last time

exec — load new program in current process

wait/waitpid

fork+exec+waitpid pattern

file descriptors

redirection and dup2

quiz Q1

Regarding open files and file descriptors

- When a process is forked, it inherits the parent's file descriptors
  - These are preserved across exec()
  - These point to the same slot in the system open file table
  - Of particular importance:
    - Only when the last fd is closed that was associated with a particular open file, is the file actually closed
    - So if parent closes an fd, child's inherited fd still valid, and vice versa
    - These fds share a seek pointer (position in file)
- Separate calls to open have completely separate state
  - Eg, if parent opens file X, then child opens file X, the resulting fds are not shared and thus these fds' seek pointers are independent

exit statuses

```
int main() {
    return 0;  /* or exit(0);  */
}
```

the status

```
#include <sys/wait.h>
...
  waitpid(child_pid, &status, 0);
  if (WIFEXITED(status)) {
    printf("main␣returned␣or␣exit␣called␣with␣%d\n",
           WEXITSTATUS(status));
  } else if (WIFSIGNALED(status)) {
    printf("killed␣by␣signal␣%d\n", WTERMSIG(status));
  } else {
      ...
  }
```

“status code” encodes both return value and if exit was abnormal

W* macros to decode it

the status

```
#include <sys/wait.h>
...
  waitpid(child_pid, &status, 0);
  if (WIFEXITED(status)) {
    printf("main␣returned␣or␣exit␣called␣with␣%d\n",
           WEXITSTATUS(status));
  } else if (WIFSIGNALED(status)) {
    printf("killed␣by␣signal␣%d\n", WTERMSIG(status));
  } else {
      ...
  }
```

"status code" encodes both return value and if exit was abnormal

W* macros to decode it

unshared seek pointers

if “foo.txt” contains “AB”

```
int fd1 = open("foo.txt", O_RDONLY);
int fd2 = open("foo.txt", O_RDONLY);
char c;
read(fd1, &c, 1);
char d;
read(fd2, &d, 1);
```

expected result: c = ‘A’, d = ‘A’

shared seek pointers (1)

if “foo.txt” contains “AB”:

```
int fd = open("foo.txt", O_RDONLY);
dup2(fd, 100);
char c;
read(fd, &c, 1);
char d;
read(100, &d, 1);
```

expected result: c = ‘A’, d = ‘B’

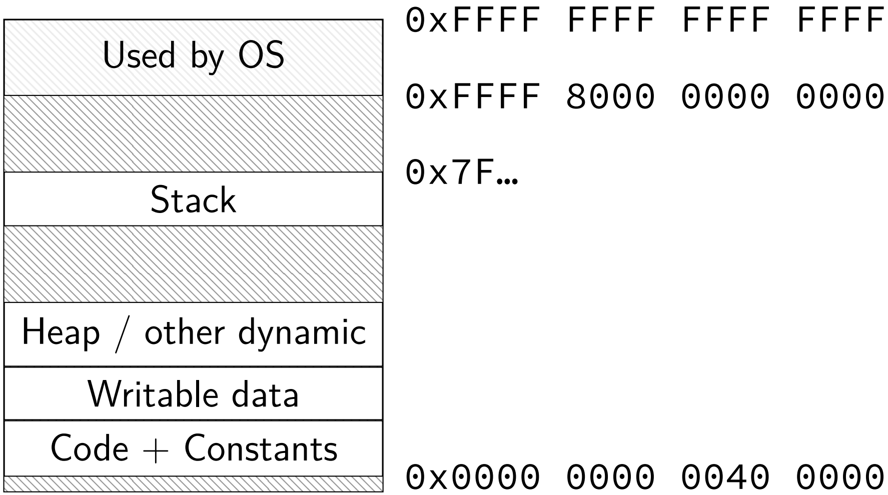
shared seek pointers (2)

if "foo.txt" contains "AB":

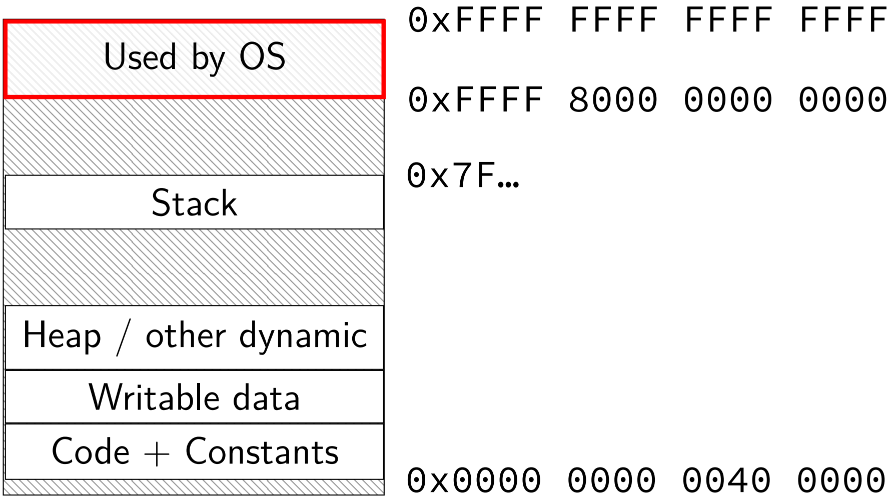
```
int fd = open("foo.txt", O_RDONLY);
pid_t p = fork();
if (p == 0) {
    char c;
    read(fd, &c, 1);
    ...
} else {
    char d;
    sleep(1);
    read(fd, &d, 1);
    ...
}
```

expected result: c = 'A', d = 'B'

program memory

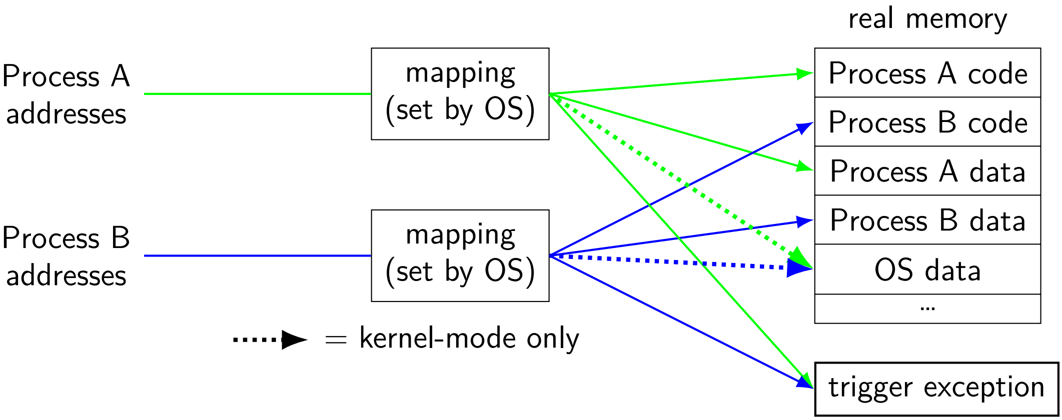


program memory



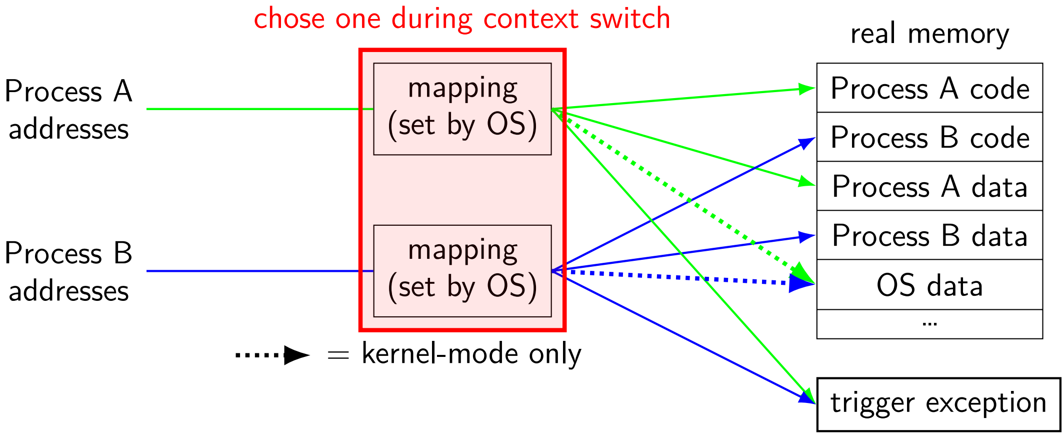
address spaces

illuision of dedicated memory

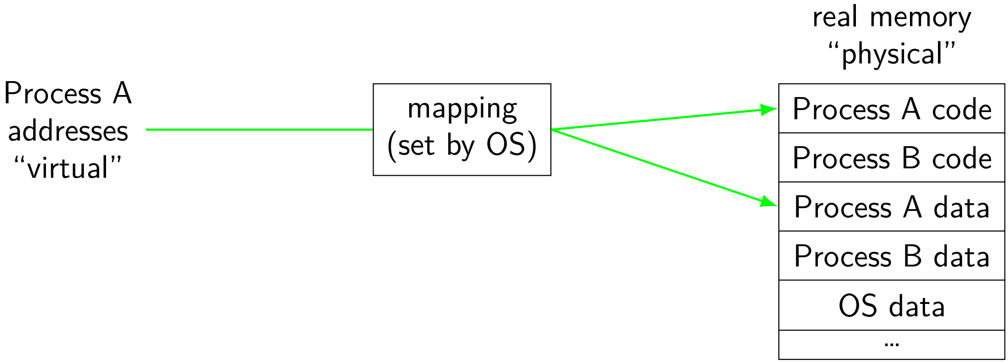


address spaces

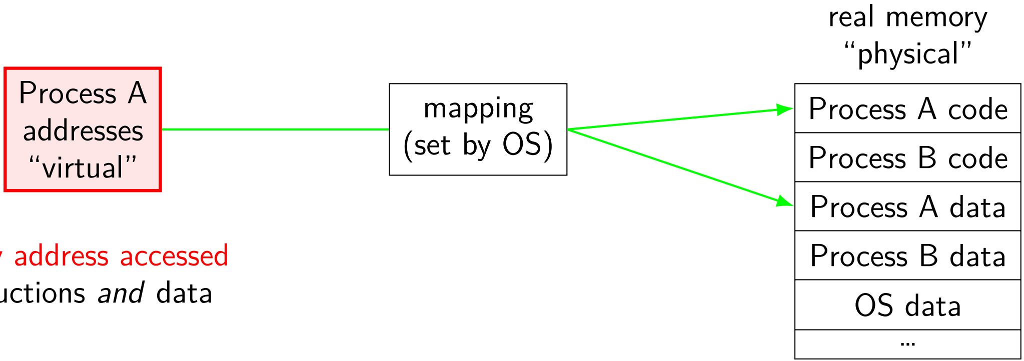
illuision of dedicated memory



address translation

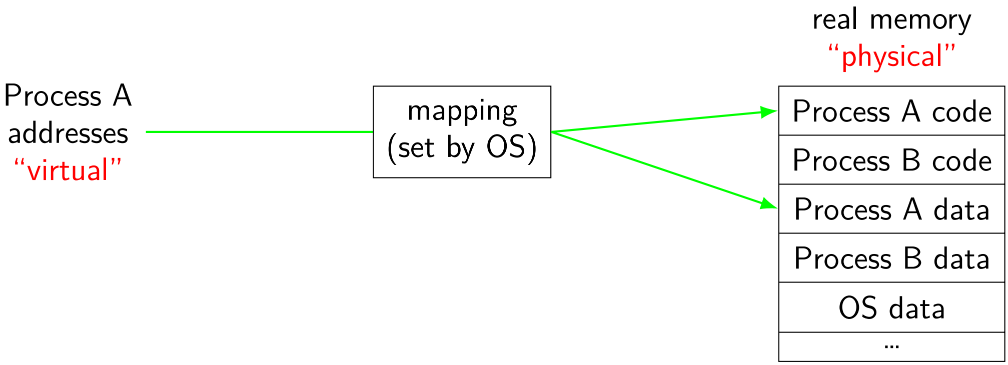


address translation



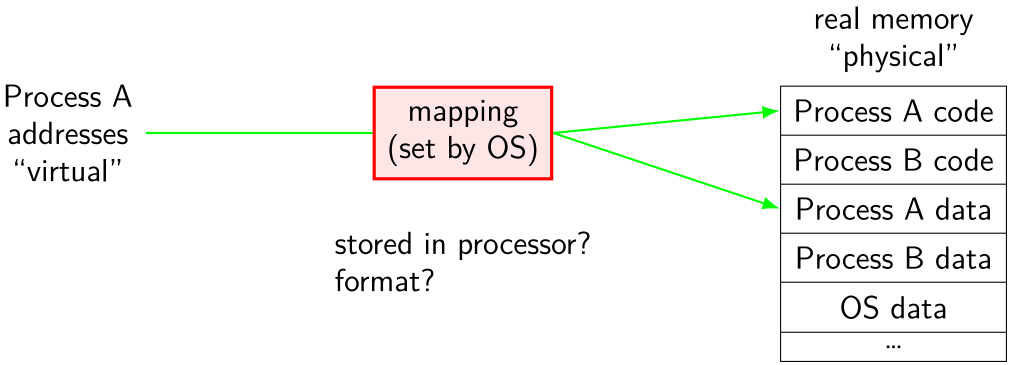
every address accessed
instructions *and* data

address translation

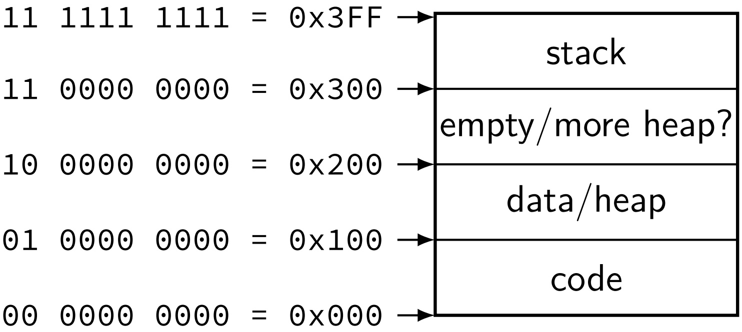


program addresses are ‘virtual’
real addresses are ‘physical’
can be different sizes!

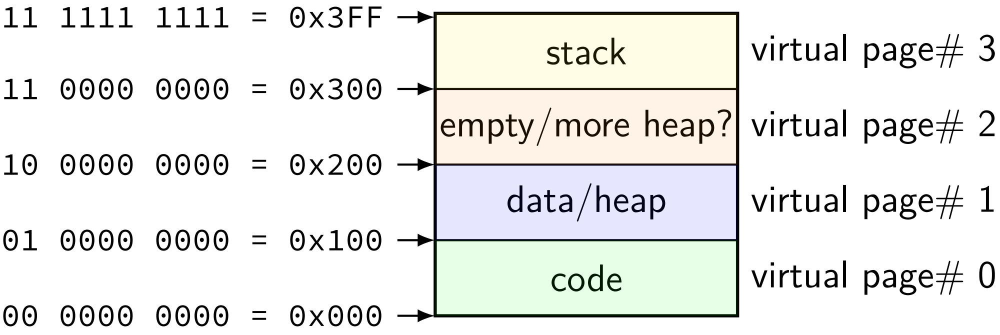
address translation



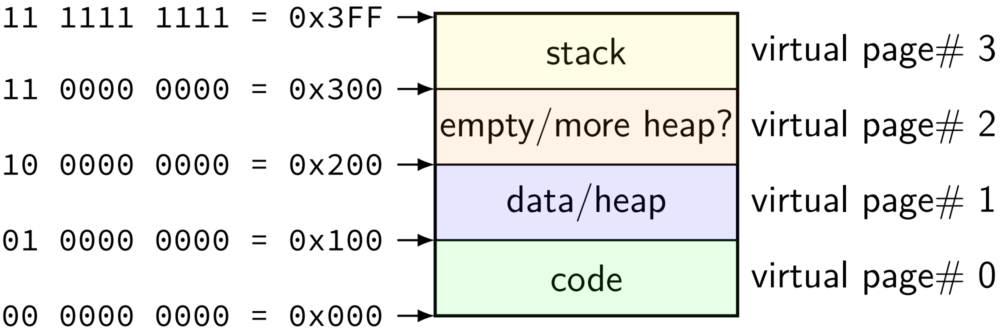
toy program memory



toy program memory

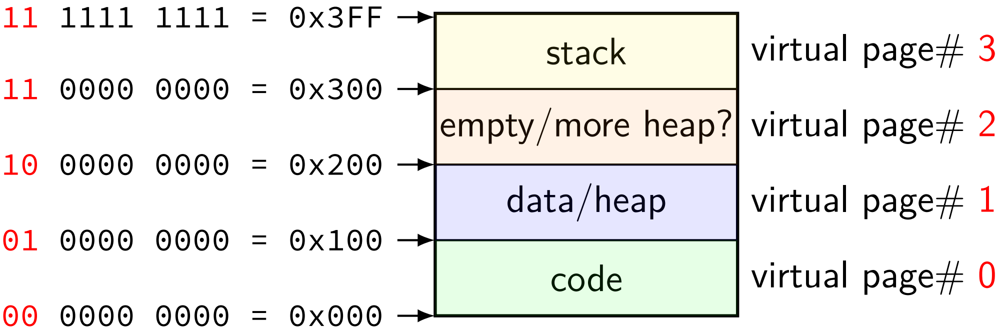


toy program memory



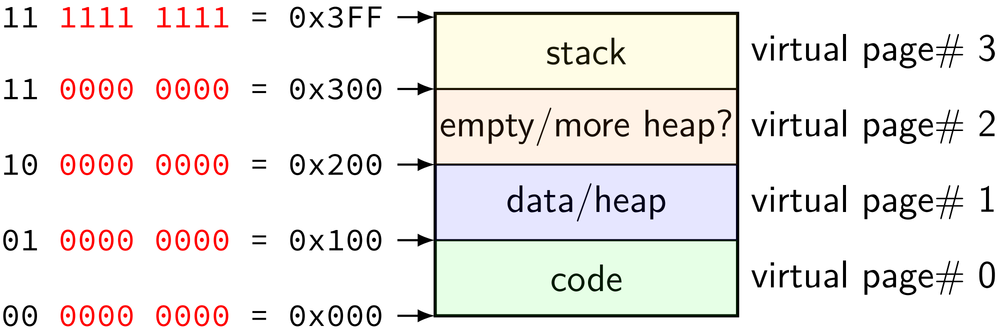
divide memory into pages (2^8 bytes in this case)
"virtual" = addresses the program sees

toy program memory



page number is upper bits of address
(because page size is power of two)

toy program memory



rest of address is called page offset

toy physical memory

real memory

physical addresses

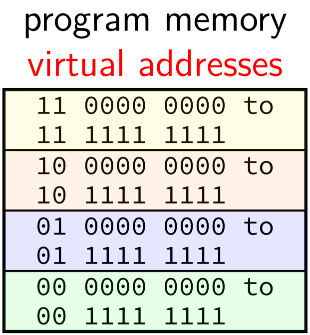
`111 0000 0000 to 111 1111 1111`
`001 0000 0000 to 001 1111 1111`
`000 0000 0000 to 000 1111 1111`

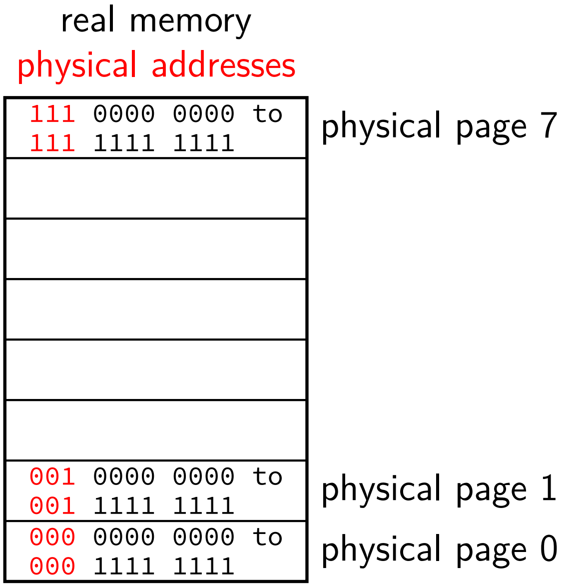
program memory

virtual addresses

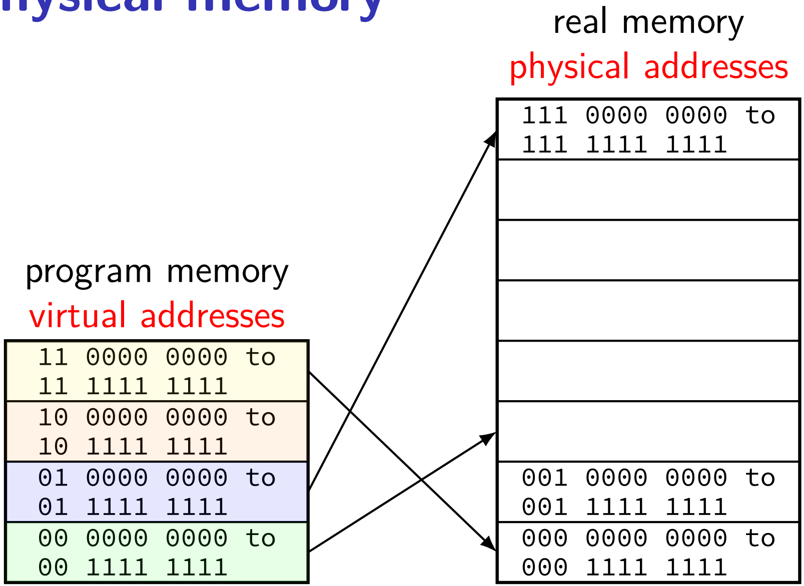
`11 0000 0000 to 11 1111 1111`
`10 0000 0000 to 10 1111 1111`
`01 0000 0000 to 01 1111 1111`
`00 0000 0000 to 00 1111 1111`

toy physical memory

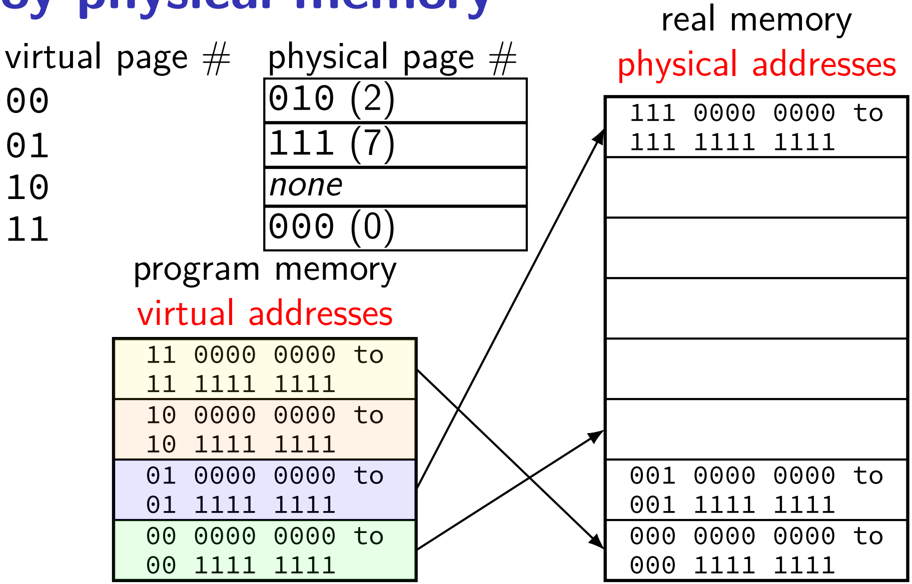




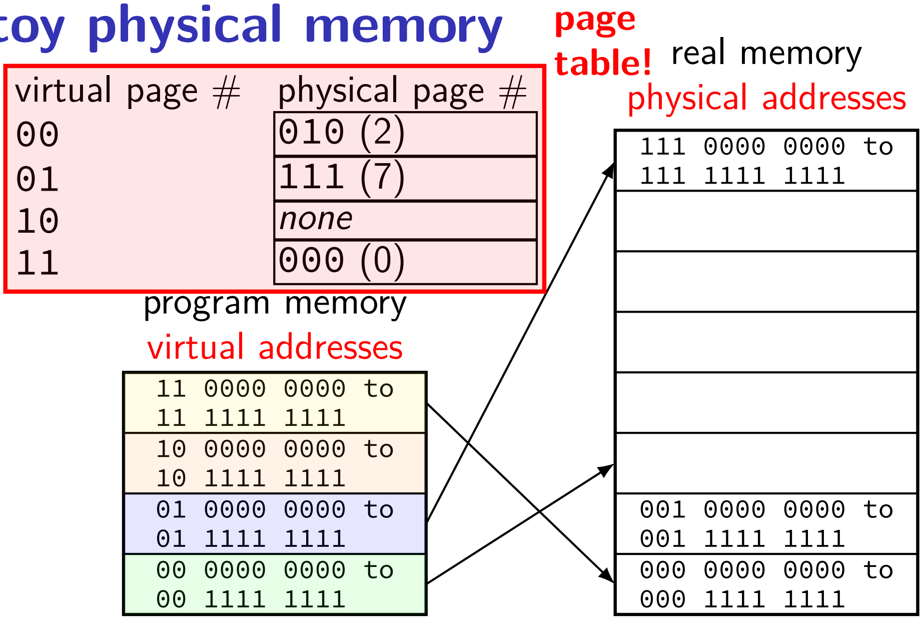
toy physical memory



toy physical memory



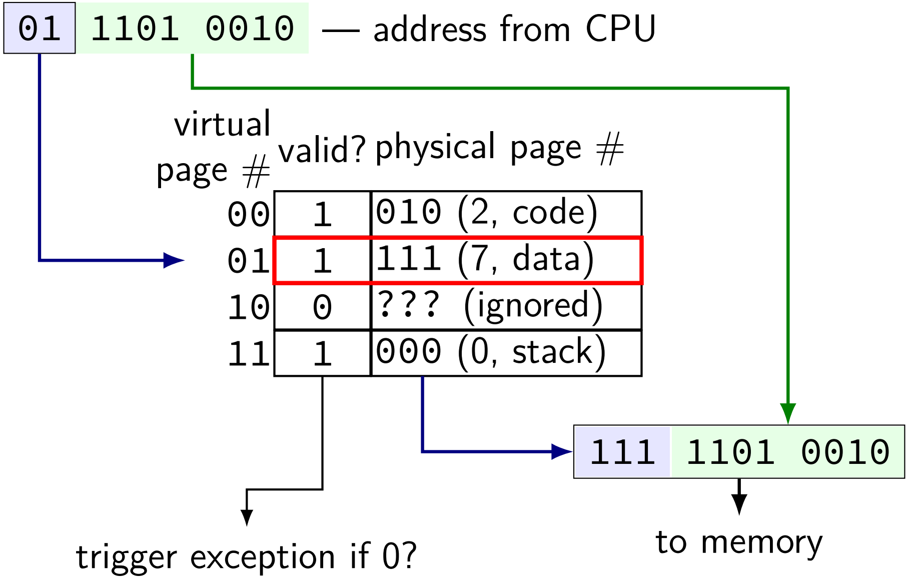
toy physical memory



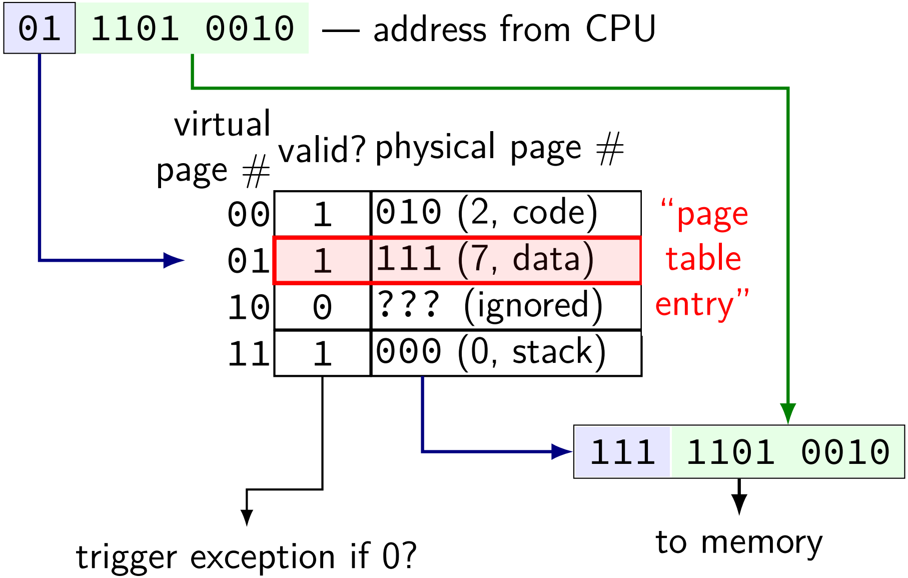
toy page table lookup

virtual page #	valid?	physical page #
00	1	010 (2, code)
01	1	111 (7, data)
10	0	??? (ignored)
11	1	000 (0, stack)

toy page table lookup



toy page table lookup



t "virtual page number" lookup

01 1101 0010 — address from CPU

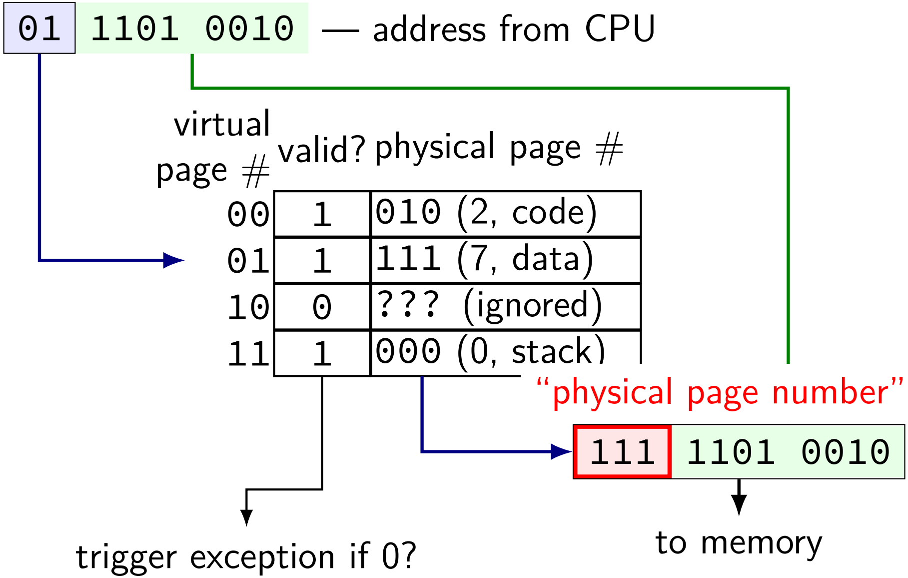
virtual page #	valid?	physical page #
00	1	010 (2, code)
01	1	111 (7, data)
10	0	??? (ignored)
11	1	000 (0, stack)

111 1101 0010

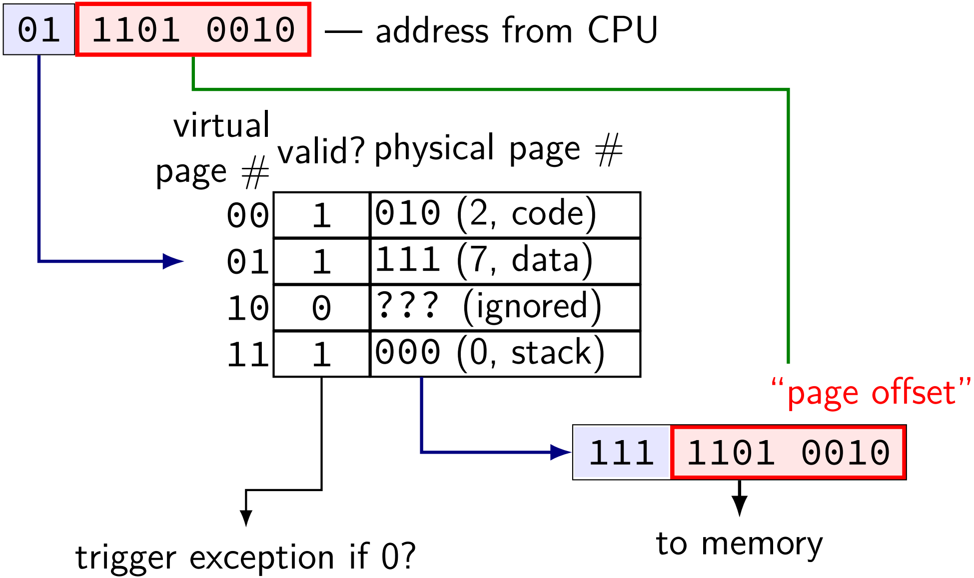
to memory

trigger exception if 0?

toy page table lookup



toy pag “page offset” ookup



on virtual address sizes

virtual address size = size of pointer?

often, but — sometimes part of pointer not used

example: typical x86-64 only use 48 bits

- rest of bits have fixed value

virtual address size is amount used for mapping

address space sizes

amount of stuff that can be addressed = address space size

based on number of unique addresses

e.g. 32-bit virtual address = 2^{32} byte virtual address space

e.g. 20-bit physical addresss = 2^{20} byte physical address space

address space sizes

amount of stuff that can be addressed $=$ address space size

- based on number of unique addresses

e.g. 32-bit virtual address $= 2^{32}$ byte virtual address space

e.g. 20-bit physical addresss $= 2^{20}$ byte physical address space

what if my machine has 3GB of memory (not power of two)?

- not all addresses in physical address space are useful
- most common situation (since CPUs support having a lot of memory)

exercise: page counting

suppose 32-bit virtual (program) addresses

and each page is 4096 bytes (2^{12} bytes)

how many virtual pages?

exercise: page counting

suppose 32-bit virtual (program) addresses

and each page is 4096 bytes (2^{12} bytes)

how many virtual pages?

exercise: page table size

suppose 32-bit virtual (program) addresses

suppose 30-bit physical (hardware) addresses

each page is 4096 bytes (2^{12} bytes)

pgae table entries have physical page $\#$, valid bit, bit

how big is the page table (if laid out like ones we've seen)?

exercise: page table size

suppose 32-bit virtual (program) addresses

suppose 30-bit physical (hardware) addresses

each page is 4096 bytes (2^{12} bytes)

pgae table entries have physical page $\#$, valid bit, bit

how big is the page table (if laid out like ones we've seen)?

issue: where can we store that?

exercise: address splitting

and each page is 4096 bytes (2^{12} bytes)

split the address `0x12345678` into page number and page offset:

exercise: address splitting

and each page is 4096 bytes (2^{12} bytes)

split the address `0x12345678` into page number and page offset:

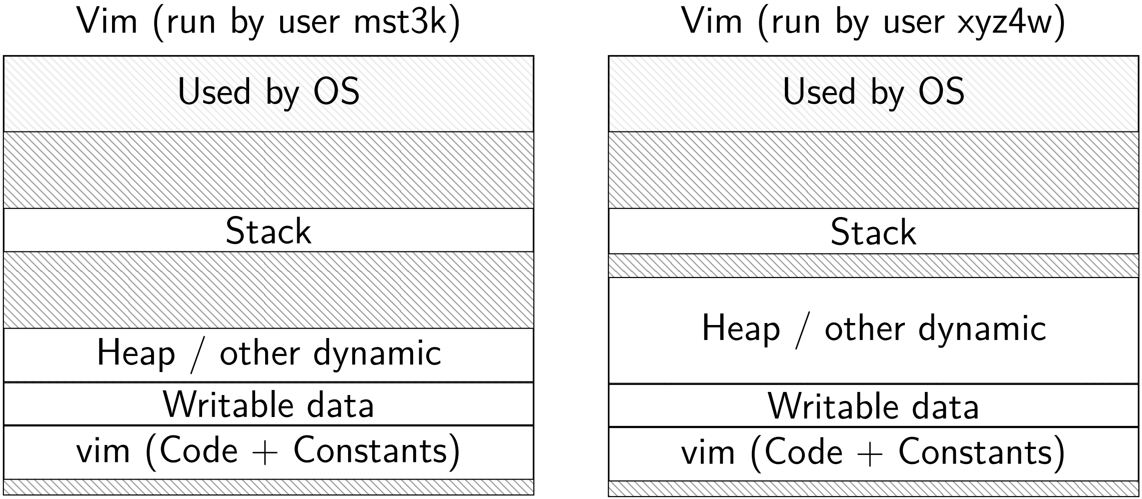
exercise: page table lookup

suppose 64-byte pages (= 6-bit page offsets), 9-bit virtual addresses

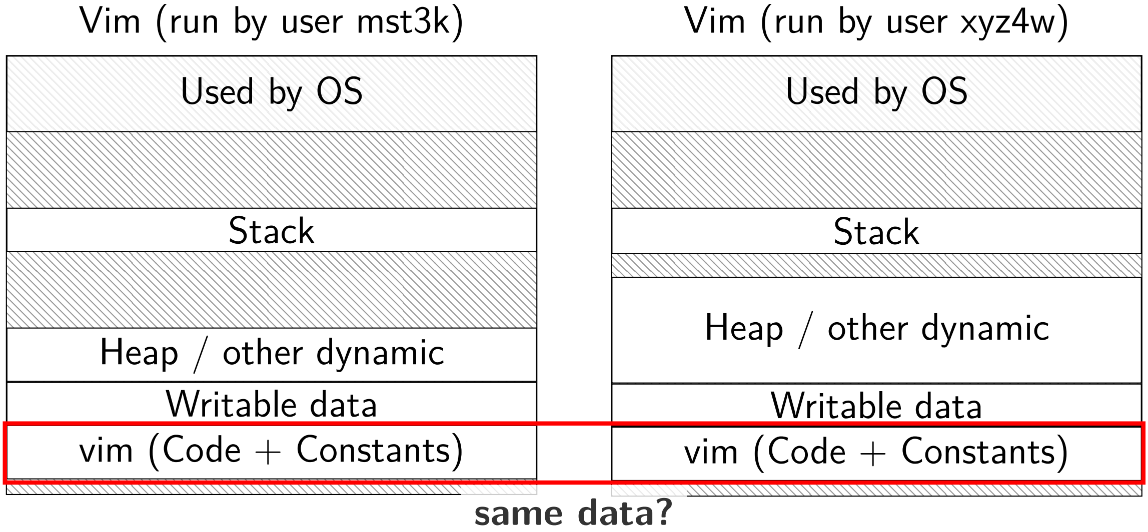
VPN	valid	PPN
`000`	`1`	`0010`
`001`	`1`	`1010`
`010`	`0`	`---`
`011`	`0`	`---`
`100`	`1`	`1110`
`101`	`1`	`0100`
`110`	`1`	`0001`
`111`	`0`	`---`

virtual address `0x024` (`0 0010 0100`) = physical address ???

vim (two copies)



vim (two copies)



two copies of program

would like to only have one copy of program

what if `mst3k`'s vim tries to modify its code?

would break process abstraction:

  "illusion of own memory"

permissions bits

page table entry will have more permissions bits

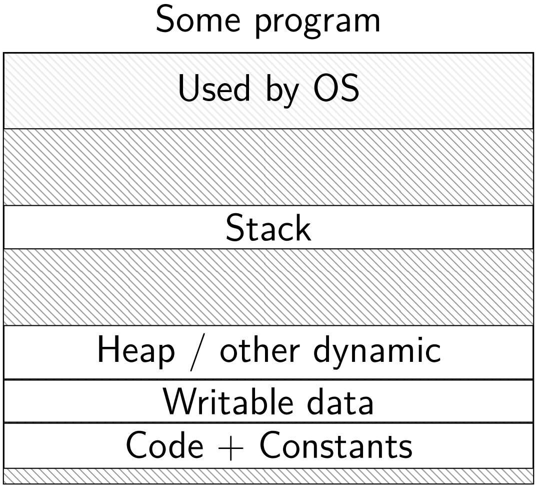
- can access in user mode?
- can read from?
- can write to?
- can execute from?

checked by hardware like valid bit

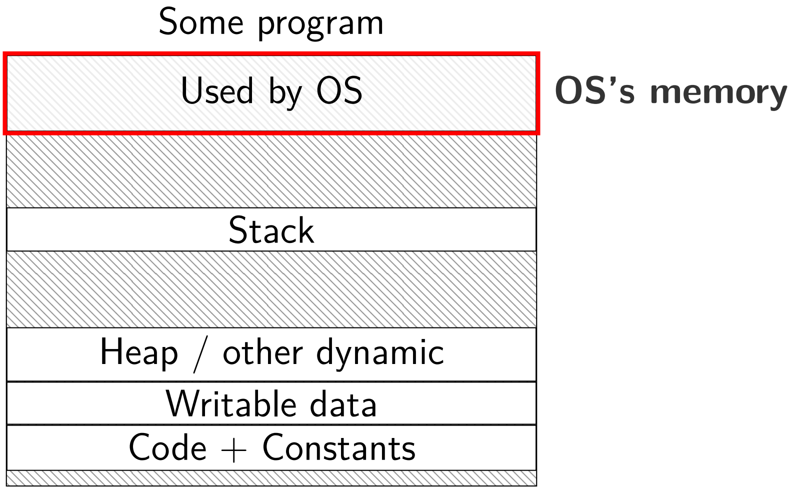
page table (logically)

virtual page #	valid?	user?	write?	exec?	physical page #
0000 0000	0	0	0	0	00 0000 0000
0000 0001	1	1	1	0	10 0010 0110
0000 0010	1	1	1	0	00 0000 1100
0000 0011	1	1	0	1	11 0000 0011
…					
1111 1111	1	0	1	0	00 1110 1000

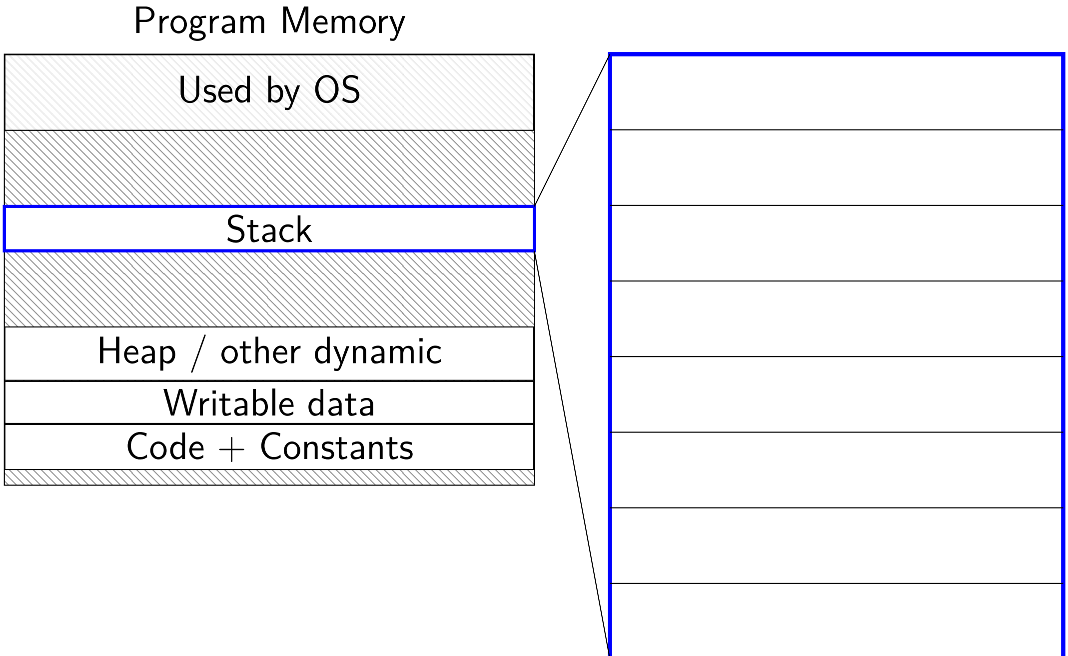
running a program



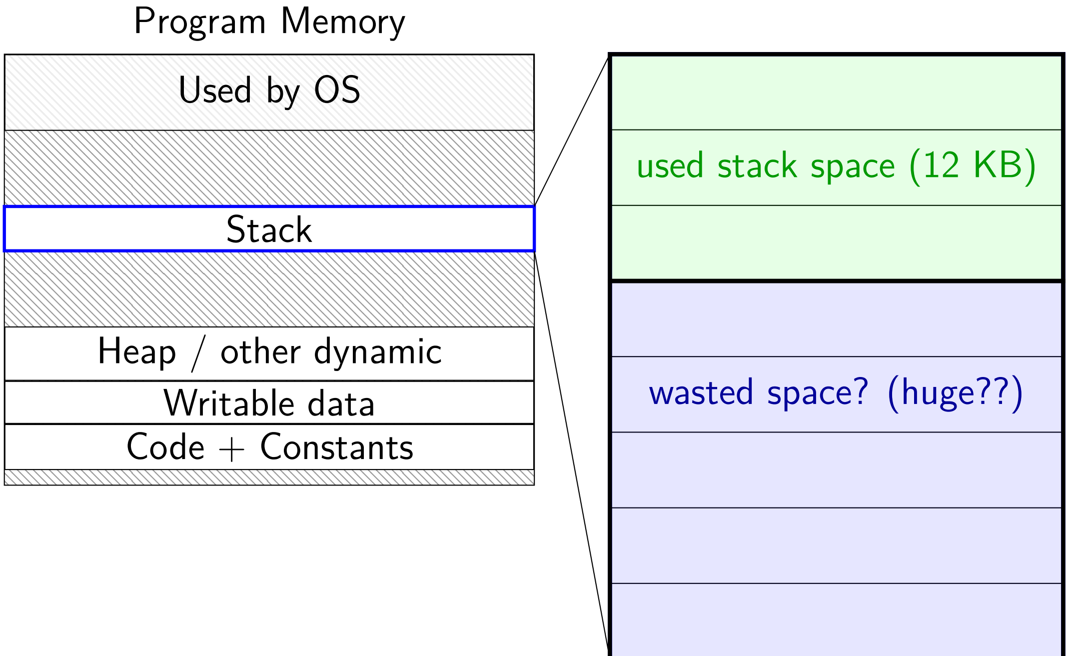
running a program



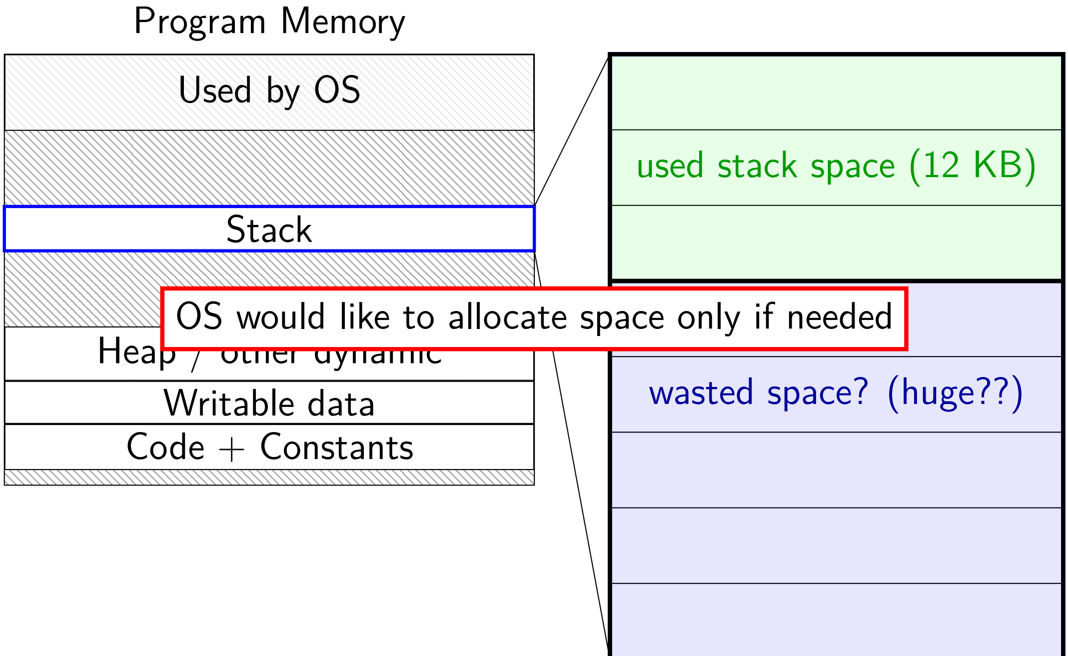
space on demand



space on demand



space on demand



OS would like to allocate space only if needed

allocating space on demand

```
%rsp = 0x7FFFC000
```

```
...
// requires more stack space
A: pushq %rbx

B: movq 8(%rcx), %rbx
C: addq %rbx, %rax
...
```

VPN	valid?	physical page
…	…	…
0x7FFFB	0	---
0x7FFFC	1	0x200DF
0x7FFFD	1	0x12340
0x7FFFE	1	0x12347
0x7FFFF	1	0x12345
…	…	…

allocating space on demand

%rsp = 0x7FFFC000

```
...
// requires more stack space
A: pushq %rbx

B: movq 8(%rcx), %rbx
C: addq %rbx, %rax
...
```

page fault!

VPN	valid?	physical page
…	…	…
0x7FFFB	0	---
0x7FFFC	1	0x200DF
0x7FFFD	1	0x12340
0x7FFFE	1	0x12347
0x7FFFF	1	0x12345
…	…	…

pushq triggers exception
hardware says "accessing address 0x7FFFBFF8"
OS looks up what's should be there — "stack"

allocating space on demand

`%rsp = 0x7FFFC000`

```
...
// requires more stack space
A: pushq %rbx

B: movq 8(%rcx), %rbx
C: addq %rbx, %rax
...
```

restarted

VPN	valid?	physical page
…	…	…
0x7FFFB	1	0x200D8
0x7FFFC	1	0x200DF
0x7FFFD	1	0x12340
0x7FFFE	1	0x12347
0x7FFFF	1	0x12345
…	…	…

in exception handler, OS allocates more stack space
OS updates the page table
then returns to retry the instruction

allocating space on demand

note: the space doesn't have to be initially empty

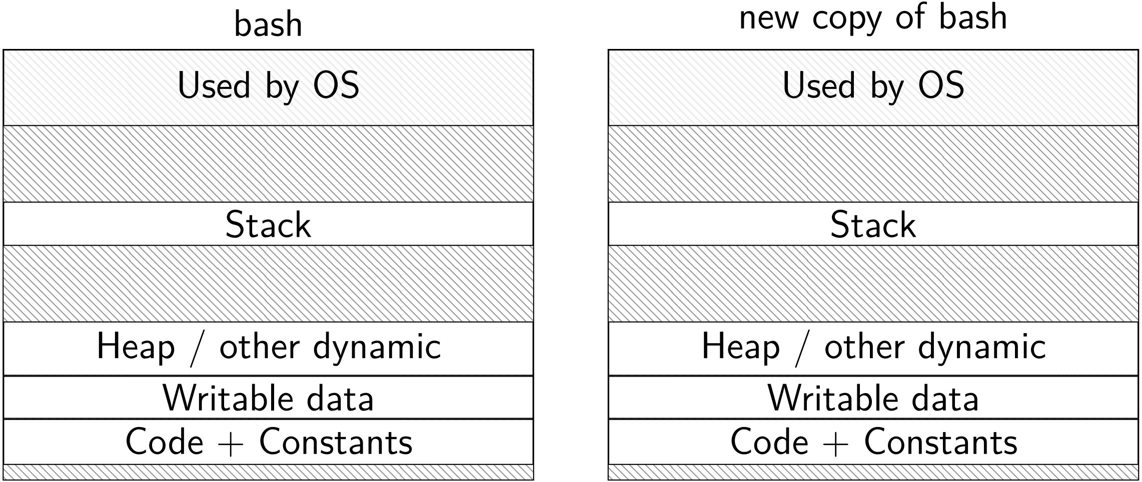
only change: load from file, etc. instead of allocating empty page

loading program can be merely creating empty page table

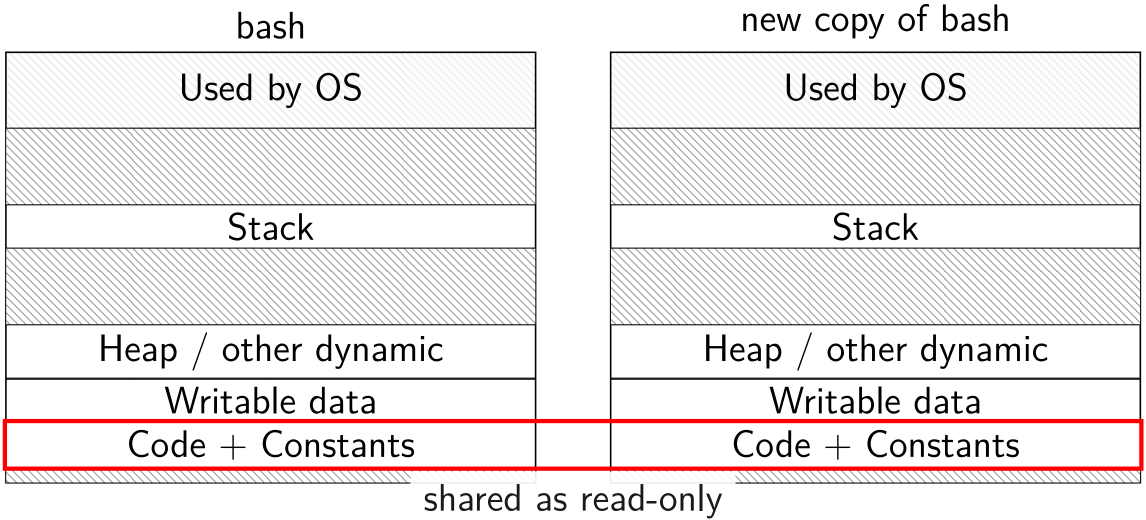
everything else can be handled in response to page faults

- no time/space spent loading/allocating unneeded space

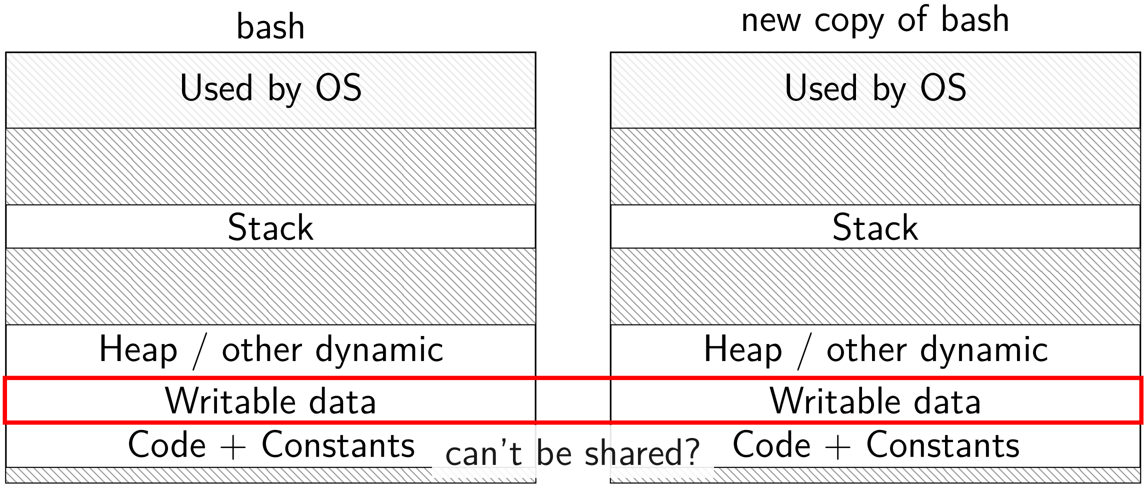
do we really need a complete copy?



do we really need a complete copy?



do we really need a complete copy?



trick for extra sharing

sharing writeable data is fine — until either process modifies it

- example: default value of global variables
- might typically not change
- (or OS might have preloaded executable's data anyways)

can we detect modifications?

trick for extra sharing

sharing writeable data is fine — until either process modifies it

- example: default value of global variables
- might typically not change
- (or OS might have preloaded executable's data anyways)

can we detect modifications?

trick: tell CPU (via page table) shared part is read-only

processor will trigger a fault when it's written

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	1	0x12345
0x00602	1	1	0x12347
0x00603	1	1	0x12340
0x00604	1	1	0x200DF
0x00605	1	1	0x200AF
…	…	…	…

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

copy operation actually duplicates page table
both processes share all physical pages
but marks pages in both copies as read-only

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

when either process tries to write read-only page
triggers a fault — OS actually copies the page

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	1	0x300FD
…	…	…	…

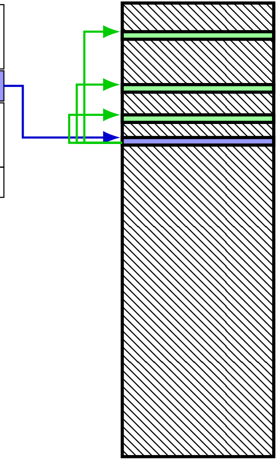
after allocating a copy, OS reruns the write instruction

fork (w/ copy-on-write, if parent writes first)

parent process info

user regs	`rax (return val.)=`~~`42`~~*`child pid`*`,` `rcx=133, …`
page tables	
open files	`fd 0: …` `fd 1: …`
…	…

memory



fork (w/ copy-on-write, if parent writes first)

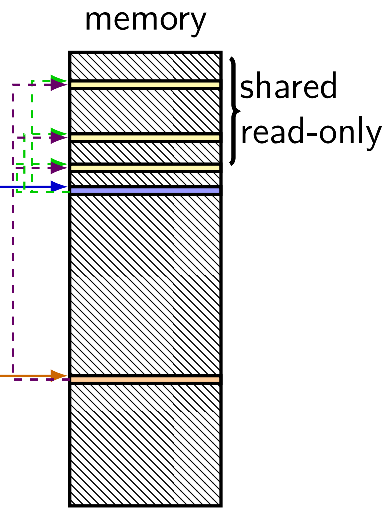
parent process info

user regs	`rax (return val.)=`~~42~~*child pid*, `rcx=133`, …
page tables	
open files	`fd 0:` … `fd 1:` …
…	…

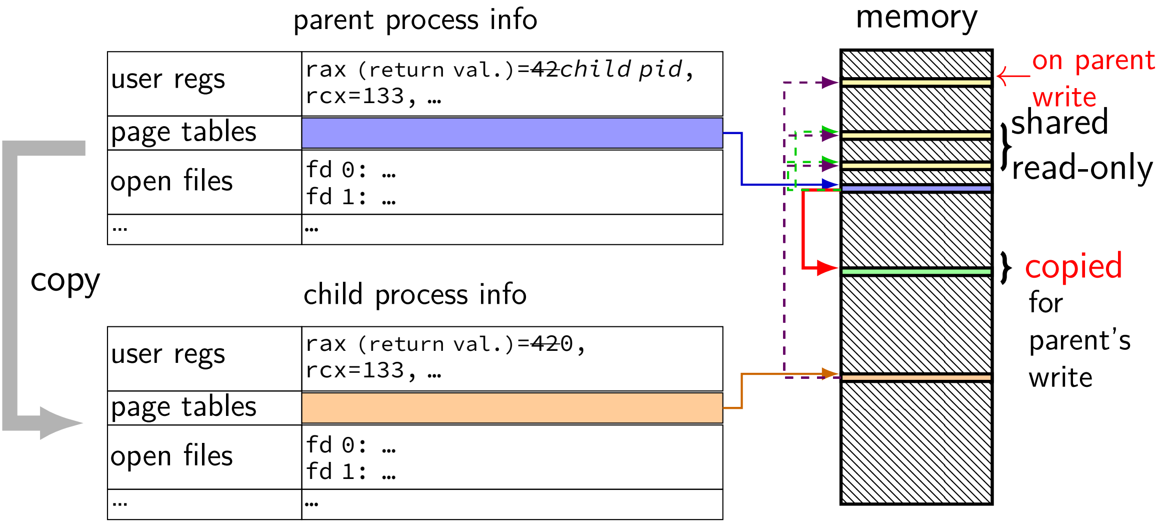
copy

child process info

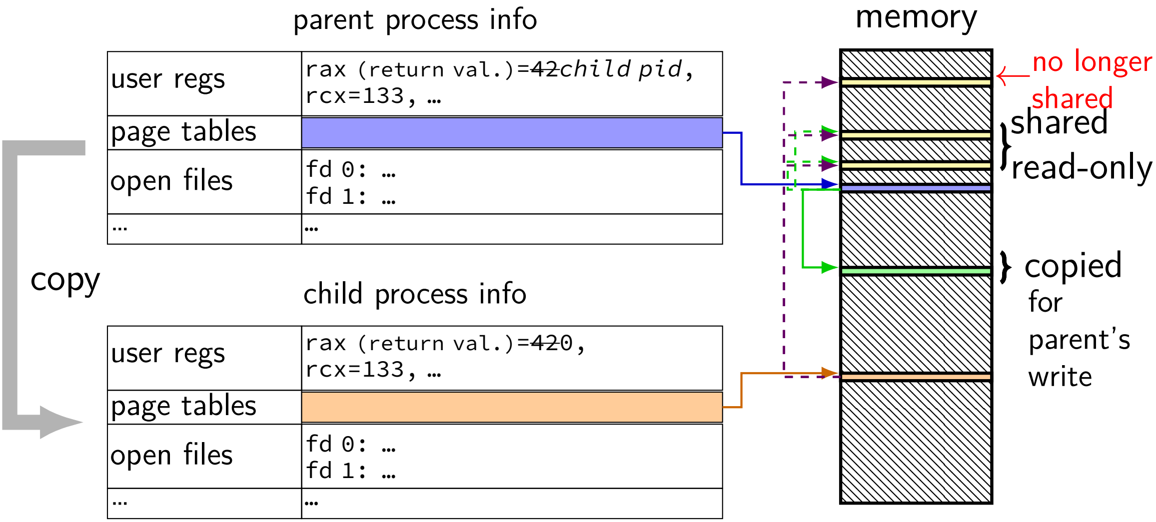
user regs	`rax (return val.)=`~~42~~`0`, `rcx=133`, …
page tables	
open files	`fd 0:` … `fd 1:` …
…	…



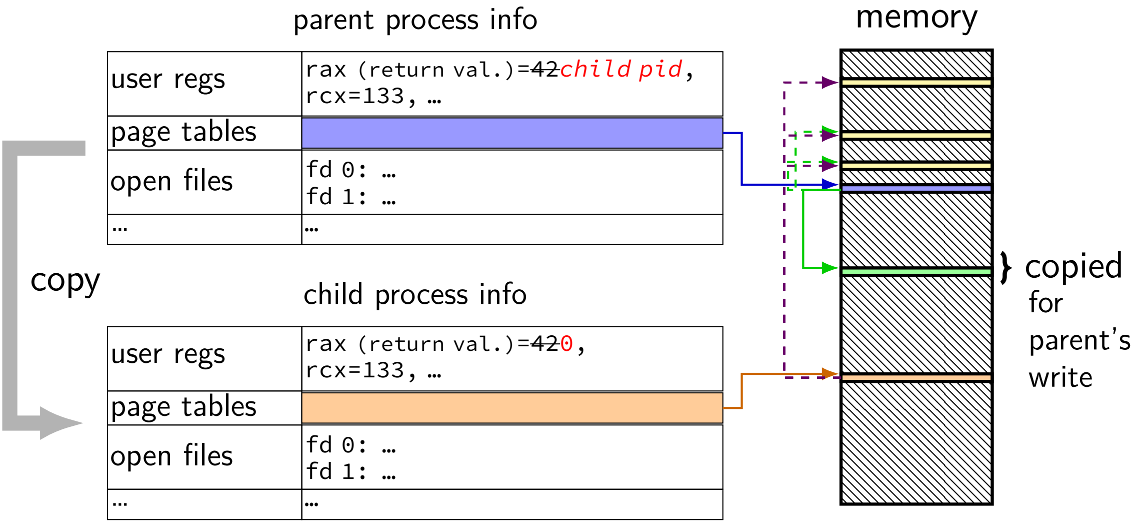
fork (w/ copy-on-write, if parent writes first)



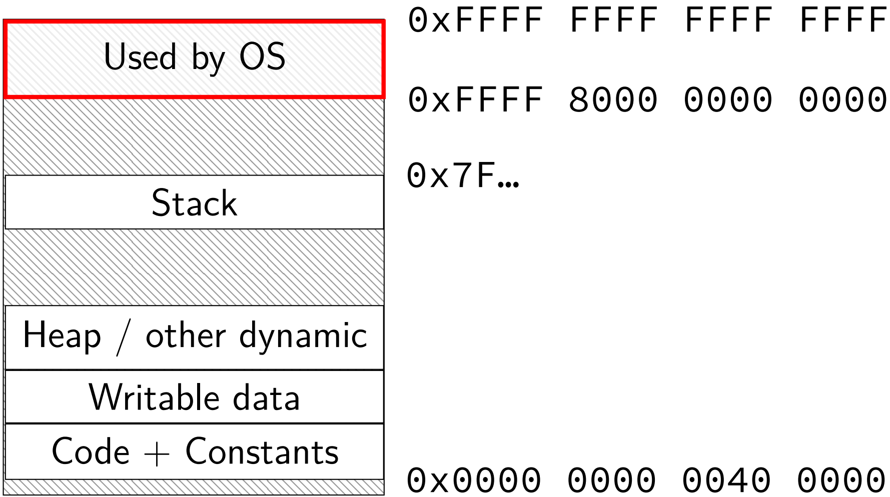
fork (w/ copy-on-write, if parent writes first)



fork (w/ copy-on-write, if parent writes first)



program memory



running OS code

system calls, I/O events, etc. run OS code in kernel mode

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- probably have a page table entry pointing to it
- marked not accessible in user mode

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- marked not accessible in user mode

code better not be modified by user program

- otherwise: uncontrolled way to “escape” user mode

mmap

Linux/Unix has a function to "map" a file to memory

```
int file = open("somefile.dat", O_RDWR);

    // data is region of memory that represents file
char *data = mmap(..., file, 0);

    // read byte 6 from somefile.dat
char seventh_char = data[6];

   // modifies byte 100 of somefile.dat
data[100] = 'x';
    // can continue to use 'data' like an array
```

Linux maps: list of maps

```
$ cat /proc/self/maps
00400000-0040b000 r-xp 00000000 08:01 48328831             /bin/cat
0060a000-0060b000 r--p 0000a000 08:01 48328831             /bin/cat
0060b000-0060c000 rw-p 0000b000 08:01 48328831             /bin/cat
01974000-01995000 rw-p 00000000 00:00 0                    [heap]
7f60c718b000-7f60c7490000 r--p 00000000 08:01 77483660     /usr/lib/locale/locale-archive
7f60c7490000-7f60c764e000 r-xp 00000000 08:01 96659129     /lib/x86_64-linux-gnu/libc-2.1
7f60c764e000-7f60c784e000 ---p 001be000 08:01 96659129     /lib/x86_64-linux-gnu/libc-2.1
7f60c784e000-7f60c7852000 r--p 001be000 08:01 96659129     /lib/x86_64-linux-gnu/libc-2.1
7f60c7852000-7f60c7854000 rw-p 001c2000 08:01 96659129     /lib/x86_64-linux-gnu/libc-2.1
7f60c7854000-7f60c7859000 rw-p 00000000 00:00 0
7f60c7859000-7f60c787c000 r-xp 00000000 08:01 96659109     /lib/x86_64-linux-gnu/ld-2.19.s
7f60c7a39000-7f60c7a3b000 rw-p 00000000 00:00 0
7f60c7a7a000-7f60c7a7b000 rw-p 00000000 00:00 0
7f60c7a7b000-7f60c7a7c000 r--p 00022000 08:01 96659109     /lib/x86_64-linux-gnu/ld-2.19.s
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7f60c7a7d000-7f60c7a7e000 rw-p 00000000 00:00 0
7ffc5d2b2000-7ffc5d2d3000 rw-p 00000000 00:00 0            [stack]
7ffc5d3b0000-7ffc5d3b3000 r--p 00000000 00:00 0            [vvar]
7ffc5d3b3000-7ffc5d3b5000 r-xp 00000000 00:00 0            [vdso]
ffffffffff600000-ffffffffff601000 r-xp 00000000 00:00 0    [vsyscall]
```

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0060b000-0060c000 rw-p 0000b000 08:01 48328831          /bin/cat
01974000-01995000 rw-p 00000000 00:00 0                 [heap]
7f60c718b000-7f60c7490000 r--p 00000000 08:01 77483660  /usr/lib/locale/locale-archive
7f60c7490                                                gnu/libc-2.1
7f60c764e0                                               gnu/libc-2.1
7f60c784e0                                               gnu/libc-2.1
7f60c78520                                               gnu/libc-2.1
7f60c78540
7f60c78590                                               gnu/ld-2.19.s
7f60c7a390
7f60c7a7a0
7f60c7a7b0                                               gnu/ld-2.19.s
7f60c7a7c0                                               gnu/ld-2.19.s
7f60c7a7d0
7ffc5d2b20
7ffc5d3b00
7ffc5d3b30
fffffffff
```

OS tracks list of `struct vm_area_struct` with:

(shown in this output):

- virtual address start, end
- permissions
- offset in backing file (if any)
- pointer to backing file (if any)

(not shown):

- info about sharing of non-file data ...

page tricks generally

deliberately make program trigger page/protection fault

but don't assume page/protection fault is an error

have seperate data structures represent logically allocated memory

e.g. "addresses `0x7FFF8000` to `0x7FFFFFFF` are the stack"

page table is for the hardware and not the OS

example page table tricks

allocating space on demand

loading code/data from files on disk on demand

copy-on-write

saving data temporarily to disk, reloading to memory on demand

"swapping"

detecting whether memory was read/written recently

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hardware help for page table tricks

information about the address causing the fault

- e.g. special register with memory address accessed
- harder alternative: OS disassembles instruction, look at registers

(by default) rerun faulting instruction when returning from exception

precise exceptions: no side effects from faulting instruction or after

- e.g. `pushq` that caused did not change `%rsp` before fault
- e.g. can't notice if instructions were executed in parallel

exercise setup

5-bit virtual addresses, 6-bit physical addresses, 8-byte pages

page table

virtual page #	valid?	physical page #
00	1	010
01	1	111
10	0	000
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physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
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phys. page 0

phys. page 1

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page tables in memory

where can processor store megabytes of page tables? in memory

page table entry layout (chosen by processor)

valid (bit 15)	physical page # (bits 4–14)	other bits and/or unused (bit 0-3)

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physical memory

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…	
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0x00010004-5	1000010 11000000
0x00010006-7	1110000 00110000
…	
0x000101FE-F	1001110 10000000
0x00010200-1	10100010 00111010

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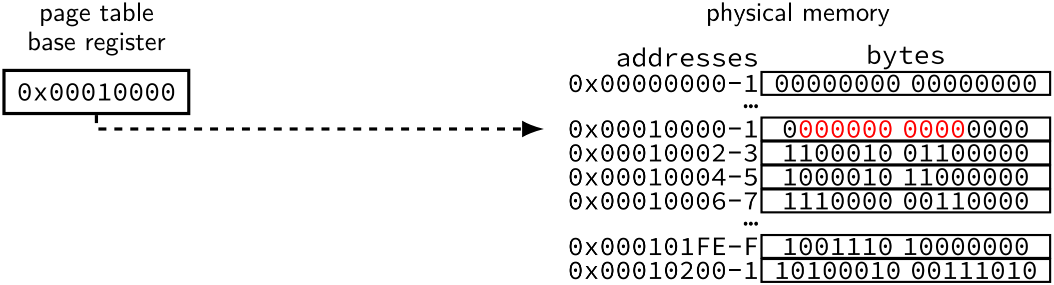

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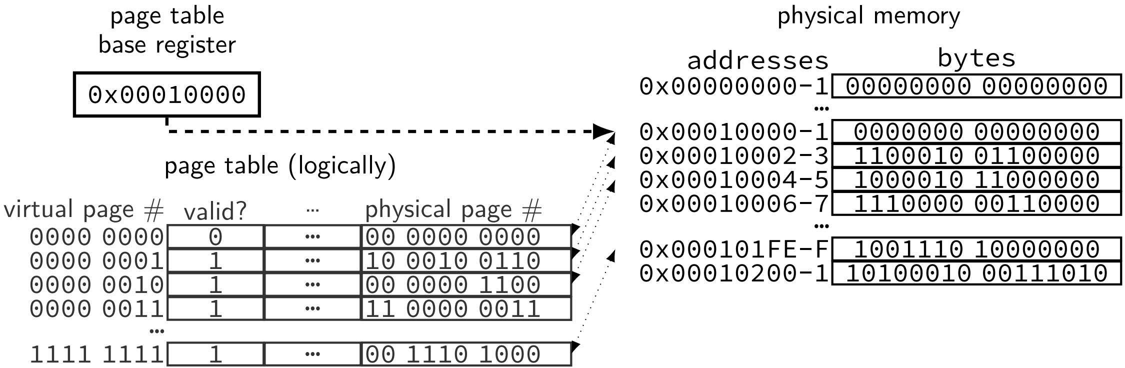

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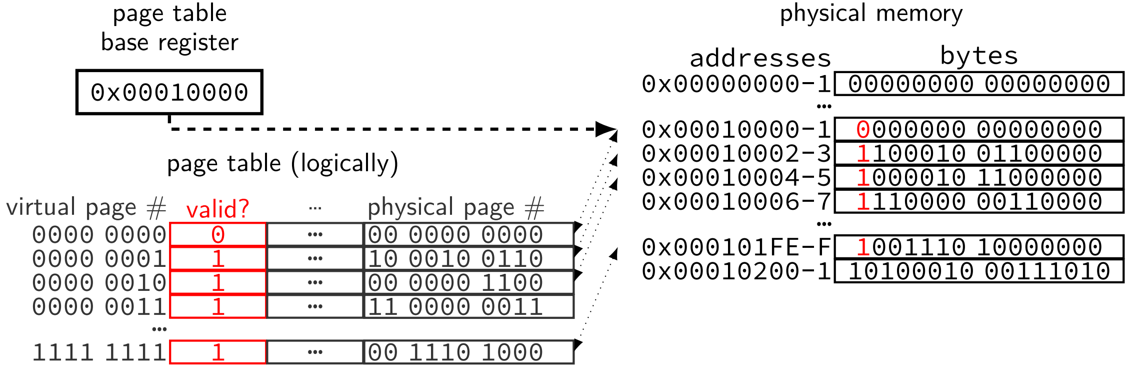

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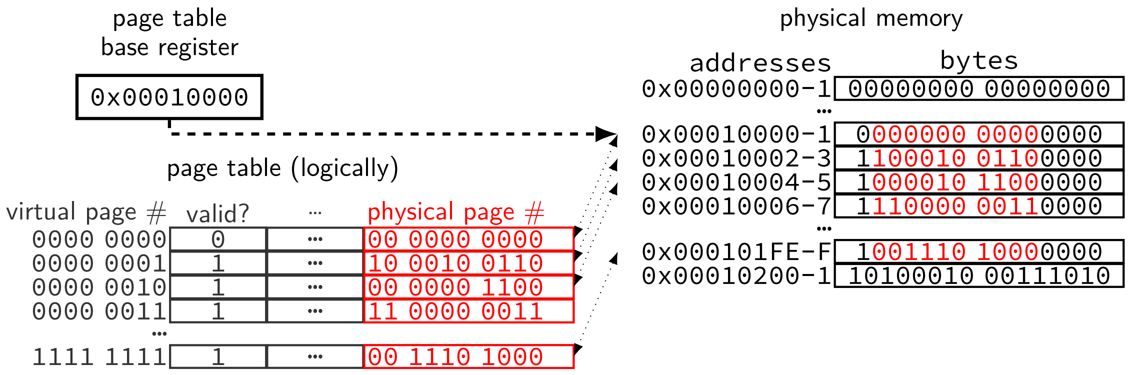

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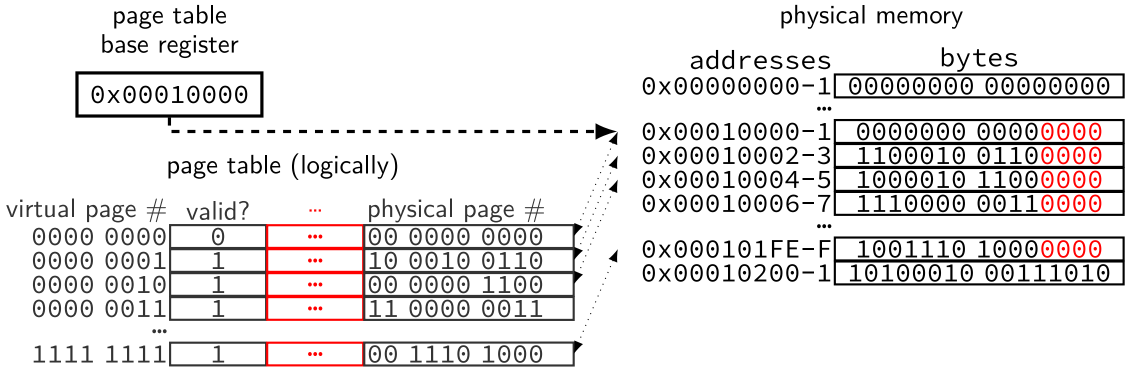
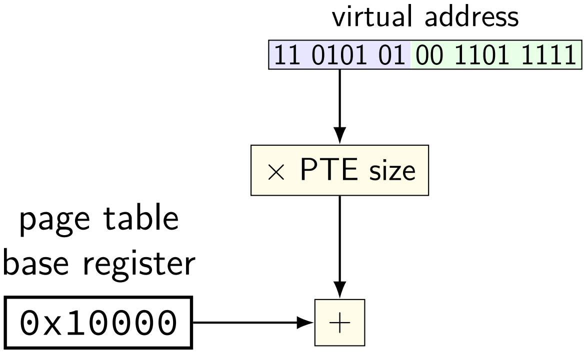


memory access with page table

virtual address

11 0101 01	00 1101 1111

memory access with page table



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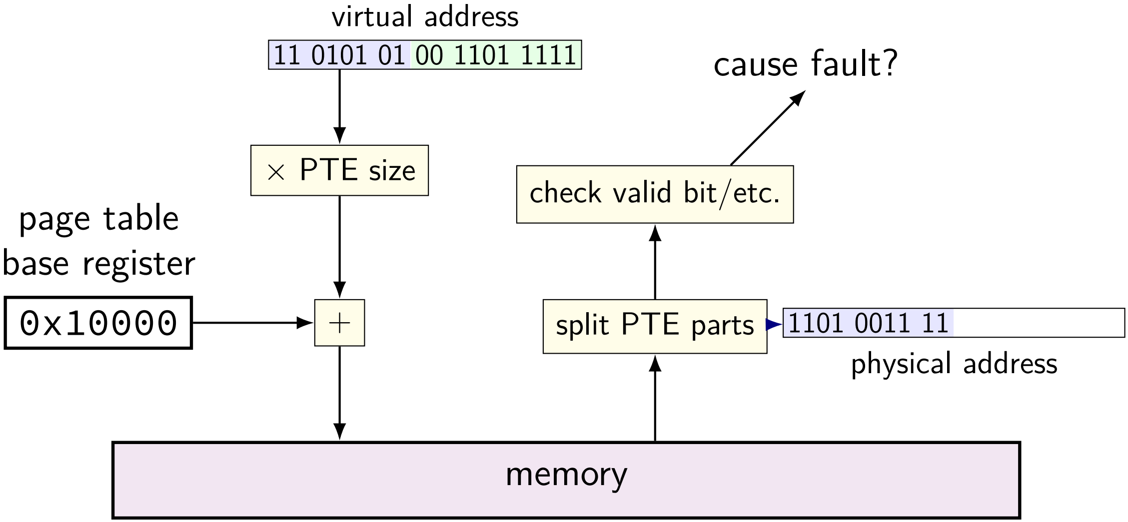

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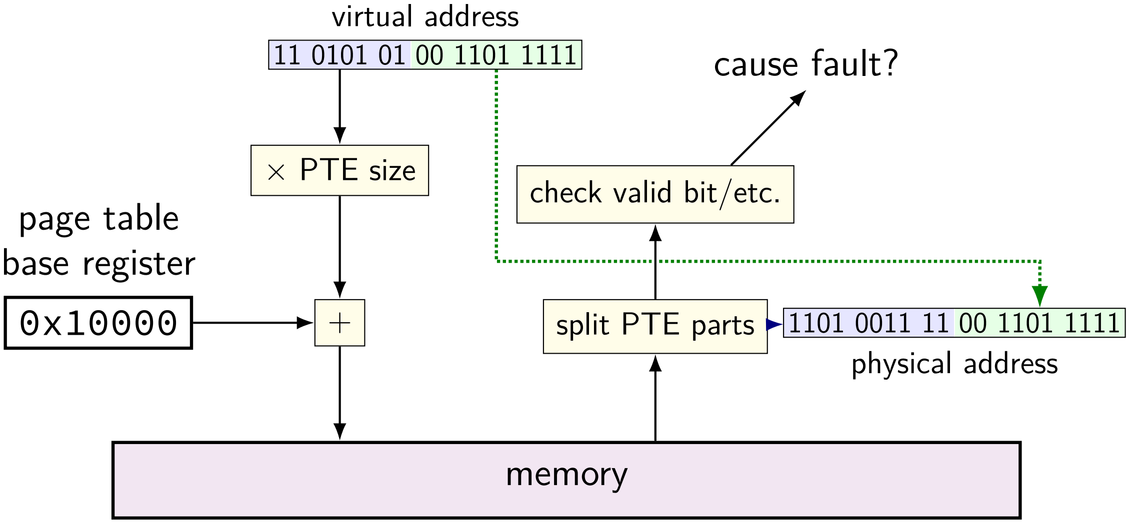

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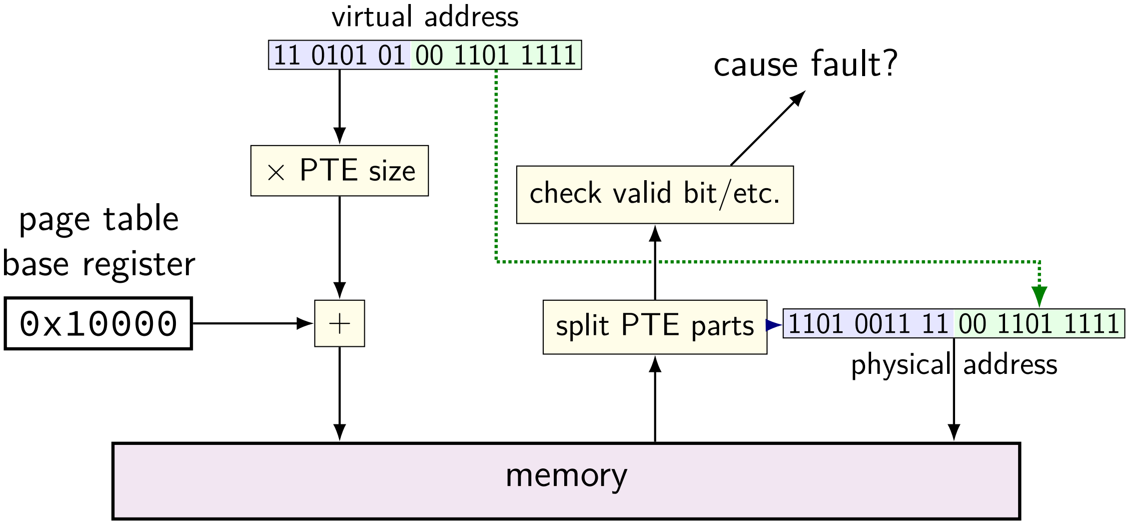

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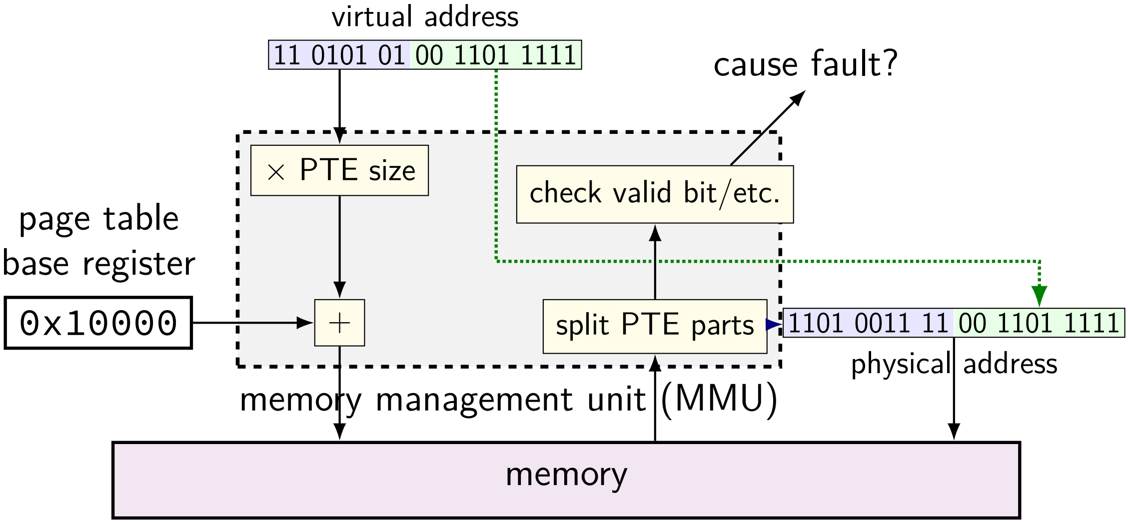

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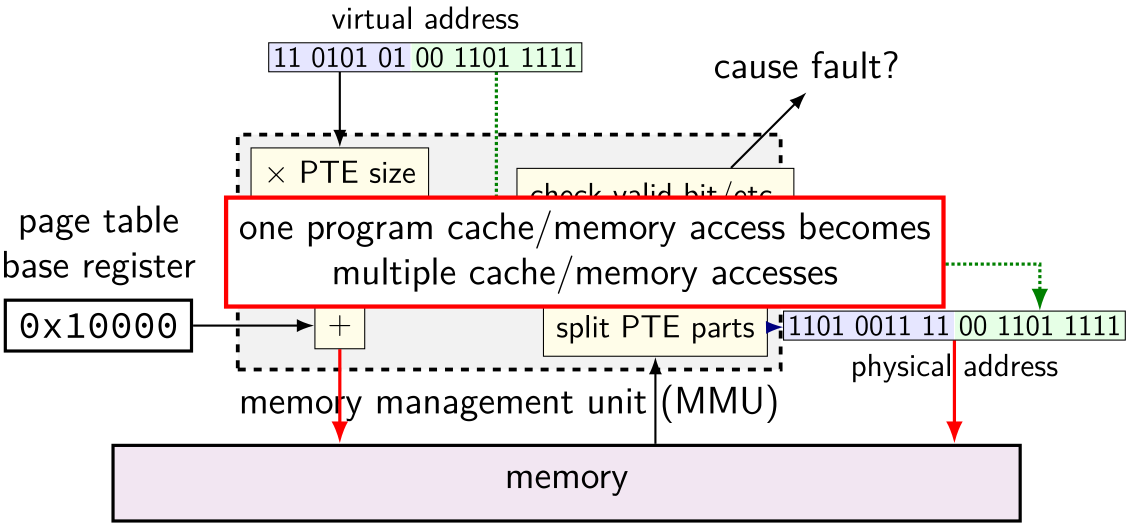
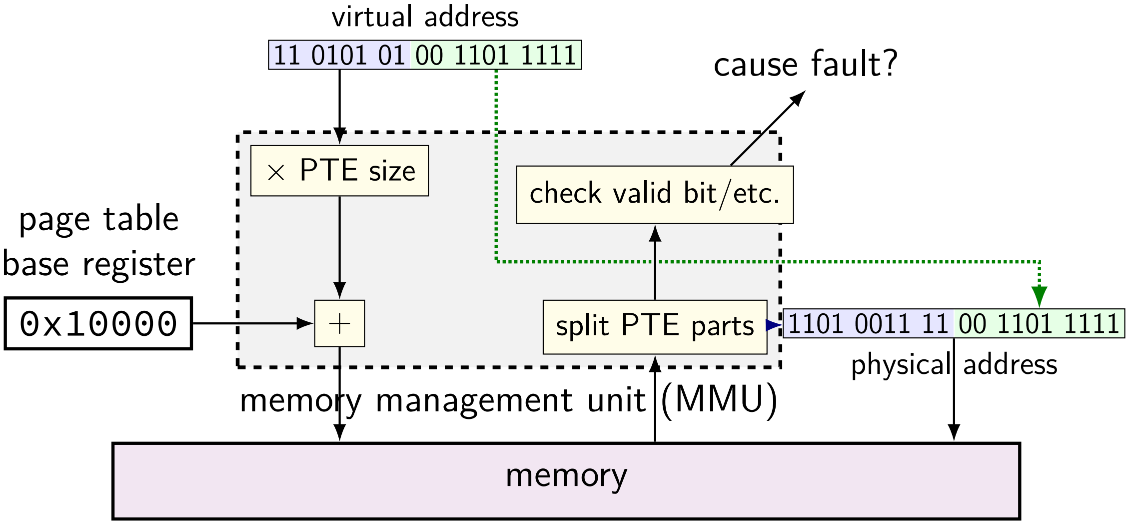


one program cache/memory access becomes multiple cache/memory accesses

memory access with page table



1-level exercise (1)

6-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 other;

page table base register `0x20`; translate virtual address `0x31`

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$\texttt{0x31} = \texttt{11 0001}$

PTE addr:

$\texttt{0x20} + \texttt{110} \times 1 = \texttt{0x26}$

PTE value:

$\texttt{0xF6} = \texttt{1111 0110}$

PPN `111`, valid 1

$M[\texttt{111 001}] = M[\texttt{0x39}]$

$\rightarrow \texttt{0x0C}$

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0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	CB 0B CB 0B
0x38-B	DC 0C DC 0C
0x3C-F	EC 0C EC 0C

`0x31` $=$ `11 0001`

PTE addr:

`0x20` $+$ `110` $\times 1 =$ `0x26`

PTE value:

`0xF6` $=$ `1111 0110`

PPN `111`, valid 1

M[`111 001`] $=$ M[`0x39`]

$\rightarrow$ `0x0C`

1-level exercise (1)

6-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 other;

page table base register `0x20`; translate virtual address `0x31`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
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`0x31` = `11 0001`

PTE addr:

`0x20` + `110` ×1 = `0x26`

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`0x31` = `11 0001`

PTE addr:

`0x20` + `110` ×1 = `0x26`

PTE value:

`0xF6` = `1111 0110`

PPN `111`, valid 1

M[`111 001`] = M[`0x39`]

→ `0x0C`

1-level exercise (2)

6-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 other

page table base register `0x20`; translate virtual address `0x12`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	A0 E2 D1 F3
0x24-7	E4 E5 F6 07
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	CB 0B CB 0B
0x38-B	DC 0C DC 0C
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1-level exercise (2)

6-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 other

page table base register `0x20`; translate virtual address `0x12`

physical addresses	bytes
0x00-3	00 11 22 33
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0x30-3	BA 0A BA 0A
0x34-7	CB 0B CB 0B
0x38-B	DC 0C DC 0C
0x3C-F	EC 0C EC 0C

`0x12` $=$ `01 0010`

PTE addr:

`0x20` $+ 2 \times 1 =$ `0x22`

PTE value:

`0xD1` $=$ `1101 0001`

PPN `110`, valid `1`

M[`110 010`] $=$ **M[**`0x32`**]**

$\rightarrow$ `0xBA`

1-level exercise (2)

6-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

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pagetable assignment

pagetable assignment

simulate page tables (on top of normal program memory)

- alternately: implement another layer of page tables on top of the existing system's

in assignment:

virtual address $\sim$ arguments to your functions

physical address $\sim$ your program addresses (normal pointers)

pagetable assignment API

```
/* configuration parameters */
#define POBITS ... /* page offset bits */
#define LEVELS /* later */
```

```
size_t ptbr; // page table base register
    // points to page table (array of page table entries)

// lookup "virtual" address 'va' in page table ptbr points to
// return (~0L) if invalid
size_t translate(size_t va);

// make it so 'va' is valid, allocating one page for its data
// if it isn't already
void page_allocate(size_t va)
```

translate()

with POBITS=12, LEVELS=1:

ptbr = GetPointerToTable(

VPN	valid?	physical
0	0	—
1	1	0x9999
2	0	—
3	1	0x3333
...	...	...

)

```
translate(0x0FFF) == (void*) ~0L
translate(0x1000) == (void*) 0x9999000
translate(0x1001) == (void*) 0x9999001
translate(0x2000) == (void*) ~0L
translate(0x2001) == (void*) ~0L
translate(0x3000) == (void*) 0x3333000
```

translate()

with POBITS=12, LEVELS=1:

ptbr = GetPointerToTable(

VPN	valid?	physical
0	0	—
1	1	0x9999
2	0	—
3	1	0x3333
...	...	...

)

translate(0x0FFF) == (void*) ~0L

translate(0x1000) == (void*) 0x9999000

translate(0x1001) == (void*) 0x9999001

translate(0x2000) == (void*) ~0L

translate(0x2001) == (void*) ~0L

translate(0x3000) == (void*) 0x3333000

page_allocate()

with POBITS=12, LEVELS=1:

ptbr == 0

page_allocate(0x1000) *or* page_allocate(0x1001) *or* ...

page_allocate()

with POBITS=12, LEVELS=1:

ptbr == 0

page_allocate(0x1000) *or* page_allocate(0x1001) *or* ...

ptbr *now* == GetPointerToTable(

VPN	valid?	physical
0	0	—
1	1	(new)
2	0	—
3	0	—
...	...	...

)

allocated with `posix_memalign`

page_allocate()

with POBITS=12, LEVELS=1:

ptbr == 0

page_allocate(0x1000) *or* page_allocate(0x1001) *or* ...

ptbr *now* == GetPointerToTable(

VPN	valid?	physical
0	0	—
1	1	(new)
2	0	—
3	0	—
...	...	...

)

allocated with `posix_memalign`

posix_memalign

```
void *result;
error_code =
    posix_memalign(&result, alignment, size);
```

allocate `size` bytes

choosing address that is multiple of `alignment`

- can make sure allocation starts at beginning of page

`error_code` indicates if out-of-memory, etc.

fills in `result` (passed via pointer)

posix_memalign

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fills in `result` (passed via pointer)

parts

part 1 (next week): LEVELS=1, POBITS=12 and
- translate() OR
- page_allocate()

part 2 (week after break): all LEVELS, both functions
- in preparation for code review
- due Weds BEFORE LAB

part 3 (week after break): final submission
- Friday after code review
- most of grade based on this
- will test previous parts again

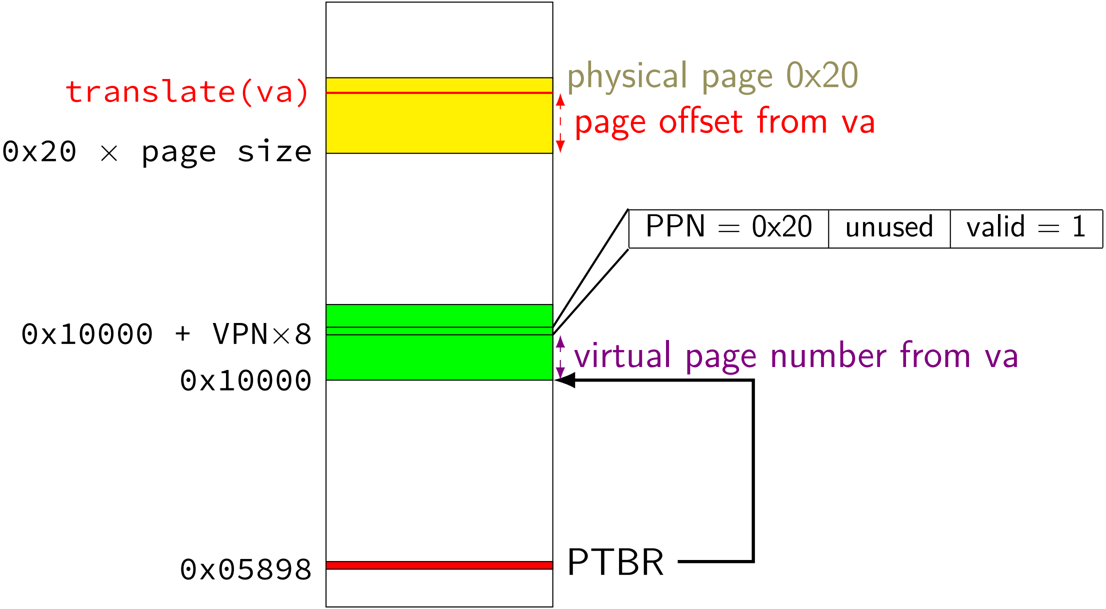
address/page table entry format

(with POBITS=12, LEVELS=1)

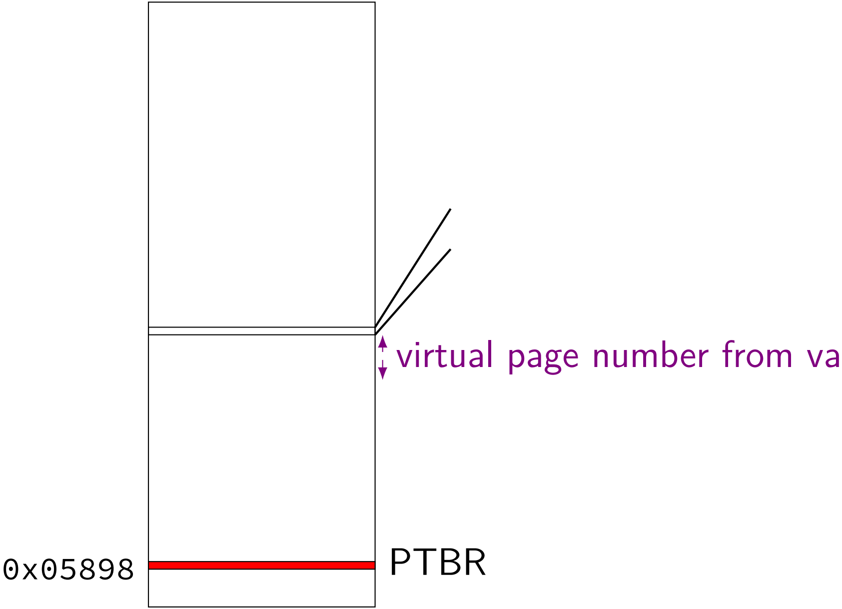
	bits 63–21	bits 20–12	bits 11–1	bit 0
page table entry	physical page number		unused	valid bit
virtual address	unused	virtual page number	page offset	
physical address	physical page number		page offset	

in assignment: value from posix_memalign = physical address

pa = translate(va) [LEVELS=1]



first page_allocate(va) [LEVELS=1]



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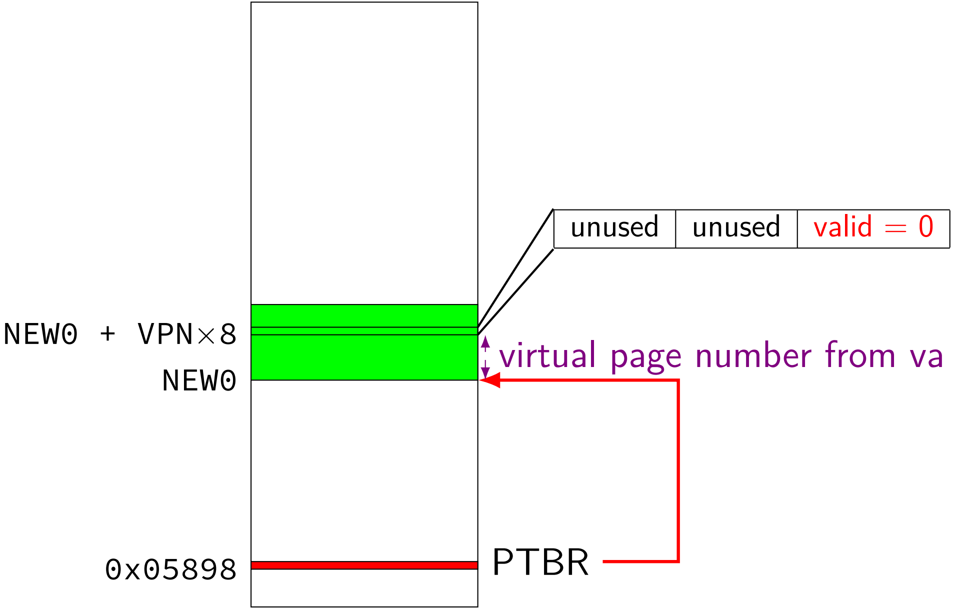

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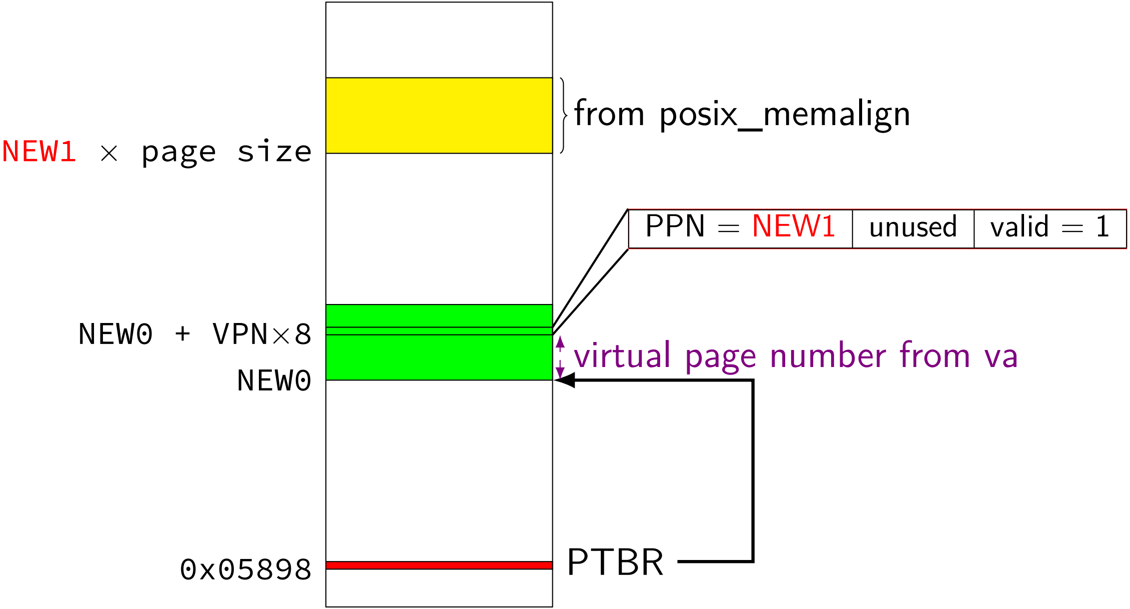

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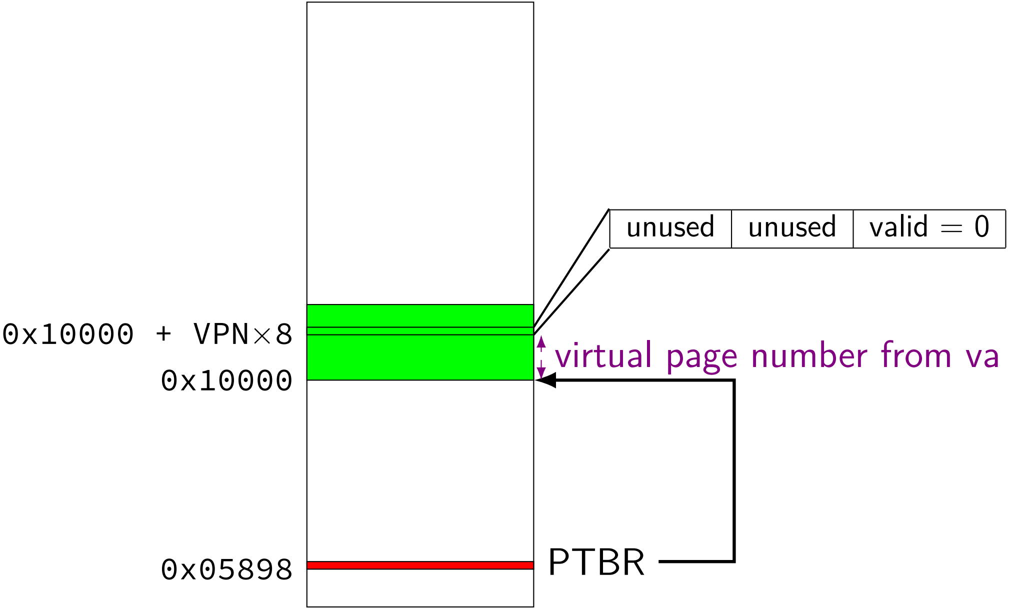

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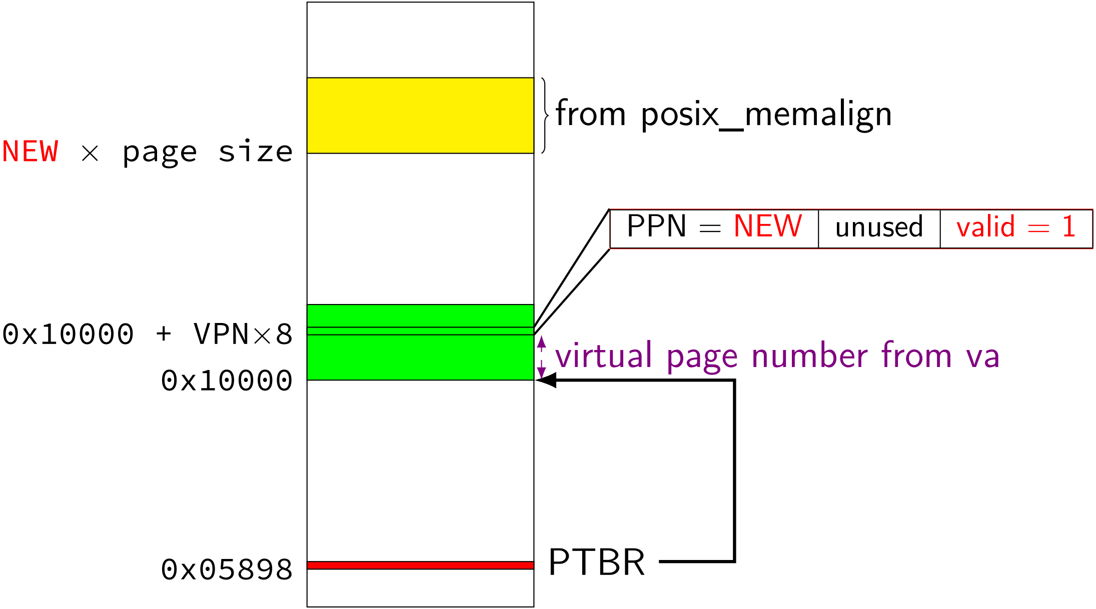
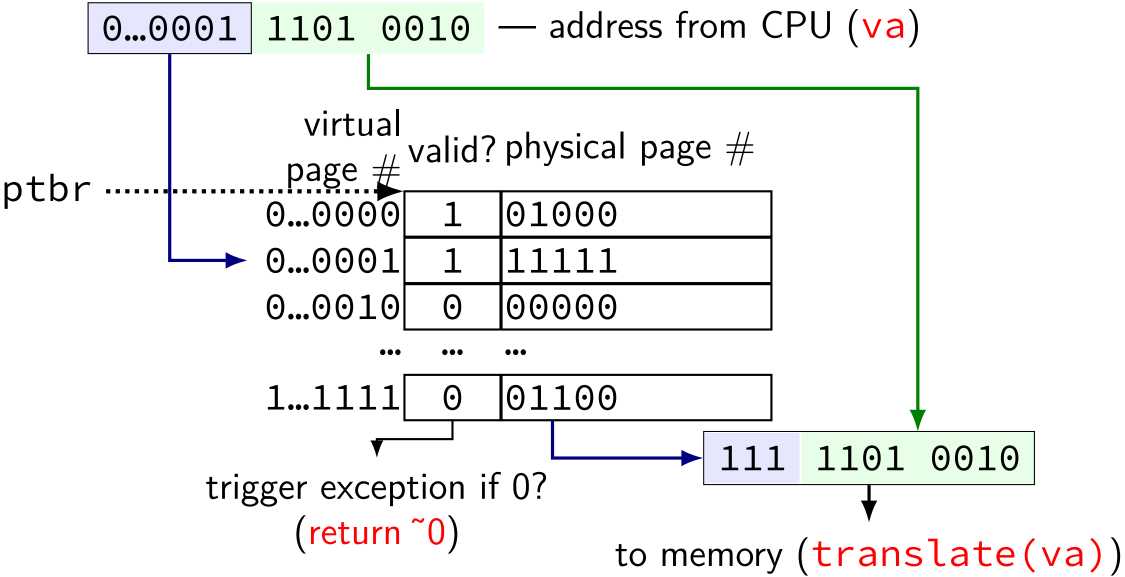


page table lookup (and translate())



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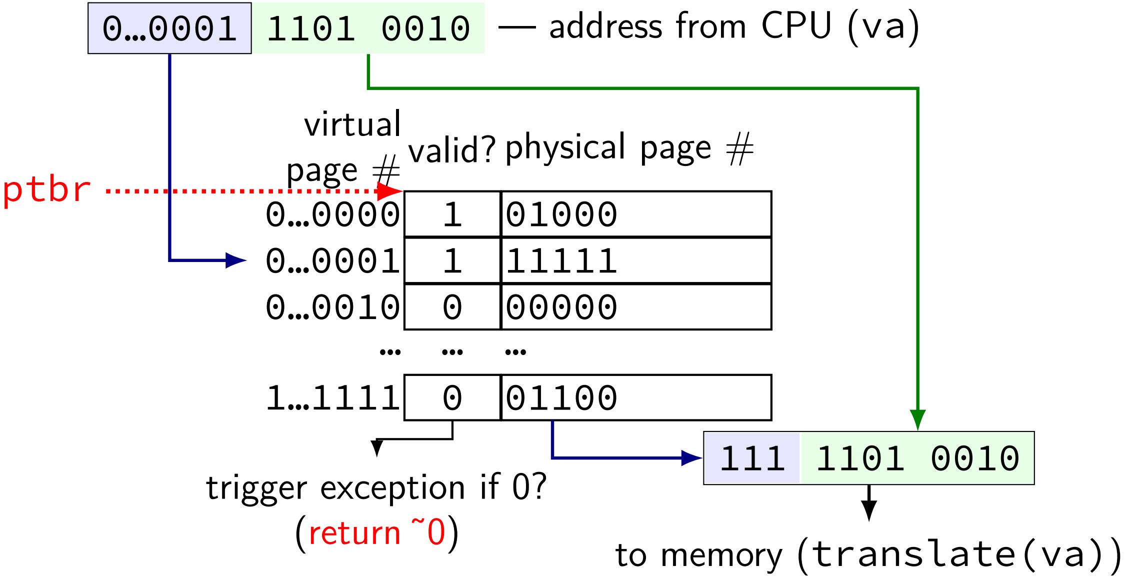

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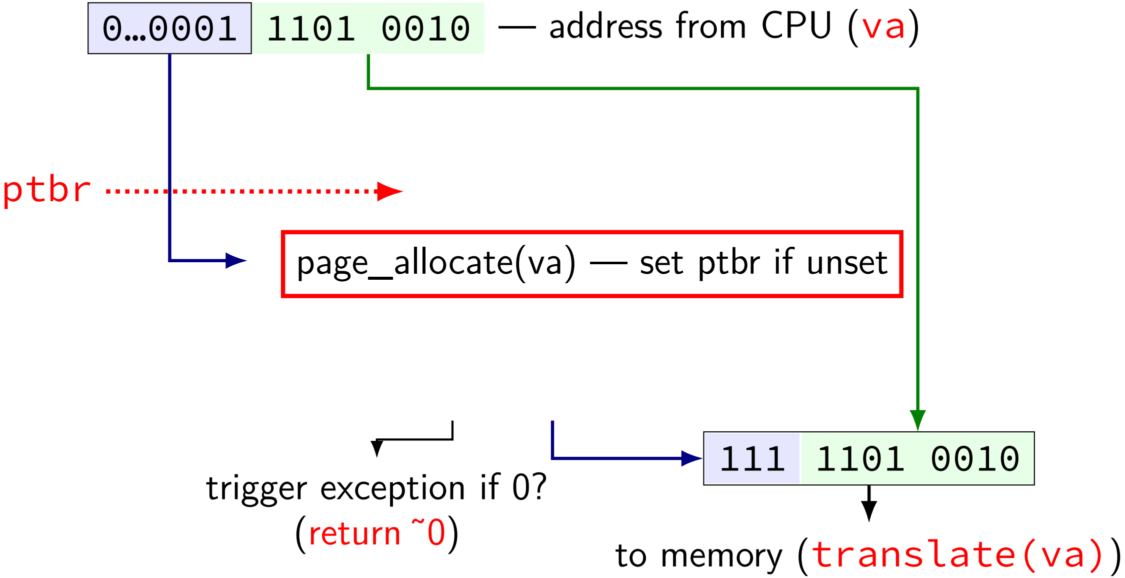

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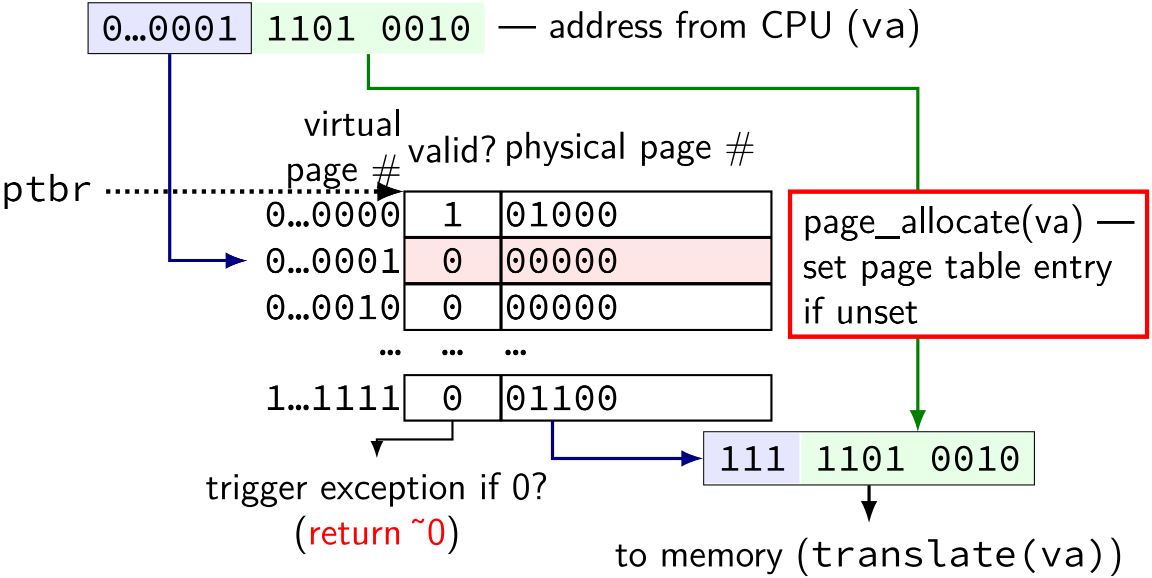

exercise: 64-bit system

my desktop: 39-bit physical addresses; 48-bit virtual addresses

4096 byte pages

exercise: 64-bit system

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4096 byte pages

top 16 bits of 64-bit addresses not used for translation

exercise: 64-bit system

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4096 byte pages

exercise: how many page table entries? (assuming page table like shown before)

exercise: how large are physical page numbers?

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exercise: 64-bit system

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4096 byte pages

exercise: how many page table entries? (assuming page table like shown before)

exercise: how large are physical page numbers?

page table entries are 8 bytes (room for expansion, metadata)

- trick: power of two size makes table lookup faster

would take up 2^{39} bytes?? (512GB??)

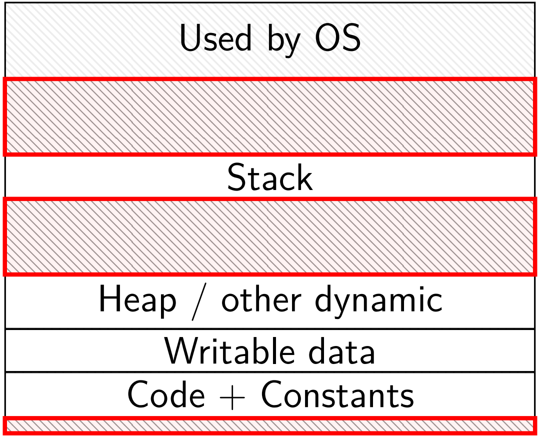
huge page tables

huge virtual address spaces!

impossible to store PTE for every page

how can we save space?

holes



most pages are invalid

saving space

basic idea: don't store (most) invalid page table entries

use a data structure other than a flat array

- want a map — lookup key (virtual page number), get value (PTE)

options?

saving space

basic idea: don't store (most) invalid page table entries

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options?

hashtable

actually used by some historical processors

but never common

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use a data structure other than a flat array

- want a map — lookup key (virtual page number), get value (PTE)

options?

hashtable

- actually used by some historical processors
- but never common

tree data structure

- but not quite a search tree

search tree tradeoffs

lookup usually implemented in hardware

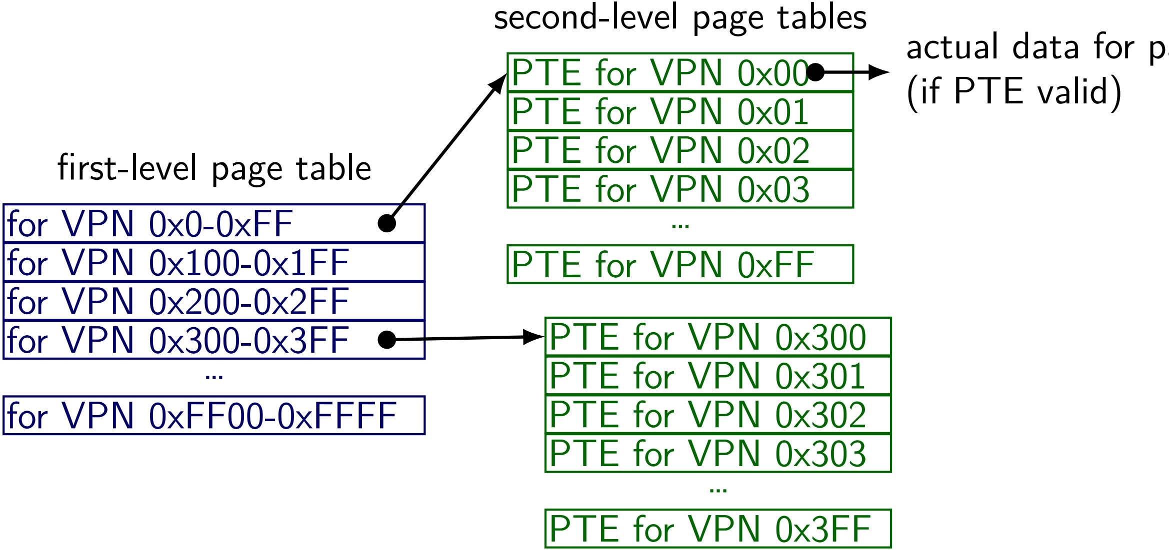
- lookup should be simple
- solution: lookup splits up address bits (no complex calculations)

lookup should not involve many memory accesses

- doing two memory accesses is already very slow
- solution: tree with many children from each node
  - (far from binary tree's left/right child)

two-level page tables

two-level page tables for 65536 pages (16-bit VPN; 256 entries/table)



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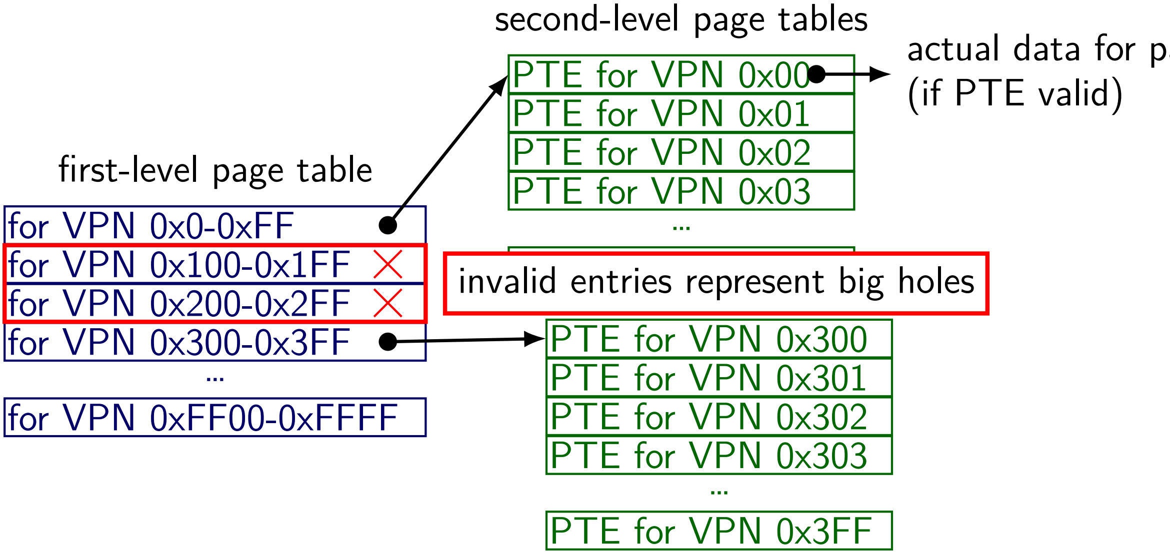

two-level page tables

two-level page tables for 65536 pages (16-bit VPN; 256 entries/table)

first-level page table

VPN range	valid	…	physical page # (of next page table)
0x0000-0x00FF	1	…	0x22343
0x0100-0x01FF	0	…	0x00000
0x0200-0x02FF	0	…	0x00000
0x0300-0x03FF	1	…	0x33454
0x0400-0x04FF	1	…	0xFF043
…	…	…	…
0xFF00-0xFFFF	1	…	0xFF045

first-level pag

for VPN 0x0-0xF
for VPN 0x100-0
for VPN 0x200-0
for VPN 0x300-0
…
for VPN 0xFF00

for p
d)

PTE for VPN 0x303
…
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...	...	...	...
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…	…	…	…
0xFF00-0xFFFF	1	…	0xFF045

for p
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first-level pag

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…
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two-level page tables

two-level page tables for 65536 pages (16-bit VPN; 256 entries/table)

first-level page table

- for VPN 0x0-0xFF
- for VPN 0x100-0x1FF
- for VPN 0x200-0x2FF
- for VPN 0x300-0x3FF
- …
- for VPN 0xFF00-0xFFFF

a second-level page table

VPN	valid	…	physical page # (of data)
0x300	1	…	0x42443
0x301	1	…	0x4A9DE
0x302	1	…	0x5C001
0x303	0	…	0x00000
0x304	1	…	0x6C223
…	…	…	…
0x3FF	0	…	0x00000

PTE for VPN 0x303

…

PTE for VPN 0x3FF

two-level page tables

two-level page tables for 65536 pages (16-bit VPN; 256 entries/table)

first-level page table

for VPN 0x0-0xFF
for VPN 0x100-0x1FF
for VPN 0x200-0x2FF
for VPN 0x300-0x3FF
…
for VPN 0xFF00-0xFFFF

a second-level page table

VPN	valid	…	physical page # (of data)
0x300	1	…	0x42443
0x301	1	…	0x4A9DE
0x302	1	…	0x5C001
0x303	0	…	0x00000
0x304	1	…	0x6C223
…	…	…	…
0x3FF	0	…	0x00000

PTE for VPN 0x303

…

PTE for VPN 0x3FF

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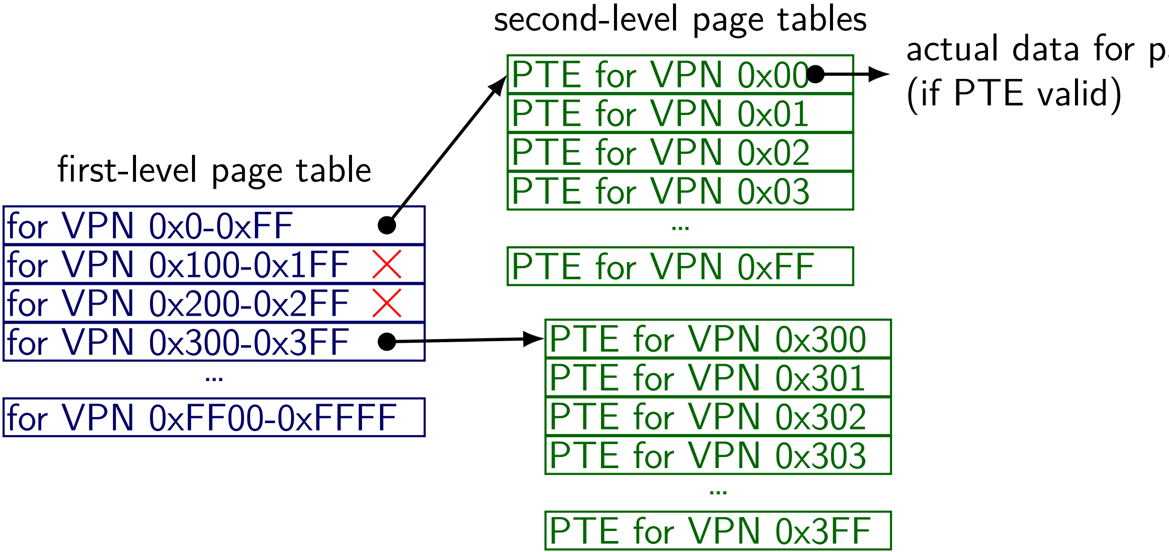


two-level page table lookup

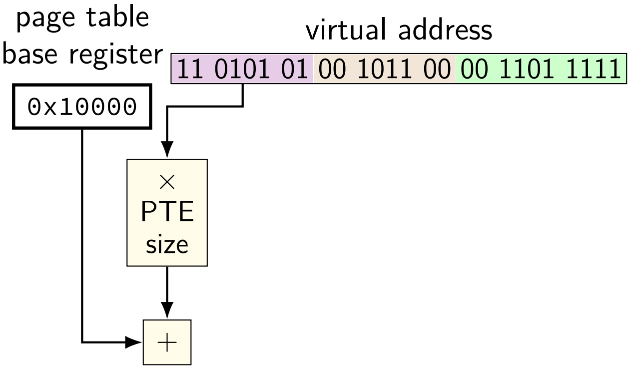
virtual address

11 0101 01	00 1011 00	00 1101 1111

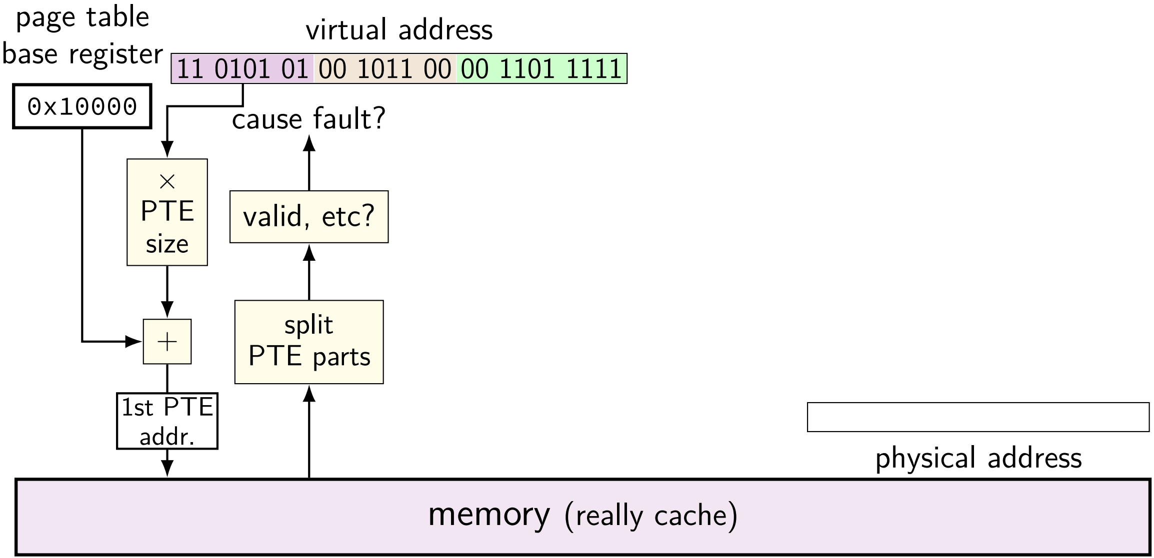
VPN — split into two parts (one per level)

this example: parts equal sized — common, but not required

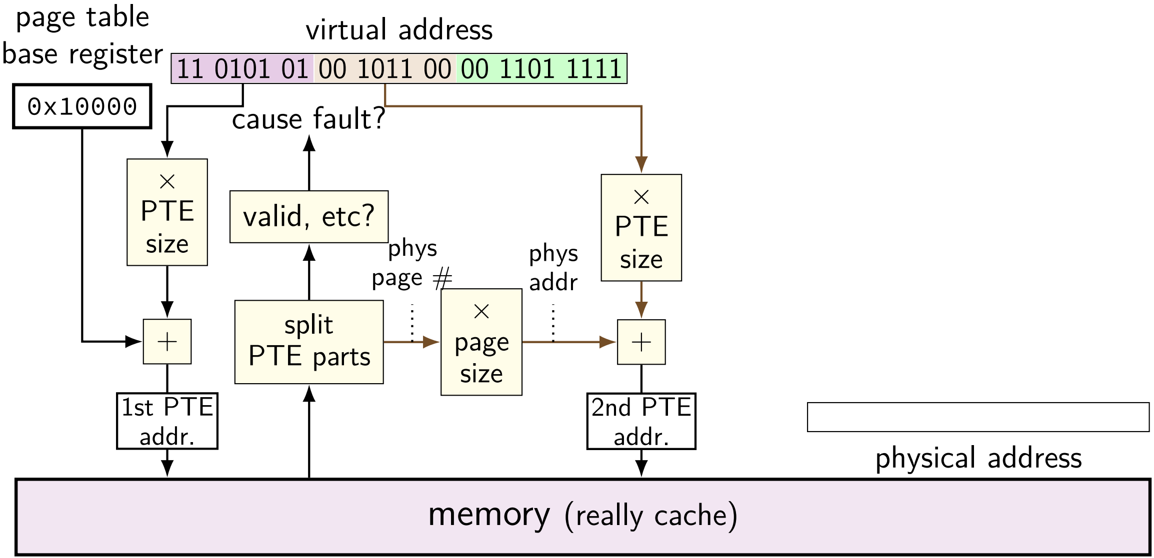
two-level page table lookup



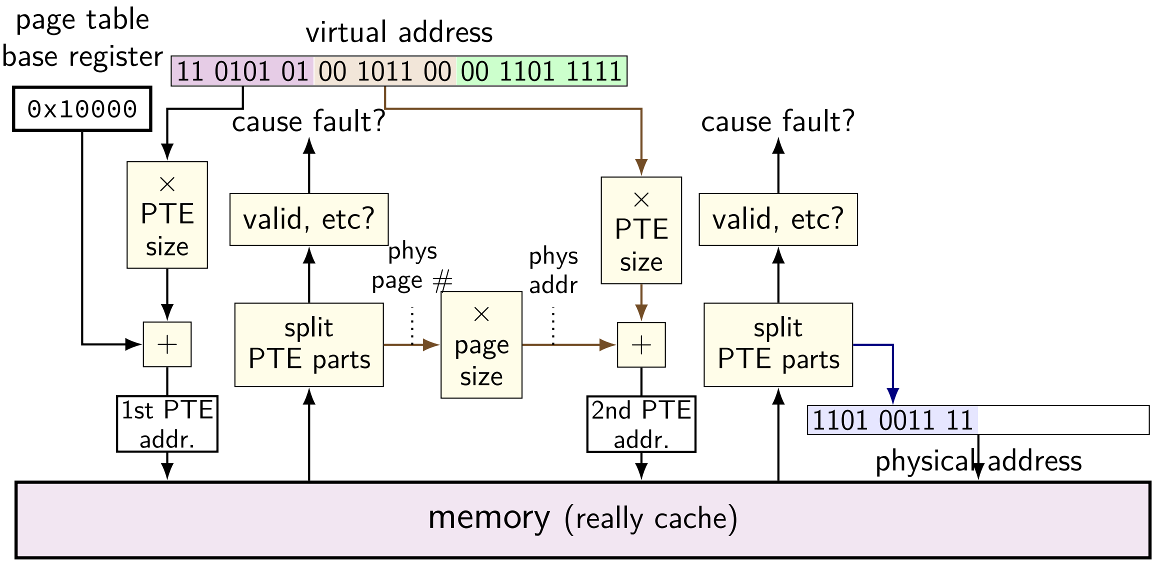
two-level page table lookup



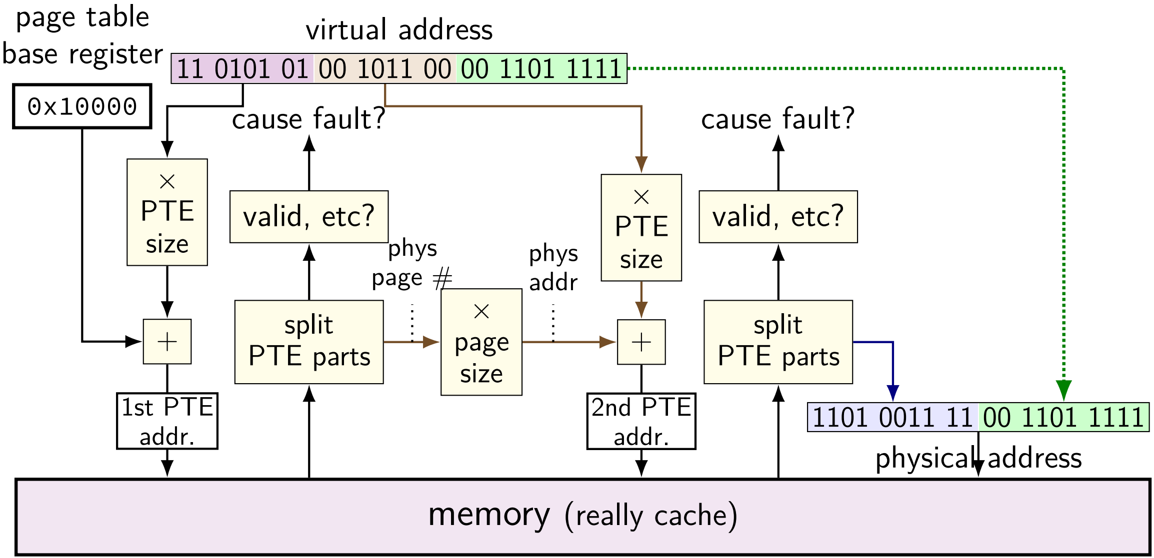
two-level page table lookup



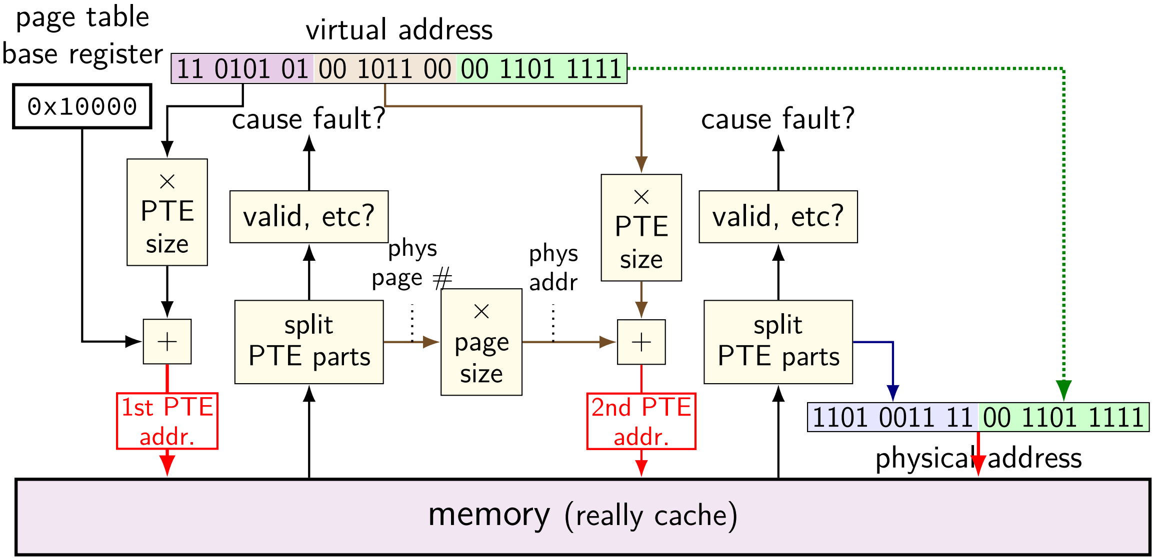
two-level page table lookup



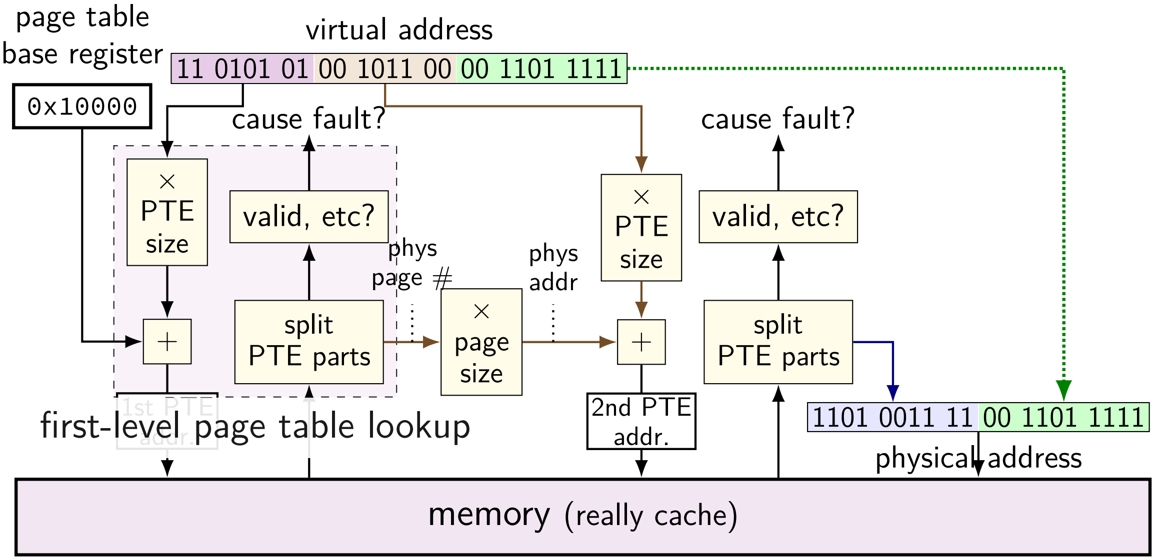
two-level page table lookup



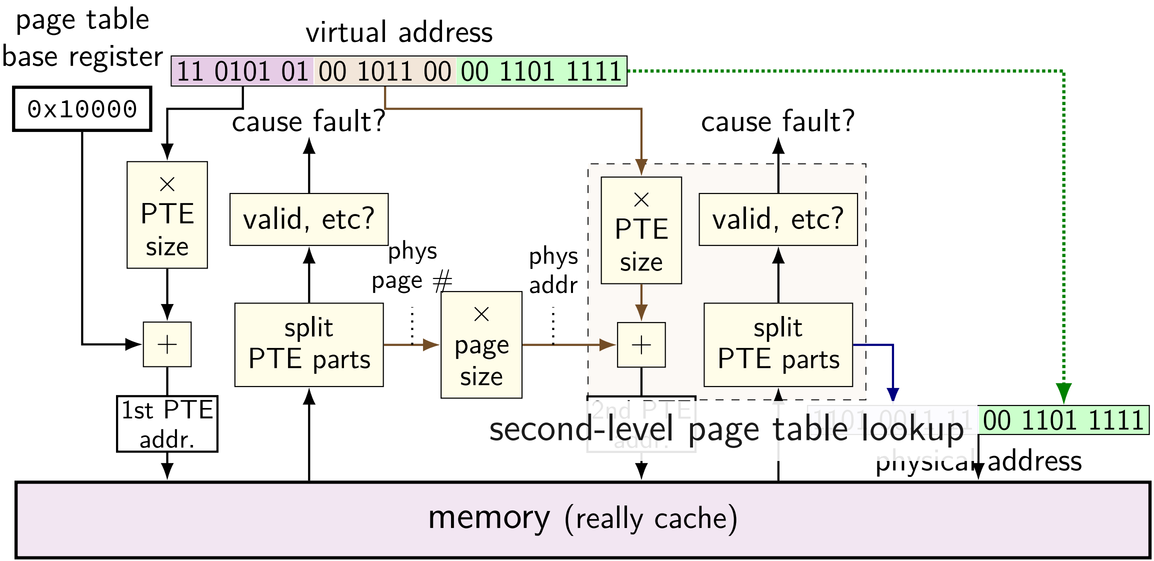
two-level page table lookup



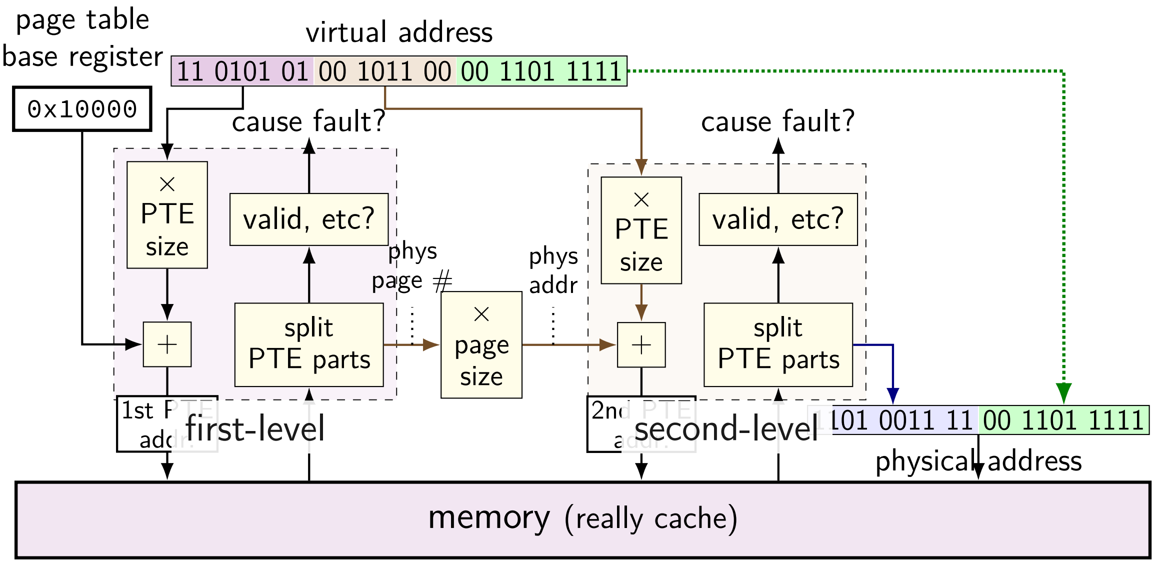
two-level page table lookup



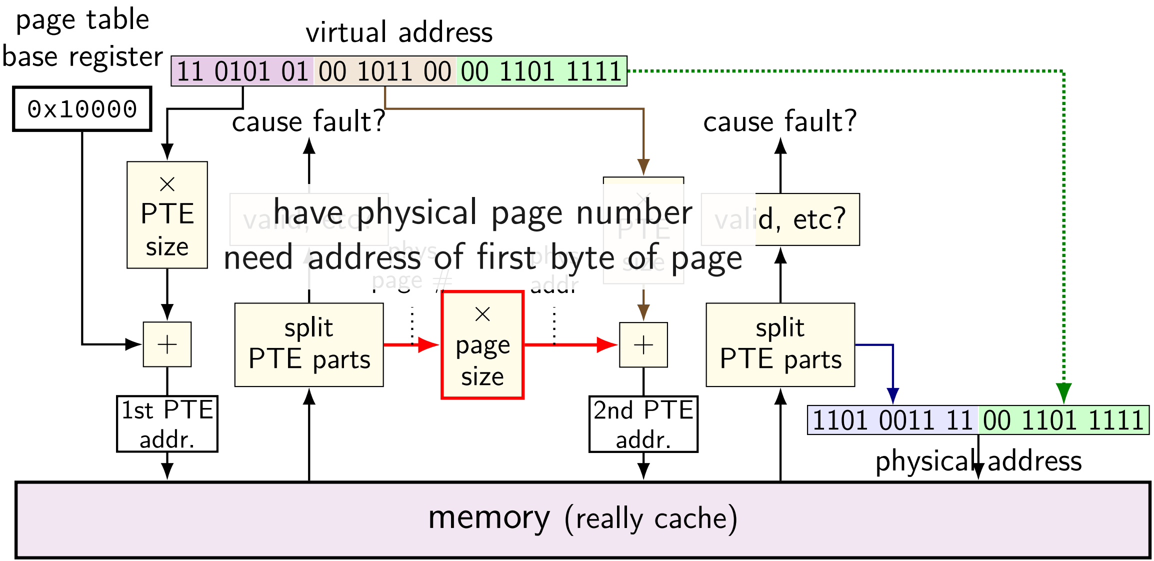
two-level page table lookup



two-level page table lookup

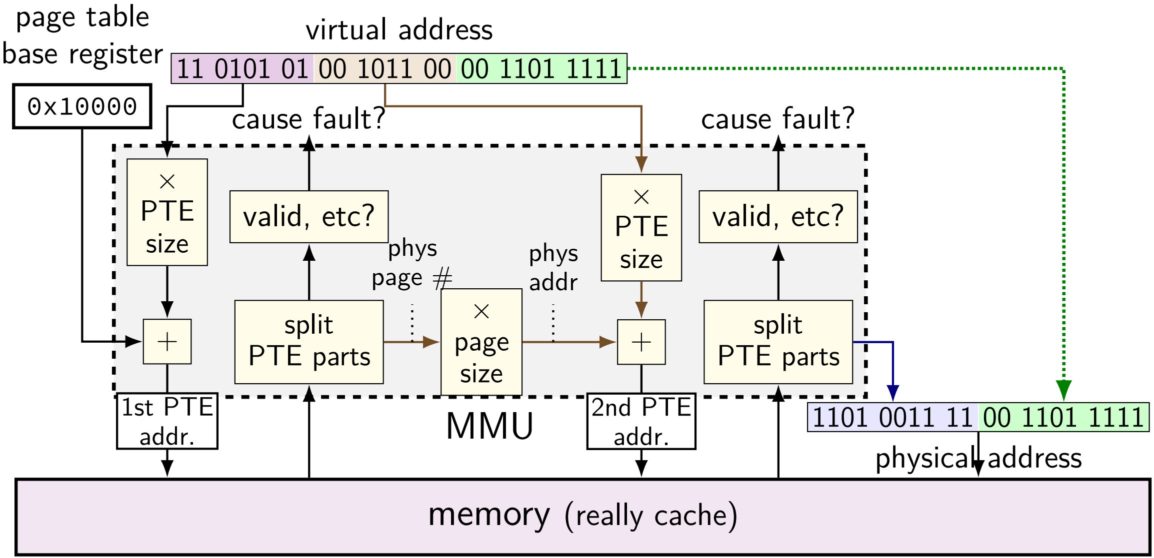


two-level page table lookup

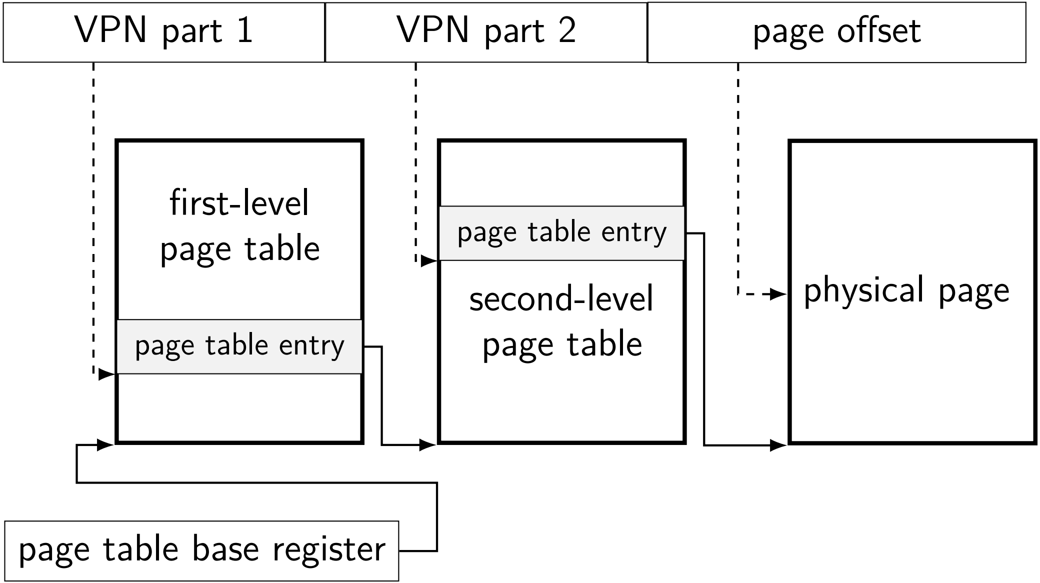


have physical page number
need address of first byte of page

two-level page table lookup



another view



multi-level page tables

VPN split into pieces for each level of page table

top levels: page table entries point to next page table

usually using physical page number of next page table

bottom level: page table entry points to destination page

validity checks at each level

note on VPN splitting

indexes used for lookup parts of the virtual page number

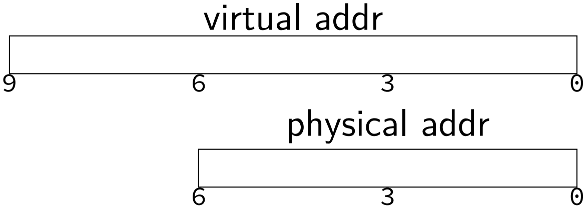
(there are not multiple VPNs)

assignment

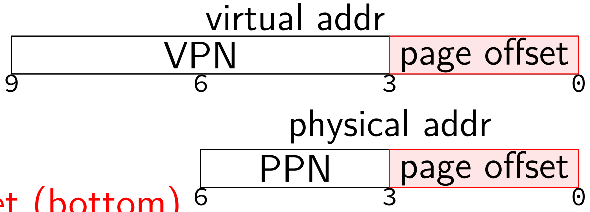
2-level splitting

9-bit virtual address

6-bit physical address



2-level splitting



9-bit virtual address

6-bit physical address

8-byte pages → 3-bit page offset (bottom)

9-bit VA: 6 bit VPN + 3 bit PO

6-bit PA: 3 bit PPN + 3 bit PO

2-level splitting

9-bit virtual address

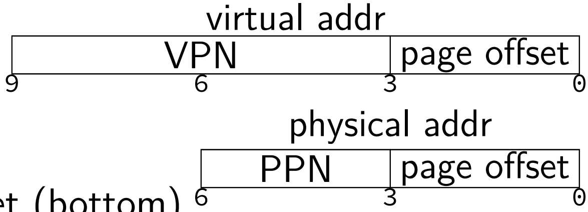
6-bit physical address

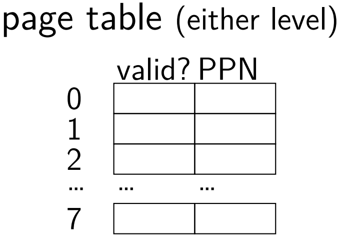
8-byte pages → 3-bit page offset (bottom)

9-bit VA: 6 bit VPN + 3 bit PO

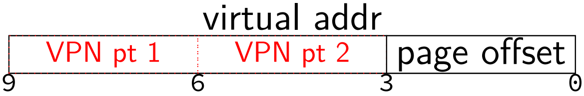
6-bit PA: 3 bit PPN + 3 bit PO

1 page page tables w/ 1 byte entry → 8 entry PTs

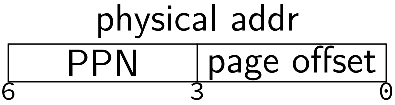




2-level splitting

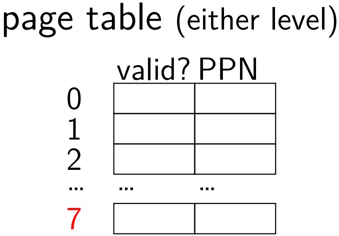


9-bit virtual address



6-bit physical address

8-byte pages → 3-bit page offset (bottom)



9-bit VA: 6 bit VPN + 3 bit PO

6-bit PA: 3 bit PPN + 3 bit PO

1 page page tables w/ 1 byte entry → 8 entry PTs

8 entry page tables → 3-bit VPN parts

9-bit VA: 3 bit VPN part 1; 3 bit VPN part 2

2-level example

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused

page table base register `0x20`; translate virtual address `0x129`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	00 91 72 13
0x24-7	F4 A5 36 07
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	AC DC DC 0C

2-level example

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused

page table base register `0x20`; translate virtual address `0x129`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	00 91 72 13
0x24-7	F4 A5 36 07
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	AC DC DC 0C

2-level example

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0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	00 91 72 13
0x24-7	F4 A5 36 07
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	AC DC DC 0C

2-level example

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused

page table base register `0x20`; translate virtual address `0x129`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	00 91 72 13
0x24-7	F4 A5 36 07
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	AC DC DC 0C

2-level example

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused

page table base register `0x20`; translate virtual address `0x129`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	00 91 72 13
0x24-7	F4 A5 36 07
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	AC DC DC 0C

2-level exercise (1)

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused;

page table base register `0x08`; translate virtual address `0x0FB`

physical addresses	bytes	physical addresses	bytes
0x00-3	00 11 22 33	0x20-3	D0 D1 D2 D3
0x04-7	44 55 66 77	0x24-7	D4 D5 D6 D7
0x08-B	88 99 AA BB	0x28-B	89 9A AB BC
0x0C-F	CC DD EE FF	0x2C-F	CD DE EF F0
0x10-3	1A 2A 3A 4A	0x30-3	BA 0A BA 0A
0x14-7	1B 2B 3B 4B	0x34-7	DB 0B DB 0B
0x18-B	1C 2C 3C 4C	0x38-B	EC 0C EC 0C
0x1C-F	1C 2C 3C 4C	0x3C-F	FC 0C FC 0C

2-level exercise (1)

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused;

page table base register `0x08`; translate virtual address `0x0FB`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	D0 D1 D2 D3
0x24-7	D4 D5 D6 D7
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	FC 0C FC 0C

2-level exercise (1)

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused;

page table base register `0x08`; translate virtual address `0x0FB`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	D0 D1 D2 D3
0x24-7	D4 D5 D6 D7
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	FC 0C FC 0C

2-level exercise (1)

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused;

page table base register `0x08`; translate virtual address `0x0FB`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	D0 D1 D2 D3
0x24-7	D4 D5 D6 D7
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	FC 0C FC 0C

2-level exercise (1)

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused;

page table base register `0x08`; translate virtual address `0x0FB`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	D0 D1 D2 D3
0x24-7	D4 D5 D6 D7
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	FC 0C FC 0C

2-level exercise (2)

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused;

page table base register `0x10`; translate virtual address `0x109`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 5A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	D0 D1 D2 D3
0x24-7	D4 D5 D6 D7
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	FC 0C FC 0C

2-level exercise (3)

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused

page table base register `0x08`; translate virtual address `0x00B`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	D0 D1 D2 D3
0x24-7	D4 D5 D6 D7
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	FC 0C FC 0C

2-level exercise (3)

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused

page table base register `0x08`; translate virtual address `0x00B`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	D0 D1 D2 D3
0x24-7	D4 D5 D6 D7
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	FC 0C FC 0C

2-level exercise (3)

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused

page table base register `0x08`; translate virtual address `0x00B`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	D0 D1 D2 D3
0x24-7	D4 D5 D6 D7
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	FC 0C FC 0C

2-level exercise (4)

9-bit virtual addresses, 6-bit physical; 8 byte pages, 1 byte PTE

page tables 1 page; PTE: 3 bit PPN (MSB), 1 valid bit, 4 unused

page table base register `0x08`; translate virtual address `0x1CB`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	1C 2C 3C 4C

physical addresses	bytes
0x20-3	D0 D1 D2 D3
0x24-7	D4 D5 D6 D7
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	FC 0C FC 0C

2-level exercise (5)

10-bit virtual addresses, 6-bit physical; 16 byte pages, 2 byte PTE

page tables 1 page; PTE 1st byte: (MSB) 2-bit PPN, valid bit; rest unused

page table base register `0x10`; translate virtual address `0x376`

physical addresses	bytes	physical addresses	bytes
0x00-3	00 11 22 33	0x20-3	D0 E1 D2 D3
0x04-7	44 55 66 77	0x24-7	D4 E5 D6 E7
0x08-B	88 99 AA BB	0x28-B	89 9A AB BC
0x0C-F	CC DD EE FF	0x2C-F	CD DE EF F0
0x10-3	1A 2A 3A 4A	0x30-3	BA 0A BA 0A
0x14-7	1B 2B 3B 4B	0x34-7	DB 0B DB 0B
0x18-B	1C 2C 3C 4C	0x38-B	EC 0C EC 0C
0x1C-F	AC BC DC EC	0x3C-F	FC 0C FC 0C

2-level exercise (5)

10-bit virtual addresses, 6-bit physical; 16 byte pages, 2 byte PTE

page tables 1 page; PTE 1st byte: (MSB) 2-bit PPN, valid bit; rest unused

page table base register `0x10`; translate virtual address `0x376`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	AC BC DC EC

physical addresses	bytes
0x20-3	D0 E1 D2 D3
0x24-7	D4 E5 D6 E7
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	FC 0C FC 0C

2-level exercise (5)

10-bit virtual addresses, 6-bit physical; 16 byte pages, 2 byte PTE

page tables 1 page; PTE 1st byte: (MSB) 2-bit PPN, valid bit; rest unused

page table base register `0x10`; translate virtual address `0x376`

physical addresses	bytes	physical addresses	bytes
0x00-3	00 11 22 33	0x20-3	D0 E1 D2 D3
0x04-7	44 55 66 77	0x24-7	D4 E5 D6 E7
0x08-B	88 99 AA BB	0x28-B	89 9A AB BC
0x0C-F	CC DD EE FF	0x2C-F	CD DE EF F0
0x10-3	1A 2A 3A 4A	0x30-3	BA 0A BA 0A
0x14-7	1B 2B 3B 4B	0x34-7	DB 0B DB 0B
0x18-B	1C 2C 3C 4C	0x38-B	EC 0C EC 0C
0x1C-F	AC BC DC EC	0x3C-F	FC 0C FC 0C

2-level exercise (5)

10-bit virtual addresses, 6-bit physical; 16 byte pages, 2 byte PTE

page tables 1 page; PTE 1st byte: (MSB) 2-bit PPN, valid bit; rest unused

page table base register `0x10`; translate virtual address `0x376`

physical addresses	bytes
0x00-3	00 11 22 33
0x04-7	44 55 66 77
0x08-B	88 99 AA BB
0x0C-F	CC DD EE FF
0x10-3	1A 2A 3A 4A
0x14-7	1B 2B 3B 4B
0x18-B	1C 2C 3C 4C
0x1C-F	AC BC DC EC

physical addresses	bytes
0x20-3	D0 E1 D2 D3
0x24-7	D4 E5 D6 E7
0x28-B	89 9A AB BC
0x2C-F	CD DE EF F0
0x30-3	BA 0A BA 0A
0x34-7	DB 0B DB 0B
0x38-B	EC 0C EC 0C
0x3C-F	FC 0C FC 0C

2-level exercise (5)

10-bit virtual addresses, 6-bit physical; 16 byte pages, 2 byte PTE

page tables 1 page; PTE 1st byte: (MSB) 2-bit PPN, valid bit; rest unused

page table base register `0x10`; translate virtual address `0x376`

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0x00-3	00 11 22 33
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0x0C-F	CC DD EE FF	0x2C-F	CD DE EF F0
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0x38-B	EC 0C EC 0C
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backup slides

POSIX process management

essential operations

process information: `getpid`

process creation: `fork`

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process destruction, 'signaling': `exit`, `kill`

POSIX process management

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fork

`pid_t fork()` — copy the current process

returns twice:

- in *parent* (original process): pid of new *child* process
- in *child* (new process): `0`

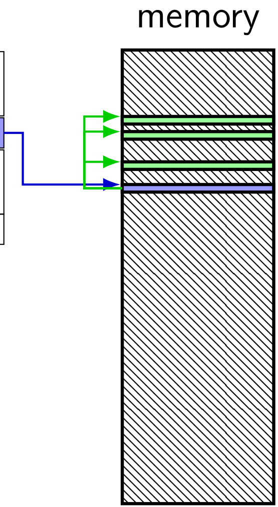
everything (but pid) duplicated in parent, child:

- memory
- file descriptors (later)
- registers

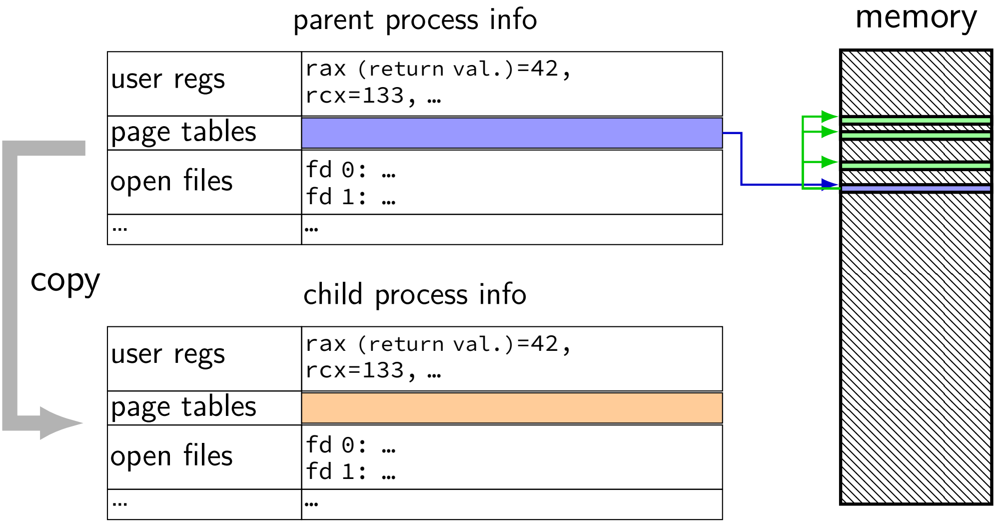
fork and process info (w/o copy-on-write)

parent process info

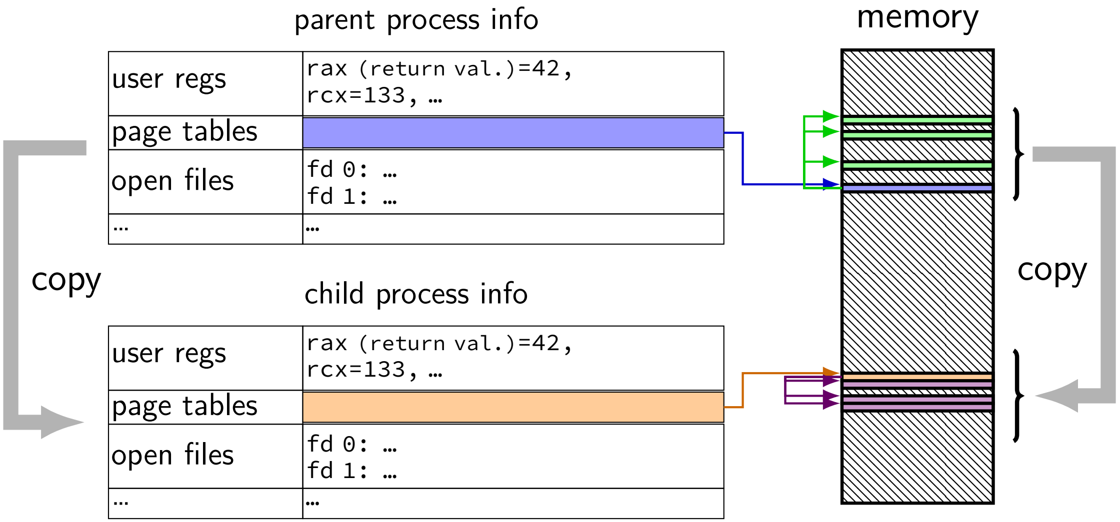
user regs	`rax (return val.)=42,` `rcx=133,` …
page tables	
open files	`fd 0:` … `fd 1:` …
…	…



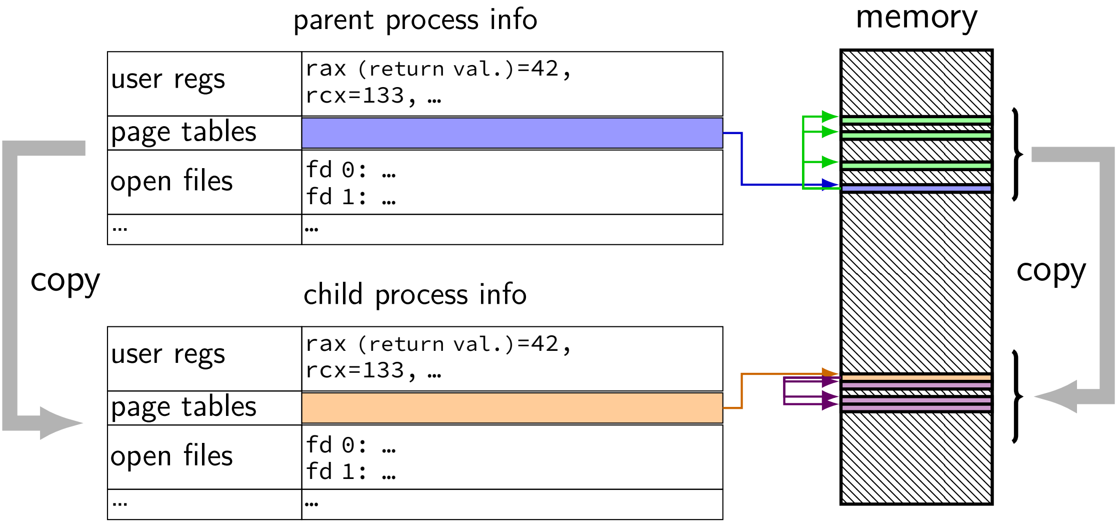
fork and process info (w/o copy-on-write)



fork and process info (w/o copy-on-write)



fork and process info (w/o copy-on-write)



fork and process info (w/o copy-on-write)

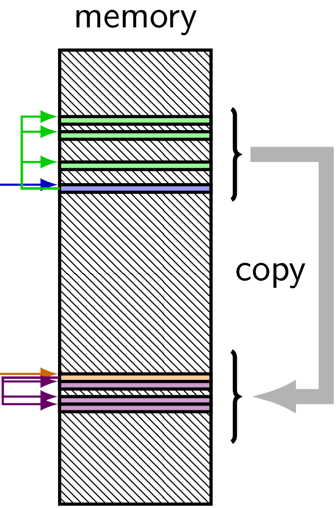
parent process info

user regs	rax (return val.)=~~42~~*child pid*, rcx=133, …
page tables	
open files	fd 0: … fd 1: …
…	…

copy

child process info

user regs	rax (return val.)=~~42~~0, rcx=133, …
page tables	
open files	fd 0: … fd 1: …
…	…



fork example

```c
// not shown: #include various headers
int main(int argc, char *argv[]) {
    pid_t pid = getpid();
    printf("Parent␣pid:␣%d\n", (int) pid);
    pid_t child_pid = fork();
    if (child_pid > 0) {
        /* Parent Process */
        pid_t my_pid = getpid();
        printf("[%d]␣parent␣of␣[%d]\n",
               (int) my_pid,
               (int) child_pid);
    } else if (child_pid == 0) {
        /* Child Process */
        pid_t my_pid = getpid();
        printf("[%d]␣child\n",
               (int) my_pid);
    } else {
        perror("Fork␣failed");
    }
    return 0;
}
```

fork example

```c
// not shown: #include various headers
int main(int argc, char *argv[]) {
    pid_t pid = getpid();
    printf("Parent pid: %d\n",
    pid_t child_pid = fork();
    if (child_pid > 0) {
        /* Parent Process */
        pid_t my_pid = getpid();
        printf("[%d] parent of [%d]\n",
               (int) my_pid,
               (int) child_pid);
    } else if (child_pid == 0) {
        /* Child Process */
        pid_t my_pid = getpid();
        printf("[%d] child\n",
               (int) my_pid);
    } else {
        perror("Fork failed");
    }
    return 0;
}
```

`getpid` — returns current process pid

fork example

```
// not shown: #include various headers
int main(int argc, char *argv[]) {
    pid_t pid
    printf("Pa
    pid_t chil
    if (child_
        /* Par
        pid_t my_pid = getpid();
        printf("[%d]␣parent␣of␣[%d]\n",
                        (int) my_pid,
                        (int) child_pid);
    } else if (child_pid == 0) {
        /* Child Process */
        pid_t my_pid = getpid();
        printf("[%d]␣child\n",
                        (int) my_pid);
    } else {
        perror("Fork␣failed");
    }
    return 0;
}
```

cast in case `pid_t` isn't int

POSIX doesn't specify (some systems it is, some not…)

(not necessary if you were using C++'s cout, etc.)

fork example

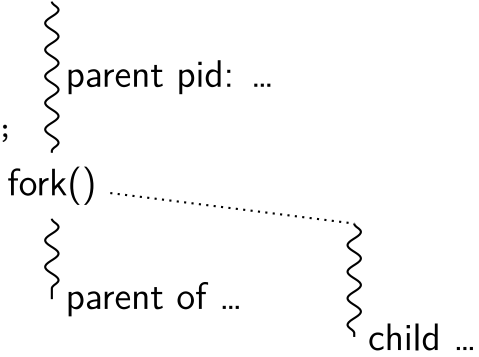
```
// not shown: #include various headers
int main(int argc, char *argv[]) {
    pid_
    prin
    pid_
    if (
```

prints out `Fork failed: error message`
(example *error message*: “Resource temporarily unavailable”)
from error number stored in special global variable `errno`

```
        pid_t my_pid = getpid();
        printf("[%d]␣parent␣of␣[%d]\n",
               (int) my_pid,
               (int) child_pid);
    } else if (child_pid == 0) {
        /* Child Process */
        pid_t my_pid = getpid();
        printf("[%d]␣child\n",
               (int) my_pid);
    } else {
        perror("Fork␣failed");
    }
    return 0;
}
```

fork example

```c
// not shown: #include various headers
int main(int argc, char *argv[]) {
    pid_t pid = getpid();
    printf("Parent␣pid:␣%d\n", (int) pid);
    pid_t child_pid = fork();
    if (child_pid > 0) {
        /* Parent Process */
        pid_t my_pid = getpid();
        printf("[%d]␣parent␣of␣[%d]\n",
               (int) my_pid,
               (int) child_pid);
    } else if (child_pid == 0) {
        /* Child Process */
        pid_t my_pid = getpid();
        printf("[%d]␣child\n",
               (int) my_pid);
    } else {
        perror("Fork␣failed");
    }
    return 0;
}
```



Example output:

```
Parent pid: 100
[100] parent of [432]
[432] child
```

a fork question

```
int main() {
    pid_t pid = fork();
    if (pid == 0) {
        printf("In␣child\n");
    } else {
        printf("Child␣%d\n", pid);
    }
    printf("Done!\n");
}
```

Exercise: Suppose the pid of the parent process is `99` and child is `100`. Give **two** possible outputs. (Assume no crashes, etc.)

a fork question (2)

```
int x = 0;
int main() {
    pid_t pid = fork();
    int y = 0;
    if (pid == 0) {
        x += 1;
        y += 2;
    } else {
        x += 3;
        y += 4;
    }
    printf("%d␣%d\n", x, y);
}
```

Exercise: which (possibly multiple) are possible outputs?

A. 1 2 (newline) 3 4 B. 1 2 (newline) 4 4 C. 1 2 (newline) 4 6
D. 3 4 (newline) 1 2 E. 3 4 (newline) 4 6 F. 4 6 (newline) 4 6

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exec*

exec* — replace current program with new program

- * — multiple variants
- same pid, new process image

```
int execv(const char *path, const char **argv)
```

- path: new program to run
- argv: array of arguments, termianted by null pointer

also other variants that take argv in different form and/or environment variables*

*environment variables = list of key-value pairs

execv example

```c
...
child_pid = fork();
if (child_pid == 0) {
  /* child process */
  char *args[] = {"ls", "-l", NULL};
  execv("/bin/ls", args);
  /* execv doesn't return when it works.
     So, if we got here, it failed. */
  perror("execv");
  exit(1);
} else if (child_pid > 0) {
  /* parent process */
  ...
}
```

execv example

```
...
child_pid = fork();
if (child_pid == 0) {
  /* child process */
  char *args[] = {"ls", "-l", NULL};
  execv("/bin/ls",
  /* execv doesn't
     So, if we got
  perror("execv");
  exit(1);
} else if (child_pid > 0) {
  /* parent process */
  ...
}
```

used to compute argv, argc
when program's `main` is run

convention: first argument is program name

execv example

```
...
child_pid = fork();
if (child_pid == 0) {
  /* child process */
  char *args[] = {"ls", "-l", NULL};
  execv("/bin/ls", args)
  /* execv doesn't retur
     So, if we got here,
  perror("execv");
  exit(1);
} else if (child_pid > 0
  /* parent process */
  ...
}
```

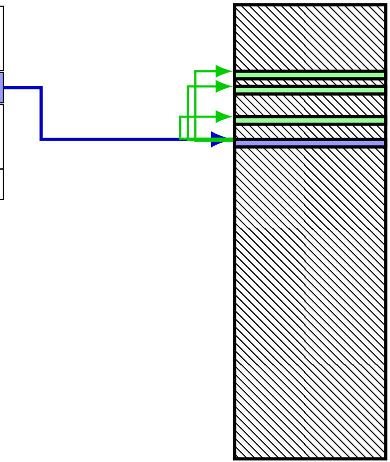
path of executable to run
need not match first argument
(but probably should match it)

on Unix /bin is a directory
containing many common programs,
including `ls` ('list directory')

exec in the kernel

the process control block

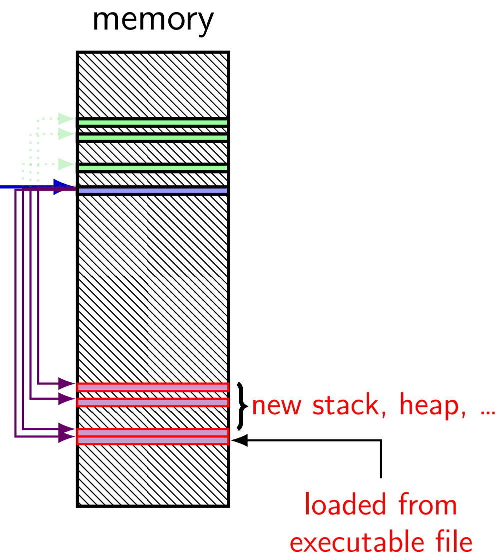
user regs	`eax=42, ecx=133, …`
pagetables	
open files	`fd 0: (terminal …) fd 1: …`
…	…



exec in the kernel

the process control block

user regs	`eax=`~~`42`~~*init. val.*, `ecx=`~~`133`~~*init. val.*, …
pagetables	
open files	`fd 0: (terminal …)` `fd 1: …`
…	…



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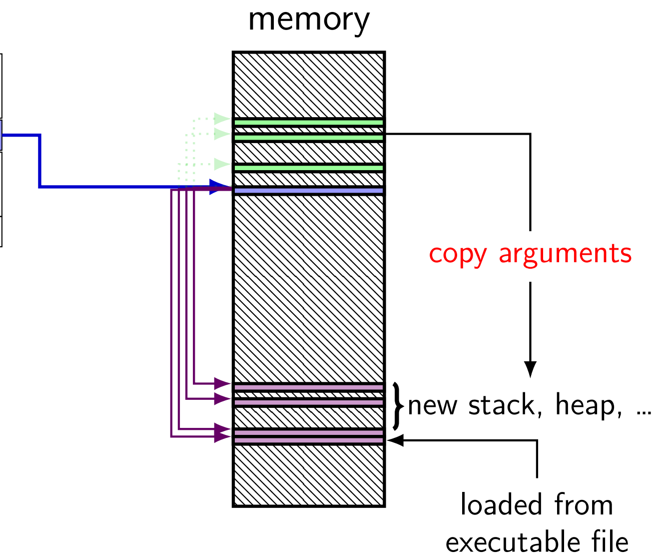
…	…



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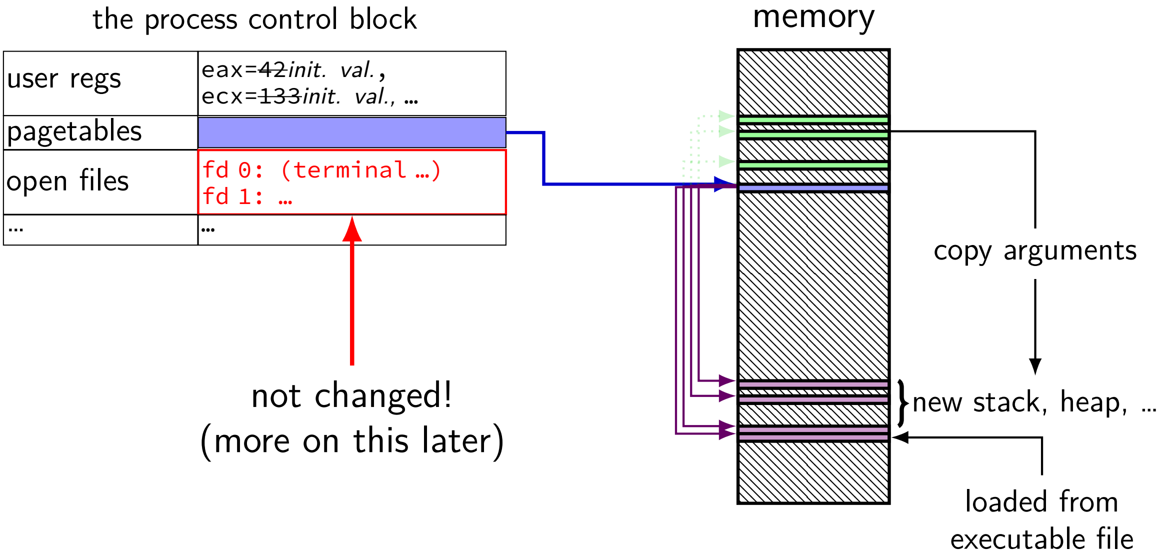
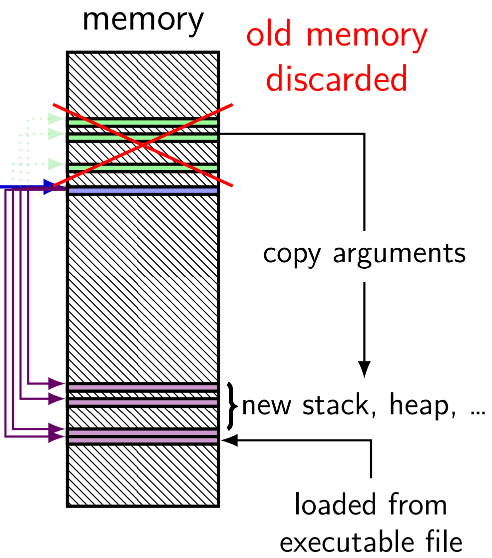


exec in the kernel

the process control block

user regs	`eax=`~~`42`~~*init. val.*, `ecx=`~~`133`~~*init. val.*, …
pagetables	
open files	`fd 0: (terminal …)` `fd 1: …`
…	…

not changed!
(more on this later)



why fork/exec?

could just have a function to spawn a new program

- Windows `CreateProcess()`; POSIX's (rarely used) `posix_spawn`

some other OSs do this (e.g. Windows)

needs to include API to set new program's state

- e.g. without fork: either:
- need function to set new program's current directory, *or*
- need to change your directory, then start program, then change back
- e.g. with fork: just change your current directory before exec

but allows OS to avoid 'copy everything' code

- probably makes OS implementation easier

posix_spawn

```
pid_t new_pid;
const char argv[] = { "ls", "-l", NULL };
int error_code = posix_spawn(
    &new_pid,
    "/bin/ls",
    NULL /* null = copy current process's open files;
            if not null, do something else */,
    NULL /* null = no special settings for new process */,
    argv,
    NULL /* null = copy current "environment variables",
            if not null, do something else */
);
if (error_code == 0) {
    /* handle error */
}
```

some opinions (via HotOS '19)

A fork() in the road

Andrew Baumann, Microsoft Research
Jonathan Appavoo, Boston University
Orran Krieger, Boston University
Timothy Roscoe, ETH Zurich

ABSTRACT

The received wisdom suggests that Unix's unusual combination of `fork()` and `exec()` for process creation was an inspired design. In this paper, we argue that fork was a clever hack for machines and programs of the 1970s that has long outlived its usefulness and is now a liability. We catalog the ways in which fork is a terrible abstraction for the modern programmer to use, describe how it compromises OS implementations, and propose alternatives.

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wait/waitpid

```
pid_t waitpid(pid_t pid, int *status,
                 int options)
```

wait for a child process (with pid=`pid`) to finish

sets `*status` to its "status information"

`pid=-1` → wait for any child process instead

options? see manual page (command `man waitpid`)

- `0` — no options

waitpid example

```
#include <sys/wait.h>
...
  child_pid = fork();
  if (child_pid > 0) {
      /* Parent process */
      int status;
      waitpid(child_pid, &status, 0);
  } else if (child_pid == 0) {
      /* Child process */
      ...
```

exit statuses

```
int main() {
    return 0;  /* or exit(0);  */
}
```

the status

```
#include <sys/wait.h>
...
  waitpid(child_pid, &status, 0);
  if (WIFEXITED(status)) {
    printf("main␣returned␣or␣exit␣called␣with␣%d\n",
           WEXITSTATUS(status));
  } else if (WIFSIGNALED(status)) {
    printf("killed␣by␣signal␣%d\n", WTERMSIG(status));
  } else {
      ...
  }
```

"status code" encodes both return value and if exit was abnormal

W* macros to decode it

the status

```
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  if (WIFEXITED(status)) {
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  } else {
      ...
  }
```
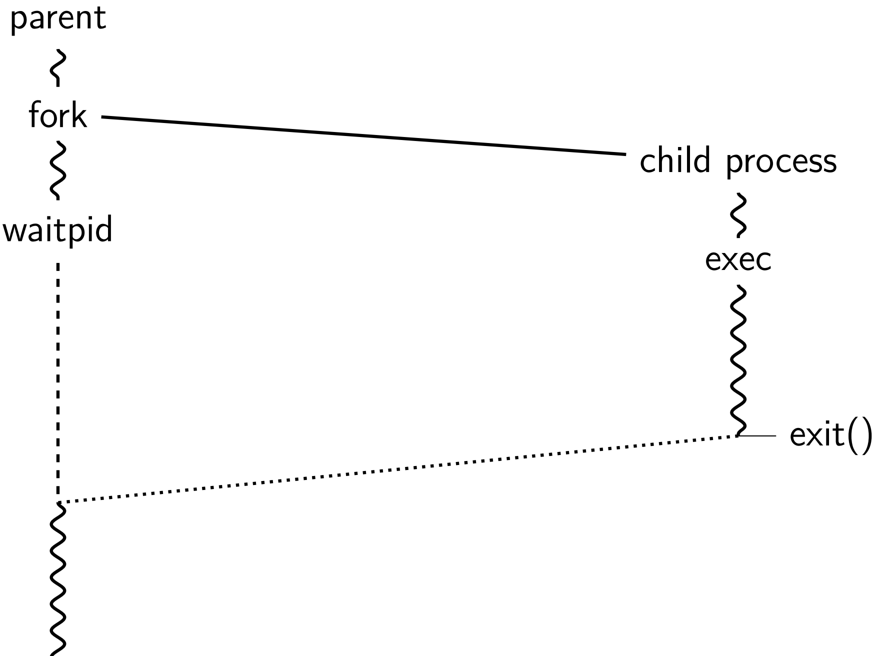
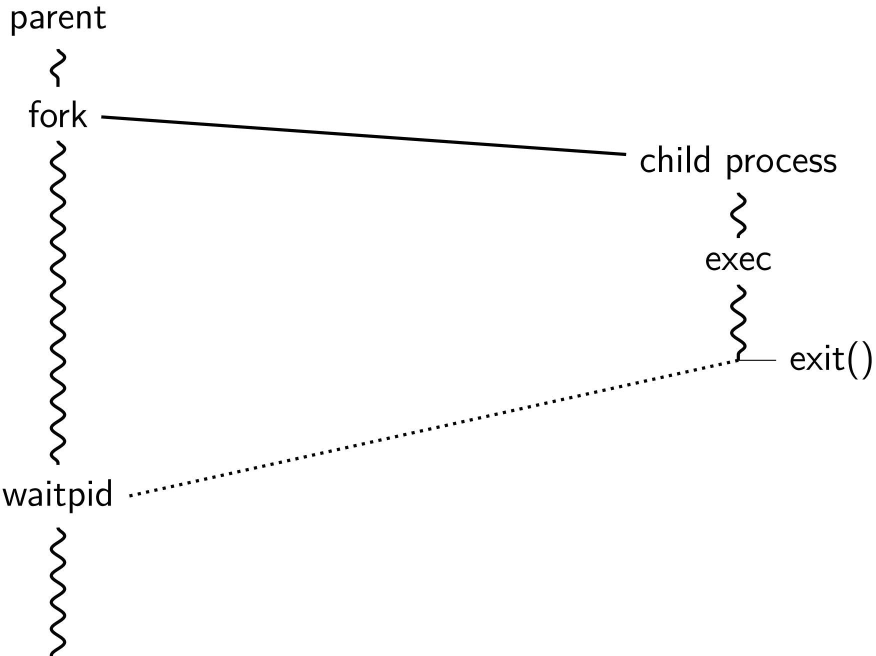

"status code" encodes both return value and if exit was abnormal

W* macros to decode it

typical pattern



typical pattern (alt)



typical pattern (detail)

```
pid = fork();
if (pid == 0) {
    exec…(…);
    …
} else if (pid > 0) {
    waitpid(pid,…);
    …
}
…
```

```
pid = fork();
if (pid == 0) {
    exec…(…);
    …
} else if (pid > 0) {
    waitpid(pid,…);
    …
}
…
```

```
main() {
    …
}
```

```
pid = fork();
if (pid == 0) {
    exec…(…);
    …
} else if (pid > 0) {
    waitpid(pid,…);
    …
}
…
```

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exercise (1)

```
int main() {
    pid_t pids[2]; const char *args[] = {"echo", "ARG", NULL};
    const char *extra[] = {"L1", "L2"};
    for (int i = 0; i < 2; ++i) {
        pids[i] = fork();
        if (pids[i] == 0) {
            args[1] = extra[i];
            execv("/bin/echo", args);
        }
    }
    for (int i = 0; i < 2; ++i) {
        waitpid(pids[i], NULL, 0);
    }
}
```

Assuming fork and execv do not fail, which are possible outputs?

A. L1 (newline) L2

B. L1 (newline) L2 (newline) L2

C. L2 (newline) L1

D. A and B

E. A and C

F. all of the above

G. something else

exercise (2)

```
int main() {
    pid_t pids[2]; const char *args[] = {"echo", "0", NULL};
    for (int i = 0; i < 2; ++i) {
        pids[i] = fork();
        if (pids[i] == 0) { execv("/bin/echo", args); }
    }
    printf("1\n"); fflush(stdout);
    for (int i = 0; i < 2; ++i) {
        waitpid(pids[i], NULL, 0);
    }
    printf("2\n"); fflush(stdout);
}
```

Assuming fork and execv do not fail, which are possible outputs?

A.	0 (newline) 0 (newline) 1 (newline) 2	**E.**	A, B, and C
B.	0 (newline) 1 (newline) 0 (newline) 2	**F.**	C and D
C.	1 (newline) 0 (newline) 0 (newline) 2	**G.**	all of the above
D.	1 (newline) 0 (newline) 2 (newline) 0	**H.**	something else

some POSIX command-line features

searching for programs

`ls -l` ≈ `/bin/ls -l`

`make` ≈ `/usr/bin/make`

running in background

```
./someprogram &
```

redirection:

```
./someprogram >output.txt
./someprogram <input.txt
```

pipelines:

```
./someprogram | ./somefilter
```

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some POSIX command-line features

searching for programs

`ls -l` ≈ `/bin/ls -l`

`make` ≈ `/usr/bin/make`

running in background

```
./someprogram &
```

redirection:

```
./someprogram >output.txt
./someprogram <input.txt
```

pipelines:

```
./someprogram | ./somefilter
```

file descriptors

```
struct process_info {  /* <-- in the kernel somewhere */
    ...
    struct open_file_description *files[SIZE};
    ...
};
...
process->files[file_descriptor]
```

Unix: every process has
array (or similar) of *open file descriptions*

"open file": terminal · socket · regular file · pipe

file descriptor = index into array

- usually what's used with system calls
- stdio.h FILE*s usually have file descriptor + buffer

special file descriptors

file descriptor 0 = standard input

file descriptor 1 = standard output

file descriptor 2 = standard error

constants in `unistd.h`

`STDIN_FILENO`, `STDOUT_FILENO`, `STDERR_FILENO`

special file descriptors

file descriptor 0 = standard input

file descriptor 1 = standard output

file descriptor 2 = standard error

constants in `unistd.h`

- `STDIN_FILENO`, `STDOUT_FILENO`, `STDERR_FILENO`

but you can't choose which number `open` assigns...?

- more on this later

getting file descriptors

```
int read_fd = open("dir/file1", O_RDONLY);
int write_fd = open("/other/file2", O_WRONLY | ...);
int rdwr_fd = open("file3", O_RDWR);
```

used internally by fopen(), etc.

also for files without normal filenames...:

```
int fd = shm_open("/shared_memory", O_RDWR, 0666); // shared memory
int socket_fd = socket(AF_INET, SOCK_STREAM, 0); // TCP socket
int term_fd = posix_openpt(O_RDWR); // pseudo-terminal
int pipe_fds[2]; pipe(pipefds); // "pipes" (later)
...
```

close

```
int close(int fd);
```

close the file descriptor, deallocating that array index

- does not affect other file descriptors
- that refer to same "open file description"
- (e.g. in `fork()`ed child or created via (later) `dup2`)

if last file descriptor for open file description, resources deallocated

returns 0 on success

returns -1 on error

- e.g. ran out of disk space while finishing saving file

shell redirection

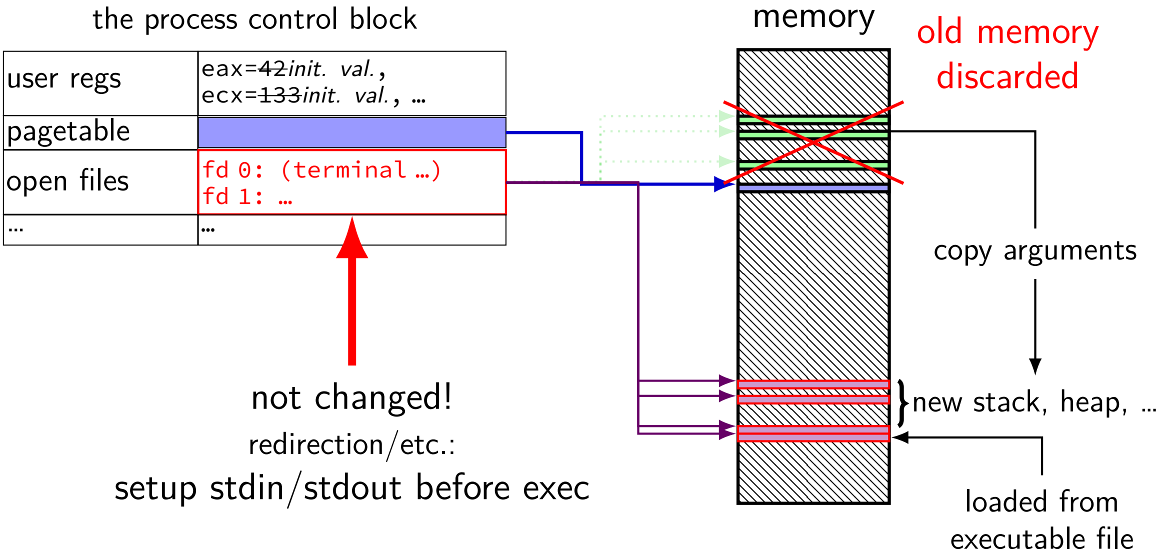
`./my_program ... < input.txt`:

run `./my_program ...` but use `input.txt` as input
like we copied and pasted the file into the terminal

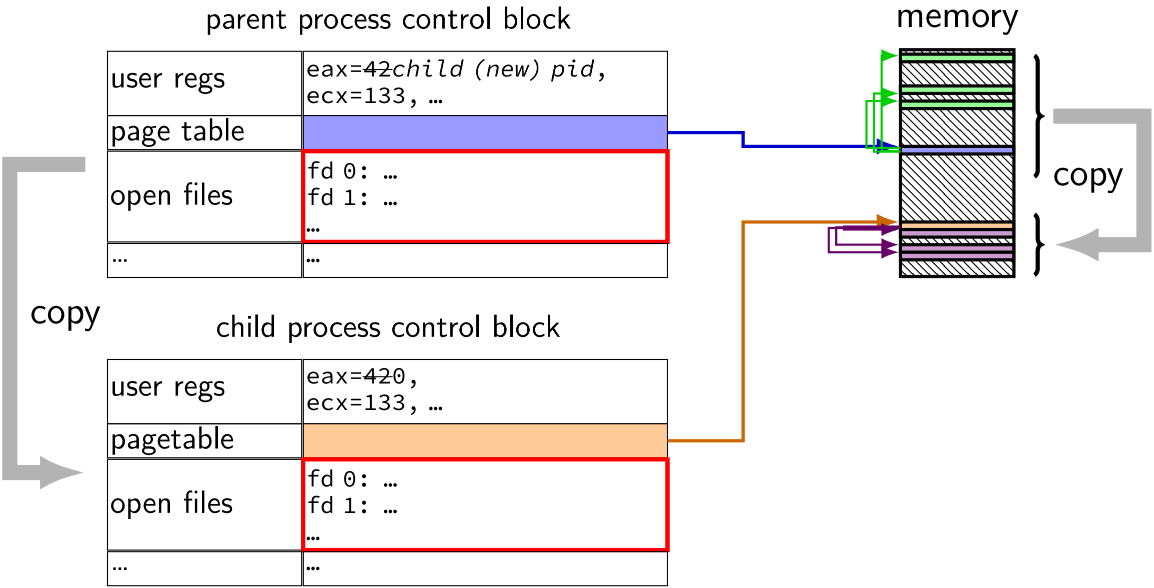
`echo foo > output.txt`:

runs `echo foo`, sends output to `output.txt`
like we copied and pasted the output into that file
(as it was written)

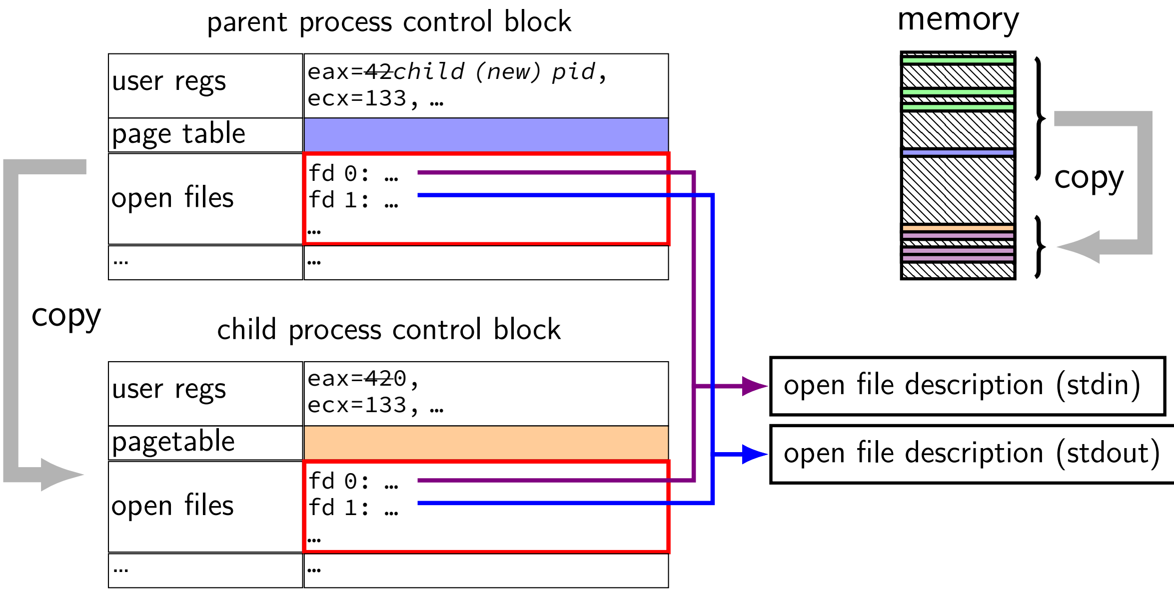
exec preserves open files



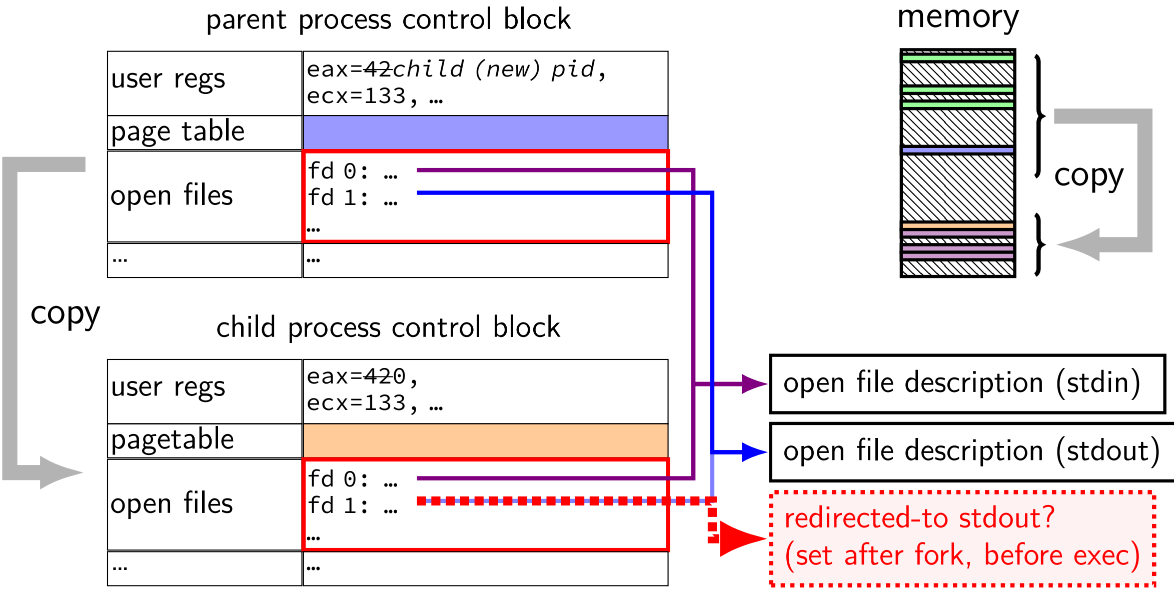
fork copies open file list



fork copies open file list



fork copies open file list



typical pattern with redirection

```
pid = fork();
if (pid == 0) {
    open new files;
    exec…(…);
    …
} else if (pid > 0) {
    waitpid(pid,…);
    …
}
…
```

parent

```
pid = fork();
if (pid == 0) {
    open new files;
    exec…(…);
    …
} else if (pid > 0) {
    waitpid(pid,…);
    …
}
…
```

child

```
pid = fork();
if (pid == 0) {
    open new files;
    exec…(…);
    …
} else if (pid > 0) {
    waitpid(pid,…);
    …
}
…
```

```
main() {
    …
}
```

redirecting with exec

standard output/error/input are files

(C stdout/stderr/stdin; C++ cout/cerr/cin)

(probably after forking) open files to redirect

...and make them be standard output/error/input

using `dup2()` library call

then exec, preserving new standard output/etc.

reassigning file descriptors

redirection: `./program >output.txt`

step 1: open output.txt for writing, get new file descriptor

step 2: make that new file descriptor stdout (number 1)

reassigning and file table

```
// something like this in OS code
struct process_info {
    ...
    struct open_file_description *files[SIZE];
    ....
};
...
process->files[STDOUT_FILENO] = process->files[opened-fd];
```

syscall: `dup2(`*`opened-fd`*`, STDOUT_FILENO);`

reassigning file descriptors

redirection: `./program >output.txt`

step 1: open output.txt for writing, get new file descriptor

step 2: make that new file descriptor stdout (number 1)

tool: `int dup2(int oldfd, int newfd)`
make `newfd` refer to same open file as `oldfd`

- same *open file description*
- shares the current location in the file
- (even after more reads/writes)

what if newfd already allocated — closed, then reused

dup2 example

redirects stdout to output to `output.txt`:

```
fflush(stdout);  /* clear printf's buffer */
int fd = open("output.txt",
              O_WRONLY | O_CREAT | O_TRUNC);
if (fd < 0)
    do_something_about_error();

dup2(fd, STDOUT_FILENO);
/* now both write(fd, ...) and write(STDOUT_FILENO, ...)
   write to output.txt
   */

close(fd); /* only close original, copy still works! */

printf("This␣will␣be␣sent␣to␣output.txt.\n");
```

open/dup/close/etc. and fd array

```
// something like this in OS code
struct process_info {
  ...
  struct open_file_description *files[NUM];
};
```

open: `files[new_fd] = ...;`

dup2(from, to): `files[to] = files[from];`

close: `files[fd] = NULL;`

fork:

```
for (int i = ...)
    child->files[i] = parent->files[i];
```

(plus extra work to avoid leaking memory)

unshared seek pointers

if “foo.txt” contains “AB”

```
int fd1 = open("foo.txt", O_RDONLY);
int fd2 = open("foo.txt", O_RDONLY);
char c;
read(fd1, &c, 1);
char d;
read(fd2, &d, 1);
```

expected result: c = ‘A’, d = ‘A’

shared seek pointers (1)

if “foo.txt” contains “AB”:

```
int fd = open("foo.txt", O_RDONLY);
dup2(fd, 100);
char c;
read(fd, &c, 1);
char d;
read(100, &d, 1);
```

expected result: $c =$ ‘A’, $d =$ ‘B’

shared seek pointers (2)

if "foo.txt" contains "AB":

```
int fd = open("foo.txt", O_RDONLY);
pid_t p = fork();
if (p == 0) {
    char c;
    read(fd, &c, 1);
    ...
} else {
    char d;
    sleep(1);
    read(fd, &d, 1);
    ...
}
```

expected result: c = 'A', d = 'B'

pipes

special kind of file: pipes

bytes go in one end, come out the other — once

created with `pipe()` library call

intended use: communicate between processes

like implementing shell pipelines

pipe()

```
int pipe_fd[2];
if (pipe(pipe_fd) < 0)
    handle_error();
/* normal case: */
int read_fd = pipe_fd[0];
int write_fd = pipe_fd[1];
```

then from one process...

```
write(write_fd, ...);
```

and from another

```
read(read_fd, ...);
```

pipe example (1)

```
int pipe_fd[2];
if (pipe(pipe_fd) < 0)
    handle_error(); /* e.g. out of file descriptors */
int read_fd = pipe_fd[0];
int write_fd = pipe_fd[1];
child_pid = fork();
if (child_pid  == 0) {
    /* in child process, write to pipe */
    close(read_fd);
    write_to_pipe(write_fd); /* function not shown */
    exit(EXIT_SUCCESS);
} else if (child_pid > 0) {
    /* in parent process, read from pipe */
    close(write_fd);
    read_from_pipe(read_fd); /* function not shown */
    waitpid(child_pid, NULL, 0);
    close(read_fd);
} else { /* fork error */ }
```

pipe example (1)

'standard' pattern with fork()

```
int pipe_fd[2];
if (pipe(pipe_fd) < 0)
    handle_error(); /* e.g. out of file descriptors */
int read_fd = pipe_fd[0];
int write_fd = pipe_fd[1];
child_pid = fork();
if (child_pid  == 0) {
    /* in child process, write to pipe */
    close(read_fd);
    write_to_pipe(write_fd); /* function not shown */
    exit(EXIT_SUCCESS);
} else if (child_pid > 0) {
    /* in parent process, read from pipe */
    close(write_fd);
    read_from_pipe(read_fd); /* function not shown */
    waitpid(child_pid, NULL, 0);
    close(read_fd);
} else { /* fork error */ }
```

pipe example (1)

```
int pipe_fd[2];
if (pipe(pipe_fd) < 0)
    handle_error(); /* e.g. out of file
int read_fd = pipe_fd[0];
int write_fd = pipe_fd[1];
child_pid = fork();
if (child_pid  == 0) {
    /* in child process, write to pipe */
    close(read_fd);
    write_to_pipe(write_fd); /* function not shown */
    exit(EXIT_SUCCESS);
} else if (child_pid > 0) {
    /* in parent process, read from pipe */
    close(write_fd);
    read_from_pipe(read_fd); /* function not shown */
    waitpid(child_pid, NULL, 0);
    close(read_fd);
} else { /* fork error */ }
```

read() will not indicate end-of-file if write fd is open (any copy of it)

pipe example (1)

```
int pipe_fd[2];
if (pipe(pipe_fd) < 0)
    handle_error(); /* e.g. out of fi
int read_fd = pipe_fd[0];
int write_fd = pipe_fd[1];
child_pid = fork();
if (child_pid  == 0) {
    /* in child process, write to pipe */
    close(read_fd);
    write_to_pipe(write_fd); /* function not shown */
    exit(EXIT_SUCCESS);
} else if (child_pid > 0) {
    /* in parent process, read from pipe */
    close(write_fd);
    read_from_pipe(read_fd); /* function not shown */
    waitpid(child_pid, NULL, 0);
    close(read_fd);
} else { /* fork error */ }
```

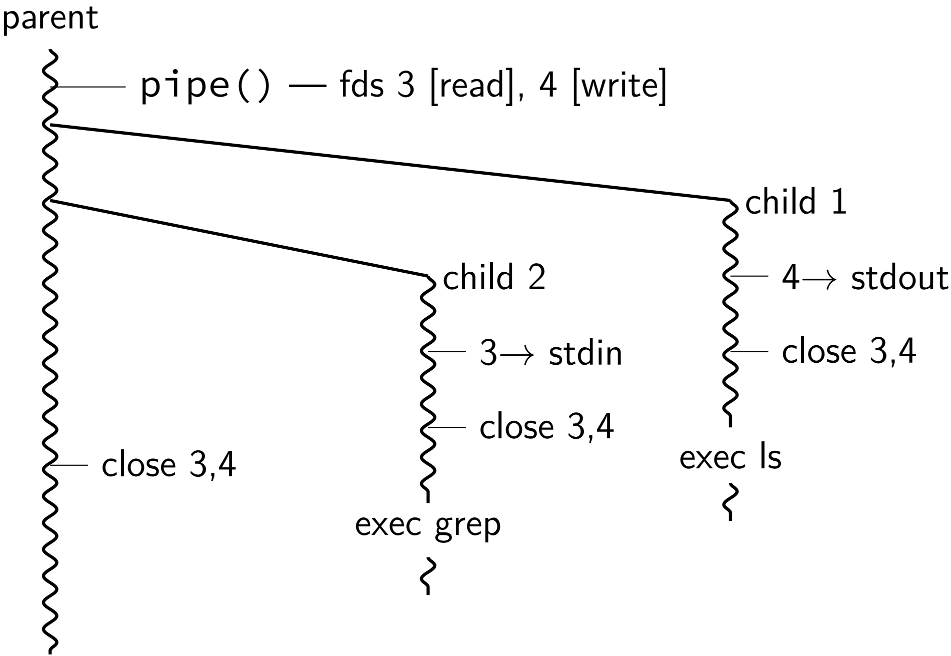
have habit of closing
to avoid 'leaking' file descriptors
you can run out

pipe and pipelines

```
ls -1 | grep foo
```

```
pipe(pipe_fd);
ls_pid = fork();
if (ls_pid == 0) {
    dup2(pipe_fd[1], STDOUT_FILENO);
    close(pipe_fd[0]); close(pipe_fd[1]);
    char *argv[] = {"ls", "-1", NULL};
    execv("/bin/ls", argv);
}
grep_pid = fork();
if (grep_pid == 0) {
    dup2(pipe_fd[0], STDIN_FILENO);
    close(pipe_fd[0]); close(pipe_fd[1]);
    char *argv[] = {"grep", "foo", NULL};
    execv("/bin/grep", argv);
}
close(pipe_fd[0]); close(pipe_fd[1]);
/* wait for processes, etc. */
```

example execution



exercise

```
pid_t p = fork();
int pipe_fds[2];
pipe(pipe_fds);
if (p == 0) { /* child */
  close(pipe_fds[0]);
  char c = 'A';
  write(pipe_fds[1], &c, 1);
  exit(0);
} else { /* parent */
  close(pipe_fds[1]);
  char c;
  int count = read(pipe_fds[0], &c, 1);
  printf("read␣%d␣bytes\n", count);
}
```

The child is trying to send the character A to the parent, but the above code outputs `read 0 bytes` instead of `read 1 bytes`. What happened?

exercise solution

Unix API summary

spawn and wait for program: `fork` (copy), then

- in child: setup, then `execv`, etc. (replace copy)
- in parent: `waitpid`

files: open, read and/or write, close

- one interface for regular files, pipes, network, devices, ...

file descriptors are indices into per-process array

- index 0, 1, 2 = stdin, stdout, stderr
- `dup2` — assign one index to another
- `close` — deallocate index

redirection/pipelines

- open() or pipe() to create new file descriptors
- dup2 in child to assign file descriptor to index 0, 1

shell

allow user (= person at keyboard) to run applications

user's wrapper around process-management functions

aside: shell forms

POSIX: command line you have used before

also: graphical shells

e.g. OS X Finder, Windows explorer

other types of command lines?

completely different interfaces?

searching for programs

POSIX convention: PATH *environment variable*

- example: `/home/cr4bd/bin:/usr/bin:/bin`
- list of directories to check in order

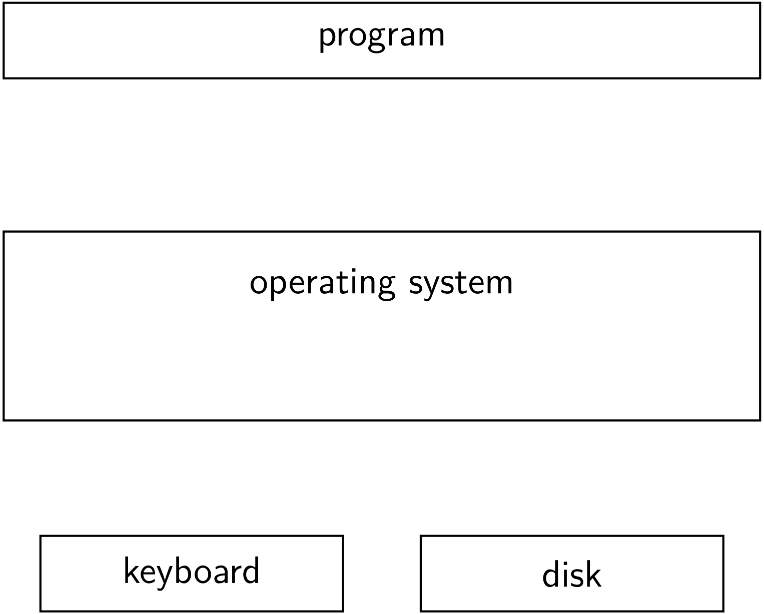
environment variables = key/value pairs stored with process

- by default, left unchanged on execve, fork, etc.

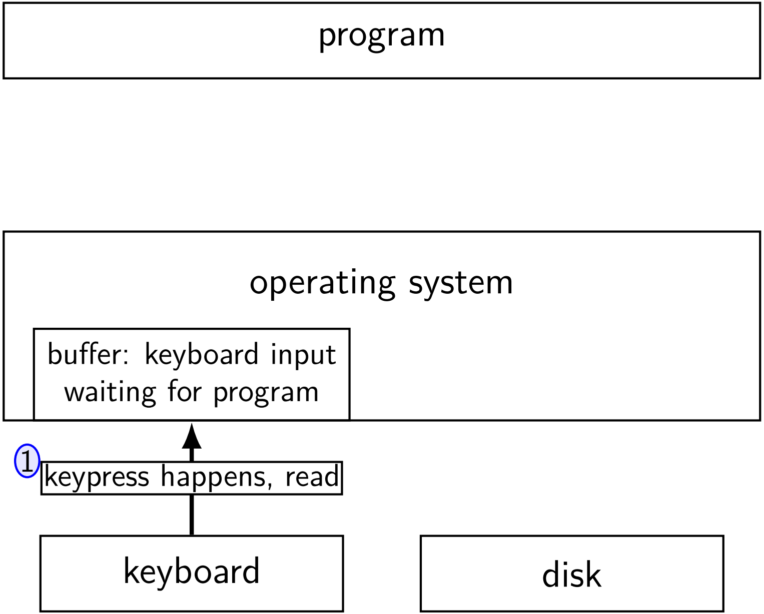
one way to implement: [pseudocode]

```
for (directory in path) {
    execv(directory + "/" + program_name, argv);
}
```

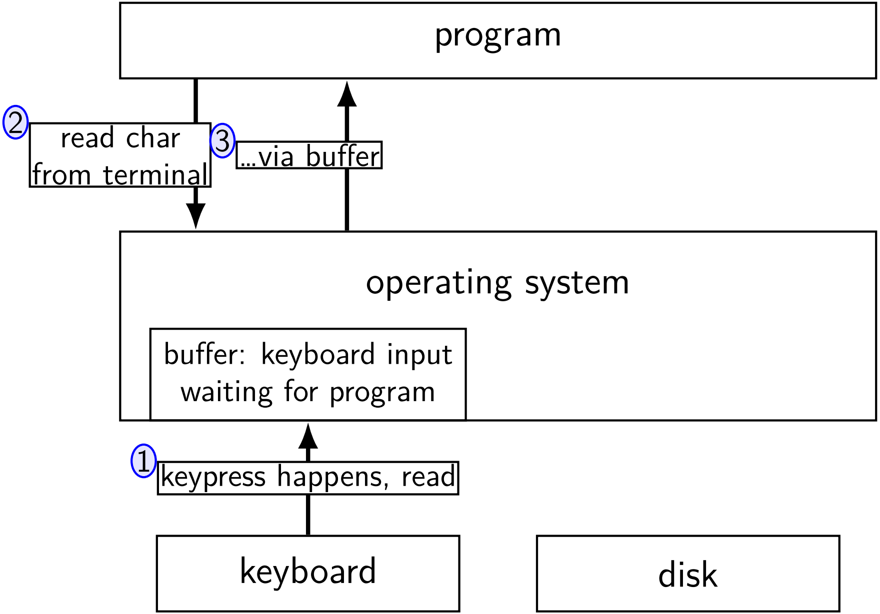
kernel buffering (reads)



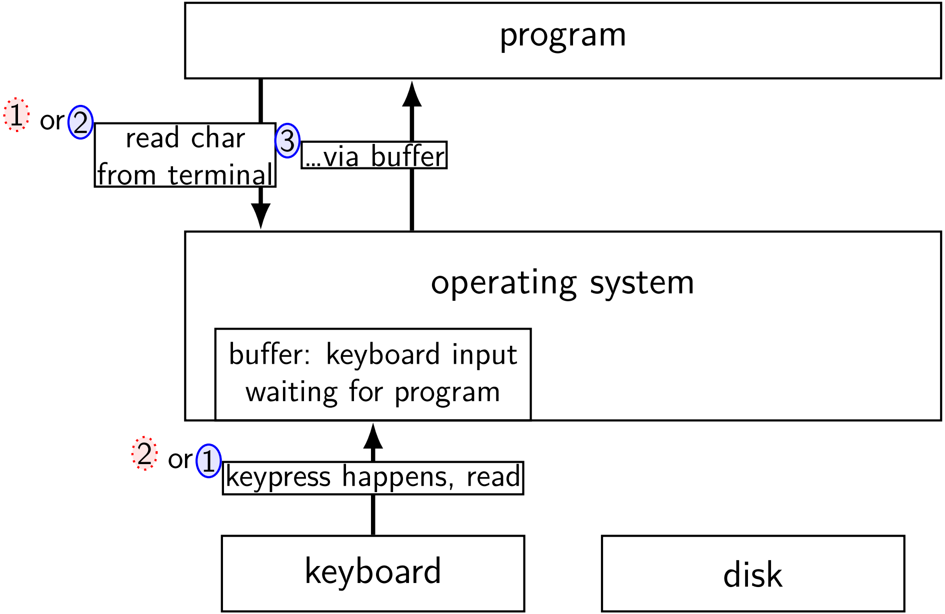
kernel buffering (reads)



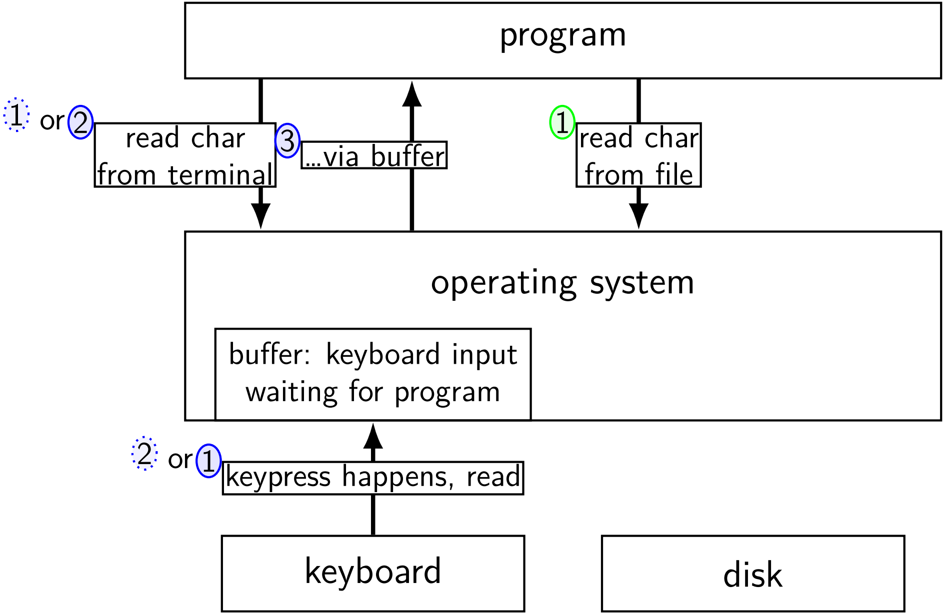
kernel buffering (reads)



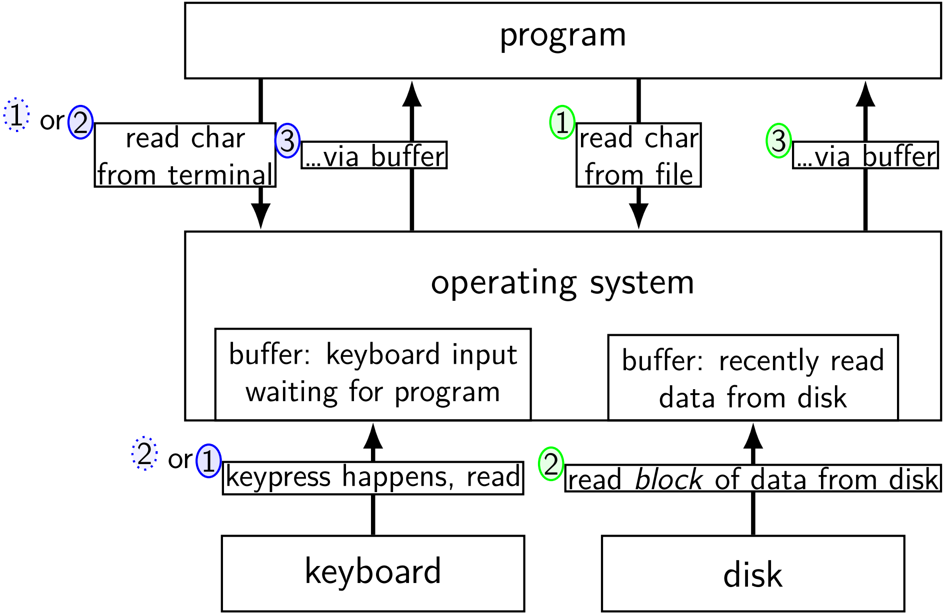
kernel buffering (reads)



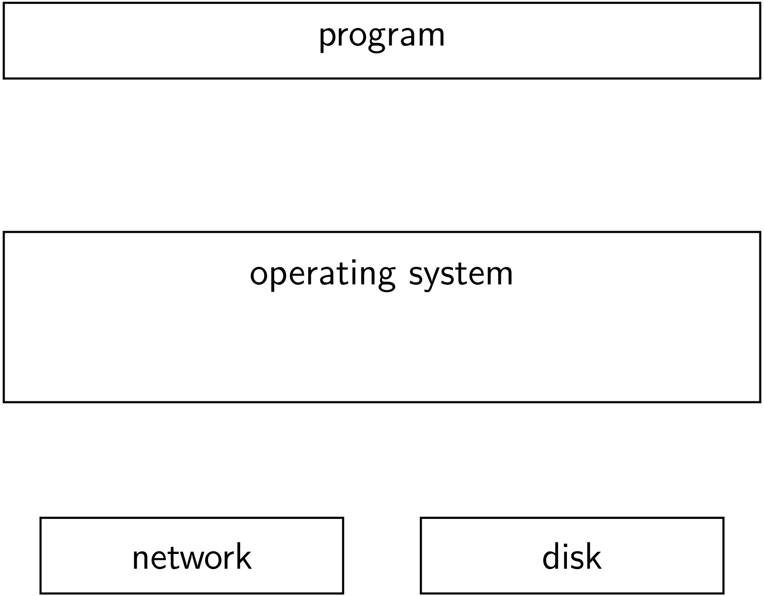
kernel buffering (reads)



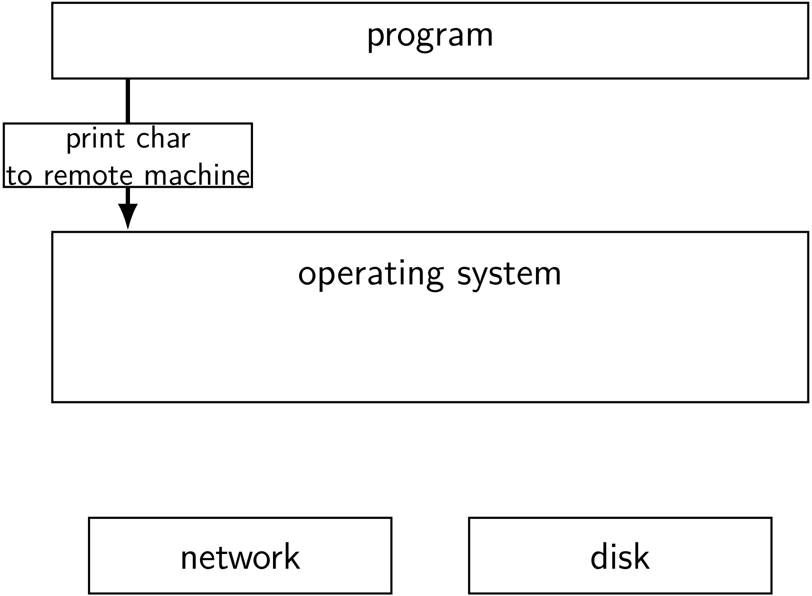
kernel buffering (reads)



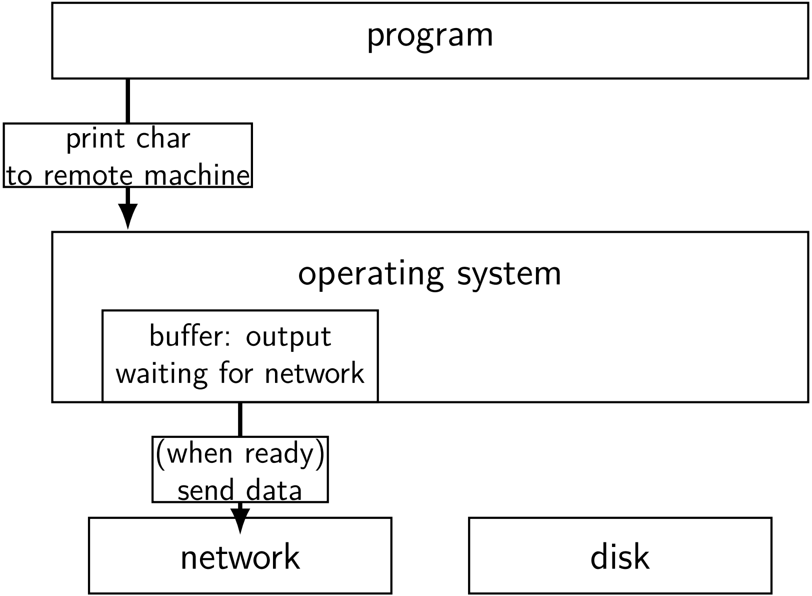
kernel buffering (writes)



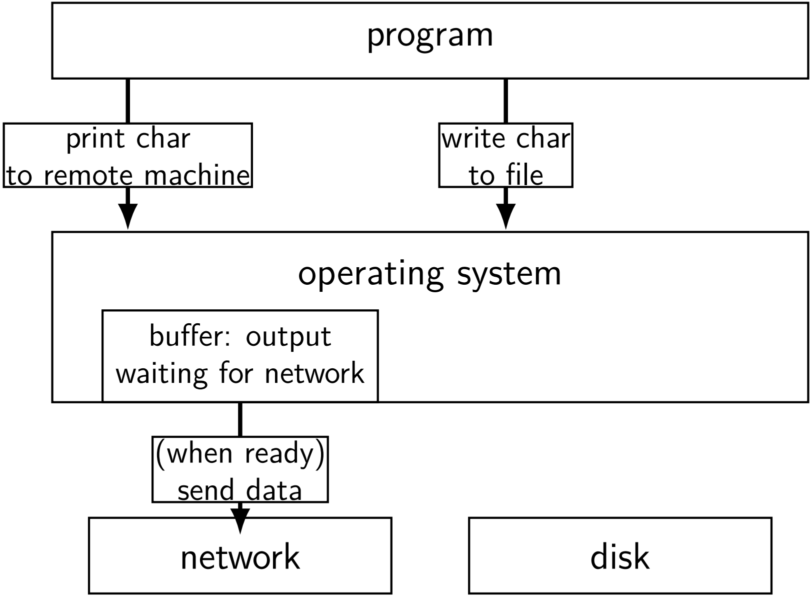
kernel buffering (writes)



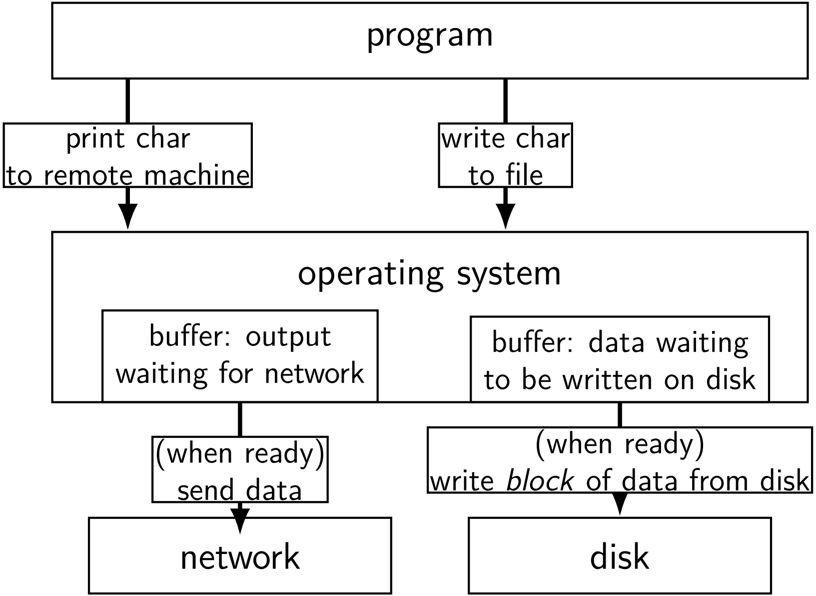
kernel buffering (writes)



kernel buffering (writes)



kernel buffering (writes)



read/write operations

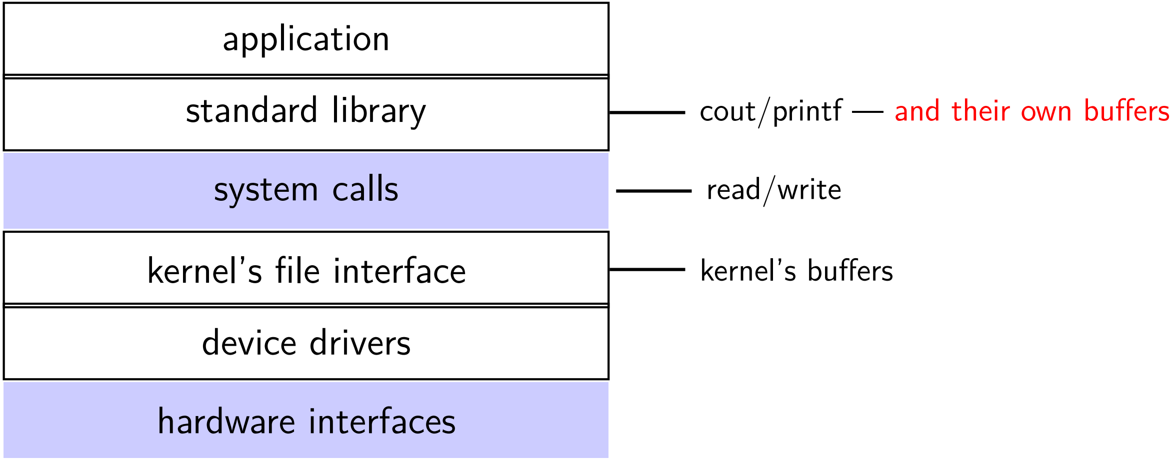
read()/write(): move data into/out of buffer

possibly wait if buffer is empty (read)/full (write)

actual I/O operations — wait for device to be ready

- trigger process to stop waiting if needed

layering


application
standard library
system calls
kernel's file interface
device drivers
hardware interfaces
cout/printf — and their own buffers
read/write
kernel's buffers

why the extra layer

better (but more complex to implement) interface:

- read line
- formatted input (scanf, cin into integer, etc.)
- formatted output

less system calls (bigger reads/writes) sometimes faster

- buffering can combine multiple in/out library calls into one system call

more portable interface

- cin, printf, etc. defined by C and C++ standards

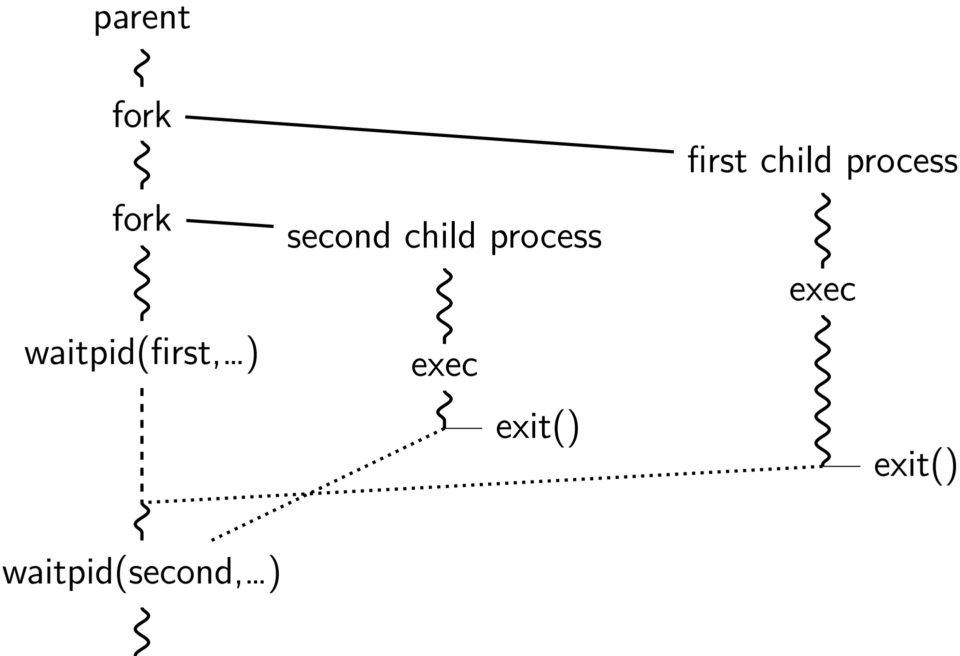
pipe() and blocking

BROKEN example:

```
int pipe_fd[2];
if (pipe(pipe_fd) < 0)
    handle_error();
int read_fd = pipe_fd[0];
int write_fd = pipe_fd[1];
write(write_fd, some_buffer, some_big_size);
read(read_fd, some_buffer, some_big_size);
```

This is likely to not terminate. What's the problem?

pattern with multiple?



this class: focus on Unix

Unix-like OSes will be our focus

we have source code

used to from 2150, etc.?

have been around for a while

xv6 imitates Unix

Unix history

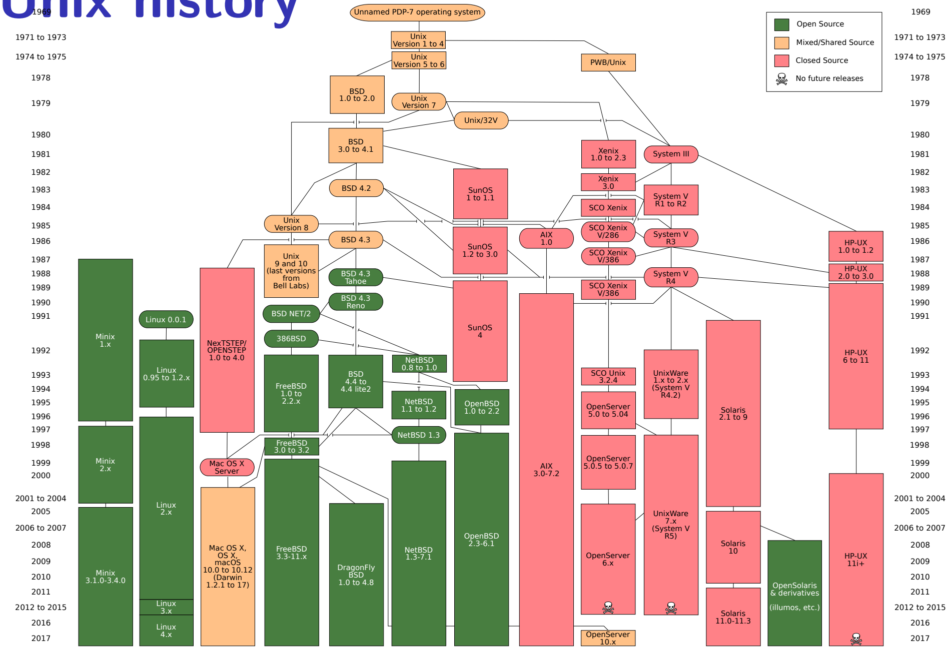


image: Wikpedia/Eraserhead1+Infinity0+Sav_vas

POSIX: standardized Unix

Portable Operating System Interface (POSIX)

"standard for Unix"

current version online:
https://pubs.opengroup.org/onlinepubs/9699919799/

(almost) followed by most current Unix-like OSes

...but OSes add extra features

...and POSIX doesn't specify everything

what POSIX defines

POSIX specifies the library and shell interface

- source code compatibility

doesn't care what is/is not a system call...

doesn't specify binary formats...

idea: write applications for POSIX, recompile and run on all implementations

- this was a very important goal in the 80s/90s
- at the time, no dominant Unix-like OS (Linux was very immature)

getpid

```
pid_t my_pid = getpid();
printf("my␣pid␣is␣%ld\n", (long) my_pid);
```

process ids in ps

```
cr4bd@machine:~$ ps
  PID TTY          TIME CMD
14777 pts/3    00:00:00 bash
14798 pts/3    00:00:00 ps
```

read/write

```
ssize_t read(int fd, void *buffer, size_t count);
ssize_t write(int fd, void *buffer, size_t count);
```

read/write up to *count* bytes to/from *buffer*

returns number of bytes read/written or -1 on error

- ssize_t is a signed integer type
- error code in `errno`

read returning 0 means end-of-file (*not an error*)

- can read/write less than requested (end of file, broken I/O device, ...)

read'ing one byte at a time

```
string s;
ssize_t amount_read;
char c;
/* cast to void * not needed in C */
while ((amount_read = read(STDIN_FILENO, (void*) &c, 1)) > 0) {
    /* amount_read must be exactly 1 */
    s += c;
}
if (amount_read == -1) {
    /* some error happened */
    perror("read"); /* print out a message about it */
} else if (amount_read == 0) {
    /* reached end of file */
}
```

write example

```
/* cast to void * optional in C */
write(STDOUT_FILENO, (void *) "Hello,␣World!\n", 14);
```

aside: environment variables (1)

key=value pairs associated with every process:

```
$ printenv
MODULE_VERSION_STACK=3.2.10
MANPATH=:/opt/puppetlabs/puppet/share/man
XDG_SESSION_ID=754
HOSTNAME=labsrv01
SELINUX_ROLE_REQUESTED=
TERM=screen
SHELL=/bin/bash
HISTSIZE=1000
SSH_CLIENT=128.143.67.91 58432 22
SELINUX_USE_CURRENT_RANGE=
QTDIR=/usr/lib64/qt-3.3
OLDPWD=/zf14/cr4bd
QTINC=/usr/lib64/qt-3.3/include
SSH_TTY=/dev/pts/0
QT_GRAPHICSSYSTEM_CHECKED=1
USER=cr4bd
LS_COLORS=rs=0:di=01;34:ln=01;36:mh=00:pi=40;33:so=01;35:do=01;35:bd=40;33;01:cd=40;33;01:or
MODULE_VERSION=3.2.10
MAIL=/var/spool/mail/cr4bd
PATH=/zf14/cr4bd/.cargo/bin:/zf14/cr4bd/bin:/usr/lib64/qt-3.3/bin:/usr/local/bin:/usr/bin:/u
PWD=/zf14/cr4bd
LANG=en_US.UTF-8
MODULEPATH=/sw/centos/Modules/modulefiles:/sw/linux-any/Modules/modulefiles
LOADEDMODULES=
KDEDIRS=/usr
```

aside: environment variables (2)

environment variable library functions:

`getenv("KEY")` → *value*
`putenv("KEY=value")` (sets KEY to *value*)
`setenv("KEY", "value")` (sets KEY to *value*)

```
int execve(char *path, char **argv, char **envp)
```

```
char *envp[] = { "KEY1=value1", "KEY2=value2", NULL };
char *argv[] = { "somecommand", "some␣arg", NULL };
execve("/path/to/somecommand", argv, envp);
```

normal exec versions — keep same environment variables

aside: environment variables (3)

interpretation up to programs, but common ones...

`PATH=/bin:/usr/bin`

to run a program 'foo', look for an executable in `/bin/foo`, then `/usr/bin/foo`

`HOME=/zf14/cr4bd`

current user's home directory is '/zf14/cr4bd'

`TERM=screen-256color`

your output goes to a 'screen-256color'-style terminal

...

multiple processes?

```
while (...) {
    pid = fork();
    if (pid == 0) {
        exec ...
    } else if (pid > 0) {
        pids.push_back(pid);
    }
}

/* retrieve exit statuses in order */
for (pid_t pid : pids) {
    waitpid(pid, ...);
    ...
}
```

waiting for all children

```
#include <sys/wait.h>
...
  while (true) {
    pid_t child_pid = waitpid(-1, &status, 0);
    if (child_pid == (pid_t) -1) {
      if (errno == ECHILD) {
        /* no child process to wait for */
        break;
      } else {
        /* some other error */
      }
    }
    /* handle child_pid exiting */
  }
```

multiple processes?

```
while (...) {
    pid = fork();
    if (pid == 0) {
        exec ...
    } else if (pid > 0) {
        pids.push_back(pid);
    }
}

/* retrieve exit statuses as processes finish */
while ((pid = waitpid(-1, ...)) != -1) {
    handleProcessFinishing(pid);
}
```

‘waiting’ without waiting

```
#include <sys/wait.h>
...
  pid_t return_value = waitpid(child_pid, &status, WNOHANG);
  if (return_value == (pid_t) 0) {
    /* child process not done yet */
  } else if (child_pid == (pid_t) -1) {
    /* error */
  } else {
    /* handle child_pid exiting */
  }
```

parent and child processes

every process (but process id 1) has a *parent process* (`getppid()`)

this is the process that can wait for it

creates tree of processes (Linux `pstree` command):

```
init(1)-+-ModemManager(919)-+-{ModemManager}(972)
        |                   `-{ModemManager}(1064)
        |-NetworkManager(1160)-+-dhclient(1755)
        |                      |-dnsmasq(1985)
        |                      |-{NetworkManager}(1180)
        |                      |-{NetworkManager}(1194)
        |                      `-{NetworkManager}(1195)
        |-accounts-daemon(1649)-+-{accounts-daemon}(1757)
        |                       `-{accounts-daemon}(1758)
        |-acpid(1338)
        |-apache2(3165)-+-apache2(4125)-+-{apache2}(4126)
        |               |               `-{apache2}(4127)
        |               |-apache2(28920)-+-{apache2}(28926)
        |               |                `-{apache2}(28960)
        |               |-apache2(28921)-+-{apache2}(28927)
        |               |                `-{apache2}(28963)
        |               |-apache2(28922)-+-{apache2}(28928)
        |               |                `-{apache2}(28961)
        |               |-apache2(28923)-+-{apache2}(28930)
        |               |                `-{apache2}(28962)
        |               |-apache2(28925)-+-{apache2}(28958)
        |               |                `-{apache2}(28965)
        |               `-apache2(32165)-+-{apache2}(32166)
        |                                `-{apache2}(32167)
        |-at-spi-bus-laun(2252)-+-dbus-daemon(2269)
        |                       |-{at-spi-bus-laun}(2266)
        |                       |-{at-spi-bus-laun}(2268)
        |                       `-{at-spi-bus-laun}(2270)
        |-at-spi2-registr(2275)---{at-spi2-registr}(2282)
        |-atd(1633)
        |-automount(13454)-+-{automount}(13455)
        |                  |-{automount}(13456)
        |                  |-{automount}(13461)
        |                  |-{automount}(13464)
        |                  `-{automount}(13465)
        |-avahi-daemon(934)---avahi-daemon(944)
        |-bluetoothd(924)
        |-colord(1193)-+-{colord}(1329)
        |              `-{colord}(1330)
```

```
        |                     `-{mcollectived}(2038)
        |-mongod(1336)-+-{mongod}(1556)
        |              |-{mongod}(1557)
        |              |-{mongod}(1983)
        |              |-{mongod}(2031)
        |              |-{mongod}(2047)
        |              |-{mongod}(2048)
        |              |-{mongod}(2049)
        |              |-{mongod}(2050)
        |              |-{mongod}(2051)
        |              `-{mongod}(2052)
        |-mosh-server(19090)---bash(19091)---tmux(5442)
        |-mosh-server(21996)---bash(21997)
        |-mosh-server(22533)---bash(22534)---tmux(22588)
        |-nm-applet(2580)-+-{nm-applet}(2739)
        |                 `-{nm-applet}(2743)
        |-nmbd(2224)
        |-ntpd(3091)
        |-polkitd(1197)-+-{polkitd}(1239)
        |               `-{polkitd}(1240)
        |-pulseaudio(2563)-+-{pulseaudio}(2617)
        |                  `-{pulseaudio}(2623)
        |-puppet(2373)---{puppet}(32455)
        |-rpc.idmapd(875)
        |-rpc.statd(954)
        |-rpcbind(884)
        |-rserver(1501)-+-{rserver}(1786)
        |               `-{rserver}(1787)
        |-rsyslogd(1090)-+-{rsyslogd}(1092)
        |                |-{rsyslogd}(1093)
        |                `-{rsyslogd}(1094)
        |-rtkit-daemon(2565)-+-{rtkit-daemon}(2566)
        |                    `-{rtkit-daemon}(2567)
        |-sd_cicero(2852)-+-sd_cicero(2853)
        |                 |-{sd_cicero}(2854)
        |                 `-{sd_cicero}(2855)
        |-sd_dummy(2849)-+-{sd_dummy}(2850)
        |                `-{sd_dummy}(2851)
        |-sd_espeak(2749)-+-{sd_espeak}(2845)
        |                 |-{sd_espeak}(2846)
        |                 |-{sd_espeak}(2847)
        |                 `-{sd_espeak}(2848)
        |-sd_generic(2463)-+-{sd_generic}(2464)
```

parent and child questions...

what if parent process exits before child?

- child's parent process becomes process id 1 (typically called *init*)

what if parent process never `waitpid()`s (or equivalent) for child?

- child process stays around as a "zombie"
- can't reuse pid in case parent wants to use `waitpid()`

what if non-parent tries to `waitpid()` for child?

- waitpid fails

read'ing a fixed amount

```
ssize_t offset = 0;
const ssize_t amount_to_read = 1024;
char result[amount_to_read];
do {
    /* cast to void * optional in C */
    ssize_t amount_read =
        read(STDIN_FILENO,
             (void *) (result + offset),
             amount_to_read - offset);
    if (amount_read < 0) {
        perror("read"); /* print error message */
        ... /* abort??? */
    } else {
        offset += amount_read;
    }
} while (offset != amount_to_read && amount_read != 0);
```

partial reads

on regular file: read reads what you request

but otherwise: usually gives you what's known to be available

after waiting for something to be available

partial reads

on regular file: read reads what you request

but otherwise: usually gives you what's known to be available

after waiting for something to be available

reading from network — what's been received

reading from keyboard — what's been typed

write example (with error checking)

```
const char *ptr = "Hello,␣World!\n";
ssize_t remaining = 14;
while (remaining > 0) {
    /* cast to void * optional in C */
    ssize_t amount_written = write(STDOUT_FILENO,
                                   ptr,
                                   remaining);
    if (amount_written < 0) {
        perror("write"); /* print error message */
        ... /* abort??? */
    } else {
        remaining -= amount_written;
        ptr += amount_written;
    }
}
```

partial writes

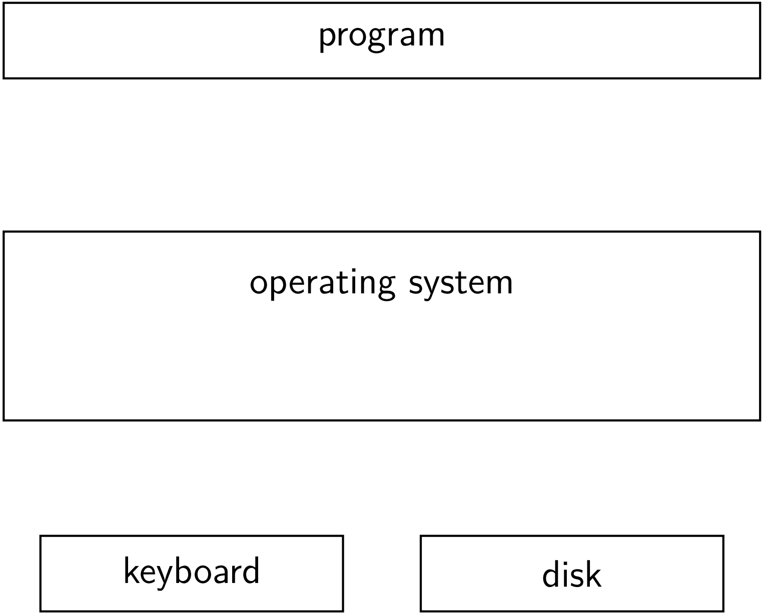
usually only happen on error or interruption

- but can request "non-blocking"
- (interruption: via *signal*)

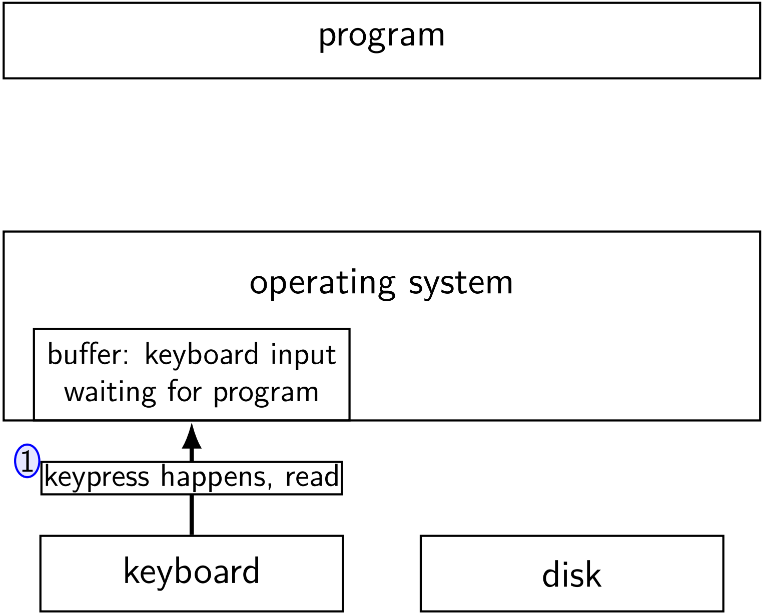
usually: write waits until it completes

- = until remaining part fits in buffer in kernel
- does not mean data was sent on network, shown to user yet, etc.

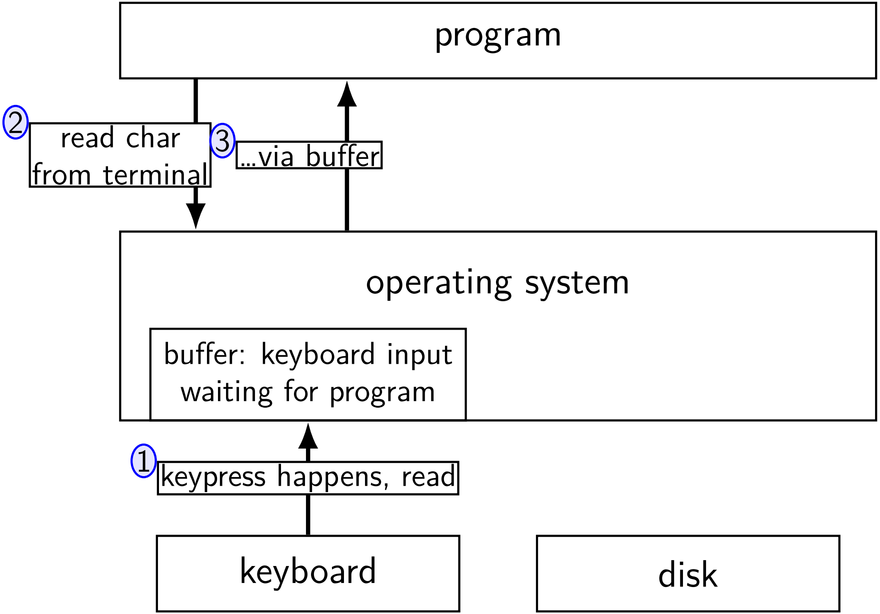
kernel buffering (reads)



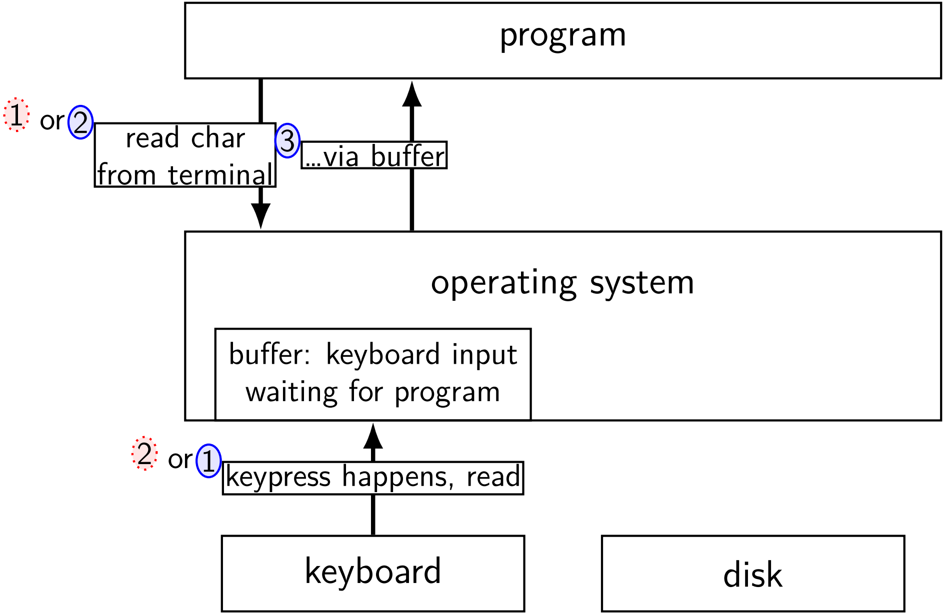
kernel buffering (reads)



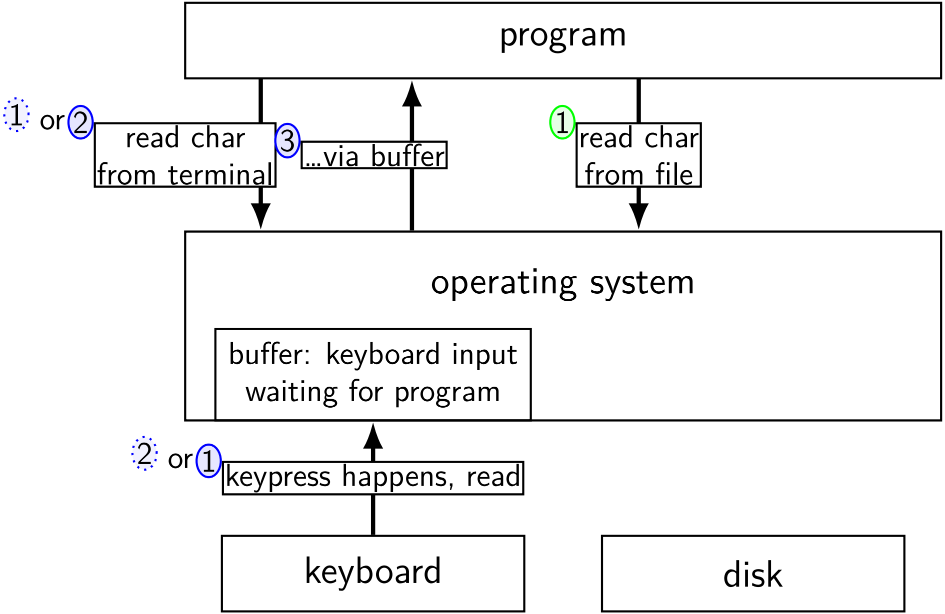
kernel buffering (reads)



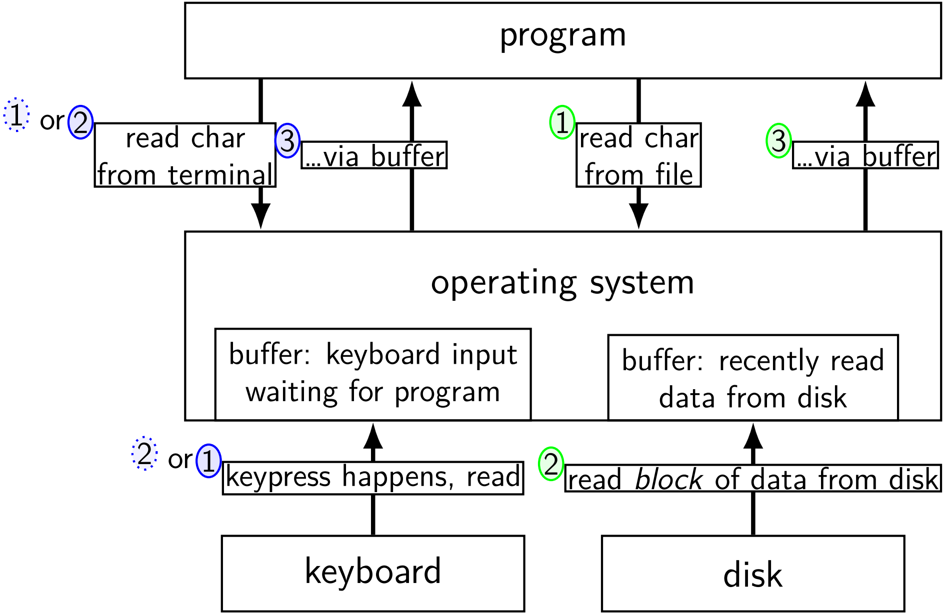
kernel buffering (reads)



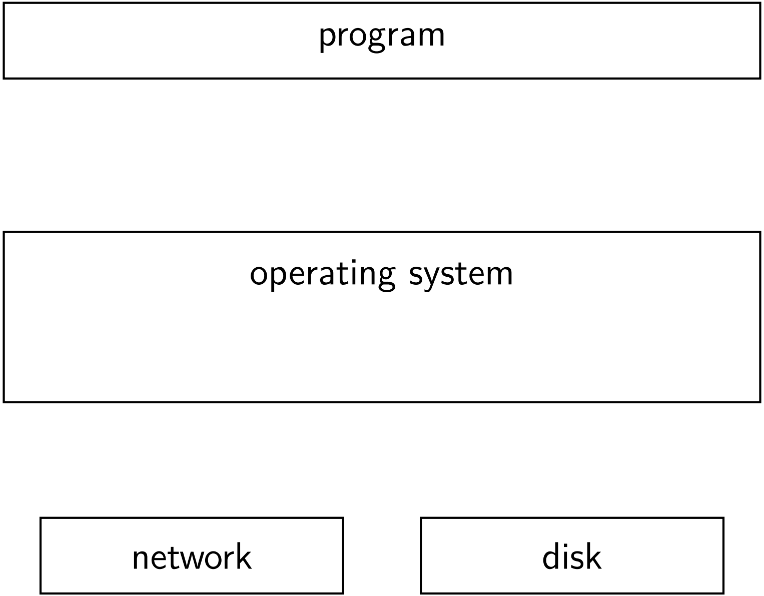
kernel buffering (reads)



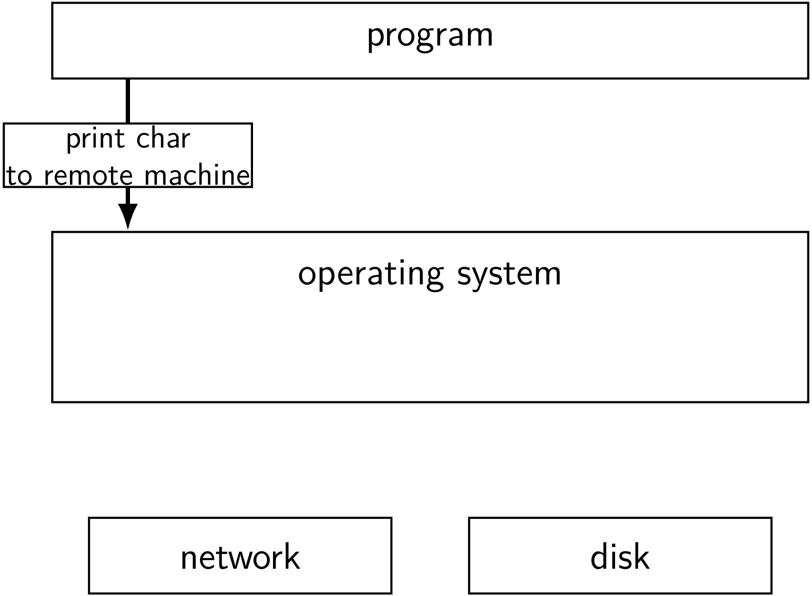
kernel buffering (reads)



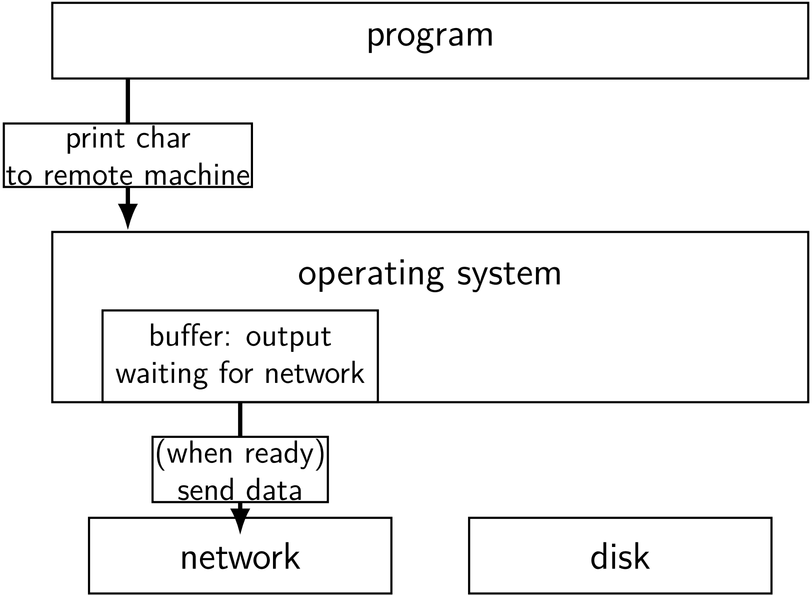
kernel buffering (writes)



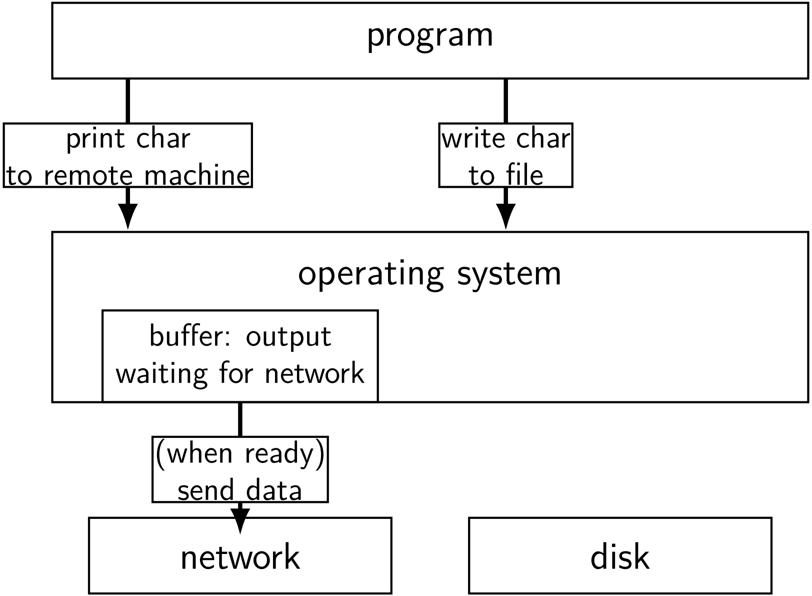
kernel buffering (writes)



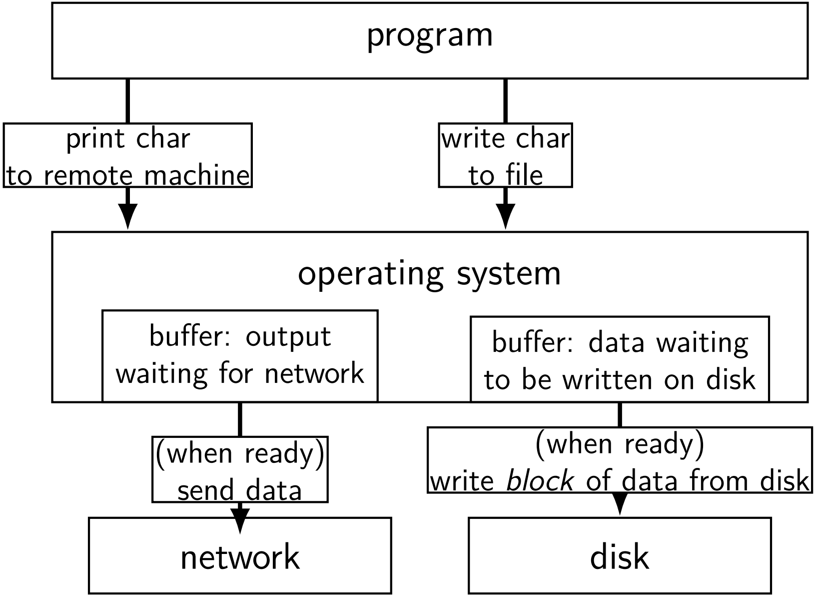
kernel buffering (writes)



kernel buffering (writes)



kernel buffering (writes)



read/write operations

read()/write(): move data into/out of buffer

possibly wait if buffer is empty (read)/full (write)

actual I/O operations — wait for device to be ready

- trigger process to stop waiting if needed

filesystem abstraction

regular files — named collection of bytes

- also: size, modification time, owner, access control info, …

directories — folders containing files and directories

- hierarchical naming: `/net/zf14/cr4bd/fall2018/cs4414`
- *mostly* contains regular files or directories

open

```
int open(const char *path, int flags);
int open(const char *path, int flags, int mode);
...

int read_fd = open("dir/file1", O_RDONLY);
int write_fd = open("/other/file2",
        O_WRONLY | O_CREAT | O_TRUNC, 0666);
int rdwr_fd = open("file3", O_RDWR);
```

open

```
int open(const char *path, int flags);
int open(const char *path, int flags, int mode);
```

path = filename

e.g. `"/foo/bar/file.txt"`

`file.txt` in
directory `bar` in
directory `foo` in
"the root directory"

e.g. `"quux/other.txt`

`other.txt` in
directory `quux` in
"the current working directory" (set with `chdir()`)

open: file descriptors

```
int open(const char *path, int flags);
int open(const char *path, int flags, int mode);
```

return value = file descriptor (or -1 on error)

index into table of *open file descriptions* for each process

used by system calls that deal with open files

POSIX: everything is a file

the file: one interface for

- devices (terminals, printers, …)
- regular files on disk
- networking (sockets)
- local interprocess communication (pipes, sockets)

basic operations: open(), read(), write(), close()

exercise

```
int pipe_fds[2]; pipe(pipe_fds);
pid_t p = fork();
if (p == 0) {
  close(pipe_fds[0]);
  for (int i = 0; i < 10; ++i) {
    char c = '0' + i;
    write(pipe_fds[1], &c, 1);
  }
  exit(0);
}
close(pipe_fds[1]);
char buffer[10];
ssize_t count = read(pipe_fds[0], buffer, 10);
for (int i = 0; i < count; ++i) {
  printf("%c", buffer[i]);
}
```

Which of these are possible outputs (if pipe, read, write, fork don't fail)?

A. 0123456789 B. 0 C. (nothing)

D. A and B E. A and C F. A, B, and C

partial reads

read returning 0 always means end-of-file

- by default, read always waits *if no input available yet*
- but can set read to return *error* instead of waiting

read can return less than requested if not available

- e.g. child hasn't gotten far enough

pipe: closing?

if all write ends of pipe are closed

- can get end-of-file (read() returning 0) on read end
- exit()ing closes them

$\rightarrow$ close write end when not using

generally: limited number of file descriptors per process

$\rightarrow$ good habit to close file descriptors not being used

(but probably didn't matter for read end of pipes in example)

dup2 exercise

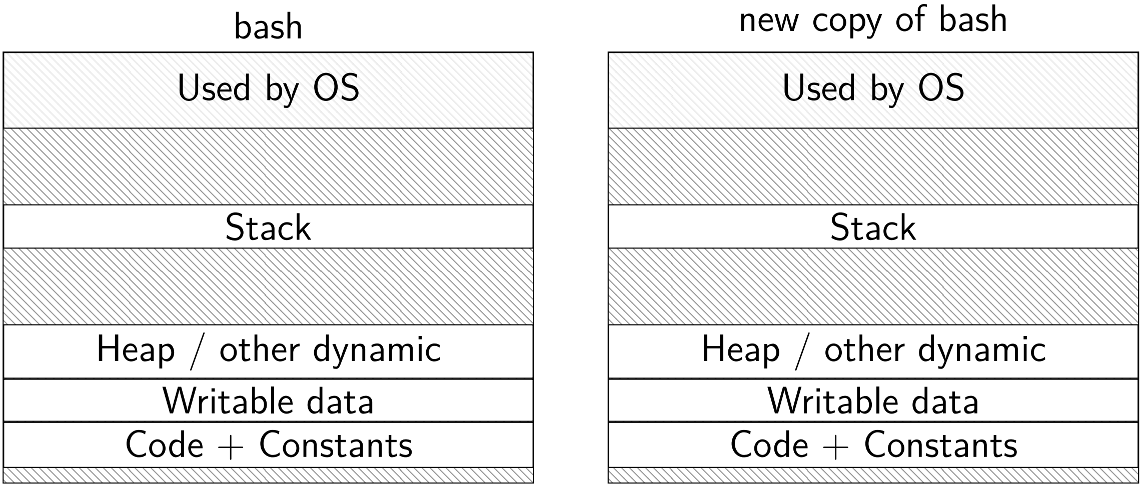
recall: `dup2(old_fd, new_fd)`

```
int fd = open("output.txt", O_WRONLY | O_CREAT, 0666);
write(STDOUT_FILENO, "A", 1);
dup2(fd, STDOUT_FILENO);
pid_t pid = fork();
if (pid == 0) { /* child: */
    dup2(STDOUT_FILENO, fd); write(fd, "B", 1);
} else {
    write(STDOUT_FILENO, "C", 1);
}
```

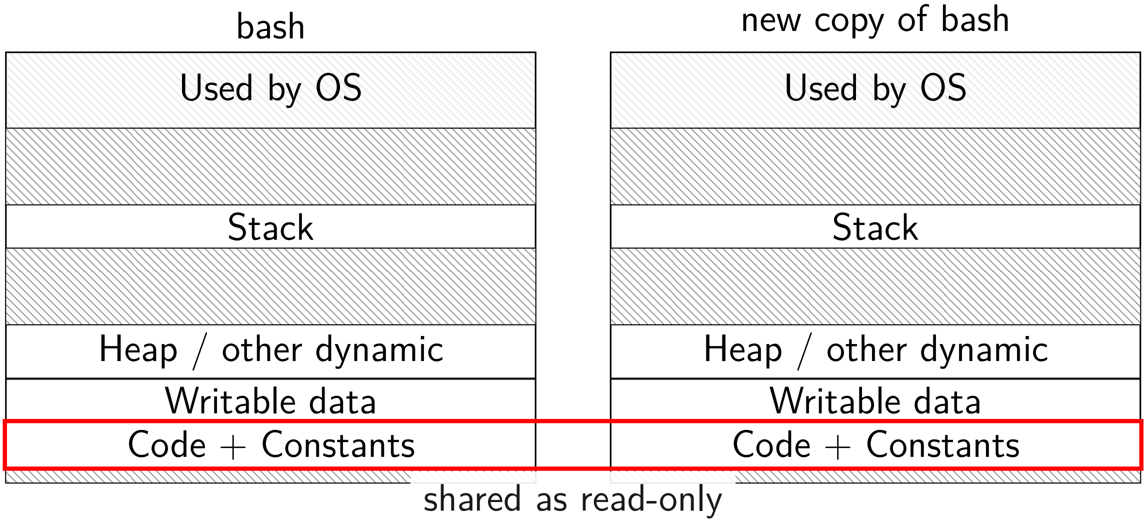
Which outputs are possible?

A. stdout: ABC ; output.txt: empty
B. stdout: AC ; output.txt: B
C. stdout: A ; output.txt: CB
D. stdout: A ; output.txt: BC
E. more?

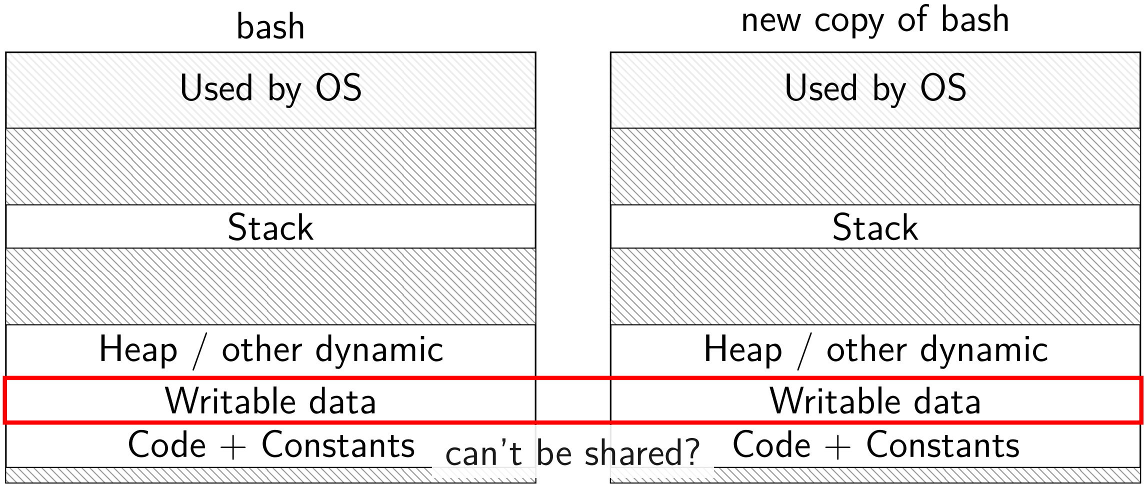
do we really need a complete copy?



do we really need a complete copy?



do we really need a complete copy?



trick for extra sharing

sharing writeable data is fine — until either process modifies it

- example: default value of global variables
- might typically not change
- (or OS might have preloaded executable's data anyways)

can we detect modifications?

trick for extra sharing

sharing writeable data is fine — until either process modifies it

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- (or OS might have preloaded executable's data anyways)

can we detect modifications?

trick: tell CPU (via page table) shared part is read-only

processor will trigger a fault when it's written

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	1	0x12345
0x00602	1	1	0x12347
0x00603	1	1	0x12340
0x00604	1	1	0x200DF
0x00605	1	1	0x200AF
…	…	…	…

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

copy operation actually duplicates page table
both processes share all physical pages
but marks pages in both copies as read-only

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

when either process tries to write read-only page
triggers a fault — OS actually copies the page

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	1	0x300FD
…	…	…	…

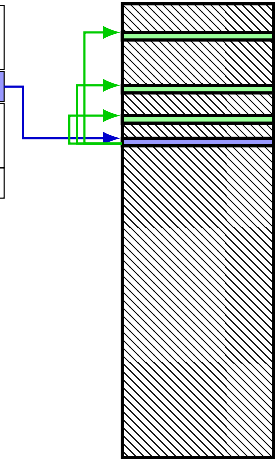
after allocating a copy, OS reruns the write instruction

fork (w/ copy-on-write, if parent writes first)

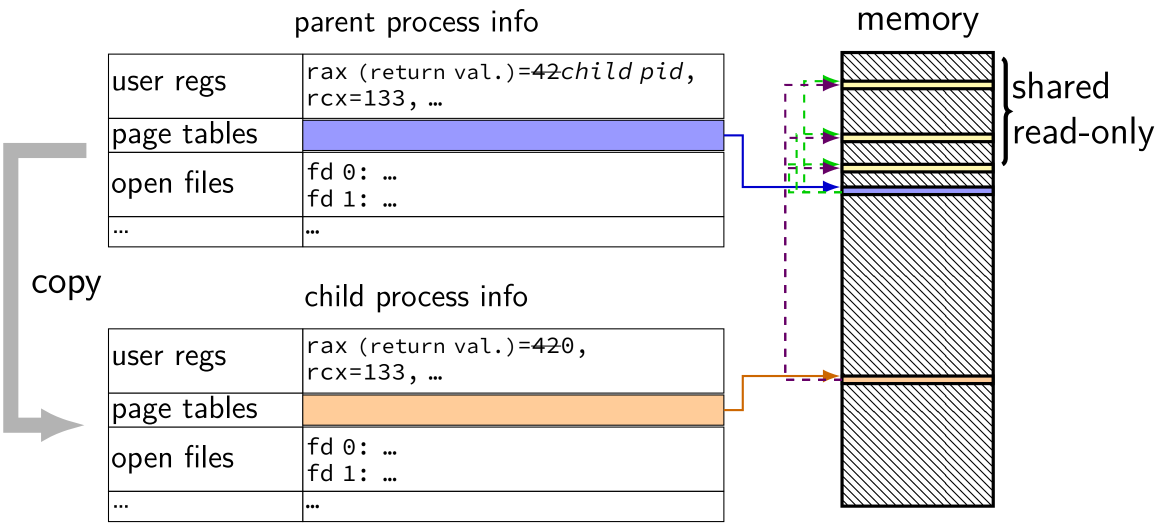
parent process info

user regs	`rax (return val.)=`~~42~~*child pid*`,` `rcx=133, …`
page tables	
open files	`fd 0: …` `fd 1: …`
…	…

memory



fork (w/ copy-on-write, if parent writes first)



fork (w/ copy-on-write, if parent writes first)

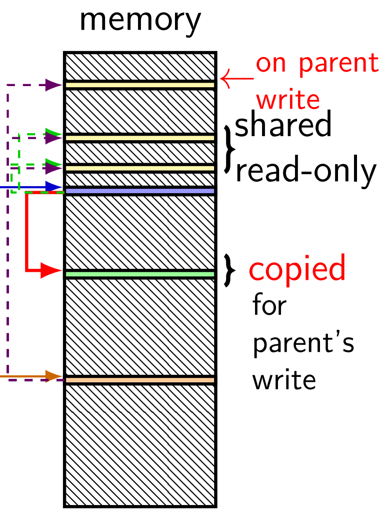
copy

parent process info

user regs	rax (return val.)=~~42~~*child pid*, rcx=133, …
page tables	
open files	fd 0: … fd 1: …
…	…

child process info

user regs	rax (return val.)=~~42~~0, rcx=133, …
page tables	
open files	fd 0: … fd 1: …
…	…



fork (w/ copy-on-write, if parent writes first)

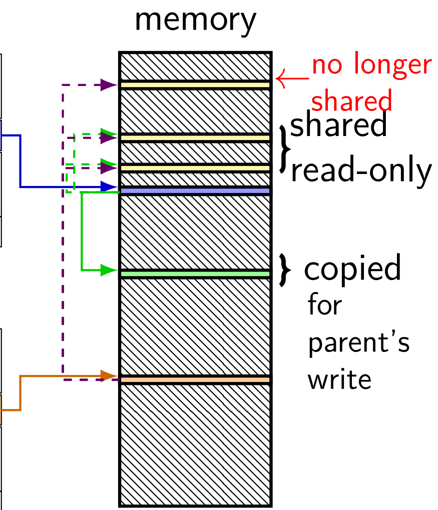
parent process info

user regs	rax (return val.)=~~42~~*child pid*, rcx=133, …
page tables	
open files	fd 0: … fd 1: …
…	…

copy

child process info

user regs	rax (return val.)=~~42~~0, rcx=133, …
page tables	
open files	fd 0: … fd 1: …
…	…



fork (w/ copy-on-write, if parent writes first)

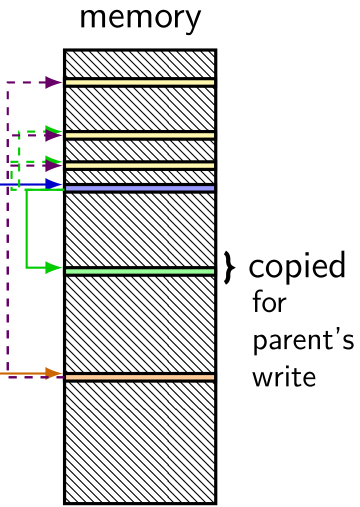
parent process info

user regs	rax (return val.)=~~42~~*child pid*, rcx=133, …
page tables	
open files	fd 0: … fd 1: …
…	…

copy

child process info

user regs	rax (return val.)=~~42~~0, rcx=133, …
page tables	
open files	fd 0: … fd 1: …
…	…



fork and process info (w/o copy-on-write)

parent process info

user regs	rax (return val.)=~~42~~*child pid*, rcx=133, …
page tables	
open files	fd 0: … fd 1: …
…	…

copy

child process info

user regs	rax (return val.)=~~42~~0, rcx=133, …
page tables	
open files	fd 0: … fd 1: …
…	…