
  - Linux
  - Solaris(先鋒)
  - UNIX
  - MacOS
  - Windows
- Hybrid system
  - Linux
  - Solaris
  - Windows
  - MacOS
  - iOS
  - Android
- Virtual Machine
  - Host
  - Virtual Machine Manager(VMM)

- Guest
- different types
  - type 2 use mode
  - type 1 OS(kernel mode)
  - type 0 HardWare
- implementation of VMMS
  - Pure VM
  - Paravirtualization
  - Programming-environment virtualization
    - Java Virtual Machine(JVM)
  - Emulators
  - Application containment
    - container
- Cloud Computing
  - Software as a Service(SaaS)
    - office365, salesforce, gmail, google drive, dropbox,...
  - Platform as a Service(PaaS)
    - 金流API, 物流API, 地圖API,...
  - Infrastructure as a Service(IaaS)
    - AWS, Azure,...

# CH4 Process Management, Thread Management

---

## Process

### process state diagram

- New
- Ready
- Running
- Waiting
- Terminal

## PCB

- 1.Pocess state
- 2.Program counter
- 3.CPU registers
- 4.CPU-scheduling information
- 5.Memory-management information
- 6.Accounting information
- 7.I/O status information
- (8.Process ID)

## scheduler 之種類

- Long-Term scheduler
  - Batch system採用
  - Real-time system, Time-sharing system不採用
- Medium-Term scheduler
- Short-Term scheduler

## scheduling criteria

- CPU utilization
- Throughput
- Turnaround time
- Waiting time
- Response time

## CPU Scheduling Algorithm

- **FCFS**
- SJF
  - Non-preemptive SJF->**SJF**
  - Preemptive SJF->**SRJF**
- **RR**
- **priority**
  - aging

- **multilevel queues**
- **multilevel feedback queues**

## Multiple-Processor scheduling

- ASMP(沒什麼好設計的)
- SMP
  - load balancing
    - push migration
    - pull migration
  - processor affinity
    - soft affinity
    - hard affinity

## Real-Time system scheduling

若有Priority Inversion,用Priority Inheritance解決

- Hard real-time(preemptive kernel)
  - Rate-Monotonic scheduling
  - EDF scheduling
- Soft real-time(preemptive kernel)
  - 不提供aging

## Threads

- private
  - program counter
  - CPU registers set
  - stack
  - local variables
  - thread ID
- shared
  - code section
  - data section(global data)
  - heap
  - static local variables
  - other OS resources(open files, signals, I/O resources,etc.)
- Benefits
  - **responsiveness**
  - **resource sharing**
  - **economy**
  - **scalability**(utilization of multiprocessors architecture)
- Thread management

- user thread
    - provide a library entirely in user space with no kernel support
    - implement a kernel-level library supported directly by the OS
  - kernel thread
- multithreading models
    - Many-to-One model
    - One-to-One model
    - Many-to-Many model
- 2 strategies of creating multiple threads
    - Asynchronous threading(父,兒之thread concurrently execute)
    - Synchronous threading(父thread要等兒thread做完)
- Pthreads library
    - Pthreads is a specification
    - Run on UNIX
    - Can't run on windows os

# CH5 Deadlock Management

---

- necessary conditions
  - **mutual exclusion**
  - **hold and wait**
  - **no preemption**
  - **circular wait**
- resource-allocation graph
  - no cycle, no deadlock
  - 有cycle不一定有deadlock
    - if every resource only has exactly one instance, 有cycle就有deadlock
- methods for handling deadlocks
  - **deadlock prevent**
    - 破除mutual exclusion條件(辦不到)
    - 破除hold and wait條件
    - 破除no preemption條件
    - 破除circular wait條件: resource ordering
  - **deadlock avoidance**
    - banker's algorithm( $O(n^2m)$ , n: process, m: resource)
    - if system consisting of **m** resources of the same type with **n** processes running in the system
      - $1 \leq MAX_i \leq m$
      - $\sum_{i=1}^n MAX_i < n + m$
  - **deadlock detection and recovery**
    - detect it, and recover(允許系統進入deadlock)
    - detection algorithm( $O(n^2m)$ , n: process, m: resource)
  - **ignore deadlock**
- Recovery from deadlock
  - process and thread termination
    - abort all deadlocked processes
    - abort one process at a time until the deadlock cycle is eliminated(盲目地砍一個)
  - resource preemption

# CH6 Process Synchronization, IPC(InterProcess Communication)

---

- synchronization: process 因某些事情之發生 or 不發生, 而被迫停頓, 要等其他process do something 之後, 才可往下進行。
  - Producer-Consumer problem
  - Readers/Writers problem
    - First variation
    - Second variation
  - The Sleeping barber problem
  - The dinning philosophers problem
- 執行中程式可有兩種型態:
  - independent processes
    - 我的結果不會影響你, 你的結果不會影響我
  - cooperation processes
    - 有某種程度的資訊交換
    - 允許process cooperation之理由
      - information sharing
      - computation speedup
      - modularity
- 2 fundamental models of IPC
  - **Shared Memory**
  - **Message Passing**

## Shared Memory

- Race Condition problem
  - several processes access and manipulate the same data concurrently and the outcome of the execution depends on the particular order in which the access takes place.
  - resolve race condition problem 2 strategy
    - **disable interrupt**
    - **critical section design**
      - 每個process內, access shared data之程式碼片段稱為critical section
      - c.s.須滿足3性質
        - mutual exclusion
        - progress
        - bounded waiting
      - critical section是要設計Entry section以及Exit section

```

while(true){
    Entry section;
    C.S.
    Exit sectin;
    R.S.
}

```

- 程式語言level
  - monitor
- OS SW tools(sys. call)level
  - mutex lock,semaphore
- 基礎
  - C.S. design
    - SW solution
      - peterson solution
    - HW support
      - memory barriers
      - test&set(&lock)
      - compare&set(&lock,0,1)
  - 非C.S. design
    - disable interrupt

- **peterson solution**

<p>Pi</p> <pre> while(true){     flag[i]=true; /*表明有意*/     turn=j; /*禮讓對方*/     while(flag[j] &amp;&amp; turn==j);     /*當對方有意且權杖在對方身上,則我等 */     C.S.     flag[i]=false; /*手放下*/     R.S. } </pre>	<p>Pj</p> <pre> while(true){     flag[j]=true; /*表明有意*/     turn=i; /*禮讓對方*/     while(flag[i] &amp;&amp; turn==i);     /*當對方有意且權杖在對方身上,則我等 */     C.S.     flag[j]=false; /*手放下*/     R.S. } </pre>
--	--

- **memory barriers**

```

Pi
while(true){
    turn=j; /*禮讓對方*/
    memory_barrier();
    flag[i]=true; /*表明有意*/
    C.S.
    flag[i]=false; /*手放下*/
    R.S.
}

```

- **test&set(&lock),compare&set(&lock,0,1)**

- 是CPU特殊指令

```
boolean test_and_set(boolean *target){  
    boolean ret=*target;  
    *target=false;  
    return ret;  
}
```

```
int CAS(int *value, int expected, int new_value){  
    int temp=*value;  
    if(*value==expected)  
        *value=new_value;  
    return temp;  
}
```

- test&set,CAS用於critical section problem

```
while(true){  
    wairing[i]=true;  
    key=true;  
    while(waiting[i] && key)  
        key=test_and_set(&lock); or key=CAS(&lock,0,1); //決一死戰,誰先搶到,誰  
    先win  
    waiting[i]=false;//Pi不用等了,可進入C.S.  
    C.S.  
    j=(i+1)%n;  
    while(j!=i && !waiging[j])//找出下一個想進入C.S.之processj  
        j=(j+1)%n;  
    if(j==i)//此時無人想進入C.S.  
        lock=false;//鑰匙掛高空,等人去搶  
    else//Pj像進入C.S.  
        waiting[j]=false;//Pj不用等了,可進入C.S.,此時lock為true  
    R.S.  
}
```

- **mutex lock**

```
while(true){  
    acquire lock;  
    C.S.  
    release lock;  
    R.S.  
}
```

- a mutex lock透過boolean variable: available, 用以指示the lock is available or not.
- 提供兩個atomic operations:
  - acquire()

```
acquire(){
    while(!available); //if lock被取走就卡
    available=false; //lock被Pi取走
}
```

- release()

```
release(){
    available=true;
}
```

- 利用cpu硬體指令完成mutex lock

```
typedef struct{
    int available; //0->lock is available, 1->lock is unavailable
}lock;

lock mutex;
//使用CAS製作acquire
void acquire(lock *mutex){
    while(CAS(&mutex->available, 0, 1)!=0);
    return;
}
//使用test_and_set製作acquire
void acquire(lock *mutex){
    while(test_and_set(&mutex->available)!=0);
    return;
}
void release(lock *mutex){
    mutex->available=0;
    return;
}
```

## • semaphore

- semaphore is a data type based on int
- semaphore只能透過兩個atomic operation來存取
  - wait() or P()

```
wait(s){  
    while(s<=0);  
    s--;  
}
```

- signal() or V()

```
signal(s){  
    s++;  
}
```

- 用於C.S. design

```
semaphore mutex=1;  
Pi  
wait(mutex);  
C.S.  
signale(mutex);  
R.S.
```

- monitor

- a monitor type is a ADT(Abstract Data Type),想像成class,包含三部分
  - 共享變數宣告
  - a set of programmer-defined operations
  - 初始區
- monitor本身已保證了互斥性質
  - the monitor construct ensures that only **one** process at a time is **active** within the monitor
    - 如此保證了monitor內的shared variables不會發生race condition problem
    - 代表programmer無需煩惱race condition problem,只需專心解決synchronization
- condition變數
  - 為了讓programmer可以用monitor解決synchronization problem,需提供一種特殊形態變數,即condition type variables
  - 宣告格式:

```
condition x,y;
```

- 此變數只有兩種operation提供呼叫:

- x.wait()
    - 類似block() sys. call

- `x.signal()`
  - 類似`wakeup()` sys. call
  - default is FIFO Queue

## liveness (是一個好性質,但沒考過)

- system 必須滿足確保processes make progress during their execution life cycle

## Message Passing IPC

- 無須共享相同的位址空間,在分散式系統中特別有用.
- 兩個processes要溝通,步驟如下:
  - 建立communication link
  - messages 相互傳輸
  - 傳輸完畢, release communication link
- OS提供至少兩種system calls
  - `send(message)`
  - `receive(message)`
- messages sent by a process can be either **fixed** or **variable** in size.
- message passing
  - direct communication
    - symmetric
      - 收送雙方皆須相互指名對方process ID才能建立通訊鏈結
      - `send(Q, message)`
      - `receive(P, message)`
    - asymmetric(跟e-mail很像)
      - 只有sender需指名recipient的process ID
      - `send(Q, message)`
      - `receive(id, message)`
  - indirect communication
    - 收送雙方是透過共享的mailbox來溝通, each mailbox有自己獨一無二的ID
    - `send(mailbox, message)`
    - `receive(mailbox, message)`
- synchronization
  - message passing 可以是blocking(synchronous) or nonblocking(asynchronous)
    - Blocking send
    - Nonblocking send
    - Blocking receive
    - Nonblocking receive
  - 如果收送雙方皆是採用`Blocking_send()`及`blocking_receive()`, 則此同步模式叫:rendezvous
- Buffering(message queue's size)

- zero capacity
  - also called rendezvous
- bounded capacity
- unbounded capacity
  - the sender doesn't have to be blocked

## CH7 Main Memory

---

### Binding Time

- compile time
- loading time
- execution time

### Memory Management methods in OS

- **Contiguous Memory Allocation**

- external fragmentation
  - First Fit
  - Best Fit
  - Worst Fit

- **Page**

- internal fragmentation
- page table
  - hierarchical paging
  - hashed page table
  - inverted page table

- **Segment**

- external fragmentation
- Base and Limit

- Paged Segment

# CH8 Virtual Memory

---

- 實現Virtual Memory 技術: Demand Paging
  - pure demand paging
  - prepaging

## Page Replacement Algorithm(沒有最差，只有最佳)

- **FIFO**(belady's anomaly)
- **OPT**(stack property)
- **LRU**(stack property)
- LRU-approximation(stack property)
  - **Additional regerence bits usage**
  - **Second chance**
  - **Enhanced second chance**
- **LFU**(belady's anomaly)
- **MFU**(belady's anomaly)
- **Thrashing**
  - CPU utilization down
  - Paging I/O devices 異常忙碌
  - processes spends more time on paging I/O than normal execution
    - technique to handle Thrashing
      - **decrease multiprogramming degree**(已經thrashing)
      - **page fault frequency control**
      - **working set model**
- Allocation Kernel Memory
  - Buddy system
  - Slab allocation(has no internel,externel fragmentation)

# CH9 Massive Storage System

---

## Hard Disk

- cylinder
- tracks
- sectors(磁碟控制器控制read,write之基本單位)
- Disk Access Time
  - Seek Time
  - Rotational latency
  - Transfer Time

## Free-Space Management

- Bit vector
- Linked List
  - Grouping
  - Counting

## File Allocation Methods

- Contiguous Allocation
- Linked Allocation
  - 變形: FAT
- Indexed Allocation
  - Linked scheme
  - Multilevel index
  - Combined scheme(UNIX i-Node structure)

## HDD scheduling(沒有最好與最差之法則)

- **FCFS**
- **SSTF**
- **SCAN**
  - elevator
- **C-SCAN**
- **LOOK**
  - elevator
- **C-LOOK**

## RAID

- improvement of reliability via redundancy
  - mirror

- parity check
- improvement in performance via parallelism
  - data striping
    - bits-level
    - block-level
- RAID0(N部)
  - block-level striping
- RAID1(mirror)(N/2部)
- RAID2(ECC-Error-Correcting Code)
  - 沒有實際產品
- RAID3(ECC-Error-Correcting Code)(N+1部)
  - bit-level striping
  - parity check
- RAID4(ECC-Error-Correcting Code)(N+1部)
  - block-level striping
  - parity check
- RAID5(ECC-Error-Correcting Code)(N+1部)
- RAID6(ECC-Error-Correcting Code)(N+2部)
- RAID1+RAID0(更好)
- RAID0+RAID1

## File Directory Structure

- Tree-structured Directory
- Acyclic Graph Directory
- General Graph Directory(允許有cycle)

## File Access Control

- Owner, Group, Other
- RWX(Read, Write, eXecute)
- command: `chmod 755 file`

## Consistency Semantic

- UNIX semantic
  - 訂票系統
- Session semantic

- 網站上的檔案提供下載讓user填寫
- Immutable-Shared-Files semantic
  - 總經理公告文件第3009號

NAS(Network-Attached Storage)

- File-based operation
- 會占用網路頻寬

SAN(Storage-Area Network)

- Block-based operation
- private network
- 不佔用一般網路頻寬