

# CSGE602055 Operating Systems

## CSF2600505 Sistem Operasi

### Week 03: I/O, BIOS, Loader, & Systemd

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<http://rms46.vlsm.org/2/207.html>

Always check for the latest revision!

REV118 13-FEB-2018

# Operating Systems 2018-1 (Room 3114 Tue/Thu)

Class: A (10:00-12:00) | B (13:00-15:00) | C (16:00-18:00)

Week	Schedule	Topic	OSC9
Week 00	06 Feb - 12 Feb 2018	Intro & Review1	Ch. 1, 16
Week 01	13 Feb - 19 Feb 2018	Review2 & Scripting	Ch. 1, 2
Week 02	20 Feb - 26 Feb 2018	Protection, Security, Privacy, & C-language	Ch. 14, 15
Week 03	27 Feb - 05 Mar 2018	I/O, BIOS, Loader, & Systemd	Ch. 13
Week 04	06 Mar - 12 Mar 2018	Addressing, Shared Lib, & Pointer	Ch. 8
Week 05	13 Mar - 19 Mar 2018	Virtual Memory	Ch. 9
Reserved	20 Mar - 24 Mar 2018		
Mid-Term	26 Mar - 03 Apr 2018	(UTS)	
Week 06	05 Apr - 11 Apr 2018	Concurrency: Processes & Threads	Ch. 3, 4
Week 07	12 Apr - 18 Apr 2018	Synchronization	Ch. 5, 7
Week 08	19 Apr - 25 Apr 2018	Scheduling	Ch. 6
Week 09	26 Apr - 05 May 2018	File System & Persistent Storage	Ch. 10, 11, 12
Week 10	07 May - 16 May 2018	I/O Programming & Network Sockets Programming	
Reserved	17 May - 22 May 2018		
Final	23 May - 26 May 2018	(UAS)	
Deadline	07 Jun 2018 16:00	Extra assignment <b>deadline</b>	

## ● Operating Systems Check List

- ☐ Trace this document from <http://rms46.vlsm.org/2/207.html>
- ☐ Have a decent OS Book and map it to OSC9.
- ☐ Encode your QR Code & write your Memo (with QRC) **every week**.  
Special for Week 00: Mail your embedded QRC to: [os181@vlsm.org](mailto:os181@vlsm.org) with Subject: [W00] CLASS ID SIAK-NAME.
- ☐ Create **public** project "os181" on your [github.com](https://github.com) account.
  - ☐ Special for Week 00: write in "README.md" file: "ZCZC Sistem Operasi 2018 Awal (1)". Every week after: add to "README.md" file an extra line with an "ZCZC WXX". Eg. for Week 01; add "ZCZC W01"; for Week 01; add "ZCZC W02"; etc.
- ☐ Using your **SSO** account, login to [badak.cs.ui.ac.id](http://badak.cs.ui.ac.id) via [kawung.cs.ui.ac.id](http://kawung.cs.ui.ac.id).
  - ☐ Check folder `badak:///extra/Week00/`
  - ☐ Week00: Copy the folder to your home directory:  
`cp -r /extra/Week00/W00-demos/ W00-demos/`
  - ☐ For WeekXX: Copy the folder to your home directory:  
`cp -r /extra/WeekXX/WXX-demos/ WXX-demos/ (XX=01, 02,... 10).`
- ☐ Write "Memo Week00" + your QRC.
- ☐ **How to improve this document?**

# Agenda

- 1 Start
- 2 Agenda
- 3 Week 03
- 4 Legacy BIOS
- 5 UEFI
- 6 UEFI Boot
- 7 Operating System (Boot) Loader
- 8 GRUB Map
- 9 init (SYSV legacy)
- 10 UpStart - Ubuntu
- 11 The All New "systemd"
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- 13 PCH: Platform Controller Hub
- 14 Some Terms
- 15 I/O
- 16 The End

# Week 03: I/O, BIOS, Boot, & Systemd

- Reference: (OSC9-ch13 demo-w03)
- Firmware
  - BIOS: Basic Input Output System.
  - UEFI: Unified Extensible Firmware Interface.
  - ACPI: Advanced Configuration and Power Interface.
- Operating System (Boot) Loader
  - BOOTMGT: Windows Bootmanager / Bootloader.
  - LILO: Linux Loader.
  - GRUB: GRand Unified Bootloader.
- Operating System Initialization
  - Init (legacy)
  - UpStart
  - Systemd
- I/O
  - Interrupt.
  - DMA.
  - ETC.

- Check Settings.
- Initialize CPU & RAM.
- POST: Power-On Self-Test.
- Initialize ports, LANS, etc.
- Load a Boot Loader.
- Handover to the Boot Loader.
- Provides "Native" (obsolete) Drivers only (not loadable).
- Provides "INT" services .
- Limitation.
  - Technology of 1970s.
  - 16 bits software.
  - 20 bits address space (1 MB).
  - 31 bits disk space (2 TB).

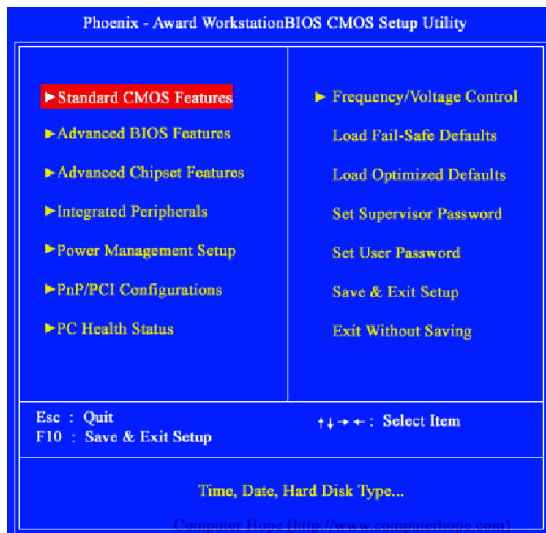


Figure: BIOS

- A Firmware Specification, not an Implementation!
- No (INT) service after boot.
- HII: Human Interface Infrastructure.
- Protected Mode.
- Flexible.
  - Technology of 2000s.
  - written in C.
  - (third party) loadable drivers and tools.
  - Emulate Legacy BIOS transition (MBR block, INT service).
  - UEFI Shell: environment shell for diagnostic (no need for DOS).
- Problems
  - Who controls the Hardware?
  - Is "Secure Boot" a good thing?
  - How about a **NASTY/LOCKING/TROJAN** UEFI implementation?
  - Different **DRIVERS**.





Figure: UEFI

## Platform Initialization (PI) Boot Phases

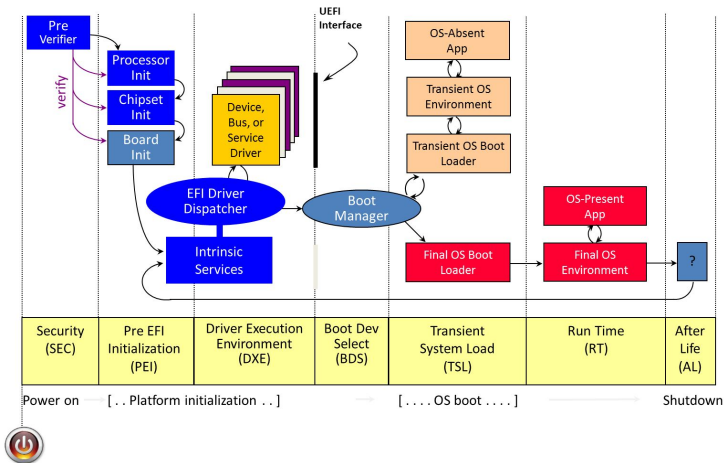


Figure: UEFI Boot Process<sup>1</sup>.

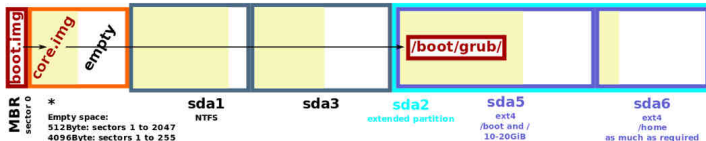
# Operating System (Boot) Loader

- General
  - How/Where to start the operating system?
  - What to do?
  - How many ways to boot?
  - How many types of OS?
- GRUB/GRUB2: GRand Unified Boot system
  - Stage 1 (boot.img): MBR (Master Boot Record) – Where is everything
  - Stage 1.5 (core.img): generated from diskboot.img
  - Stage 2: Kernel Selection: Windows, Linux, BSD, etc.
- GRUB2
  - More flexible than GRUB legacy
  - More automated than GRUB legacy
- Disk Partition
  - MBR: Master Boot Record (1983).
  - GPT: GUID Partition Table (2010s).

## GNU GRUB 2

Locations of *boot.img*, *core.img* and the */boot/grub/* directory

Example 1: an MBR-partitioned harddisc with sector size of 512 or 4096Bytes



Example 2: a GPT-partitioned harddisc with sector size of 512 or 4096Bytes

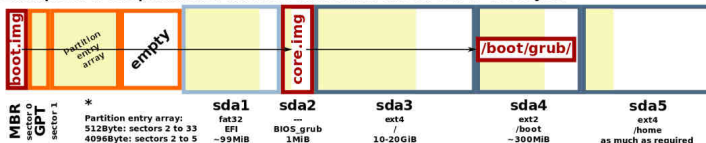


Figure: GRUB<sup>1</sup>.

<sup>1</sup>Source Shmuel Csaba Otto Traian 2013

# init (SYSV legacy)

- File: `/etc/inittab`.
- Folders: `/etc/rcX.d` — `X` = runlevel.
  - Seven (7) different runlevels:
    - 0 (shutdown).
    - 1 (single-user/admin).
    - 2 (multi-user non net).
    - 3 (standard).
    - 4 (N/A).
    - 5 (3+GUI).
    - 6 (reboot).
  - `SXX-YYY`: Start
  - `KXX-YYY`: Kill.
- One script at a time in order.
- dependency is set manually.

- Developer: Ubuntu.
- Folder: `/etc/init/`.
- Control: `initctl`.
  - `initctl list` – listing all processes managed by upstart.
- better support for hotplug devices.
- cleaner service management.
- faster service management.
- asynchronous.

# The All New "systemd"

- Replaces (SYSV) init and UpStart.
  - better concurrency handling: Faster!
  - better dependencies handling: No more "S(tarts)" and "K(ills)".
  - better crash handling: automatic restart option.
  - better security: group protection from anyone including superusers.
  - simpler config files: reliable and clean scripts.
  - hotplug: dynamic start/stop.
  - supports legacy systems (init).
  - overhead reducing.
  - unified management way for all distros.
  - bloated: doing more with more resources.
  - linux specific: NOT portable.

# systemctl

```
for II in \
'systemctl list-unit-files | head -8; echo "(...)";
  systemctl list-unit-files| tail -8' \
'systemd-analyze blame | wc -l; echo "===";
  systemd-analyze blame | head -15' \
'systemctl --full | wc -l; echo "===";
  systemctl --full | head -10' \
'systemctl list-units | wc -l; echo "===";
  systemctl list-units | head -10' \
'systemctl list-units |grep .service|wc -l;echo "===";
  systemctl list-units|grep .service|head -10' \
'systemctl list-units | grep ssh.service' \
'systemctl status ssh.service' \
'systemctl is-enabled ssh' \
'journalctl' \
'journalctl -b' \
do
...
```



# PCH: Platform Controller Hub

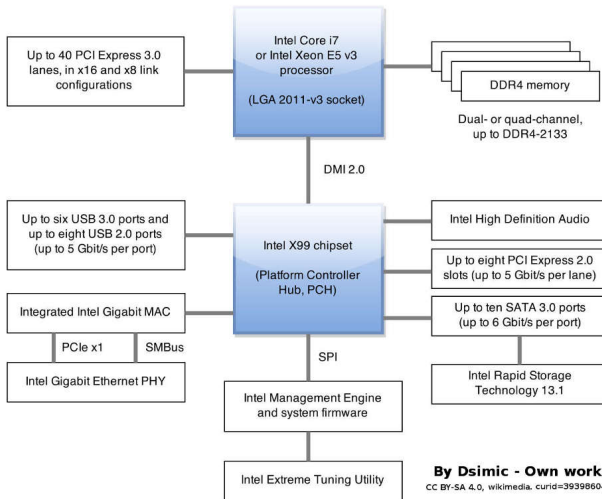


Figure: PCH: Platform Controller Hub

# Some Terms

- PCH: Platform Controller Hub
- PCIe: Peripheral Component Interconnect Express — 32 bits for (16 \* 1x or 8 \* 2x or 4 \* 4x or 2 \* 8x or 1 \* 16x) \* (2 direction) lanes.
- DMI: Direct Media Interface. Eg. DMI 2.0 (2 GB/s; 4x)
- GT/s: GigaTransfers per second
- 1 KB (KiloByte) = 1000 bytes — 1 KiB (Kibibyte) = 1024 bytes<sup>1</sup>
- SMB: System Management Bus
- SPI: Serial Peripheral Interface, a de facto standard bus.
- SATA: Serial AT Attachment. Eg. SATA 3.2  $\approx$  2 GB/s.
- DDR4 SDRAM: Double Data Rate Fourth-generation Synchronous Dynamic Random-Access Memory: 2 x DDR2 (DDR2 = 2 x DDR (DDR = 2 x SDRAM)). Eg. DDR4-3200 (8x SDRAM); Memory Clock: 400 MHz; Data Rate: 3200 MT/s; Module Name PC4-25600; Peak Transfer Rate: 25600 MB/s,

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<sup>1</sup>In IT tradition; 1 KB = 1024 bytes

# I/O (1)

- Direct I/O vs. Memory Mapped I/O
- Interrupts: Non Maskable (NMI) vs Maskable (MI)
- DMA: Direct Memory Access
- I/O Structure:
  - Kernel (S/W).
  - I/O (S/W: Kernel Subsystem)
  - Driver (S/W)
  - Controller (H/W)
  - Device (H/W)
- I/O Streams
  - APP
  - HEAD
  - MODULES
  - DRIVER
  - H/W.

- I/O Interface Dimensions
  - Character-stream vs. Block;
  - Sequential vs. Random-access;
  - Sharable vs. Dedicated;
  - Parallel vs. Serial;
  - Speed;
  - Read Write – Read Only – Write Only.
  - Synchronous vs. Asynchronous;
  - Blocking vs. Non-Blocking.
- Where should a new algorithm be implemented?
  - APP?
  - Kenel?
  - Driver?
  - Controller?
  - HW?

# The End

- ☐ This is the end of the presentation.
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  - This is the end of the presentation.