

Operating Systems Principles

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1 L3: Arpaci-Dusseau Chapter 5: Interlude: Process API

1.1 The fork() System Call

- Crux: How to create and control processes
- fork()
 - Creates new process; returns child's PID to parent; returns 0 to child;
 - Each has own PC, registers, address space
- Nondeterministic Behavior
 - Scheduler will decide which process to run
 - May lead to problems in multi-threaded programs

1.2 The wait() System Call

- wait()
 - Parent calls wait() to wait for child to finish execution

1.3 The exec() System Call

- exec()
 - Loads code, overwrites code segment, and reinitializes memory space
 - Takes executable name and arguments
 - Does not create a new process; transform current process

1.4 Why? Motivating The API

- Separation
 - Separating fork() and exec() allows code to alter the environment of the about-to-run program
- Example
 - Shell forks a process, execs the program, and waits until finished
 - The separation allows for things such as output to be redirected (closes stdout and opens file)

1.5 Other Parts Of The API

- kill()
 - System call sends signal to process to sleep, die, etc

2 L3: Arpaci-Dusseau Chapter 6: Mechanism: Limited Direct Execution

2.1 Basic Technique: Limited Direct Execution

- Crux: How to efficiently virtualize CPU with control
- Limited Direct Execution
 - OS will create entry for process list, allocate memory for program, load program into memory, setup stack with argc/v, clear registers, execute call to main()
 - Program will run main(), execute return
 - OS will free memory, remove from process list
- LDE good bc fast, but
 - Problem of keeping control
 - Problem of time sharing still

2.2 Problem 1: Restricted Operations

- User mode vs. Kernel mode
 - Restricted mode which needs to ask kernel to perform system calls
 - Calls like open() are actually procedure calls with trap to enter kernel and raise privilege
 - Return-from-trap is used to enter user mode from kernel and drop privilege
 - Push counters, flags, registers onto per-process kernel stack when trapping
- Trap table is used to control what code is executed when trapping
 - Trap handler used by hardware to cause interrupts
 - Telling hardware where trap table is is privileged
 - Trap handler actually uses system-call number, rather than specifying an address (another layer of protection)
- Two phases of LDE
 - At boot, kernel initializes trap table and remembers where it is

OS @ boot (kernel mode)	Hardware
initialize trap table	remember addresses of... syscall handler timer handler
start interrupt timer	start timer interrupt CPU in X ms

2.3 Problem 2: Switching Between Processes

- How can OS regain control?
 - Because process is running, so OS is not running
- Cooperative Approach
 - System calls include explicit yield system call, transferring control back to OS
- Noncooperative Approach
 - Reboot, Timer Interrupt
- Saving and Restoring Context
 - Scheduler will choose when to switch processes

OS @ run (kernel mode)	Hardware	Program (user mode)
		Process A
		...
	timer interrupt save regs(A) to k-stack(A) move to kernel mode jump to trap handler	
Handle the trap Call <code>switch()</code> routine save regs(A) to <code>proc-struct(A)</code> restore regs(B) from <code>proc-struct(B)</code> switch to k-stack(B) return-from-trap (into B)		
	restore regs(B) from k-stack(B) move to user mode jump to B's PC	
		Process B
		...

2.4 Worried About Concurrency?

- Interrupt during interrupt?
 - Many complex things to do
 - Could disable interrupts (but this might lose interrupts), or locking schemes, etc

2.5 Summary

- Reboot
 - Good technique because restores system to well-tested state
 - OS will 'baby-proof' by only allowing processes to run in restricted mode and with interrupt handlers

3 L3: Linking and Libraries: Object Modules, Linkage Editing, Libraries

3.1 Introduction

- Process as fundamental; as executing instance of program
 - Program as one or more files (these are not the executables though)
 - Source must be translated

3.2 The Software Generation Tool Chain

- Source module
 - Editable text in some language like C
- Relocatable object module
 - Sets of compiled instructions; incomplete programs
- Library
 - Collection of object modules
- Load module
 - Complete programs ready to be loaded into memory
- Compiler
 - Parse source modules; usually generates assembly, may generate pseudo-machine
- Assembler
 - Object module with mostly machine code
 - Memory addresses of functions, variables may not be filled in
- Linkage Editor
 - Find all required object modules and resolve all references
- Program Loader
 - Examines load module, creates virtual space, reads instructions, initializes data values
 - Find and map additional shared libraries

3.3 Object Modules

- Code in multiple files
 - Because more understandable if splitting functionality
 - Many functions are reused, so use external libraries
- Relocatable object modules are program fragments
 - Incomplete because make references to code in other modules
 - Even the references to other code are only relative
- ELF format
 - Header section with types, sizes, and location of other sections
 - Code and data section to be loaded contiguously
 - Symbol table of external symbols
 - Relocation entries describing location of field, width/type of field, symbol table entry

3.4 Libraries

- Reusable, standard functions in libraries
 - Libraries not always orthogonal and independent
- Build program by combining object modules and resolving external references

3.5 Linkage Editing

- Resolution
 - Search libraries to find object modules to resolve external references
- Loading
 - Lay text and data in single virtual address space
- Relocation
 - Ensure references correctly reflect chosen address

3.6 Load Modules

- Load module requires no relocation and is complete
- When loading new module
 - Determine required text and data sizes and locations, allocate segments, read contents, create a stack segment with pointer
- Load module has symbol table to help determine where exceptions occurred

3.7 Static vs. Shared Libraries

- Static Linking
 - Many copies, so inefficient; also, permanent copy, so don't receive updates
- Shared Libraries
 - Implementations vary, but one way
 - Reserve address for libraries, linkage edit, map with redirection table, etc, more mapping
 - Efficient, but doesn't work for static data because one copy
 - But can be slow to load many libraries, and must know library name at loadtime

3.8 Dynamically Loaded Libraries

- DLL loaded once needed
 - Choose and load library, binds, use library, unload
 - Resource efficient because can unload
- Implicitly Loaded Dynamically Loadable Libraries
 - Another implementation of DLL with different pros/cons

4 L3: Linkage Conventions: Stack Frames and Linkage Conventions

4.1 Introduction

- What is the state of computation and how can it be saved?
- What is the mechanism of requesting and receiving services?

4.2 The Stack Model of Programming Languages

- Procedure-local variables
 - Stored on a LIFO stack
 - New call frames pushed onto stack when procedure called; old frames popped when procedure returns
 - Long-lived resources on heap, not stack

4.3 Subroutine Linkage Conventions

- X86 Subroutine Linkage
 - Pass parameters to be called by routine
 - Save return address and transfer control to entry
 - Save content of non-volatile registers
 - Allocate space for local variables
- X86 Return Process
 - Return value to where routine expects it
 - Pop local storage
 - Restore registers
 - Subroutine transfer control to return address
- Responsibilities split between caller and callee
- Saving and restoring state of procedure is mostly a matter of stack frame and registers

4.4 Traps and Interrupts

- Procedure call vs Trap/Interrupt
 - Procedure requested by running software and expects result; linkage conventions under software control
 - After trap/interrupt, should restore state
- How
 - Number associated with every interrupt/exception, maps to PS/PC
 - Push new program counter and program status (from interrupt/trap vector table) onto CPU stack
 - Resume execution at new PC
 - First level handler
 - Save general registers on stack
 - Choose second level handler based on info from interrupt/trap
 - Second level handler (procedure call)
 - Deal with interrupt/exception
 - Return to first level handler
 - Restore saved registers and return-from-interrupt/trap
 - CPU reloads PC/PS and resumes execution
- Stacking/unstacking interrupt/trap is 100x+ slower than procedure call

5 L4: Arpaci-Dusseau Chapter 7: Scheduling: Introduction

5.1 Workload Assumptions

- Workload as the processes running in the system
- Fully-operational scheduling discipline
 - Assume each job runs for same amount of time, arrives at same time, once started will run to completion, only uses CPU, run-time length is known

5.2 Scheduling Metrics

- Scheduling metric is something we can measure is useful for scheduling
 - $Turnaround_{time} : Time_{completion} - Time_{arrival}$
- Performance and Fairness often at odds with each other
 - Fairness measured by Jain's Fairness Index

5.3 First In, First Out (FIFO)

- Properties of FIFO
 - Simple and easy to implement while working well based on assumptions
- Convoy Effect
 - FIFO fails if few high-resource consumers are ahead of low-resource consumers

5.4 Shortest Job First (SJF)

- SJF is optimal given the assumptions
 - But fails if relaxes arrival-time assumption

5.5 Shortest Time-to-Completion First (STCF)

- Preemptive schedulers will context switch to run another process
 - Non-preemptive schedulers run jobs to completion before considering another
 - SJF is nonpreemptive
- Shortest time-to-completion (STCF) also known as Preemptive shortest job first (PSJF)
 - Anytime a new job arrives, determine which job has shortest time remaining, and runs that one

5.6 A New Metric: Response Time

- $T_{response} : T_{firstrun} - T_{arrival}$
- STCF is especially bad for optimizing response time

5.7 Round Robin

- RR (time-slicing) runs job for a time slice (scheduling quantum) before switching to next
 - Length of time slice is essential; if long, then long $T_{response}$; if short, context switching dominates
 - Must choose a length of time which will amortize the cost well
 - Also must consider cost of flushing CPU caches, TLBs, branch predictors, chip hardware
- Performs extremely poorly wrt turnaround time
 - Most fair policies (evenly distribute) are like this

5.8 Incorporating I/O

- Overlap leads to higher utilization and better performance
 - Use for IO, messages, etc
- Overlap CPU when one process requires IO
 - While IO for process A, run process B on CPU (because A is blocked)

5.9 No More Oracle/Summary

- Assumption of known run-time length is highly invalid
- Shortest job remaining optimizes turnaround time
- Alternating between jobs optimizes response time
- Looking ahead
 - Multi-level feedback: Using past events to predict future

6 L4: Arpaci-Dusseau Chapter 8: Scheduling: The Multi-Level Feedback Queue

6.1 MLFQ: Basic Rules

- MLFQ has a number of distinct queues with different priority levels
- If $\text{priority}(A) < \text{priority}(B)$, A runs
- If $\text{priority}(A) == \text{priority}(B)$, A and B run in RR
- Vary priority based on observed behavior

6.2 Attempt 1: How To Change Priority

- When job enters, has highest priority
- If job uses entire time slice, priority is reduced
- If job gives up CPU early, priority remains the same
- Assume jobs are short so that it will either complete or move down in priority
- Starvation
 - If there are too many interactive (IO) jobs, then longer processes with low priority will never run
- Gaming the scheduler
 - Could write program to use less than entire timeslice, to always keep highest priority
- Changing Behavior
 - Program may become interactive after computations, so needs higher priority

6.3 Attempt 2: The Priority Boost

- Boost all processes to top priority after a certain time length
- Difficult to know correct value for these voo-doo constant parameters (refer to Ousterhouts Law)

6.4 Attempt 3: Better Accounting

- Account CPU time (Anti-gaming method)
 - Once job uses up time allotment on given level, priority is reduced

6.5 Tuning MLFQ And Other Issues

- Difficult to find correct parameters
 - High-priority queue contains interactive processes and run for short timeslices (20ms)
 - Low-priority queue contains long-running processes and so run for longer timeslices (up to a few hundred ms)
 - Many queues, like 60
 - Priorities boosted every second or so
- Other schedulers use mathematical formulas to calculate priority (decay-usage)
- Even may offer advice to scheduler using Linux's nice program

6.6 MLFQ: Summary

- Multiple levels of queues with feedback to determine priority
- Rules
 - If $\text{priority}(A) < \text{priority}(B)$, A runs
 - If $\text{priority}(A) = \text{priority}(B)$, A and B run in RR
 - When a job enters the system, has highest priority
 - When a job uses entire time allotment at a given level, its priority is reduced
 - After some time period S, move all the jobs in the system to the topmost queue

7 L4:

7.1 Overview