1. Introduction

ECE30021/ITP30002 Operating Systems

Agenda

- Definitions of operating system
- Computer system organization and operation
- Computer system architecture
- Operating system structure and operation
- Core components of OS
- Computing environments

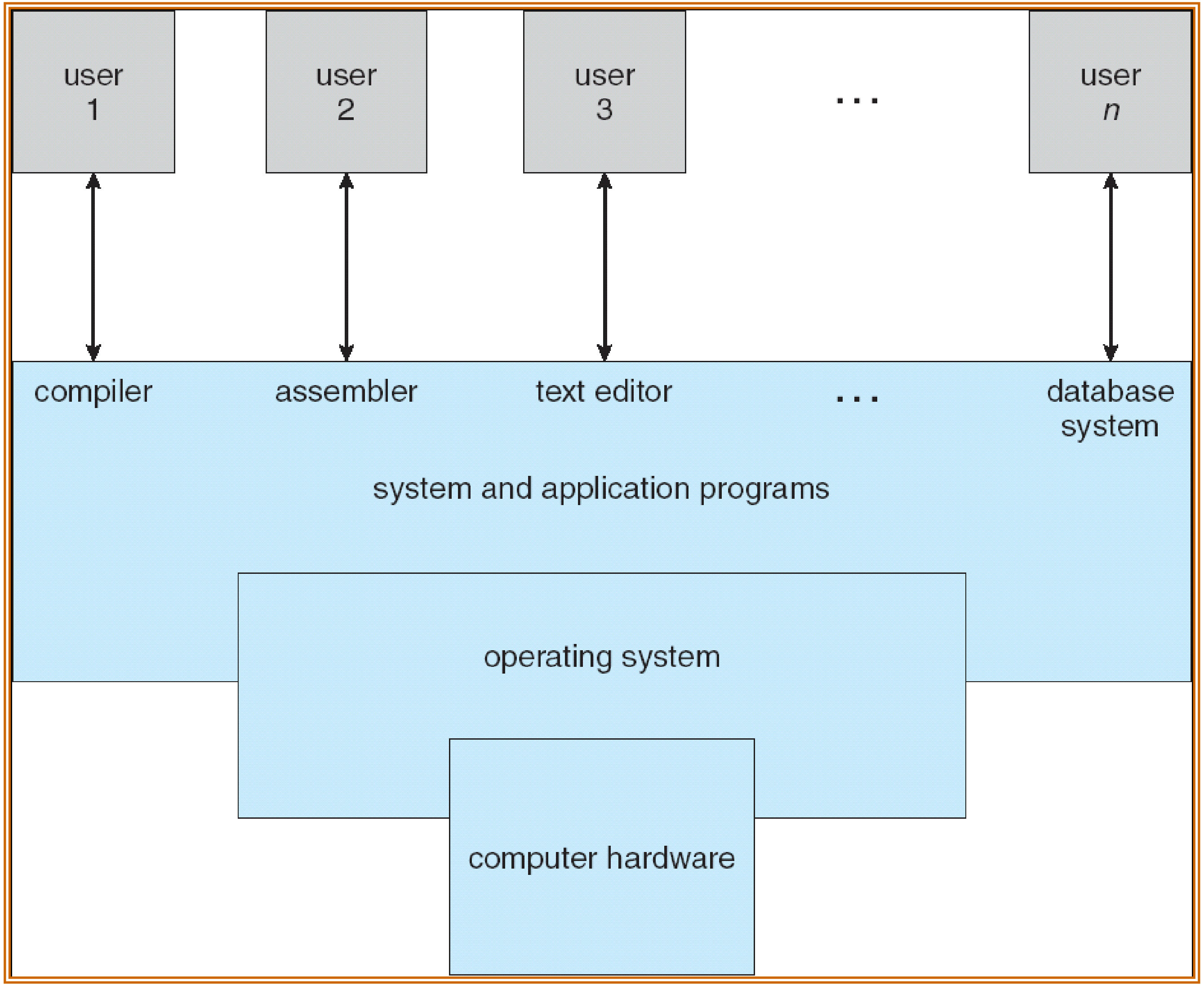
What is an Operating System?

- There is no completely adequate definition for OS

- Roughly, an OS is …
  - Intermediary between the user and H/W
  - Kernel + additional programs
    - Kernel: core of OS that runs at all times
      - System / application programs are not included

- Operating system goals
  - Execute user programs and make solving user problems easier.
  - Make the computer system convenient to use.
  - Use the computer hardware in an efficient manner

Components of Computer System



Components of Computer System

- Computer system can be divided into four components
  - Hardware – provides basic computing resources
    - CPU, memory, I/O devices
  - Operating system
    - Controls and coordinates use of hardware among various applications and users
  - Application programs – define the ways in which the system resources are used to solve the computing problems of the users
    - Word processors, compilers, web browsers, database systems, video games
  - Users
    - People, machines, other computers

What Operating Systems Do?

- OS provides environment
  - Performs no useful function by itself.
  - However, the user can do something easily in the environment provided by OS.

- OS manages the system resources
  - Let the users and the programs share the system resources in time and space.
  - Let the user use the computer hardware in an efficient manner.

System View

- An OS is a resource allocator
  - Manages all resources
    - CPU, memory, file-storage, I/O device, …
  - Decides between conflicting requests for efficient and fair resource use
- An OS is a control program
  - Controls execution of programs to prevent errors and improper use of the computer

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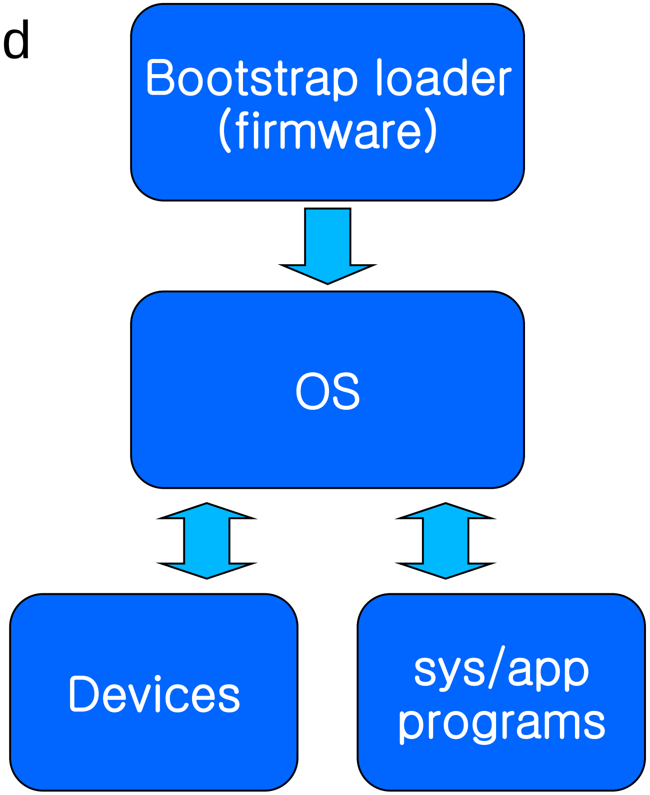
Computer System Operation

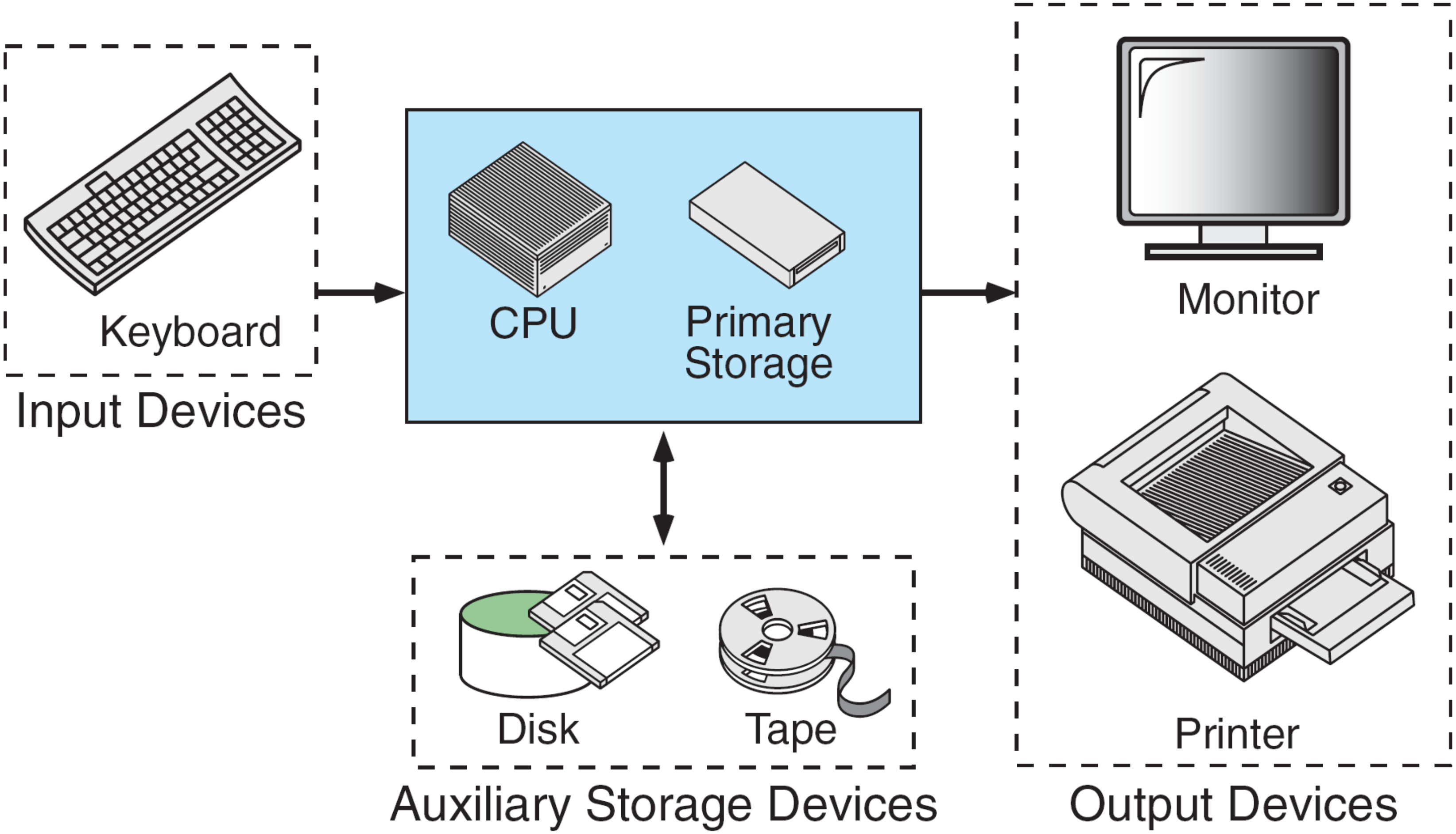
- What happens when a computer starts running?
  1. Bootstrap program (firmware) is executed
     - □ Diagnose and initialize system
     - □ Load and execute OS kernel
       - □ Bootstrap loader
  2. OS kernel
     - □ Boots (init)
     - □ **Waits for some event**
     - □ **Handles event**

→ Modern operating systems are **interrupt driven programs**



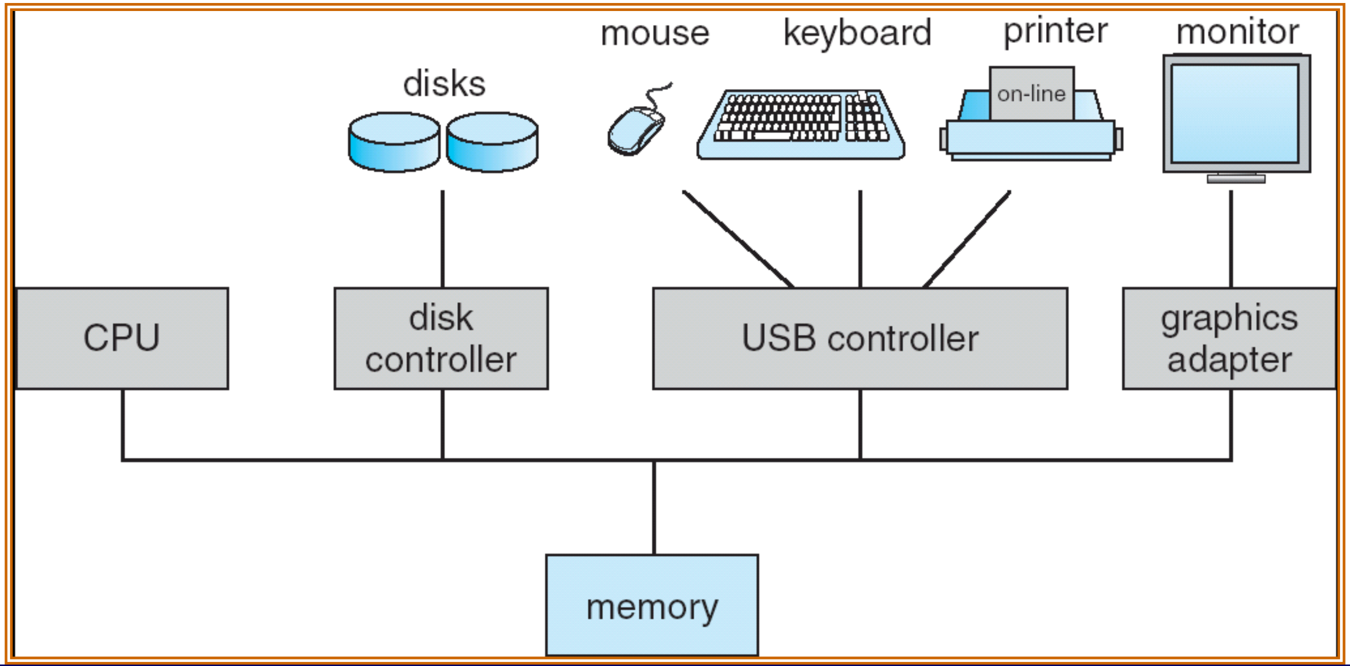
Computer System Organization

- System structure from a simple viewpoint.



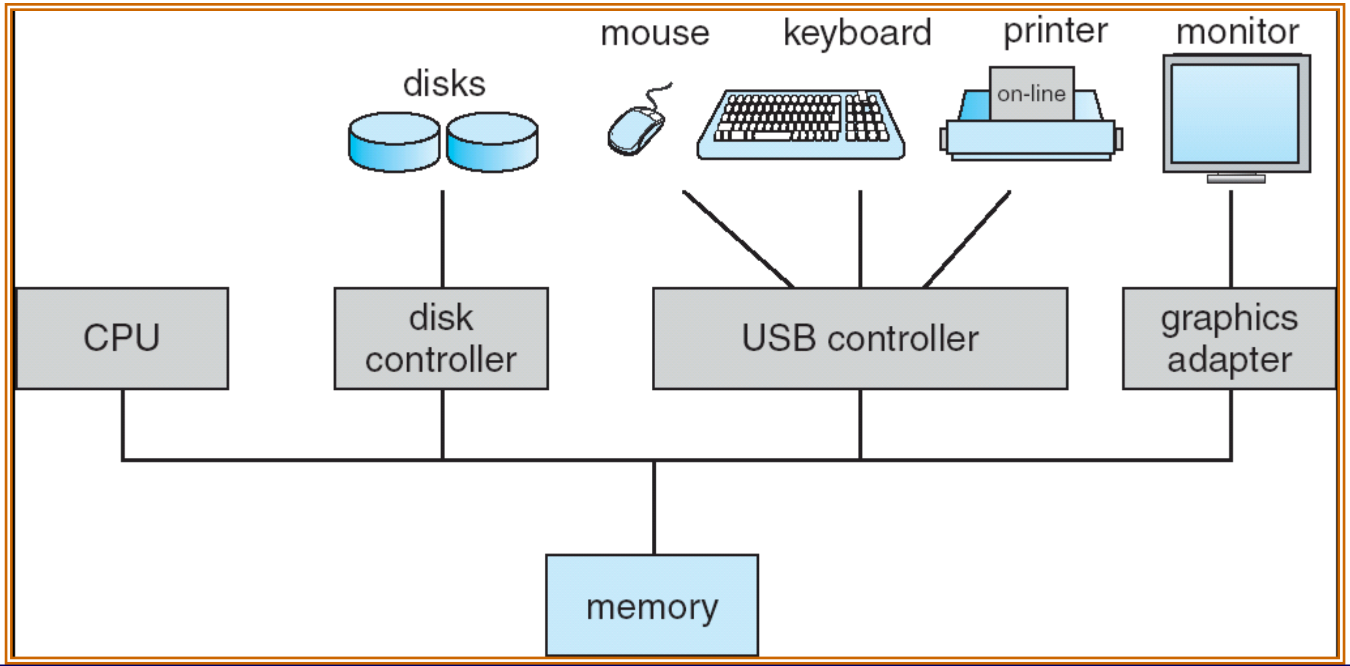
Modern Computer System

- Common bus: a subsystem that transfers data between computer components
- CPU, memory and device controllers are connected to a common bus
- I/O devices and the CPU can execute concurrently.
  - Competing for memory → synchronization problem



Modern Computer System (cont'd)

- Each device controller has a local buffer.
- CPU moves data from/to main memory to/from local buffers
- I/O is from the device to local buffer of controller.
- Device controller informs CPU that it has finished its operation by causing an interrupt.



Interrupt

- Interrupt: an asynchronous signal from hardware or software indicating the need for attention
  - Supported by H/W
  - Each type of interrupt is associated with a number (IRQ number)

- Separate segments of code determine what action should be taken for each type of interrupt
  - Table of interrupt handler: **interrupt vector**

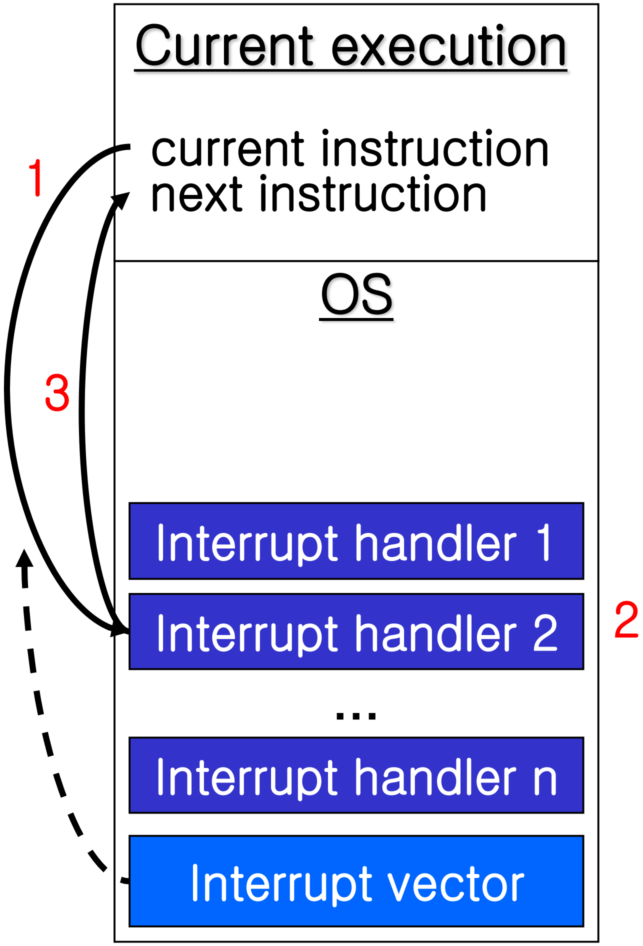
- A mechanism to process **event**
  - H/W interrupt
    - Sending signal to CPU
  - S/W interrupt
    - System call (= monitor call): request from program
      - I/O access, memory allocation, …
    - Exception
      - Divide by zero, invalid memory access, I/O exception, …

An Examples of IRQ

IRQ	Function
IRQ0	System Timer
IRQ1	Keyboard Controller
IRQ2	Cascaded to IRQ8-15
IRQ8	Real-time clock
IRQ9	*-Available(IRQ2)
IRQ10	Network Adaptor
IRQ11	SCSI adapter
IRQ12	PS2 Mouse
IRQ13	Math coprocessor
IRQ14	Primary IDE controller
IRQ15	Secondary IDE controller
IRQ3	Com2/Com4
IRQ4	Com1/Com3
IRQ5	LPT2/ Sound Card
IRQ6	Floppy drive controller
IRQ7	Parallel port LPTI

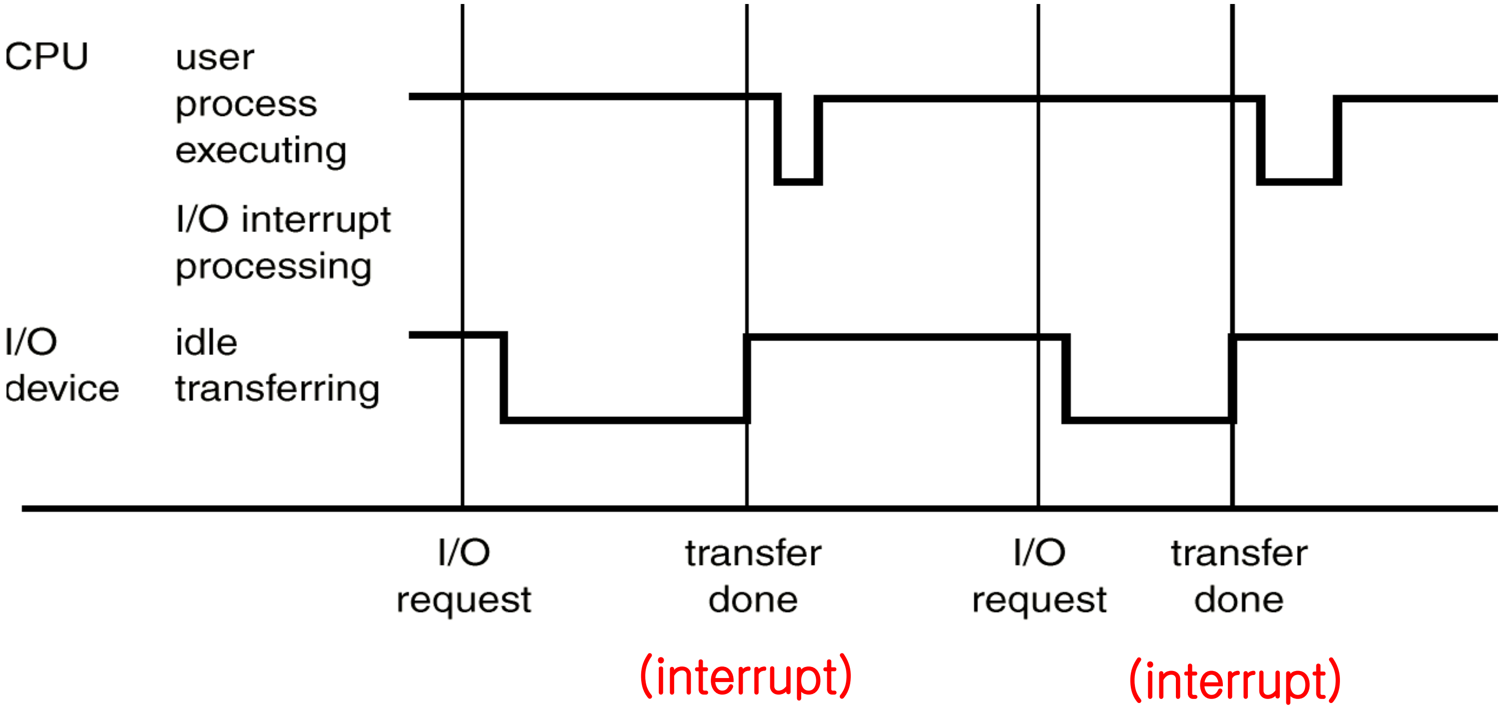
Interrupt Mechanism

- Interrupt handling
  1. CPU stops current work and transfers execution to interrupt handler
     - Interrupt vector: table of interrupt handlers for each types interrupt
  2. Interrupt is handled by corresponding handler
  3. Return to the interrupted program
  - Before interrupt handler is invoked, necessary information should be saved (return address, state)

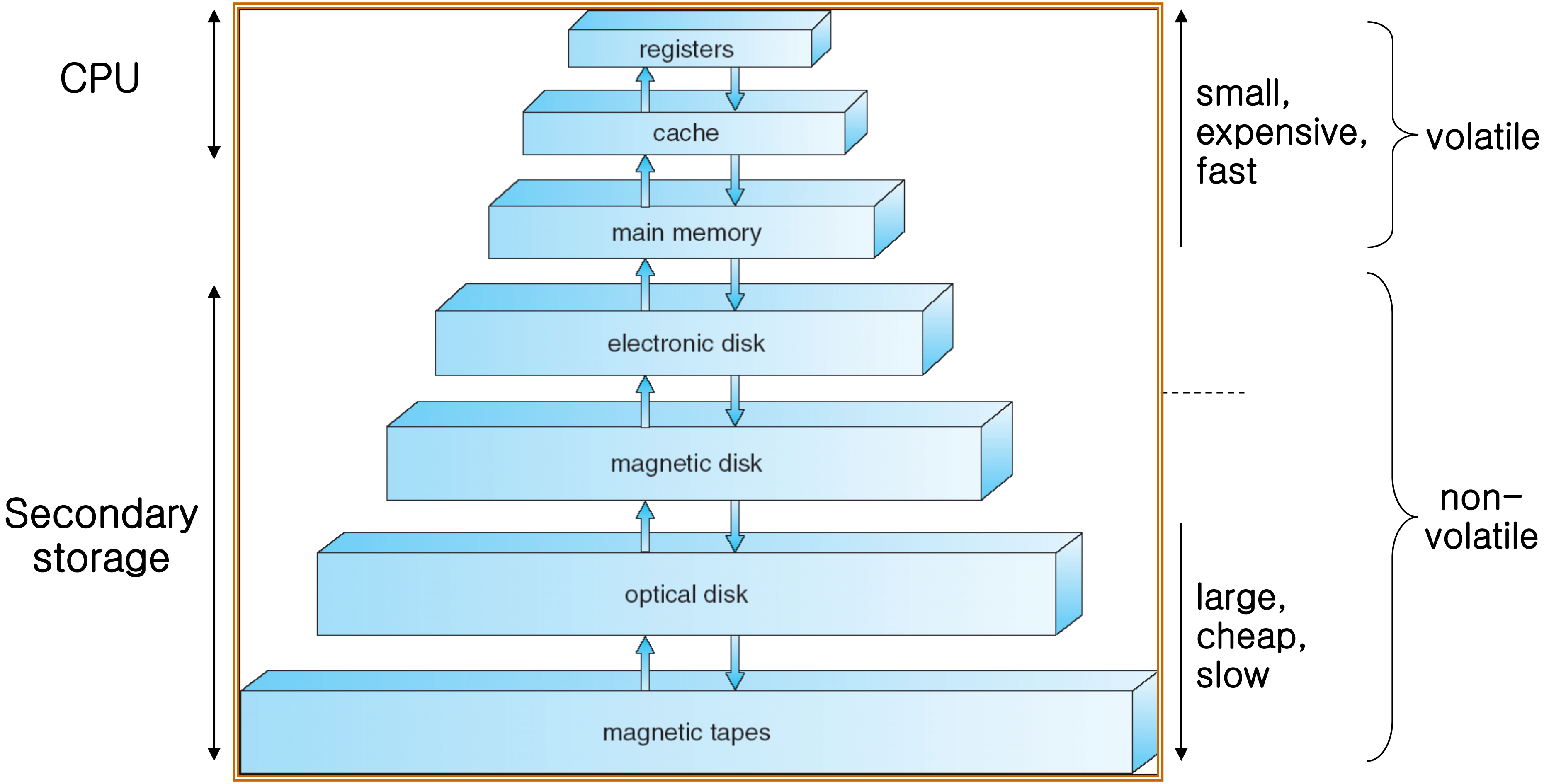


Interrupt-based I/O

1. CPU sends request and continue current process or do another job.
2. When data transfer is done, I/O device interrupts



Storage Structure



CPU

Secondary storage

registers

cache

main memory

electronic disk

magnetic disk

optical disk

magnetic tapes

small, expensive, fast

large, cheap, slow

volatile

non-volatile

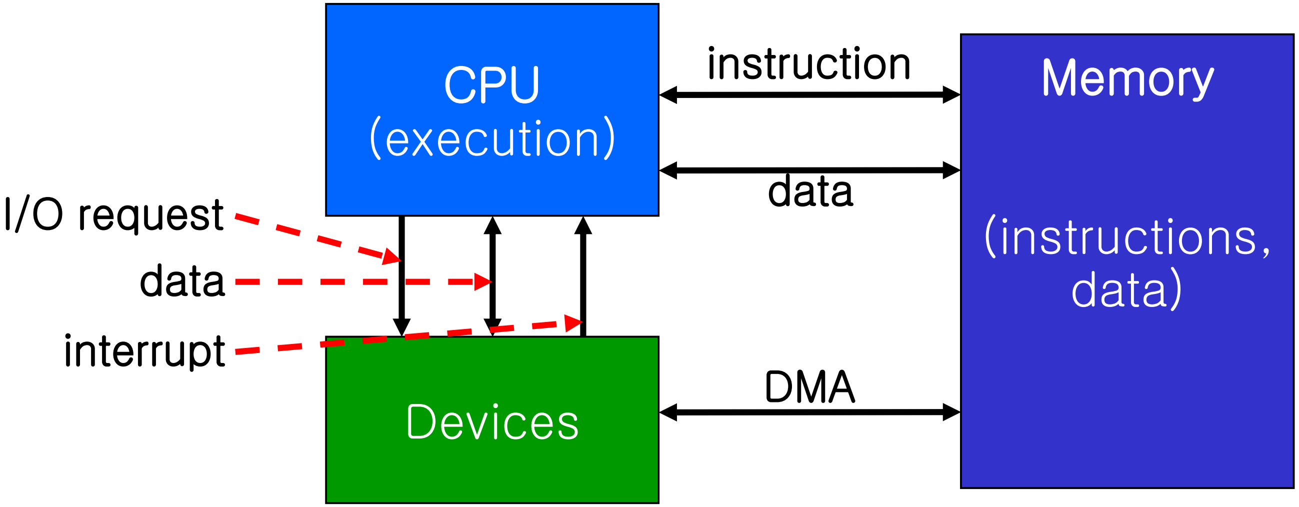
* Electronic disk: SSD, flash memory, NVRAM

Performance of Various Levels of Storage

Level	1	2	3	4	5
Name	registers	cache	main memory	solid state disk	magnetic disk
Typical size	< 1 KB	< 16MB	< 64GB	< 1 TB	< 10 TB
Implementation technology	custom memory with multiple ports CMOS	on-chip or off-chip CMOS SRAM	CMOS SRAM	flash memory	magnetic disk
Access time (ns)	0.25 - 0.5	0.5 - 25	80 - 250	25,000 - 50,000	5,000,000
Bandwidth (MB/sec)	20,000 - 100,000	5,000 - 10,000	1,000 - 5,000	500	20 - 150
Managed by	compiler	hardware	operating system	operating system	operating system
Backed by	cache	main memory	disk	disk	disk or tape

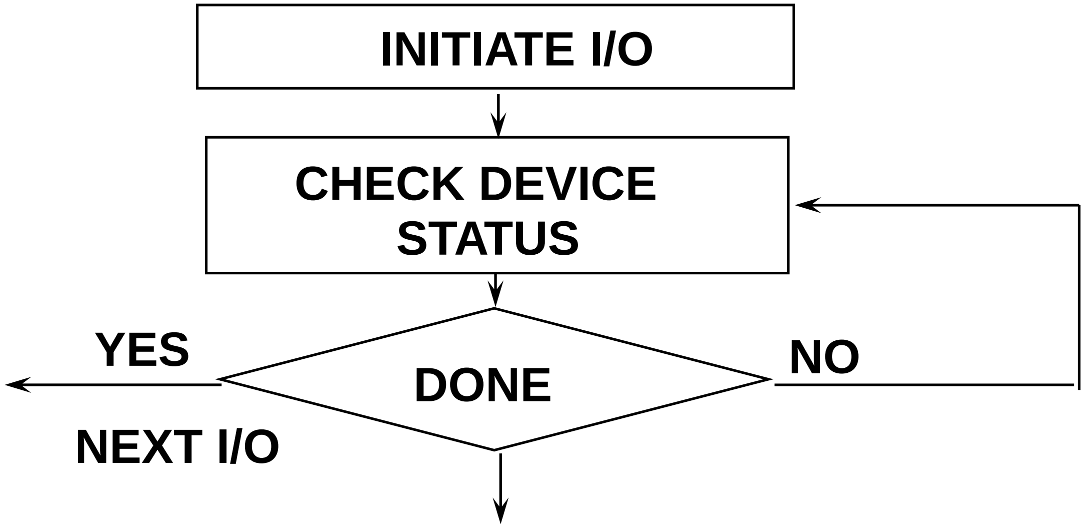
I/O Device Access

- Old systems
  - Busy waiting
- Modern systems
  - Interrupt-driven I/O
  - DMA (Direct memory Access)
    - For large bulk of data



I/O Device Access

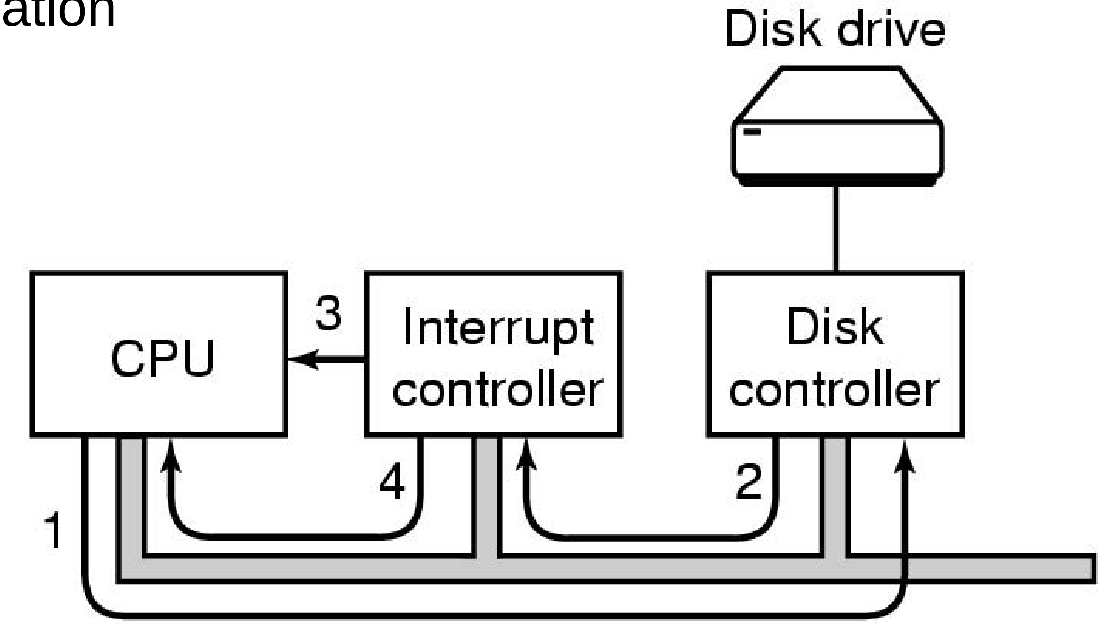
- Busy waiting (old system)
  - CPU checks devices status periodically



→ Problem: CPU does nothing but waits for I/O device

I/O Device Access

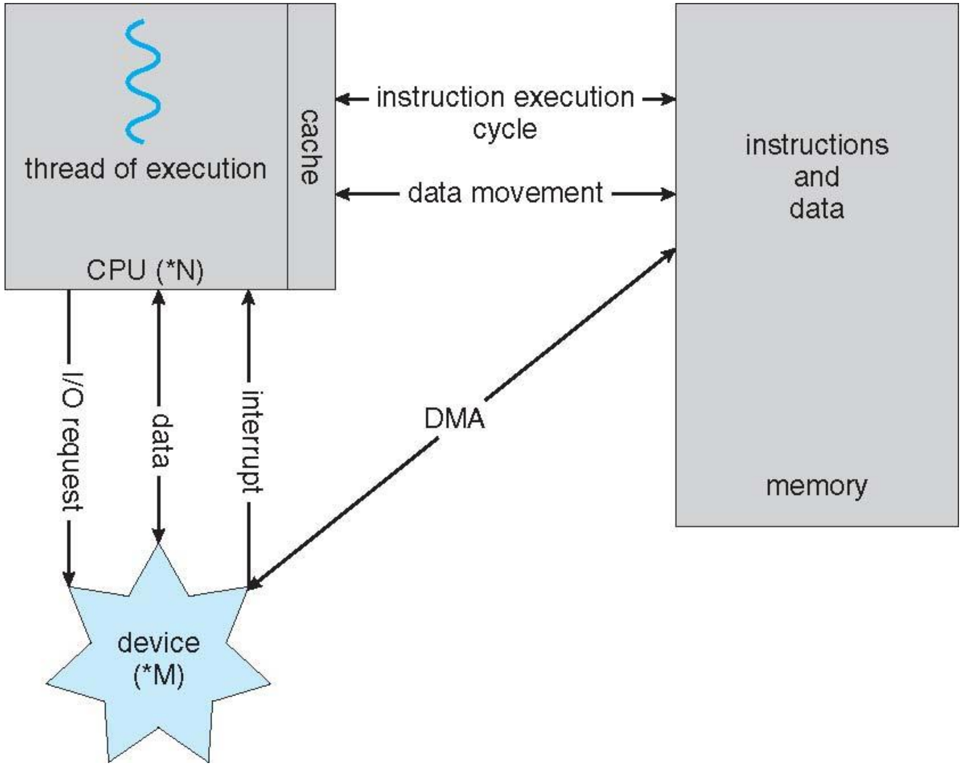
- Interrupt-based I/O
  - CPU sends request to controller
  - When requested I/O operation is completed, CPU is noticed by interrupt.
  - If necessary, CPU can request for information about I/O operation



-> Problem: CPU should transfer large bulk of data

I/O Device Access

- DMA (Direct Memory Access)
  - Device controller directly transfers large bulk of data into main memory
  - CPU doesn't have to be involved in data transfer



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Computer System Architecture

- Single processor systems
- Multi-processor systems
- Clustered systems

Single–Processor systems

- Single general-purpose main CPU

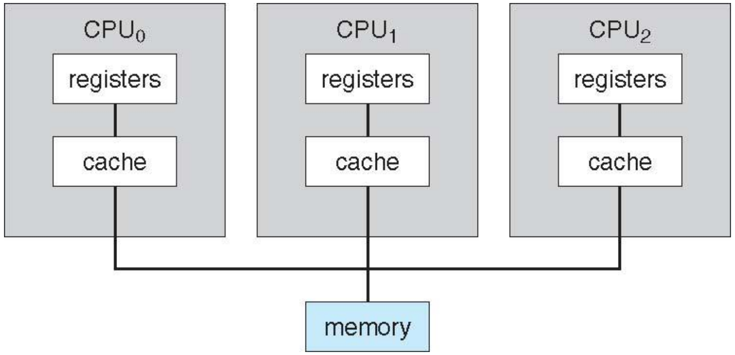
- Some special-purpose processors for devices
  - Not for user process

  Ex) processor of device controller

- Advantage of single processor system
  - Simple
  - Cheap

Multi-Processor Systems

- Two or more processors in close communication
  - Tightly-coupled system
    - Shared bus, clock, memory, peripheral
- Categories
  - Symmetric multiprocessing (SMP)
    - All processors are peers



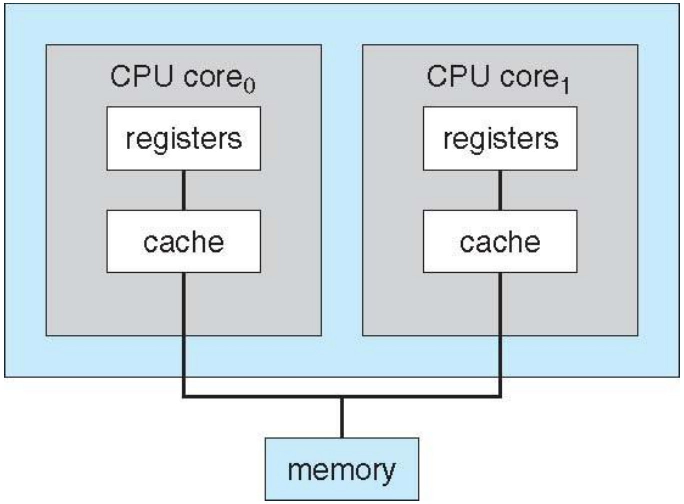
  - Asymmetric multiprocessing
    - Master-slave relation
      - The master schedules and allocates the slaves.

Multi-Processor Systems

- Advantages of multiprocessor system
  - Increased throughput
    - N processors → speed up by N times (ideally)
      - But, usually some overhead
  - Improved reliability
  - Economy of scale (compared to clustered systems)
    - Memory, peripherals can be shared

Multi–Processor Systems

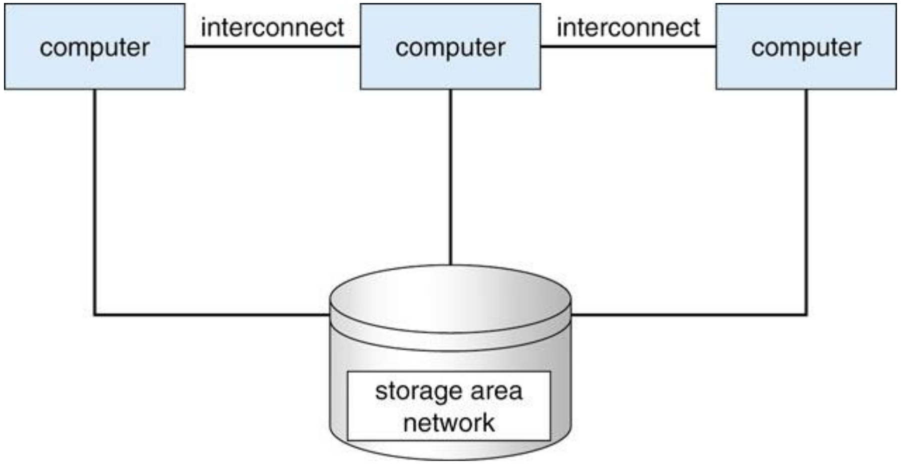
- Multi-cores CPUs
  - Multiple processor cores on single chip
  - Cores can share cache memory



Clustered Systems

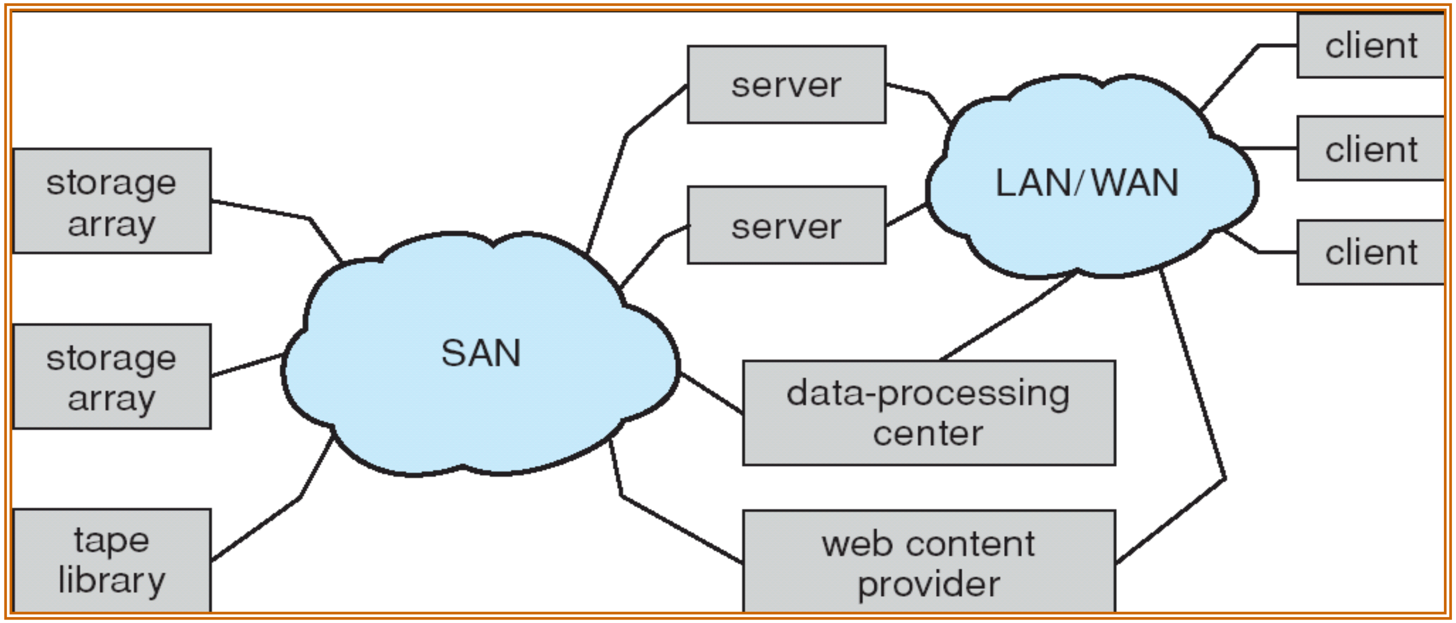
- Multiple systems working together
  - Usually sharing storage via a storage-area network (SAN)
  - Provides a **high-availability** service which survives failures
    - Asymmetric clustering has one machine in hot-standby mode
    - Symmetric clustering has multiple nodes running applications, monitoring each other
  - Some clusters are for **high-performance** computing (HPC)
    - Applications must be written to use parallelization
  - Some have distributed lock manager (DLM) to avoid conflicting operations

Clustered Systems



Storage-Area Network (SAN)

- SAN is a dedicated network that provides access to consolidated, block level data storage.
  - Primarily used to enhance storage devices, accessible to servers so that the devices appear like locally attached devices to the operating system



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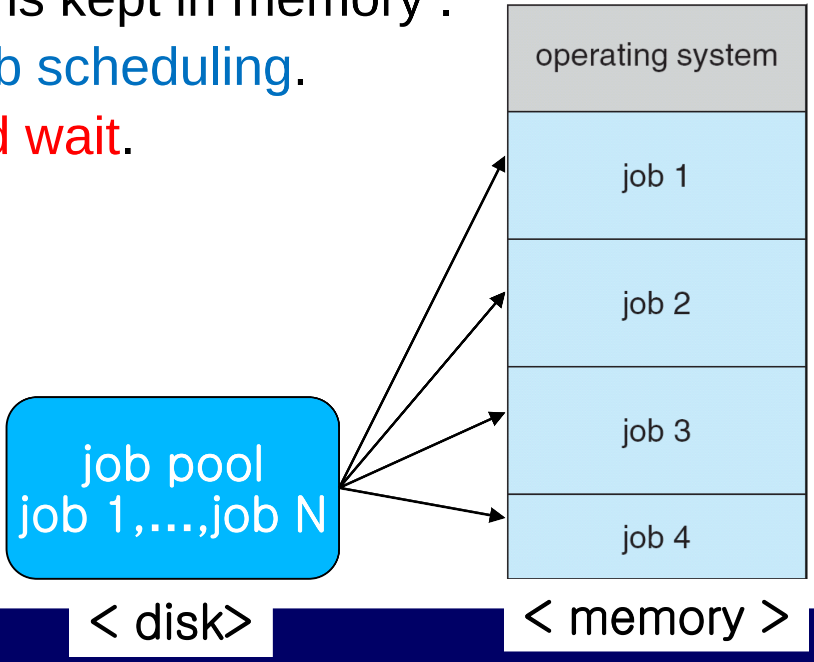
Operating System Structure

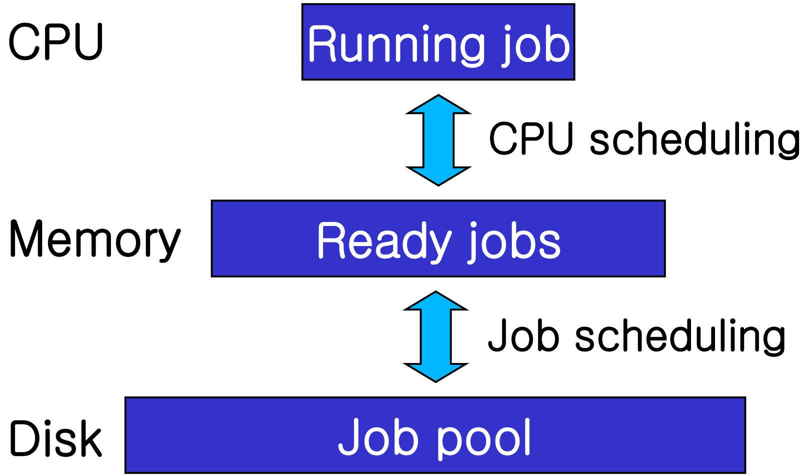
- Motivation: single user cannot keep CPU and I/O devices busy at all times

- **Multiprogramming**
  - Multiprogramming organizes jobs (code and data) so CPU always has one to execute.
  - A subset of total jobs in system is kept in memory .
  - One job selected and run via job scheduling.
  - OS switches jobs if a job should wait.



Operating System Structure

- **Timesharing (multitasking)**: logical extension of multiporgramming in which CPU switches jobs so frequently that users can interact with each job while it is running, creating interactive computing.
  - **Response time** should be < 1 second
  - Each user has at least one program executing(process) in memory
  - **CPU scheduler** selects a job that is ready to run



Virtual Memory

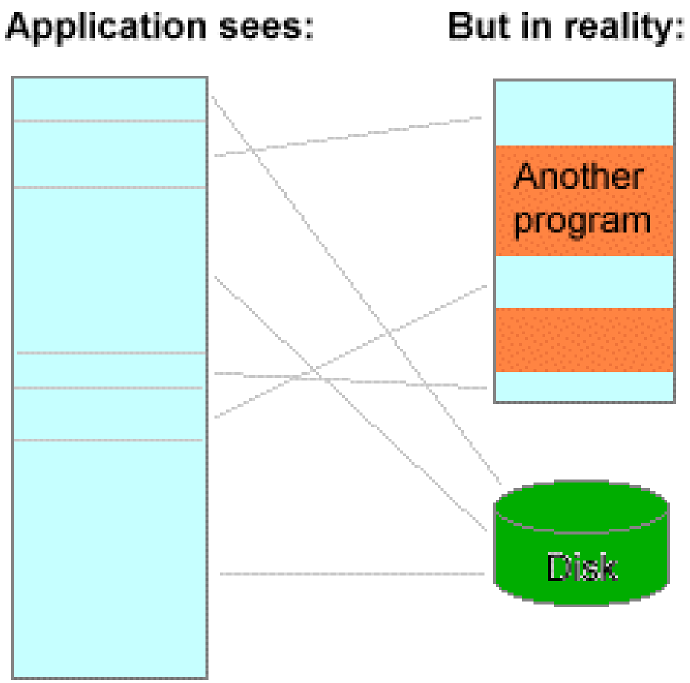
- Main memory is not enough to accommodate all processes on multiprogramming/multitasking system.

→ Remedies

  - **Swapping** moves memory contents in and out to run.
  - **Virtual memory** allows execution of processes not completely in memory.

Virtual Memory

- Virtual memory is a computer system technique which gives an application program the impression that it has contiguous working memory, while in fact it is physically fragmented and may even overflow on to disk storage.
  - "Using disk space to extend physical memory size" + alpha



Operating System Operations

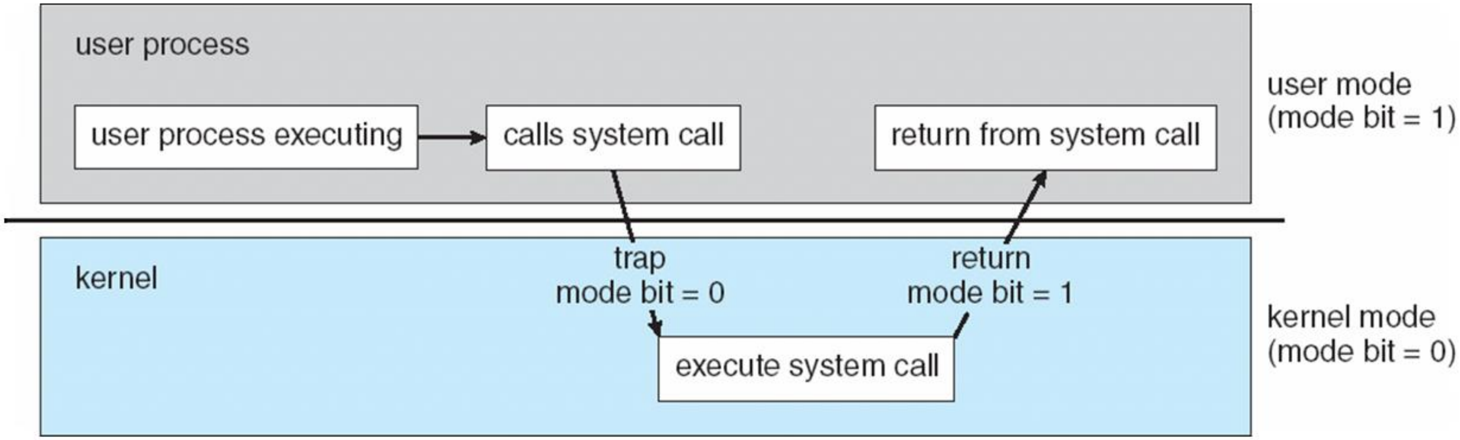
- Modern OS's are interrupt-driven programs
  - Events are signaled by interrupts, which are handled by interrupt handlers.
  - **H/W and S/W resources are shared.**

  ➔ Problem: An error from a process can corrupt whole system

- Essential requirement for multi-user OS: Error of a program should not affect to other program
  - Dangerous instructions ➔ dual mode operation
    - See 80x86 instruction set
  - Long execution ➔ timer interrupt

Operating System Operations

- Dual-mode operation (requires H/W support)
  - User mode
    - User defined code (application)
    - **Privileged instructions, which can cause harm to other system, are prohibited**
      - I/O instruction, timer instruction, …
      - Privileged instruction can be invoked only through OS system call.
  - Kernel mode (supervisor mode, system mode, privileged mode)
    - OS code
    - Privileged instructions are permitted



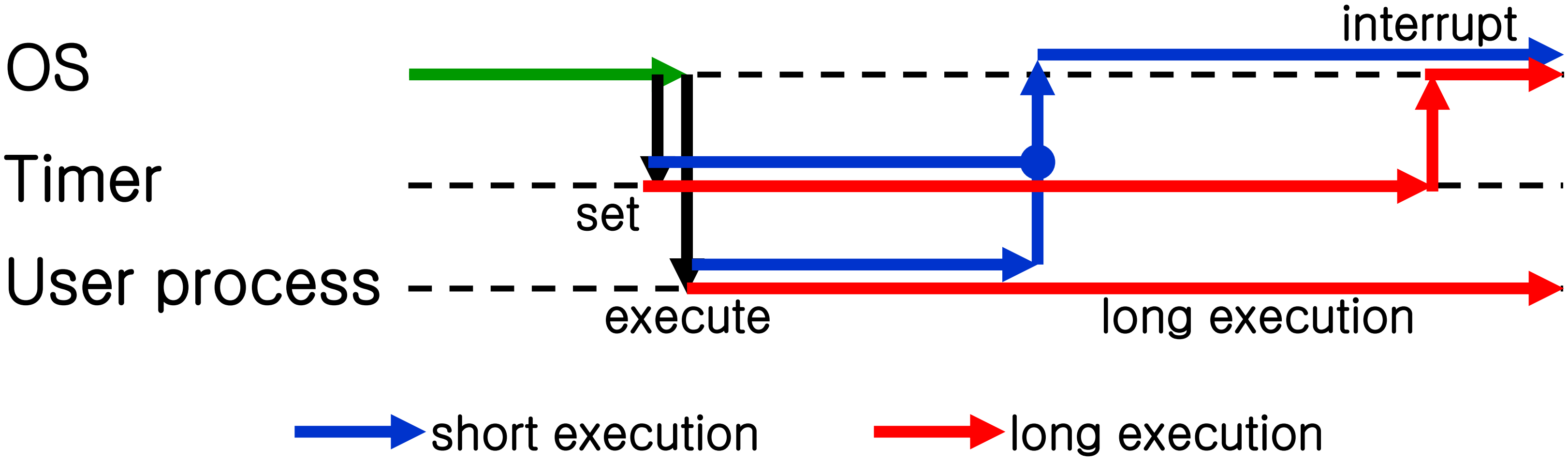
Operating System Operations

- Advantage of dual-mode operation
  - Errors violating mode can be detected by H/W and handled by OS
    - Abnormal termination without system halt
    - Error message
    - Memory is dumped

Operating System Operations

- Protecting from very long execution of a program
  - Before OS gives control to user process, timer is set to interrupt after pre-defined duration
  - If timer interrupt occurs, OS can take control to handle each case appropriately

  * Note: Time counter can be modified by only privileged instruction



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Core Components of OS

- Process management
- Memory management
- Storage management
- Protection and security

Process Management

- **Process**: program in execution (active entity)
  - Job, time-shared program
  - Active program with **required resources**

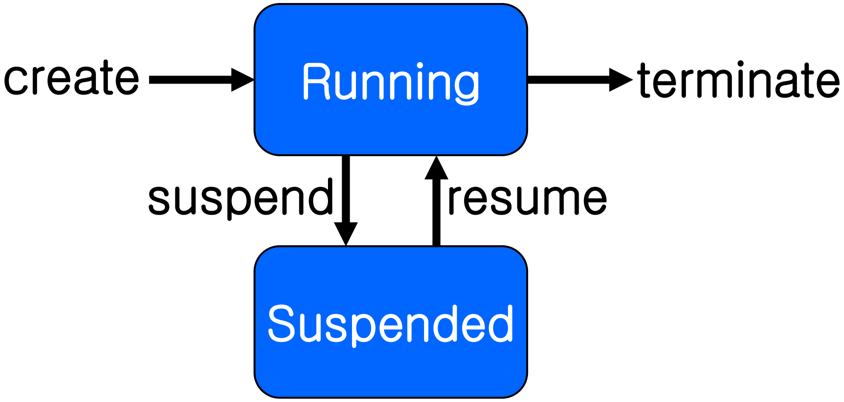
    Ex) word-processor running on PC, …
  - Single threaded process has **a program counter**.
    - Multiple instances of a program: separate processes
  - Unit of work
    - Operating system processes, user processes

Process Management

- Terminologies similar to process
  - **Thread**: a way for a program to split itself into two or more simultaneously running task
    - Basic unit of CPU utilization
    - Smaller unit than process
    - Each thread has its own ID, program counter, register set, stack,…
    - Major resources are shared
  - **Task**: an execution path through address space
    - A set of program instructions that is loaded in memory
    - In some context, such as Linux, task means process or both process and thread

Process Management

- Process management by OS
  - Creating/deleting processes
  - Suspending/resuming process
  - Process synchronization



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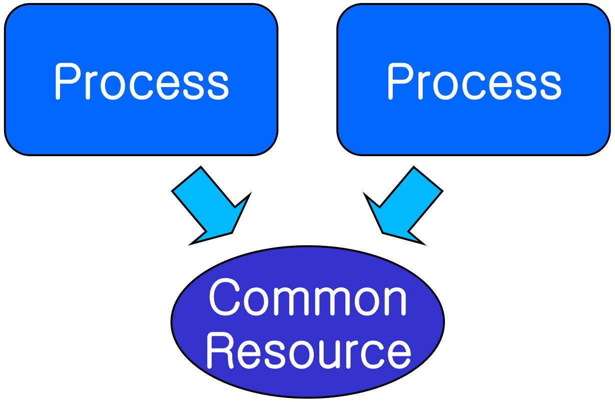

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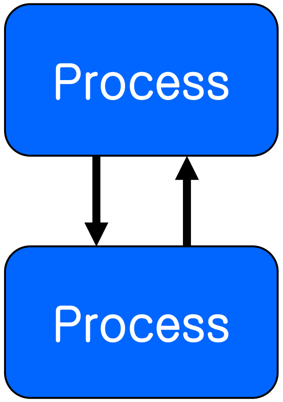
Process Management

- Process management by OS
  - Process communication
  - Deadlock handling



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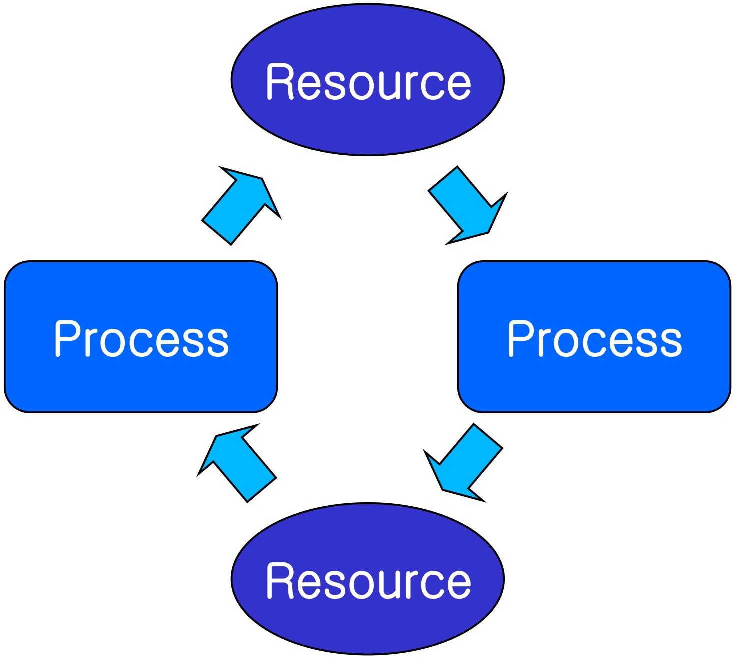


< dead lock >

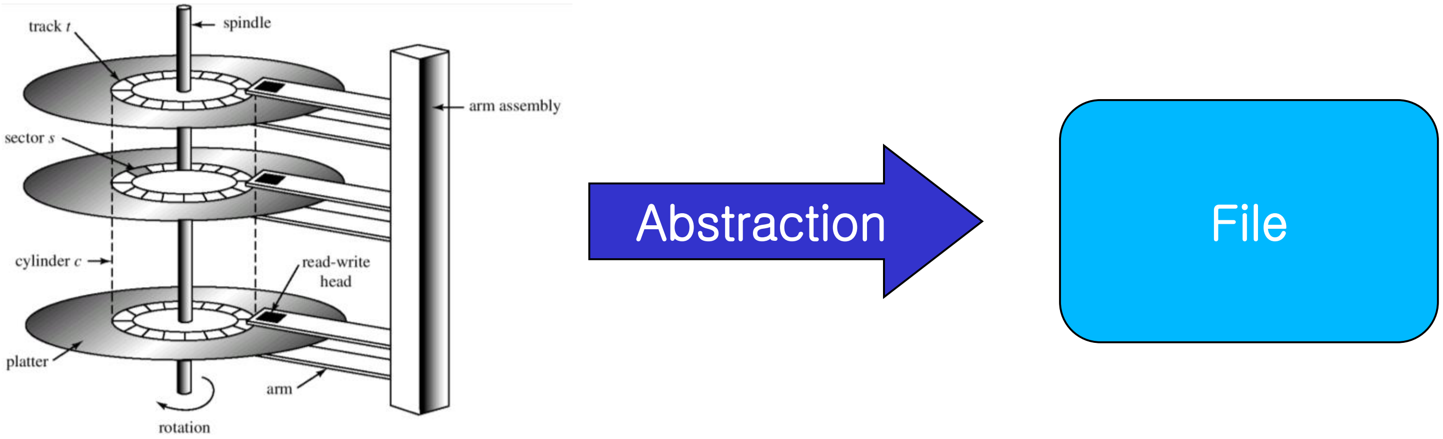
Memory Management

- Main memory is central to operation of modern system
  - The only large storage that CPU can address/access directly.
  - Repository of data shared by CPU and I/O devices.

- Memory management by OS
  - Keeping track of which part of memory is occupied by whom
  - Allocating/deallocating memory space
  - Deciding which process and data to move in/out of memory

Storage Management

- Abstraction of physical storage into logical **file**
  - Physical storage: magnetic disk, optical disk, magnetic tape, …
    - Various in speed, capacity, transfer rate, access method
  - File: logical storage unit abstracted by OS

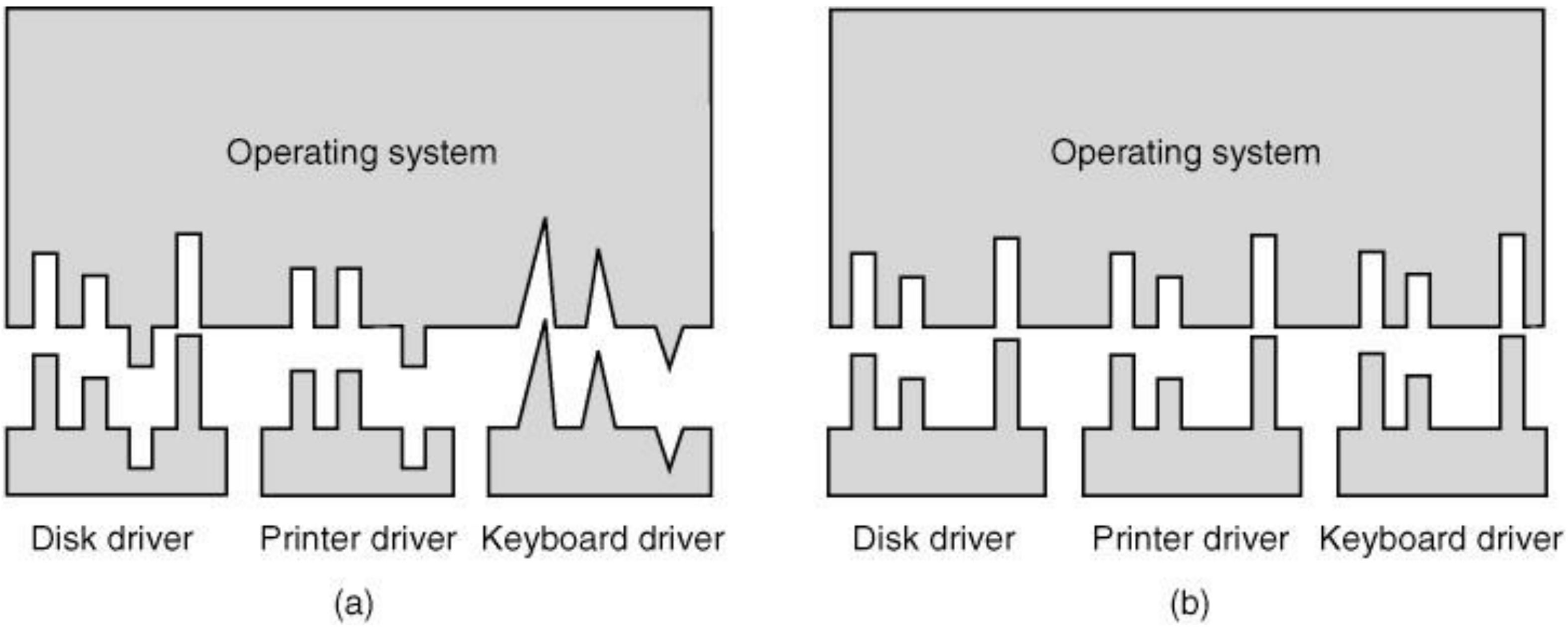


Abstraction

File

Device Driver

- Device drivers provides uniform interfaces



Storage Management

- File-system management
  - Creating/deleting files and directories
  - Supporting primitives for manipulating files/directories
  - Mapping files into secondary storage
  - Backup files on stable storage media

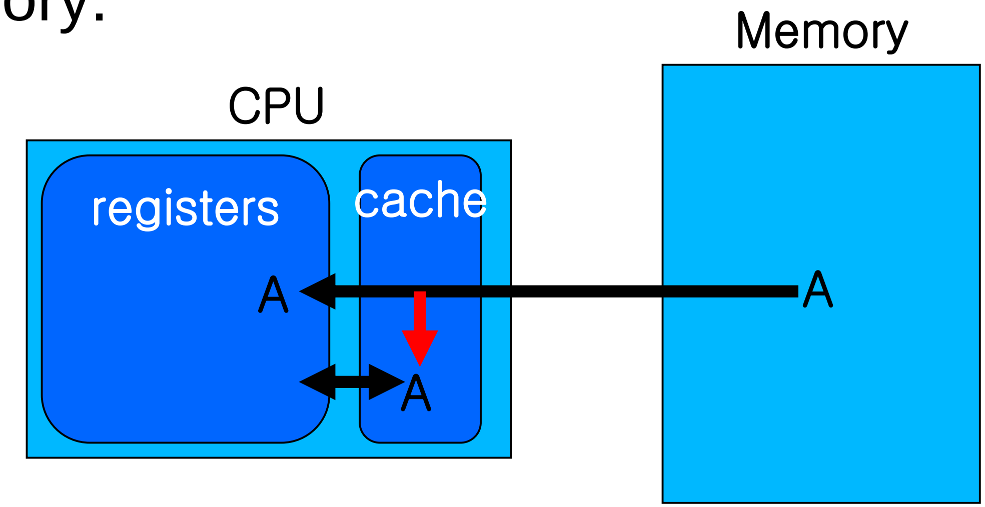
Mass–Storage Management

- The operating system implements the abstract concept of a file by managing mass-storage media.
- Mass-storage management
  - Free-space management
  - Storage allocation
  - Disk scheduling

Cashing

- Temporal copy of used information into **small and faster storage** for next access
  - Based on locality of references
- When a particular piece of information is needed,
  - First, check if it is in cache → *faster than original source*
  - If so, use it, otherwise, use information from original source

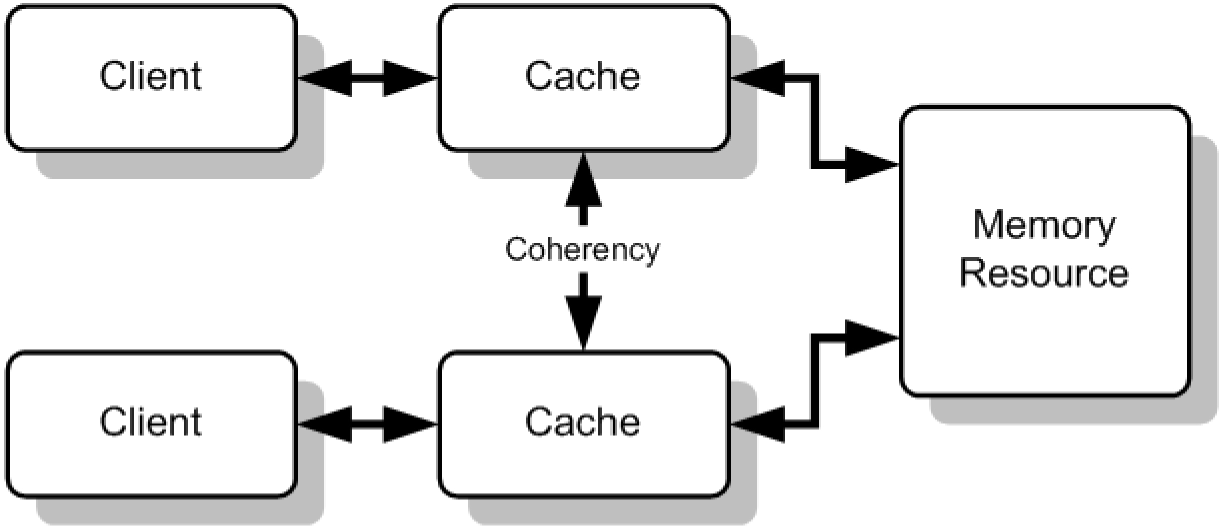
cf. Main memory can be viewed as a cache for secondary memory.



Cache Coherence

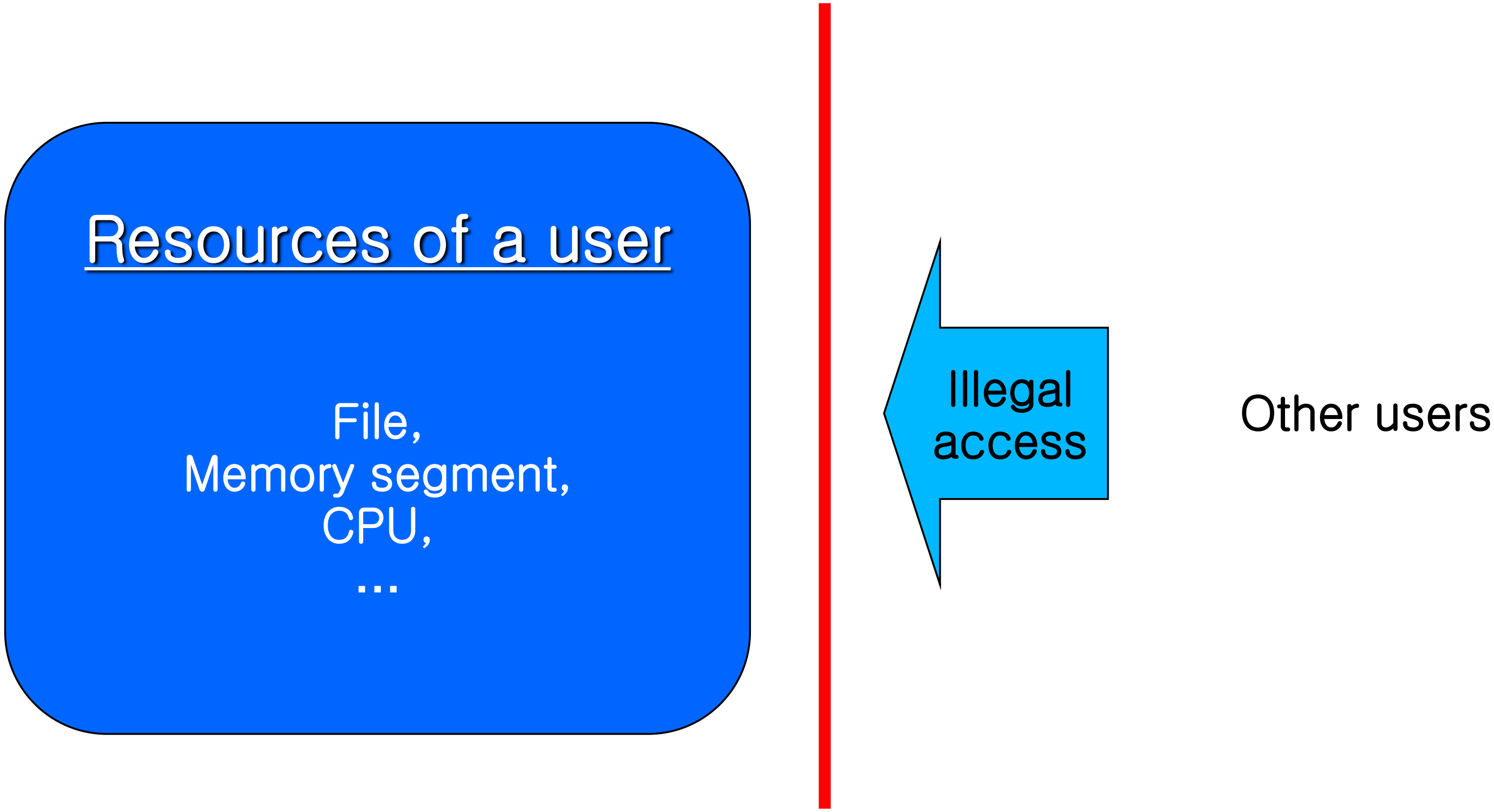
- Multiprocessor environment must provide **cache coherency** in hardware such that all CPUs have the most recent value in their cache

- Cache coherence: integrity of data stored in local caches of a shared resource.



Protection and Security

- Major issue in multi-user, multi-processing system
  - Authorization mechanism for file, memory segment, CPU, and other resources



Protection and Security

- **Protection**: any mechanism for controlling access of processes or users to resources
  - Unique User ID, group ID are assigned to all processes and resources
- However, protection is not sufficient
  - Authentication can be stolen
- **Security**: defense against external and internal attack to acquire authentication illegally
  - Security issue is very important in recent environment

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- **Computing environments**

Computing Environments – Traditional

- Stand-alone general purpose machines
- But blurred as most systems interconnect with others (i.e., the Internet)
- **Portals** provide web access to internal systems
- **Network computers** (**thin clients**) are like Web terminals
- Mobile computers interconnect via **wireless networks**
- Networking becoming ubiquitous – even home systems use **firewalls** to protect home computers from Internet attacks

Computing Environments – Mobile

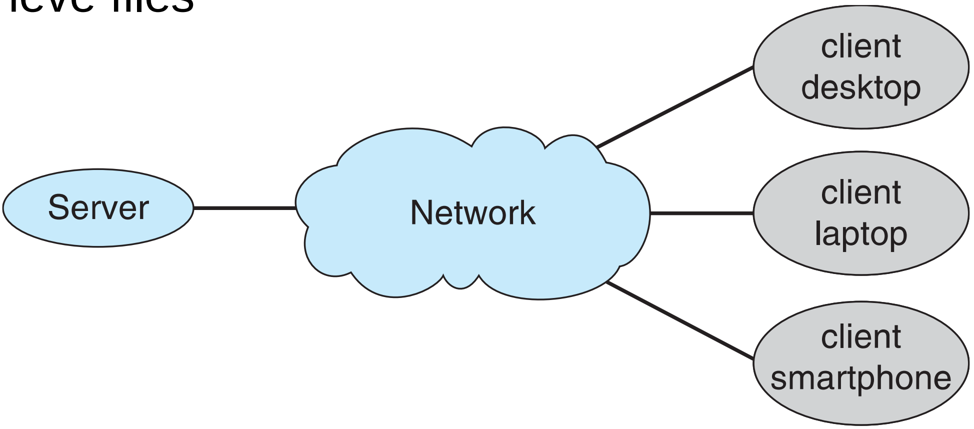
- Handheld smartphones, tablets, etc
- What is the functional difference between them and a “traditional” laptop?
- Extra feature – more OS features (GPS, gyroscope)
- Allows new types of apps like ***augmented reality***
- Use IEEE 802.11 wireless, or cellular data networks for connectivity
- Leaders are **Apple iOS** and **Google Android**

Computing Environments – Distributed

- Distributed computiing
  - Collection of separate, possibly heterogeneous, systems networked together
    - **Network** is a communications path, **TCP/IP** most common
      - **Local Area Network** (**LAN**)
      - **Wide Area Network** (**WAN**)
      - **Metropolitan Area Network** (**MAN**)
      - **Personal Area Network** (**PAN**)
  - **Network Operating System** provides features between systems across network
    - Communication scheme allows systems to exchange messages
    - Illusion of a single system

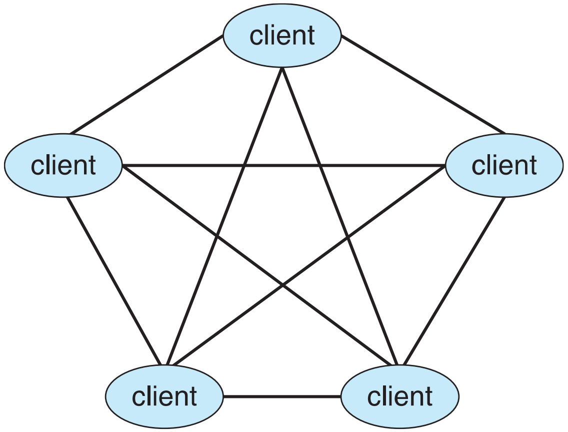
Computing Environments – Client-Server

- Client-Server Computing
  - Dumb terminals supplanted by smart PCs
  - Many systems now **servers**, responding to requests generated by **clients**
    - □ **Compute-server system** provides an interface to client to request services (i.e., database)
    - □ **File-server system** provides interface for clients to store and retrieve files



Computing Environments – Peer-to-Peer

- Another model of distributed system
- P2P does not distinguish clients and servers
  - Instead all nodes are considered peers
  - May each act as client, server or both
  - Node must join P2P network
    - Registers its service with central lookup service on network, or
    - Broadcast request for service and respond to requests for service via ***discovery protocol***
  - Examples include Napster and Gnutella, **Voice over IP** (**VoIP**) such as Skype



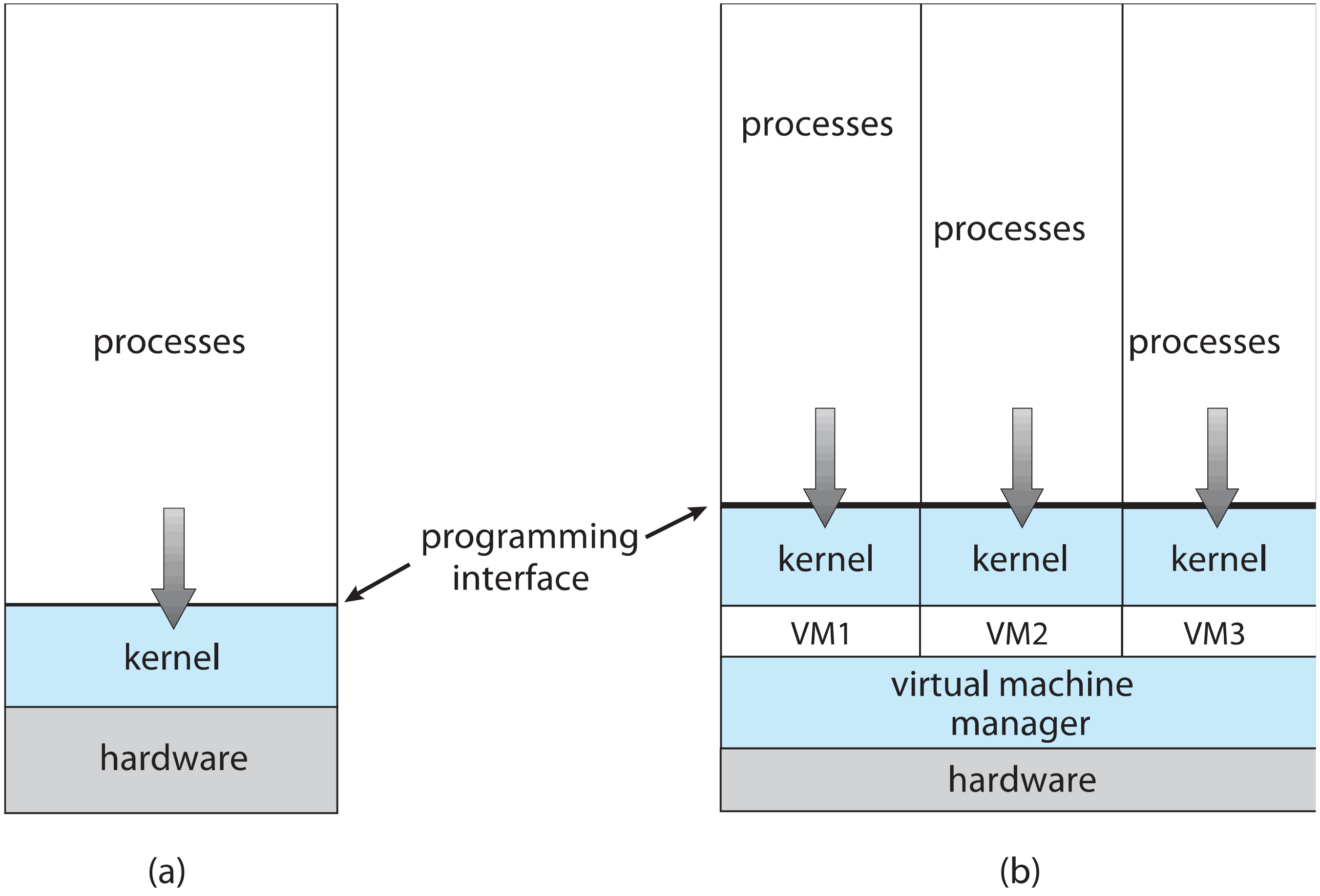
Computing Environments – Virtualization

- Allows operating systems to run applications within other OSes
  - Vast and growing industry
- **Emulation** used when source CPU type different from target type (i.e. PowerPC to Intel x86)
  - Generally slowest method
  - When computer language not compiled to native code – **Interpretation**
- **Virtualization** – OS natively compiled for CPU, running **guest** OSes also natively compiled
  - Consider VMware running WinXP guests, each running applications, all on native WinXP **host** OS
  - **VMM** (virtual machine Manager) provides virtualization services

Computing Environments – Virtualization

- Use cases involve laptops and desktops running multiple OSes for exploration or compatibility
  - Apple laptop running Mac OS X host, Windows as a guest
  - Developing apps for multiple OSes without having multiple systems
  - QA testing applications without having multiple systems
  - Executing and managing compute environments within data centers
- VMM can run natively, in which case they are also the host
  - There is no general purpose host then (VMware ESX and Citrix XenServer)

Computing Environments – Virtualization

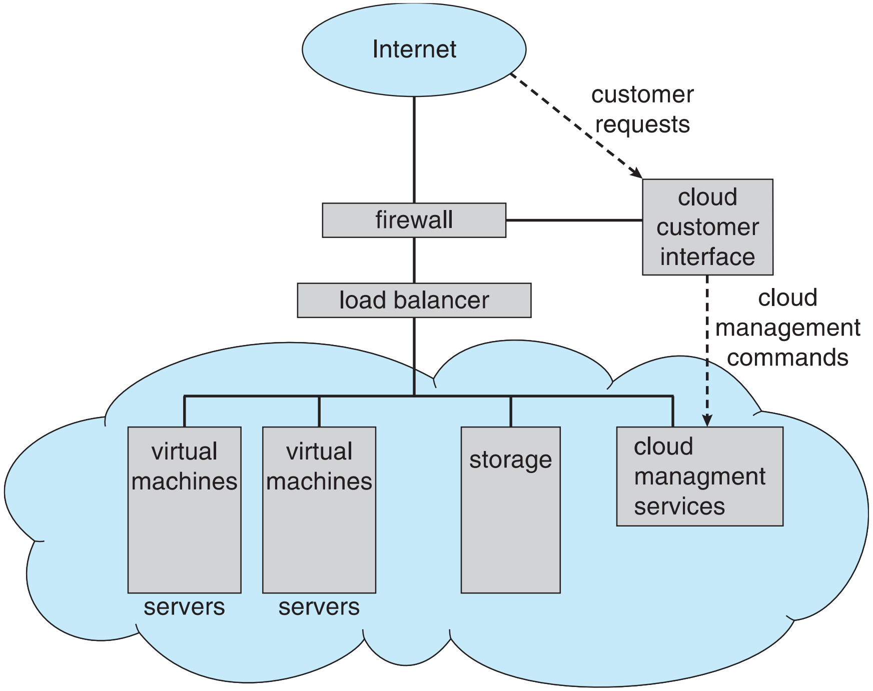


Computing Environments – Cloud Computing

- Delivers computing, storage, even apps as a service across a network
- Logical extension of virtualization because it uses virtualization as the base for it functionality.
  - Amazon **EC2** has thousands of servers, millions of virtual machines, petabytes of storage available across the Internet, pay based on usage
- Many types
  - **Public cloud** – available via Internet to anyone willing to pay
  - **Private cloud** – run by a company for the company's own use
  - **Hybrid cloud** – includes both public and private cloud components
  - Software as a Service (**SaaS**) – one or more applications available via the Internet (i.e., word processor)
  - Platform as a Service (**PaaS**) – software stack ready for application use via the Internet (i.e., a database server)
  - Infrastructure as a Service (**IaaS**) – servers or storage available over Internet (i.e., storage available for backup use)

Computing Environments – Cloud Computing

- Cloud computing environments composed of traditional OSes, plus VMMs, plus cloud management tools
  - Internet connectivity requires security like firewalls
  - Load balancers spread traffic across multiple applications



Computing Environments – Real–Time Embedded Systems

- Real-time embedded systems most prevalent form of computers
  - Vary considerable, special purpose, limited purpose OS, **real-time OS**
  - Use expanding
- Many other special computing environments as well
  - Some have OSes, some perform tasks without an OS
- Real-time OS has well-defined fixed time constraints
  - Processing ***must*** be done within constraint
  - Correct operation only if constraints met

Open-Source Operating Systems

- Operating systems made available in source-code format rather than just binary **closed-source**
- Counter to the **copy protection** and **Digital Rights Management (DRM)** movement
- Started by **Free Software Foundation (FSF)**, which has "copyleft" **GNU Public License (GPL)**
- Examples include **GNU/Linux** and **BSD UNIX** (including core of **Mac OS X**), and many more
- Can use VMM like VMware Player (Free on Windows), Virtualbox (open source and free on many platforms - http://www.virtualbox.com)
  - Use to run guest operating systems for exploration