

## CH1 OS system types

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## CH2 I/O operations, Hardware resource protection

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## CH3 System call, OS structures, Virtualization

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## CH4 Process Management, Thread Management

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### Process

#### process state diagram

- New
- Ready
- Running
- Waiting
- Terminal

#### PCB

1.Process 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)

#### 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解决

- 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

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- necessary conditions
  - **mutual excludation**
  - **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 excludation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)

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- 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 dining 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

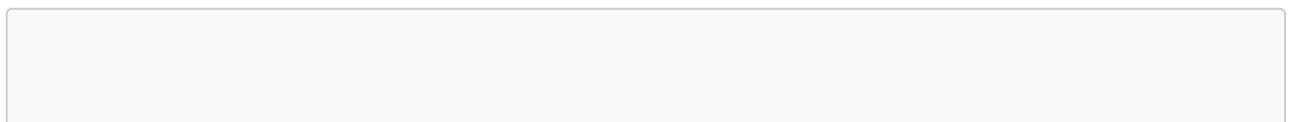
```
while(true){
    Entry section;
    C.S.
    Exit section;
    R.S.
}
```

- 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

<pre>Pi 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>	<pre>Pj 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){
    waiting[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 && !waiting[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** procss 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()即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

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### 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

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- 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 reference 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 internal,external fragmentation)

## CH9 Massive Storage System

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### 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
    - bit-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