

User Space (Applications)



OS Kernel Space

**System Call Interface**

Memory Manager

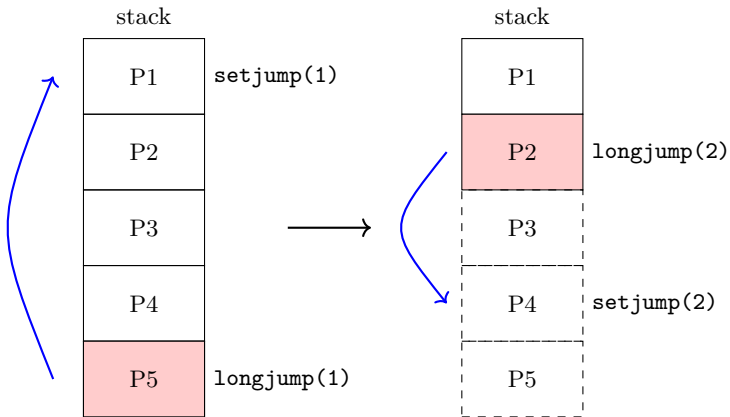
File System

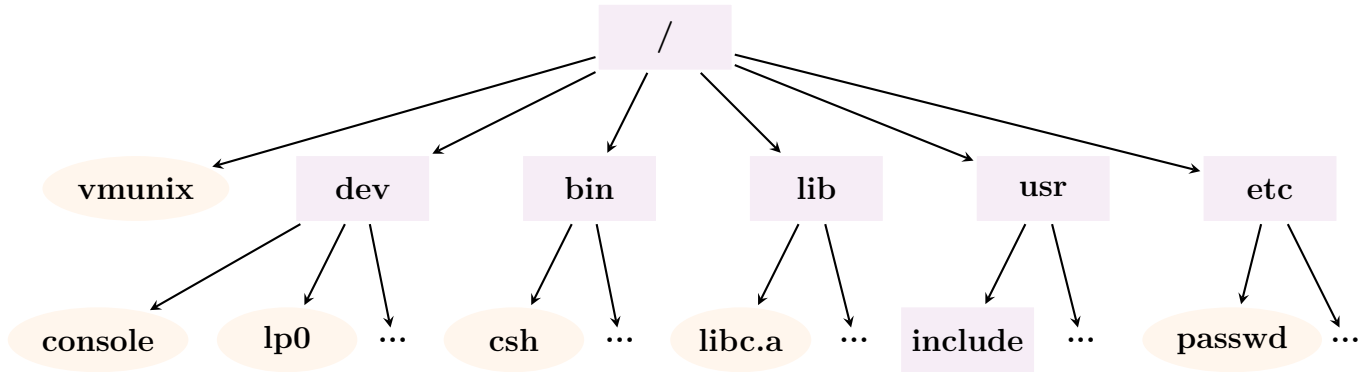
Device Drivers



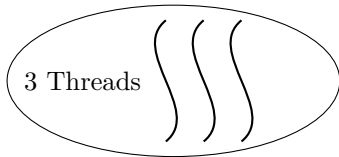
Hardware Layer

(CPU, RAM, Disk, Network)

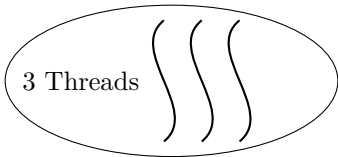




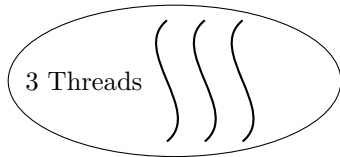
# Many Process



1 Process

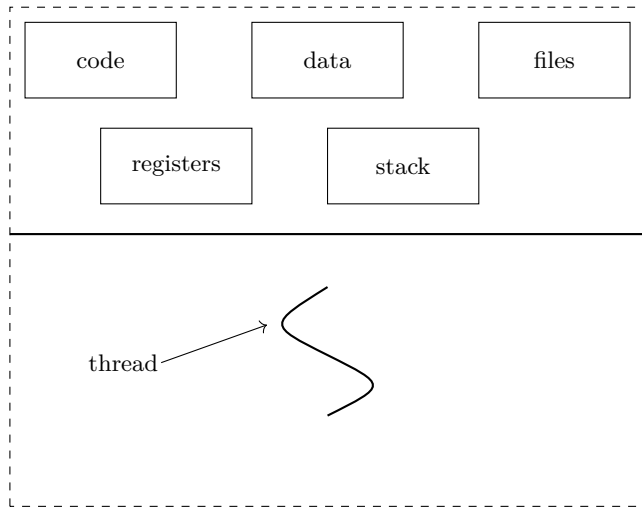


1 Process

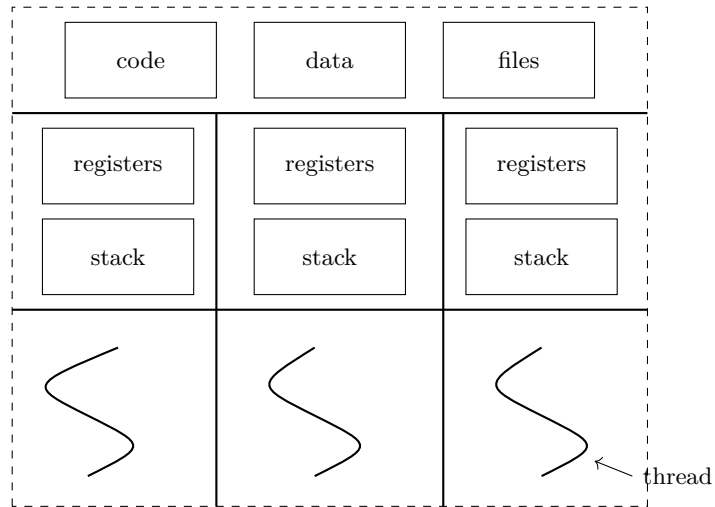


1 Process

single-threaded process



multithreaded process



High address

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

**Stack**

main(): &r, &p

f(): &k



**Heap**

p

Uninitialized  
global / static data

&gu (0)

Initialized to 0 by exec()

Initialized  
global / static data

&gi (7), &s (1)

Text / instructions

main(), f(), exit()

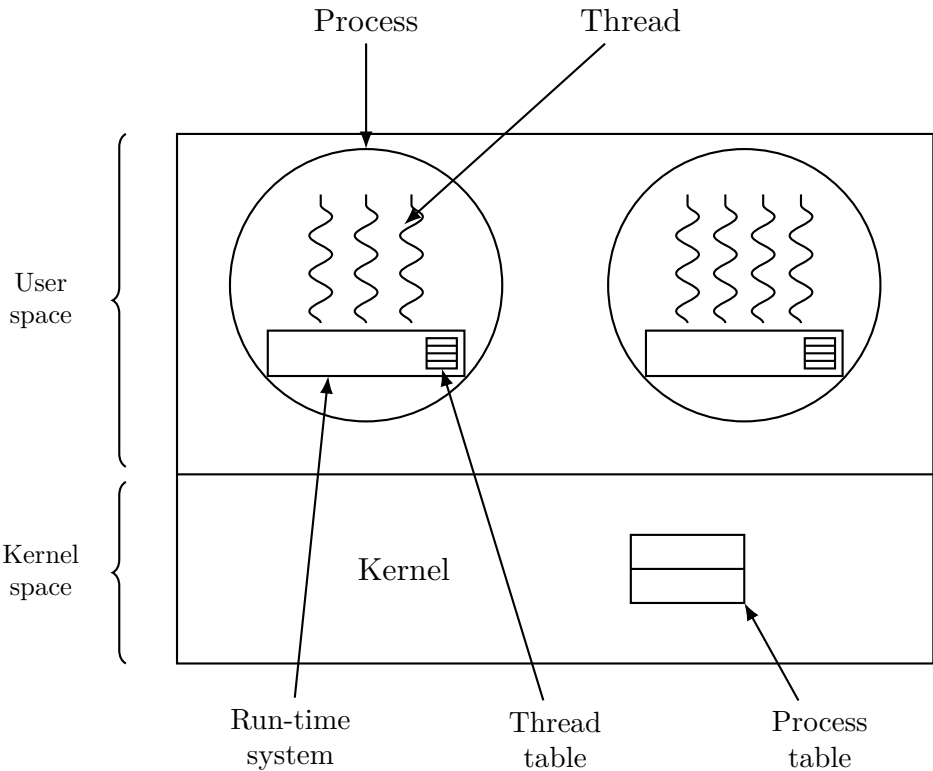
Read from program file by exec()

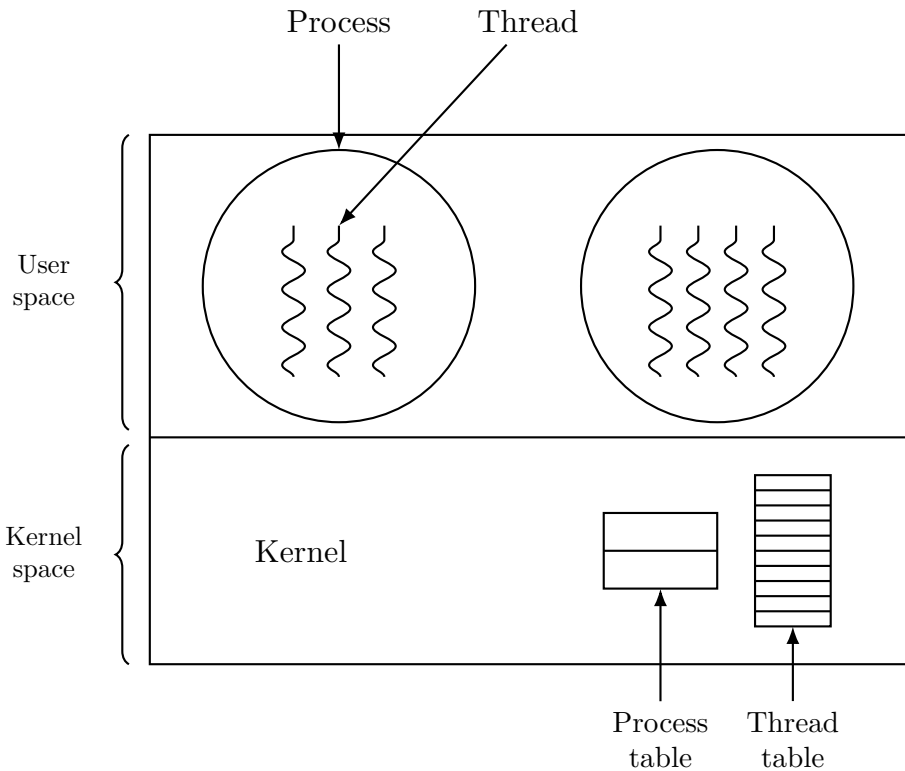
Low address

```
int gi = 7;
int gu;

int f(int k){
    static int s = 1;
}

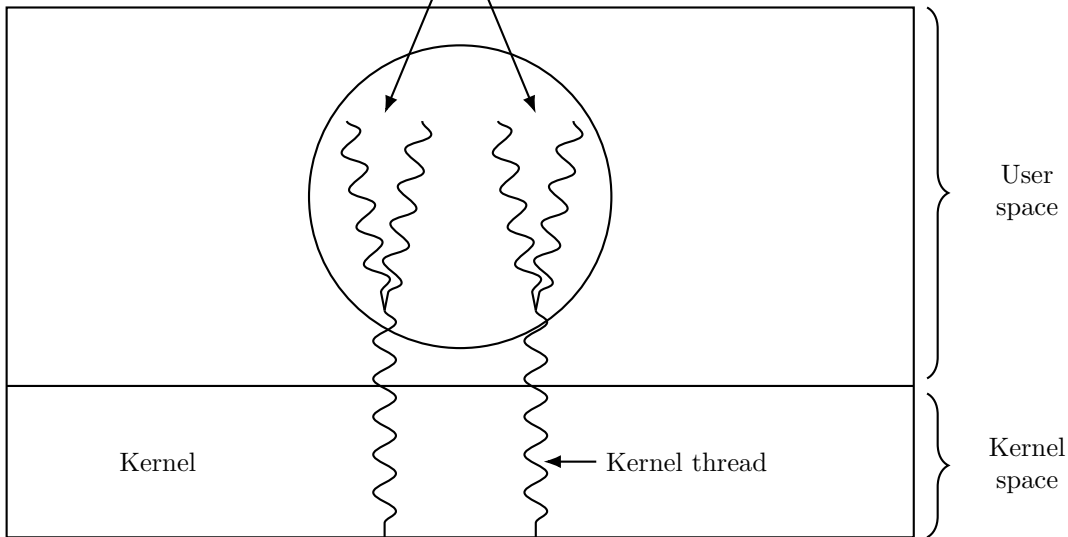
int main(){
    int r = f();
    char *p = malloc();
    exit(0);
}
```



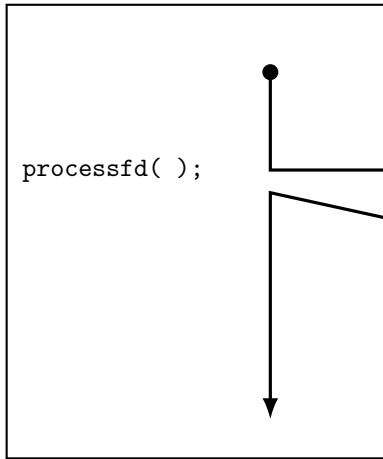




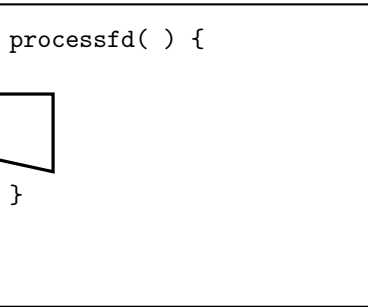
Multiple user threads  
on a kernel thread



calling program

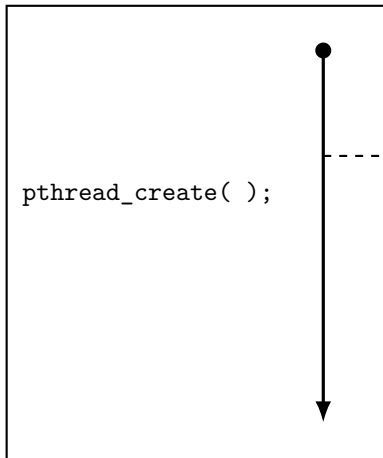


called function

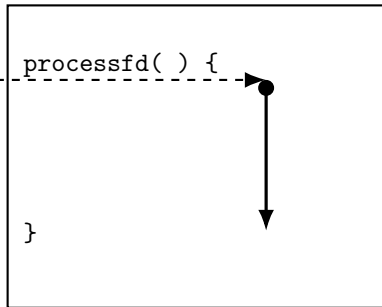


● → thread of execution

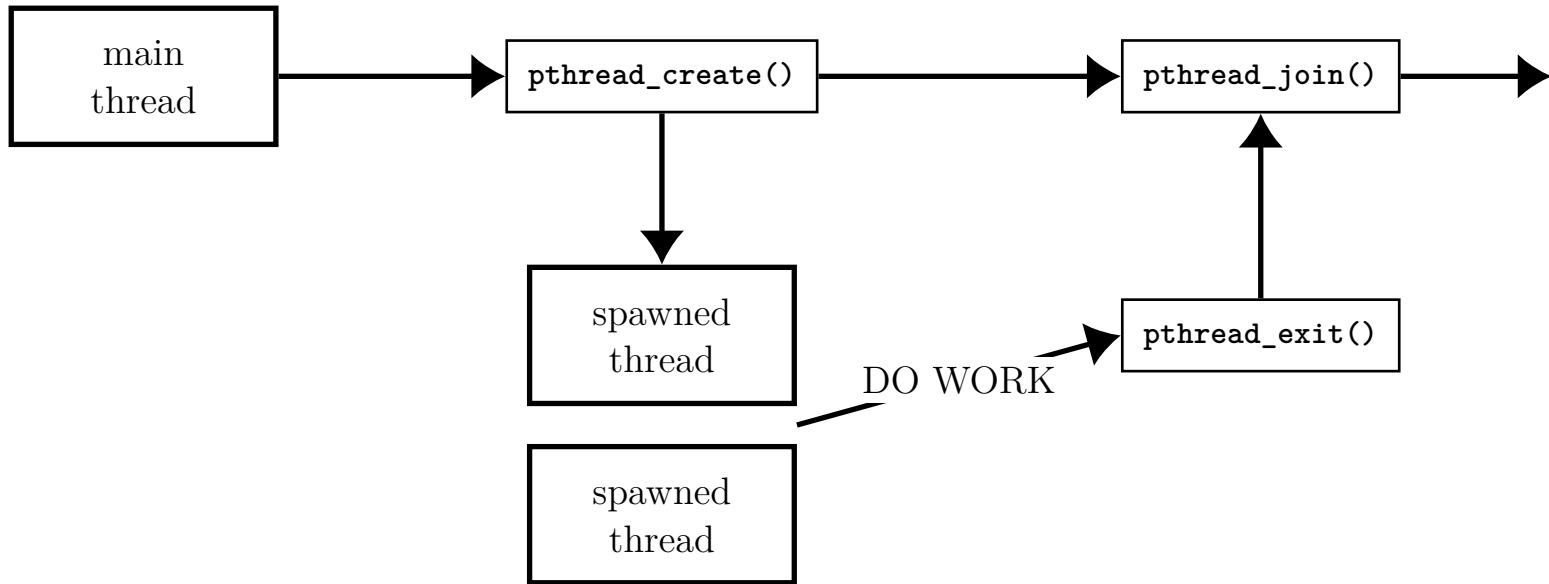
creating program



created thread

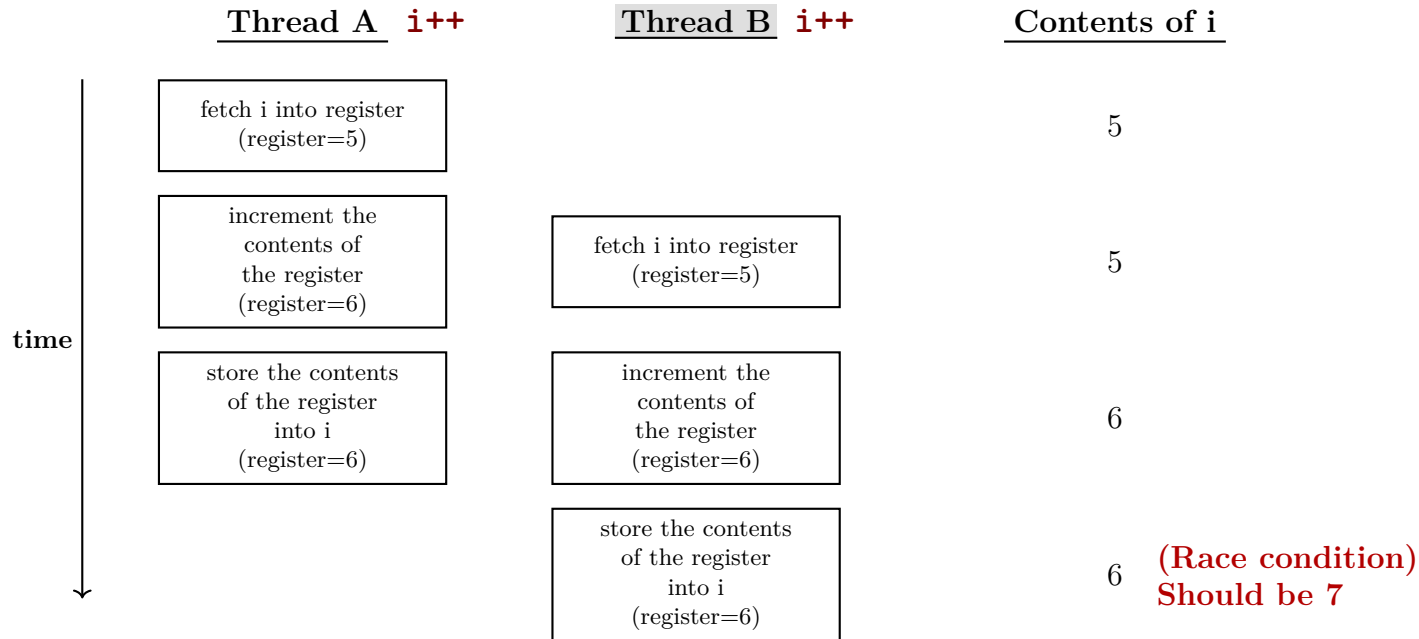


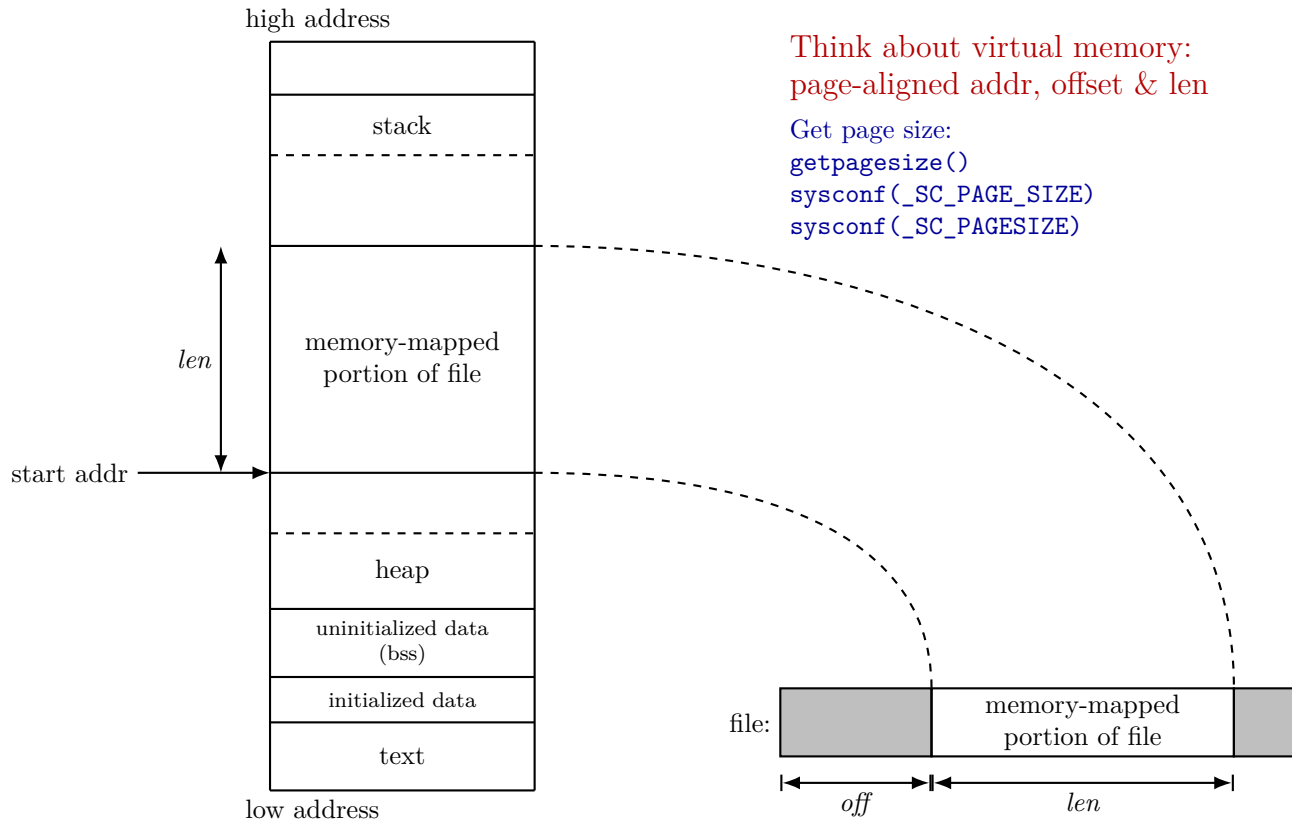
-----> thread creation  
●-----> thread of execution



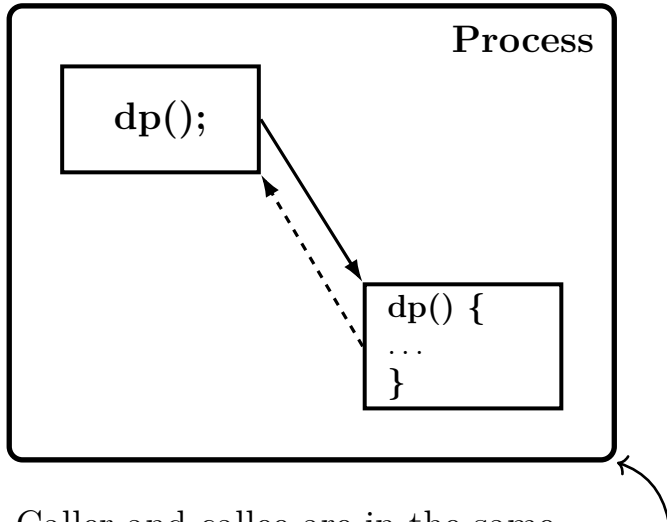
# Two unsynchronized threads incrementing the same variable

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.





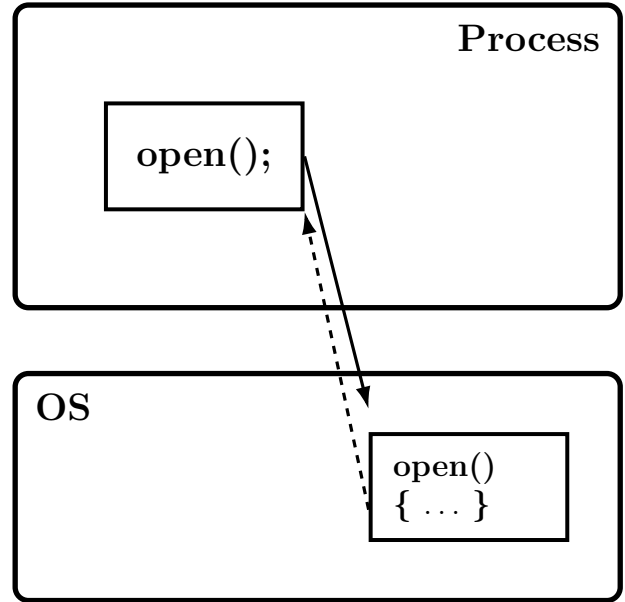
# Function Call



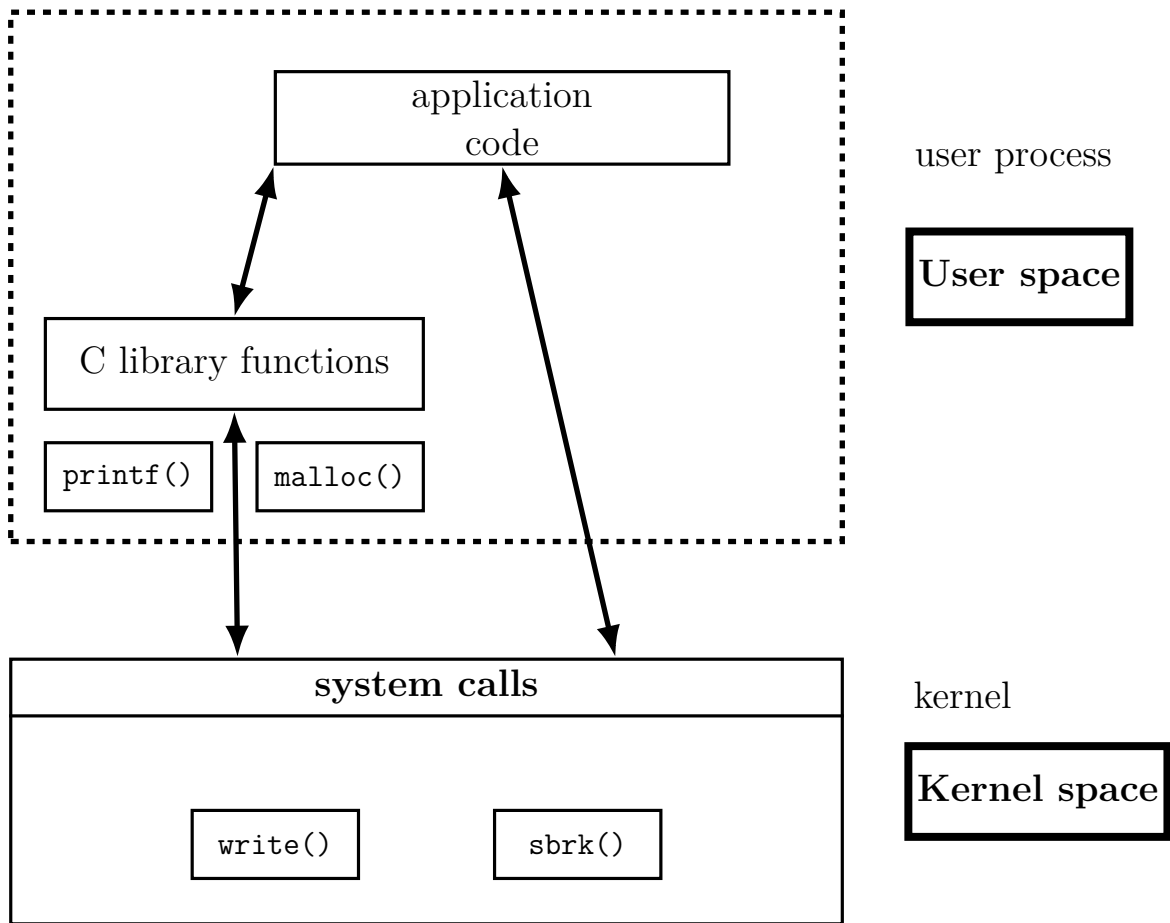
Caller and callee are in the same process

- 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**

