#### **CS2302 Operating Systems**

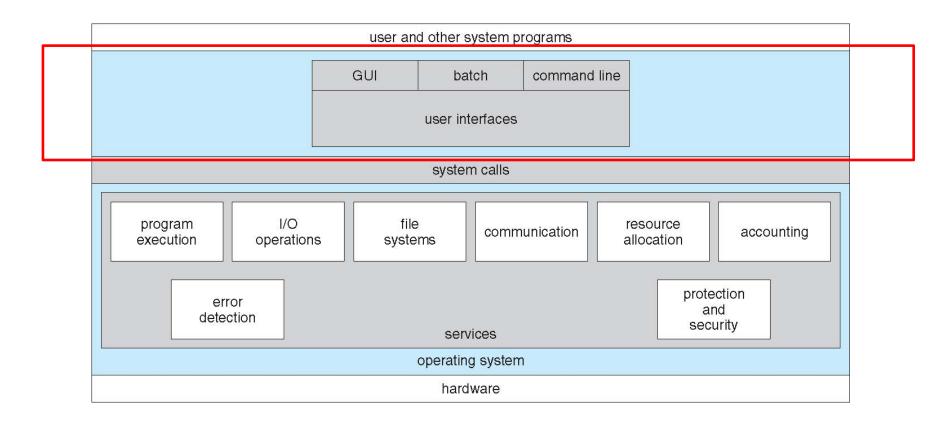
# **Operating-System Structures**

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Shanghai Jiao Tong University
Spring 2022



# **Operating System Services Structure**



Operating systems provide an environment for execution of programs and services to programs and users



#### Windows/DOS Command Line Interface

```
C:\WINDOWS\system32\cmd.exe
                                                                                                                           Х
C:\>dir
驱动器 C 中的卷是 System
卷的序列号是 1885-C56A
C:\ 的目录
2019/10/03 21:59
                                       360Safe
                       <DIR>
2019/06/01 21:49
                      <DIR>
                                       CTEX
2019/03/19 12:52
                       <DIR>
                                       PerfLogs
2020/02/16 23:10
                      <DIR>
                                       Program Files
2020/02/29 11:22
                       <DIR>
                                       Program Files (x86)
2019/09/27 00:06
                       <DIR>
                                       Users
                :03 〈DIR〉 Windows
0 个文件 0 字节
7 个目录 345,274,617,856 可用字节
2020/02/14 02:03
C:\>_
```

#### Bash shell in MacOS

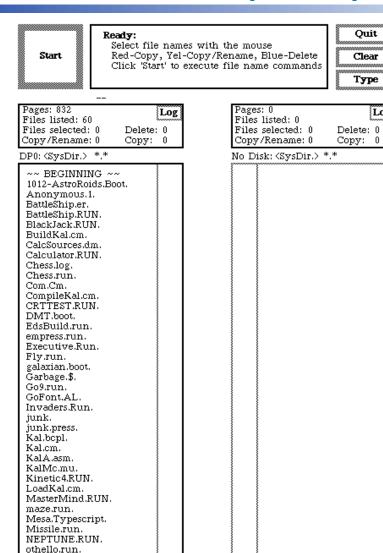
```
1. root@r6181-d5-us01:~ (ssh)
#2 × root@r6181-d5-us01... #3
× root@r6181-d5-u... ● 第1 ×
Last login: Thu Jul 14 08:47:01 on ttys002
iMacPro:~ pbg$ ssh root@r6181-d5-us01
root@r6181-d5-us01's password:
Last login: Thu Jul 14 06:01:11 2016 from 172.16.16.162
Froot@r6181-d5-us01 ~]# uptime
06:57:48 up 16 days, 10:52, 3 users, load average: 129.52, 80.33, 56.55
[root@r6181-d5-us01 ~]# df -kh
Filesystem
                   Size Used Avail Use% Mounted on
/dev/mapper/vg_ks-lv_root
                    50G 19G
                              28G 41% /
tmpfs
                   127G 520K 127G 1% /dev/shm
/dev/sda1
                   477M
                         71M 381M 16% /boot
/dev/dssd0000
                   1.0T 480G 545G 47% /dssd_xfs
tcp://192.168.150.1:3334/orangefs
                    12T 5.7T 6.4T 47% /mnt/orangefs
/dev/apfs-test
                    23T 1.1T 22T 5% /mnt/qpfs
[root@r6181-d5-us01 ~]#
[root@r6181-d5-us01 ~]# ps aux | sort -nrk 3,3 | head -n 5
        97653 11.2 6.6 42665344 17520636 ? S<Ll Jul13 166:23 /usr/lpp/mmfs/bin/mmfsd
        69849 6.6 0.0
                           0 0? S Jul12 181:54 [vpthread-1-1]
root
root
        69850 6.4 0.0 0 0? S Jul12 177:42 [vpthread-1-2]
        3829 3.0 0.0 0 0?
                                         S Jun27 730:04 [rp_thread 7:0]
root
         3826 3.0 0.0
                           0 0?
                                               Jun27 728:08 [rp_thread 6:0]
root
Froot@r6181-d5-us01 ~]# ls -l /usr/lpp/mmfs/bin/mmfsd
-r-x---- 1 root root 20667161 Jun 3 2015 /usr/lpp/mmfs/bin/mmfsd
[root@r6181-d5-us01 ~]#
```

#### **Bourne Shell Command Interpreter**

```
Terminal
    Edit View
              Terminal
                      Tabs Help
fd0
         0.0
                0.0
                       0.0
                              0.0 0.0 0.0
                                               0.0
sd0
                0.2
         0.0
                       0.0
                              0.2 0.0 0.0
                                               0.4
sd1
         0.0
                0.0
                       0.0
                              0.0 0.0 0.0
                                               0.0
                extended device statistics
                             kw/s wait actv svc_t
device
          r/s
                W/S
                      kr/s
fd0
         0.0
                0.0
                              0.0 0.0 0.0
                       0.0
         0.6
                0.0
                      38.4
                              0.0 0.0 0.0
                                               8.2
sd0
sd1
         0.0
                0.0
                       0.0
                              0.0 0.0 0.0
                                               0.0
(root@pbg-nv64-vm)-(11/pts)-(00:53 15-Jun-2007)-(global)
-(/var/tmp/system-contents/scripts)# swap -sh
total: 1.1G allocated + 190M reserved = 1.3G used, 1.6G available
(root@pbg-nv64-vm)-(12/pts)-(00:53 15-Jun-2007)-(global)
-(/var/tmp/system-contents/scripts)# uptime
12:53am up 9 min(s), 3 users, load average: 33.29, 67.68, 36.81
(root@pbg-nv64-vm)-(13/pts)-(00:53 15-Jun-2007)-(global)
-(/var/tmp/system-contents/scripts)# w
 4:07pm up 17 day(s), 15:24, 3 users, load average: 0.09, 0.11, 8.66
                      login@ idle JCPU
User
        tty
                                            PCPU what
        console
                                                  /usr/bin/ssh-agent -- /usr/bi
                     15Jun0718days
                                        1
root
n/d
                                       18
root
        pts/3
                     15Jun07
                     15Jun0718days
        pts/4
root
(root@pbg-nv64-vm)-(14/pts)-(16:07 02-Jul-2007)-(global)
-(/var/tmp/system-contents/scripts)#
```

## **First GUI (1973)**

Log



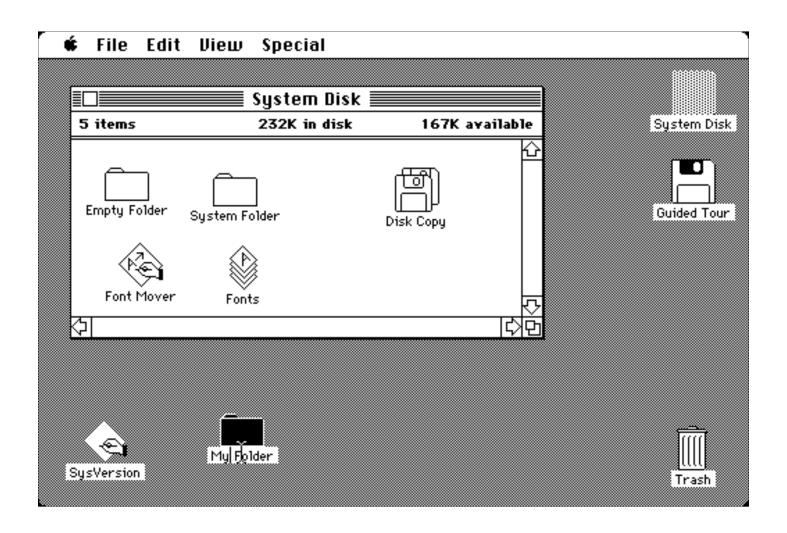


The first appeared

on the Xerox Alto

Pinball-easy.run. POLYGONS.RUN.

# Mac OS System 1.0 (1984)





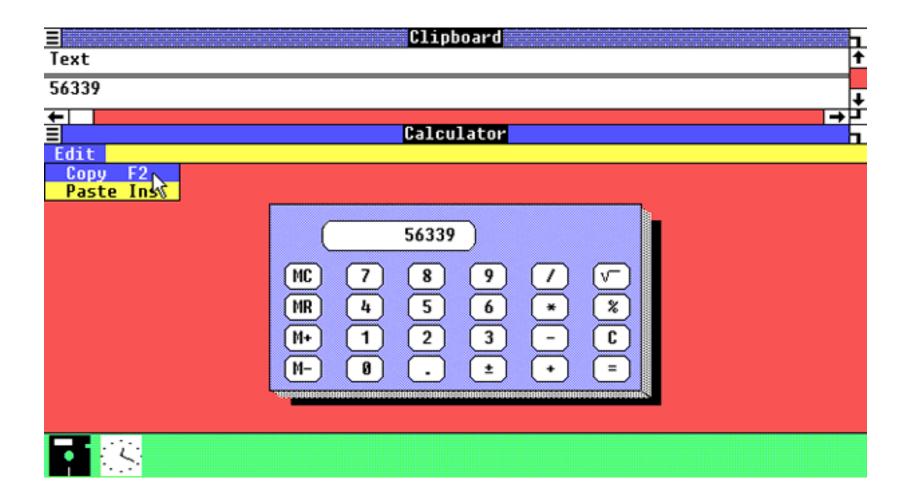
## Amiga Workbench 1.0 (1985)



The first GUI with color graphics.

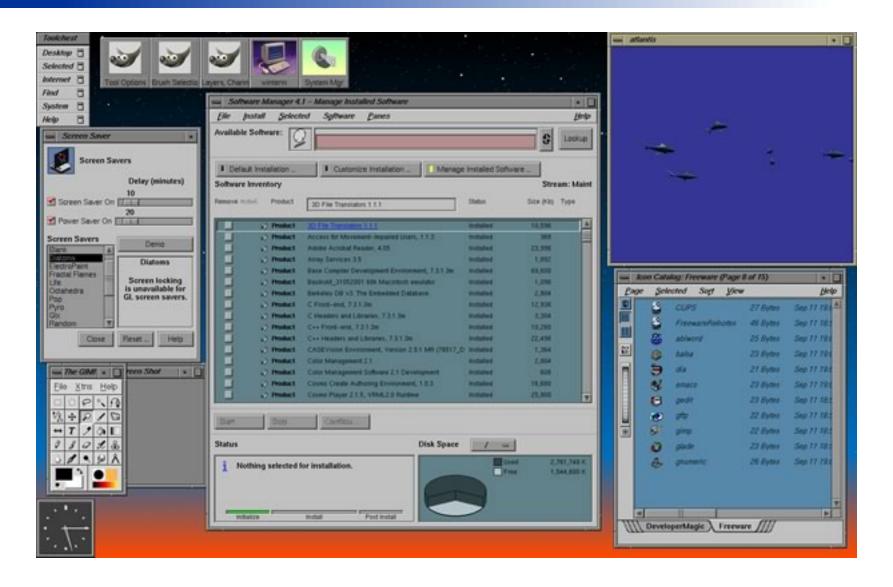


# Windows 1.0x (1985)

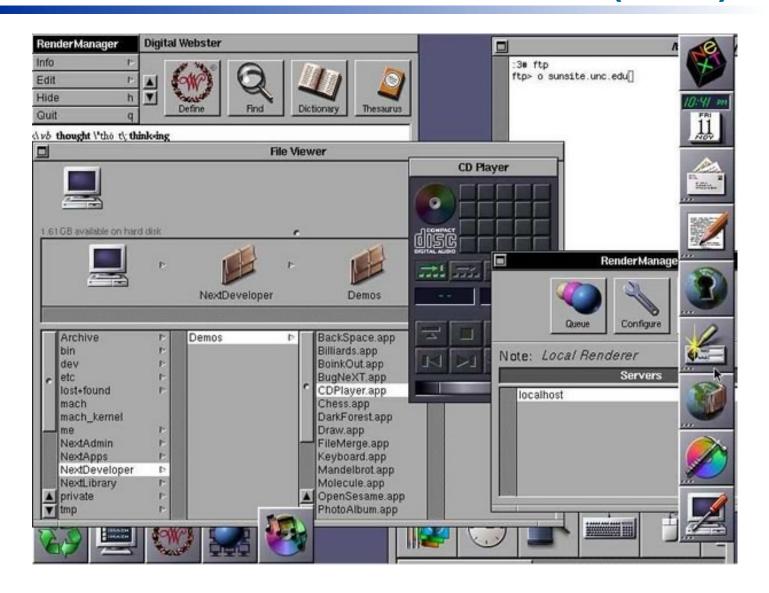




#### IRIX 3 (released in 1986, first release 1984)

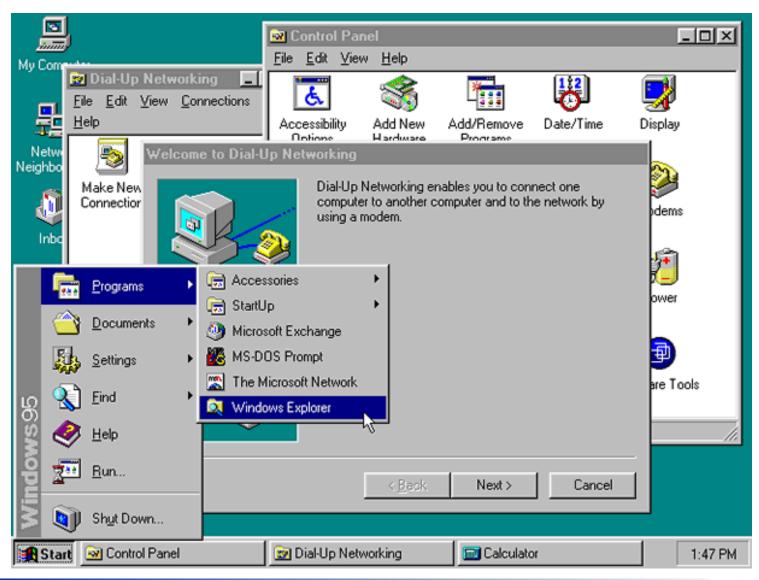


#### NeXTSTEP / OPENSTEP 1.0 (1989)

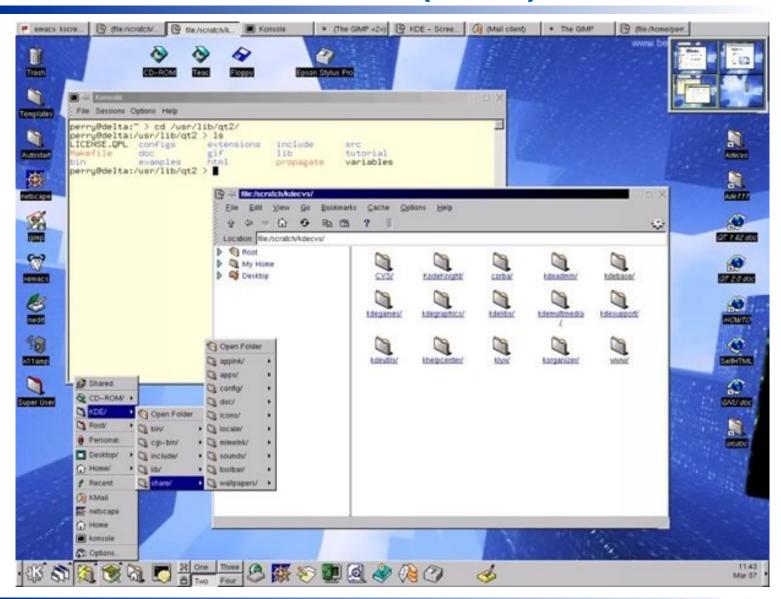




## Windows 95 (1995)

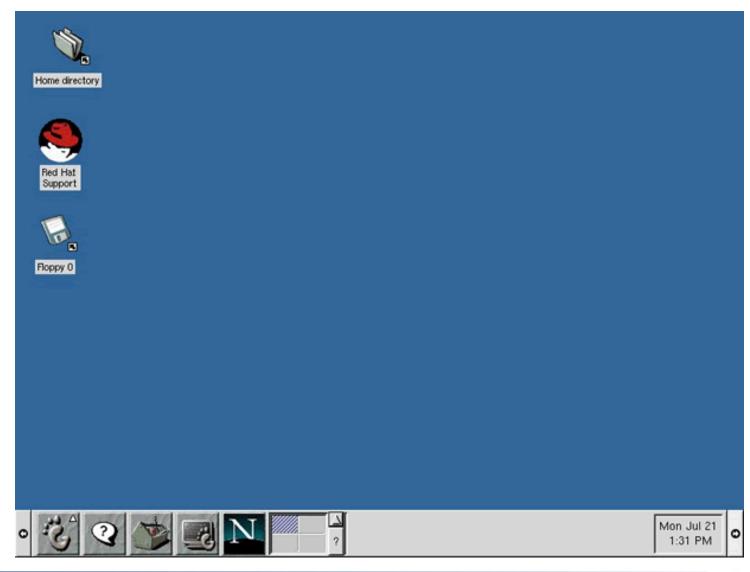


#### **KDE 1.0 (1998)**





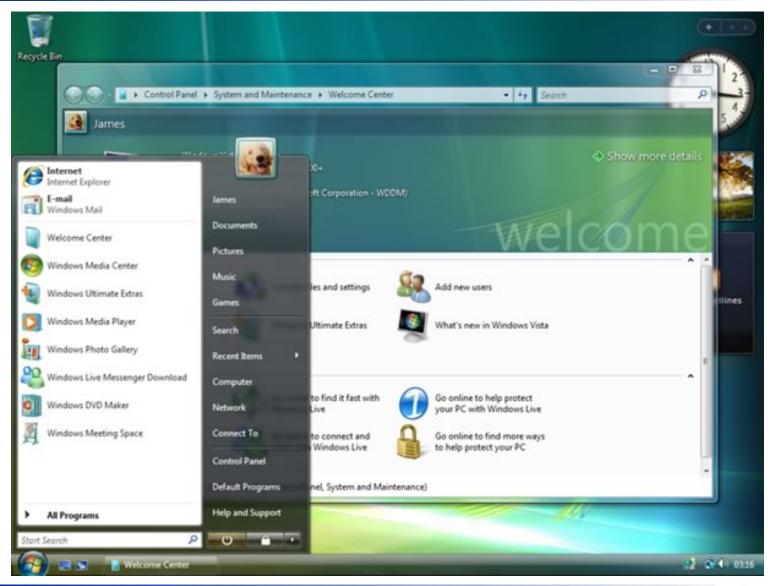
# **GNOME 1.0 (1999)**



#### Windows XP (released in 2001)



# Windows Vista (released in 2007)

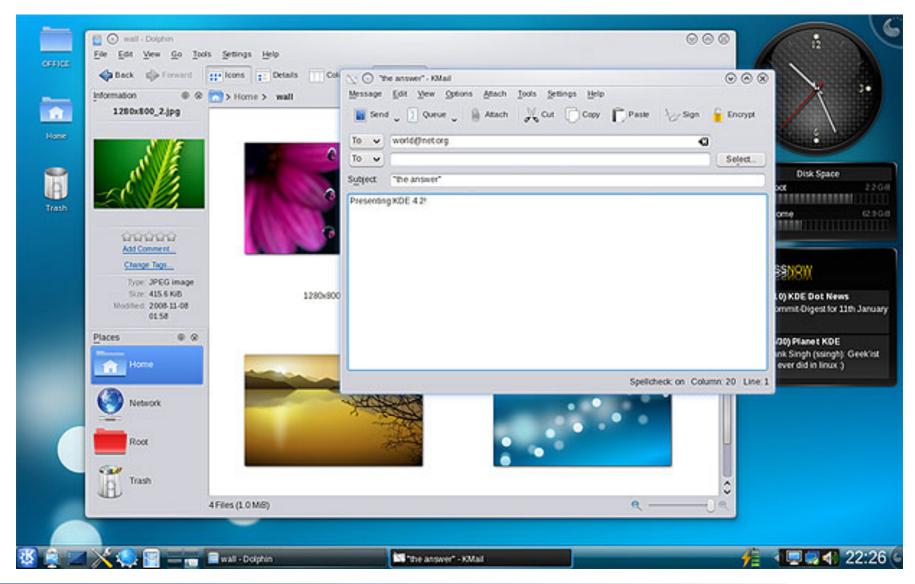


#### Mac OS X Leopard (released in 2007)





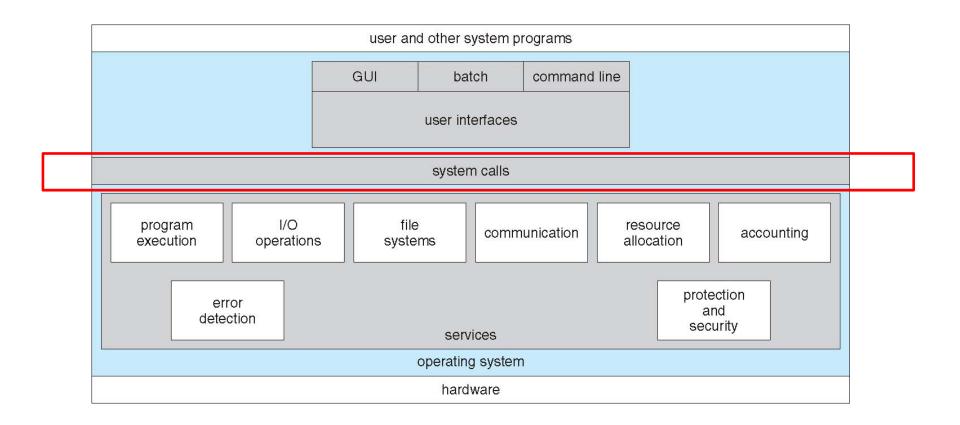
## KDE (v4.0 Jan. 2009, v4.2 Mar. 2009)



# **Windows 10 (July 2015)**



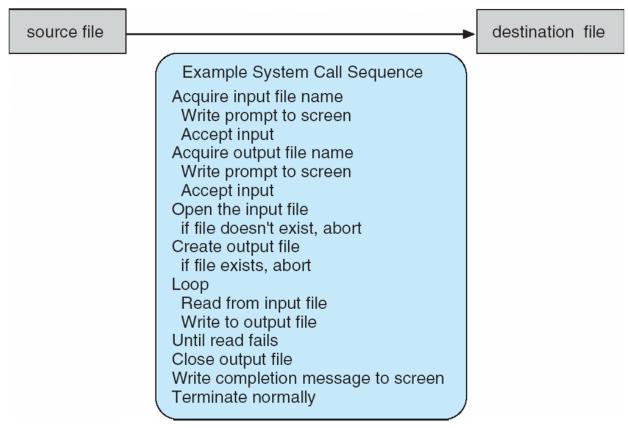
# **A View of Operating System Services**





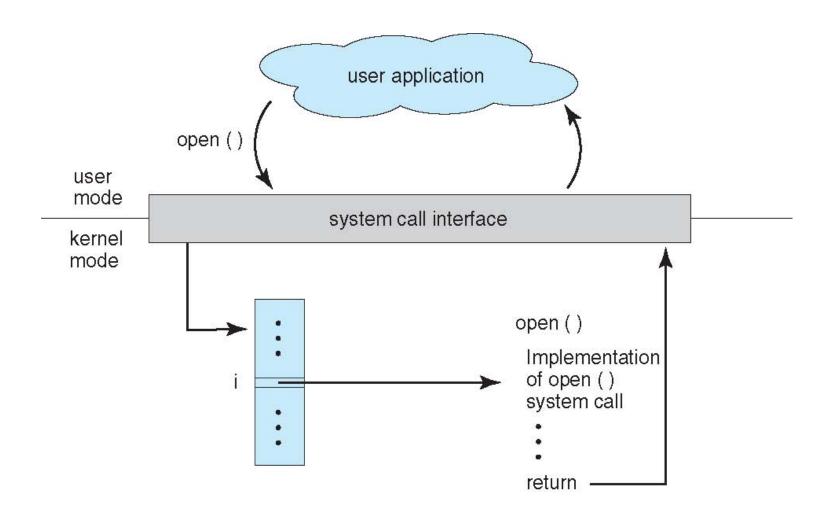
## System Call

- Programming interface to the services provided by the OS
- Typically written in a high-level language (C or C++)
- Example: System call sequence to copy the contents of one file to another file





# System Call – OS Relationship





#### **Examples of Windows and Unix System Calls**

	Windows	Unix
Process Control	<pre>CreateProcess() ExitProcess() WaitForSingleObject()</pre>	<pre>fork() exit() wait()</pre>
File Manipulation	<pre>CreateFile() ReadFile() WriteFile() CloseHandle()</pre>	<pre>open() read() write() close()</pre>
Device Manipulation	SetConsoleMode() ReadConsole() WriteConsole()	ioctl() read() write()
Information Maintenance	<pre>GetCurrentProcessID() SetTimer() Sleep()</pre>	<pre>getpid() alarm() sleep()</pre>
Communication	<pre>CreatePipe() CreateFileMapping() MapViewOfFile()</pre>	<pre>pipe() shmget() mmap()</pre>
Protection	<pre>SetFileSecurity() InitlializeSecurityDescriptor() SetSecurityDescriptorGroup()</pre>	chmod() umask() chown()



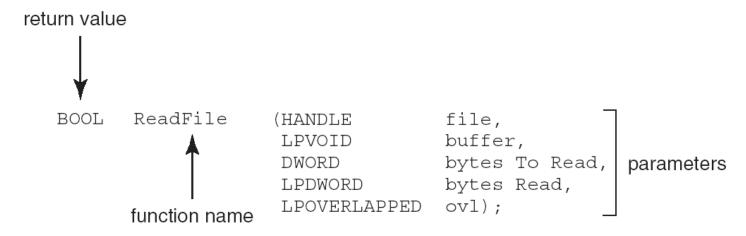
#### API

- Mostly accessed by programs via a high-level Application Program Interface (API) rather than direct system call use
- Three most common APIs
  - Win32 API for Windows
  - POSIX API for POSIX-based systems (UNIX, Linux, and Mac OS X)
  - Java API for the Java virtual machine (JVM)
- Why use APIs rather than system calls?
  - System calls are often more detailed and difficult to work with than the API
  - Program portability



#### **Example of Standard API**

- Consider the ReadFile() function in the
- Win32 API—a function for reading from a file

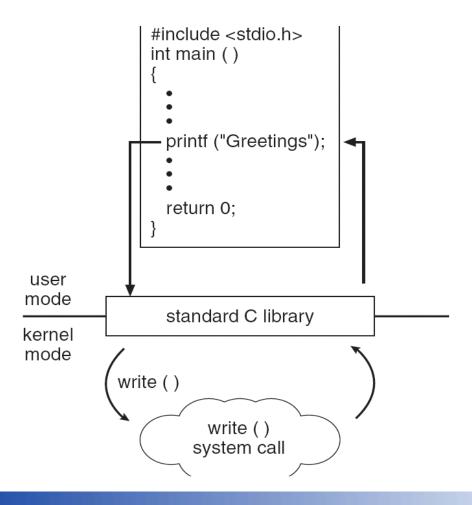


- A description of the parameters passed to ReadFile()
  - HANDLE file—the file to be read
  - LPVOID buffer—a buffer where the data will be read into and written from
  - DWORD bytesToRead—the number of bytes to be read into the buffer
  - LPDWORD bytesRead—the number of bytes read during the last read
  - LPOVERLAPPED ovl—indicates if overlapped I/O is being used



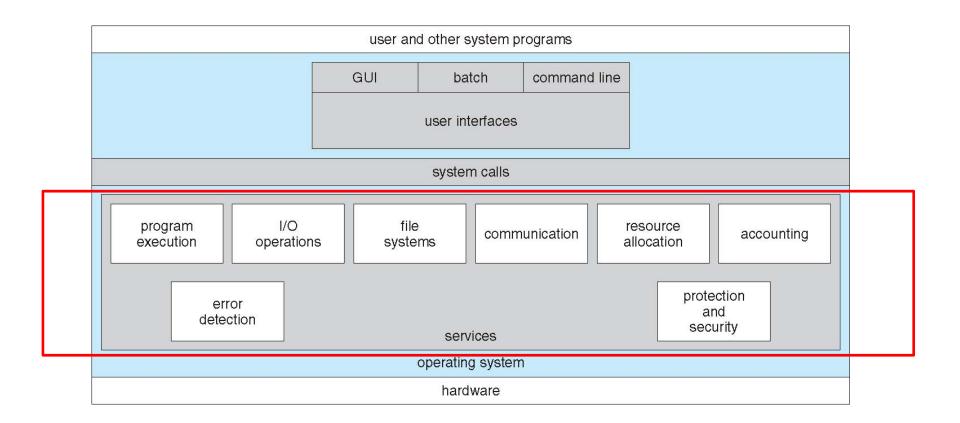
#### **Standard C Library Example**

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





# **A View of Operating System Services**





#### **Operating System Services**

- Operating-system services:
  - User interface Almost all operating systems have a user interface (UI).
    - Graphics User Interface (GUI), Command-Line (CLI), 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** Programs need to read and write files and directories, create and delete them, search them, list file Information, permission management.



# **Operating System Services (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.)**

- Resource allocation When multiple users or multiple jobs running concurrently, resources must be allocated to each of them
- 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



#### **CS2302 Operating Systems**

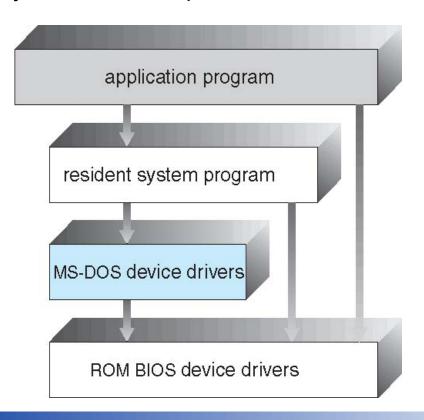
# **Operating-System Structure**

# Structure of Components and Interconnections



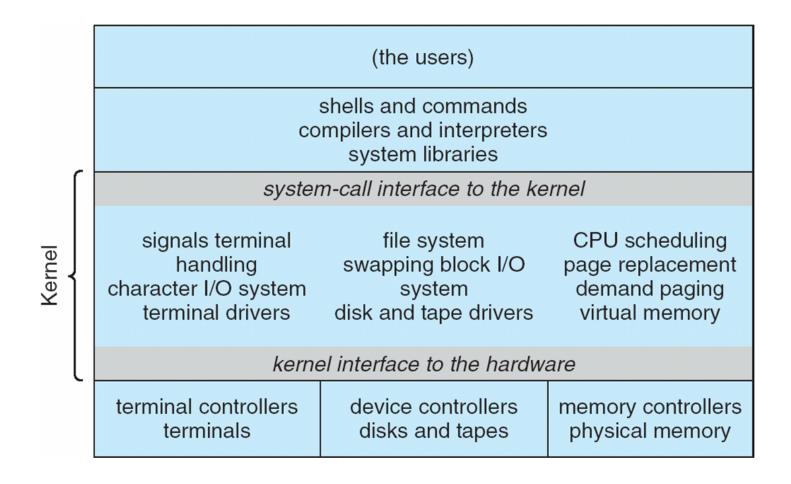
#### **Simple Structure**

- 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





## **Traditional UNIX System Structure**



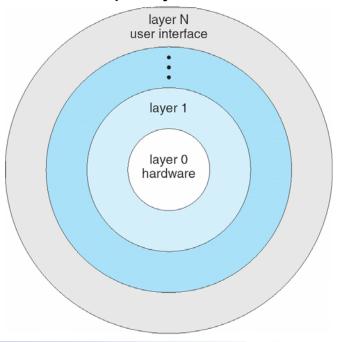


#### **Layered Approach**

- 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

The main advantage of the layered approach is simplicity of

construction and debugging



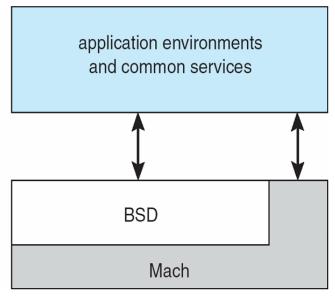
#### Microkernel System Structure

- 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

kernel environment

#### Detriments:

 Performance overhead of user space to kernel space communication

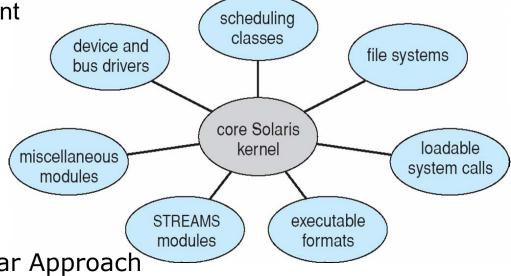


Mac OS X Structure



#### **Modules**

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

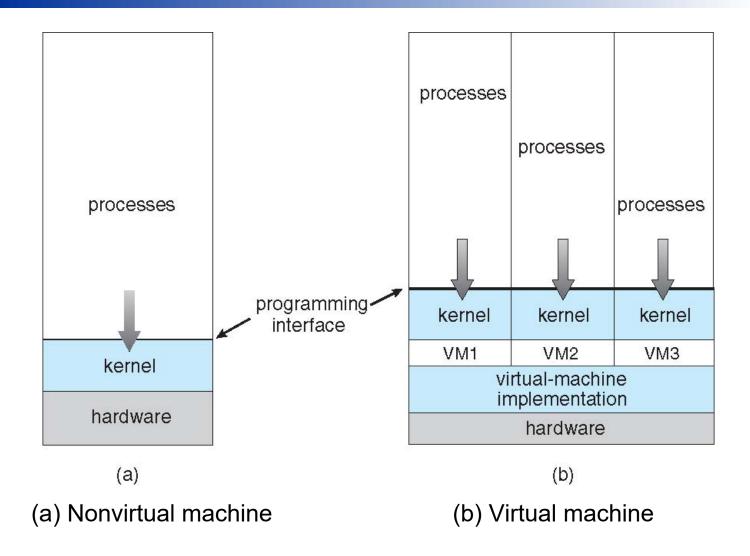




#### **Virtual Machines**

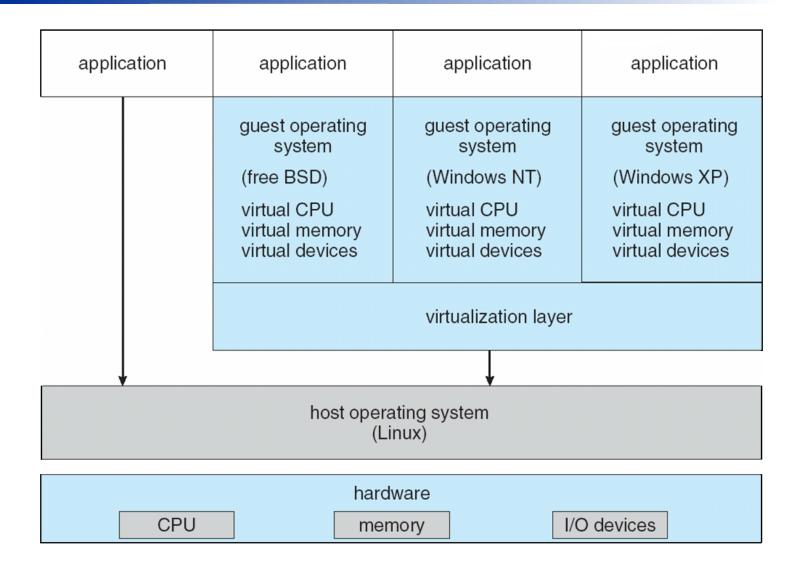
- A virtual machine takes the layered approach to its logical conclusion. It treats hardware and the operating system kernel as though they were all hardware.
- A virtual machine provides an interface identical to the underlying bare hardware.
- The host creates the illusion that a process has its own processor and (virtual) memory.
- Each guest is provided with a (virtual) copy of underlying computer.

#### **Virtual Machines (Cont.)**



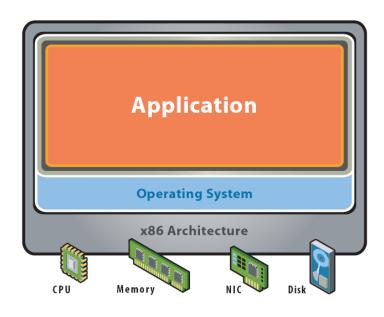


#### **m**Ware Architecture



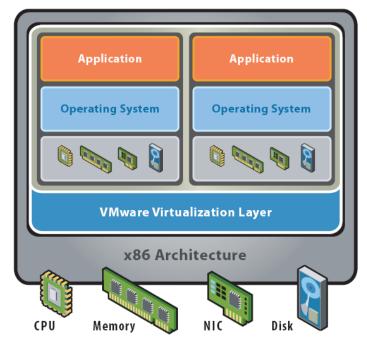
#### **Benefits of Virtualization**

#### **Before Virtualization**



- Single OS image per machine
- Software and hardware tightly coupled
- Underutilized resources
- Inflexible and costly infrastructure

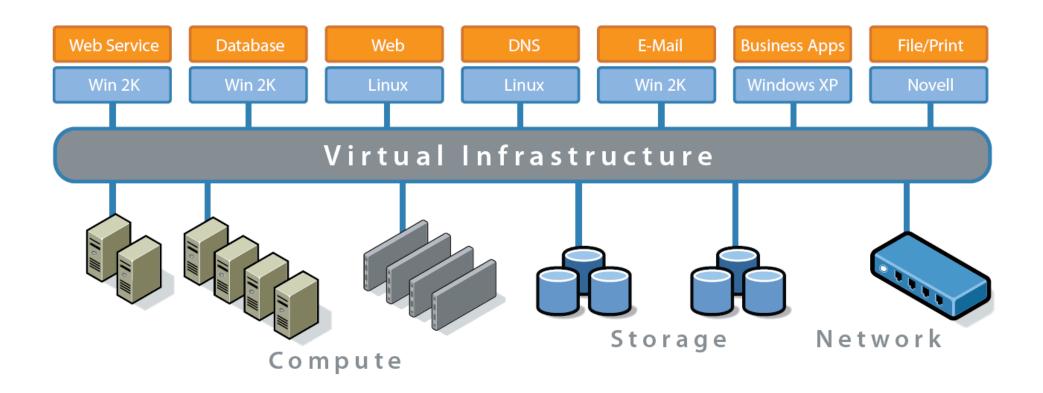
#### **After Virtualization**



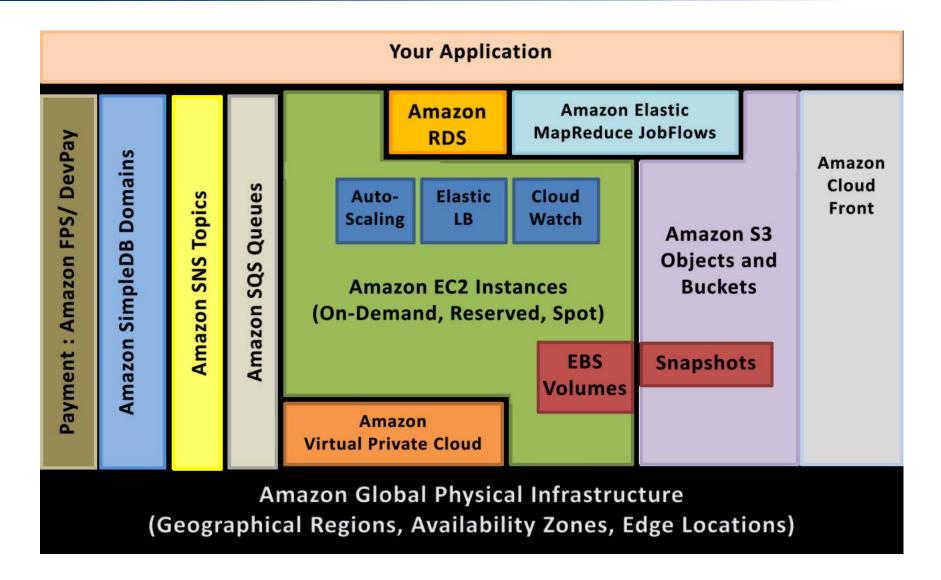
- Multiple OSs on a single machine
- Hardware-independence of operating system and applications
- Better utilization of resources
- Encapsulating OS and application into virtual machines



#### **Virtual Infrastructure for Data Center**

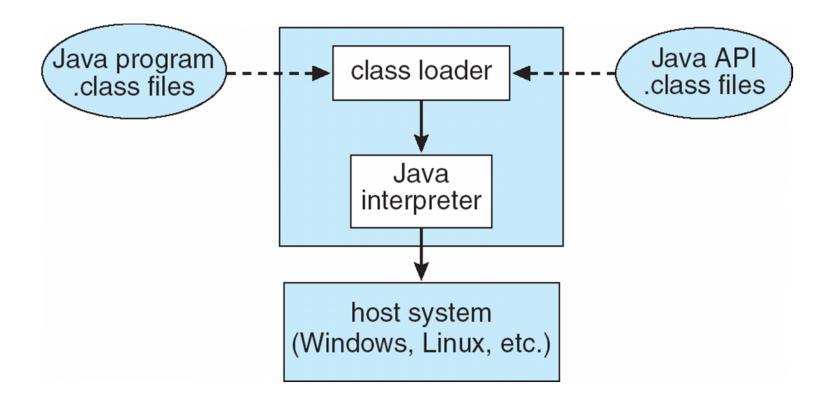


# **Amazon Elastic Compute Cloud (EC2)**





#### **The Java Virtual Machine**



#### Homework

- Reading
  - Chapter 2: Operating-System Structures

