

User Space (Applications)



OS Kernel Space

## System Call Interface

Memory Manager

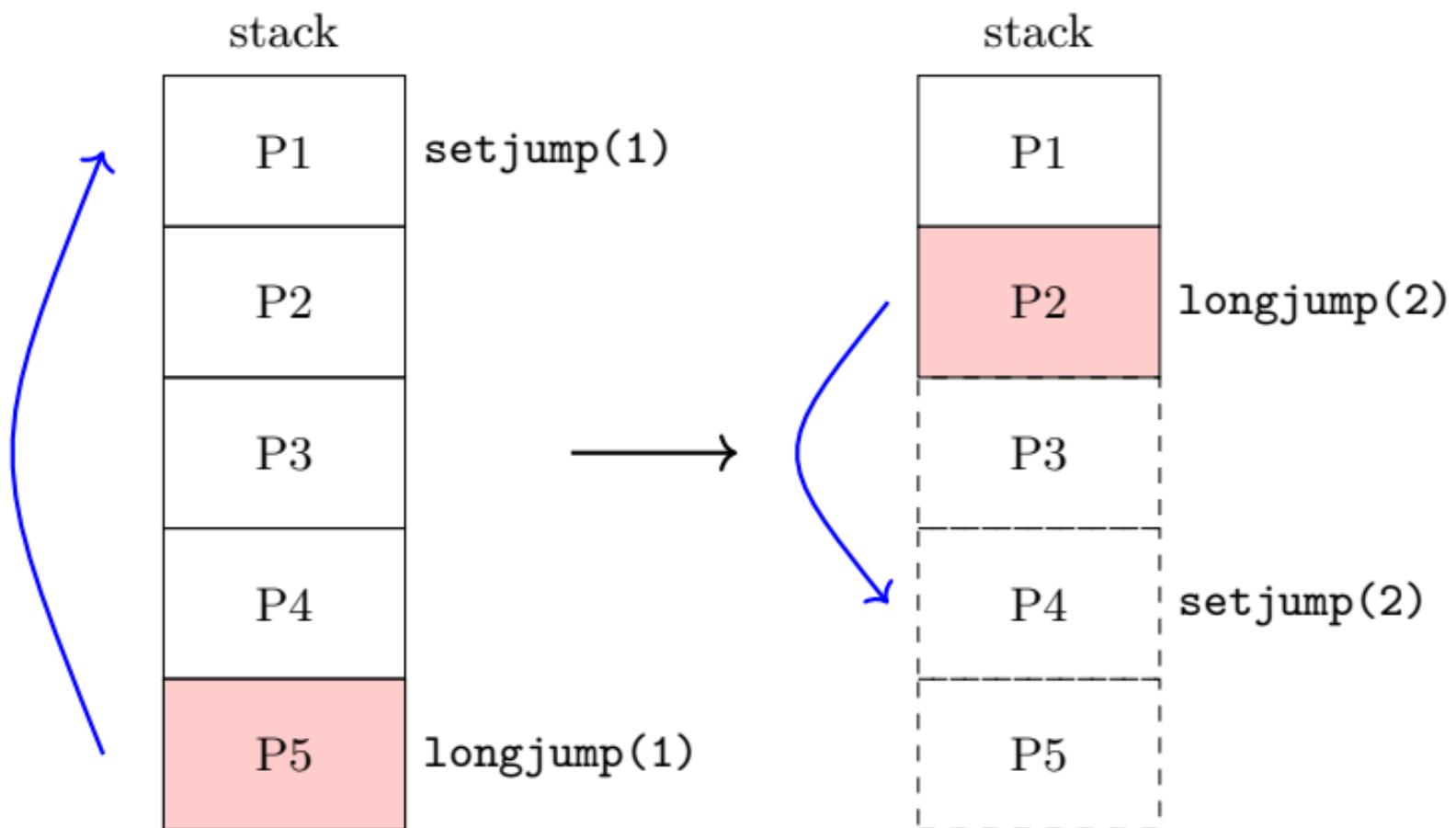
File System

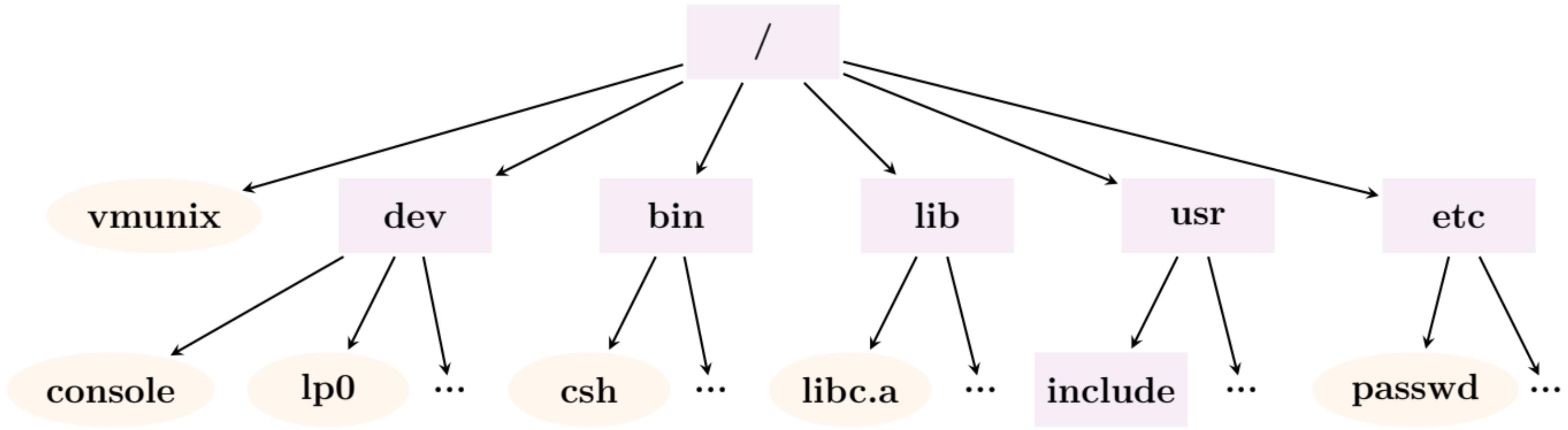
Device Drivers



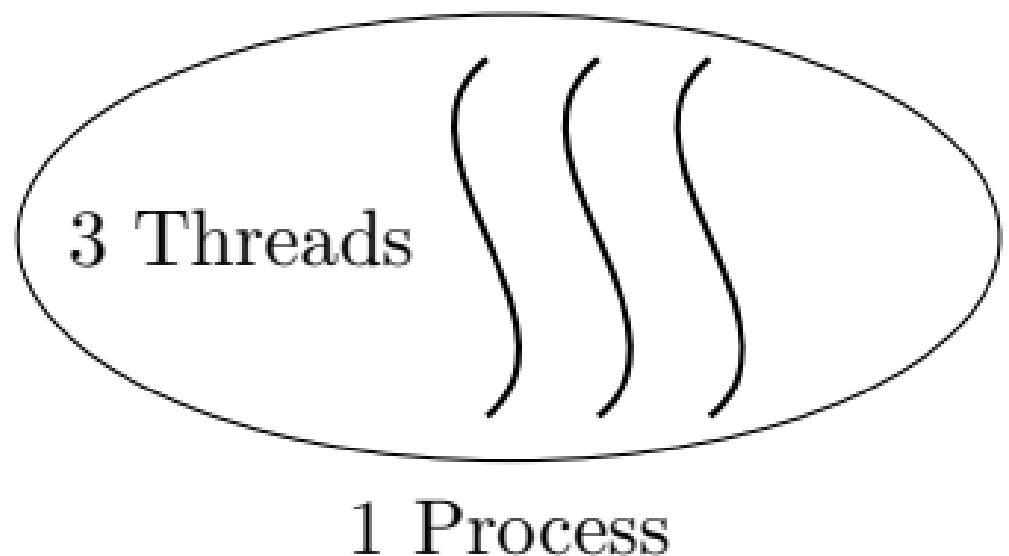
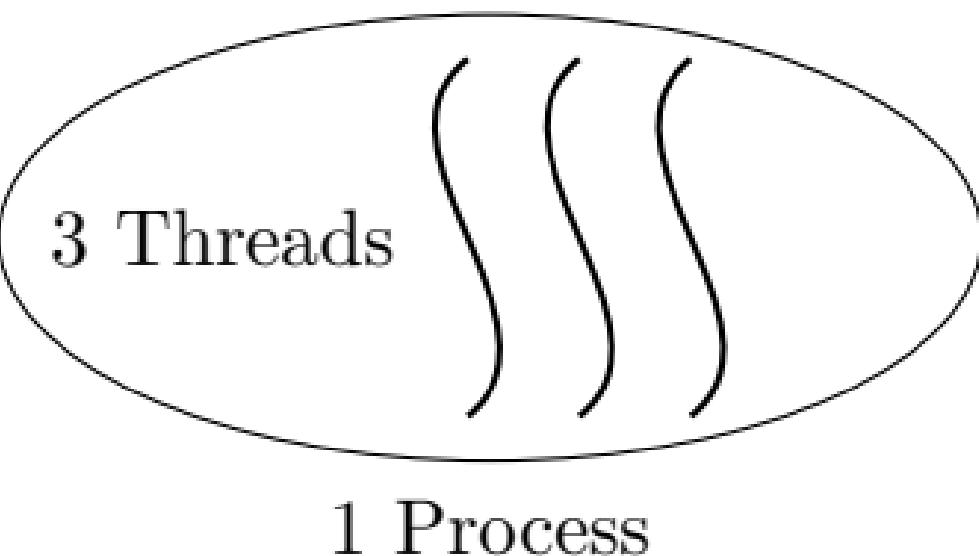
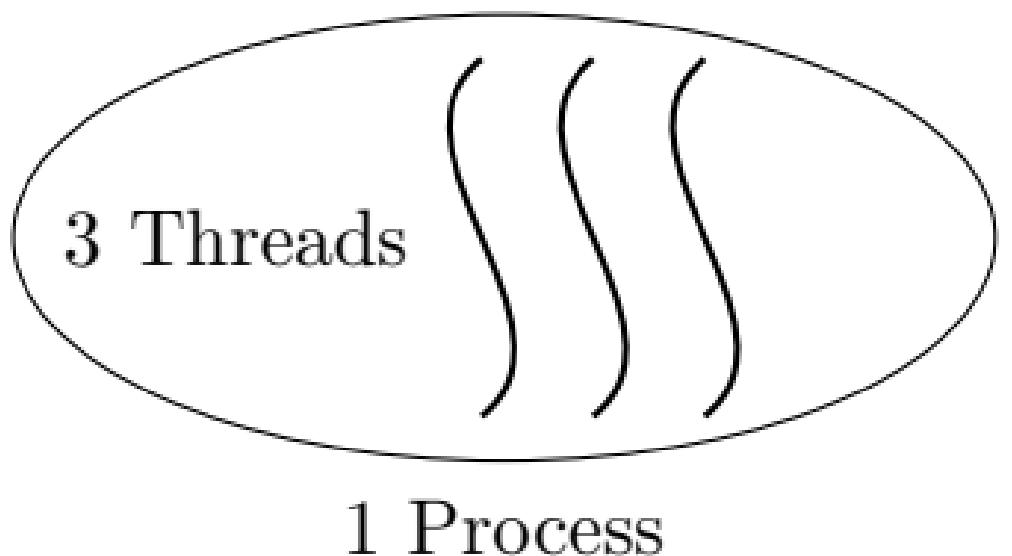
Hardware Layer

(CPU, RAM, Disk, Network)

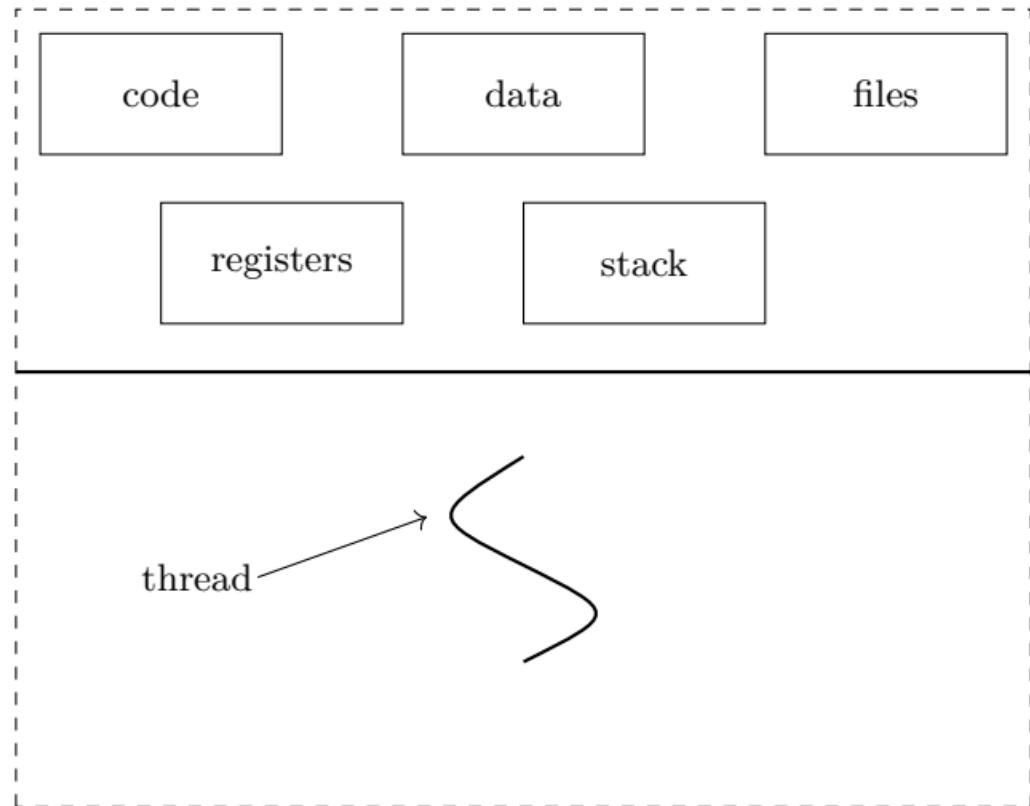




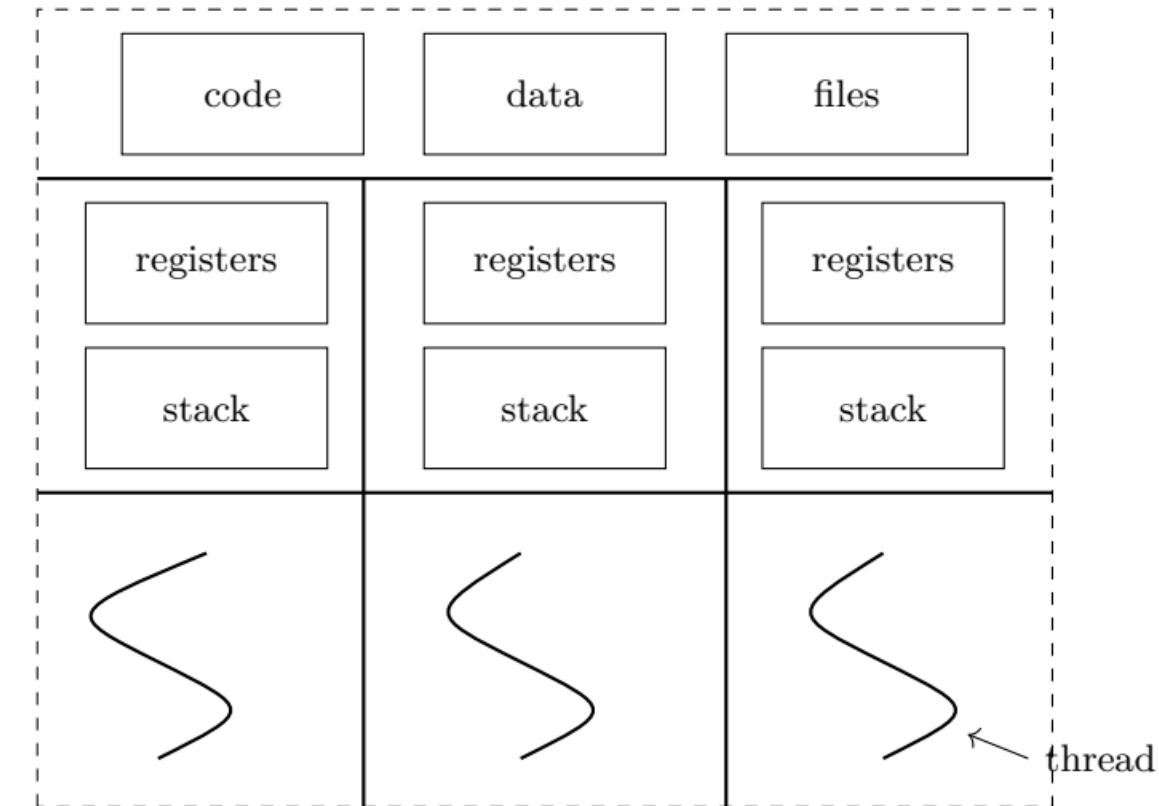
# Many Process



single-threaded process



multithreaded process



## High address

open file desc. table  
kernel stack  
command-line arg.  
environment var.

### Stack

(*kernel space*)

main(): &r, &p

f(): &k



### Heap

Uninitialized  
global / static data

Initialized  
global / static data

Text / instructions

p

&gu (0)

&gi (7), &s (1)

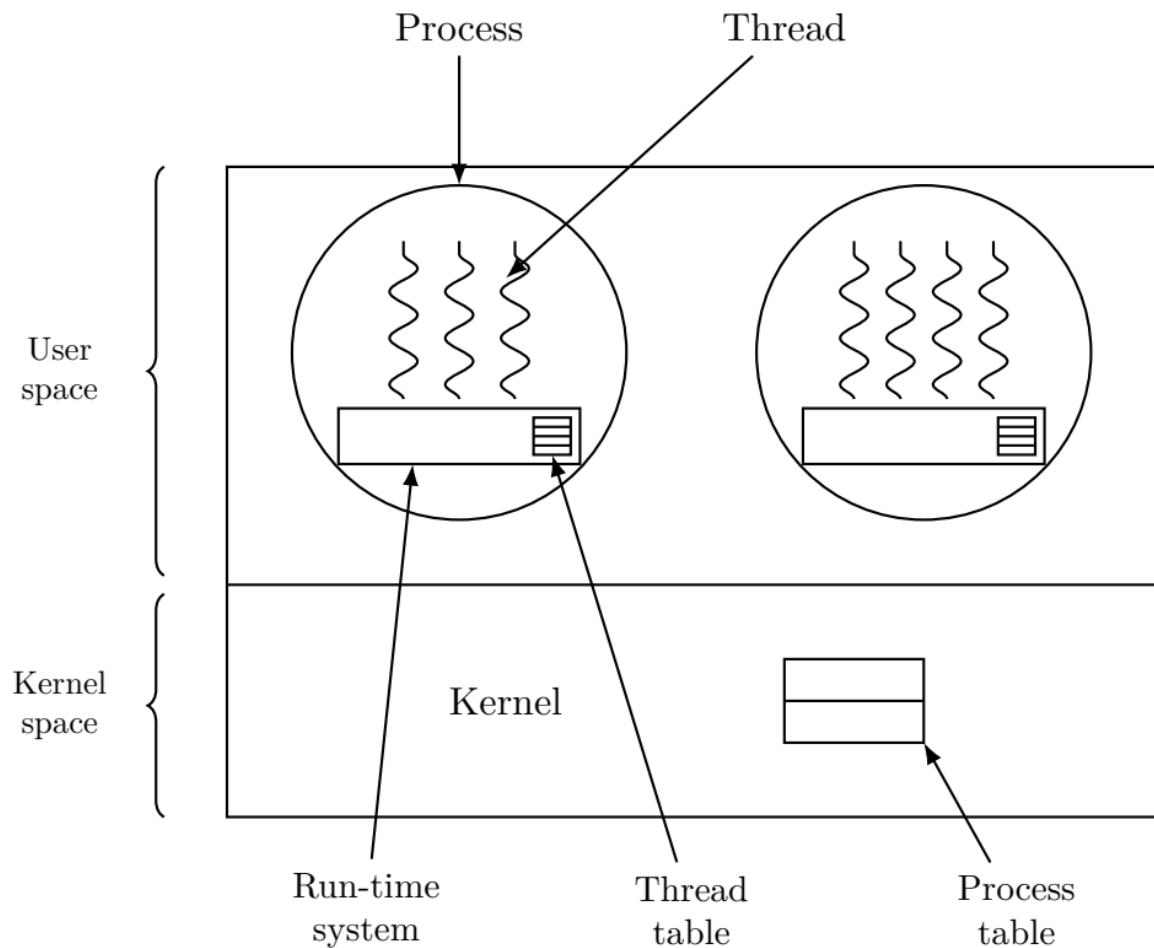
main(), f(), exit()

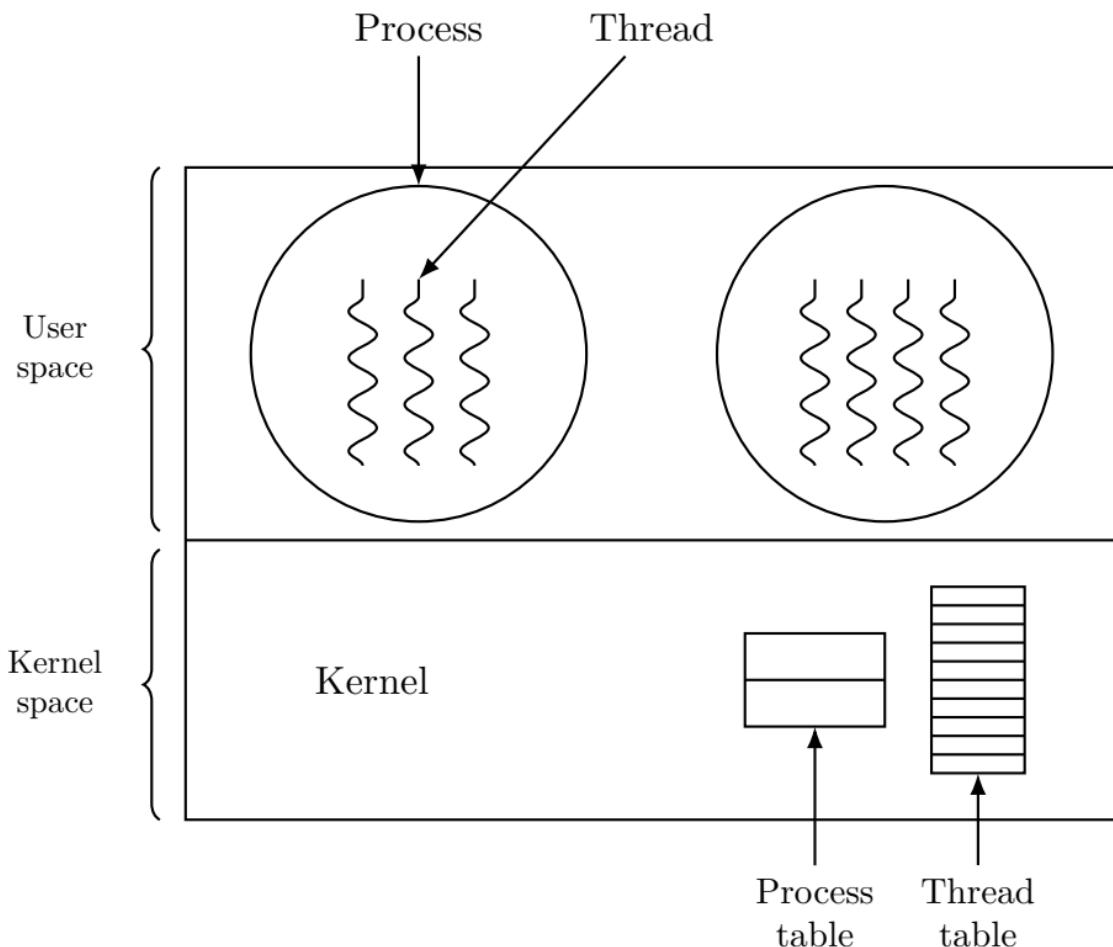
```
int gi = 7;  
int gu;  
  
int f(int k){  
    static int s = 1;  
}  
  
int main(){  
    int r = f();  
    char *p = malloc();  
    exit(0);  
}
```

Initialized to 0 by exec()

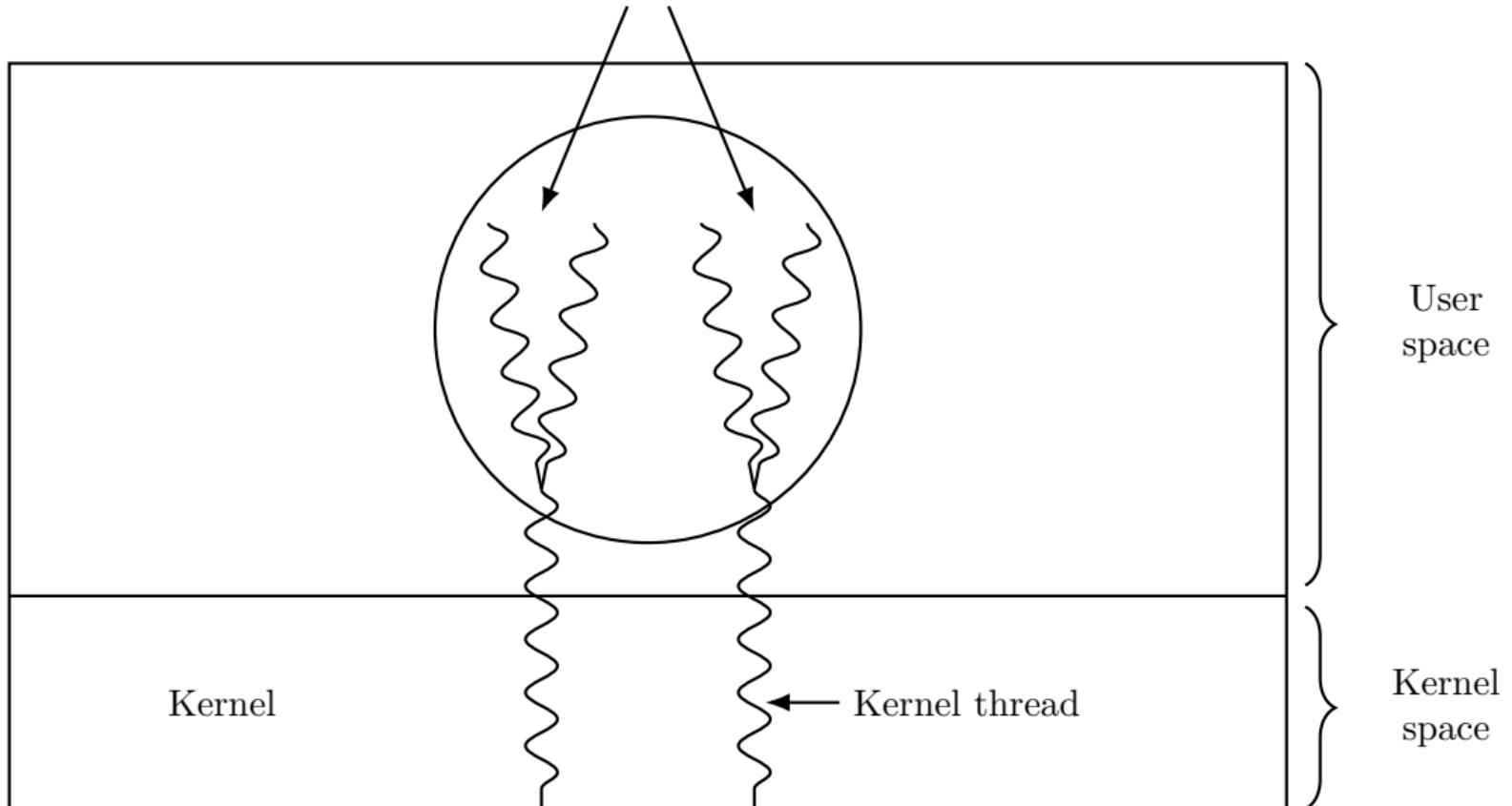
Read from program file by exec()

## Low address

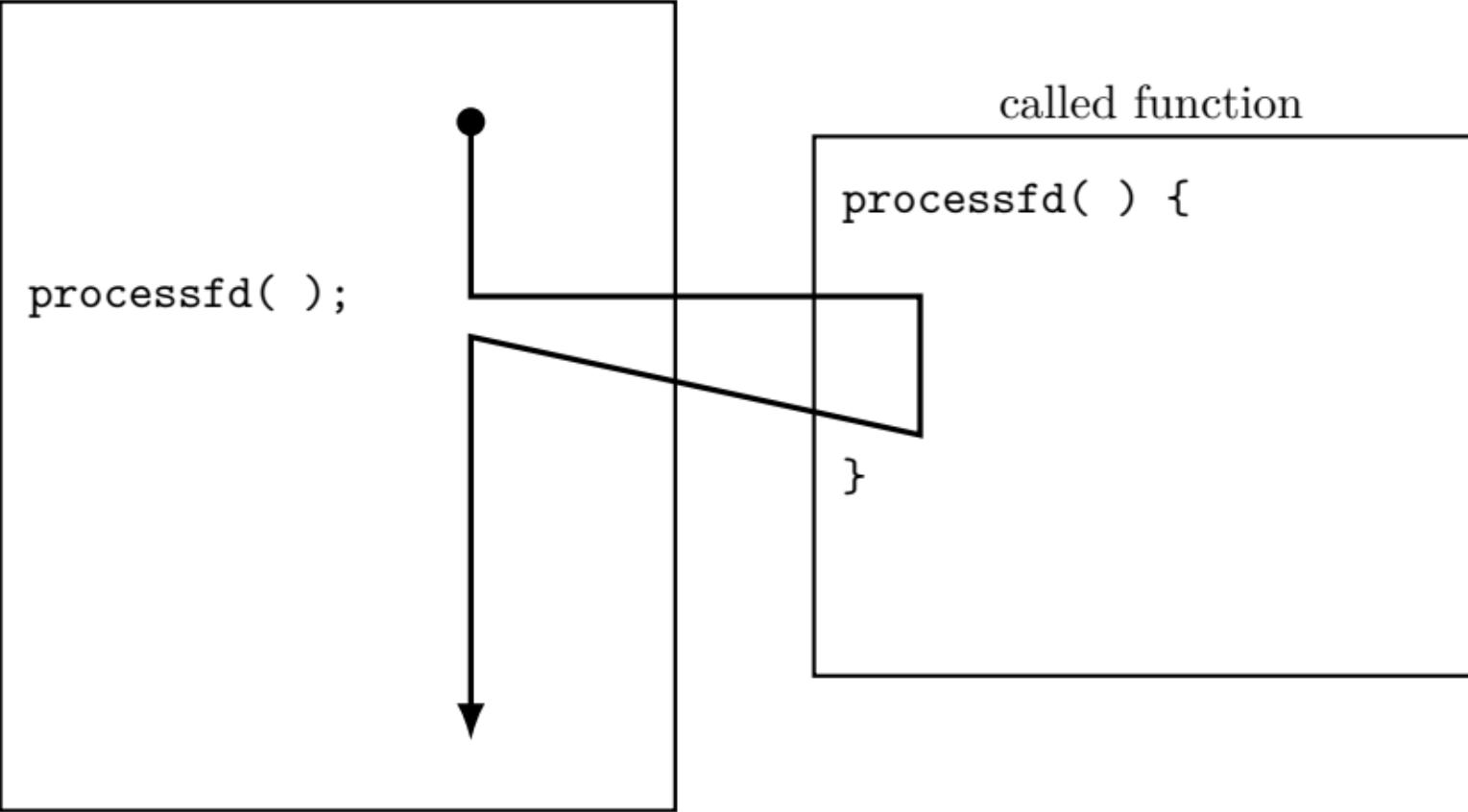




Multiple user threads  
on a kernel thread

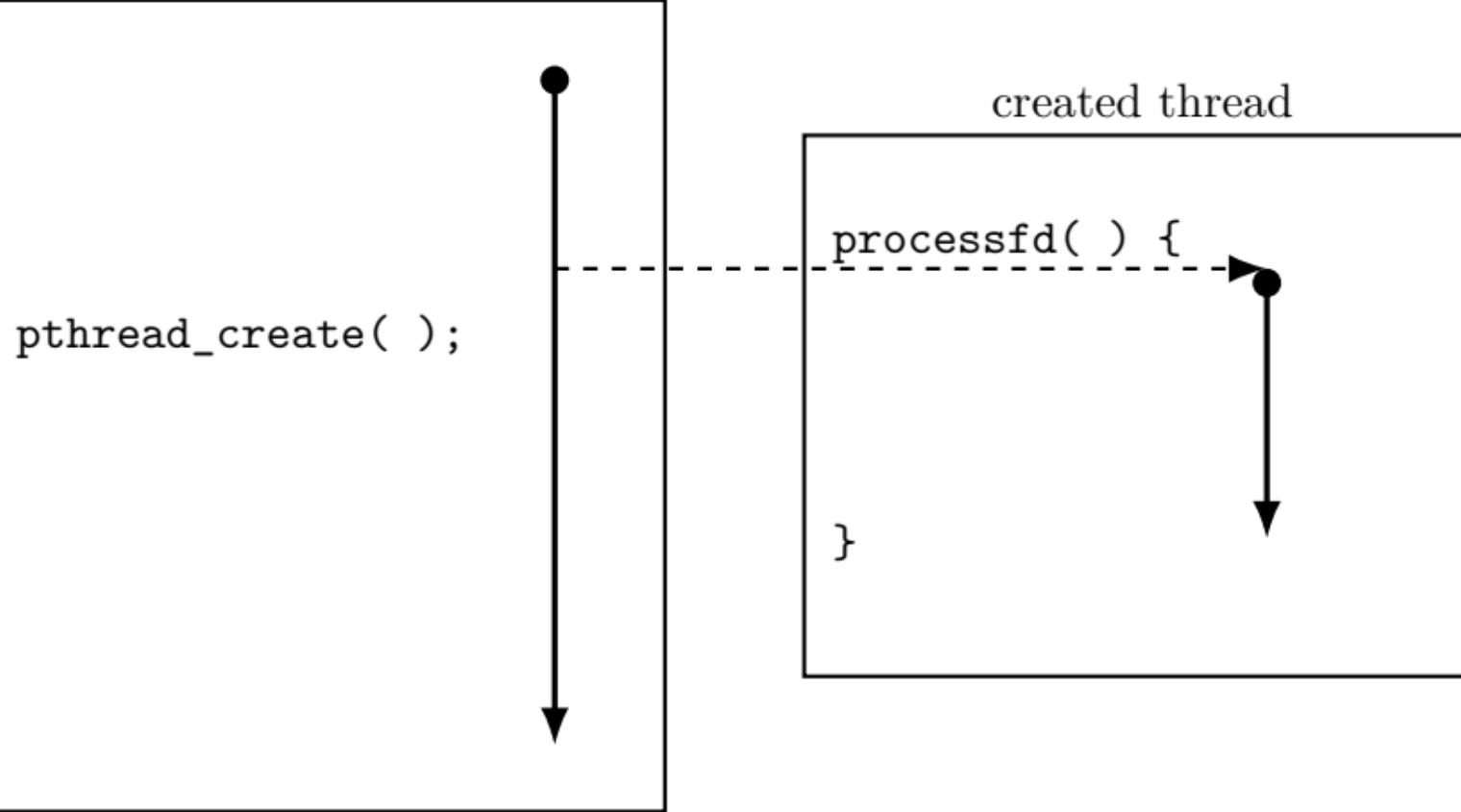


calling program

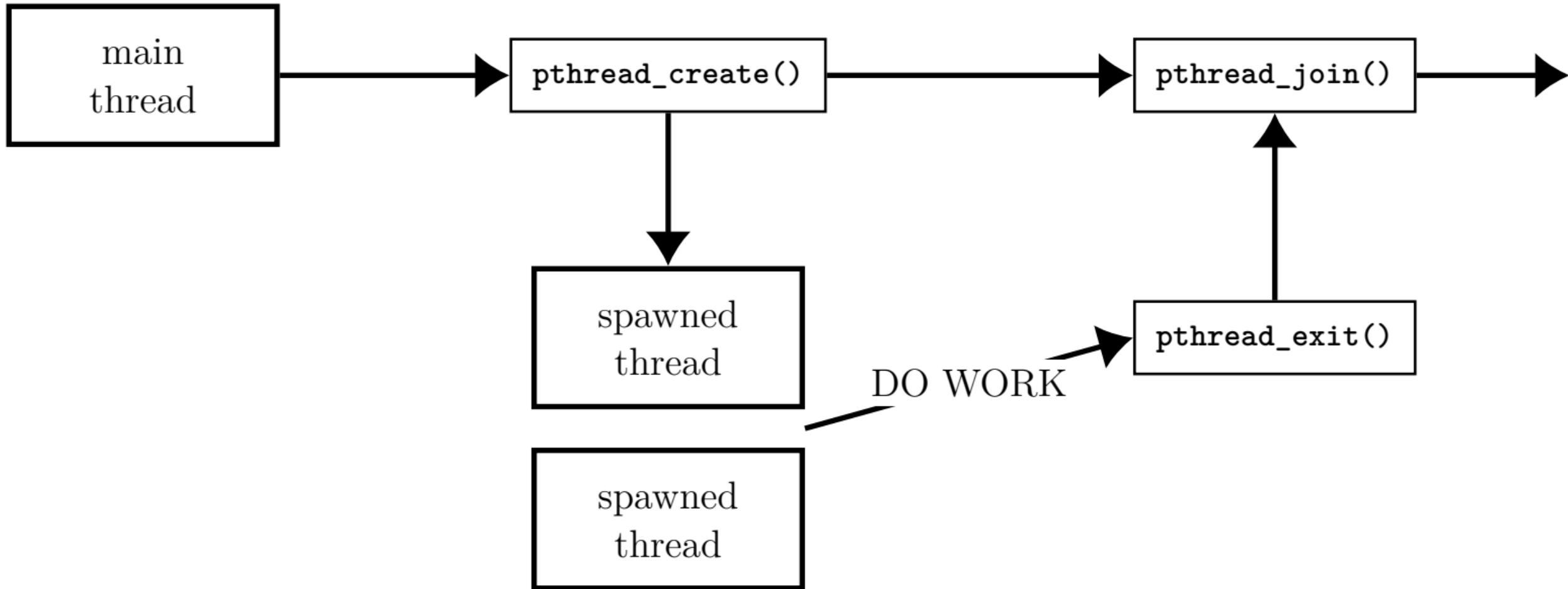


→ thread of execution

## creating program

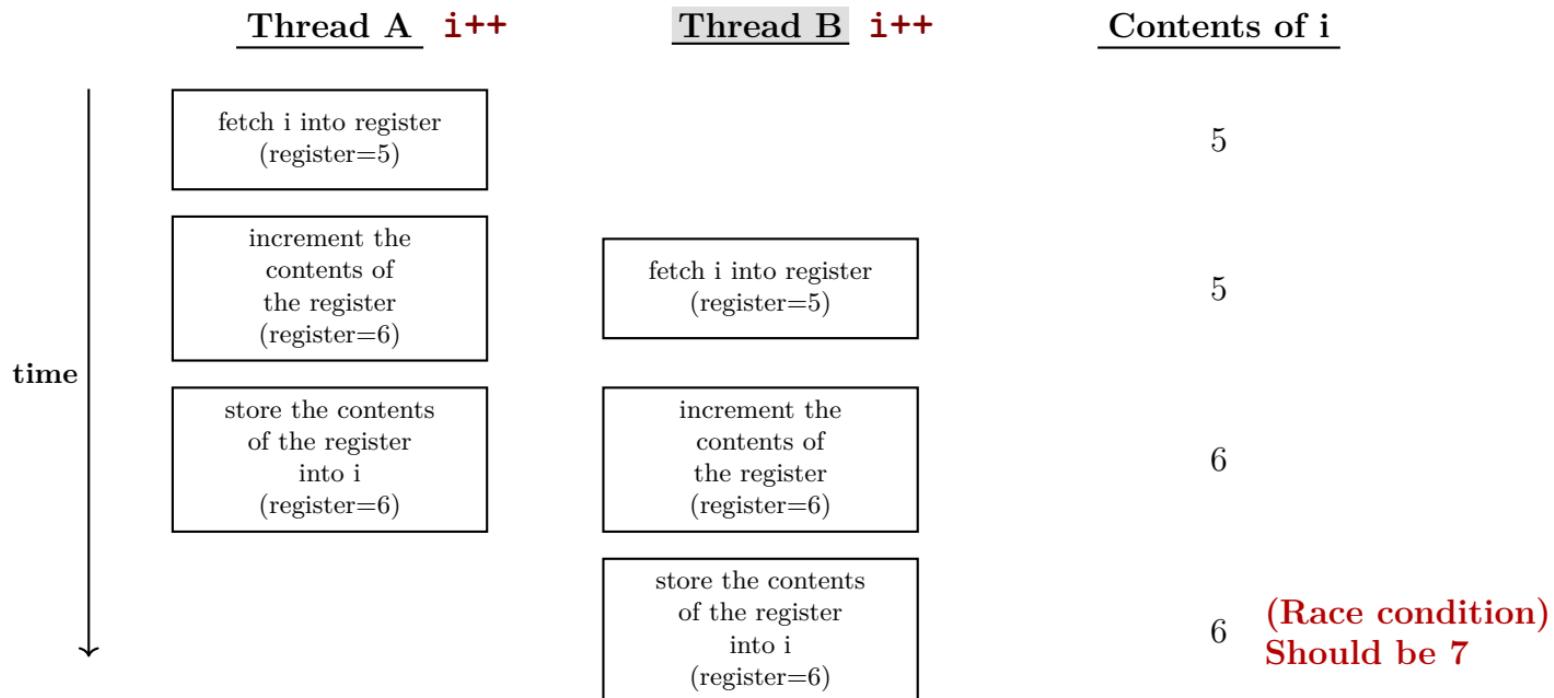


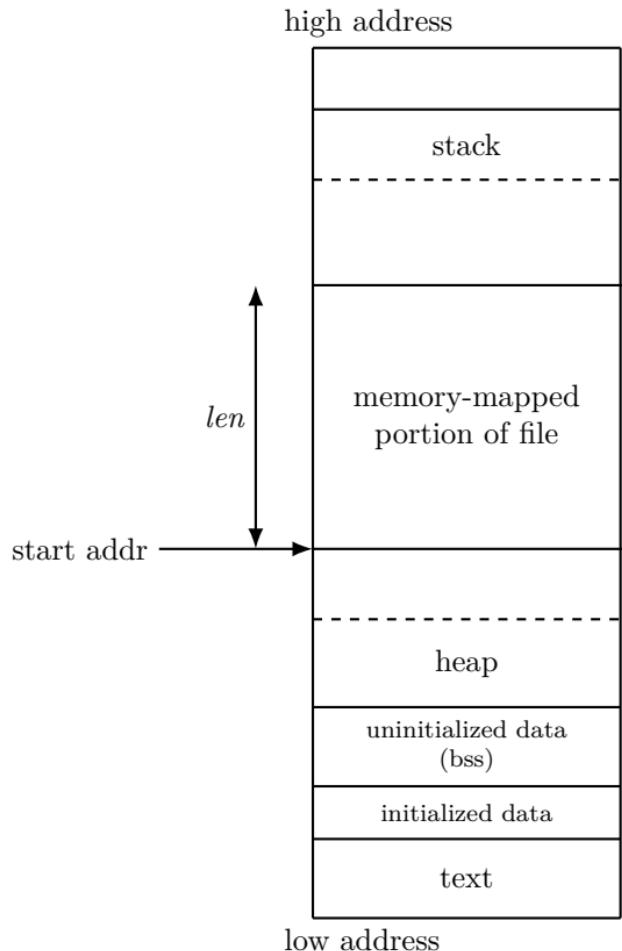
-----► thread creation  
●→ thread of execution



# Two unsynchronized threads incrementing the same variable

1. Read the memory location into a register.
2. Increment the value in the register.
3. Write the new value back to the memory location.





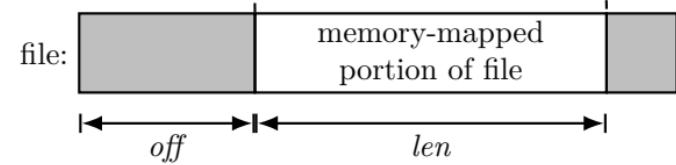
Think about virtual memory:  
page-aligned addr, offset & len

Get page size:

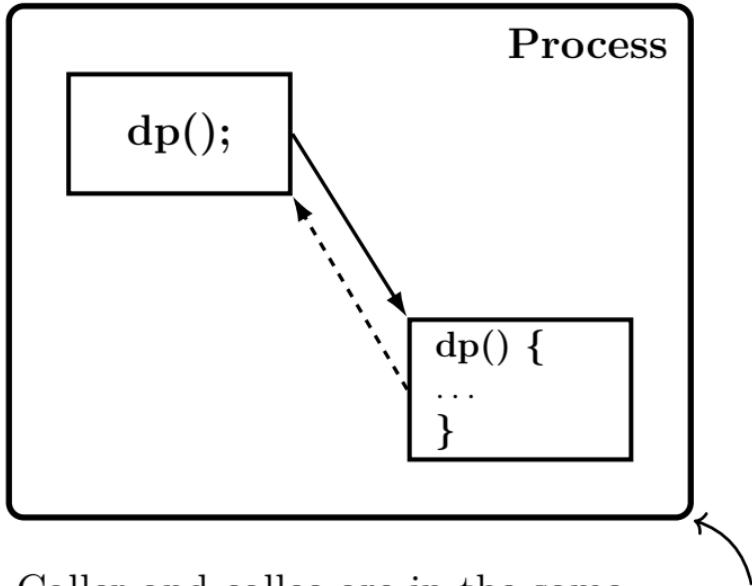
`getpagesize()`

`sysconf(_SC_PAGE_SIZE)`

`sysconf(_SC_PAGESIZE)`



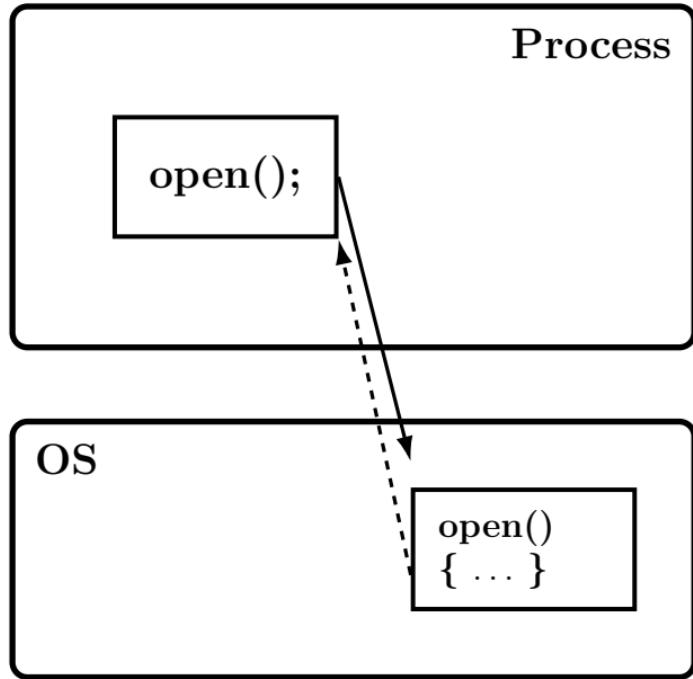
# Function Call



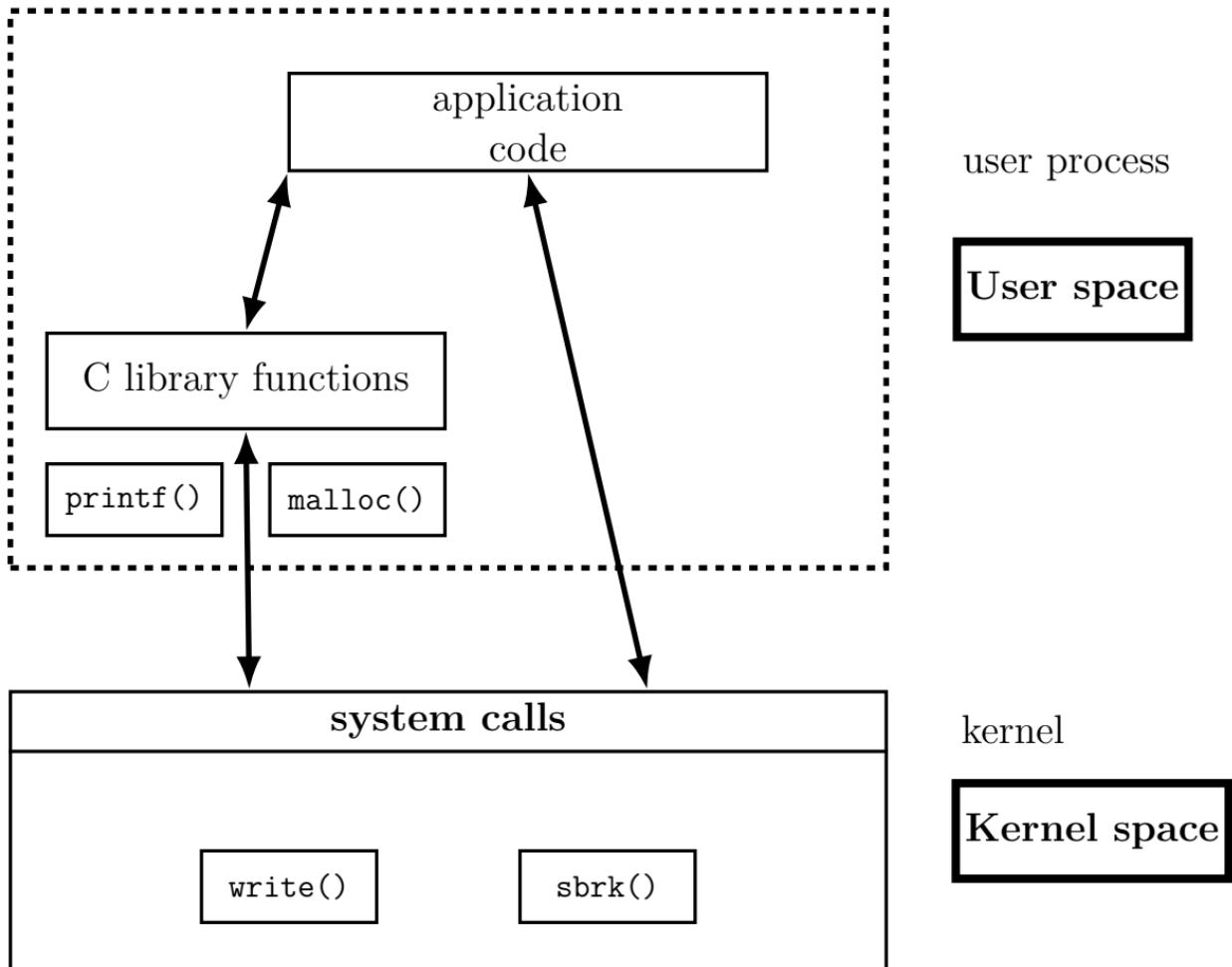
Caller and callee are in the same process

- Same user
- Same “domain of trust”

# System Call



- OS is trusted; user is not.
- OS has super-privileges; user does not
- Must take measures to prevent abuse



## Time sharing: CPU's time is shared among multiple tasks simultaneously

