# CSC369 Week 2 Notes

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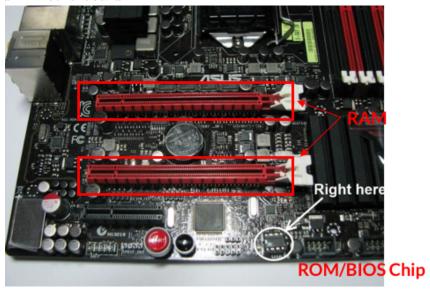
### 1 System Calls

- Bootstraping
  - Bootstraping

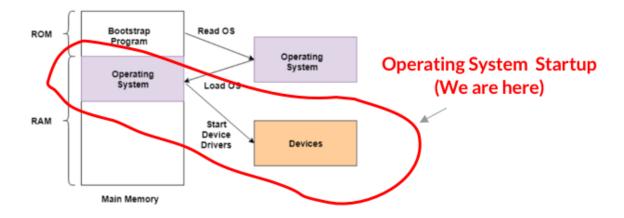


- \* executes **Bootstrap Program** 
  - · is the first code that runs when the computer system is started
- \* Entire operating system depnds on the bootstrap program to work correctly
- \* Locates and loads kernel (code of operating system) onto RAM
  - $\cdot$  kernel = code of the operating system
  - $\cdot$  kernel is in HDD
- \* Bootstrap program is in ROM
- ROM
  - \* is called **read-only-memory**
  - \* Is also called **BIOS chip** (Basic Input/Output System)

- \* is non-volatile
- \* is stored in motherboard

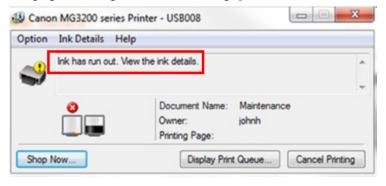


• Operating System Startup



- Initializes OS
  - \* Initialize internal data structures
  - \* Create first process
  - \* Switch mode to user and start runing first process
  - \* Wait for something to happen
- Requesting OS Services
  - Some services offered by OS are:
    - \* Program execution
      - · Loading program to memory and executing program

- \* I/O operations
  - · Keyboard, mouse, speaker
- \* File system manipulation
  - · Reading and writing files and directories
- \* Error Detection
  - · Error that pops when printer ink is empty

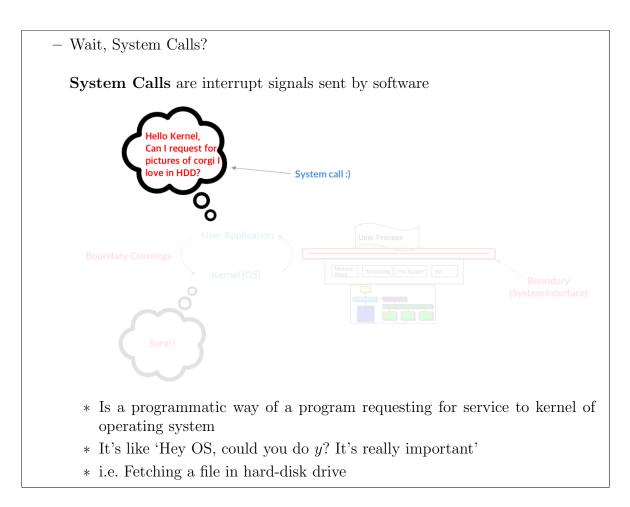


- Operating system and user programs are isolated
- How do they communicate?
- Boundary Crossings
  - Boundary
    - \* Is the line between user applications and kernel
    - \* Data is difficult to move back and forth between this line
  - Boundary Corssings
    - \* Is the communication that occurs between a program and kernel



- \* Communication occurs by sending data from one program into kernel, and then back
- More can be found here
- System Calls for Process Management
  - Major system calls

Call	Description
pid = fork()	Create a child process identical to the parent
pid = waitpid(pid, &statloc, options)	Wait for a child to terminate
s = execve(name argv, environp)	Replace a process' core image
exit(status)	Terminate process execution and return status



- System Calls for File Management
  - Major system calls

Call	Description
fd = open(file, how,)	Open a file for reading, writing, or both
s = close(fd)	Close an open file
n = read(fd, buffer, nbytes)	Read data from a file into a buffer
n = write(fd, buffer, nbytes)	Write data from a buffer into a file
position = lseek(fd, offset, whence)	Move the file pointer
s = stat(name, &buf)	get a file's status information

### • System Call Interface

#### - Interface

\* Is a point where two systems, subjects, organizations, etc. meet and interact. (Definition)

#### - System Call Interface

\* Is the point where user mode and kernel mode meet and interact



Figure 1: Now, there really is a party going on here:)

\* Most of the system call interface are hidden from the programmer by API

#### - User Mode

- \* Cannot directly access memory and other hardwares
- \* Is safe
- \* Crash  $\rightarrow$  doesn't halt entire system

#### - Kernel Mode

- \* Does have access to memory and other hardwares
- \* Is a previleged mode

- \* Is not safe
- \* Is fragile
- \* Crash  $\rightarrow$  halts entire system
  - · i.e. The Blue Screen of Death >:)

```
A problem has been detected and windows has been shut down to prevent damage to your computer.

The end-user manually generated the crashdump.

If this is the first time you've seen this Stop error screen, restart your computer. If this screen appears again, follow these steps:

Check to make sure any new hardware or software is properly installed. If this is a new installation, ask your hardware or software manufacturer for any windows updates you might need.

If problems continue, disable or remove any newly installed hardware or software. Disable BIOS memory options such as caching or shadowing. If you need to use Safe Mode to remove or disable components, restart your computer, press F8 to select Advanced Startup Options, and then select Safe Mode.

Technical information:

*** STOP: 0x0000000E2 (0x00000000,0x000000000,0x000000000)

Beginning dump of physical memory Physical memory dump complete.

Contact your system administrator or technical support group for further assistance.
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#### • System Call Operation

- Register is a local storage device present in CPU
- Register may include the address of the memory location instead of real data
- CPU takes data that has to be processed from register

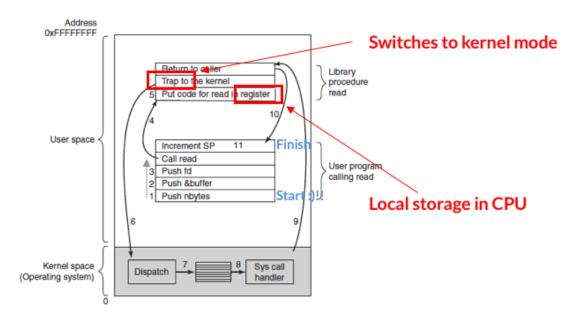


Figure 1-17. The 11 steps in making the system call read(fd, buffer, nbytes).

## 2 Intro to Synchronization

- Cooperating Process
- Interprocess Communication
- Motivating Example
- Interleaved Schedules
- What Went Wrong