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Chapter 2: Operating-System Structures





Chapter 2: Operating-System Structures

- Operating System Services
- User Operating System Interface
- System Calls
- Types of System Calls
- System Programs
- Operating System Design and Implementation
- Operating System Structure
- Virtual Machines
- Operating System Generation
- System Boot





Objectives

- To describe the services an operating system provides to users, processes, and other systems
- To discuss the various ways of structuring an operating system
- To explain how operating systems are installed and customized and how they boot
- Hardware Protections





Operating System Services

- One set of operating-system services provides functions that are helpful to the user:
 - User interface - Almost all operating systems have a user interface (UI)
 - ▶ Varies between Command-Line (CLI), Graphics User Interface (GUI), Voice UI (e.g. SIRI), Batch
 - Program execution - The system must be able to load a program into memory and to run that program, end execution, either normally or abnormally (indicating error)
 - I/O operations - A running program may require I/O, which may involve a file or an I/O device.
 - File-system manipulation - The file system is of particular interest. Obviously, programs need to read and write files and directories, create and delete them, search them, list file Information, permission management.





Operating System Services (Cont.)

- One set of operating-system services provides functions that are helpful to the user (Cont):
 - Communications – Processes may exchange information, on the same computer or between computers over a network
 - ▶ Communications may be via shared memory or through message passing (packets moved by the OS)
 - Error detection – OS needs to be constantly aware of possible errors
 - ▶ May occur in the CPU and memory hardware, in I/O devices, in user program
 - ▶ For each type of error, OS should take the appropriate action to ensure correct and consistent computing
 - ▶ Debugging facilities can greatly enhance the user's and programmer's abilities to efficiently use the system





Operating System Services (Cont.)

- Another set of OS functions exists for ensuring the efficient operation of the system itself via resource sharing
 - **Resource allocation** - When multiple users or multiple jobs running concurrently, resources must be allocated to each of them
 - ▶ Many types of resources - Some (such as CPU cycles, main memory, and file storage) may have special allocation code, others (such as I/O devices) may have general request and release code.
 - **Accounting** - To keep track of which users use how much and what kinds of computer resources
 - **Protection and security** - The owners of information stored in a multiuser or networked computer system may want to control use of that information, concurrent processes should not interfere with each other
 - ▶ **Protection** involves ensuring that all access to system resources is controlled
 - ▶ **Security** of the system from outsiders requires user authentication, extends to defending external I/O devices from invalid access attempts
 - ▶ If a system is to be protected and secure, precautions must be instituted throughout it. A chain is only as strong as its weakest link.





User Operating System Interface - CLI

CLI allows direct command entry

- ▶ Sometimes implemented in kernel, sometimes by systems program
- ▶ Sometimes multiple flavors implemented – **shells**
- ▶ Primarily fetches a command from user and executes it
 - Sometimes commands built-in, sometimes just names of programs
 - » If the latter, adding new features doesn't require shell modification





User Operating System Interface - GUI

- User-friendly **desktop** metaphor interface
 - Usually mouse, keyboard, and monitor
 - **Icons** represent files, programs, actions, etc
 - Various mouse buttons over objects in the interface cause various actions (provide information, options, execute function, open directory (known as a **folder**))
 - Invented at Xerox PARC
- Many systems now include both CLI and GUI interfaces
 - Microsoft Windows is GUI with CLI “command” shell
 - Apple Mac OS X as “Aqua” GUI interface with UNIX kernel underneath and shells available
 - Solaris is CLI with optional GUI interfaces (Java Desktop, KDE)





System Calls

- Programming interface to the services provided by the OS
- Typically written and used in a high-level language (C or C++)
- Mostly accessed by programs via a high-level **Application Program Interface (API)** rather than direct system call use
- Three most common APIs are Win32 API for Windows, POSIX API for POSIX-based systems (including virtually all versions of UNIX, Linux, and Mac OS X), and Java API for the Java virtual machine (JVM)



(Note that the system-call names used throughout this text are generic)





Linux/Unix System Calls

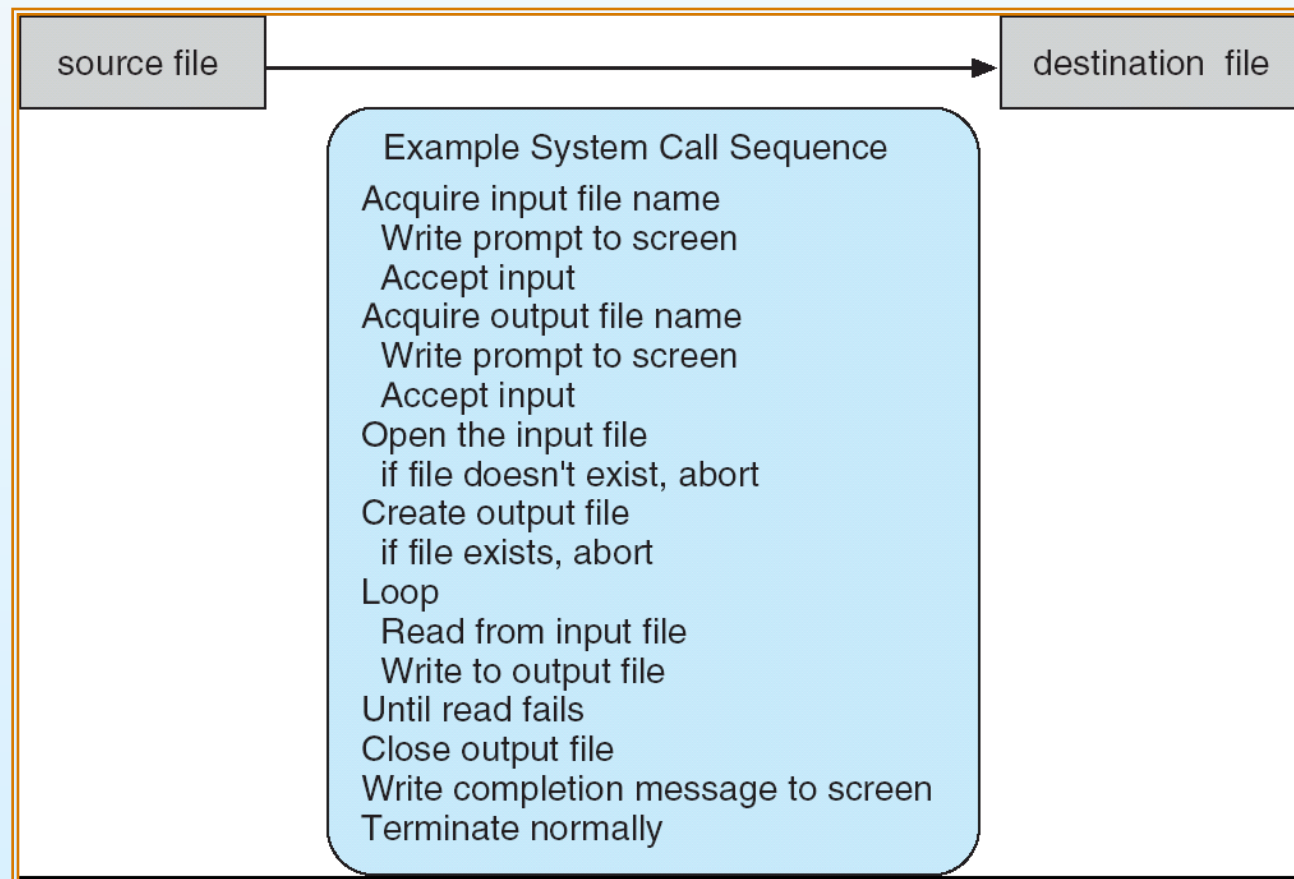
- Linux/UNIX has about 60 system calls
- The most calls are written in C.
- can be accessed from C programs.
- There are similar system programs that provide similar system call features/services
- Basic I/O
- Process control (creation, termination, execution)
- File operations and permission
- System status





Example of System Calls

- System call sequence to copy the contents of one file to another file





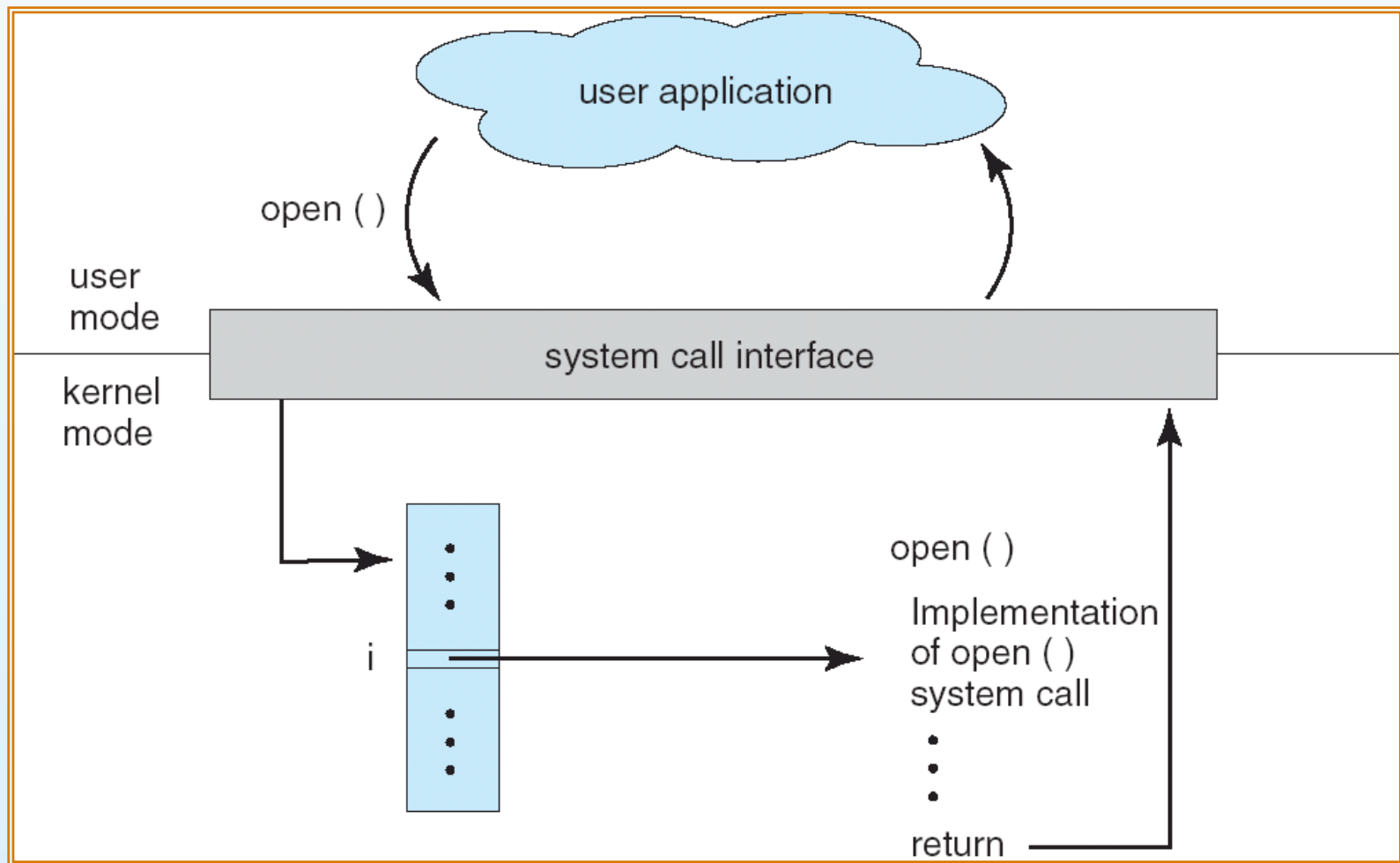
System Call Implementation

- Typically, a number associated with each system call
 - System-call interface maintains a table indexed according to these numbers
- The system call interface invokes intended system call in OS kernel and returns status of the system call and any return values
- The caller need know nothing about how the system call is implemented
 - Just needs to obey API and understand what OS will do as a result call
 - Most details of OS interface hidden from programmer by API
 - ▶ Managed by run-time support library (set of functions built into libraries included with compiler)





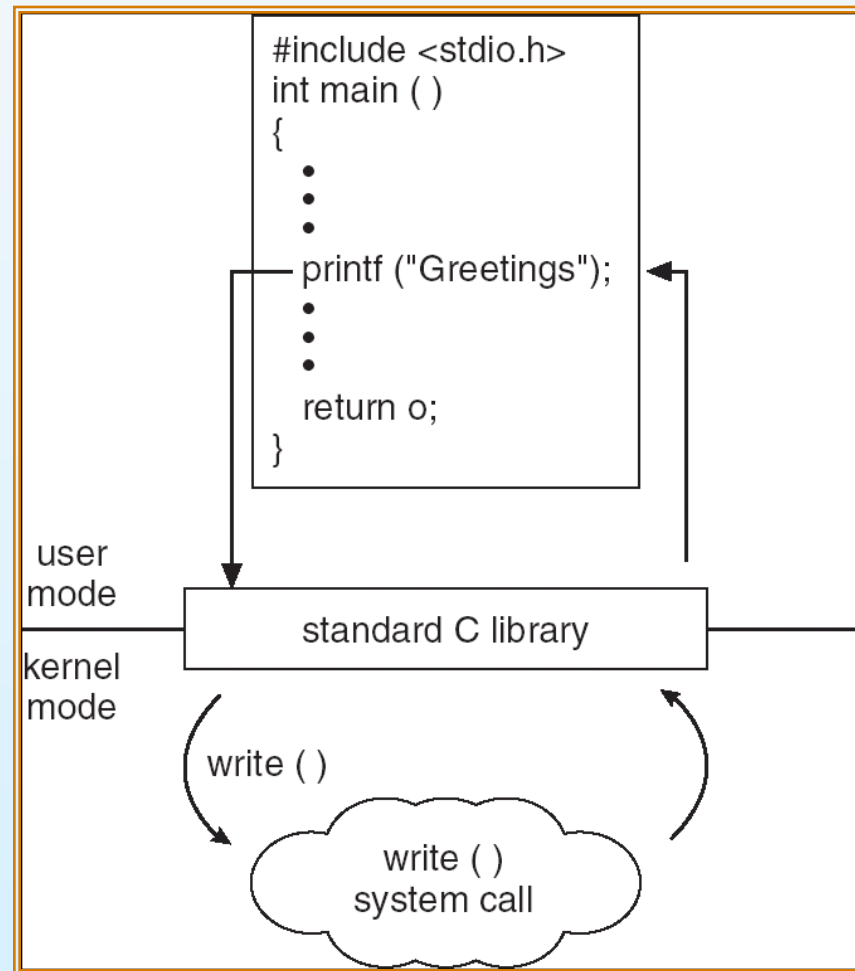
API – System Call – OS Relationship





Standard C Library Example

- C program invoking printf() library call, which calls write() system call





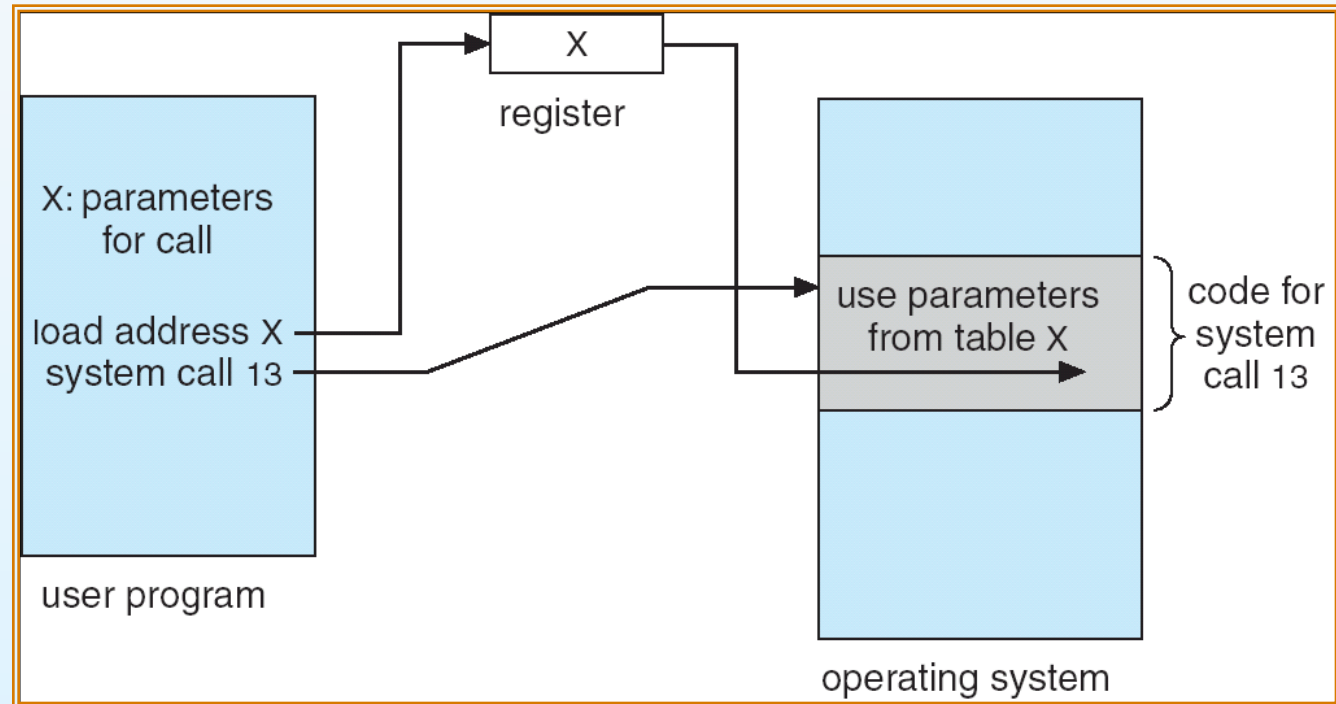
System Call Parameter Passing

- Often, more information is required than simply identity of desired system call
 - Exact type and amount of information vary according to OS and call
- Three general methods used to pass parameters to the OS
 1. Simplest: pass the parameters in *registers*
 - ▶ In some cases, may be more parameters than registers
 2. Parameters stored in a *block*, or table, in memory, and address of block passed as a parameter in a register
 - ▶ This approach taken by Linux and Solaris
 3. Parameters placed, or *pushed*, onto the *stack* by the program and *popped* off the stack by the operating system
- Block and stack methods do not limit the number or length of parameters being passed





Parameter Passing via Table





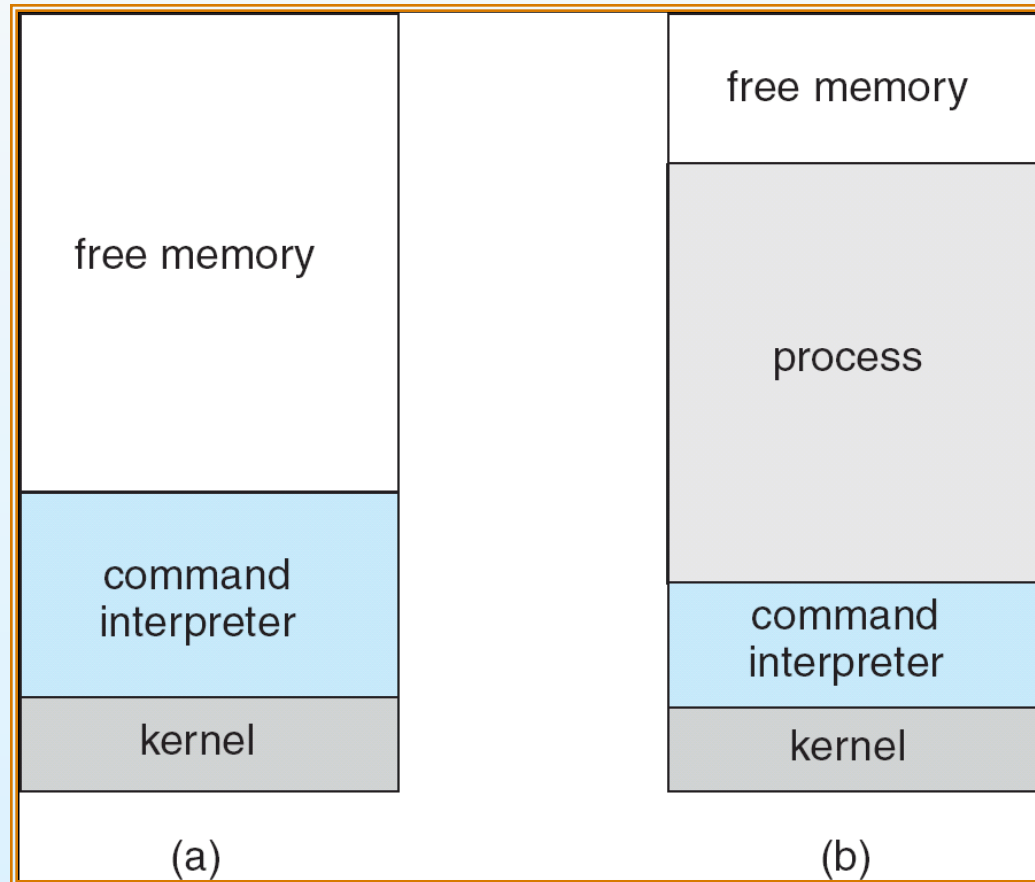
Types of System Calls

- Process control
- File management
- Device management
- Information maintenance
- Communications





MS-DOS execution

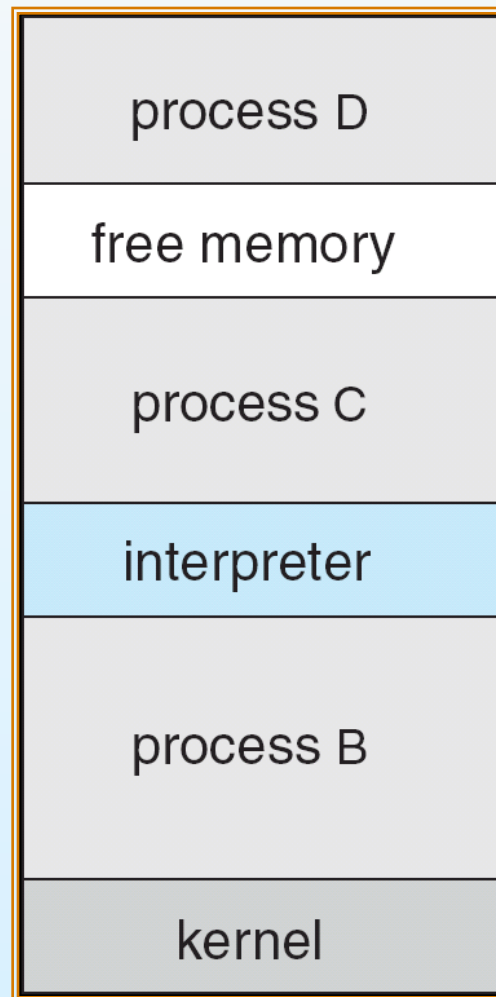


(a) At system startup (b) running a program





FreeBSD Running Multiple Programs





System Programs

- System programs provide a convenient environment for program development and execution. They can be divided into:
 - File manipulation
 - Status information
 - File modification
 - Programming language support
 - Program loading and execution
 - Communications
 - Application programs
- Most users' view of the operation system is defined by system programs, not the actual system calls





System Programs

- Provide a convenient environment for program development and execution
 - Some of them are simply user interfaces to system calls; others are considerably more complex
- File management - Create, delete, copy, rename, print, dump, list, and generally manipulate files and directories
- Status information
 - Some ask the system for info - date, time, amount of available memory, disk space, number of users
 - Others provide detailed performance, logging, and debugging information
 - Typically, these programs format and print the output to the terminal or other output devices
 - Some systems implement a registry - used to store and retrieve configuration information





System Programs (cont' d)

- File modification
 - Text editors to create and modify files
 - Special commands to search contents of files or perform transformations of the text
- Programming-language support - Compilers, assemblers, debuggers and interpreters sometimes provided
- Program loading and execution- Absolute loaders, relocatable loaders, linkage editors, and overlay-loaders, debugging systems for higher-level and machine language
- Communications - Provide the mechanism for creating virtual connections among processes, users, and computer systems
 - Allow users to send messages to one another's screens, browse web pages, send electronic-mail messages, log in remotely, transfer files from one machine to another





Operating System Design and Implementation

- Design and Implementation of OS not “solvable”, but some approaches have proven successful
- Internal structure of different Operating Systems can vary widely
- Start by defining goals and specifications
- Affected by choice of hardware, type of system
- *User* goals and *System* goals
 - User goals – operating system should be convenient to use, easy to learn, reliable, safe, and fast
 - System goals – operating system should be easy to design, implement, and maintain, as well as flexible, reliable, error-free, and efficient





Operating System Design and Implementation (Cont.)

- Important principle to separate

Policy: What will be done?

Mechanism: How to do it?

- Mechanisms determine how to do something, policies decide what will be done
 - The separation of policy from mechanism is a very important principle, it allows maximum flexibility if policy decisions are to be changed later





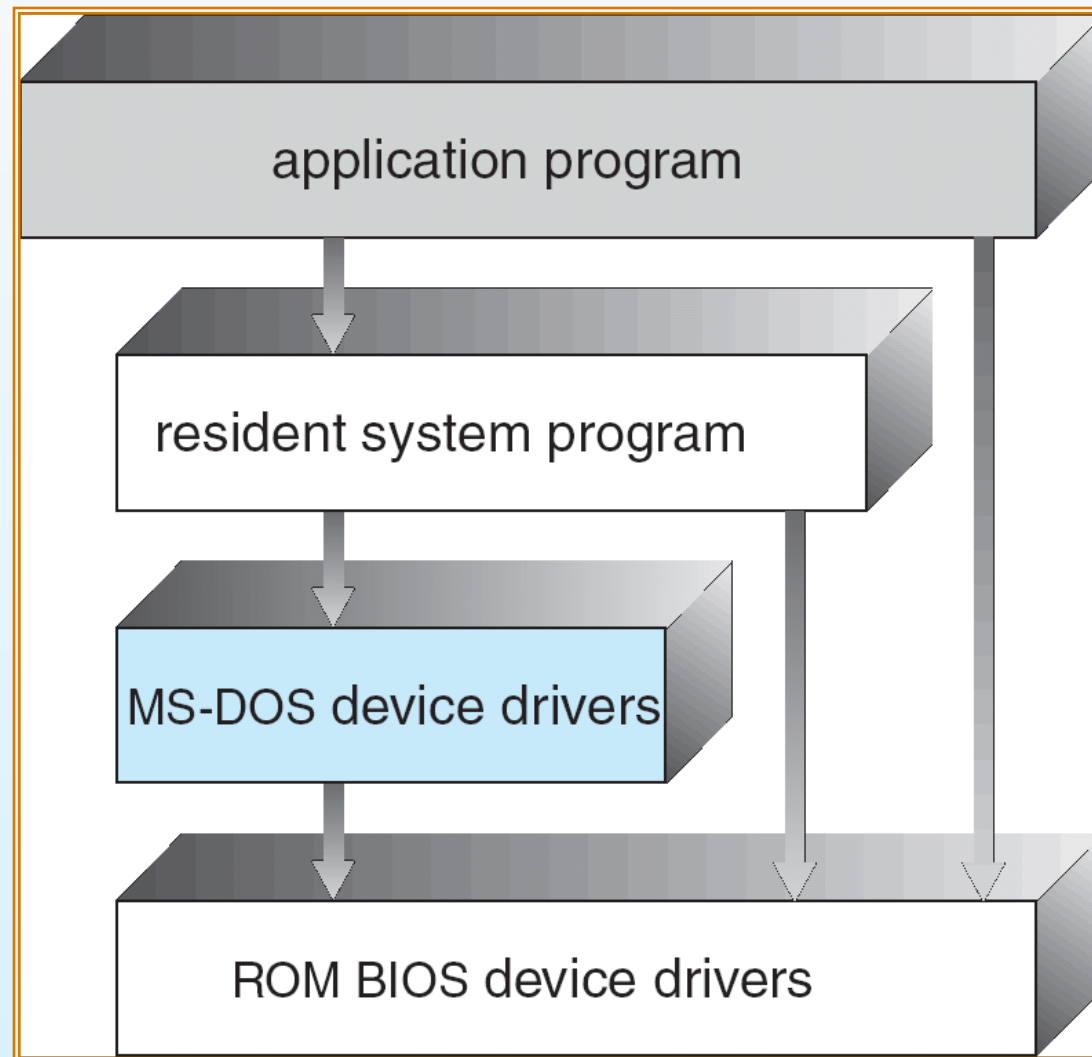
Simple Structure

- MS-DOS – written to provide the most functionality in the least space
 - Not divided into modules
 - Although MS-DOS has some structure, its interfaces and levels of functionality are not well separated





MS-DOS Layer Structure





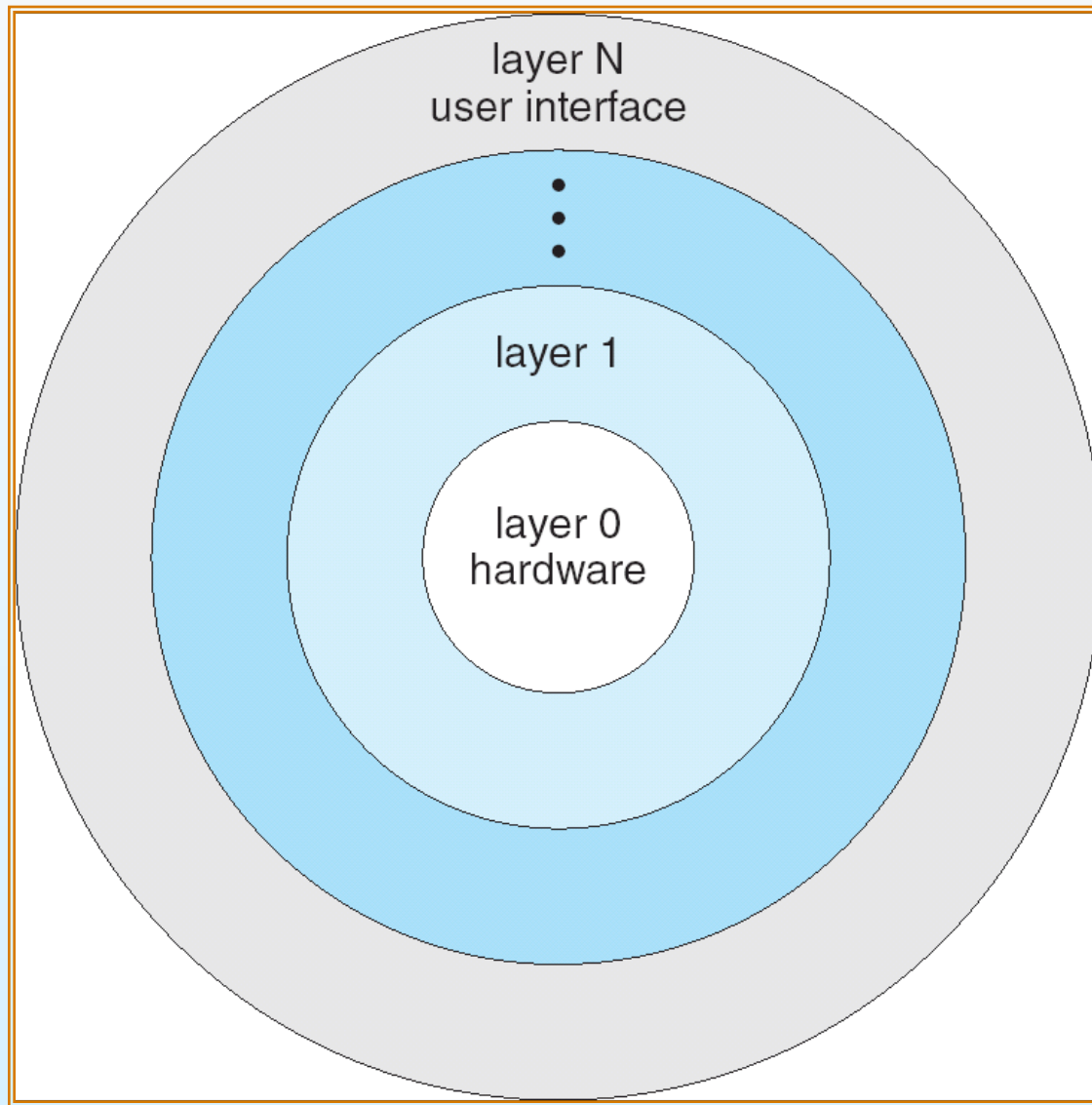
Layered Approach

- The operating system is divided into a number of layers (levels), each built on top of lower layers. The bottom layer (layer 0), is the hardware; the highest (layer N) is the user interface.
- With modularity, layers are selected such that each uses functions (operations) and services of only lower-level layers





Layered Operating System





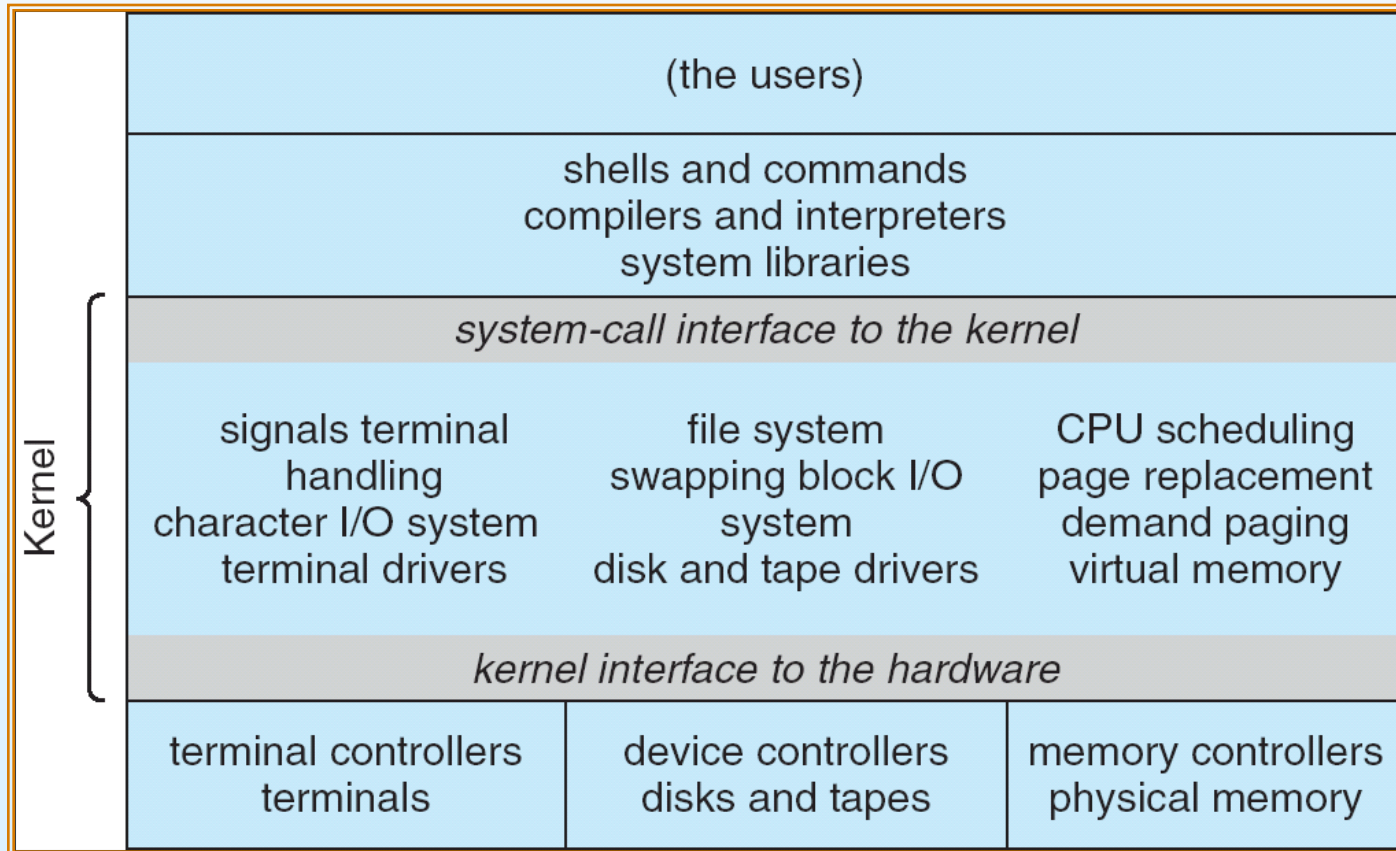
UNIX

- UNIX – limited by hardware functionality, the original UNIX operating system had limited structuring. The UNIX OS consists of two separable parts
 - Systems programs
 - The kernel
 - ▶ Consists of everything below the system-call interface and above the physical hardware
 - ▶ Provides the file system, CPU scheduling, memory management, and other operating-system functions; a large number of functions for one level





UNIX System Structure





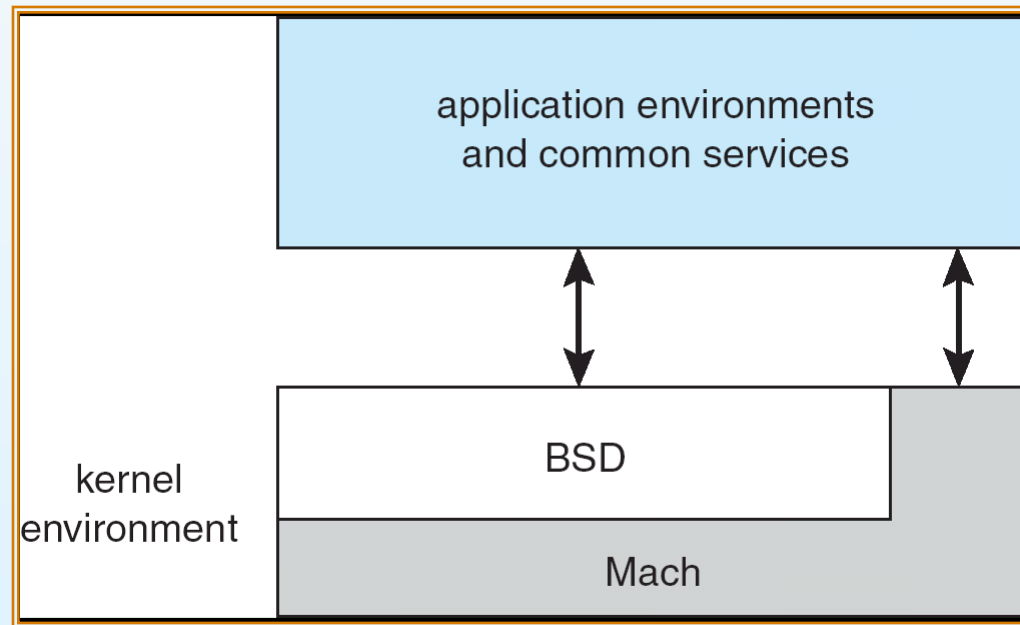
Microkernel System Structure

- Moves as much from the kernel into “*user*” space
- Communication takes place between user modules using message passing
- Benefits:
 - Easier to extend a microkernel
 - Easier to port the operating system to new architectures
 - More reliable (less code is running in kernel mode)
 - More secure
- Detriments:
 - Performance overhead of user space to kernel space communication





Mac OS X Structure





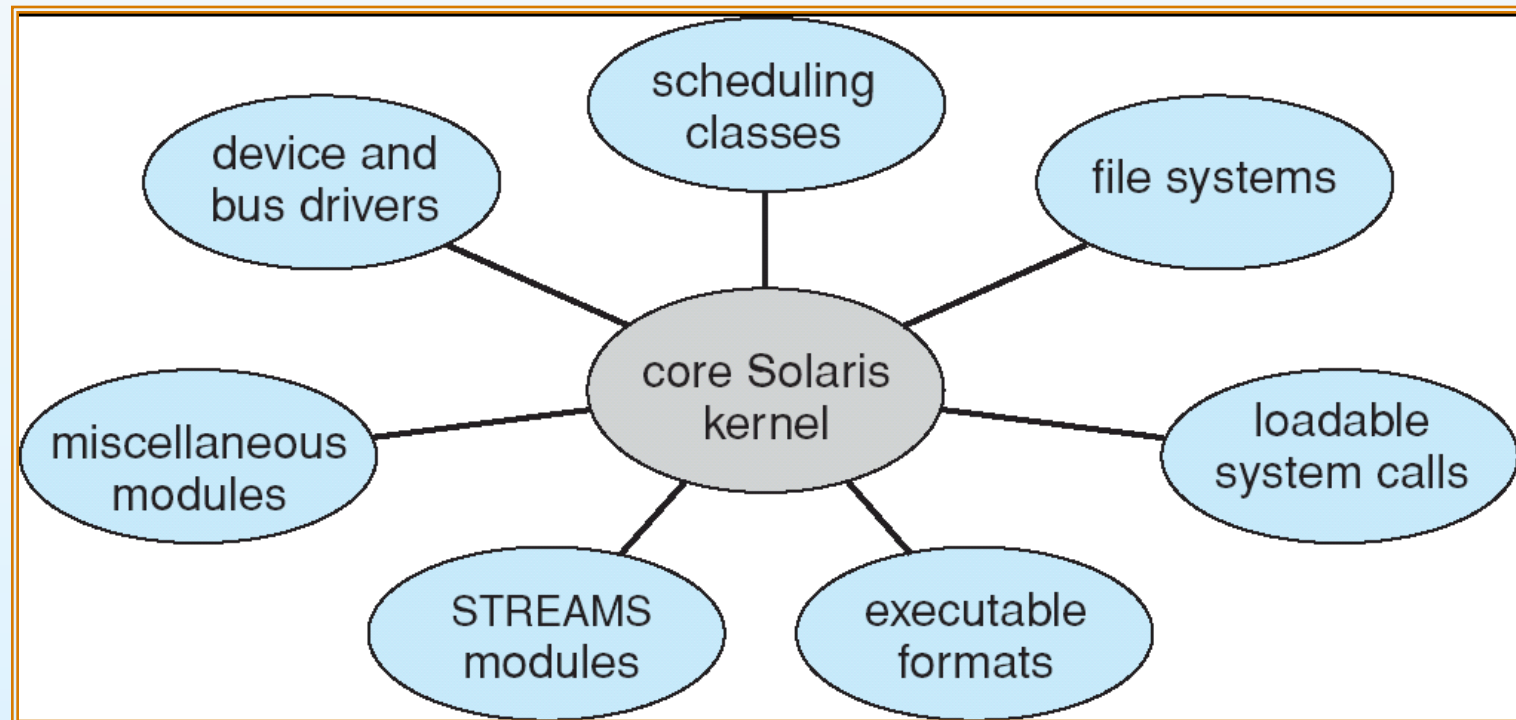
Modules

- Most modern operating systems implement kernel modules
 - Uses object-oriented approach
 - Each core component is separate
 - Each talks to the others over known interfaces
 - Each is loadable as needed within the kernel
- Overall, similar to layers but with more flexible





Solaris Modular Approach





Virtual Machines

- A *virtual machine* takes the layered approach to its logical conclusion. It treats hardware and the operating system kernel as though they were all hardware
- A virtual machine provides an interface *identical* to the underlying bare hardware
- The operating system creates the illusion of multiple processes, each executing on its own processor with its own (virtual) memory





Virtual Machines (Cont.)

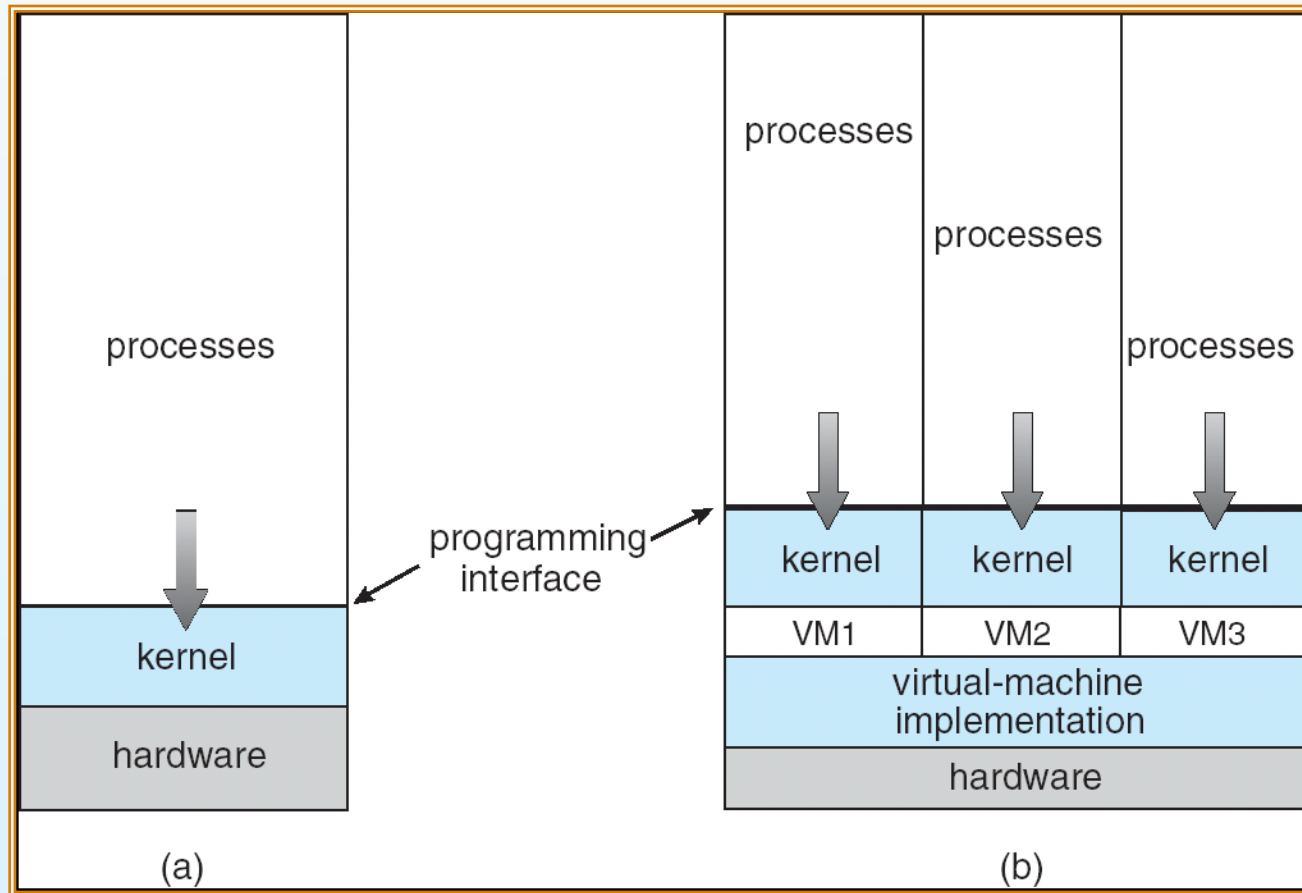
- The resources of the physical computer are shared to create the virtual machines
 - CPU scheduling can create the appearance that users have their own processor
 - Spooling and a file system can provide virtual card readers and virtual line printers
 - A normal user time-sharing terminal serves as the virtual machine operator's console

- A key enabler is VMM (Virtual Machine Monitor)





Virtual Machines (Cont.)



(a) Nonvirtual machine (b) virtual machine





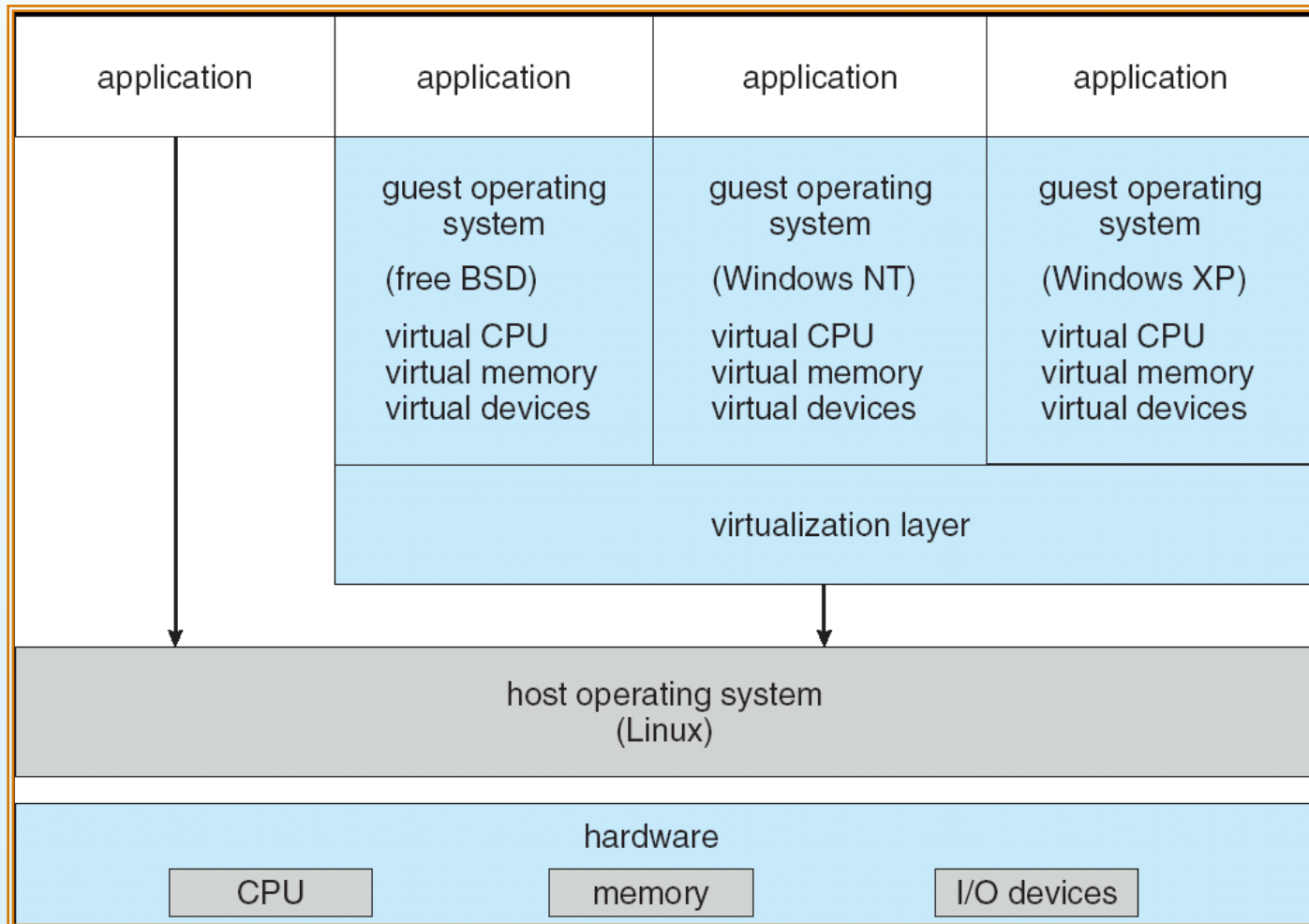
Virtual Machines (Cont.)

- The virtual-machine concept provides complete protection of system resources since each virtual machine is isolated from all other virtual machines. This isolation, however, permits no direct sharing of resources.
- A virtual-machine system is a perfect vehicle for operating-systems research and development. System development is done on the virtual machine, instead of on a physical machine and so does not disrupt normal system operation.
- The virtual machine concept is difficult to implement due to the effort required to provide an *exact* duplicate to the underlying machine



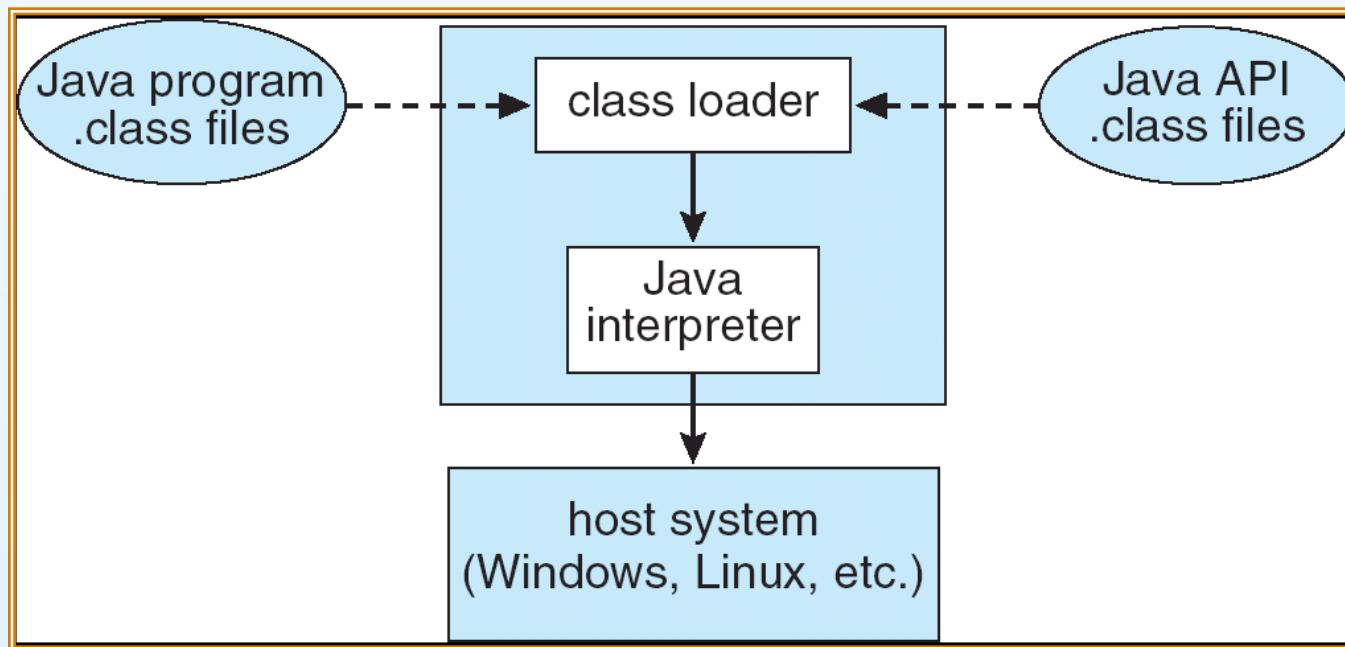


VMware Architecture





The Java Virtual Machine





Operating System Generation

- Operating systems are designed to run on any of a class of machines; the system must be configured for each specific computer site
- SYSGEN program obtains information concerning the specific configuration of the hardware system
- *Booting* – starting a computer by loading the kernel
- *Bootstrap program* – code stored in ROM that is able to locate the kernel, load it into memory, and start its execution





System Boot

- Operating system must be made available to hardware so hardware can start it
 - Small piece of code – **bootstrap loader**, locates the kernel, loads it into memory, and starts it
 - Sometimes two-step process where **boot block** at fixed location loads bootstrap loader
 - When power initialized on system, execution starts at a fixed memory location
 - ▶ Firmware used to hold initial boot code





Hardware Protection

- Dual-Mode Operation
- I/O Protection
- Memory Protection
- CPU Protection





Dual-Mode Operation

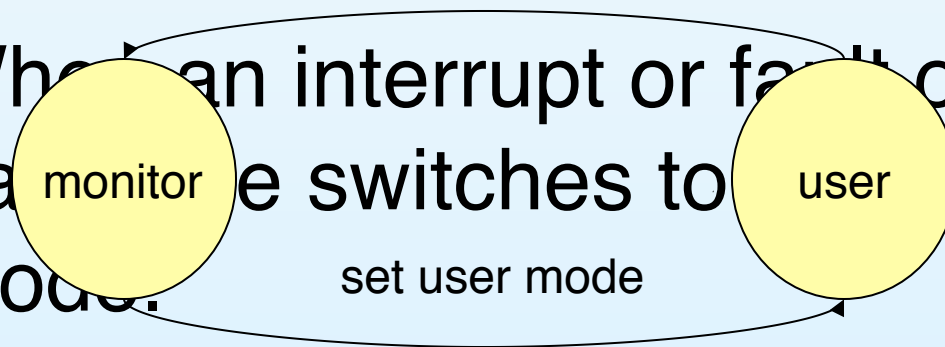
- Sharing system resources requires operating system to ensure that an incorrect program cannot cause other programs to execute incorrectly.
- Provide hardware support to differentiate between at least two modes of operations.
 1. *User mode* – execution done on behalf of a user.
 2. *Monitor mode* (also *kernel mode* or *system mode*) – execution done on





Dual-Mode Operation (Cont.)

- *Mode bit* added to computer hardware to indicate the current mode: monitor (0) or user (1).
- When an interrupt or fault occurs, the hardware switches to monitor mode.



Privileged instructions can be issued only in monitor mode.





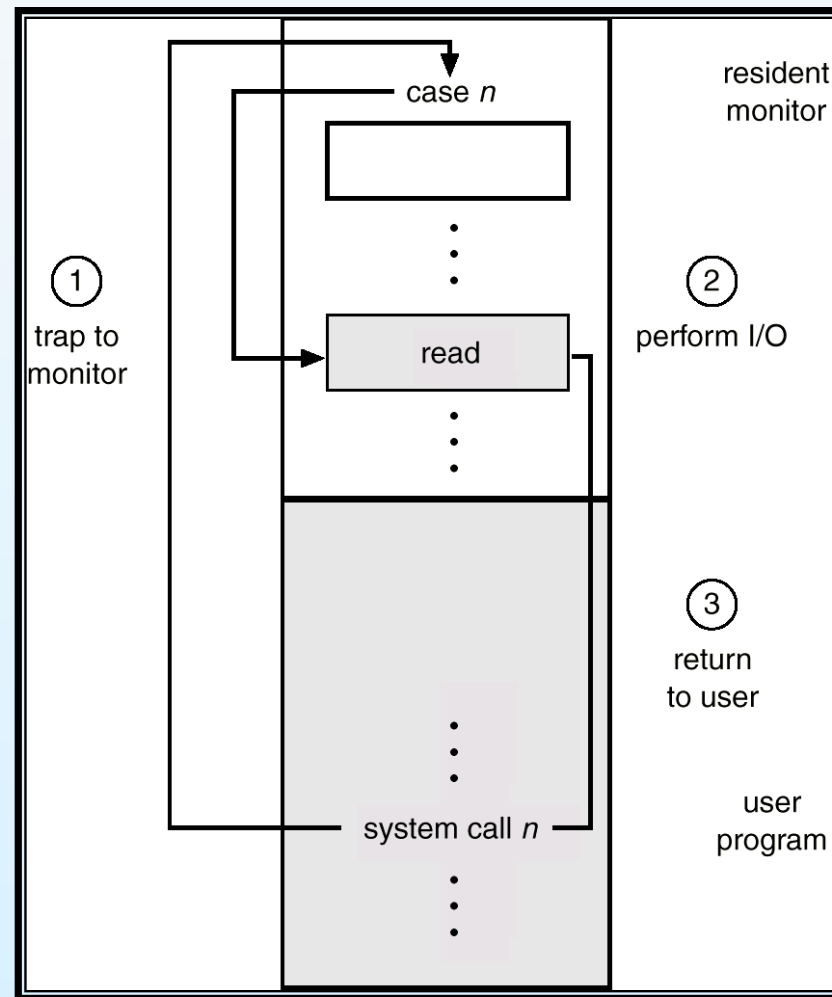
I/O Protection

- All I/O instructions are privileged instructions.
- Must ensure that a user program could never gain control of the computer in monitor mode (I.e., a user program that, as part of its execution, stores a new address in the interrupt vector).





Use of A System Call to Perform I/O





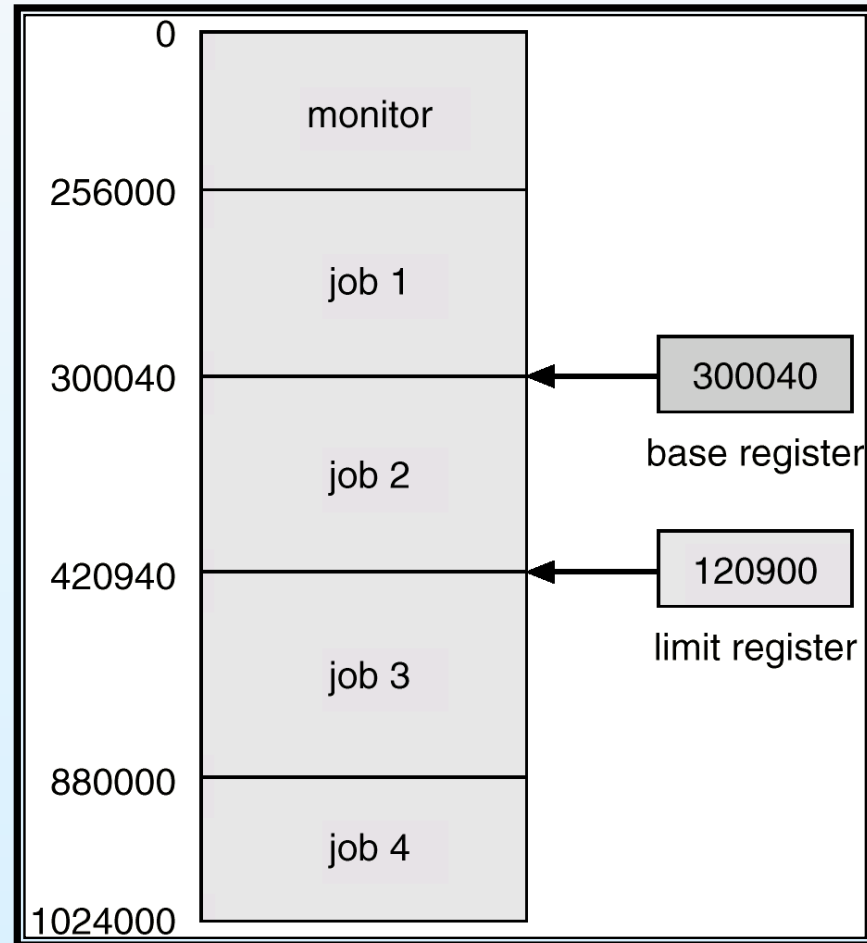
Memory Protection

- Must provide memory protection at least for the interrupt vector and the interrupt service routines.
- In order to have memory protection, add two registers that determine the range of legal addresses a program may access:
 - **Base register** – holds the smallest legal physical memory address.
 - **Limit register** – contains the size of the



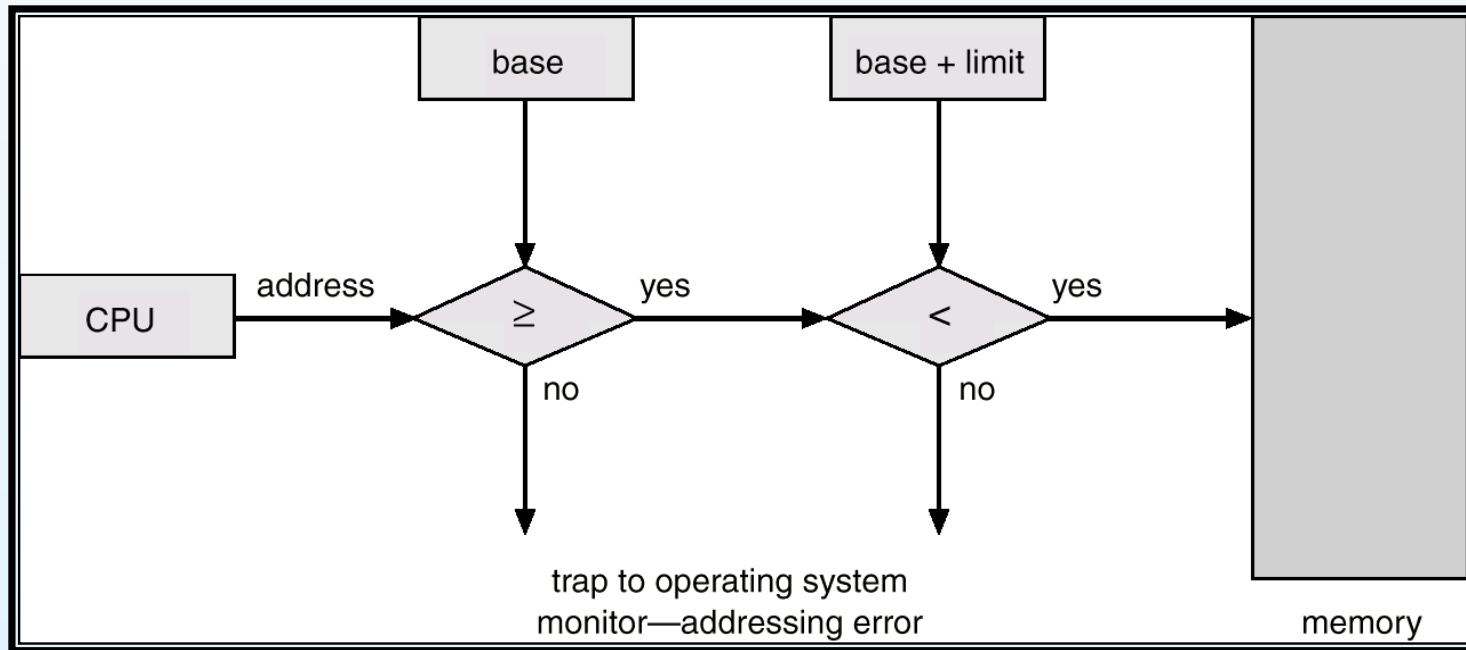


Use of A Base and Limit Register





Hardware Address Protection





Hardware Protection

- When executing in monitor mode, the operating system has unrestricted access to both monitor and user's memory.
- The load instructions for the *base* and *limit* registers are privileged instructions.





CPU Protection

- *Timer* – interrupts computer after specified period to ensure operating system maintains control.
 - Timer is decremented every clock tick.
 - When timer reaches the value 0, an interrupt occurs.
- Timer commonly used to implement time sharing.
- Time also used to compute the current time.





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End of Chapter 2

