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Indlejret Software Udvikling
Eksamens Dispositioner

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LaTeX-koden kan findes her[1]

[1] https://github.com/BjornNorgaard/I3ISU/tree/master/Eksamen

Todo list

Indholdsfortegnelse

List of Figures

1 Programs in relation to the OS and the kernel

1.1 Sub topics

- Processes and threads.
- Threading model.
- Process anatomy.
- Virtual memory.
- Threads being executed on CPU, the associated scheduler and cache.

1.2 Curriculum

- Slides "Intro to OS's".
- Slides "Parallel programs, processes and threads".
- OLA: "Anatomy of a program in memory", Gustavo Duarte.
- OLA: "The free lunch is over".
- OLA: "Virtual memory", pages 131-141.
- OLA: " Introduction to operating systems".
- OLA: "Multithreading".
- Kerrisk: Ch. 3-3.4 - System programming concepts.
- Kerrisk: Ch. 29 - Threads: Introduction.

1.3 Exercises

- Posix Threads.

1.4 Processes and threads

- En **process** er en instans af et program, som eksekveres.
- En **thread** er en del af eksekveringen, alle processer har mindst én thread.

Processes

- Har hver sit memory space.
- Process A kan ikke skrive i Process B's hukommelse.
- Kan kun kommunikere gennem IPC[1]
- Kan skabe andre processer som kan eksekvere det samme eller andre programmer.

Threads

- Alle tråde i en process dele hukommelse på heap'en.
- Alle tråde har hver sin stack og program counter. hvad vil program counter sige?
- Kan fucke med hinanden
  - Skal passe på at man ikke sletter de øvrige trådes data.

1.5 Threading model

Der findes tre forskellige modeller:

- User level threading.
- Kernel level threading.
- Hybrid level threading.

User level threading

- Simpel implementering, ingen kernel support for threads.
- Ekstremt hurtig thread kontekst skift (ikke brug for kernel handling). woot?
- Ikke muligt at håndtere flere kerner. hvorfor?

Figure 1: User level threading illusteret.

[1]Inter-Process Communication, mekanismer kontrolleret af OS.

Kernel level threading

- Brug for thead bevisthed i kernel.
- Mapper direkte til threads som *scheduleren* kan kontrollere.
- Effektiv brug af flere kerner.

Figure 2: Kernel level threading illusteret.

Hybrid level threading

- Komplex implementering. why?
- Kræver god koordination mellem userspace og kernelspace scheduleren - ellers ikke optimal brug af resources.

Figure 3: Hybrid level threading illusteret.

1.6 Process anatomy

- Når et program startes, starter en ny process.
- En process kører i sin egen memory sandbox, som et *virtual address space* (4GB på 32-bit platform).
- Hver process har sin egen **pagetable/virtual address space**.
- Den virtuelle memory mapper til fysisk memory addresser vha. pagetables.
- Alle processer har **virtual address space, hvor en del er bestemt til kernel space.**
- **Kernel space er ens for alle processor og mapper til samme fysiske hukommelse.**
- **Kernel space er flagged i pagetable med privileged code, så kun kernel space programmer kan tilgå det memory. Page fault hvis user-space process forsøger at tilgå.** udbydning

1.7 Virtual memory

Alle processors mapning ad virtual space er den samme. Af sikkerhedshensyn er der indført random-størrelse offsets mellem de forskellige enheder (stack, heap, etc.).. bedre forklaring

Resten, udover kernel space processens egen.

Her findes: Stack, heap, memory mapping, BSS, data og text/code segment.

Alle processor har deres eget virtual address space, som bliver skiftet ved context switches, se figur **??**.

BSS Indeholder **ikke** initialiserede statiske variabler. Dette område er anonymt. mere om dette? udbyd!

Data segment Indeholder statisk initialiserede variabler, dette område er **ikke** anonymt, det er dog privat. Dette på kortlægger de initialiserede statiske værdier givet i source koden, fordi det er privat bliver ændringer ikke gemt i dette område.
For eksempel, indholdet af en pointer er i data segmentet men selve det den peger på ligger i **text segmentet**, som er *read-only* og indeholder alt din kode . Text segmentet kortlægger ens binære filer i hukommelsen.

vil sige?

igen, privat?

data og text segment??

min hvordan

1.8 Threads being executed on CPU, associated scheduler and cache

2 Synchronization and protection

2.1 Sub topics

- Data integrity - Concurrency challenge.
- Mutex and Semaphore.
- Mutex and Conditionals.
- Producer / Consumer problem.
- Dining philosophers.
- Dead locks.

2.2 Curriculum

- Slides: ”Thread Synchronization I and II”.
- Kerrisk: Chapter 30: Thread Synchronization.
- Kerrisk: Chapter 31: Thread Safety and Per-Thread Storage (Speed read)”.
- Kerrisk: Chapter 32: Thread Safety and Per-Thread Storage (Speed read)”.
- Kerrisk: Chapter 53: Posix Semaphores (Named not in focus for this exercise)”.
- OLA: ”pthread-Tutorial” - chapters 4-6.
- OLA: ”Producer/Consumer problem”.
- OLA: ”Dining Philosophers problem”.

2.3 Exercises

- Posix Threads
- Thread Synchronization I & II

3 Thread communication

3.1 Sub topic

- The challenges performing intra-process communication.
- Message queue.
  - The premises for designing it.
  - Various design solutions - Which one chosen and why.
  - Its design and implementation.
- Impact on design/implementation between before and after the Message Queue.
- Event Driven Programming.
  - Basic idea.
  - Reactiveness.
  - Design - e.g. from sequence diagrams to code (or vice versa).

3.2 Curriculum

- Slides: "Inter-Thread Communication".
- OLA: "Event Driven Programming: Introduction, Tutorial, History - Pages 1-19 & 30-51".
- OLA: "Programming with Threads - chapters 4 & 6".

3.3 Exercises

- Thread Communication

4 OS API

4.1 Sub topics

- The design philosophy - Why OO and OS Api?
- Elaborate on the challenge of building it and its currenct design:
  - The PIMPL / Cheshire Cat idiom - The how and why.
  - CPU / OS Architecture.
- Effect on design/implementation:
  - MQs (Message queues) used with pthreads contra MQ used in OO OS Api.
  - RAII in use.
  - Using Threads before and now.
- UML Diagrams to implementation (class and sequence) - How?

4.2 Curriculum

- Slides: OS Api".
- OLA: OSAL SERNA SAC10".
- OLA: Speciffcation of an OS Api".
- Kerrisk: Chapter 35: Process Priorities and Schedul-ing".

4.3 Exercises

- OS API.

5 Message Distribution System (MDS)

5.1 Sub topics

- Messaging distribution system - Why & how?
- The PostOffice design - Why and how?
- Decoupling achieved.
- Design considerations & implementation.
- Patterns per design and in relation to the MDS and PostOffice design:
  - GoF Singleton Pattern
  - GoF Observer Pattern
  - GoF Mediator Pattern

5.2 Curriculum

- Slides: "A message system".
- OLA: "GoF Singleton pattern".
- OLA: "GoF Observer pattern".
- OLA: "GoF Mediator pattern".

5.3 Exercises

- The Message Distribution System

6 Resource handling

6.1 Sub topics

- RAII - What and why?
- Copy construction and the assignment operator.
- What is the concept begind a Counted SmartPointer?
- What is $boost :: shared\_ptr <>$ and how do you use it?

6.2 Curriculum

- Slides: "Resource Handling".
- OLA: "RAII - Resource Acquisition Is Initialiation".
- OLA: "SmartPointer".
- OLA: "Counted Body".
- OLA: "$boost :: shared\_ptr$".
- OLA: "Rule of 3".

6.3 Exercises

- Resource Handling.