

1. a) False
- b) True
- c) True
- d) True

### Notes

- **User Mode**

- Is restricted
- Executing code has no ability to *directly* access hardware or reference memory <sup>[1]</sup>
- Crashes are always recoverable <sup>[1]</sup>
- Is where most of the code on our computer / applications are executed <sup>[3]</sup>

- **Kernel Mode**

- Is privileged (non-restricted)
- Executing code has complete and unrestricted access to the underlying hardware <sup>[3]</sup>
- Is generally reserved for the lowest-level, most trusted functions of the operating system <sup>[1]</sup>
- Is fatal to crash; it will halt the entire PC (i.e the blue screen of death) <sup>[3]</sup>

- **Interrupt**

- Are signals sent to the CPU by external devices, normally I/O devices. <sup>[2]</sup>
- Tells the CPU to stop its current activities and execute the appropriate part of the operating system (**Interrupt Handler**). <sup>[2]</sup>
- Has three different types <sup>[2]</sup>

- 1) **Hardware Interrupts**

- \* Are generated by hardware devices to signal that they need some attention from the OS.
- \* May be due to receiving some data

### Examples

- Keystrokes on the keyboard
- Receiving data on the ethernet card

- \* May be due to completing a task which the operating system previously requested

### Examples

Transferring data between the hard drive and memory

## 2) Software Interrupts

- \* Are generated by programs when a system call is requested

## 3) Traps

- \* Are generated by the CPU itself
- \* Indicate that some error or condition occurred for which assistance from the operating system is needed

## • Context Switch

- Is switching from running a user level process to the OS kernel and often to other user processes before the current process is resumed
- Happens during a timer interrupt or system call
- Saves the following states for a process during a context switch
  - \* Stack Pointer
  - \* Program Counter
  - \* User Registers
  - \* Kernel State
- May hinder performance

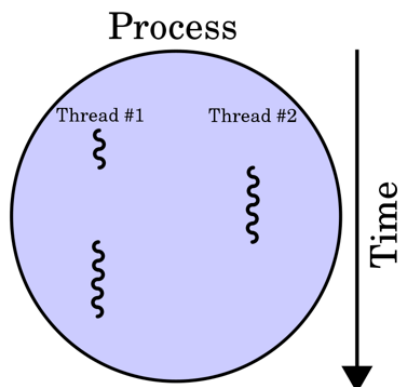
## • System Call

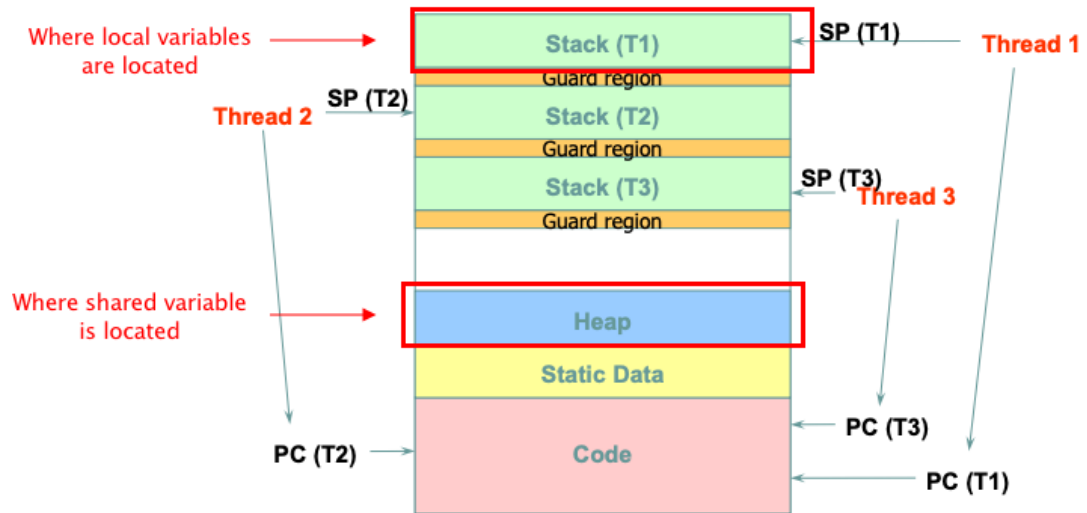
### Example

- `yield()`
  - \* Is a system call
  - \* Causes the calling thread to relinquish the CPU
  - \* Places the current thread at the end of the run queue
  - \* Schedules another thread to run

## • Thread

- Is a lightweight process that can be managed independently by a scheduler <sup>[4]</sup>
- Improves the application performance using parallelism. (e.g. peach)





- A thread is bound to a single process
- A process can have multiple threads
- Has two types

- \* **User-level Threads:**

- Are implemented by users and kernel is not aware of the existence of these threads
- Are represented by a program counter(PC), stack, registers and a small process control block
- Are small and much faster than kernel level threads

- \* **Kernel-level Threads:**

- Are handled by the operating system directly
- Thread management is done by the kernel
- Are slower than user-level threads

- **Process**

- Is a program in execution

- **Signals**

- Provides a way to communicate with the process
- Can cause job to stop, continue, or terminate
- Can be delivered to an application
  - \* Stops the application from whatever its doing
  - \* Runs Signal handler (some code in application to handle the signal)
  - \* When finished, the process resumes previous behavior

- **Spinlock**

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## References

- 1) Coding Horror, Understanding User and Kernel Mode, [link](#)
- 2) Kansas State University, Basics of How Operating Systems Work, [link](#)
- 3) Kansas State University, Glossary, [link](#)
- 4) Tutorials Point, User-level threads and Kernel-level threads, [link](#)