

Chapter 2: Operating-System Structures





Outline

- Operating System Services
- User and Operating System-Interface
- System Calls
- System Services (System Utilities)
- Linkers and Loaders
- Why Applications are Operating System Specific
- Design and Implementation
- Operating System Structure
- Building and Booting an Operating System
- Operating System Debugging





Objectives

- Identify services provided by an operating system
- Illustrate how system calls are used to provide operating system services
- Compare and contrast monolithic, layered, microkernel, modular, and hybrid strategies for designing operating systems
- Illustrate the process for booting an operating system
- Apply tools for monitoring operating system performance
- Design and implement kernel modules for interacting with a Linux kernel





Different Views to OS

- Focus on the services that the system provides
- Focus on the interface that it makes available to users and programmers
- Focus on its components and their interconnections





Operating System Services

- Operating systems provide an environment for execution of programs and services to programs and users
- One set of operating-system services provides functions that are helpful to the user:
 - **User interface** - Almost all operating systems have a user interface (**UI**).
 - ▶ Varies between **Command-Line (CLI)**, **Graphics User Interface (GUI)**, **touch-screen**, **Batch**
 - **Program execution** - The system must be able to load a program into memory and to run that program, end execution, either normally or abnormally (indicating error)
 - **I/O operations** - A running program may require I/O, which may involve a file or an I/O device
 - **File-system manipulation** - The file system is of particular interest. Programs need to read and write files and directories, create and delete them, search them, list file Information, permission management.





Operating System Services (Cont.)

- One set of operating-system services provides functions that are helpful to the user (Cont.):
 - **Communications** – Processes may exchange information, on the same computer or between computers over a network
 - ▶ Communications may be via shared memory or through message passing (packets moved by the OS)
 - **Error detection** – OS needs to be constantly aware of possible errors
 - ▶ May occur in the CPU and memory hardware, in I/O devices, in user program
 - ▶ For each type of error, OS should take the appropriate action to ensure correct and consistent computing
 - ▶ Debugging facilities can greatly enhance the user's and programmer's abilities to efficiently use the system

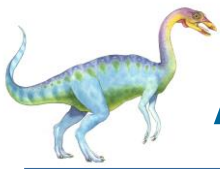




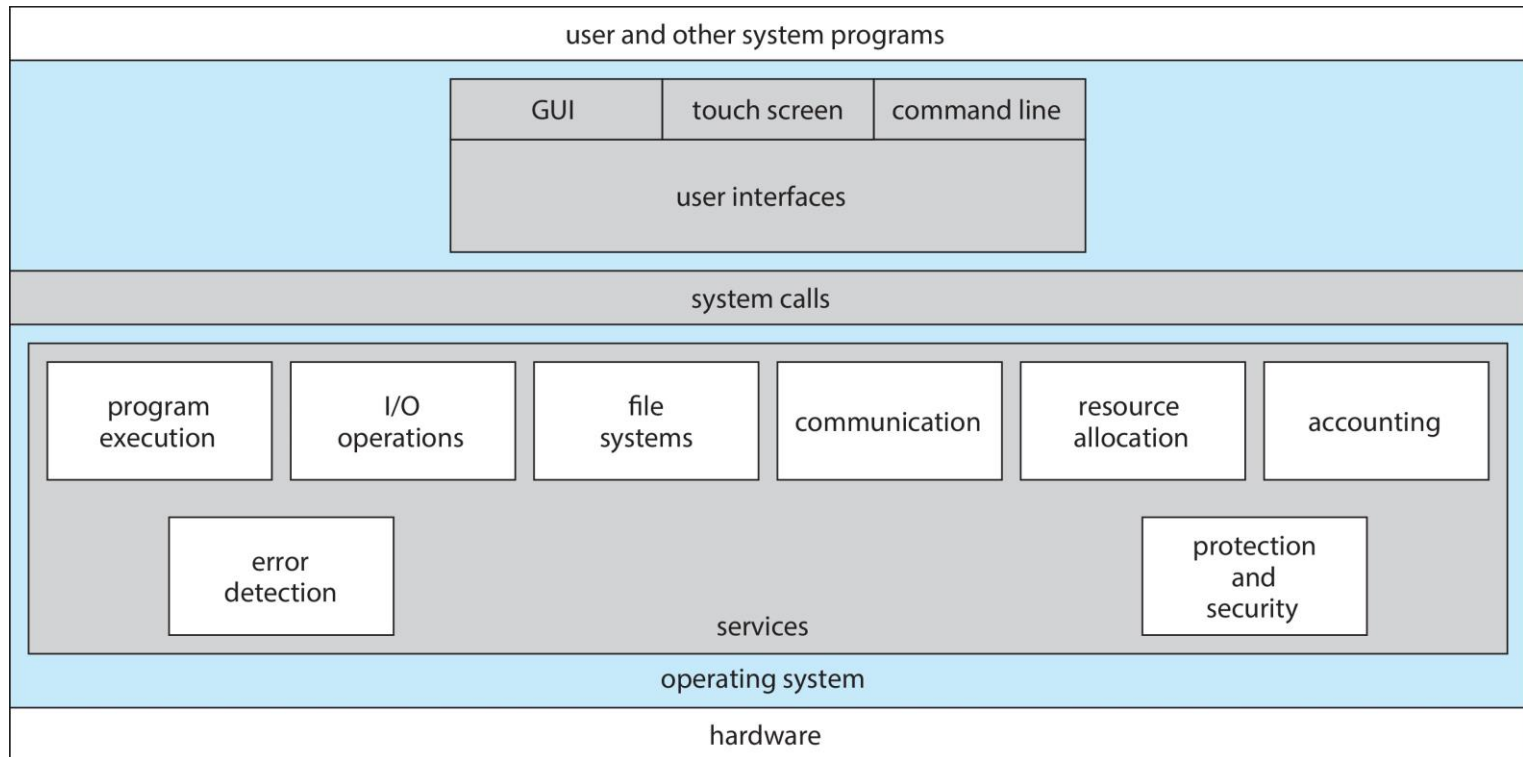
Operating System Services (Cont.)

- Another set of OS functions exists for ensuring the efficient operation of the system itself via resource sharing
 - **Resource allocation** - When multiple users or multiple jobs running concurrently, resources must be allocated to each of them
 - ▶ Many types of resources - CPU cycles, main memory, file storage, I/O devices.
 - **Logging** - To keep track of which users use how much and what kinds of computer resources
 - **Protection and security** - The owners of information stored in a multiuser or networked computer system may want to control use of that information, concurrent processes should not interfere with each other
 - ▶ **Protection** involves ensuring that all access to system resources is controlled
 - ▶ **Security** of the system from outsiders requires user authentication, extends to defending external I/O devices from invalid access attempts





A View of Operating System Services





Command Line interpreter

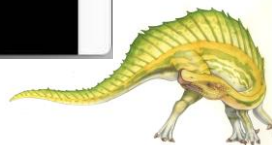
- CLI allows direct command entry
- Sometimes implemented in kernel, sometimes by systems program
- Sometimes multiple flavors implemented – **shells**
- Primarily fetches a command from user and executes it
- Sometimes commands built-in, sometimes just names of programs
 - If the latter, adding new features doesn't require shell modification

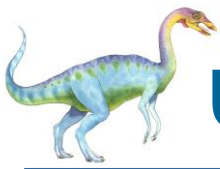




Bourne Shell Command Interpreter

```
1. root@r6181-d5-us01:~ (ssh)
× root@r6181-d5-u... ❸1 × ssh ❸2 × root@r6181-d5-us01... ❸3
Last login: Thu Jul 14 08:47:01 on ttys002
iMacPro:~ pbg$ ssh root@r6181-d5-us01
root@r6181-d5-us01's password:
Last login: Thu Jul 14 06:01:11 2016 from 172.16.16.162
[root@r6181-d5-us01 ~]# uptime
 06:57:48 up 16 days, 10:52,  3 users,  load average: 129.52, 80.33, 56.55
[root@r6181-d5-us01 ~]# df -kh
Filesystem                Size      Used Avail Use% Mounted on
/dev/mapper/vg_ks-lv_root    50G       19G   28G  41% /
tmpfs                      127G      520K   127G   1% /dev/shm
/dev/sda1                   477M       71M   381M  16% /boot
/dev/dssd0000               1.0T      480G   545G  47% /dssd_xfs
tcp://192.168.150.1:3334/orangeifs
                           12T       5.7T   6.4T  47% /mnt/orangeifs
/dev/gpfs-test              23T       1.1T   22T   5% /mnt/gpfs
[root@r6181-d5-us01 ~]#
[root@r6181-d5-us01 ~]# ps aux | sort -nrk 3,3 | head -n 5
root      97653 11.2  6.6 42665344 17520636 ?    S<Ll  Jul13 166:23 /usr/lpp/mmfs/bin/mmfsd
root      69849  6.6  0.0      0      0 ?        S    Jul12 181:54 [vpthread-1-1]
root      69850  6.4  0.0      0      0 ?        S    Jul12 177:42 [vpthread-1-2]
root       3829  3.0  0.0      0      0 ?        S    Jun27 730:04 [rp_thread 7:0]
root       3826  3.0  0.0      0      0 ?        S    Jun27 728:08 [rp_thread 6:0]
[root@r6181-d5-us01 ~]# ls -l /usr/lpp/mmfs/bin/mmfsd
-r-x----- 1 root root 20667161 Jun  3  2015 /usr/lpp/mmfs/bin/mmfsd
[root@r6181-d5-us01 ~]#
```





User Operating System Interface - GUI

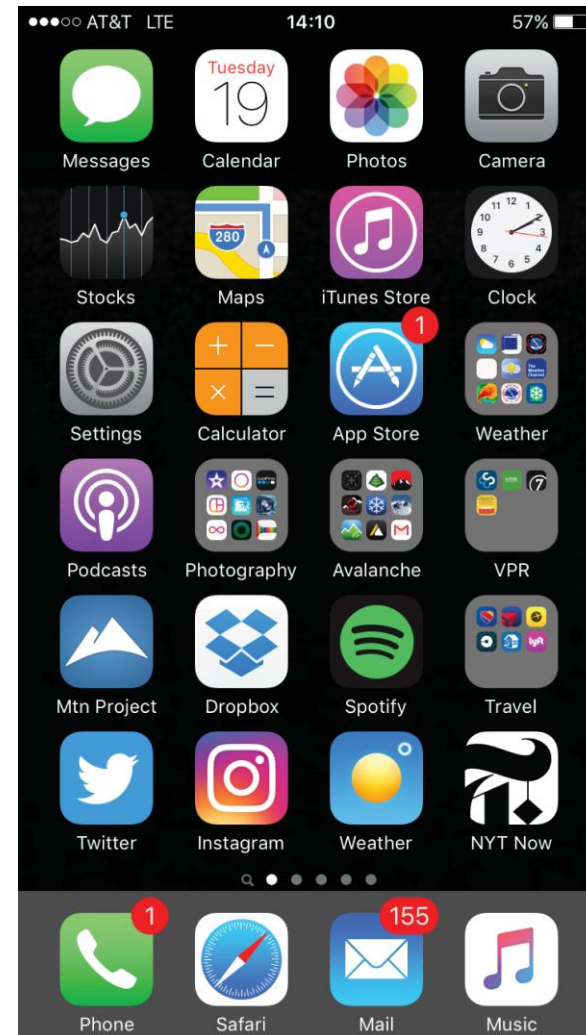
- User-friendly **desktop** metaphor interface
 - Usually mouse, keyboard, and monitor
 - **Icons** represent files, programs, actions, etc
 - Various mouse buttons over objects in the interface cause various actions (provide information, options, execute function, open directory (known as a **folder**))
 - Invented at Xerox PARC (Palo Alto Research Center)
- Many systems now include both CLI and GUI interfaces
 - Microsoft Windows is GUI with CLI “command” shell
 - Apple Mac OS X is “Aqua” GUI interface with UNIX kernel underneath and shells available
 - Unix and Linux have CLI with optional GUI interfaces (CDE, KDE, GNOME)





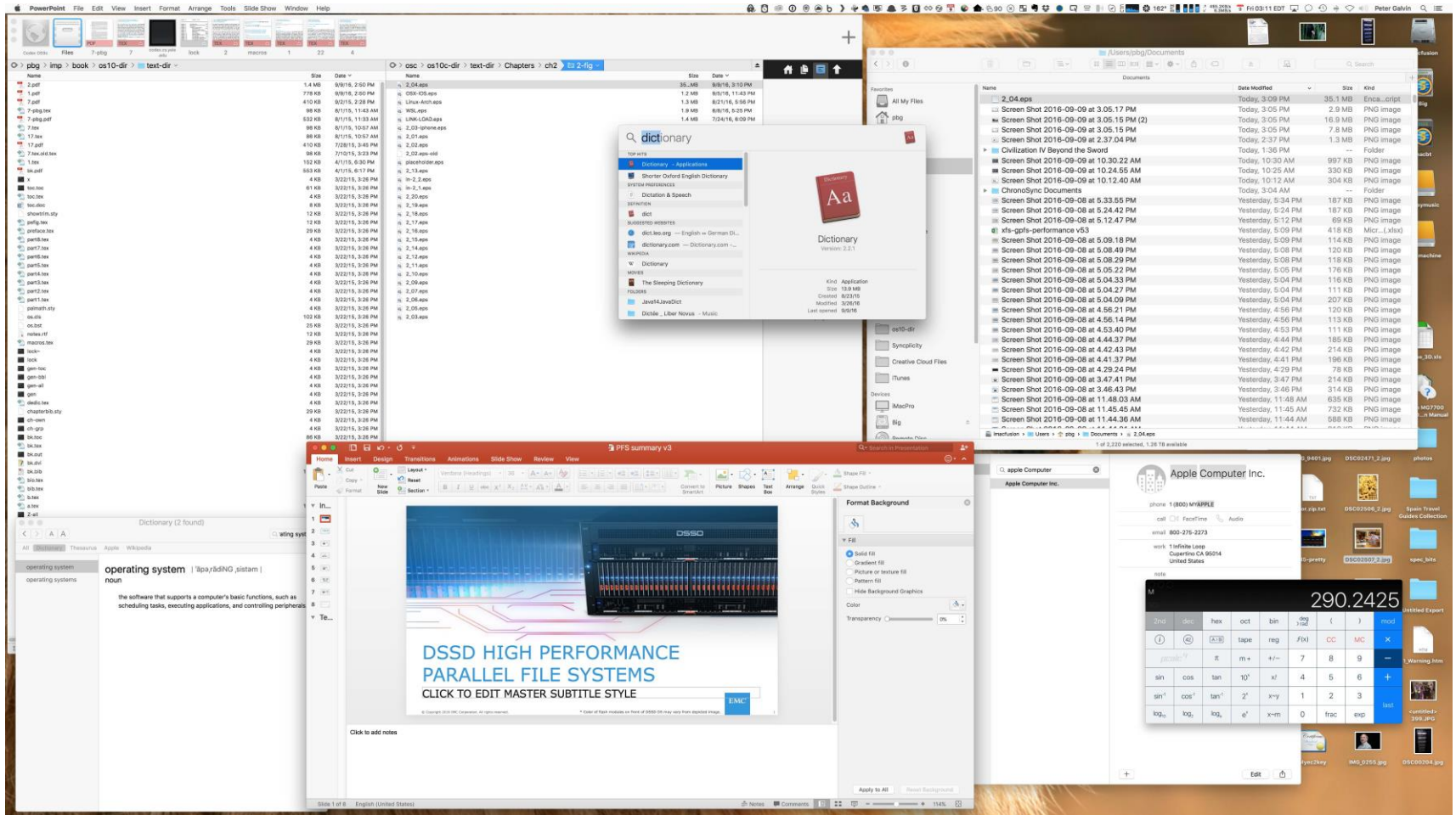
Touchscreen Interfaces

- Touchscreen devices require new interfaces
 - Mouse not possible or not desired
 - Actions and selection based on gestures
 - Virtual keyboard for text entry
- Voice commands





The Mac OS X GUI





System Calls

- Programming interface to the services provided by the OS
- Typically written in a high-level language (C or C++)
- Mostly accessed by programs via a high-level **Application Programming Interface (API)** rather than direct system call use
- Three most common APIs are Win32 API for Windows, POSIX API for POSIX-based systems (including virtually all versions of UNIX, Linux, and Mac OS X), and Java API for the Java virtual machine (JVM)

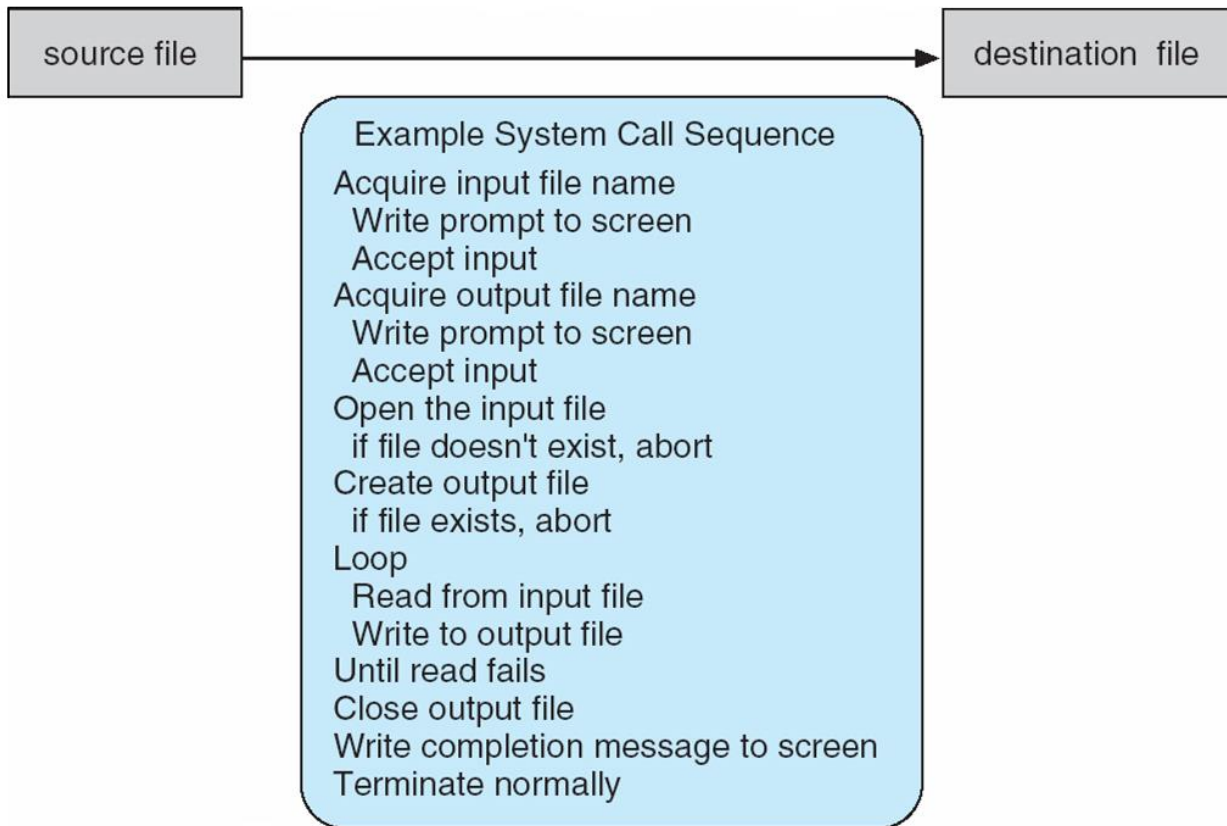
Note that the system-call names used throughout this text are generic





Example of System Calls

- System call sequence to copy the contents of one file to another file





Example of Standard API

EXAMPLE OF STANDARD API

As an example of a standard API, consider the `read()` function that is available in UNIX and Linux systems. The API for this function is obtained from the man page by invoking the command

```
man read
```

on the command line. A description of this API appears below:

<pre>#include <unistd.h></pre>		
<pre>ssize_t</pre>	<pre>read(int fd, void *buf, size_t count)</pre>	
return	function	parameters
value	name	

A program that uses the `read()` function must include the `unistd.h` header file, as this file defines the `ssize_t` and `size_t` data types (among other things). The parameters passed to `read()` are as follows:

- `int fd`—the file descriptor to be read
- `void *buf`—a buffer into which the data will be read
- `size_t count`—the maximum number of bytes to be read into the buffer

On a successful read, the number of bytes read is returned. A return value of 0 indicates end of file. If an error occurs, `read()` returns `-1`.

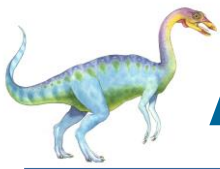




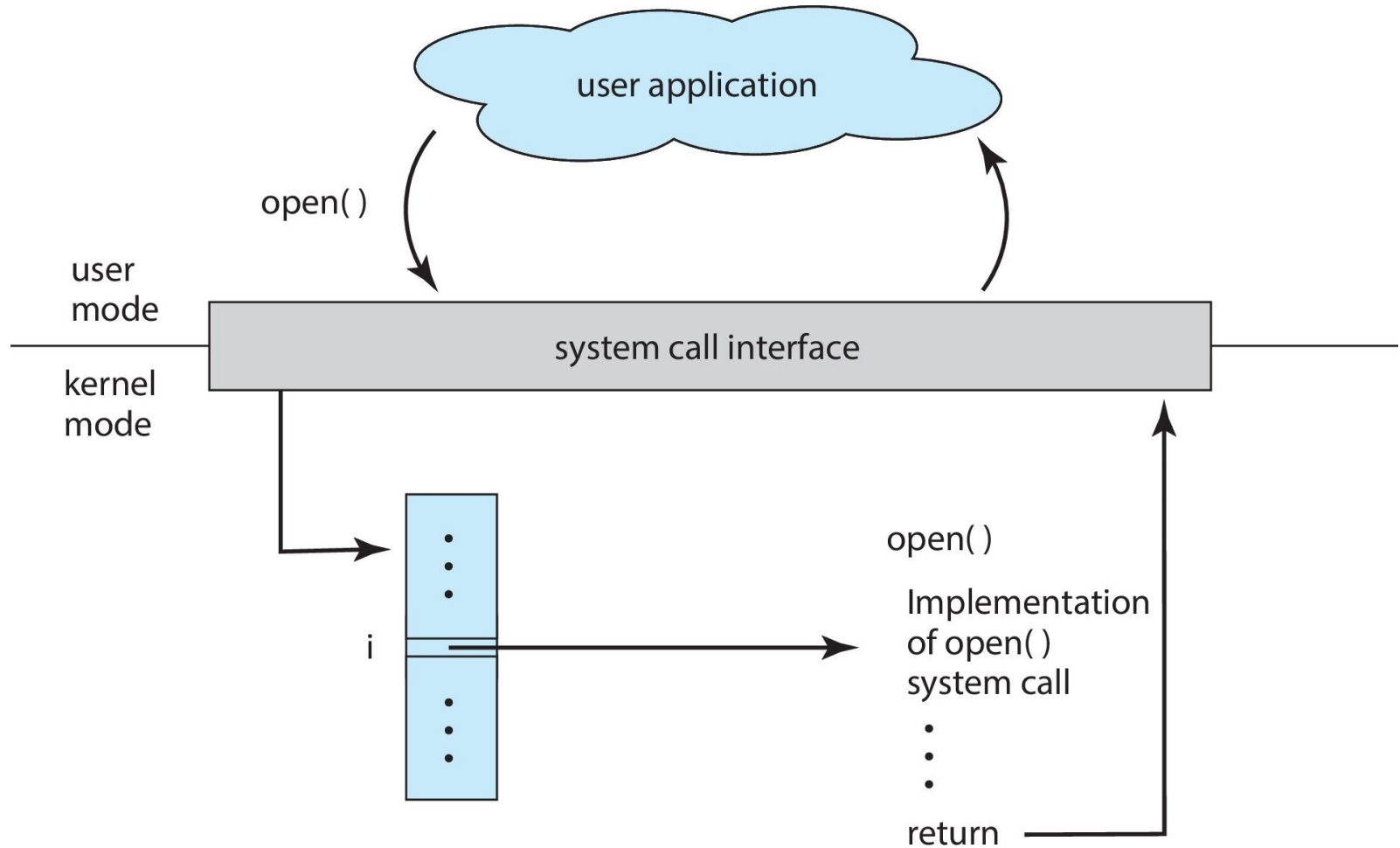
System Call Implementation

- Typically, a number is associated with each system call
 - **System-call interface** maintains a table indexed according to these numbers
- The system call interface invokes the intended system call in OS kernel and returns status of the system call and any return values
- The caller needs to know nothing about how the system call is implemented
 - Just needs to obey API and understand what OS will do as a result call
 - Most details of OS interface hidden from programmer by API
 - ▶ Managed by run-time support library (set of functions built into libraries included with compiler)





API – System Call – OS Relationship





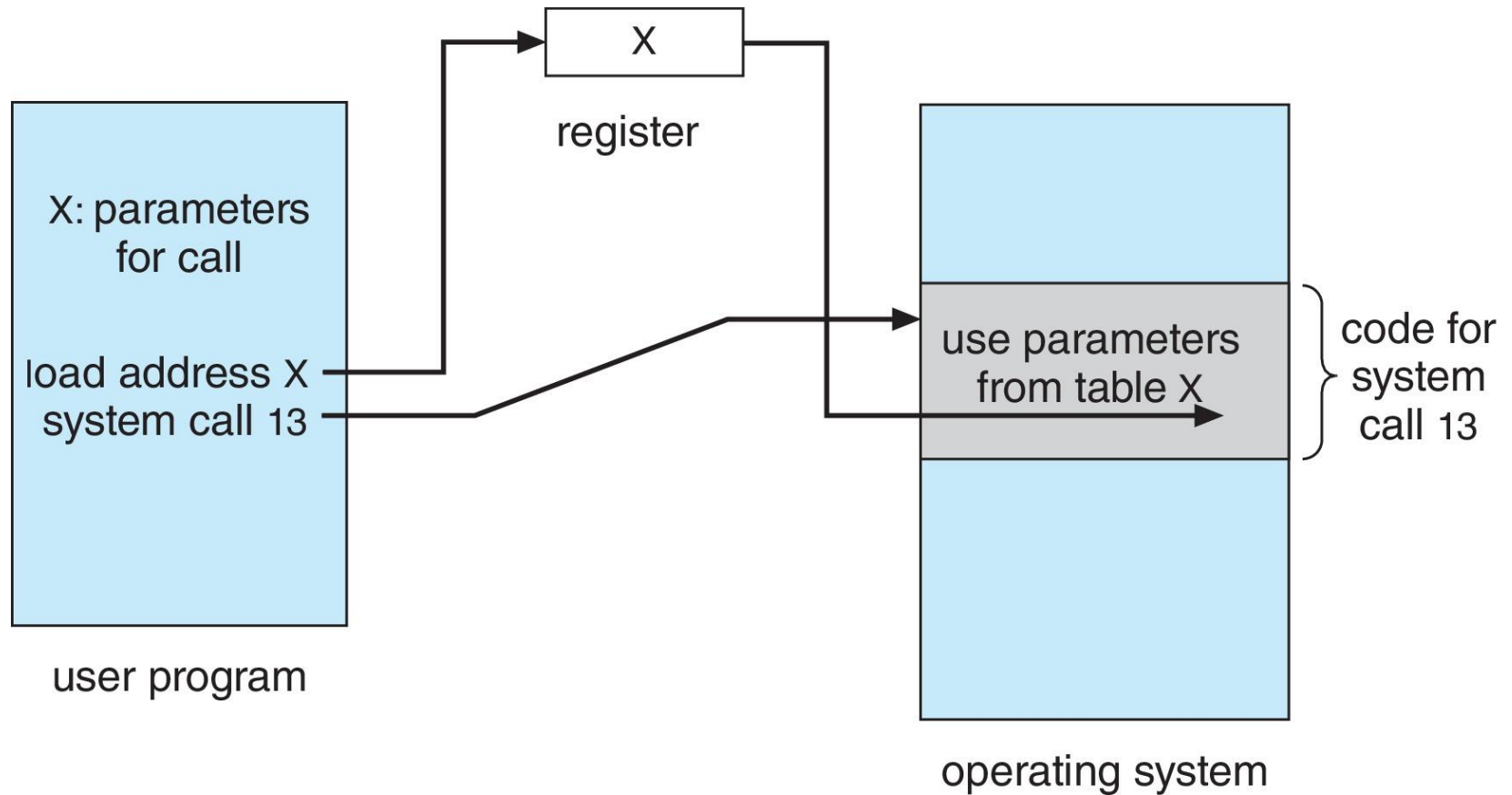
System Call Parameter Passing

- Often, more information is required than simply identity of desired system call
 - Exact type and amount of information vary according to OS and call
- Three general methods used to pass parameters to the OS
 - Simplest: pass the parameters in registers
 - ▶ In some cases, may be more parameters than registers
 - Parameters stored in a block, or table, in memory, and address of block passed as a parameter in a register
 - ▶ This approach taken by Linux and Solaris
 - Parameters placed, or **pushed**, onto the **stack** by the program and **popped** off the stack by the operating system
 - Block and stack methods do not limit the number or length of parameters being passed





Parameter Passing via Table





Types of System Calls

- Process control
 - create process, terminate process
 - end, abort
 - load, execute
 - get process attributes, set process attributes
 - wait for time
 - wait event, signal event
 - allocate and free memory
 - Dump memory if error
 - **Debugger** for determining **bugs**, **single step** execution
 - **Locks** for managing access to shared data between processes





Types of System Calls (Cont.)

- File management
 - create file, delete file
 - open, close file
 - read, write, reposition
 - get and set file attributes
- Device management
 - request device, release device
 - read, write, reposition
 - get device attributes, set device attributes
 - logically attach or detach devices





Types of System Calls (Cont.)

- Information maintenance
 - get time or date, set time or date
 - get system data, set system data
 - get and set process, file, or device attributes
- Communications
 - create, delete communication connection
 - send, receive messages if **message passing model** to **host name** or **process name**
 - ▶ From **client** to **server**
 - **Shared-memory model** create and gain access to memory regions
 - transfer status information
 - attach and detach remote devices





Types of System Calls (Cont.)

- Protection
 - Control access to resources
 - Get and set permissions
 - Allow and deny user access





Examples of Windows and Unix System Calls

EXAMPLES OF WINDOWS AND UNIX SYSTEM CALLS

The following illustrates various equivalent system calls for Windows and UNIX operating systems.

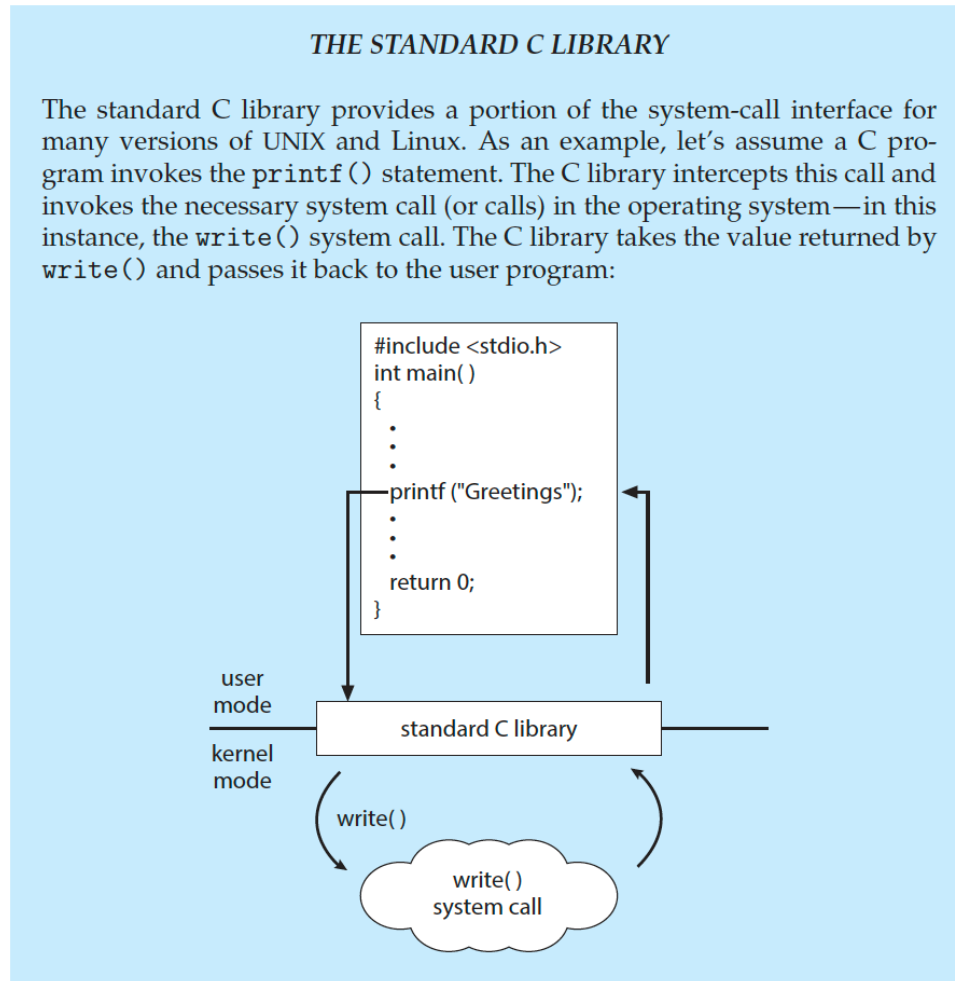
	Windows	Unix
Process control	CreateProcess() ExitProcess() WaitForSingleObject()	fork() exit() wait()
File management	CreateFile() ReadFile() WriteFile() CloseHandle()	open() read() write() close()
Device management	SetConsoleMode() ReadConsole() WriteConsole()	ioctl() read() write()
Information maintenance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





Standard C Library Example

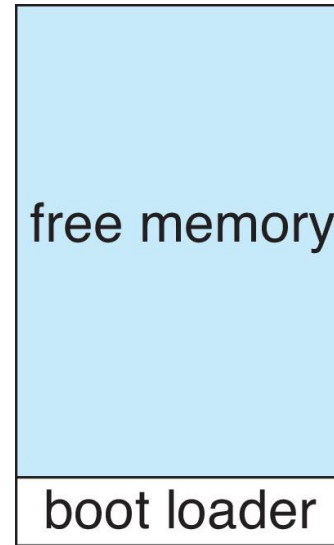
- C program invoking `printf()` library call, which calls `write()` system call





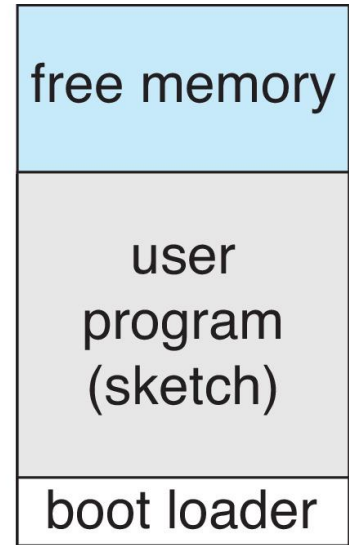
Example: Arduino

- Single-tasking
- No operating system provided – only a boot loader
- Programs (sketch) loaded via USB into flash memory
- Single memory space
- Boot loader loads program
- New program overwrites old program
- No user interface



(a)

At system startup



(b)

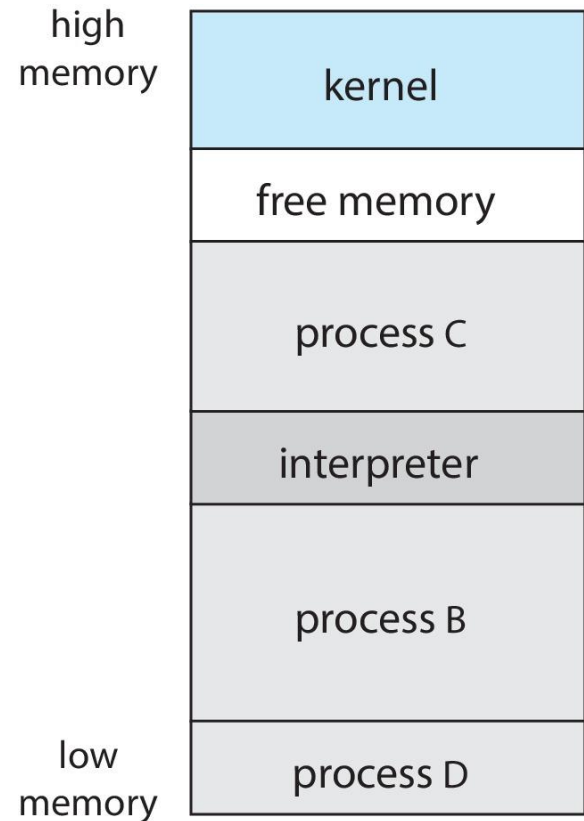
running a program





Example: FreeBSD

- Unix variant
- Multitasking
- User login -> invoke user's choice of shell
- Shell executes `fork()` system call to create process
 - Executes `exec()` to load program into process
 - Shell waits for process to terminate or continues with user commands
- Process exits with:
 - `code = 0` – no error
 - `code > 0` – error code





System Services

- System programs provide a convenient environment for program development and execution. They can be divided into:
 - File manipulation
 - Status information sometimes stored in a file
 - Programming language support
 - Program loading and execution
 - Communications
 - Background services
 - Application programs
- Most users' view of the operating system is defined by system programs, not the actual system calls





System Services (Cont.)

- Provide a convenient environment for program development and execution
 - Some of them are simply user interfaces to system calls; others are considerably more complex
- **File management** - Create, delete, copy, rename, print, dump, list, and generally manipulate files and directories
- **Status information**
 - Some ask the system for info - date, time, amount of available memory, disk space, number of users
 - Others provide detailed performance, logging, and debugging information
 - Typically, these programs format and print the output to the terminal or other output devices
 - Some systems implement a **registry** - used to store and retrieve configuration information





System Services (Cont.)

- **File modification**
 - Text editors to create and modify files
 - Special commands to search contents of files or perform transformations of the text
- **Programming-language support** - Compilers, assemblers, debuggers and interpreters sometimes provided
- **Program loading and execution**- Absolute loaders, relocatable loaders, linkage editors, and overlay-loaders, debugging systems for higher-level and machine language
- **Communications** - Provide the mechanism for creating virtual connections among processes, users, and computer systems
 - Allow users to send messages to one another's screens, browse web pages, send electronic-mail messages, log in remotely, transfer files from one machine to another





System Services (Cont.)

■ Background Services

- Launch at boot time
 - ▶ Some for system startup, then terminate
 - ▶ Some from system boot to shutdown
- Provide facilities like disk checking, process scheduling, error logging, printing
- Run in user context not kernel context
- Known as **services**, **subsystems**, **daemons**

■ Application programs

- Don't pertain to system
- Run by users
- Not typically considered part of OS
- Launched by command line, mouse click, finger poke





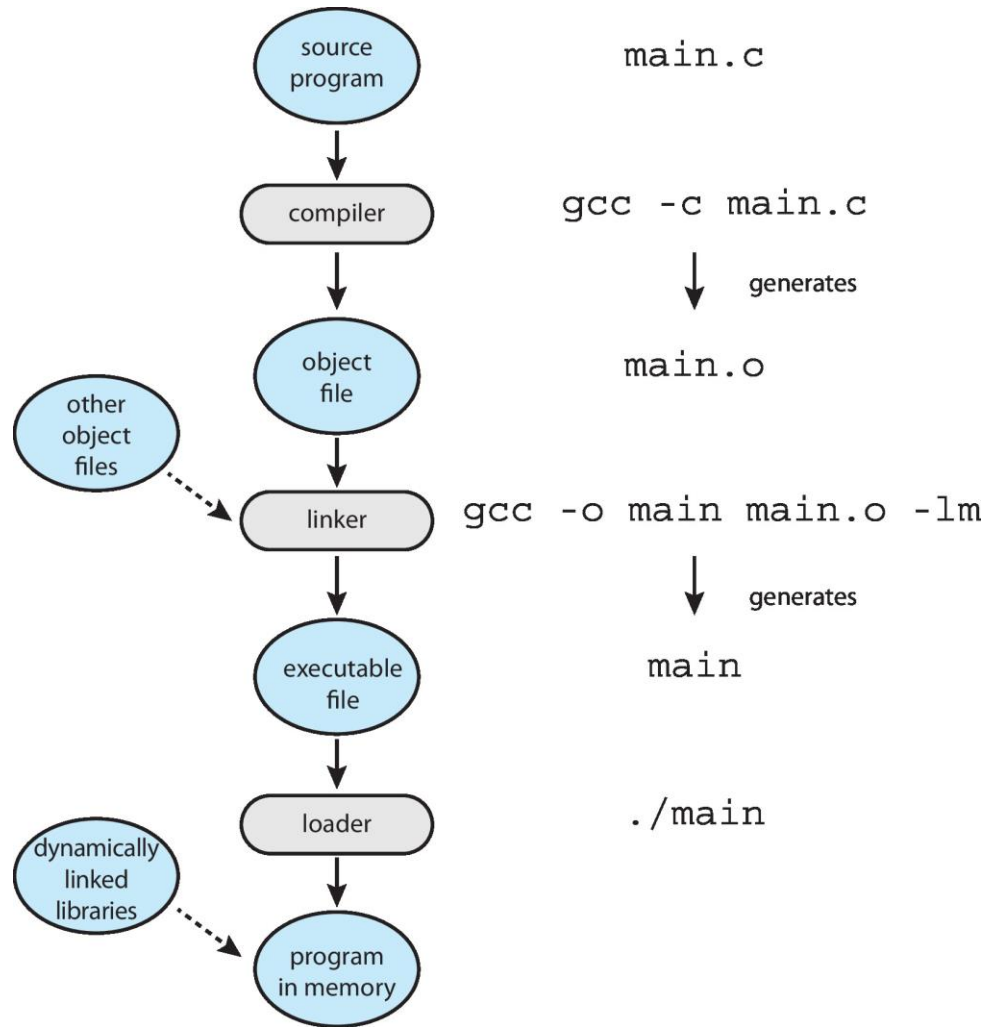
Linkers and Loaders

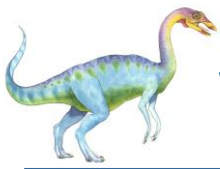
- Source code compiled into object files designed to be loaded into any physical memory location – **relocatable object file**
- **Linker** combines these into single binary **executable** file
 - Also brings in libraries
- Program resides on secondary storage as binary executable
- Must be brought into memory by **loader** to be executed (exec())
 - **Relocation** assigns final addresses to program parts and adjusts code and data in program to match those addresses
- Modern general-purpose systems don't link libraries into executables
 - Rather, **dynamically linked libraries** (in Windows, **DLLs**) are loaded as needed, shared by all that use the same version of that same library (loaded once)
- Object, executable files have standard formats, so operating system knows how to load and start them





The Role of the Linker and Loader





Why Applications are Operating System Specific

- Apps compiled on one system usually not executable on other operating systems
- Each operating system provides its own unique system calls
 - Own file formats, etc.
- Apps can be multi-operating system
 - Written in interpreted language like Python, Ruby, and interpreter available on multiple operating systems
 - App written in language that includes a VM containing the running app (like Java)
 - Use standard language (like C), compile separately on each operating system to run on each
- **Application Binary Interface (ABI)** is architecture equivalent of API, defines how different components of binary code can interface for a given operating system on a given architecture, CPU, etc.





Operating System Structure

- General-purpose OS is very large program
- Various ways to structure
 - Simple structure – MS-DOS
 - More complex – UNIX
 - Layered – an abstraction
 - Microkernel – Mach





Monolithic Structure – Original UNIX

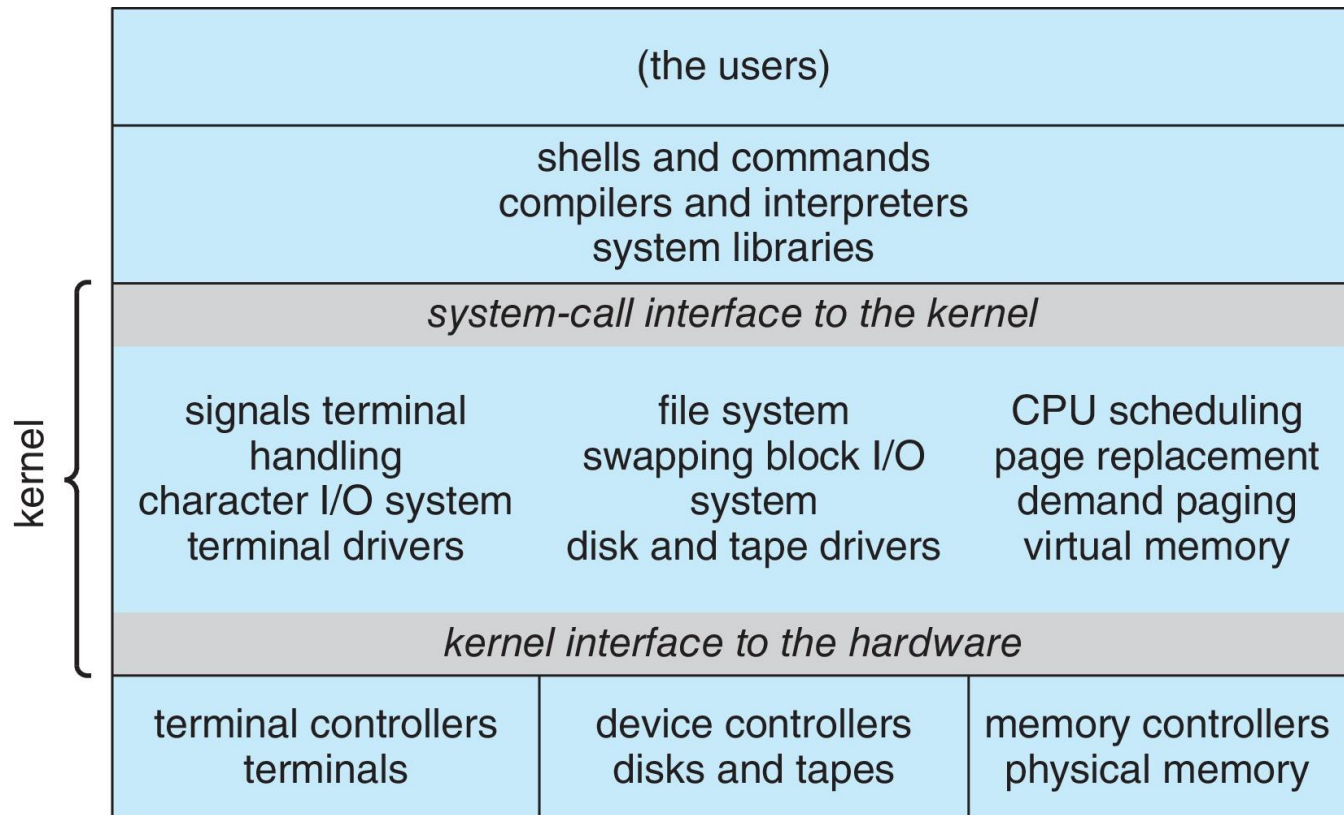
- UNIX – limited by hardware functionality, the original UNIX operating system had limited structuring.
- The UNIX OS consists of two separable parts
 - Systems programs
 - The kernel
 - ▶ Consists of everything below the system-call interface and above the physical hardware
 - ▶ Provides the file system, CPU scheduling, memory management, and other operating-system functions; a large number of functions for one level
- Difficult to implement and extend, but fast with very little overhead in system call interface





Traditional UNIX System Structure

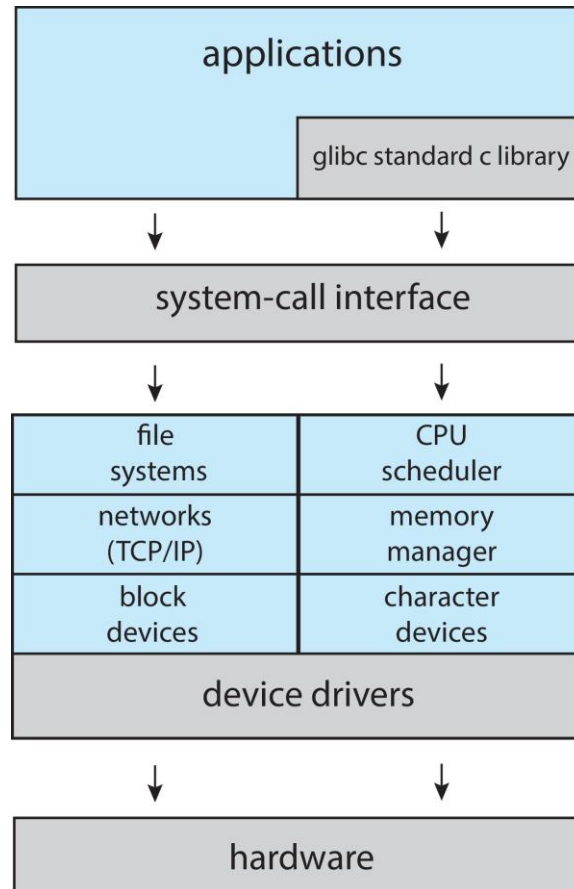
Beyond simple but not fully layered





Linux System Structure

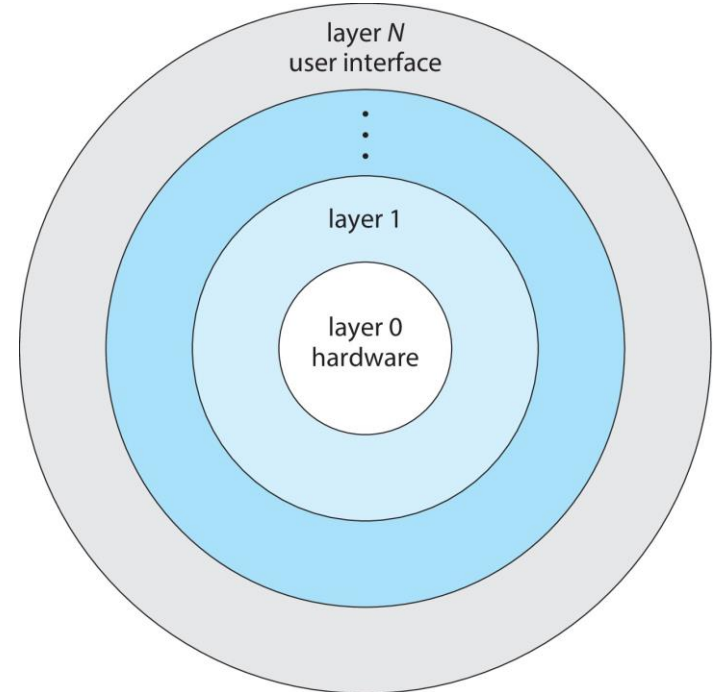
Monolithic plus modular design (kernel can be modified during run time)





Layered Approach

- The operating system is divided into a number of layers (levels), each built on top of lower layers. The bottom layer (layer 0), is the hardware; the highest (layer N) is the user interface.
- With modularity, layers are selected such that each uses functions (operations) and services of only lower-level layers
- Simplicity of construction and debugging, but performance suffers due to the overhead of traversal of multiple layers
- Used in networks (such as TCP/IP)





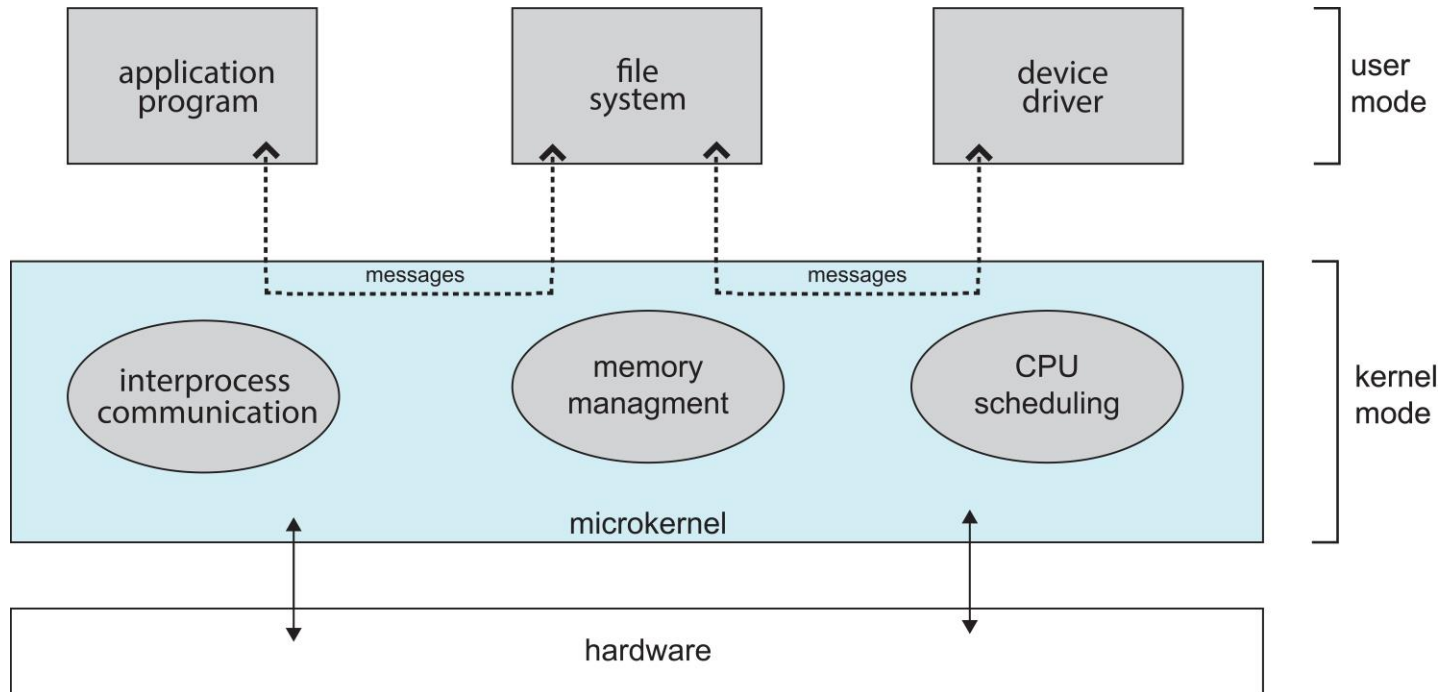
Microkernels

- Moves all non-essentials from the kernel into user space
- **Mach** (developed at CMU) is an example of **microkernel**
 - Mac OS X kernel (**Darwin**) partly based on Mach
- Communication takes place between user modules using **message passing**, coordinated by the kernel (slow)
- Benefits:
 - Easier to extend a microkernel
 - Easier to port the operating system to new architectures
 - More reliable (less code is running in kernel mode)
 - More secure
- Detriments:
 - Performance overhead of user space to kernel space communication





Microkernel System Structure





Modules

- Many modern operating systems implement **loadable kernel modules (LKMs)**
 - Uses object-oriented approach
 - Each core component is separate
 - Each talks to the others over known interfaces
 - Each is loadable as needed within the kernel
- Overall, similar to layers but with more flexible, as any module can call any other module
 - Linux, Solaris, etc.
 - Can be loaded during boot time or run time





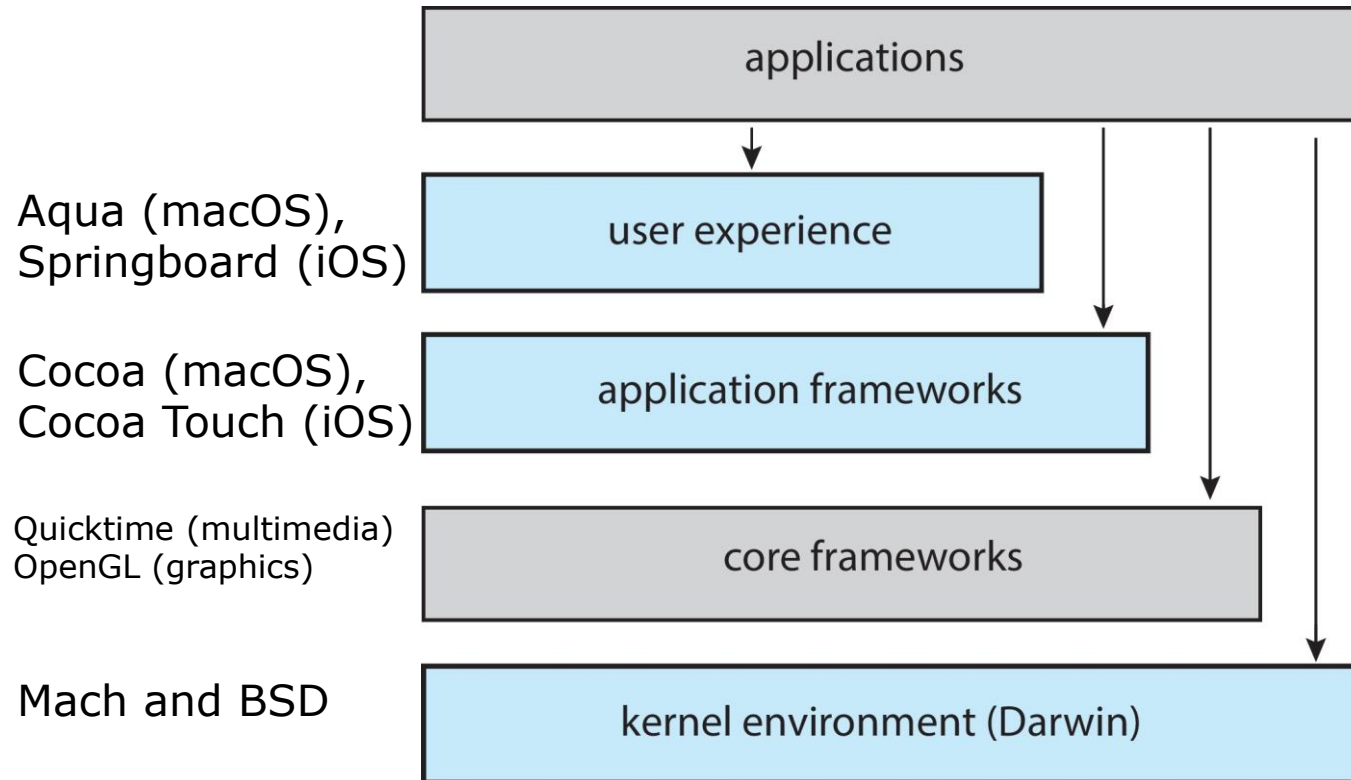
Hybrid Systems

- Most modern operating systems are not one pure model
 - Hybrid combines multiple approaches to address performance, security, usability needs
 - Linux and Solaris kernels work in kernel address space, so monolithic, plus modular for dynamic loading of functionality
 - Windows mostly monolithic, plus microkernel for different subsystem **personalities** (such as WSL – Windows Subsystem for Linux)
- Apple Mac OS X hybrid, layered, **Aqua** UI plus **Cocoa** programming environment
 - Below is kernel consisting of Mach microkernel and BSD Unix parts, plus I/O kit and dynamically loadable modules (called **kernel extensions**)





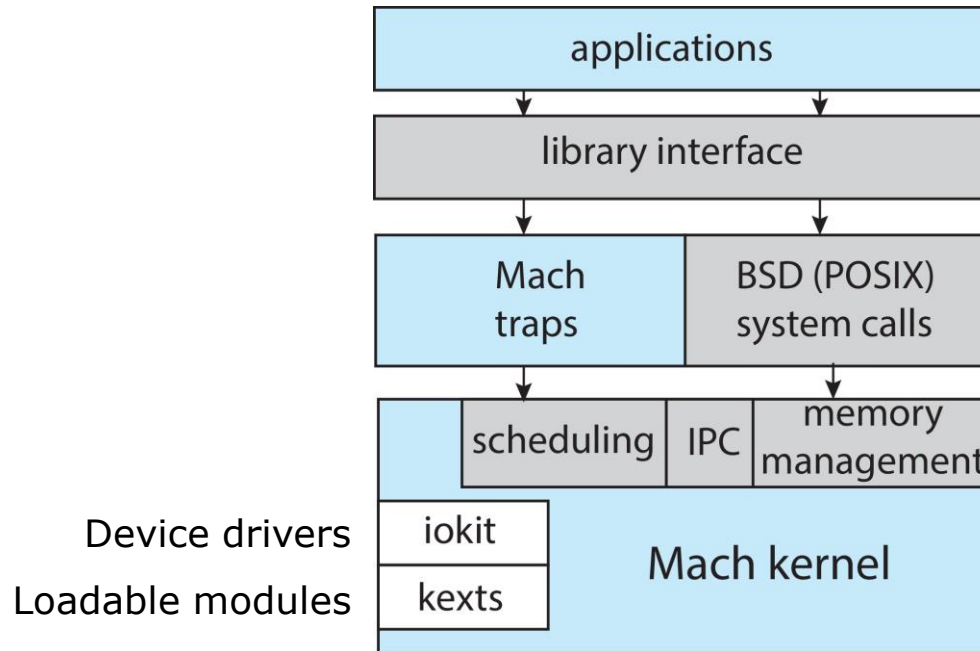
macOS and iOS Structure





Darwin

Hybrid system: layered on the microkernel Mach and the BSD UNIX kernel, provides two sets of system calls





Android

- Developed by Open Handset Alliance (mostly led by Google)
 - Open Source
- Similar to iOS (layered stack)
- Based on Linux kernel but modified
 - Provides process, memory, device-driver management
 - Adds power management
- Runtime environment includes core set of libraries and Dalvik virtual machine (obsolete since KitKat 4.4, now it's just Android RunTime, or ART VM)
 - Apps developed in Java plus Android API
 - ▶ Java class files compiled to Java bytecode then translated to executable that runs in Dalvik VM or ART VM
- Libraries include frameworks for web browser (webkit), database (SQLite), multimedia, smaller libc

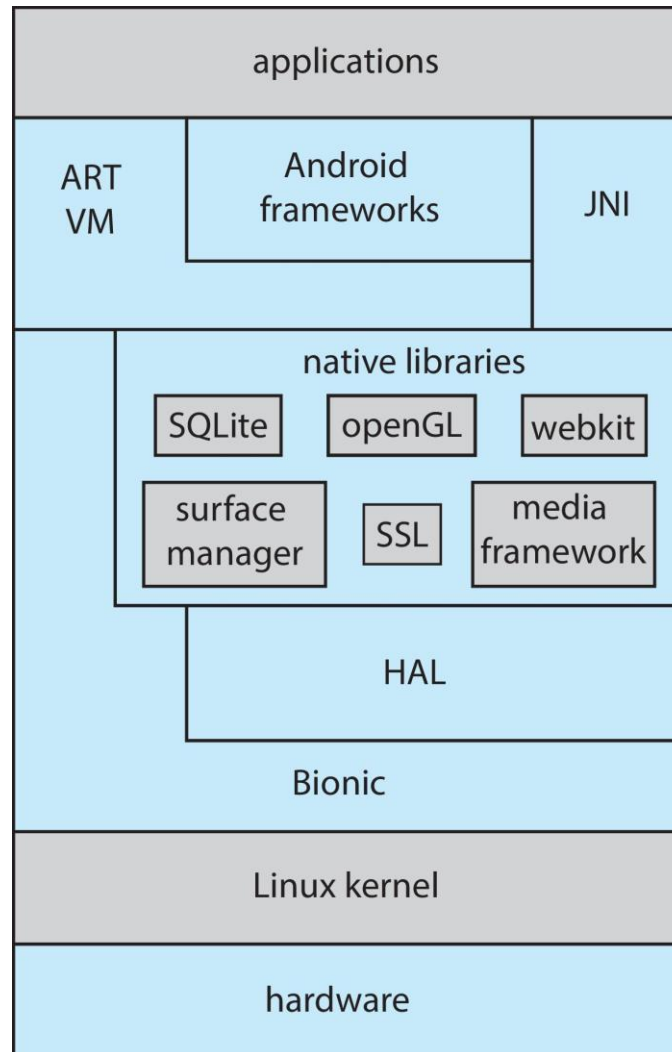




Android Architecture

Portable (Java .class translated to .dex, compiled into native machine code upon installation, executed by ART)

Bionic is Google's replacement of GNU's glibc, optimized for slower CPUs



Java Native Interface, not portable among Android devices

Hardware Abstract Layer – needed because Android must run on all very diversified hardware



End of Chapter 2

