This is the Project Title

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**MInf Project (Part 2) Report**

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Abstract

This skeleton demonstrates how to use the infthesis style for undergraduate dissertations in the School of Informatics. It also emphasises the page limit, and that you must not deviate from the required style. The file skeleton.tex generates this document and can be used as a starting point for your thesis. The abstract should summarise your report and fit in the space on the first page

Acknowledgements

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Chapter 1

# Introduction

This is the introduction

The aims of the project

Subsection of previous project summary, better in background so can explain concepts?

Short summary of last year’s work

The motivation of the research/why it’s important

Outline of how the paper is structured

Chapter 2

# Background

### 2.X.X Operating Systems

All the fundamental services of the computer’s software are provided by the operating system kernel e.g., scheduling, memory management, inter-process communication [9]. Operating systems must be exceptionally fast as to not introduce overheads to the programs that users run. They are difficult to debug and so should ideally be free from errors [9].

A so-called micro-kernel is an operating system designed to be as small as possible. As many of the services are implemented as applications as opposed to within the kernel. This is called the principle of minimality and is used when developing micro-kernels to make their development easier to manage [10]. This is compared to larger operating system kernels that their large size and interdependency means an error in one system can cause errors in others [10]. Developing these systems in user-space means that the operating system is better able to detect errors and better able to recover from them.

Multi-kernel operating systems are a network of independent cores that do not share resources at the lowest level [11]. Multi-kernel operating systems are better suited for heterogeneity of hardware since the use of message passing allows them to not be restricted by the differences in the hardware design of different processors [11].

### 2.X.X Popcorn

Popcorn is a multi-kernel operating system based on Linux. It provides a single system image to the user despite being split across multiple processors or groups of processors [8]. Each node, that is a processor or group of processors, run Popcorn with a single cache coherent memory linking them together [8]. Popcorn allows for heterogeneity between nodes [8].

### 2.X.X Summary of MInf 1

The first part of this project (MInf 1) worked to modify the existing Popcorn operating system to allow for multiple communication protocols to be used at the same time by nodes, and to allow nodes to be dynamically added to the system without requiring reloading the kernel module [12].

Previously, Popcorn required all connected nodes to use the same communication protocol (e.g., TCP, RDMA) between all nodes. The modifications allowed for independent protocols to be used for different nodes. This was done in such a way that only the protocols being used are loaded and are unloaded when there are no nodes using it anymore.

Before last year’s project, Popcorn would only allow a list of nodes that should be connected to during the loading of the module. This was changed to load with no other nodes attached and established a joining protocol to allow other nodes to join. A proc file was used to send commands to the kernel module. Several joining protocols were considered but the final solution was chosen due to its scalability. It achieved this by forwarding messages to just two nodes each in the network, each node it passes it to forwards this message to another pair of nodes until all nodes have established a connection.

Evaluation of the implementation showed that the new features (which require some extra checks to take place) caused minimal slowdown to the system when compared to the previous version.

The goals of this project highlighted in last year’s project were: “I intend to finish providing security and authentication between nodes, add flow control to the Popcorn command messages, add functionality to remove nodes, create a command utility that allows for connection of nodes in a more user-friendly way and perform a more in-depth evaluation of Popcorn including the use of real hardware. ”

### 2.X.X Distributed Operating Systems

“The users of a true distributed system should not know (or care) on which machine (or machines) their programs are running, where their files are stored, and so on. ” [13]

There are three broad categories of distributed operating systems referred to as the “minicomputer”, “workstation”, and “processor pool” models [13]. The minicomputer model is where each device on the network has multiple users a user logs into a machine. The logged in user uses that machine but also has remote access to the others on the network [13]. The workstation model is where the user has a powerful machine that does the bulk of the work but with some distributed services like a shared file system. Finally, the processor pool model is where a group of processors are available to each user, where users are able to a flexible number of processors (between them and the other users on the system [13].

A problem with distributed systems is maintaining naming consistency across different machines. E.g., two user may have the same user ID (UID) on different devices, they should not however be considered the same user, or have the same privileges when accessing resources on the other machine. As a result distributed systems either login through a centralised system or use the name of the computer that they are logged into as part of their UID (it can be thought of as user@device\_name). Another solutions are to create a user of minimum privileges (e.g., demo user), however this means users not logged on to that machine have fewer privileges than ideal. It is considered that a true distributed system should have a unique UID for each user that is used across the system [13].

The OSI has significant overheads so message passing is generally favoured for distributed operating systems [13]. Using message passing it must be decided whether to use blocking vs non-blocking, and reliable vs unreliable messages. This refers to code that is required to wait until a message is received vs being allowed to other things in the meantime, and confirming if the message was delivered vs not confirming, respectively [13].

“n the rush to personal workstations, though, some of their weaknesses were overlooked. First, the operating system they run, UNIX, is itself an old timesharing system and has had trouble adapting to ideas born after it. Graphics and networking were added to UNIX well into its lifetime and remain poorly integrated and difficult to administer. More important, the early focus on having private machines made it difficult for networks of machines to serve as seamlessly as the old monolithic timesharing systems. Timesharing centralized the management and amortization of costs and resources; personal computing fractured, democratized, and ultimately amplified administrative problems. The choice of an old timesharing operating system to run those personal machines made it difficult to bind things together smoothly.” [14]

### 2.X.X Capabilities

A capability is a descriptor that contains a unique ID that represents a server process. This ID is cryptographically linked to the process it describes in such a way that only the server can understand which process it is for [15]. This provides protection to the process as only a user or process with the correct capability can access the protected resource (another process, memory, etc.). The rights that are granted can be specific privileges to that resource (e.g. write, read-only, execute) [16].

For a system using capabilities to remain secure it must be ensured that capabilities cannot be modified, only authorised interfaces can create them, and they are only given to processes that are authorised [17].

Capabilities can provide a secure method of granting privileges. however, they are difficult to revoke after creation. For this reason, many capability-based systems either use an access control or an intermediate system (referred to as a reference monitor in EROS) to stop revoked capabilities being used [17].

### 2.X.X Amoeba

The motivation behind Amoeba was to build a system where all resources are automatically managed by a distributed operating system [18]. As a consequence, users do not know which processor their programs run on, or how and where their files are stored in the system [18].

Amoeba provides a combination of the processor pool and workstation model where users are able to login to a particular machine but also run large jobs on a pool of processors [13].

In Amoeba users log into a terminal computer. This device does all the low latency computation whereas the group of computers known as the “processor pool” does all the larger computations [19].

Amoeba has had several iterations of file systems however, the simpler “bullet service” that stores immutable files as contiguous bytes [18].

Amoeba makes use of heterogeneity by using different machines for specialised purposes e.g., devices with large storage disks are used for file storage [18].

Amoeba’s design allows for great scalability, fault tolerance, and for processes to temporarily acquire large processing power [18].

To increase reliability new objects in a directory are replicated a set number of times and distributed across different nodes [18]. Capabilities are then stored in the directory along with the files [18].

To maintain security capabilities are used. By using a sufficiently large address space and having capabilities cryptographically linked to the resource that they are protecting, this protects the capability and therefore the resource it is protecting [18]. The use of cryptography allows capabilities to be safely used within user-space, thus following the principle of minimality and simplifying the kernel [18].

A hash of the port number that the message was sent on along with a shared secret means that an adversary cannot gain access to this [18]. This can be implemented in software or hardware but there should be no way of bypassing this function [18].

F-Box

Capabilities are distributed meaning that transfers cannot be detected, this means that to allow mandatory access control a system within the kernel needs to be implemented [17].

Capabilities are not used for individual pages or memory mapped structures but instead larger structures [17].

For directories, encryption key and a random value are XORed together. The result is stored in the directory itself and the capability given to the user that owns the file. When the file is requested by the user they provide their capability along with the random value. This means only the owner is able to decrypt the directory [18].

New capabilities that have a subset of rights of the other can be created by the owner [19].

Amoeba relies on the security of the capabilities and there any messages carrying them need to be encrypted to maintain the security of the system [19]. Two different systems can provide security to the network: one is a Kerberos like authentication server, and the other uses hashes. The authentication server results in a slower system however, the second system assumes a secure network and kernel [19].

### 2.X.X CAP

The virtual address space is mapped to a physical address space used across all devices [16].

CAP can have a hierarchical structure to represent processes. The position in the hierarchy is used to regulate the resources that the process has access to [20].

Capabilities can be used to restrict memory for example, each capability lists a maximum and minimum contiguous memory range that the permissions are for. A child capability can be generated from this that gives a maximum and minimum memory value relative to its parent. This way only memory in range of the parent can be used by the child. Any number of levels parent-child capabilities can be made [20].

CAP restricts users from procedures using a capability. to restrict who can run it, this is opposed to the conventional way operating systems determine each of the things done are allowed (and throws error when this happens) [20].

### 2.X.X Plan 9

Plan 9 allows for heterogeneity; different processor architectures are able to join the network running Plan 9 [14]. Messages are transferred between nodes in a high-level way, e.g. text, when possible as this simplifies the kernel when dealing with different processor architectures (however, binary can still be used for large transfers of data) [14].

Plan 9 interacts with services as if they are files and uses file operations as such. This means one simple, well understood protocol can be used to access almost all services [14].

Authentication between nodes is conducted by solving encrypting/decrypting challenge messages with some key [14]. Following both of the nodes success on the challenge messages one of the nodes sends a message to the authentication server. The authentication server then sends a message to both nodes containing a conversation key. The message that the authentication server is encrypted such that only that node can get the conversation key. The conversation key is then used to encrypt the conversation from then on [14].

This method does not rely on a synchronized clock, unlike Kerberos [14].

In Plan 9 the use of the same secured protocol to represent services rather than the use of firewalls means security is implemented in any Plan 9 service from the start [14].

There is no superuser, each individual server must ensure security (physical access to the server does give special permissions) [14].

### 2.2.1 Mach

Mach uses ports for IPC, these ports are protected so that only the tasks that are allowed to access a port can [1] [2]. The resources, facilities and services of the operating system are represented with ports and use the message passing system to send information to them [1] [2]. Ports are protected kernel objects; they act as queues of finite length for messages [3]. There can be multiple senders but only one receiver [3]. All messages are passed using the IPC facility, this has an authentication mechanism to protect this information [1]. The Mach message passing can be transparently extended over a network [2].

A message consists of a fixed length header and a variable length collection of data object [3] [4]. Messages can be synchronous or asynchronous where interrupts are used for asynchronous messages outside the normal flow of execution [3].

### 2.2.2 Neutrino QNX

QNX (Quick-UNIX) is an example of a micro-kernel and uses a messaging bus for IPC. Message passing is used in the Neutrino micro-kernel [5]. Neutrino makes each service modular to promote scalability [5]. Modules communicate through messages so that each are independent of each other [5].

### 2.2.3 Barrelfish

The Barrelfish operating system is a multi-kernel OS that runs a kernel instance on each core. Barrelfish uses message passing to maintain coherency. Messages are implemented with notification drivers [6]. Barrelfish is not heterogeneous although versions have been proposed [7]. Messages can be batched in order to reduce the number of notifications required [6]. Messages are closely tied to the hardware architecture in order to make them as fast as possible [6].

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Chapter 8

# Conclusion

This is the conclusion

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