CSC 369 Reading Notes

1 Limited Direct Execution

Vocabulary

1. Time Sharing

- Is a mechanism used by an OS to share a resource
- Allows an entity to use the resource for a little while, and then a little while by another, and so forth

Example

CPU

2. Limited Direct Execution

- Is synomyous to baby proofing
- Limited Means there will be a limit to what a processor can and cannot do
- Direct Execution Means that the processor will run directly on the CPU

3. User Mode

• Is a processor mode where code that runs is restricted in what it can do

4. Kernel Mode

• Is a processor mode where code that runs can do what it likes, including previleged operations

Example

Previleged operations include

- 1. I/O requests
- 2. Executing all types of restricted instructions

5. System Call

• Is a programmatic way in which a computer program requests a previleged service from the kernel of the operating system

6. Trap

- Is a type of synchronous interrupt caused by an exceptional condition that
- Exceptional condition include:

CSC 369 Reading Notes

- Breakpoint
- Division by zero
- Invalid memory access
- System Call
- Usually results in a processor switching to kernel mode

7. Return-from-Trap

- Is an instruction that
 - Restores saved registers from kernel stack
 - Swithces the processor back to **user mode**

8. Trap Table

Question What is the exact definition of a trap table? OSTEP glosses over it :(

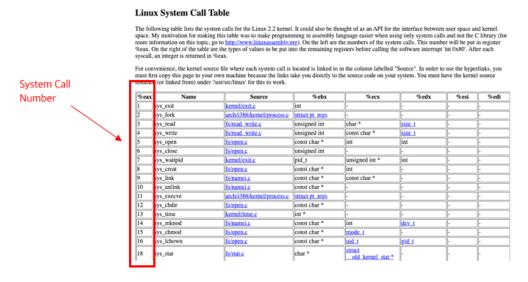
- Is synonymous to 대응 메뉴얼
- Is a list of trap handlers where each is associated with a specific trap

9. Trap Handlers

• Is the code that will run when the trap is triggered.

10. System-call Number

• Is an ID assigned to each system call



11. Timer Interrupt

• Is a type of interrupt generated by an internal clock instead of an external event (e.g I/O or system call)

CSC 369 Reading Notes

12. Interrupt Handler

• Is a special block of code associated with a specific interrupt condition

1.1 Limited Direct Execution

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- 1.2 Problem #1: Restricted Operations
- 1.3 Problem #2: Switching Between Processes
- 1.4 Problem #3: Switching Between Processes
- 1.5 Concurrency