



Bilkent University
Fall 2023-2024

Department of Computer Engineering

CS342

Operating Systems

Homework #1

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24 September 2023

1. Choices, Experiences, and Issues Encountered regarding the Process of the Installation of Linux/Ubuntu

I embarked on my journey to install Ubuntu on my MacBook, initially installing it on a partition of my disk. Unfortunately, my initial endeavor came to a halt, leading me to pivot towards the utilization of a virtual machine. It became evident that Ubuntu does not seamlessly support MacBooks released post-2018 [6], and my own is a 2019 model. This compatibility hiccup manifested itself through the non-responsive nature of my keyboard and touchpad when I attempted to navigate on the Ubuntu Installer. This unforeseen challenge served as a catalyst, compelling me to reassess my strategy and ultimately transition to a virtual machine as my preferred solution.

Subsequently, I found myself in a situation where I had to format my MacBook and undergo the reinstallation of macOS. Regrettably, I was unable to rectify the unintended repercussions stemming from my previous attempts at installing Ubuntu. In my quest for a solution, I reached out to Apple Support, seeking their expertise and guidance. Their prescribed remedy was to initiate a comprehensive disk wipe, effectively erasing all data, and then proceed with a complete reinstallation of the macOS operating system.

Following the successful reinstallation of macOS, I was now prepared to embark on the journey of setting up a virtual machine to run Ubuntu. Drawing from the wisdom of friends who had previously navigated this path successfully, I decided to heed their advice and opted for *VirtualBox* [7] as my preferred virtualization software.

The subsequent steps in the process proved to be relatively easier. I began by installing the ISO file of the specified Ubuntu version and then diligently followed the instructions provided by VirtualBox. This sequence of actions culminated in the successful completion of the Ubuntu installation within the virtual environment. Notably, I encountered a minor hurdle along the way, which was the need to adjust the default language settings to access the terminal and proceed with the setup.

2. Ten Linux Commands Learned

Command	Description
ssh	The ssh command is to connect to an external machine on the network with the use of the ssh protocol [1].
cd	The cd command is to navigate through directories [1].
scp	The scp command allows the secure transferring of files between the local host and the remote host or between two remote hosts [2].
mkdir	The mkdir command is to create new directories from within the terminal [1].
sudo	The sudo command allows users to run commands with privileges that only the root user has [3].
rm	The rm command is used to delete/remove files and folders [1].
pwd	The pwd command is to print the current working directory onto the terminal [1].
touch	To create a new file, the touch command is used [1].
ls	The ls command lists all the files and directories under a specified directory [4].
clear	The clear command is for clearing the terminal screen [5].

3. Ubuntu 22.04 LTS Default Kernel

The location where the **kernel executable** resides is as the follows:

```
/boot/vmlinuz-{kernel-version}  
/boot/vmlinuz-6.2.0-33-generic
```

So, the current kernel version is **6.2.0-33-generic**.

4. New Kernel Download

The subdirectories in the freshly downloaded kernel (*version: 6.1.55*) are as the follows:

```
~/Downloads/linux-6.1.55$ ls -a  
  
.  
..  
arch  
block  
certs  
.clang-format  
.cocciconfig  
COPYING  
  
LICENCES  
.mailmap  
MAINTAINERS  
Makefile  
mm  
net  
README  
rust  
  
CREDITS  
crypto  
Documentation  
drivers  
fs  
.get_maintainer.ignore  
.gitattributes  
.gitignore  
  
rustfmt.toml  
samples  
scripts  
security  
sound  
tools  
usr  
virt  
  
include  
init  
io_uring  
ipc  
Kbuild  
Kconfig  
kernel  
lib
```

5. The System Call Table of the New Kernel

The system call table can be found at the following directory:

```
~/Downloads/linux-6.1.55/arch/x86/entry/syscalls/
```

The file of the table searched is named as “*syscall_64.tbl*”.

0	common	read	sys_read
1	common	write	sys_write
2	common	open	sys_open
3	common	close	sys_close
4	common	stat	sys_newstat
5	common	fstat	sys_newfstat
6	common	lstat	sys_newlstat
35	common	nanosleep	sys_nanosleep
100	common	times	sys_times
160	common	setrlimit	sys_setrlimit

6. Tracing the System Calls

Sample output for the `strace` command:

```
$ strace ls
```

7. Execution Times of the System Calls

```
$ time ssh tuna.onguner@dijkstra.ug.bcc.bilkent.edu.tr
```

```
tuna.onguner@dijkstra.ug.bcc.bilkent.edu.tr's password:  
Activate the web console with: systemctl enable --now cockpit.socket  
  
Last login: Sat Sep 23 17:41:57 2023 from 139.179.221.147  
[tuna.onguner@dijkstra ~]$ exit  
logout  
Connection to dijkstra.ug.bcc.bilkent.edu.tr closed.  
  
real    0m9,609s  
user    0m0,017s  
sys     0m0,009s
```

real: This is the actual wall-clock time that elapsed while the command was running. It includes not only the time the CPU spent executing the command but also any time the process was waiting, such as I/O operations or time spent waiting for other resources [8].

user: This represents the amount of CPU time spent executing the command in user mode. User mode is the part of the CPU's operation where it is executing code that belongs to the user's process, such as the specific command you ran. It does not include time spent in the kernel, handling system calls or other kernel-related tasks [8].

sys: This is the amount of CPU time spent by the command in system mode. The sys time measures the time spent in kernel-related activities on behalf of the command [8].

For performance analysis and profiling, it's common to focus on the **user** and **sys** times to understand how much CPU time a command consumes, as this provides insight into the computational workload of the command itself. However, the **real** time is often more relevant from a user's perspective because it reflects the total time it takes for a command to complete [8].

8. Doubly Linked List of Integers in C

8.1. Implementations of DLLNode and insert method [9]

```
● ● ●
1 #include <time.h>
2 #include <stdio.h>
3 #include <stdlib.h>
4
5 // Node structure for a doubly linked list
6 typedef struct DLLNode {
7     int num;
8     struct DLLNode *prev;
9     struct DLLNode *next;
10 } DLLNode;
11
12 /**
13 * Inserts a new node into a sorted doubly linked list.
14 * @param head The head of the list.
15 * @param numToInsert The number to insert into the list.
16 */
17 void insert(DLLNode **head, const int numToInsert) {
18
19     // Create a new node
20     DLLNode *newNode = (DLLNode *) malloc(sizeof(DLLNode));
21
22     // Initialize the new node
23     newNode->num = numToInsert;
24     newNode->prev = NULL;
25     newNode->next = NULL;
26
27     // If the list is empty, insert the new node as the head
28     if (*head == NULL) {
29         *head = newNode;
30         return;
31     }
32
33     // If the new node is greater than the head, insert it as the new head
34     if (numToInsert < (*head)->num) {
35         newNode->next = *head;
36         (*head)->prev = newNode;
37         *head = newNode;
38         return;
39     }
40
41     // Find the node that the new node should be inserted after
42     DLLNode *current = *head;
43     while (current->next != NULL && current->next->num < numToInsert) {
44         current = current->next;
45     }
46
47     // Insert the new node after the node that we found
48     newNode->next = current->next;
49     newNode->prev = current;
50     if (current->next != NULL) {
51         current->next->prev = newNode;
52     }
53     current->next = newNode;
54 }
```

8.2. Implementation of the main method [10]

```
56 int main() {
57     // Initialize the list as empty
58     DLLNode *head = NULL;
59
60     // Seed the random number generator
61     unsigned const int seed_for_srand = (unsigned int) time(0);
62     srand(seed_for_srand);
63
64     // Measure time before insertion
65     struct timespec exeStart, exeEnd;
66     clock_gettime(CLOCK_REALTIME, &exeStart);
67
68     // Insert 5000 random integers into the list
69     for (int i = 0; i < 5000; i++) {
70         const int randomInteger = rand();
71         insert(&head, randomInteger);
72     }
73
74     // Measure time after insertion
75     clock_gettime(CLOCK_REALTIME, &exeEnd);
76
77     // Calculate the time taken for insertion
78     const double exeRunTime = (double) ((exeEnd.tv_sec - exeStart.tv_sec) + (exeEnd.tv_nsec - exeStart.tv_nsec));
79
80     printf("Time taken for all the insertions ≈ %1.f nanoseconds = %f seconds\n", exeRunTime, exeRunTime / 1e9);
81
82     // Free the memory allocated for nodes
83     while (head != NULL) {
84         DLLNode *temp = head;
85         head = head->next;
86         free(temp);
87     }
88
89     return 0;
90 }
91
```

8.3. Makefile

```
1 CC = gcc
2 CFLAGS = -Wall -g
3
4
5 insert: insert.c
6     $(CC) $(CFLAGS) -o $@ $<
7
8
9 clean:
10    rm -f insert
11
```

References

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- [10] “What is the proper way to use clock_gettime()?,” Stack Overflow, <https://stackoverflow.com/questions/53708076/what-is-the-proper-way-to-use-clock-gettime> (accessed Sep. 23, 2023).