Operating systems II
CS 2506

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Today's topics

- The role of the operating system.
- What is the relationship between the applications/programs and "the computing system"?
- How can a user process benefit of services of the operating system?

Computing resources

- What is a computer now?

- Computer configuration and architecture changed:
  - CPU/processor/core ➔ many cores
  - Main memory (plain) ➔ memory hierarchy (cache, main memory)
  - Storage (magnetic tape, disk) ➔ array of large disks
  - Bus ➔ multiple buses
  - Peripherals ➔ + Sensors

- ...or a cloud instance provided as a service.

- How are these resources allocated to applications?

Allocation of computing resources

- Generally, there is more than one unit of a type of resource in a computer configuration. Examples: cores, memory pages, disk sectors, networking cards, cameras.

- Resource allocation to processes is carried out in terms of units and managed by specific OS services during processes life time.

- Many operating systems are using virtualization of resources (cores, memory pages) for better utilization.

Computing resources management

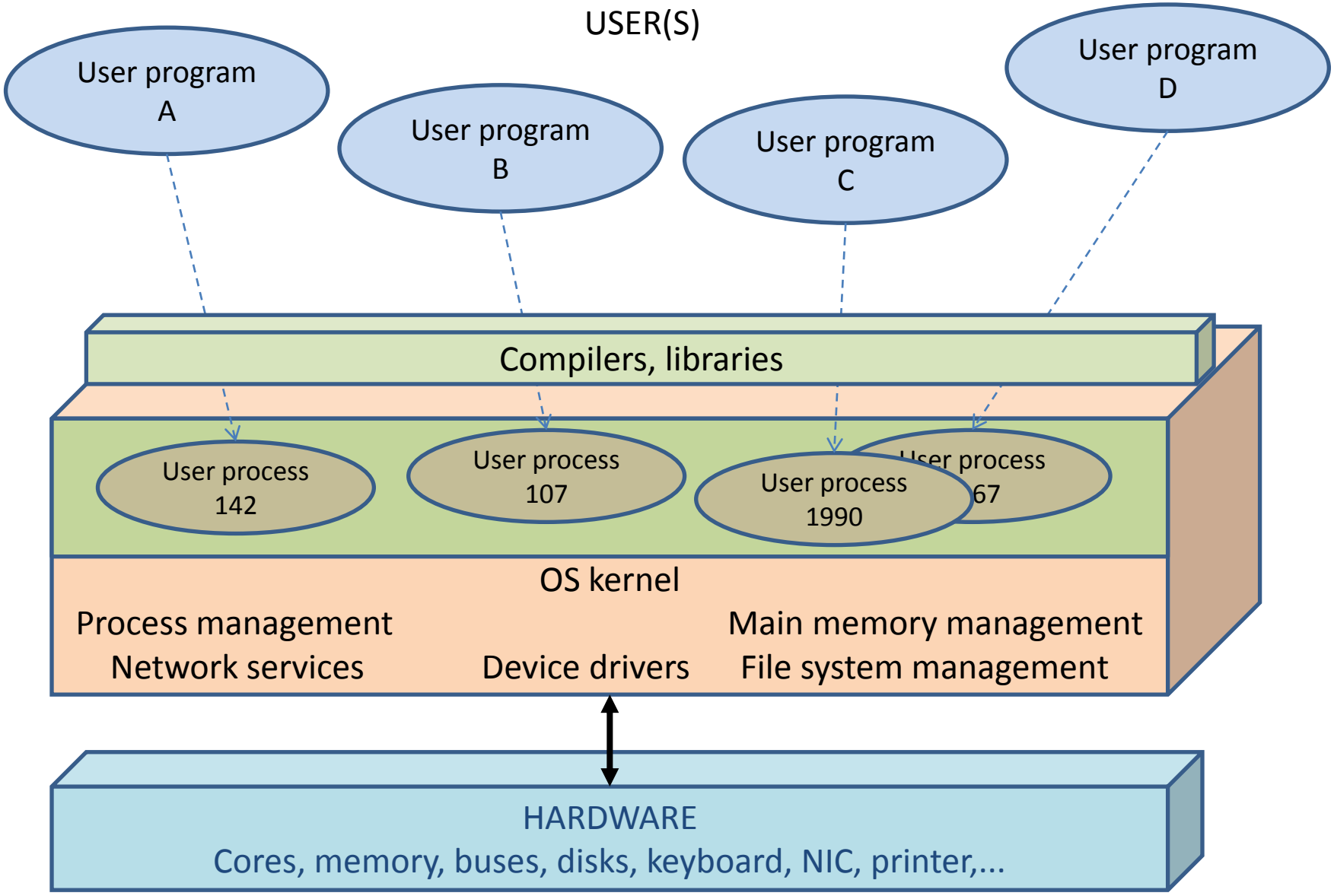
- OS goals:
  - To meet user requirements
    - Least execution time, quick response;
    - Least cost;
    - Fairness;
    - Best possible user experience.
  - To meet system admin requirements
    - Optimal use of resources;
    - Least energy use (green computing).
- The system admin can be the user/owner but not necessarily.

What is a process?

- Process definitions:
  - an *instance of a running program*, or
  - a process is *the context associated with a program in execution.*

- The context represents state information:
  - program variables/values, stored in the user space;
  - management information such as process ID, priority, owner, current directory, open file descriptors, etc. stored in the kernel space.

- The process consists of the executable (instructions), its data and administrative (management) information, including the set of resources allocated to it - context.


USER(S)
User program A
User program B
User program C
User program D
Compilers, libraries
User process 142
User process 107
User process 1990
User process 67
OS kernel
Process management
Main memory management
Network services
Device drivers
File system management
HARDWARE
Cores, memory, buses, disks, keyboard, NIC, printer,...

Computing system layers

- The bottom layer is the hardware; it accepts primitive commands such as “seek the disk arm to track 79, select head 3 and read sector 5”. Software that interacts directly with the hardware is non-portable and contains low level details: data for control and state registers, interrupt priorities, DMA starting address,…

- The OS kernel has several key components:
  - *Device drivers* are the hardware units managers; they hide the low level details.
  - *File sys manager* is the code that organizes the data storage into files and directories, hiding low level details re disk blocks, for example.
  - *Process management* handles processes, allocating them resources and scheduling their execution.
  - *Memory management* is responsible for physical memory and virtual memory management.
  - *Network services* provide host-to-host and process-to-process communication across network.

Kernel services

- The kernel can be viewed as a collection of functions/services that user programs may call. They offer functionality and a higher level of abstraction of the computer.
- The repertoire of commands supported by the kernel defines the “virtual machine” which is platform-independent.
- To enter the kernel, the user program makes a *system call by executing a trap instruction of some sort.*
- This instruction switches the processor into a privileged operating mode (*kernel mode) and jumps into the kernel through a well-defined trap address.*
- Parameters passed with the trap instruction tell the kernel what service is requested.
- When the function is completed, the processor flips back to its normal operating mode (*user mode) and returns control to the user program.*

Trap instructions

- There are functions that require specific knowledge of handling resources – control registers, state register, sequence of operations, and a certain degree of protection – resources shared by several users/programs.
- These functions are coded as service routines; they are also known as *system calls*.

- The sequence of steps for a system call is:
  - The system call is invoked by the user program;
  - OS function is performed;
  - Control returns to the user program.

- Trap instructions are used to implement system calls.

Library functions

- User programs have access to libraries and include in their code functions of these libraries – linked in the executables.
- Some library functions use system calls. The function itself parcels up the parameters correctly and then performs the trap.

- The function works as a wrapper for the system call.
- Example:

printf(“hello world”); ➔ write(1, “hello world”, 11);

OS classes

- There isn't one OS that fits all computing devices!

- The large range of computing devices requires customized OS.
- General purpose computers run complex OS: Unix, Linux, Windows,...
- Mobile devices, such as smart phones or sensors, run OS like iPhone OS, Android, TinyOS, concerned with power saving and user experience.

- Embedded systems run scaled down versions of OS, real-time, event-driven.

Course goals and methodology

- Goals
  - learn the main services of an operating system:
    - processes and threads management, including scheduling.;
    - memory, physical and virtual, management;
    - device drivers;
    - file management system.
  - learn different models of operating systems:
    - general purpose;
    - mobile;
    - sensor.

- Methodology
  - attending the lectures.
  - carrying out the lab work and assigned work.
  - using recommended references to learn more about specific topics.

- Text book
  - Silberschatz, Galvin, Gagne: Operating Systems Concepts with Java, Int Student Edition, John Wiley &Sons, 2011, isbn: 978-0-470-39879-1.

Course philosophy:

Collaborative learning process

Resources: cs4.ucc.ie/moodle

Key: 250616/17

- Grading
  - Continuous assessment: 20% Labs
  - Written exam: 90 min 80%

- Lecture 50 min + 5 min review & questions

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