Introduction to Operating Systems

- In this course we learn about the design and structure of modern operating systems
- Textbook is Stallings, although Tanenbaum has some good cartoons
- Take a look at the syllabus

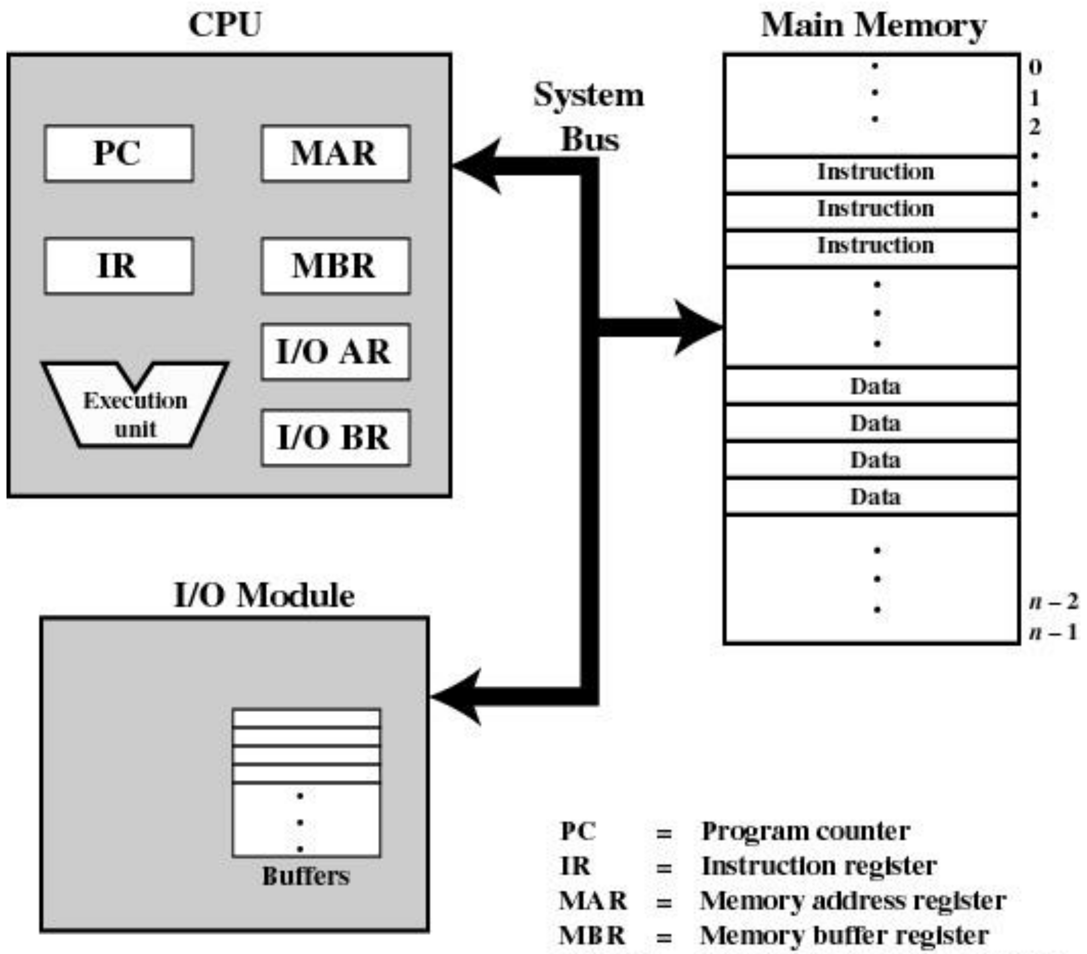
Operating System

- Exploits the hardware resources of one or more processors
- Provides a set of services to system users
- Manages secondary memory and I/O devices

Basic Elements

- Processor
- Main Memory
  - referred to as real memory or primary memory
  - volatile
- I/O modules
  - secondary memory devices
  - communications equipment
  - terminals
- System bus
  - communication among processors, memory, and I/O modules

Top-Level Components



PC	=	Program counter
IR	=	Instruction register
MAR	=	Memory address register
MBR	=	Memory buffer register
I/O AR	=	Input/output address register
I/O BR	=	Input/output buffer register

Figure 1.1 Computer Components: Top-Level View

Processor Registers

- User-visible registers
  - Enable programmer to minimize main-memory references by optimizing register use
- Control and status registers
  - Used by processor to control operating of the processor
  - Used by operating-system routines to control the execution of programs

User-Visible Registers

- May be referenced by machine language
- Available to all programs - application programs and system programs
- Types of registers
  - Data
  - Address
    - Index
    - Segment pointer
    - Stack pointer

User-Visible Registers

- Address Registers
  - Index
    - involves adding an index to a base value to get an address
  - Segment pointer
    - when memory is divided into segments, memory is referenced by a segment and an offset
  - Stack pointer
    - points to top of stack

Control and Status Registers

- Program Counter (PC)
  - Contains the address of an instruction to be fetched
- Instruction Register (IR)
  - Contains the instruction most recently fetched
- Program Status Word (PSW)
  - condition codes
  - Interrupt enable/disable
  - Supervisor/user mode

Control and Status Registers

- Condition Codes or Flags
  - Bits set by the processor hardware as a result of operations
  - Can be accessed by a program but not altered
  - Examples
    - positive result
    - negative result
    - zero
    - Overflow

Instruction Cycle

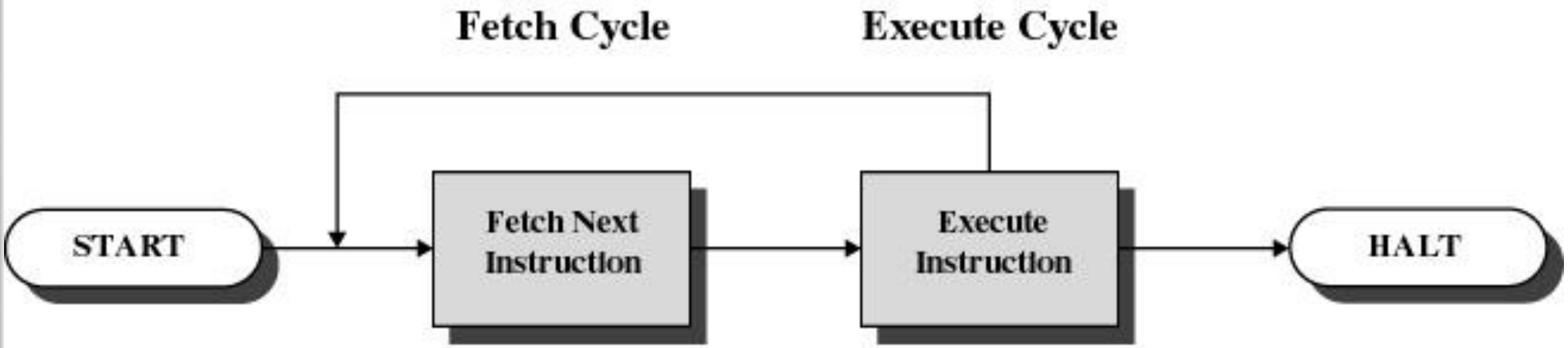


Figure 1.2 Basic Instruction Cycle

Instruction Fetch and Execute

- The processor fetches the instruction from memory
- Program counter (PC) holds address of the instruction to be fetched next
- Program counter is incremented after each fetch

Instruction Register

- Fetched instruction is placed in the instruction register
- Types of instructions
  - Processor-memory
    - transfer data between processor and memory
  - Processor-I/O
    - data transferred to or from a peripheral device
  - Data processing
    - arithmetic or logic operation on data
  - Control
    - alter sequence of execution

Example of Program Execution

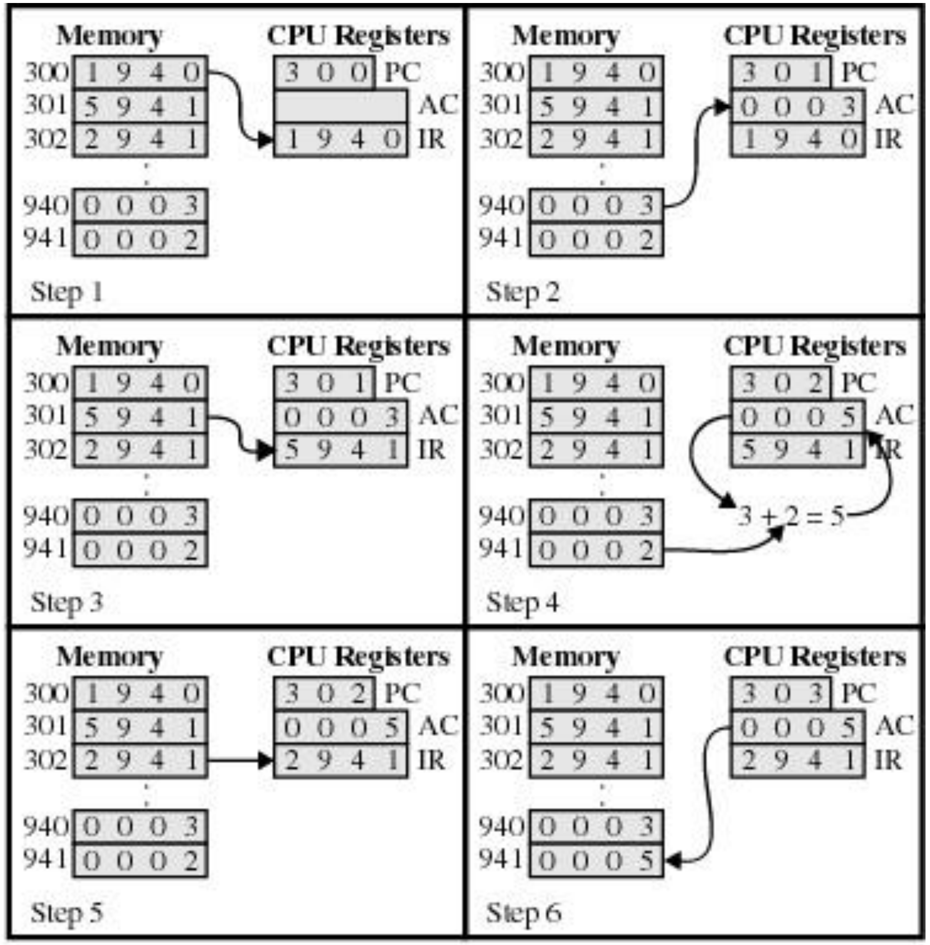


Figure 1.4 Example of Program Execution
(contents of memory and registers in hexadecimal)

Interrupts

- An interruption of the normal sequence of execution
- Improves processing efficiency
- Allows the processor to execute other instructions while an I/O operation is in progress
- A suspension of a process caused by an event external to that process and performed in such a way that the process can be resumed

Classes of Interrupts

- Program
  - arithmetic overflow
  - division by zero
  - execute illegal instruction
  - reference outside user’s memory space
- Timer
- I/O
- Hardware failure

Interrupt Handler

- A program that determines nature of the interrupt and performs whatever actions are needed
- Control is transferred to this program
- Generally part of the operating system

Interrupt Cycle

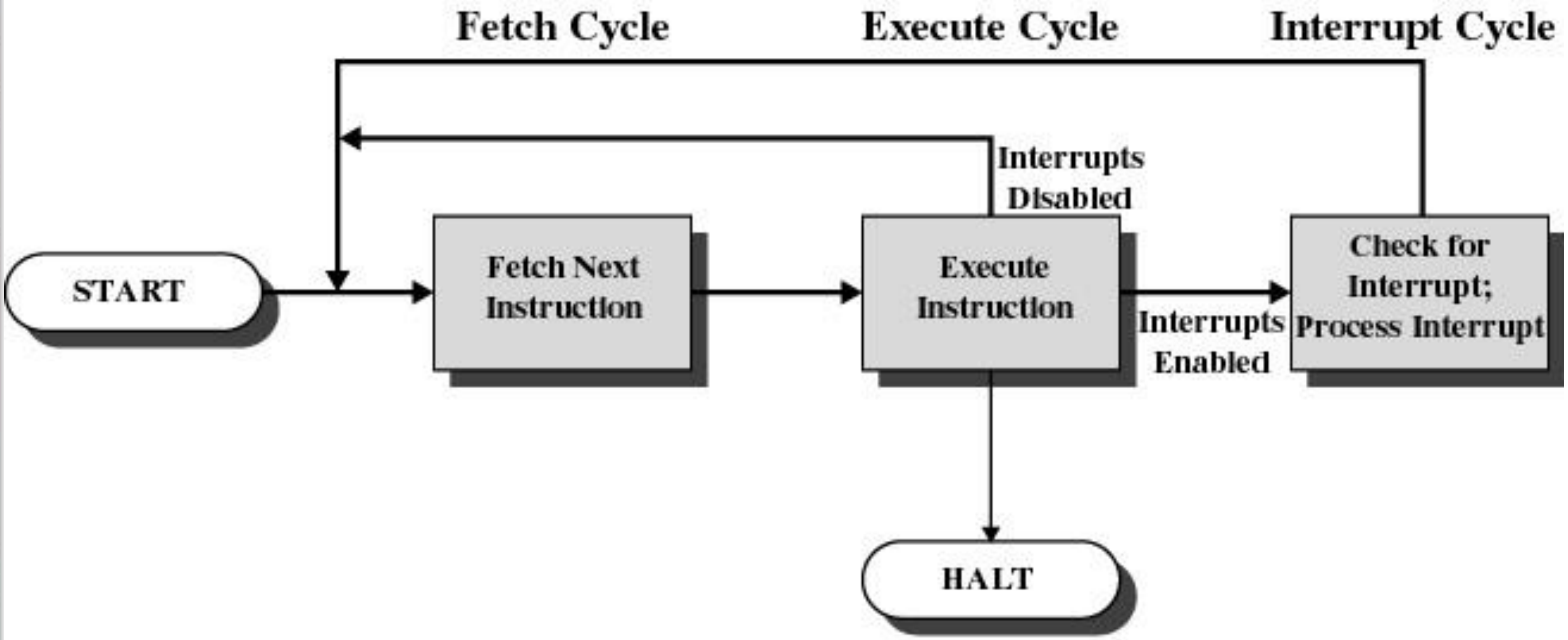


Figure 1.7 Instruction Cycle with Interrupts

Interrupt Cycle

- Processor checks for interrupts
- If no interrupts fetch the next instruction for the current program
- If an interrupt is pending, suspend execution of the current program, and execute the interrupt handler

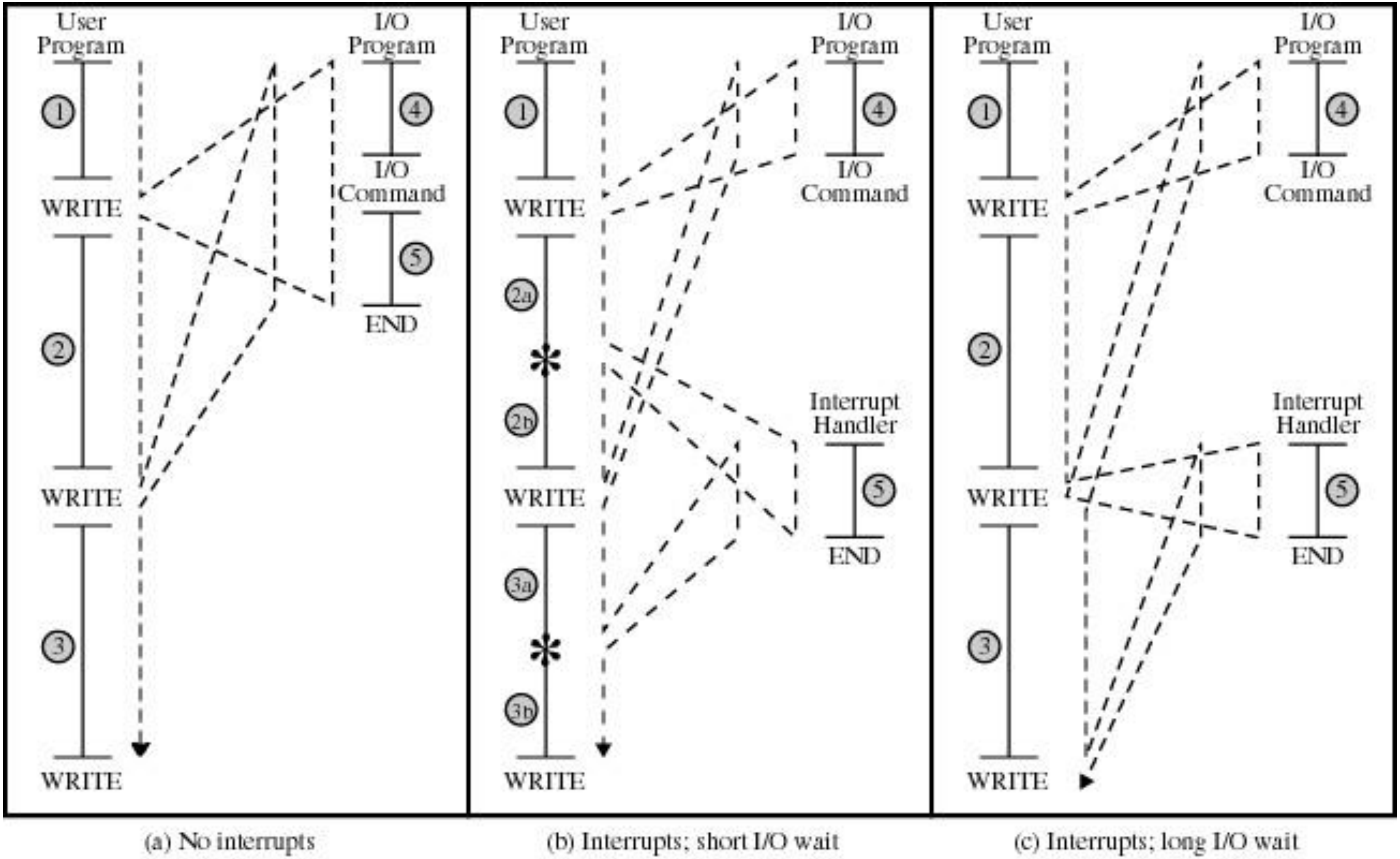


Figure 1.5 Program Flow of Control Without and With Interrupts

Multiple Interrupts

- Disable interrupts while an interrupt is being processed
  - Processor ignores any new interrupt request signals

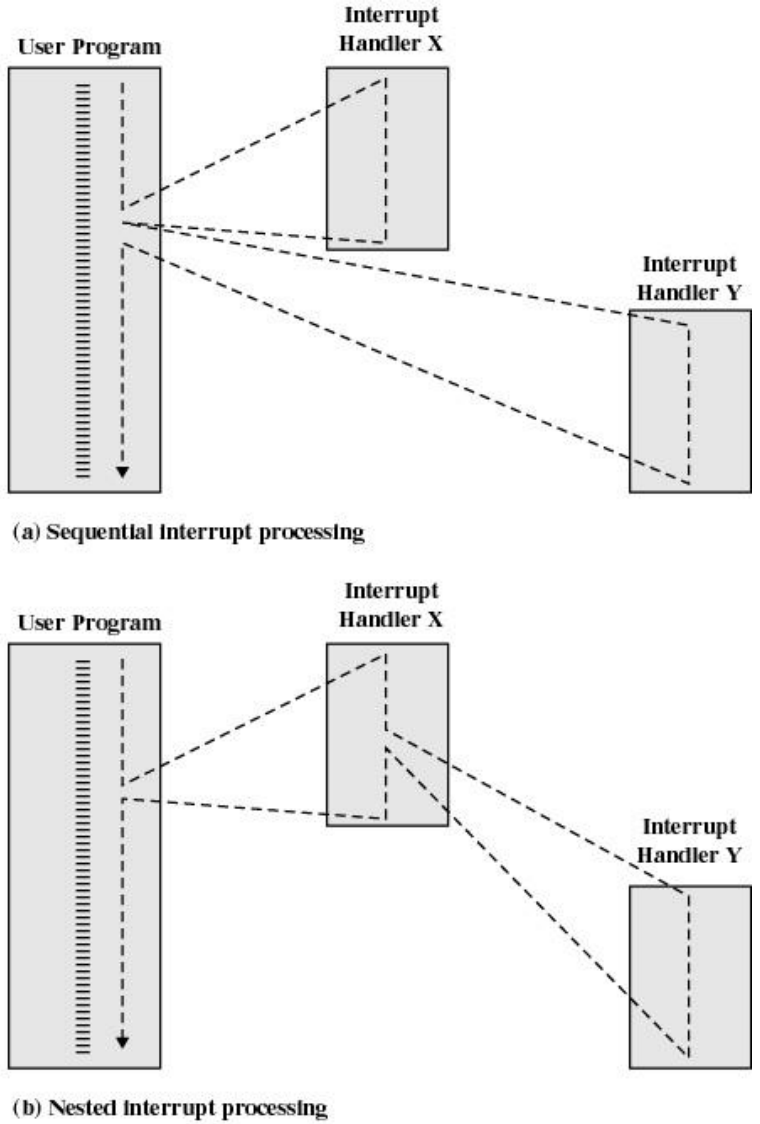


Figure 1.12 Transfer of Control with Multiple Interrupts

Multiple Interrupts Sequential Order

- Disable interrupts so processor can complete task
- Interrupts remain pending until the processor enables interrupts
- After interrupt handler routine completes, the processor checks for additional interrupts

Multiple Interrupts Priorities

- Higher priority interrupts cause lower-priority interrupts to wait
- Causes a lower-priority interrupt handler to be interrupted
- Example when input arrives from communication line, it needs to be absorbed quickly to make room for more input

Multiprogramming

- Processor has more than one program to execute
- The sequence the programs are executed depend on their relative priority and whether they are waiting for I/O
- After an interrupt handler completes, control may not return to the program that was executing at the time of the interrupt

Memory Hierarchy

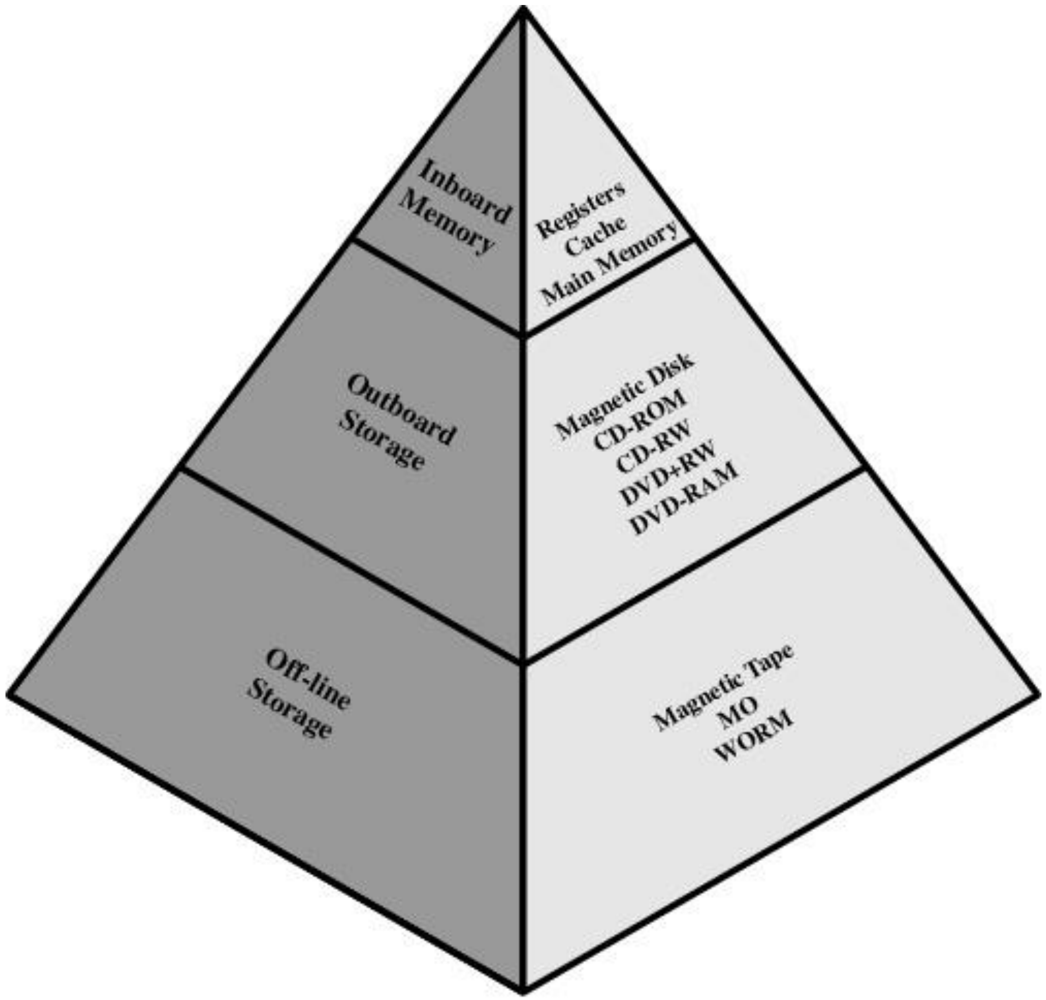


Figure 1.14 The Memory Hierarchy

Going Down the Hierarchy

- Decreasing cost per bit
- Increasing capacity
- Increasing access time
- Decreasing frequency of access of the memory by the processor
  - locality of reference

Disk Cache

- A portion of main memory used as a buffer to temporarily to hold data for the disk
- Disk writes are clustered
- Some data written out may be referenced again. The data are retrieved rapidly from the software cache instead of slowly from disk

Cache Memory

- Invisible to operating system
- Increase the speed of memory
- Processor speed is faster than memory speed

Cache Memory

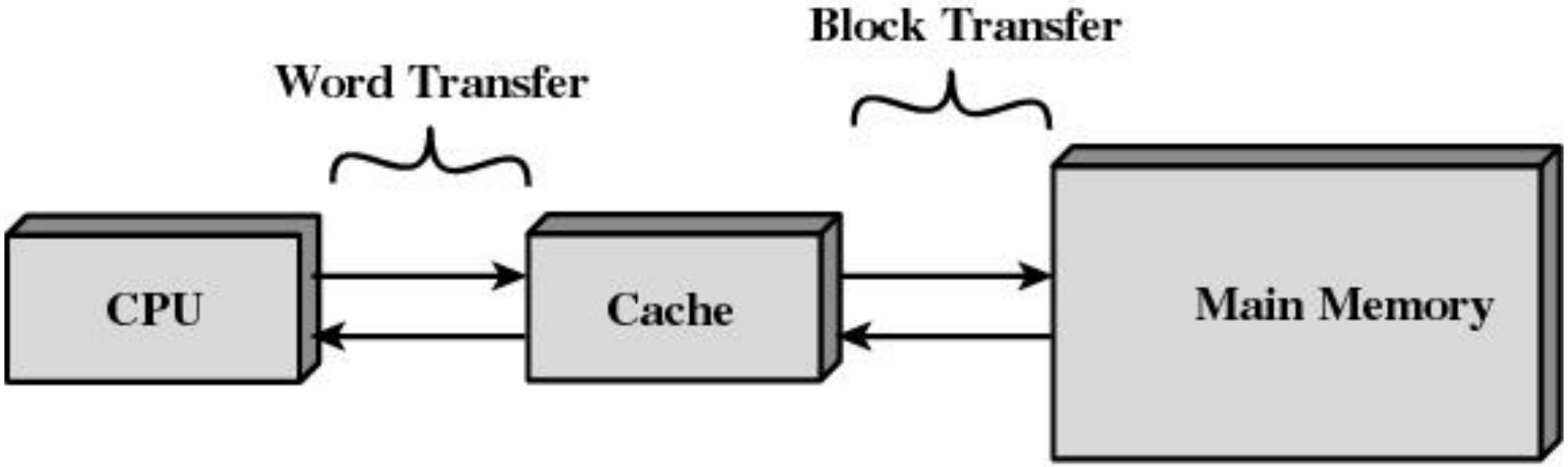


Figure 1.16 Cache and Main Memory

Cache Memory

- Contains a portion of main memory
- Processor first checks cache
- If not found in cache, the block of memory containing the needed information is moved to the cache

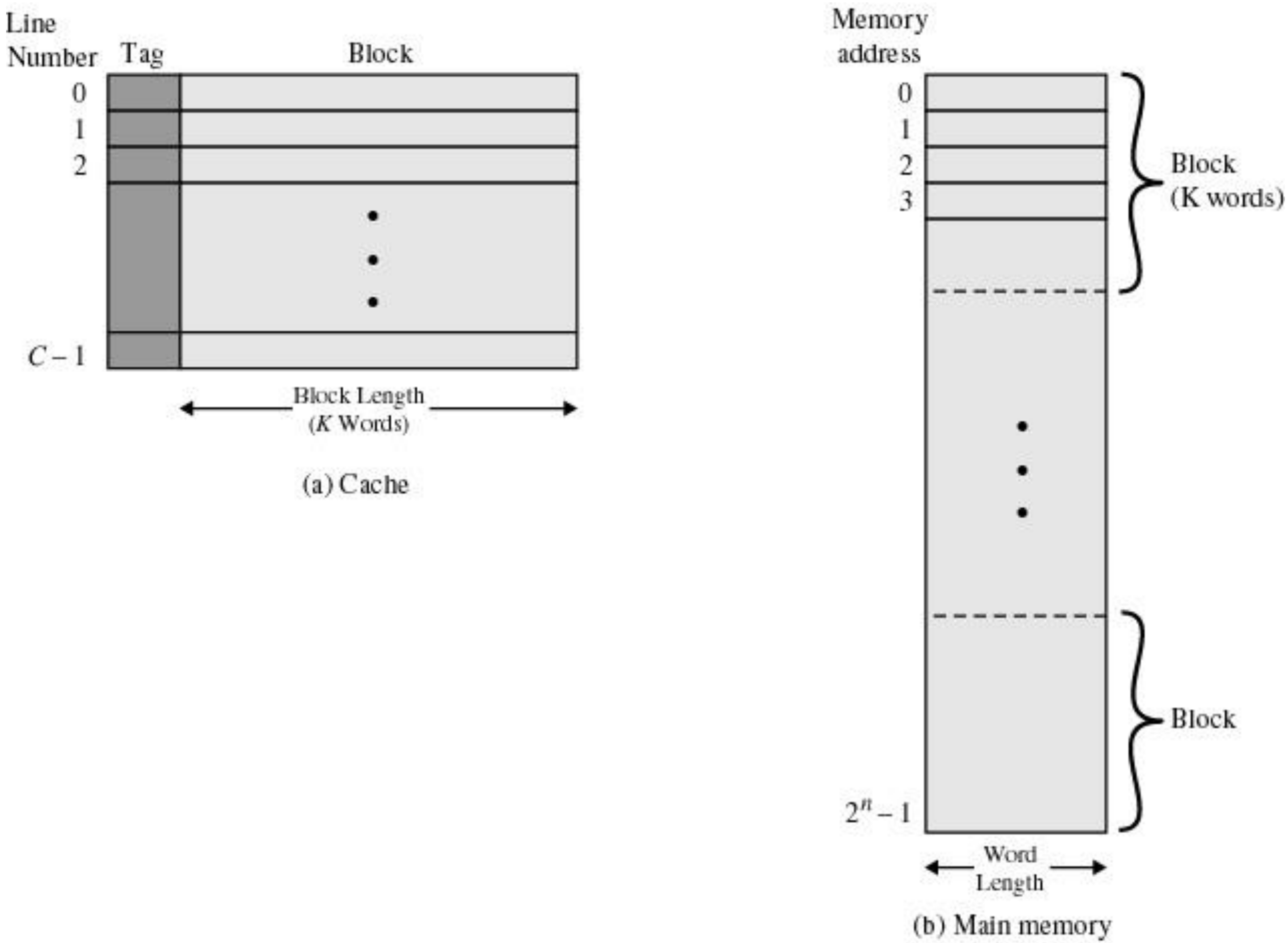


Figure 1.17 Cache/Main-Memory Structure

Cache Design

- Cache size
  - small caches have a significant impact on performance
- Block size
  - the unit of data exchanged between cache and main memory
  - hit means the information was found in the cache
  - larger block size more hits until probability of using newly fetched data becomes less than the probability of reusing data that has been moved out of cache

Cache Design

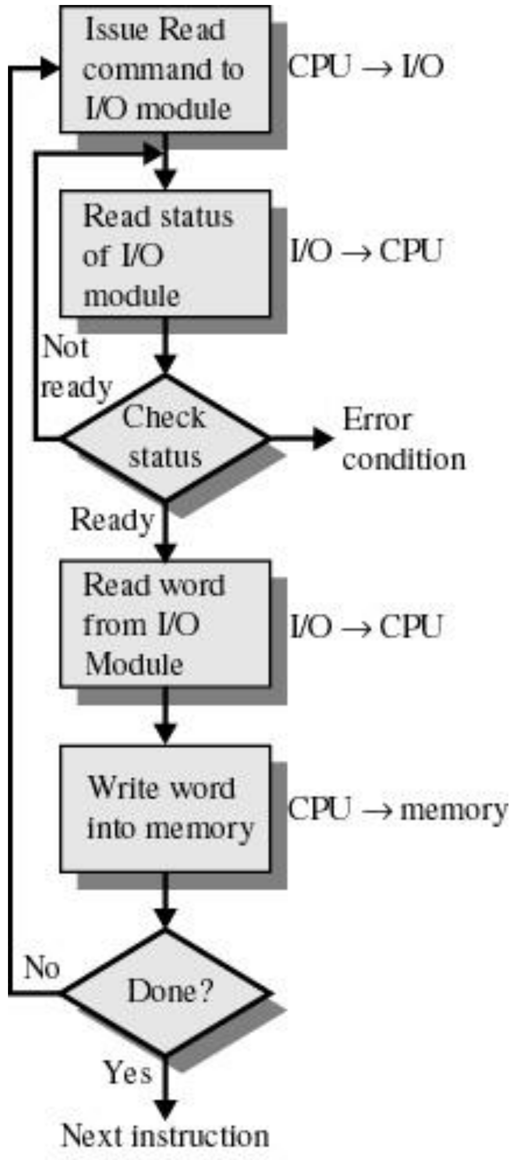
- Mapping function
  - determines which cache location the block will occupy
- Replacement algorithm
  - determines which block to replace
  - Least-Recently-Used (LRU) algorithm

Cache Design

- Write policy
  - When the memory write operation takes place
  - Can occur every time block is updated
  - Can occur only when block is replaced
    - Minimizes memory operations
    - Leaves memory in an obsolete state

Programmed I/O

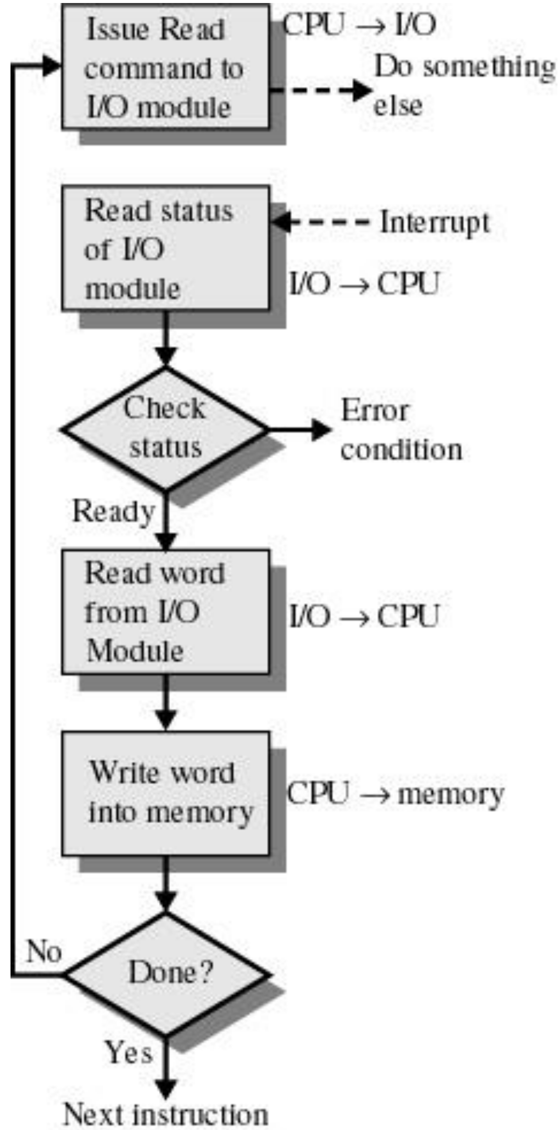
- I/O module performs the action, not the processor
- Sets appropriate bits in the I/O status register
- No interrupts occur
- Processor checks status until operation is complete



(a) Programmed I/O

Interrupt-Driven I/O

- Processor is interrupted when I/O module ready to exchange data
- Processor is free to do other work
- No needless waiting
- Consumes a lot of processor time because every word read or written passes through the processor



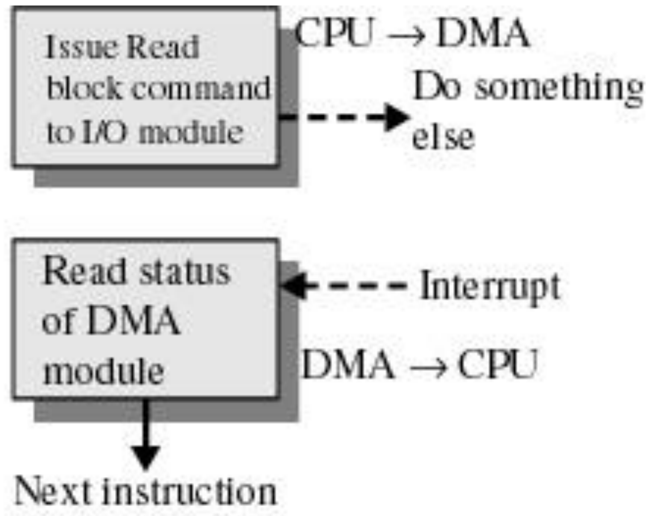
(b) Interrupt-driven I/O

Direct Memory Access (DMA)

- I/O exchanges occur directly with memory
- Processor grants I/O module authority to read from or write to memory
- Relieves the processor responsibility for the exchange
- Processor is free to do other things

Direct Memory Access

- Transfers a block of data directly to or from memory
- An interrupt is sent when the task is complete
- The processor is only involved at the beginning and end of the transfer



(c) Direct memory access