Advanced Operating System and Virtualization

Introduction Hiroaki Fukuda

Contents

- Purpose
 - Understanding Operating System based on exercise
 - Understanding Virtualization based on exercise
- What to do in this course
 - Implementing disassembler
 - · Understanding binary
 - Implementing Interpreter (Virtual Machine)
 - Understanding operator of CPU
 - Understanding System Call
 - Understanding essential part of Virtualization

Syllabus

- 1. Introduction
- 2. Brainf*ck
- 3. Setup Environment read Binary
- 4. Disassemble1
- 5. Disassemble2
- 6. Disassemble3
- 7. Introduction of Interpreter

- 8. System Call
- 9. Execute 1.c and 2.c
- 10. Open/Read/Close
- 11. Creat/brk/lseek
- 12. Execute printf
- 13. Execute 3 ~ 7.c
- 14. Execute nm

Required Skill and knowledge

- Skill
 - Enough experience using any programming language (e.g., C and Java)
- Knowledge
 - Basic understanding Computer Architecture
 - Memory, CPU, Address, Byte, Bit, Endian...
- Environment
 - Linux or Mac (for executing reference interpreter)

Overview

- What is Operating System
 - Roll of Operating System
 - History

Components of Computer Systems

- Hardware
 - Provide basic resources
 - CPU, Memory, IO devices



- Application Program
 - Solve any problems using system resources
 - Compiler, DataBase, Games



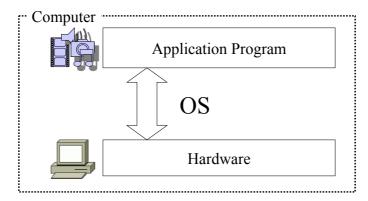
- User
 - Solve its own problem using computer
 - People, another computer



Operating System

• Software system which bridges application program and hardware





Roll of Operating System

- Resource Management
- Control Program
- Resource Virtualization

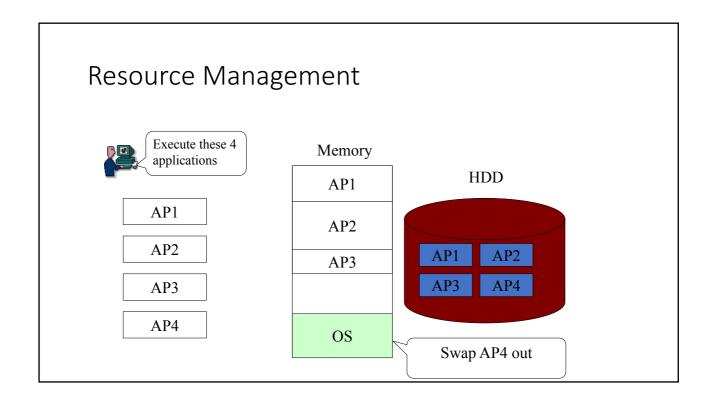
Resource Management

• Resource

Hardware: CPU, Memory, IOSoftware: Program, Data

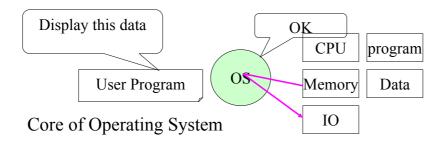
• Purpose

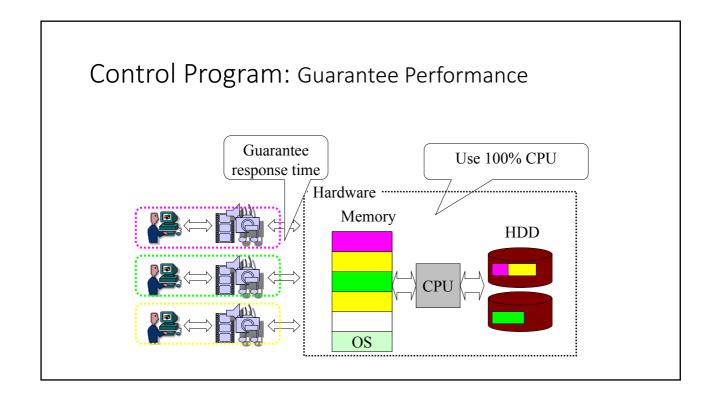
- Control shared resources
- Adequate access from each application



Control Program

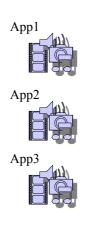
- Management User Program
- Manage hardware resources
 - Access control to hardware
 - Guarantee performance and reliability

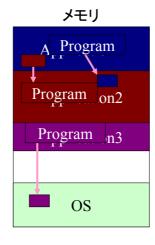




Control Program: Guarantee Reliability

例: Memory Protection





App1 write data to the memory for App2

App2 read data from memory for App1

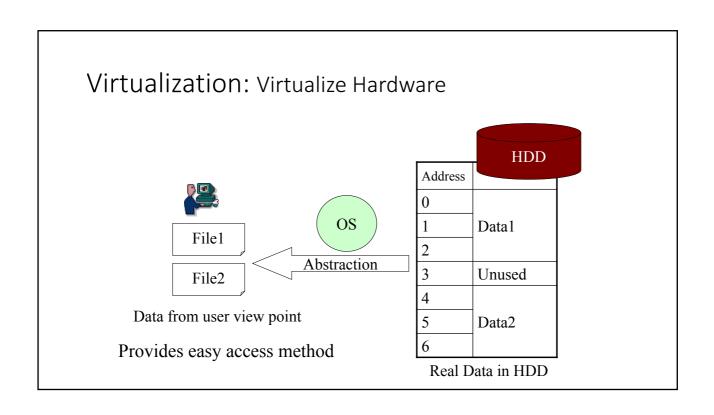
App3 write to the area for OS

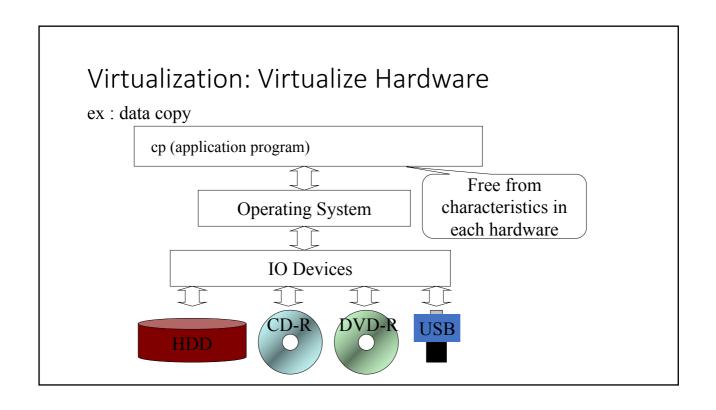


Exit application

Resource Virtualization

- Virtualize Hardware
- Provide access to the abstract concept
 - File, Directory..
- Programming Environment
 - · Compiler, libc





Provide access to the abstract concept

Hardware	Concept
Memory	Virtual Memory
Disk device	File
IO devices	
Network	Process
CPU	

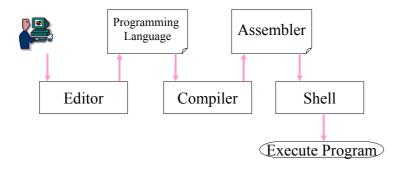
Prevent direct access to hardware

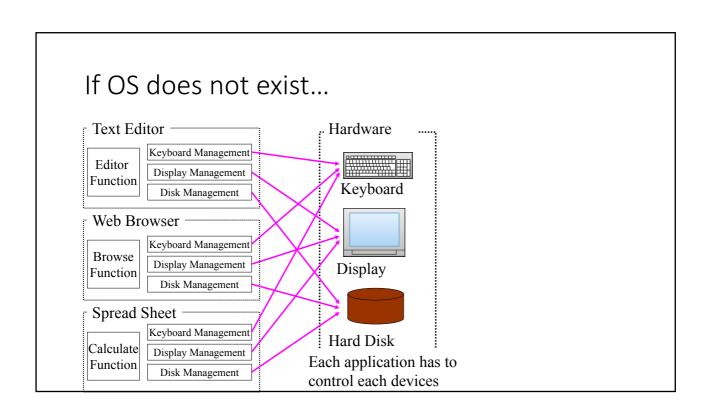


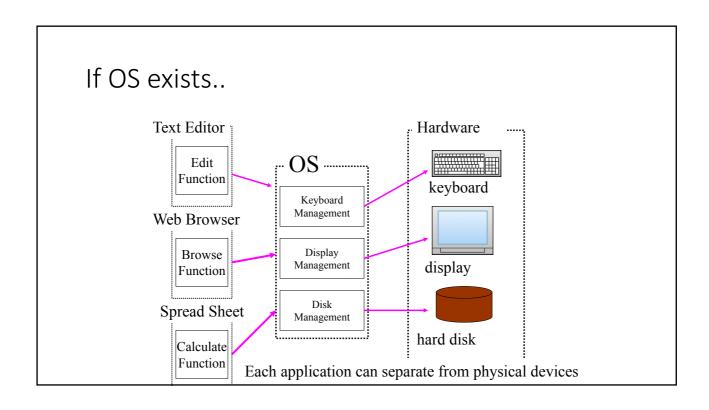
Avoid invalid access
Easy operation

Programming Environment

• Compiler, Editor, Shell

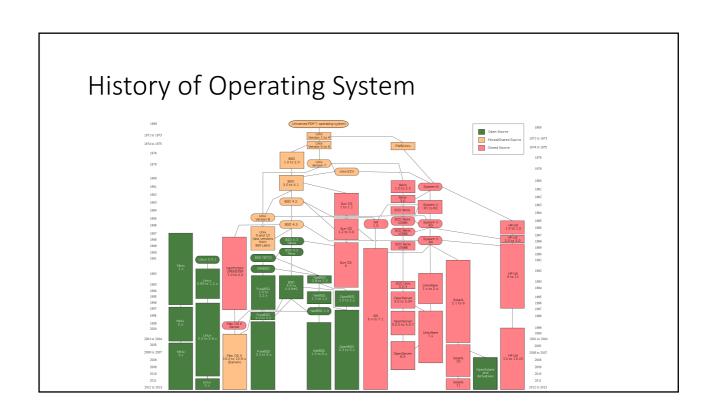






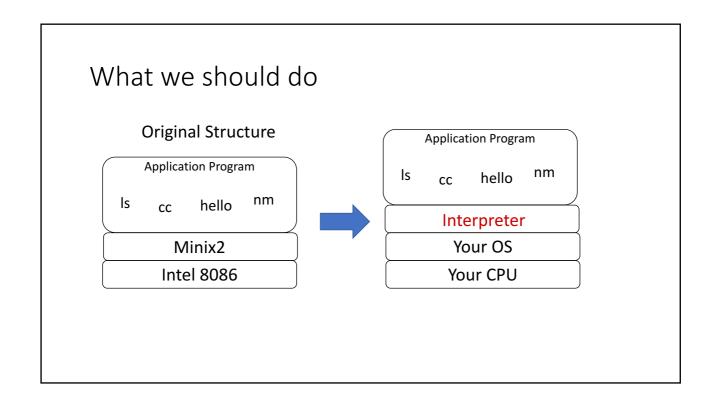
Roll of Operating System

- Resource Management
 - Hardware/Software resource management
 - · Assign each resources to users
- Control Program
 - Manage user program and hardware
 - Guarantee performance and relizbility
- Resource Virtualization
 - Provides programming environment
 - Make it easy



Target : Minix2

- Developed for education by Andrew S. Tanenbaum
- Adopt micro Kernel architecture
- Open Source
- Running on 8086 CPU
- https://minix1.woodhull.com/



Brief specification of Interpreter

- Read Minix Binary and execute it on your own environment
 - Emulate 8086 based operators
 - Trap system call and emulate their behavior

Deeply understanding...

- What is system call
- What is the virtualization
- Roll of Operating System
- Binary Specification