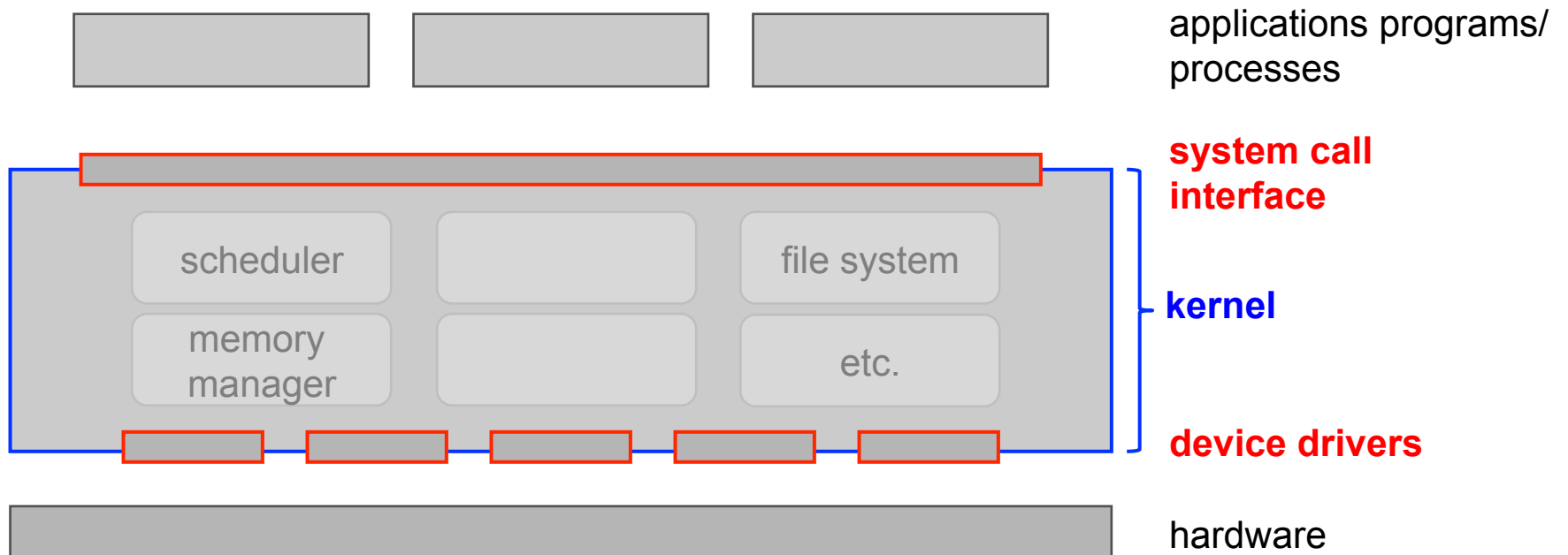


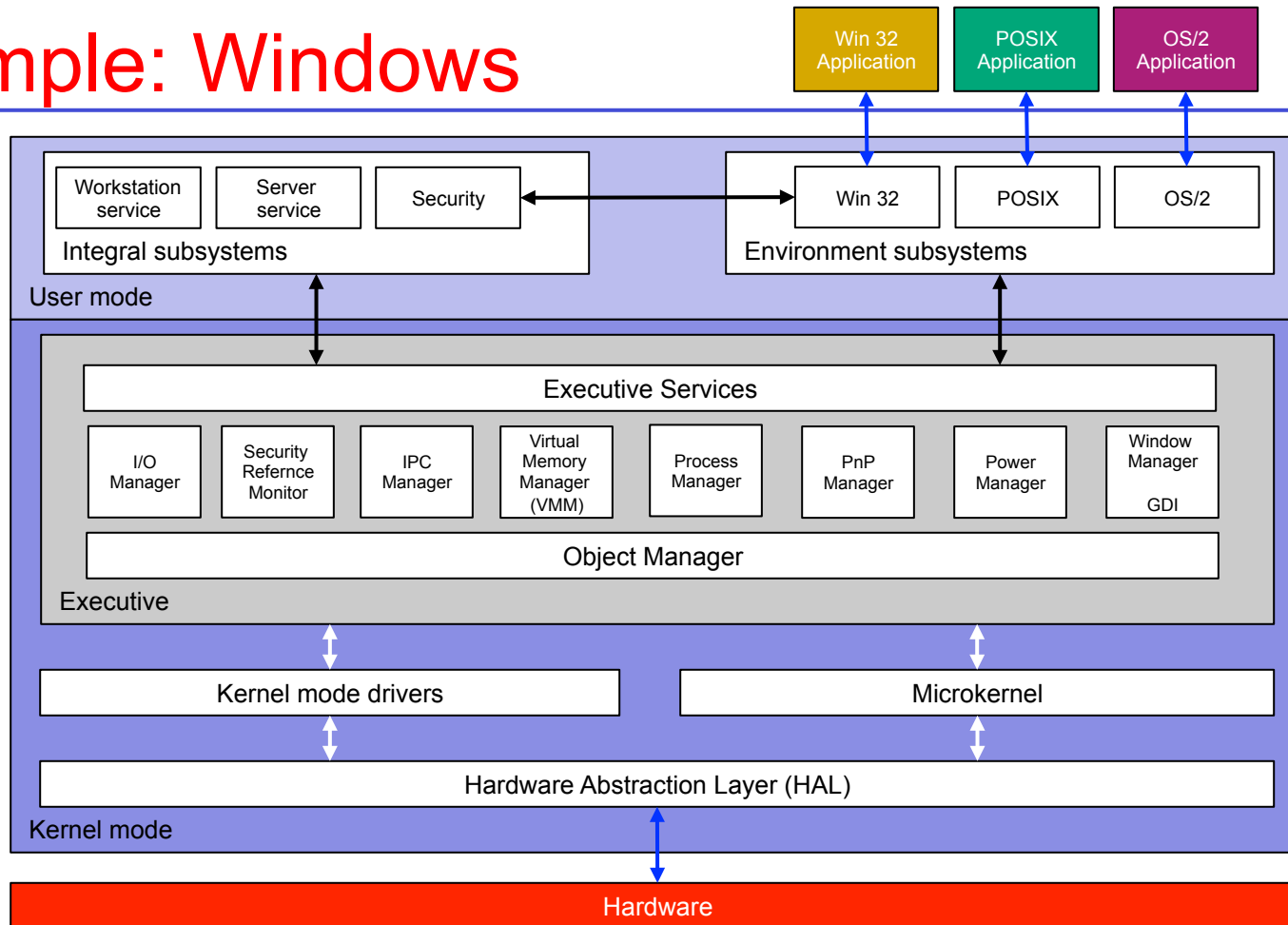
Operating Systems Structure

1. External Structure
 2. Operating System Interfaces
 - System Calls
 - Device Drivers
 3. Internal Structure: Layering and Monolithic Kernels
 4. Alternative Structures:
 - Microkernels
 - Exokernels and Library Operating Systems
-

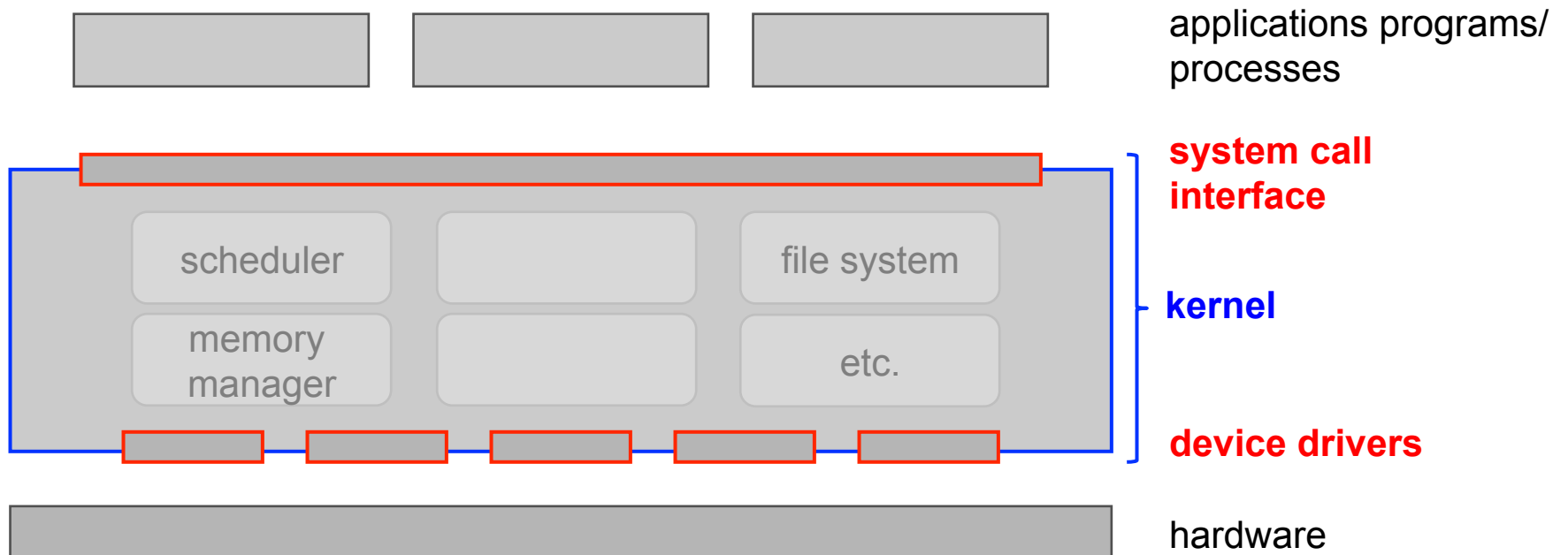
External Structure of an OS



Example: Windows

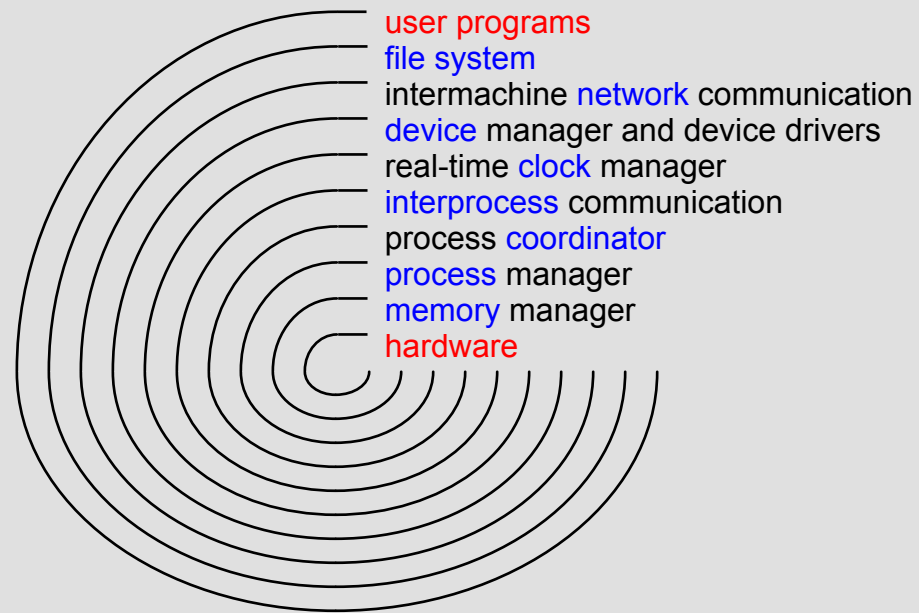


Internal Structure of an OS



Internal Structure: Layered Services

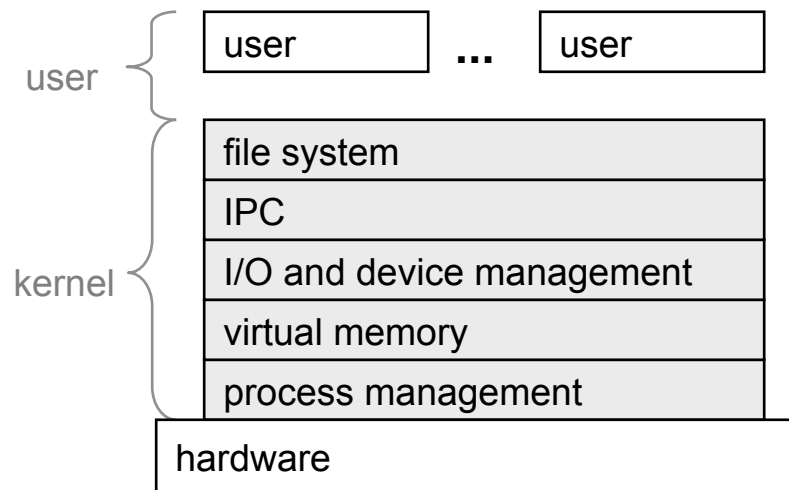
The “Onion View” of the OS.



Xinu [Comer 1984]

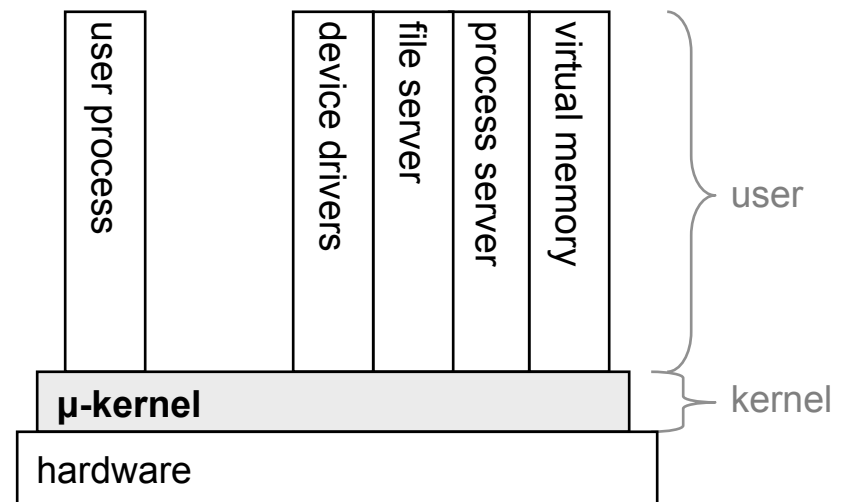
Internal Structure: Monolithic vs. μ -Kernels

Layered Kernel



Hierarchical decomposition.
Leads to **monolithic** kernels.

Microkernel



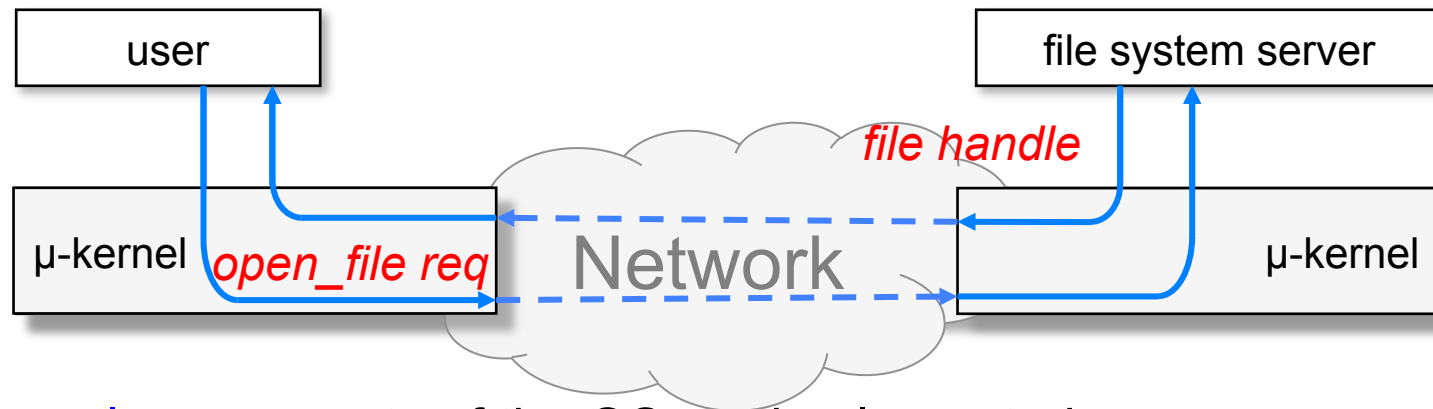
Kernel has only **core** operating system functions.
Other functions run in **server processes** in user space.

Operations in a μ -Kernel



- Non-kernel components of the OS are implemented as server processes.
 - Communication between user and servers using messages through kernel.
 - “Client-server computing in within a single computer.”
 - Examples: Mach, Windows NT/2000/XP/7/8/10/..., Chorus, L4, ...
-

Client-Server Computing with μ -Kernel

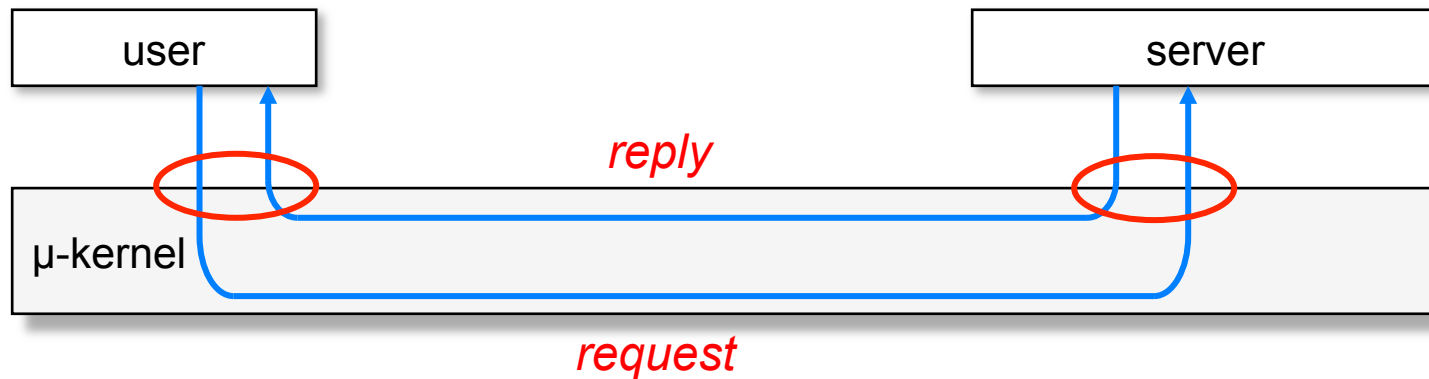


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-

Benefits of μ -Kernels

- **Extensibility:**
 - New services can be added by adding server processes.
 - **Flexibility:**
 - Services can be customized.
 - **Portability:**
 - Kernel small, with well-defined interface.
 - **Robustness:**
 - Servers can fail “locally”
 - **Distributed System Support:**
 - Interface between users and services is message-based.
-

μ-Kernels: Performance is Problem

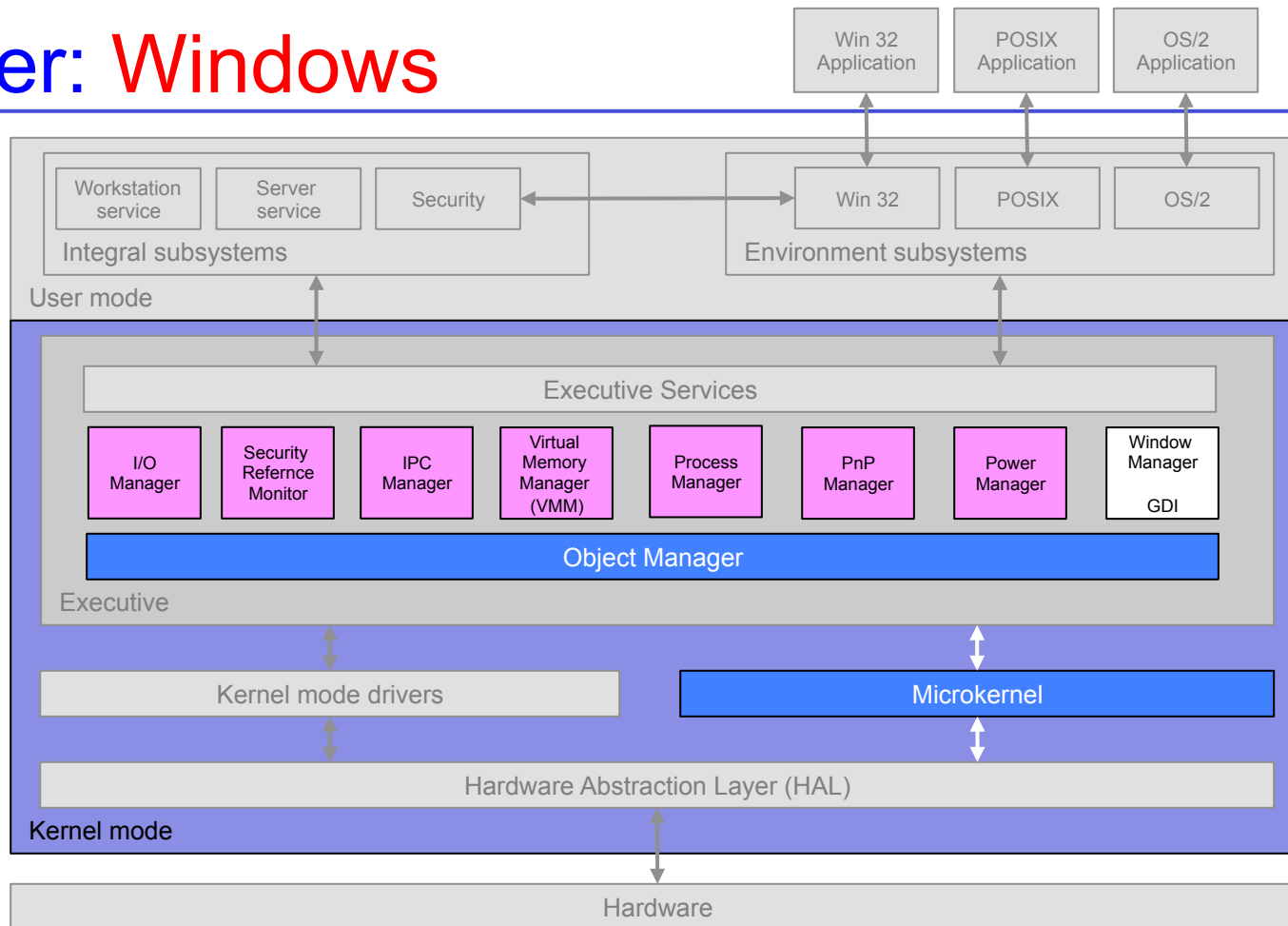


Request traverses user/kernel boundary **twice**, same for **reply**.

Solution approaches:

- Move critical services **back into the kernel** (“make kernel **bigger**”)
- Make kernel “**smaller**”

Bigger: Windows



Smaller: Exokernel

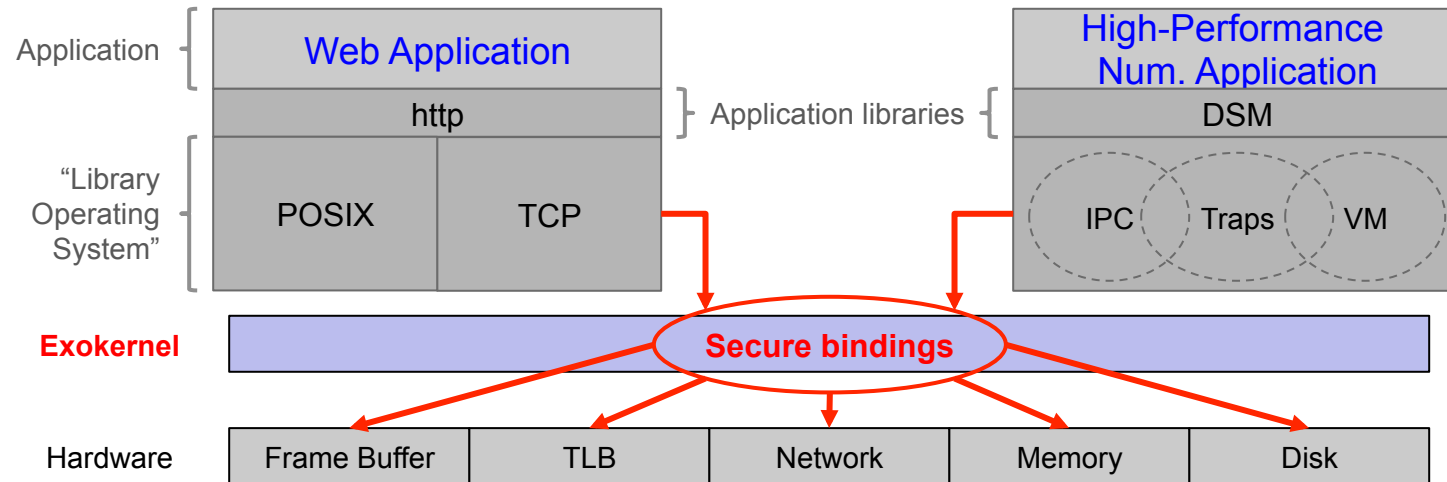
Claim: Providing **abstractions** of resources or **virtual machines** for applications to execute is the **wrong approach!**

The Exokernel approach: **Export** hardware resources securely (!) instead of **emulating** them.

Expose everything about resources, but do it **securely**, e.g.:

- Allow application to access HW resources as **efficiently** as possible.
 - Export **physical names** of resources (e.g., addresses)
 - Allow applications to allocate **specific** resources
-

Exokernel: Secure Binding



Library OSs manage hardware resources.

Exokernel protects Library OSs from each other.

Summary: Operating Systems Structure

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