

L41 - Lecture 3: The Process Model (1)

Dr Robert N. M. Watson

2 November 2015

Reminder: last time

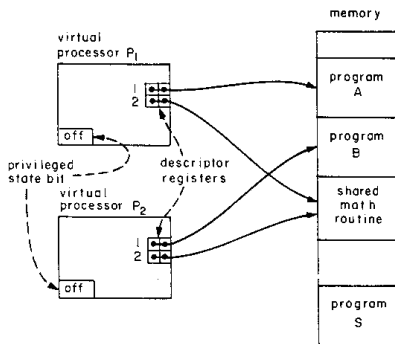
1. DTrace
2. The probe effect
3. The kernel source
4. A little on kernel dynamics

This time: the process model

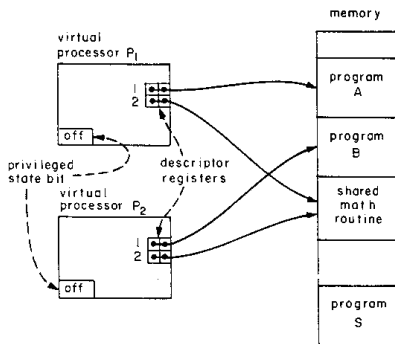
1. The process model and its evolution
2. Brutal (re,pre)-introduction to virtual memory
3. Where do programs come from?
4. Traps and system calls
5. Reading for next time

The process model: 1970s foundations

- ▶ Saltzer and Schroeder, *The Protection of Information in Computer Systems*, SOSP'73, October 1973. (CACM 1974)

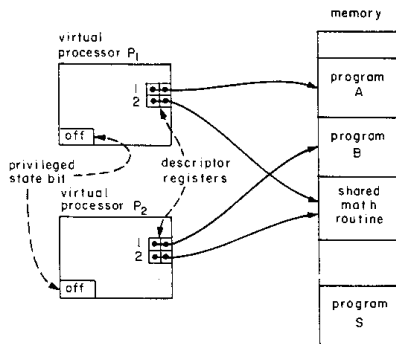


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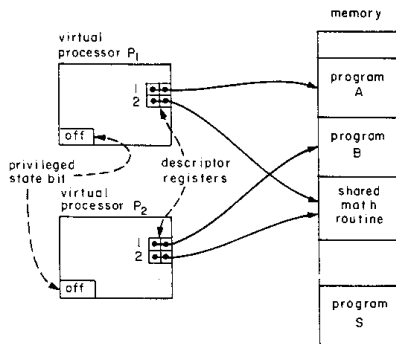
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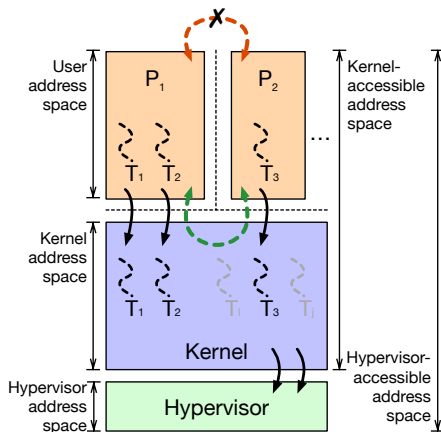
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 - ▶ Supervisor mode
 - ▶ Memory segmentation
 - ▶ Trap mechanism

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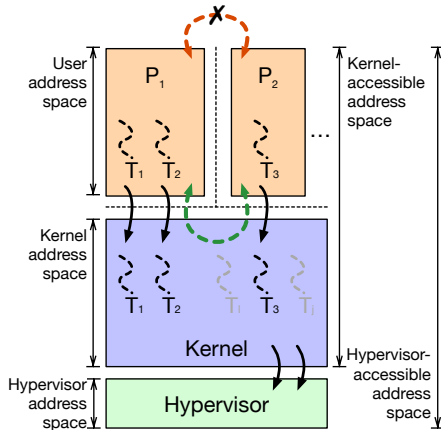


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- ▶ Hardware protection rings (Schroeder and Saltzer, 1972)

The process model: today

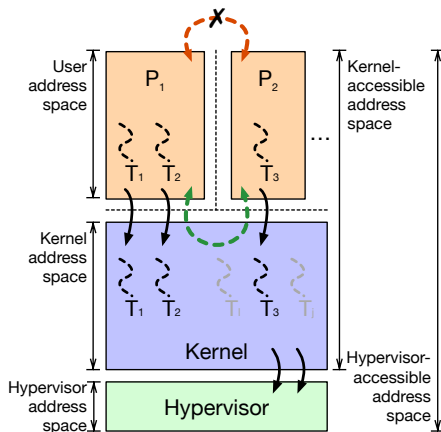


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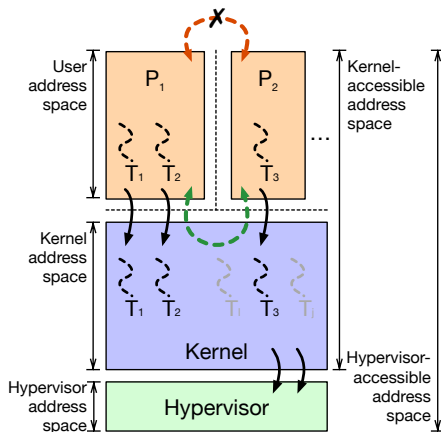
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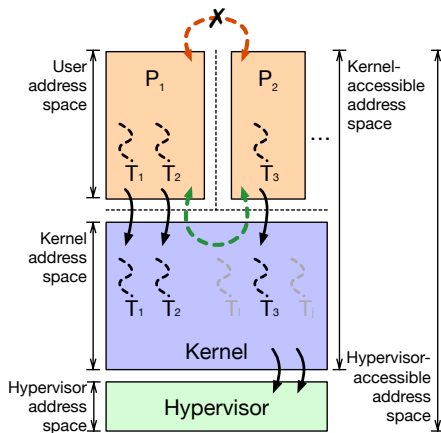
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 - ▶ Open files, memory, ...

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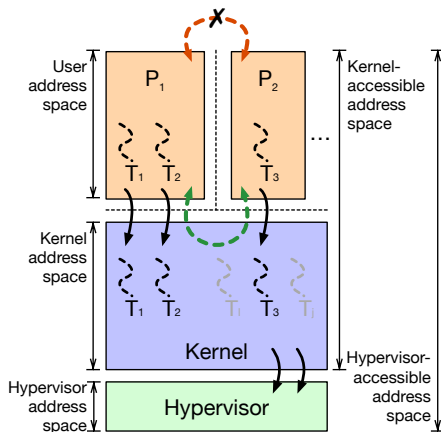
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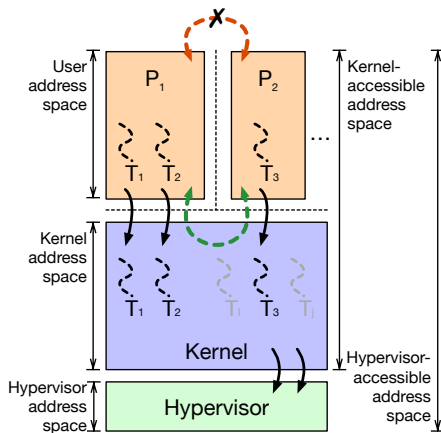
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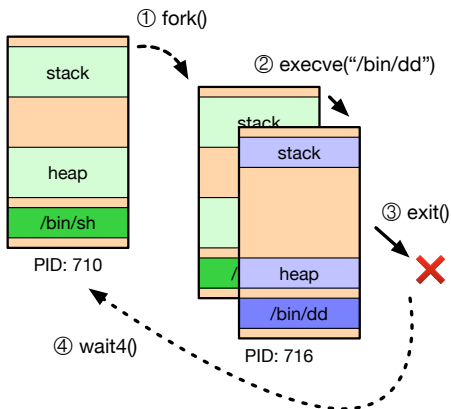
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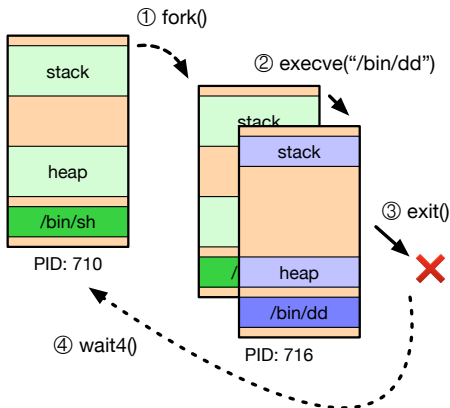


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- ▶ Recently: OS-App trust model inverted: Trustzone, SGX

The UNIX process life cycle



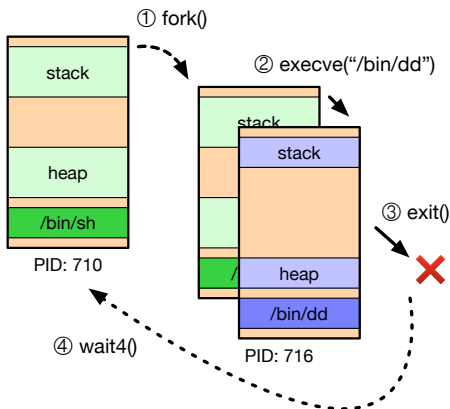
The UNIX process life cycle



► `fork()`

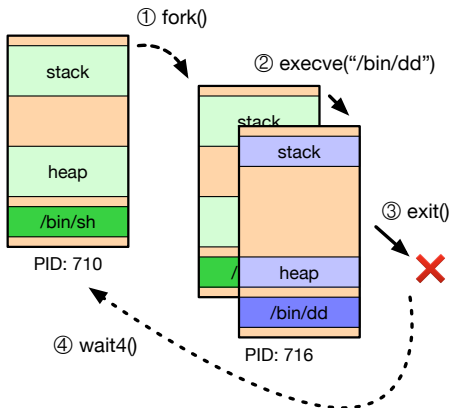
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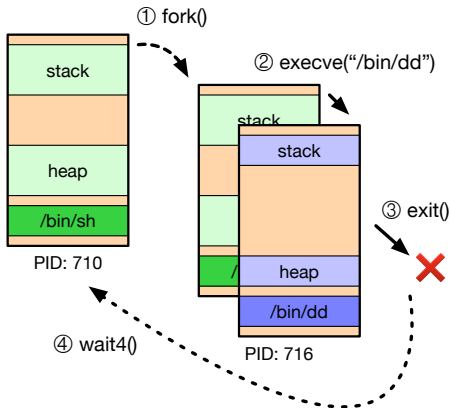
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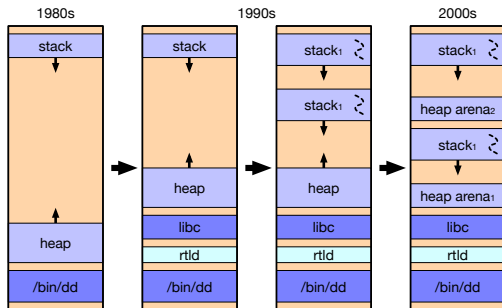
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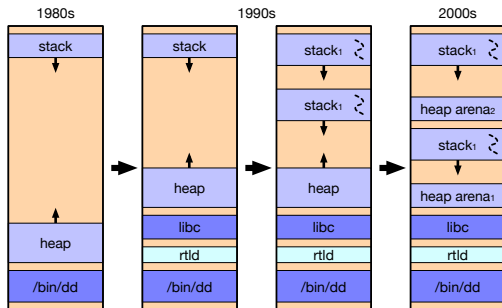
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- ▶ `wait4` (et al)
 - ▶ Parent can await exit status

Process model evolution

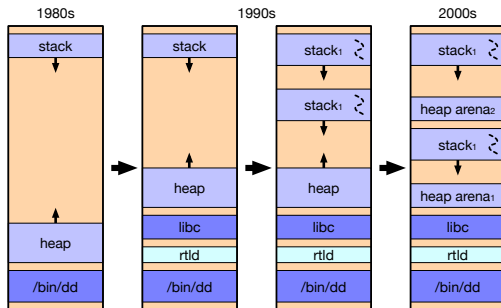


Process model evolution

- 1980s: Code, heap, and stack

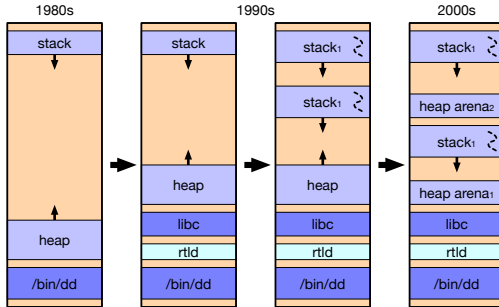


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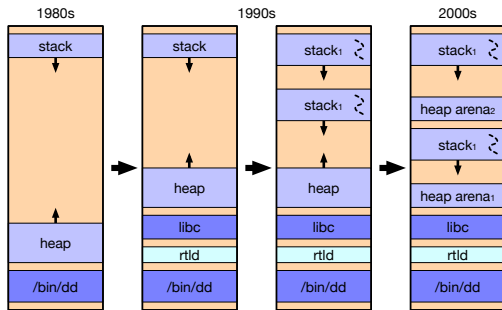
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- ▶ 1990s: Dynamic linking, multithreading
- ▶ 2000s: Scalable memory allocators implement multiple *arenas* (e.g., *jemalloc*)
- ▶ Coevolution with virtual memory research (Acetta, et al: *Mach* microkernel (1986); Navarro, et al *Superpages* (2002))

Process address space: dd

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- Inspect `dd` process address space with `procstat -v`.

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```
root@beaglebone:/data # procstat -v 734
```

PID	START	END	PRT	RES	PRES	REF	SHD	FLAG	TP	PATH
734	0x8000	0xd000	r-x	5	5	1	0	CN--	vn	/bin/dd
734	0x14000	0x16000	rw-	2	2	1	0	----	df	
734	0x20014000	0x20031000	r-x	29	32	31	14	CN--	vn	/libexec/ld-elf.
734	0x20038000	0x20039000	rw-	1	0	1	0	C---	vn	/libexec/ld-elf.
734	0x20039000	0x20052000	rw-	16	16	1	0	----	df	
734	0x20100000	0x2025f000	r-x	351	360	31	14	CN--	vn	/lib/libc.so.7
734	0x2025f000	0x20266000	---	0	0	1	0	----	df	
734	0x20266000	0x2026e000	rw-	8	0	1	0	C---	vn	/lib/libc.so.7
734	0x2026e000	0x20285000	rw-	7	533	2	0	----	df	
734	0x20400000	0x20c00000	rw-	526	533	2	0	--S-	df	
734	0xbffe0000	0xc0000000	rwX	3	3	1	0	---D	df	

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r: read
w: write
x: execute

C: Copy-on-write
D: Downward growth
S: Superpage

ELF binaries

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root@beaglebone:~ # objdump -p /bin/dd
/bin/dd:          file format elf32-littlearm
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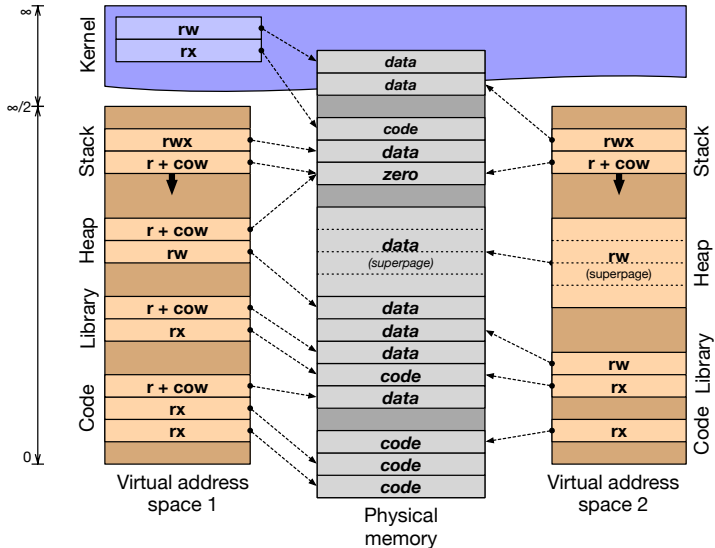
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Program Header:

```
0x70000001 off      0x0000469c vaddr 0x0000c69c paddr 0x0000c69c align 2**2
      filesz 0x00000158 memsz 0x00000158 flags r--
      PHDR off      0x00000034 vaddr 0x00008034 paddr 0x00008034 align 2**2
      filesz 0x000000e0 memsz 0x000000e0 flags r-x
      INTERP off     0x00000114 vaddr 0x00008114 paddr 0x00008114 align 2**0
      filesz 0x00000015 memsz 0x00000015 flags r--
      LOAD off       0x00000000 vaddr 0x00008000 paddr 0x00008000 align 2**15
      filesz 0x000047f8 memsz 0x000047f8 flags r-x
      LOAD off       0x000047f8 vaddr 0x000147f8 paddr 0x000147f8 align 2**15
      filesz 0x000001b8 memsz 0x00001020 flags rw-
      DYNAMIC off    0x00004804 vaddr 0x00014804 paddr 0x00014804 align 2**2
      filesz 0x000000f0 memsz 0x000000f0 flags rw-
      NOTE off       0x0000012c vaddr 0x0000812c paddr 0x0000812c align 2**2
      filesz 0x0000004c memsz 0x0000004c flags r--
```


Virtual memory (quick but painful primer)



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- ▶ Memory Management Unit (MMU)
 - ▶ Transforms *virtual addresses* into *physical addresses*
 - ▶ Memory is laid out in *pages* (4K, 2M, 1G...)
 - ▶ Control available only to the supervisor
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- ▶ The Translation Look-aside Buffer (TLB)
 - ▶ Hardware cache of entries – avoid walking pagetables
 - ▶ Content Addressable Memory (CAM); 48? 1024? entries
 - ▶ TLB *tags*: entries *global* or for a specific process
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 - ▶ Software- vs. hardware-managed TLBs
- ▶ Hypervisors and *I/O MMUs*: I/O sources as ‘processes’

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 - ▶ Also used for plug-ins via `dlopen()`, `dlsym()`
- ▶ Three separate but related activities:
 - ▶ *Loading*: Load ELF segments at suitable virtual addresses
 - ▶ *Relocating*: Rewrite position-dependent code to load address
 - ▶ *Symbol resolution*: Rewrite inline addresses to other loaded code

Role of the run-time linker (`rtld`) (cont)

```
root@beaglebone:~ # ldd /bin/dd
/bin/dd:
    libc.so.7 => /lib/libc.so.7 (0x20100000)
```

- ▶ When the `execve` system call starts the new program:
 - ▶ ELF binaries name their *interpreter* in ELF metadata
 - ▶ Kernel maps `rtld` and the application binary into memory
 - ▶ Userspace execution in `rtld`
 - ▶ `rtld` loads and links dynamic libraries, runs constructors
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- ▶ Optimisations:
 - ▶ *Lazy binding*: don't resolve all function symbols at load time
 - ▶ *Prelinking*: relocate, link in advance of execution

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```
root@beaglebone:/data # procstat -c 716
```

```
PID COMM
```

```
ARGS
```

```
716 dd
```

```
dd if=/dev/zero of=/dev/null bs=1m
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```
root@beaglebone:/data # procstat -x 716
```

PID	COMM	AUXV	VALUE
716	dd	AT_PHDR	0x8034
716	dd	AT_PHENT	32
716	dd	AT_PHNUM	7
716	dd	AT_PAGESZ	4096
716	dd	AT_FLAGS	0
716	dd	AT_ENTRY	0x8cc8
716	dd	AT_BASE	0x20014000
716	dd	AT_EXECPATH	0xbfffffc4
716	dd	AT_OSRELDATE	1100062
716	dd	AT_NCPUS	1
716	dd	AT_PAGESIZES	0xbffff9c
716	dd	AT_PAGESIZESLEN	8

...

Traps and system calls

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- ▶ Asymmetric domain transition, *trap*, shifts control to kernel
 - ▶ *Asynchronous traps*: e.g., timer, peripheral interrupts, Inter-Processor Interrupts (IPIs)
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- ▶ \$pc to *interrupt vector*: dedicated OS code to handle trap
- ▶ Key challenge: kernel must gain control safely, reliably, securely
 - RISC** \$pc saved, \$epc installed, control coprocessor (MMU, ...) made available, kernel memory access enabled, reserved exception registers in ABI. Software must save other state (e.g., registers)
 - CISC** All that and: context saved to in-memory trap frame

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- ▶ NB: User context switch = trap to kernel, restore a different context

For next time

- ▶ We will continue with system calls and traps
- ▶ Then more on virtual memory
- ▶ Threading models: the great debate

- ▶ McKusick, et al: Chapter 6 (*Memory Management*)
- ▶ Optional: Anderson, et al, on *Scheduler Activations*