

Introduction to Operating Systems, Part II

CSD2180 Operating Systems

BSc in Computer Science (IMGD / RTIS)

Singapore Institute of Technology / DigiPen Institute of Technology
September 2021

Attendance Taking

<https://forms.office.com/r/t6E6nkGXuA>

- Log in to your SIT account to submit the form
- You can only submit the form once
- The codeword is **durian**



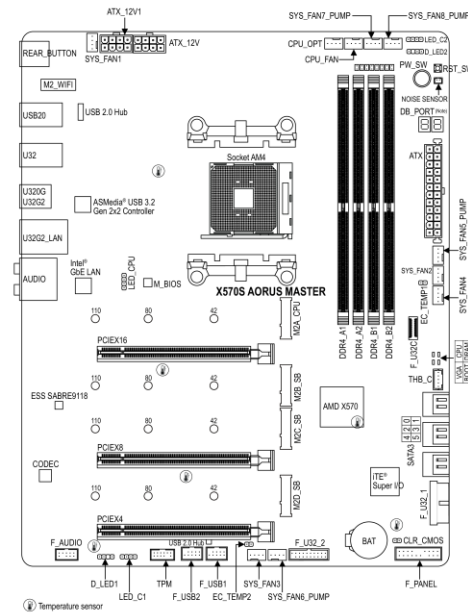


Operating System Operations

Different Perspectives of the Same Computer Motherboard



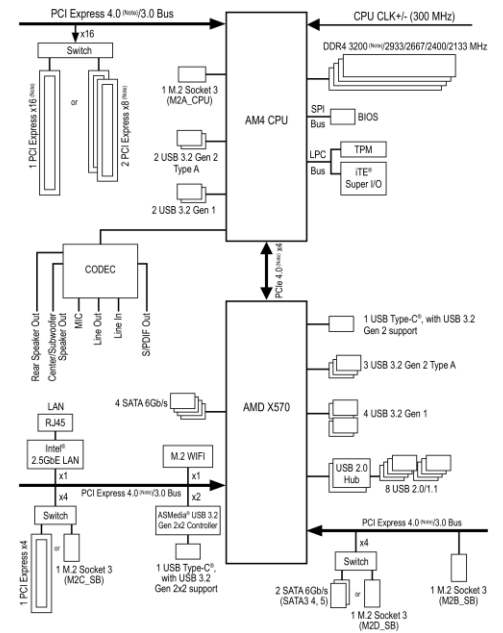
X570S AORUS MASTER Motherboard Layout



(Note) For debug code information, please refer to Chapter 6.

- 6 -

X570S AORUS MASTER Motherboard Block Diagram



(Note) Actual support may vary by CPU.

.7.

How a Computer Boots Up

Hardware powered on



Press this button

How a Computer Boots Up

Hardware powered on

BIOS runs

- Performs power-on self-test (POST)
- Initialize peripherals
- Locates secondary storage devices for bootable devices

```
PhoenixBIOS 4.0 Release 6.0
Copyright 1985-2001 Phoenix Technologies Ltd.
All Rights Reserved
Copyright 2000-2020 VMware, Inc.
VMware BIOS build 496
```



```
639K System RAM Passed
1023M Extended RAM Passed
512K Cache SRAM Passed
ATAPI CD-ROM: VMware Virtual IDE CDROM Drive
Mouse initialized
```

```
Press F2 to enter SETUP, F12 for Network Boot, ESC for Boot Menu
```

How a Computer Boots Up

Hardware powered on

BIOS runs

BIOS loads and runs Master Boot Record (MBR)

- Located at first 512 bytes of first / designated boot device

```
PhoenixBIOS 4.0 Release 6.0
Copyright 1985-2001 Phoenix Technologies Ltd.
All Rights Reserved
Copyright 2000-2020 VMware, Inc.
VMware BIOS build 496
```

vmware®

```
639K System RAM Passed
1023M Extended RAM Passed
512K Cache SRAM Passed
ATAPI CD-ROM: VMware Virtual IDE CDROM Drive
Mouse initialized
```

```
Press F2 to enter SETUP, F12 for Network Boot, ESC for Boot Menu
```

How a Computer Boots Up

Hardware powered on
BIOS runs

BIOS loads and runs Master Boot
Record (MBR)

MBR loads bootloader

- Bootloader may be loaded from e.g., partitions
- A bootloader may load subsequent bootloader stages, i.e., chain-loading



How a Computer Boots Up

Hardware powered on

BIOS runs

BIOS loads and runs Master Boot Record (MBR)

MBR loads bootloader

Bootloader loads and runs the operating system



How a Computer Boots Up

Hardware powered on

BIOS runs

BIOS loads and runs Master Boot Record (MBR)

MBR loads bootloader

Bootloader loads and runs the operating system

Operating system starts up and runs

- Kernel loads and executes
- Services are started

```
[ 0.460802] iommu: Default domain type: Translated
[ 0.462673] pci 0000:00:0f.0: vgaarb: setting as boot VGA device
[ 0.463569] pci 0000:00:0f.0: vgaarb: VGA device added: decodes=io+mem,owns=i
o+mem,locks=none
[ 0.464820] pci 0000:00:0f.0: vgaarb: bridge control possible
[ 0.465672] vgaarb: loaded
[ 0.466298] EDAC MC: Ver: 3.0.0
[ 0.467880] NetLabel: Initializing
[ 0.467880] NetLabel: domain hash size = 128
[ 0.468190] NetLabel: protocols = UNLABELED CIPSOv4 CALIPSO
[ 0.469056] NetLabel: unlabeled traffic allowed by default
[ 0.469884] PCI: Using ACPI for IRQ routing
[ 0.482628] clocksource: Switched to clocksource tsc-early
[ 0.505324] UFS: Disk quotas dquot_6.6.0
[ 0.505324] UFS: Dquot-cache hash table entries: 512 (order 0, 4096 bytes)
[ 0.505324] AppArmor: AppArmor Filesystem Enabled
[ 0.505324] pnp: PnP ACPI init
[ 0.505324] system 00:00: [io 0x1000-0x103f] has been reserved
[ 0.517466] system 00:00: [io 0x1040-0x104f] has been reserved
[ 0.518364] system 00:00: [io 0x0cf0-0x0cf1] has been reserved
[ 0.521441] system 00:08: [io 0xfce0-0xfcff] has been reserved
[ 0.521441] system 00:08: [mem 0xf0000000-0xf7ffffff] has been reserved
[ 0.521441] system 00:08: [mem 0xfe800000-0xfe9ffffff] has been reserved
[ 0.533447] pnp: PnP ACPI: found 9 devices
```

How a Computer Boots Up

Hardware powered on

BIOS runs

BIOS loads and runs Master Boot Record (MBR)

MBR loads bootloader

Bootloader loads and runs the operating system

Operating system starts up and runs

- Kernel loads and executes
- Services are started

```
[ OK ] Started Show Plymouth Boot Screen.
[ OK ] Started Forward Password Requests to Plymouth Directory Watch.
[ OK ] Reached target Local Encrypted Volumes.
[ OK ] Reached target Paths.
[ OK ] Finished Update UTMP about System Boot/Shutdown.
[ OK ] Reached target System Initialization.
[ OK ] Started Daily apt download activities.
[ OK ] Started Daily apt upgrade and clean activities.
[ OK ] Started Periodic ext4 Online Metadata Check for All Filesystems.
[ OK ] Started Discard unused blocks once a week.
[ OK ] Started Daily rotation of log files.
[ OK ] Started Daily man-db regeneration.
[ OK ] Started Clean PHP session files every 30 mins.
[ OK ] Started Daily Cleanup of Temporary Directories.
[ OK ] Reached target Timers.
[ OK ] Listening on D-Bus System Message Bus Socket.
[ OK ] Listening on PC/SC Smart Card Daemon Activation Socket.
[ OK ] Listening on UID daemon activation socket.
[ OK ] Reached target Sockets.
[ 7.053399] ACPI: AC Adapter [ACAD] (on-line)
[ 7.067220] vmw_vmci 0000:00:07.7: Found VMCI PCI device at 0x11080, irq 16
[ 7.067654] vmw_vmci 0000:00:07.7: Using capabilities 0xc
[ 7.069888] Guest personality initialized and is active
[ 7.072528] VMCI host device registered (name=vmci, major=10, minor=61)
[ 7.072878] Initialized host personality
[ 7.151805] parport_pc 00:04: reported by Plug and Play ACPI
[ 7.152567] parport0: PC-style at 0x378, irq 7 [PCSPP,TRISTATE]
[ 7.383010] sd 1:0:0:0: Attached scsi generic sg0 type 0
[ 7.387535] sr 2:0:0:0: Attached scsi generic sg1 type 5
[ 7.431593] input: PC Speaker as /devices/platform/pcspkr/input/input5
[ 7.445129] RAPL PMU: API unit is 2^-32 Joules, 0 fixed counters, 10737418240 ms ovfl timer
[ 7.459492] Decoding supported only on Scalable MCA processors.
[ 7.492673] Decoding supported only on Scalable MCA processors.
[ 7.657637] ppdev: user-space parallel port driver
[ OK ] Finished Raise network interfaces.
[ OK ] Finished Set console font and keymap.
```

How a Computer Boots Up

Hardware powered on

BIOS runs

BIOS loads and runs Master Boot Record (MBR)

MBR loads bootloader

Bootloader loads and runs the operating system

Operating system starts up and runs



Multiprogramming and Multitasking

Problem

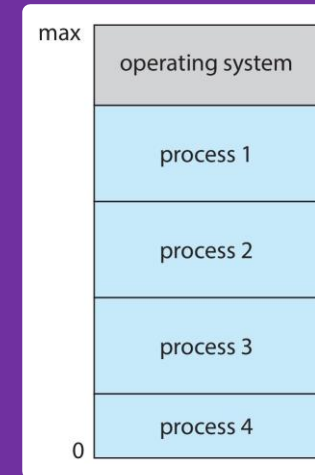
- A single program cannot always keep the CPU or I/O devices busy
- Users want to run more than one program at a time

Multiprogramming is needed for efficiency, by organizing programs so that the CPU always has one to execute

General idea

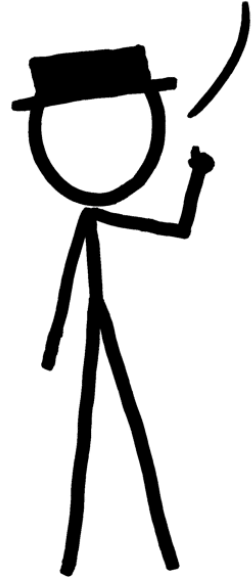
- The OS keeps several processes in memory
- One process is selected and run via **process scheduling**
- When the process has to wait (e.g., for I/O), the OS switches to another process

Protip: A *program* in execution is called a *process*

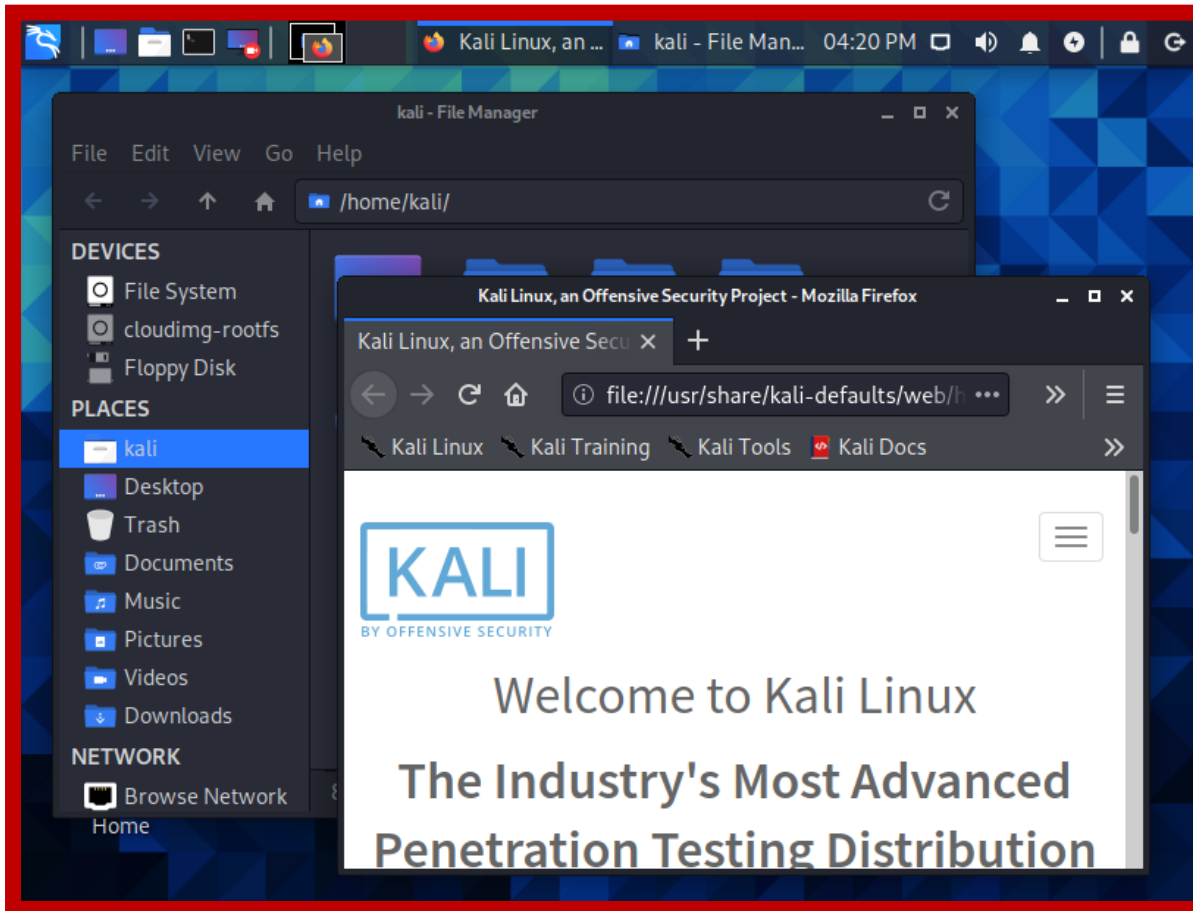


Multiprogramming and Multitasking

WHAT IF WE TRIED
MORE POWER?



Multiprogramming and Multitasking



Multitasking: The CPU switches jobs so frequently that users can *interact* with each job while it is running, creating **interactive computing** 😊

In general

- Response time should be *fast* (e.g., sub-second)
- User have >1 program executing in memory
- If >1 jobs ready to run at the same time, then **scheduling** takes place
- If processes don't fit in memory, **swapping** moves them in and out to run
- **Virtual memory** allows execution of processes not completely in memory

Dual-Mode Operation

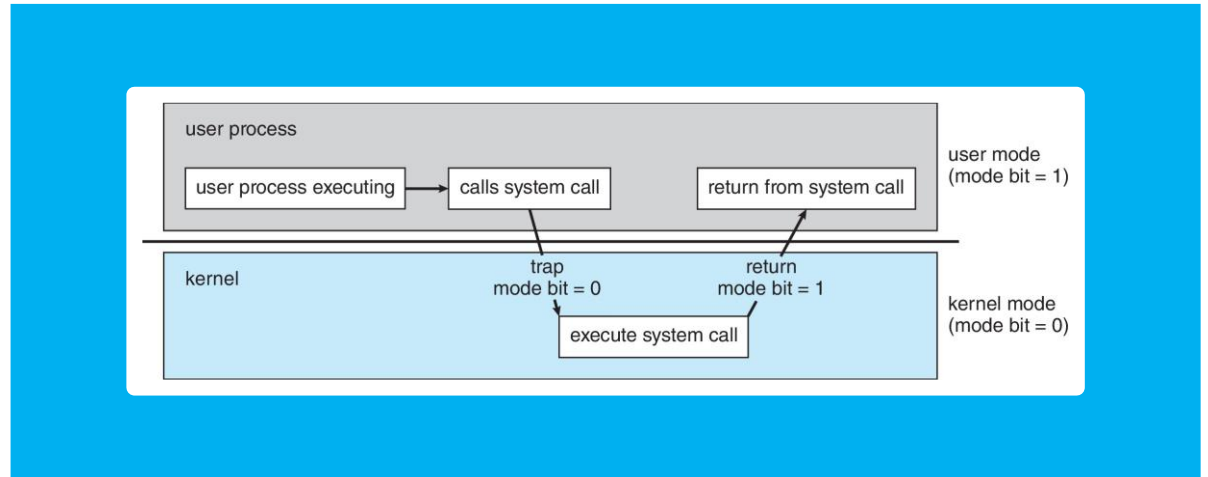
User mode and kernel mode

- **Mode bit** provided by hardware
- Provides ability to distinguish when system is running user code or kernel code

Some instructions are designated as **privileged**, only executable in kernel mode

How do we guarantee that user does not explicitly set the mode bit to "kernel"?

- System call sets mode to kernel, and on return from call resets it back to user
- Instruction to switch to kernel mode is handled specially (sometimes via a trap, sometimes as a unique instruction)



Dual-mode operation allows OS to protect itself and other system components

Protip: Kernel mode is also called *supervisor mode*, *system mode*, or *privileged mode*

Timer

Timer to prevent infinite loop or process hogging resources

Timer is set to interrupt the computer after some time period

Keeps a counter that is decremented by the physical clock

The operating system set the counter (privileged instruction)

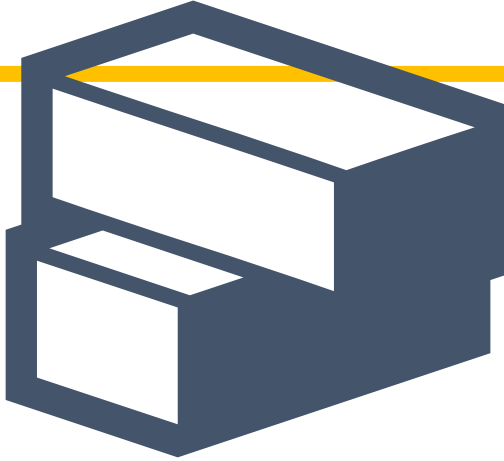
When counter reaches zero, an interrupt is generated

Set up before scheduling process to regain control or terminate program that exceeds allotted time

Four small, solid-colored geometric shapes are scattered around the central text: a yellow circle in the upper left, a purple square in the upper right, a blue triangle in the lower left, and a yellow circle in the lower right.

Resource Management

Recap



Memory management

Filesystem management

Mass storage management

Caching

We have discussed some aspects of operating system resource management...

Why Are We Talking About Storage?

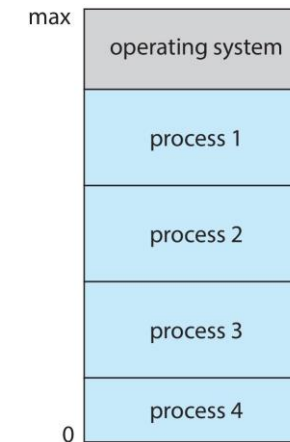
Memory Management

To execute a program all (or part) of the instructions must be in memory

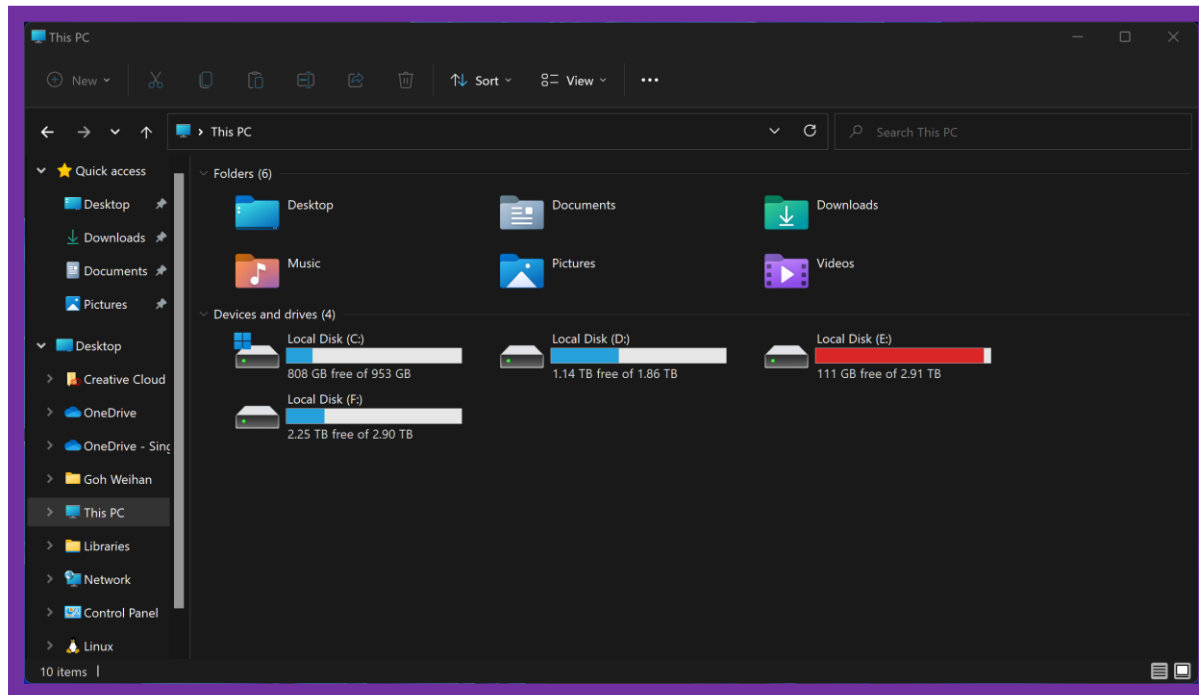
Memory management determines what is in memory and when

Memory management activities

- Keeping track of which parts of memory are currently being used and by whom
- Deciding which processes (or parts thereof) and data to move into and out of memory
- Allocating and deallocating memory space as needed



Why Are We Talking About Storage?



Filesystem Management

Operating system provides uniform, logical view of information storage

Filesystem management

- Files usually organized into directories
- Access control on most systems to determine who can access what
- Operating system activities include
 - Creating and deleting files and directories
 - Primitives to manipulate files and directories
 - Mapping files onto secondary storage
 - Backup files onto stable (non-volatile) storage media

Why Are We Talking About Storage?

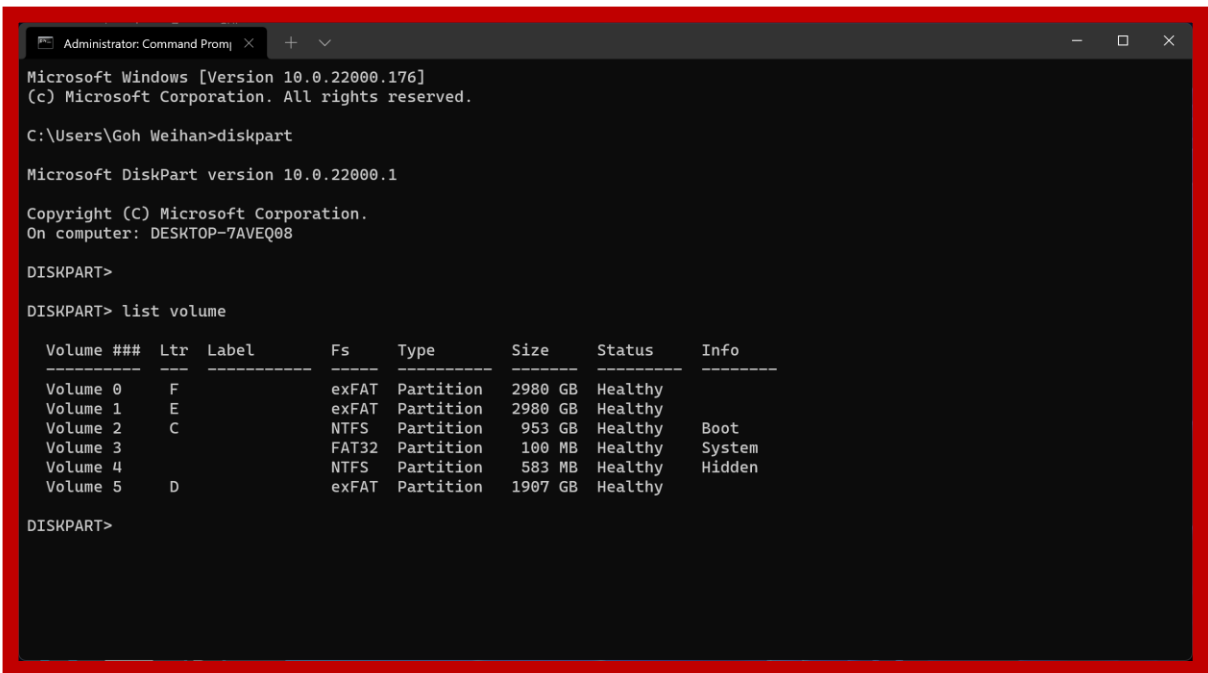
Mass-Storage Management

Usually, disks are used to store data that does not fit in main memory, or data that must be kept for a long period of time

Proper management is of central importance

Operating system activities

- Mounting and unmounting (i.e., safe removal)
- Free-space management
- Storage allocation
- Disk scheduling
- Partitioning
- Protection



```

Administrator: Command Promj
Microsoft Windows [Version 10.0.22000.176]
(c) Microsoft Corporation. All rights reserved.

C:\Users\Goh Weiha>diskpart

Microsoft DiskPart version 10.0.22000.1

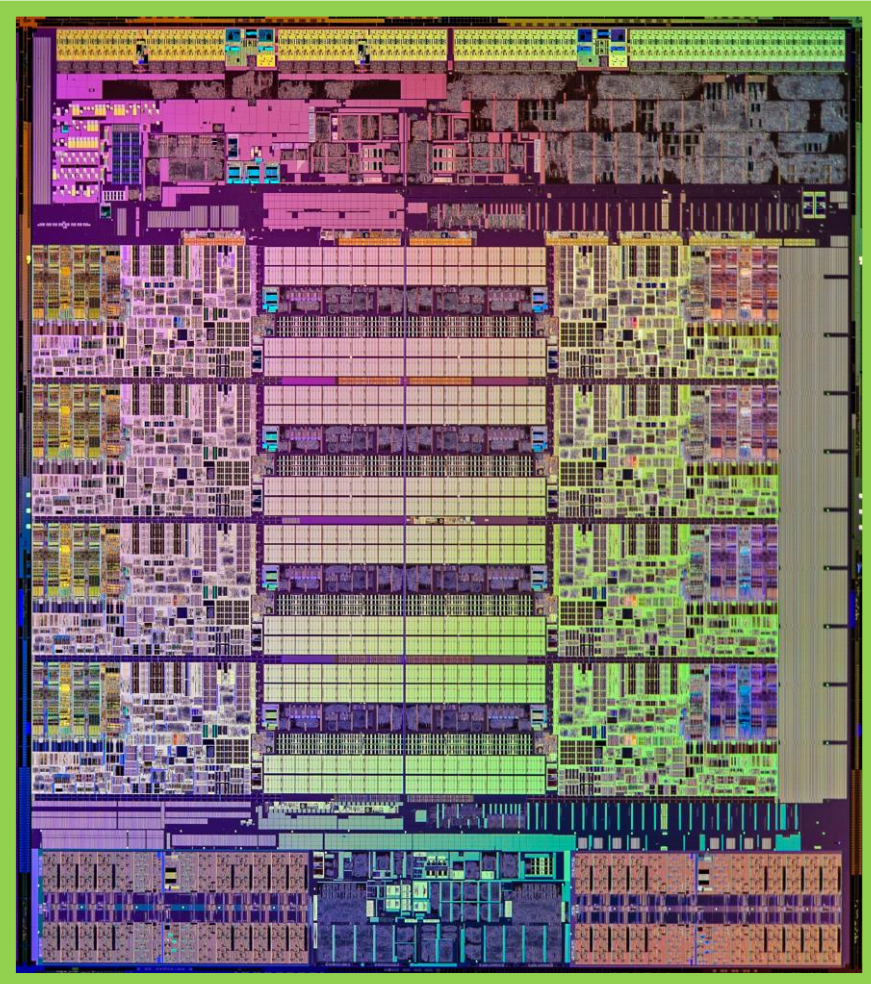
Copyright (C) Microsoft Corporation.
On computer: DESKTOP-7AVEQ08

DISKPART>

DISKPART> list volume

   Volume ###  Ltr Label     Fs      Type        Size     Status       Info
   -----
   Volume 0      F             exFAT   Partition   2980 GB    Healthy
   Volume 1      E             exFAT   Partition   2980 GB    Healthy
   Volume 2      C             NTFS    Partition    953 GB    Healthy      Boot
   Volume 3                      FAT32   Partition    100 MB    Healthy      System
   Volume 4      D             NTFS    Partition    583 MB    Healthy      Hidden
   Volume 5                      exFAT   Partition   1907 GB    Healthy
  
```

Why Are We Talking About Storage?



Caching

Information in use copied from slower to faster storage temporarily

Faster storage (cache) checked first to determine if information is there

- If it is, information used directly from cache (fast)
- If not, data copied to cache and used there

Cache smaller than storage being cached

- Cache management important design problem
- Cache size and replacement policy

Process Management

Process needs resources to accomplish its task

- CPU, memory, I/O, files
- Initialization data

Process termination requires reclaim of any reusable resources

Typically, a system has many processes, some user, and the operating system running *concurrently* on one or more CPUs

- Concurrency by multiplexing the CPUs among the processes / threads

A program in execution is called a process

- 💣 Program = passive entity
- 💣 Process = active entity

Single-threaded process has one *program counter* specifying location of next instruction to execute

- Process executes instructions "sequentially", one at a time, until completion

Multi-threaded process has one program counter *per thread*

Process Management Activities

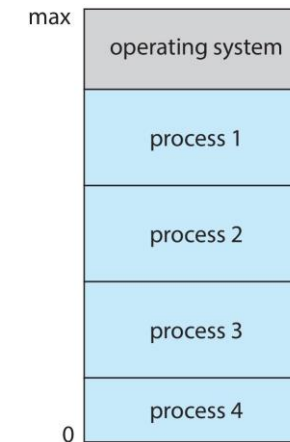
Create / delete user and system processes

Suspend / resume processes

Provide mechanisms for process synchronization

Provide mechanisms for process communication

Provide mechanisms for deadlock handling



I/O Subsystem Management

Hide peculiarities of hardware devices from the user

Memory management of I/O, including

- **Buffering:** Storing data temporarily while it is being transferred
- **Caching:** Storing parts of data in faster storage for performance
- **Spooling:** the overlapping of output of one job with input of other jobs

General device-driver interface

Drivers for specific hardware devices

Four decorative geometric shapes are scattered around the central text: a yellow circle in the upper left, a purple square in the upper center, a blue triangle in the upper right, and a yellow circle in the lower right. A blue triangle is also located in the lower left corner.

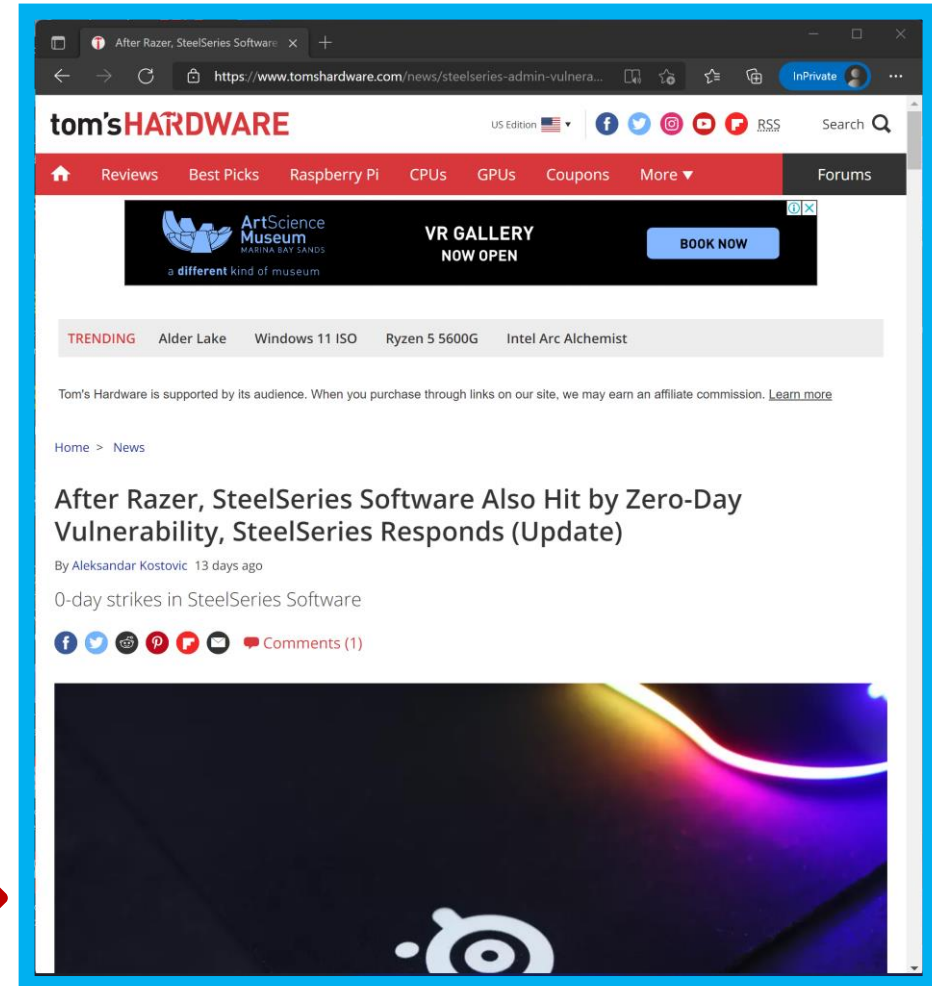
Security and Protection

Security and Protection

Systems generally distinguish among users to determine who can do what







- User identities (user IDs, security IDs) include name and associated identifier, one per user
- User identifier then associated with all files and processes of that user to determine access control
- Group identifier (group ID) allows sets of users to be defined and controls managed, then also associated with each process and file

Privilege escalation allows user to access resources of another user with *more* rights



Four decorative geometric shapes are scattered around the title: a yellow circle in the upper left, a purple square in the upper center, a blue triangle pointing right in the upper right, and a yellow circle in the lower right. A blue triangle pointing left is also visible in the lower left corner.

Computing Environments

 Traditional |  Emulated | 
Virtualized |  Mobile |  Cloud
Computing |  Real-Time Embedded

Traditional Computing

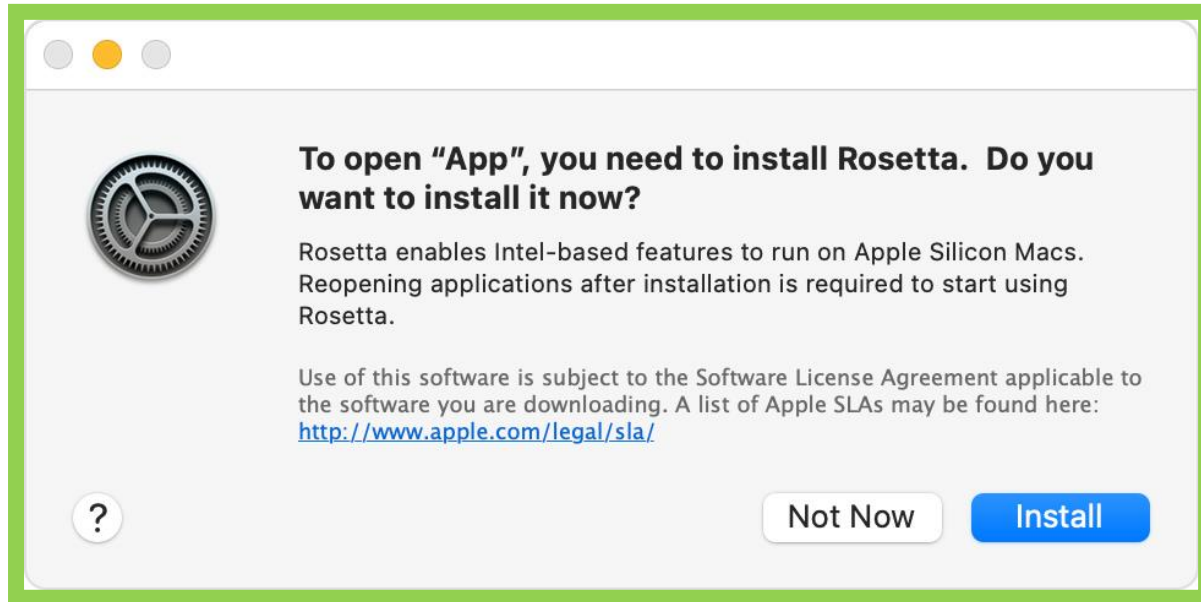
Stand-alone, general-purpose machines

Definition kind of blurred these days as most computer systems **interconnect** with others (e.g., over the Internet)

Networking is now ubiquitous



Emulation



Emulation involves simulating computer hardware in software

Typically used for running applications when source CPU type different from target CPU type (e.g., running ARM applications on x86)

Can be (and generally) slow

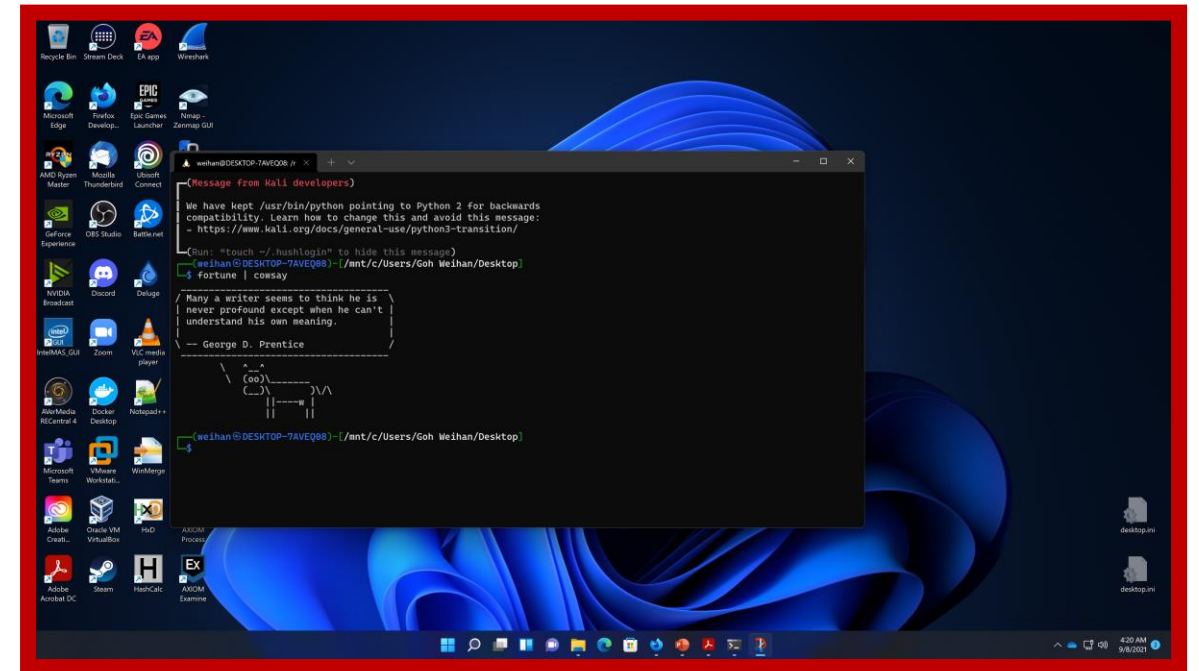
- Every machine-level instruction that runs natively on the source system must be **translated** to the equivalent on the target system

Where has this been used before?

Virtualization

Operating system natively compiled for CPU,
running guest operating systems that are also
natively compiled for CPU

- For example, using VMware Workstation to run Windows XP guests on a Windows 10 host system
- Virtual machine manager (VMM) provides virtualization services



Mobile Computing

Handheld smartphones, tablets, etc.

More features, such as GPS, gyroscope, etc.

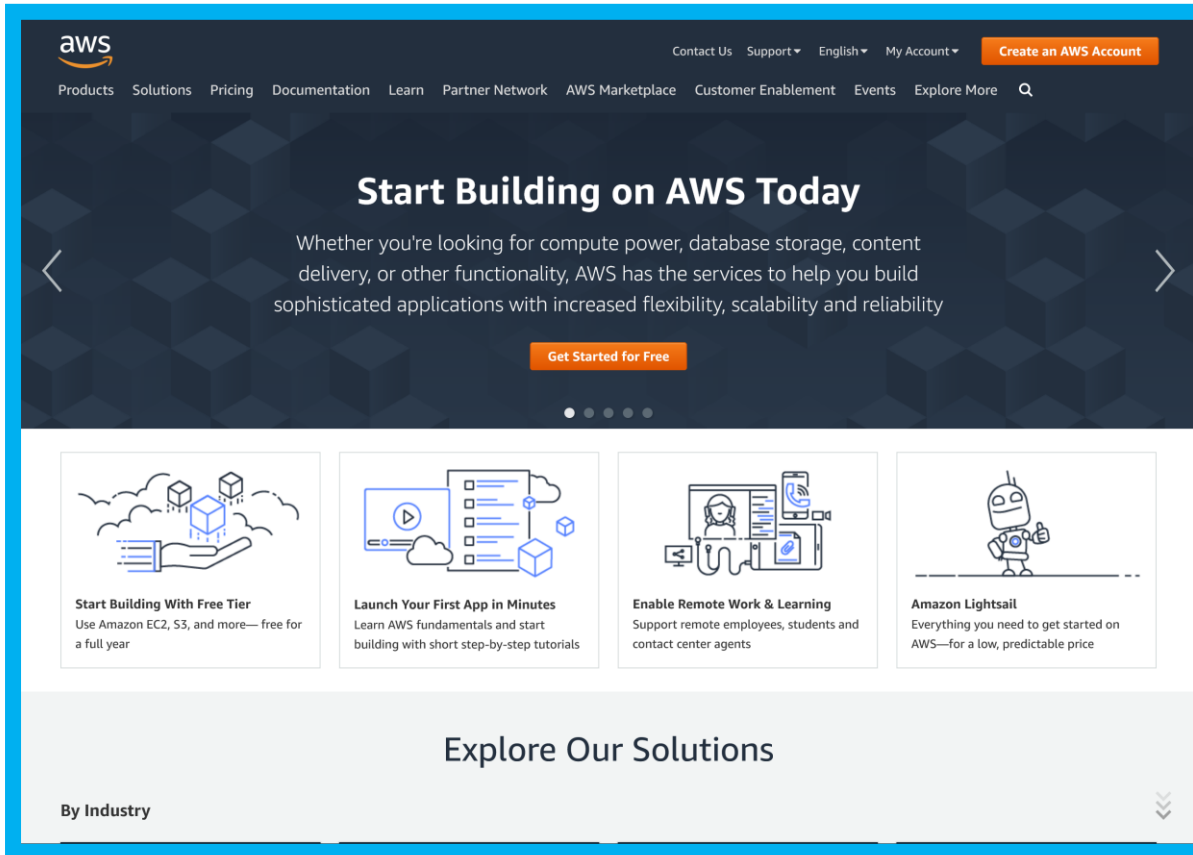
Allow new types of **use cases** like augmented reality

Use **wireless or cellular data** networks for connectivity

Ecosystem led by Apple iOS and Google Android



Cloud Computing



Concept of *almost-anything-as-a-service*

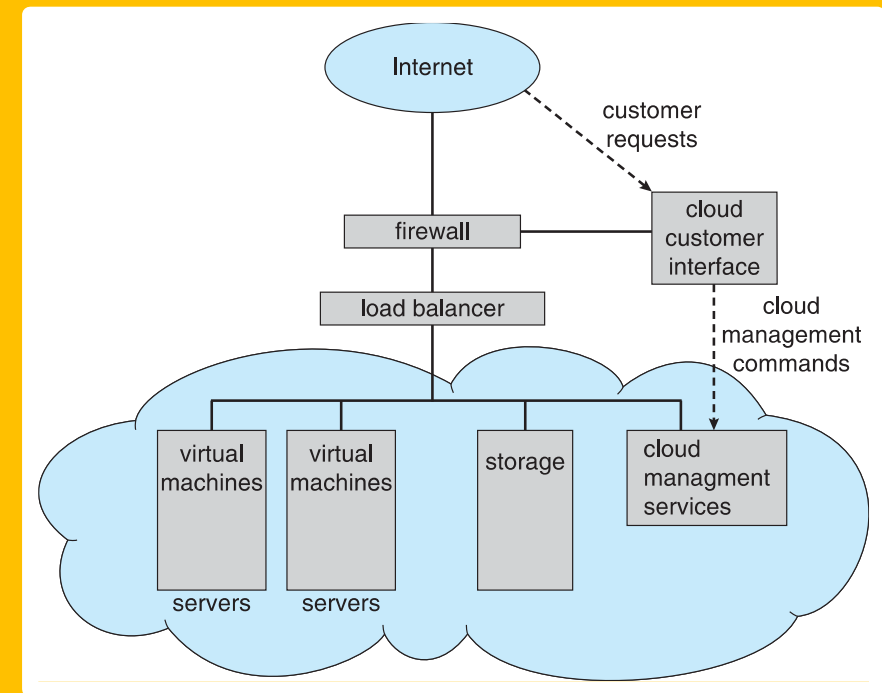
Delivers computing, storage, apps, etc. as a service across a network

Can be thought as an extension of virtualization as they use virtualization as base for their functionality

- Amazon EC2 has thousands of servers, **millions of virtual machines**, petabytes of storage available across the Internet, where users pay based on usage

Cloud Computing

Cloud computing environments composed of traditional operating systems + VMMs + cloud management tools



Cloud Computing

Almost-anything-as-a-service

Software-as-a-Service (SaaS): One or more applications available via the Internet (e.g., Google Docs, Dropbox, etc.)

Platform-as-a-Service (PaaS): Software stack ready for application use via the Internet (e.g., AWS Elastic Beanstalk, Google App Engine, etc.)

Infrastructure-as-a-Service (IaaS): Servers or storage available over Internet (e.g., AWS EC2, DigitalOcean, etc.)

Cloud types

Public cloud: Available via Internet to anyone willing to pay

Private cloud: Run by a company for the company's own use

Hybrid cloud: Includes both public and private cloud components

Embedded Systems

Most prevalent form of computers

- Vary considerably depending on purpose
- Operating system may be limited-purpose, etc.

Some systems may have operating system, some perform tasks without

Real-time operating system has well-defined fixed time constraints

- Processing must be done within constraint
- Correct operation only if constraints met



Questions? Thank You!

 [Weihan.Goh {at} Singaporetech.edu.sg](mailto:Weihan.Goh@Singaporetech.edu.sg)

 <https://www.singaporetech.edu.sg/directory/faculty/weihan-goh>

 <https://sg.linkedin.com/in/weihan-goh>

