Chapter 2: Operating-System Structures

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Chapter 2: Operating-System Structures

- Operating System Services
- User Operating System Interface
- System Calls
- Types of System Calls
- System Programs
- Operating System Design and Implementation
- Operating System Structure
- Virtual Machines
- Operating System Generation
- System Boot

Question about OS Services

- Name (as many as you can) system services you expect from an operating system

Question about OS Services

- Name (as many as you can) system services you expect from an operating system
  - Process scheduling (or job scheduling)
  - Inter-process communication (IPC)
  - Memory management
    - Protection, sharing, demand paging
  - File system for organizing external storage
  - Access to I/O devices, e.g., microphones, speaker
  - Access to the networks

Common System Components (and Types of System Calls)

- Process Management
- Main Memory Management
- File Management
- I/O System Management
- Secondary-Storage Management
- Networking
- Protection System
- Command-Interpreter System

Process Management

- A *process* is a program in execution.
- The operating system is responsible for the following activities in connection with process management.
  - Process creation and deletion.
  - Process suspension and resumption.
  - Provision of mechanisms for:
    - Process synchronization
    - Process communication
    - Deadlock handling

Main-Memory Management

- Memory is a large array of words or bytes, each with its own address. It is a repository of quickly accessible data shared by the CPU and I/O devices.
- Main memory is a volatile storage device. It loses its contents in the case of system failure.

Main-Memory Management (Cont.)

- The operating system is responsible for the following activities in connections with memory management:
  - Keep track of which parts of memory are currently being used and by whom.
  - Decide which processes to load when memory space becomes available.
  - Allocate and reclaim memory space as needed.

File Management

- There are different types of physical media to persistently store information. Each of them has its own characteristics and physical organization
- Operating System provides a uniform logical view of information storage, i.e., file.
- A file is a collection of related information defined by its creator. Commonly, files represent programs (both source and object forms) and data.

File Management (Cont.)

- The operating system is responsible for the following activities in connections with file management:
  - File creation and deletion.
  - Directory creation and deletion.
  - Support of primitives for manipulating files and directories, for upper-layer applications.
  - Mapping files onto secondary storage.
  - File backup on stable (nonvolatile) storage media.

Secondary-Storage Management

- Since main memory (*primary storage*) is volatile and too small to accommodate all data and programs permanently, the computer system must provide *secondary storage* to back up main memory.
- Most modern computer systems use hard disk drives (HDD) or solid-state drives (SSD) as the principle on-line storage medium, for both programs and data.

Secondary-Storage Management

- The operating system is responsible for the following activities in connection with disk management:
  - Free space management
  - Storage allocation
  - Disk scheduling

I/O System Management

- The I/O subsystem consists of:
  - A buffer-caching system
  - A general device-driver interface
  - Drivers for specific hardware devices

Networking (Distributed Systems)

- A *distributed* system is a collection of processors that do not share memory or a clock. Each processor has its own local memory.
- The processors in the system are connected through a communication network.
- Communication takes place using a *protocol.*

Networking (Distributed Systems)

- A distributed system provides user access to various system resources.
- Access to a shared resource allows:
  - Computation speed-up
  - Increased data availability
  - Enhanced reliability

Protection System

- *Protection* refers to a mechanism for controlling access by programs, processes, or users to both system and user resources.
- The protection mechanism must:
  - distinguish between authorized and unauthorized usage.
  - specify the controls to be imposed and means for enforcement.

Command-Interpreter System

- Many commands are given to the operating system by control statements which deal with:
  - process creation and management
  - I/O handling
  - secondary-storage management
  - main-memory management
  - file-system access
  - protection
  - networking

Command-Interpreter System (Cont.)

- The program that reads and interprets control statements is called variously:
  - command-line interpreter
  - shell (in UNIX)

Its function is to get and execute the next command statement.

Operating System Services

- Program execution – system capability to load a program into memory and to run it.
- I/O operations – since user programs cannot execute I/O operations directly, the operating system must provide some means to perform I/O.
- File-system manipulation – program capability to read, write, create, and delete files.
- Communications – exchange of information between processes
- Error detection – ensure correct computing by detecting errors in the CPU and memory hardware, in I/O devices, or in user programs.

Additional Operating System Functions

Additional functions exist not for helping the user, but rather for ensuring efficient system operations.

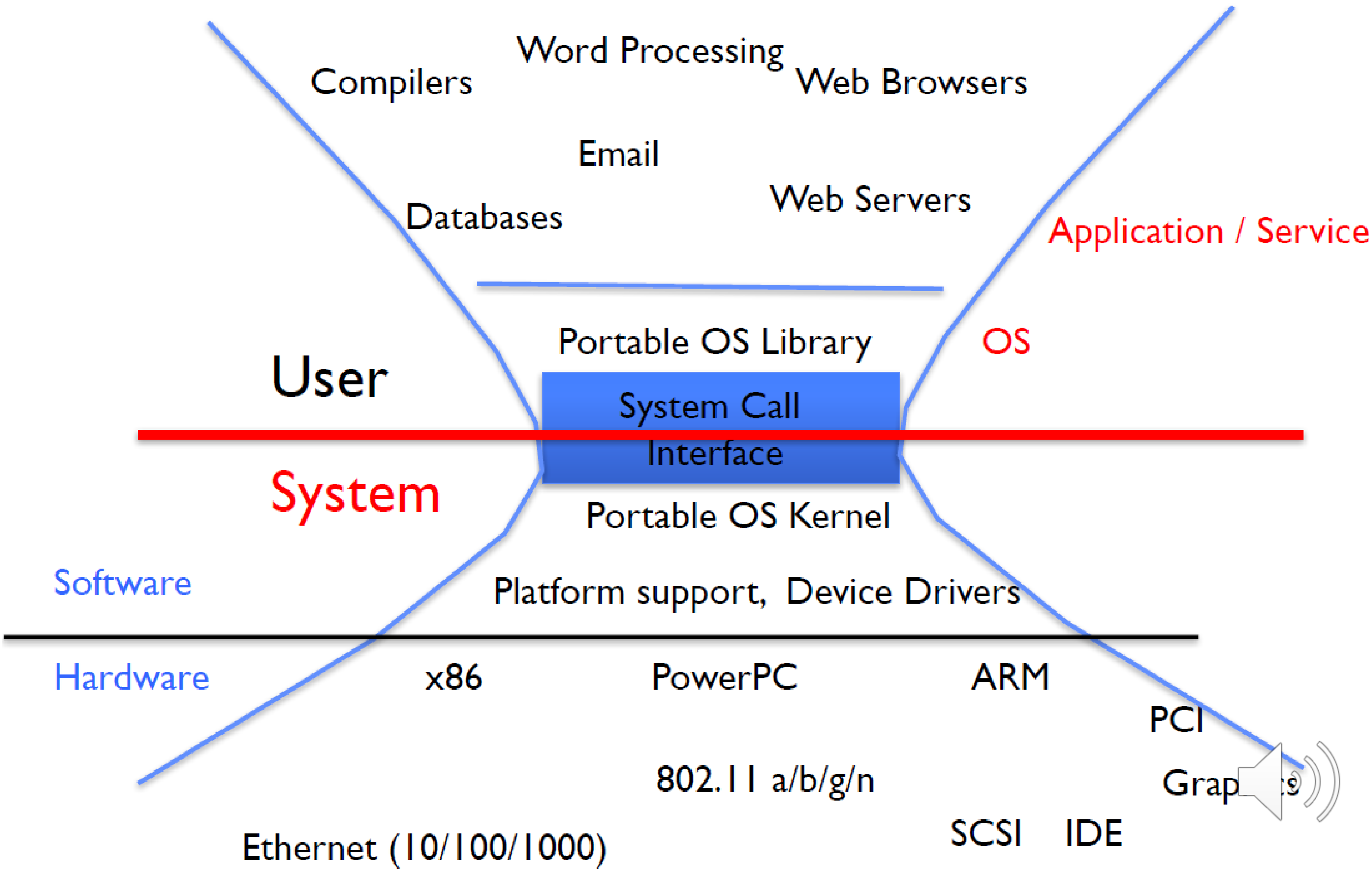
- Resource allocation – allocating resources to multiple users or multiple jobs running at the same time.
- Accounting – keep track of and record which users use how much and what kinds of computer resources for account billing or for accumulating usage statistics.
- Protection – ensuring that all access to system resources is controlled.

System Calls

- System calls provide the interface between a running program and the operating system.
  - Generally available as assembly-language instructions.
  - Languages defined to replace assembly language for systems programming allow system calls to be made directly (e.g., C, C++)

https://en.wikipedia.org/wiki/System_call#Typical_implementations
http://docs.cs.up.ac.za/programming/asm/derick_tut/syscalls.html

Operating System as Design



Example of System Calls (1/2)

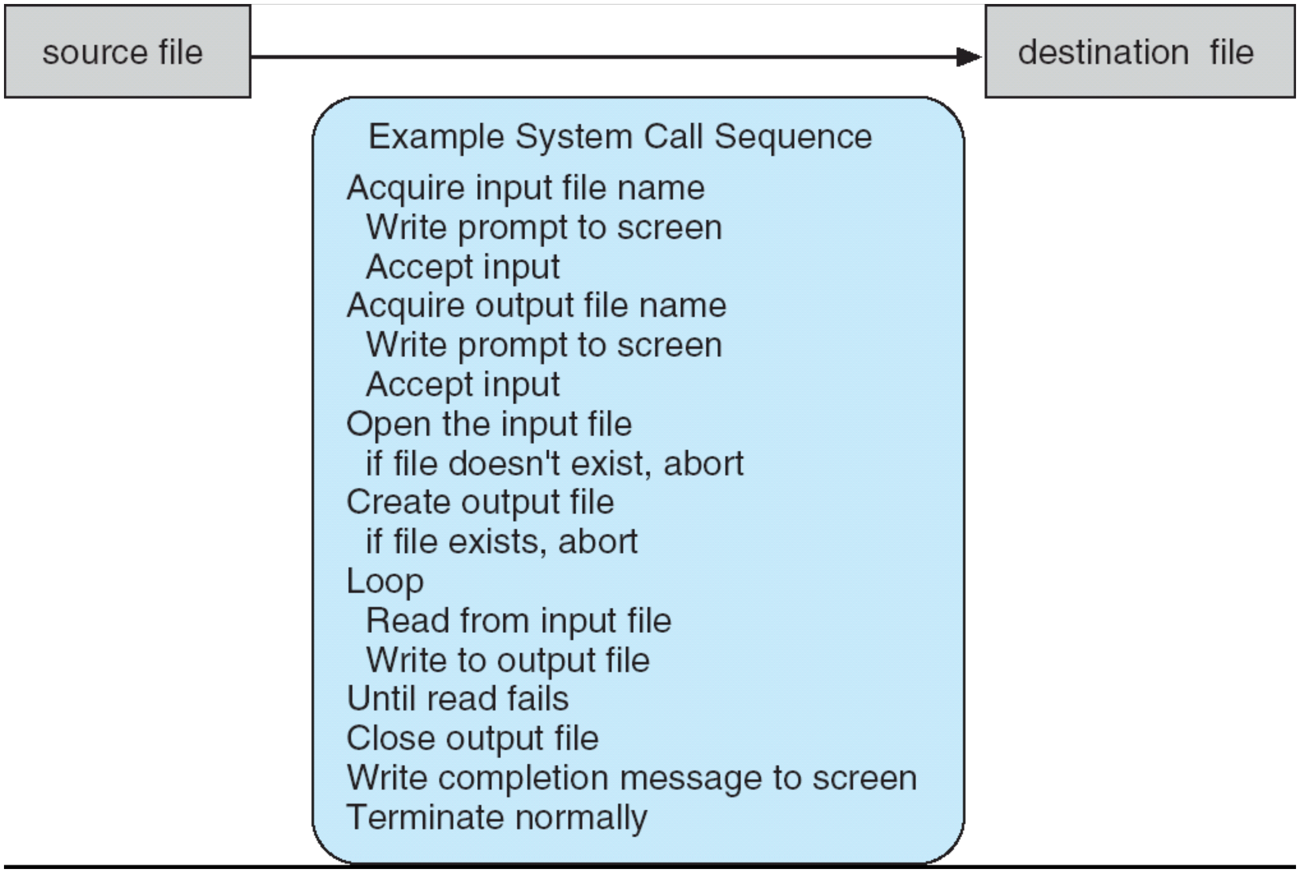
- **cp** is the command line tool in Linux, which makes a copy of your files or directories.
  - For instance, let's say you have a file named **picture.jpg** in your working directory, and you want to make a copy of it called **picture-02.jpg**. You would run the command:

cp picture.jpg picture-02.jpg

- System call sequence to copy the contents of one file to another file

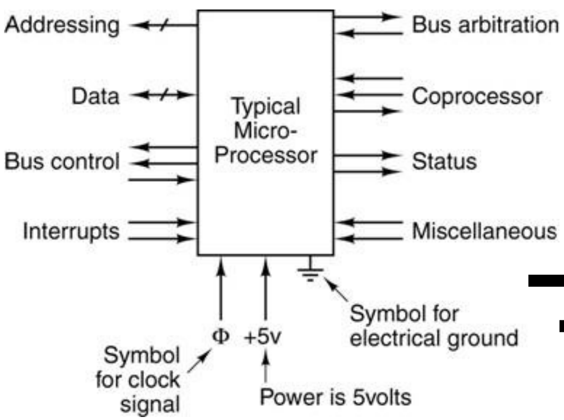
Example of System Calls (2/2)

- System call sequence to copy the contents of one file to another file

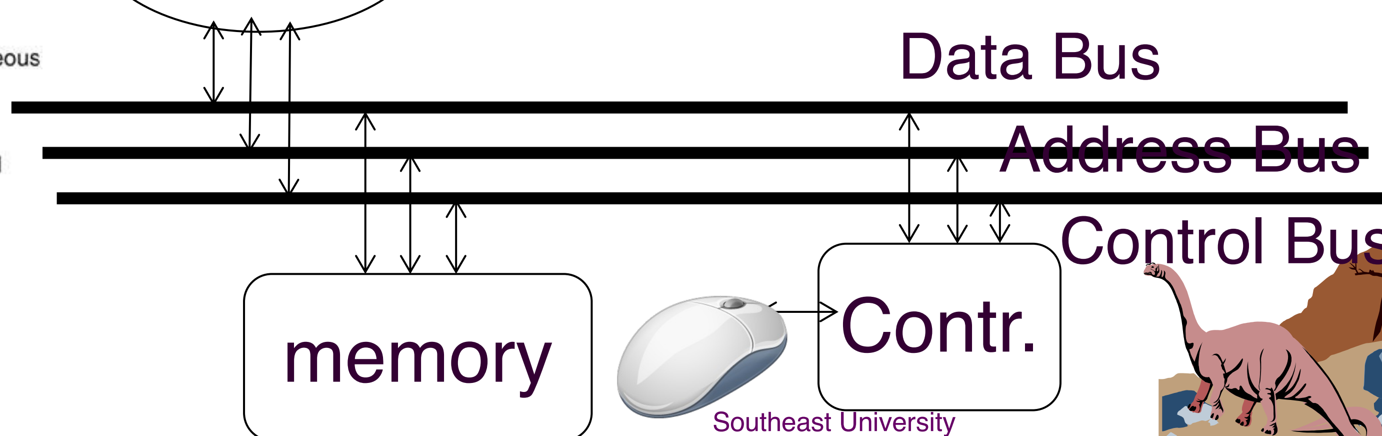


Question about HW/SW interaction

- What happen when you click the mouse?
  - Mouse clicks correspond to specific CPU instructions
  - Mouse click starts up a specific program to read spatial coordinates of mouse
  - It results in a CPU interrupt

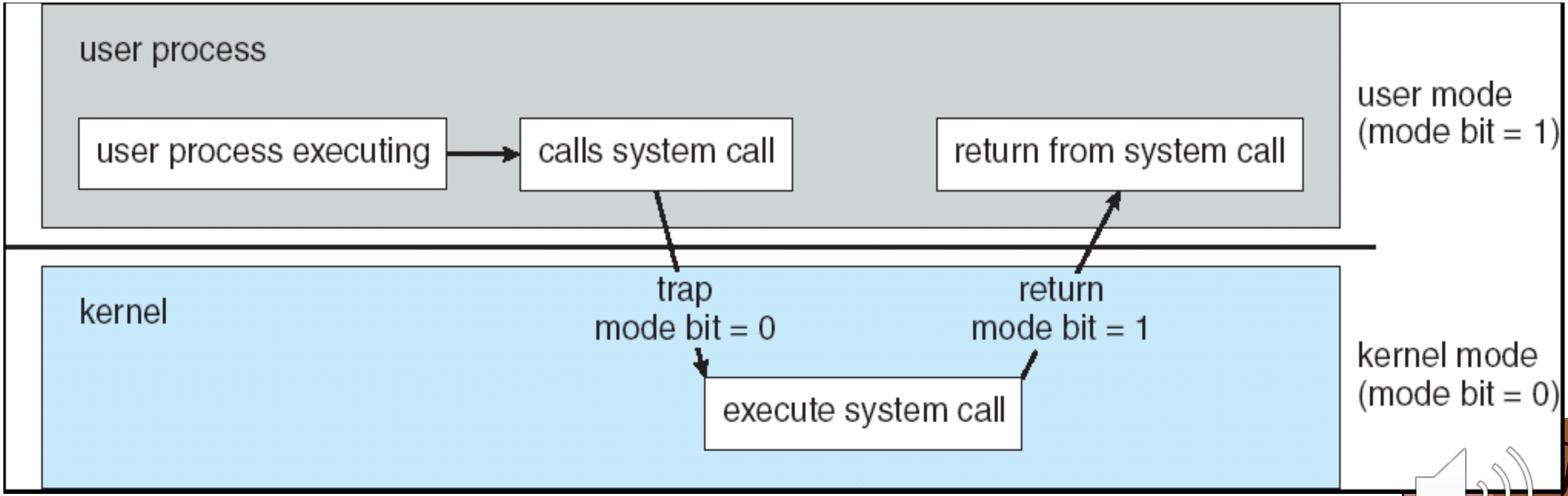


Google Earth



Why Execute a System Call from a Trap (or Software Interrupt)?

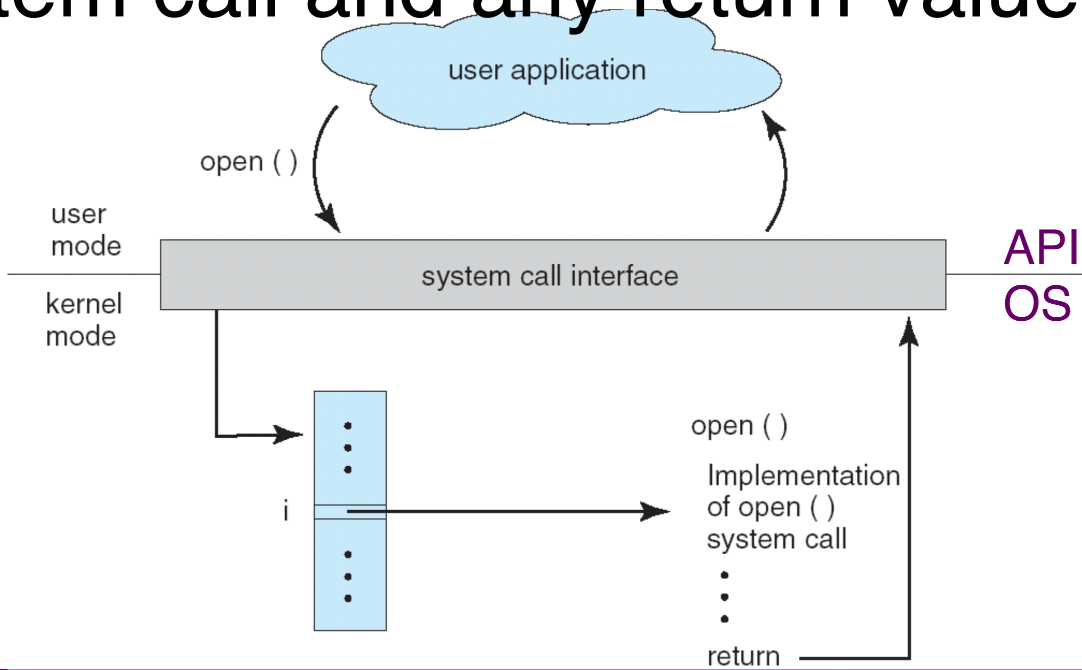
- Protection is achieved via dual mode (user mode vs. kernel mode) and system call.
  - A system call is executed from a trap, via a trap-handler, and ended by a return-from-trap.



http://www.linux.it/~rubini/docs/ksys/ksys.html

System Call Implementation

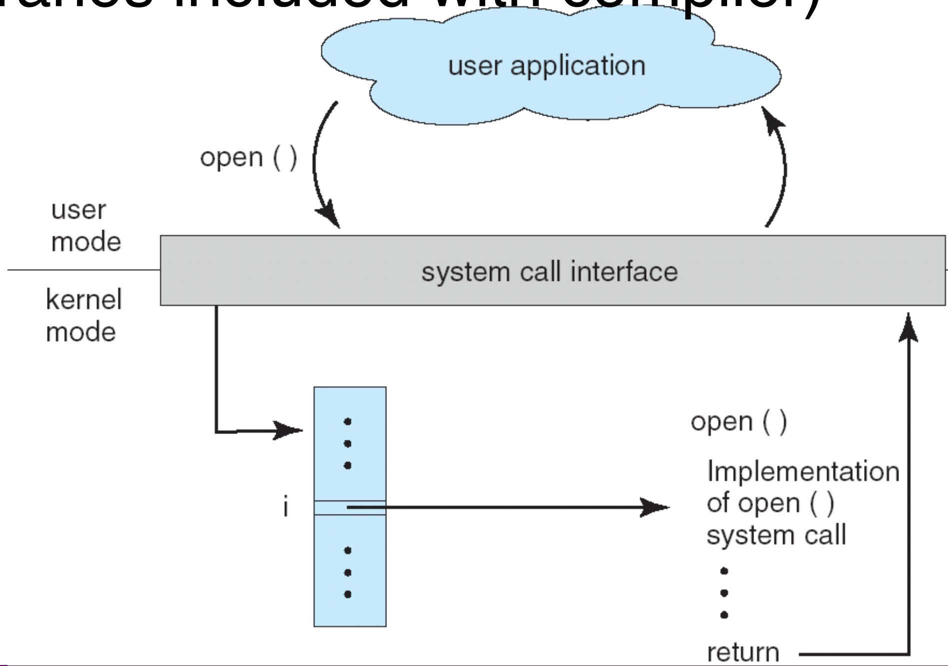
- A number associated with each system call
  - System-call interface maintains a table indexed according to these numbers
- The system call interface invokes intended system call in OS kernel and returns status of the system call and any return values



API – System Call – OS Relationship

System Call Implementation (Cont.)

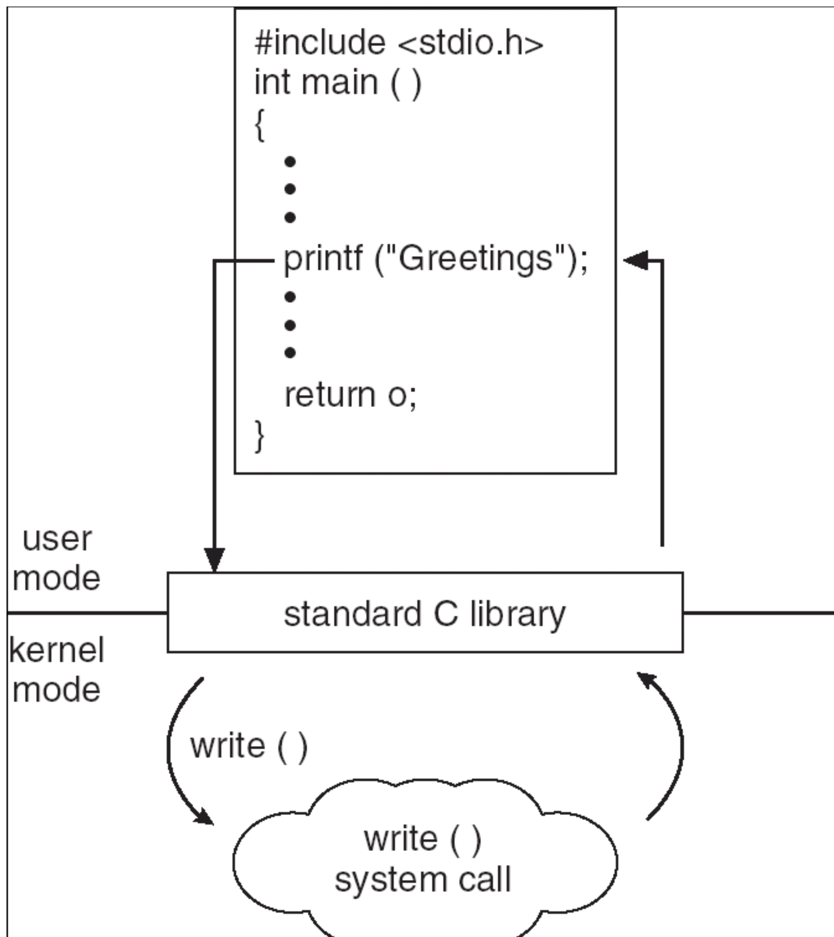
- The caller needs know nothing about how the system call is implemented
  - Just needs to obey API and understand what OS will do as a result call. Most details of OS interface hidden from programmer by API, i.e., concept of abstraction.
    - ✓ Managed by run-time support library (set of functions built into libraries included with compiler)



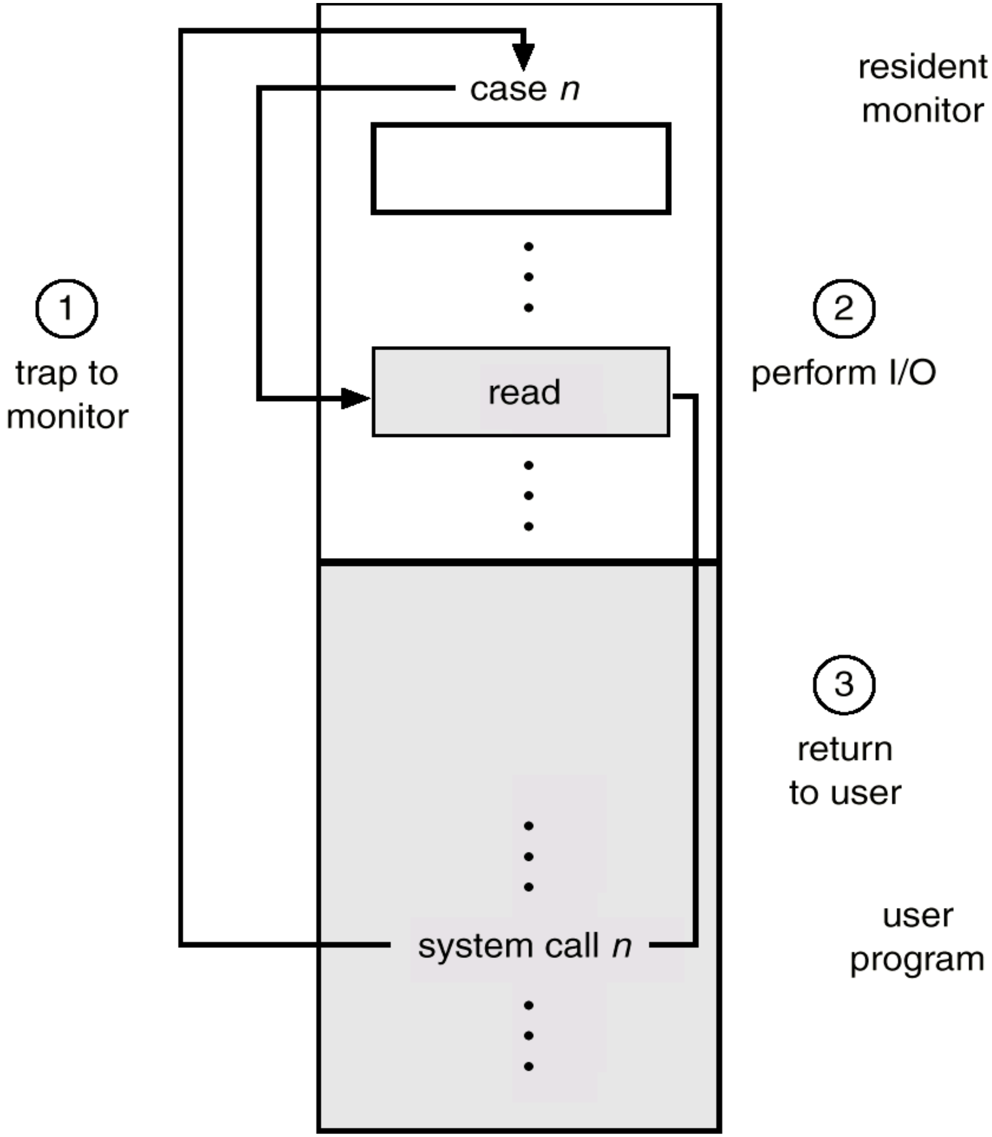
API – System Call – OS Relationship

An Example of Standard C Library Call invoking a System Call

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



Use of A System Call to Perform I/O



System Calls for the Linux 2.2 Kernel

- On the left are the numbers of the system calls. This number will be put in register %eax.
- On the right are the types of values to be put into the remaining registers before calling the trap 'int 0x80'.
- After each syscall, an integer is returned in %eax.

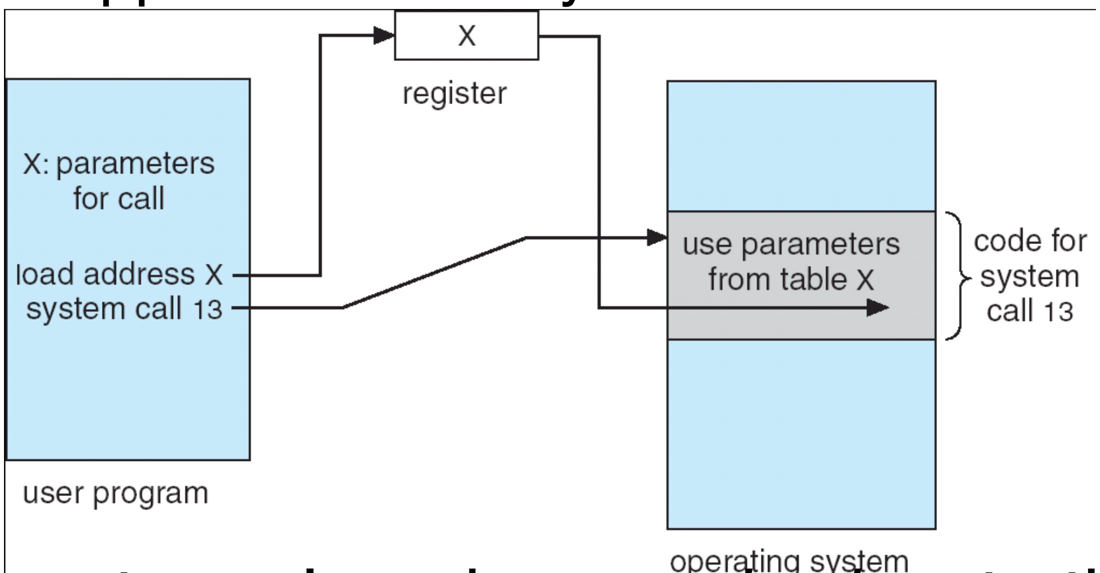
%eax	Name	Source	%ebx	%ecx	%edx	%esx	%edi
1	sys_exit	kernel/exit.c	int	-	-	-	-
2	sys_fork	arch/i386/kernel/process.c	struct pt_regs	-	-	-	-
3	sys_read	fs/read_write.c	unsigned int	char *	size_t	-	-
4	sys_write	fs/read_write.c	unsigned int	const char *	size_t	-	-
5	sys_open	fs/open.c	const char *	int	int	-	-
6	sys_close	fs/open.c	unsigned int	-	-	-	-
7	sys_waitpid	kernel/exit.c	pid_t	unsigned int *	int	-	-

System Call Parameter Passing

- Often, more information is required than simply identity of desired system call
  - Exact type and amount of information vary according to OS and call
- Three general methods used to pass parameters to the OS
  - Simplest: pass the parameters in *registers*
    - ✓ In some cases, may be more parameters than registers

System Call Parameter Passing (Cont.)

- Parameters stored in a *block*, or table, in memory, and address of block passed as a parameter in a register
  - ✓This approach taken by Linux and Solaris



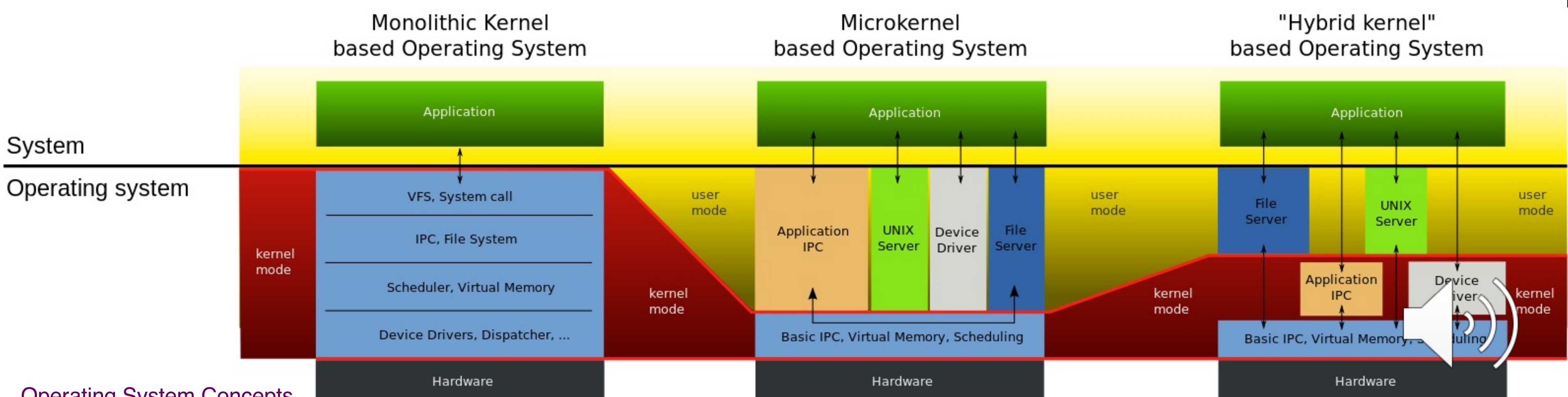
Parameter Passing via Table

- Parameters placed, or *pushed,* onto the *stack* by the program and *popped* off the stack by the operating system

■ Block and stack methods do not limit the number or length of parameters being passed

What is OS Structure?

- The way the OS software is organized with respect to the applications that it serves and the underlying hardware that it manages
  - Monolithic kernel (单内核、宏内核、巨内核)
  - Microkernel system structure (微内核)
  - Hybrid kernel, and Monolithic kernel with modules



Goal of OS Structure Design

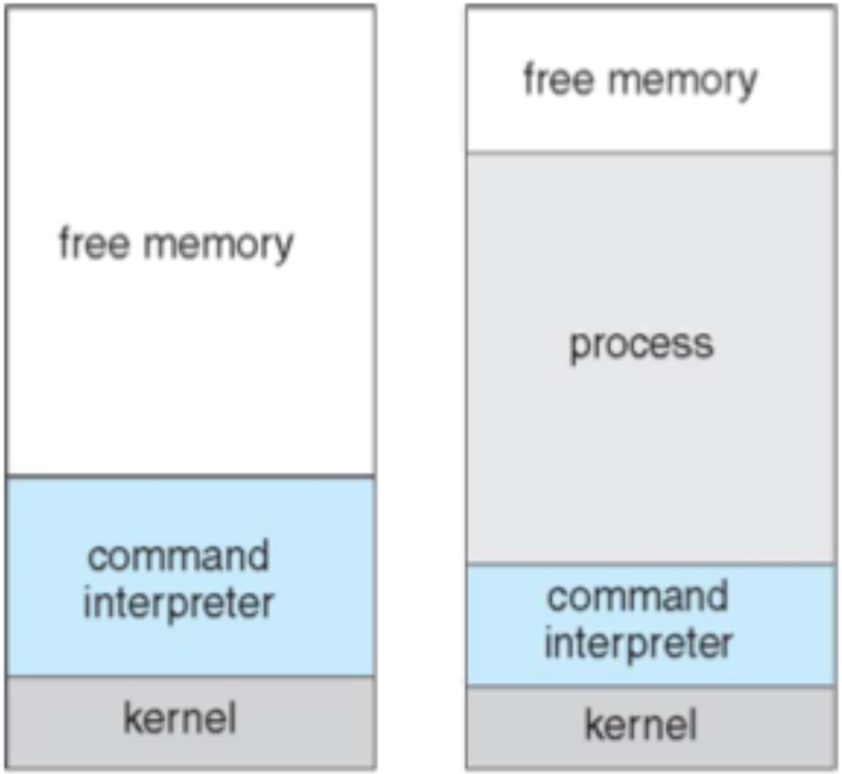
- Protection: within and across users + the OS itself
- Performance: time taken to perform the services
- Flexibility: Extensibility => Not one size fits all
- Scalability: performance↑ if hardware resources↑
- Agility: adapting to changes in application needs and/or resource availability
- Responsiveness: reaching to the external events

DOS-like Structure

- MS-DOS – written to provide the most functionality in the least space
  - Performance: Access to system services is like a procedure call
  - Although MS-DOS has some structure, its interfaces and levels of functionality are not well separated
  - Bad Protection: an error of application can corrupt the OS
  - Not divided into modules

MS-DOS (Microsoft DOS) Execution (Single Program)

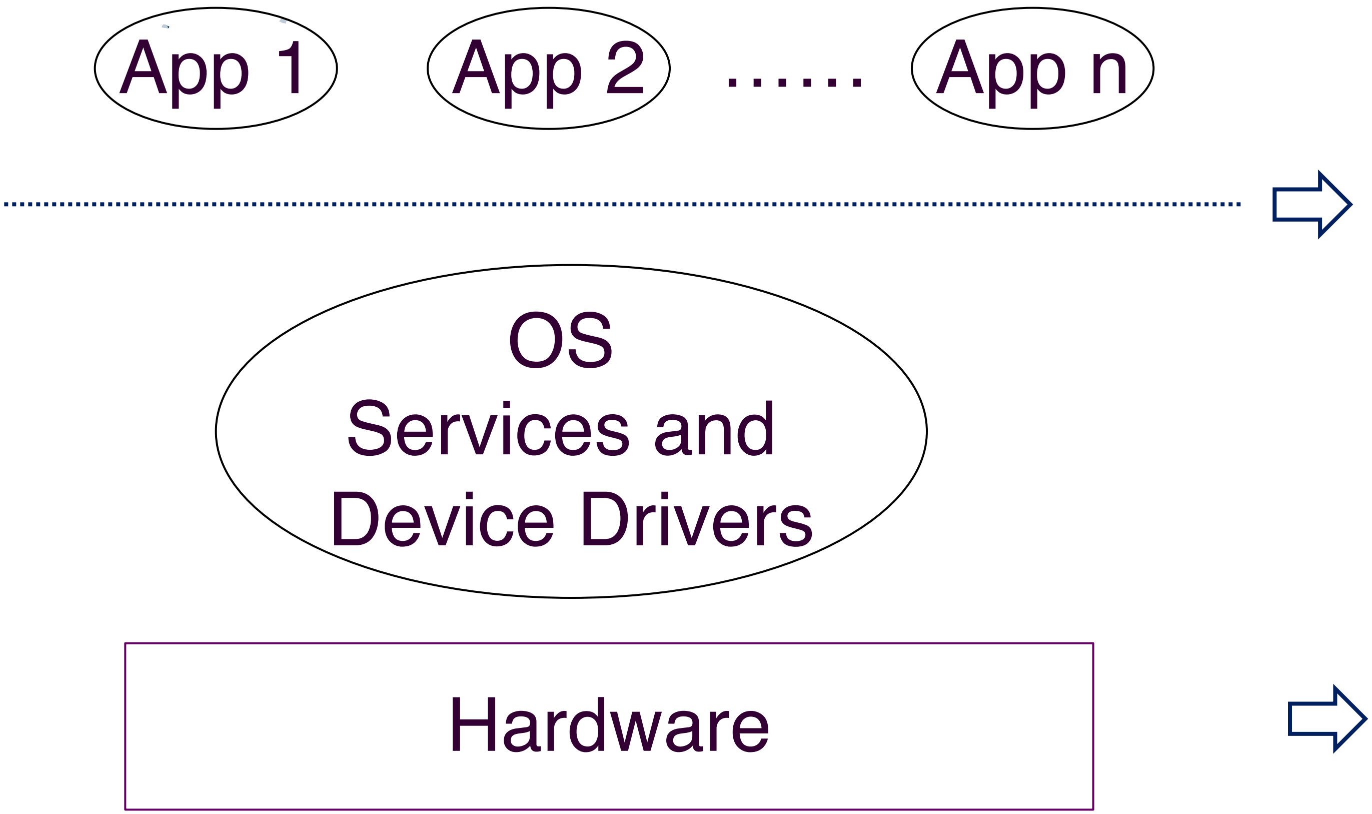
- Single-tasking, single memory space
- Shell (command interpreter) invoked when system booted
- Simple method to run program
  - Loads program into memory, overwriting all but the kernel and small part of CI
  - No process created
- Program exit → the remaining CI reloads shell from disk



(a) At system startup

(b) running a program

DOS-like Structure (cont.)



No protection between the applications and the OS, which are in the same address space

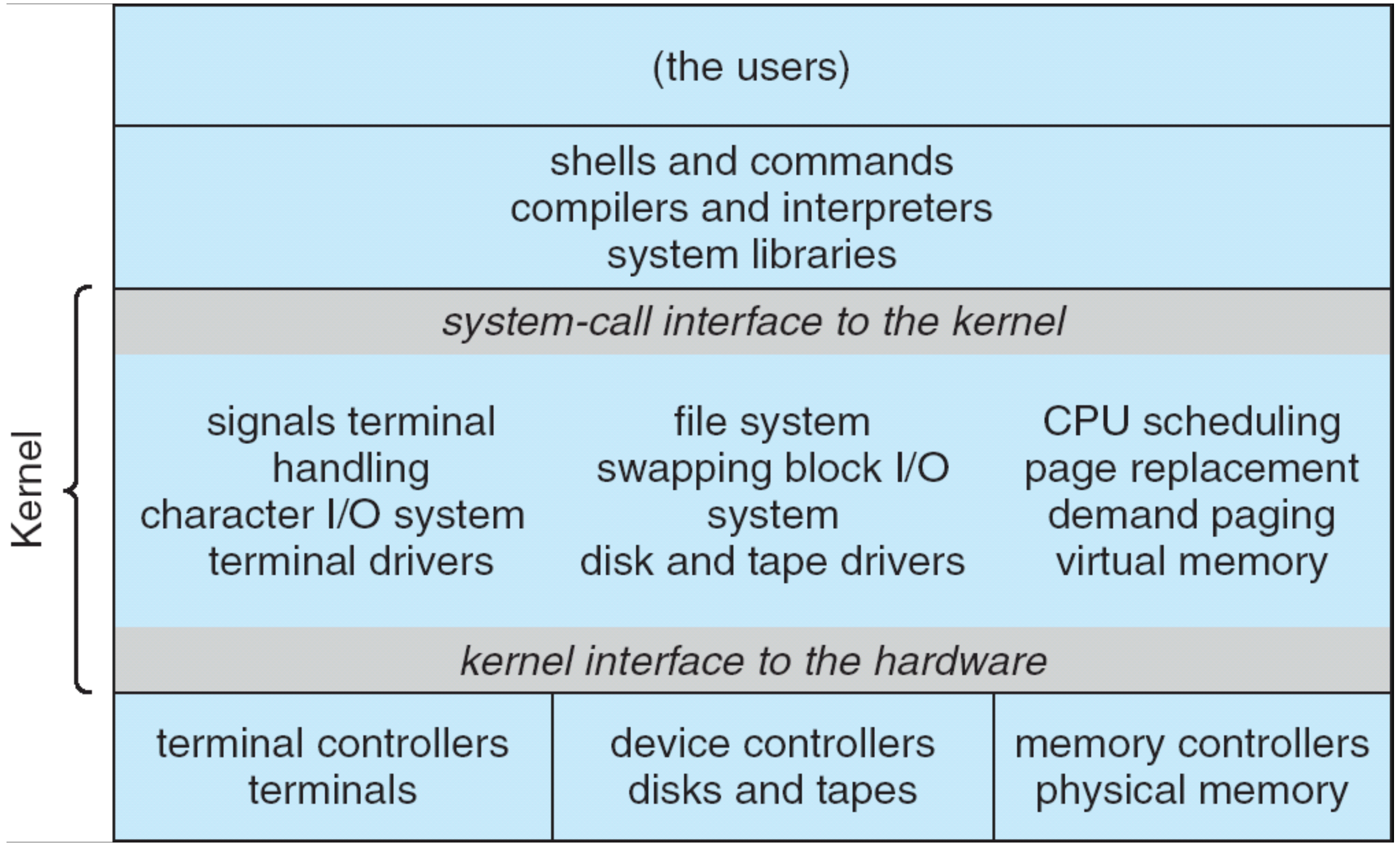
Managed by the OS

Monolithic Structure

Monolithic Architecture Example: UNIX

- UNIX – limited by hardware functionality, the original UNIX operating system had limited structuring.
- The UNIX OS consists of two separable parts
  - Systems programs
  - The kernel
    - ✓Consists of everything below the system-call interface and above the physical hardware
    - ✓Provides the file system, CPU scheduling, memory management, and other operating-system functions; a large number of functions for one level

UNIX System Structure

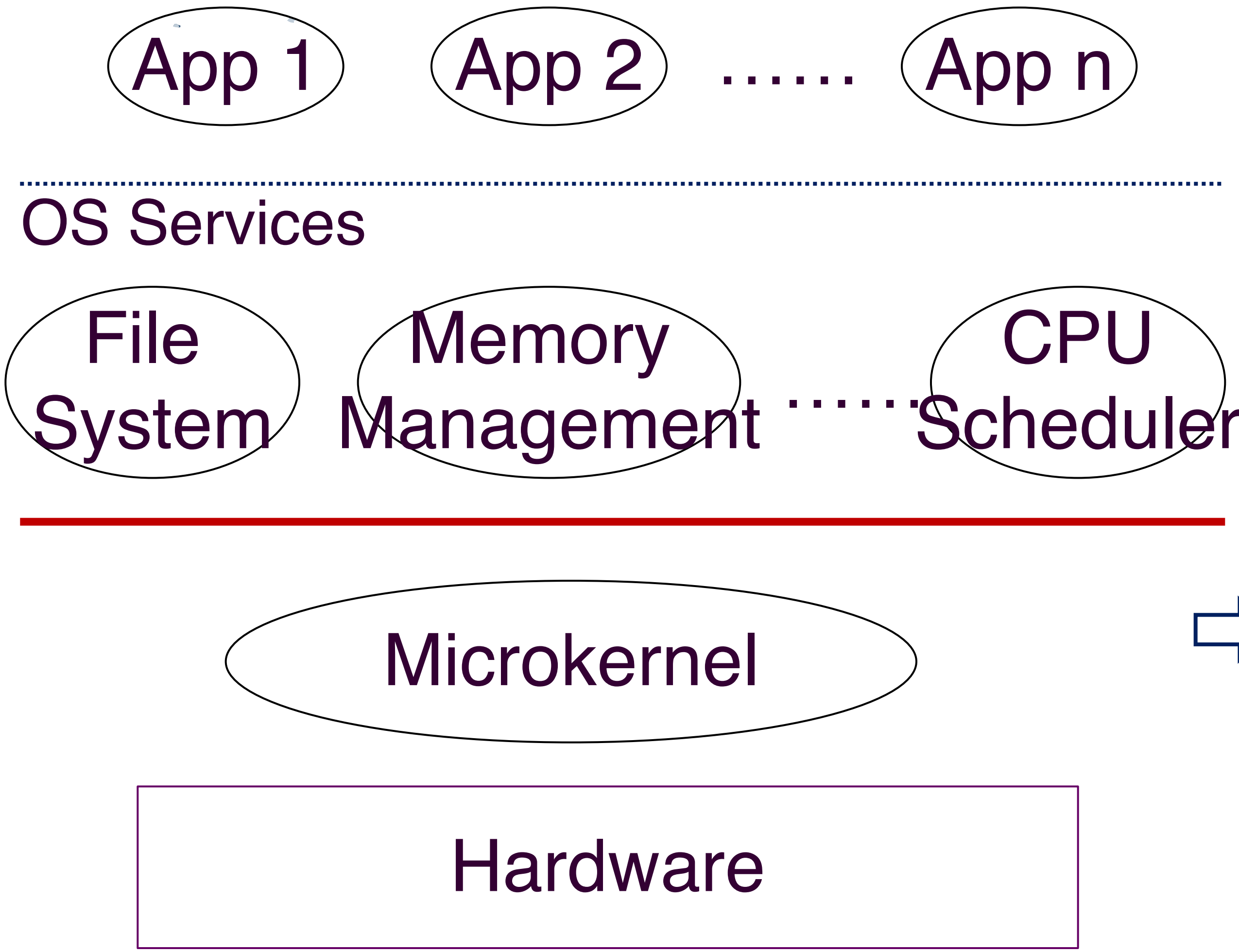


Gain and Loss of Monolithic Structure

- Fix the loss of protection in DOS-like structure
  - Unacceptable for a general-purpose OS
- Monolithic Structure
  - Reduce performance loss by consolidation
- But …
  - Monolithic structure => no customization
- Need for customization
  - Applications of video game and computing prime numbers may have different needs for CPU scheduling, file access or memory management

Microkernel OS Structure

Communication takes place between user modules using IPC-based message passing



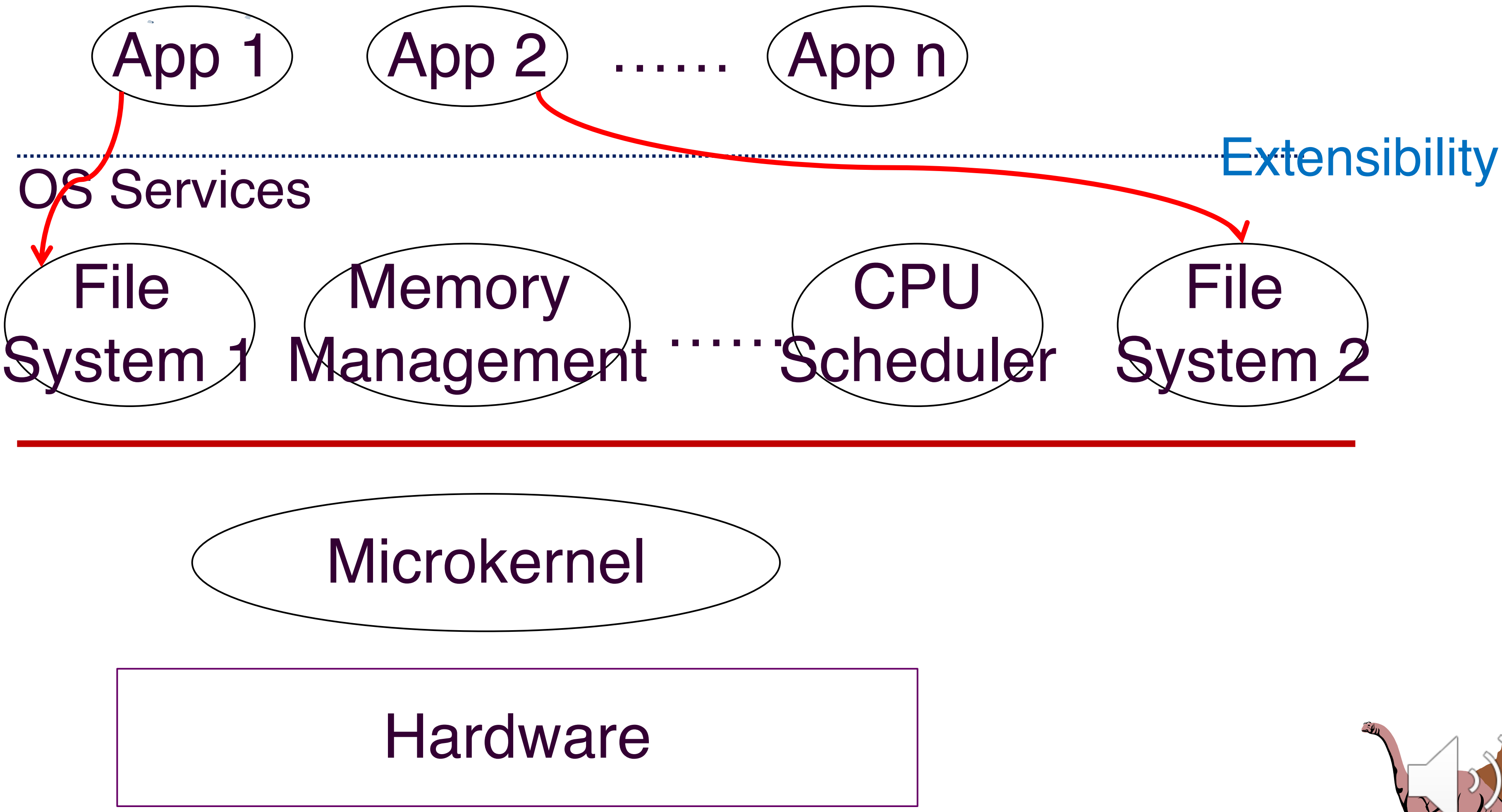
Each App in its own hardware address space

Each service in its own address space

Simple abstraction

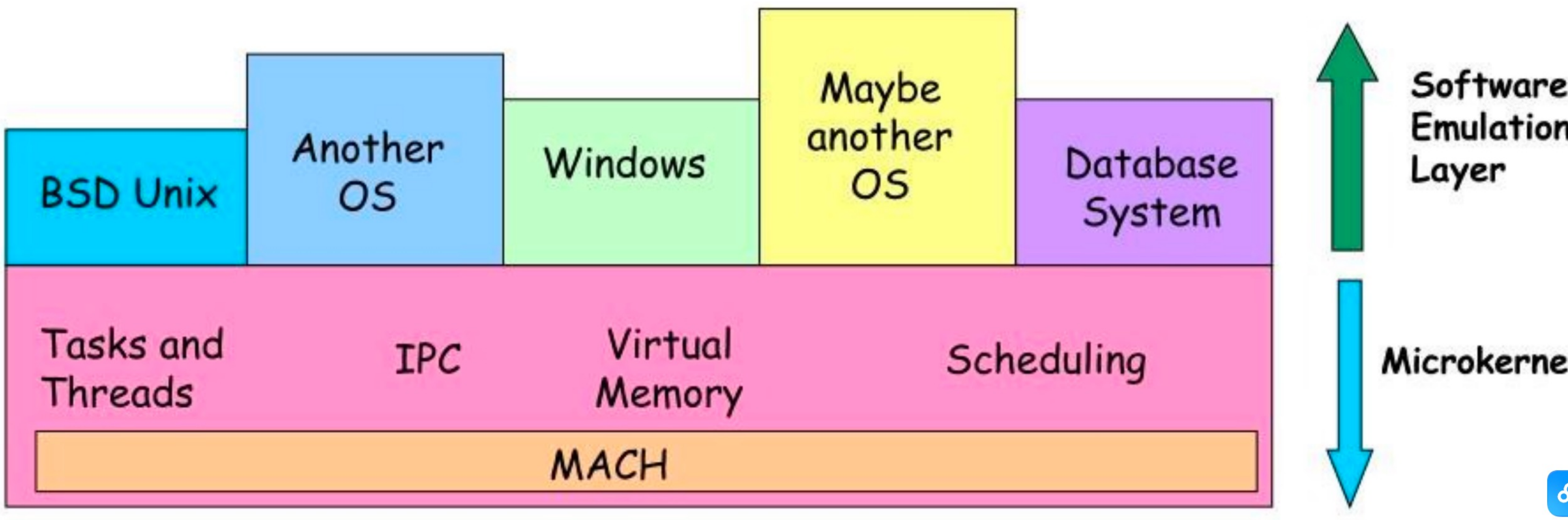
- Process management
- Address space
- IPC

Advantage of Microkernel-based Design



An Example of Microkernel System

- Apple Mach is First Generation micro-kernel
- Builds operating system above minimal kernel
- Kernel provides only fundamental services, like process management, CPU scheduling, inter-process communication, virtual memory

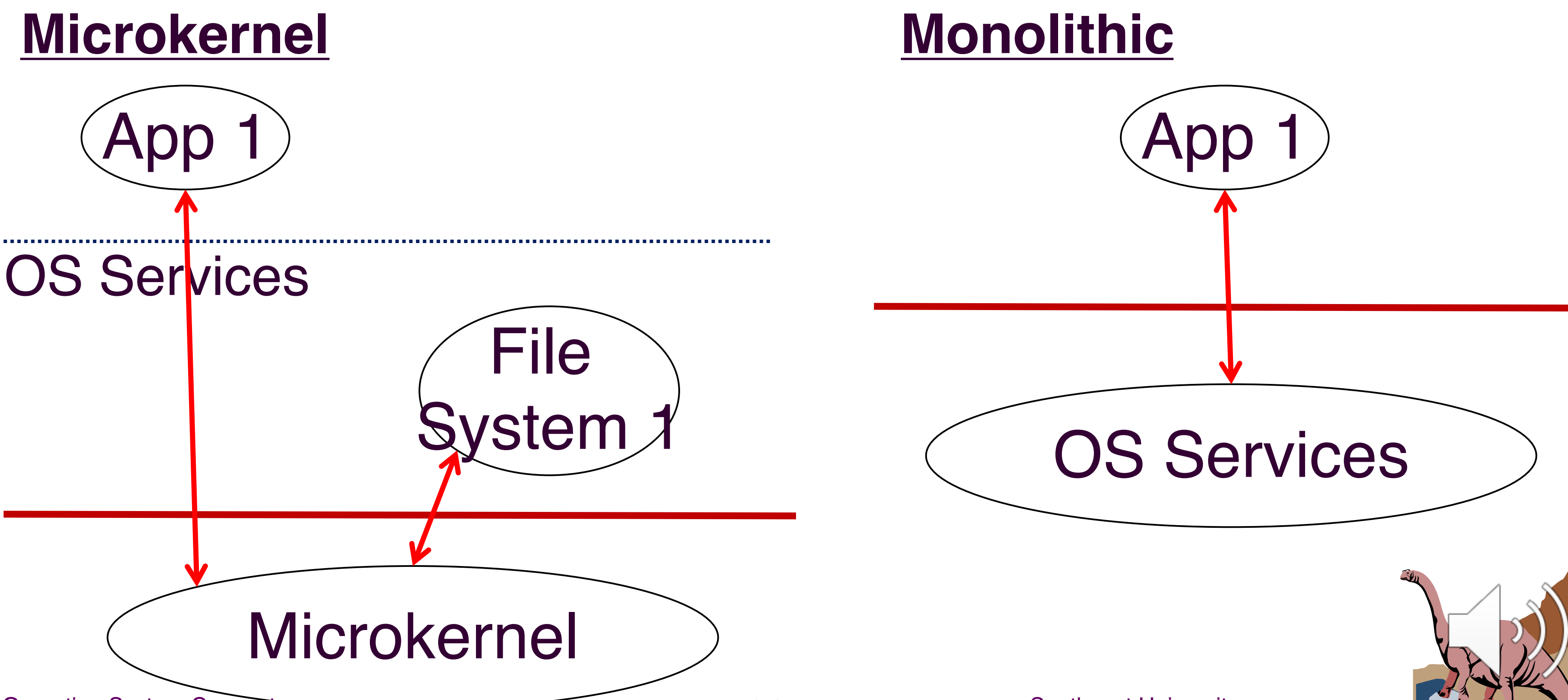


Pros and Cons of Microkernel System Structure

- 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
- Detriments:
  - Performance overhead of user space to kernel space communication

Why Performance Loss

- Border Crossing
  - Change in locality, e.g., memory address space
  - Copy data between user and system spaces



Question

- Based on discussion thus far ….

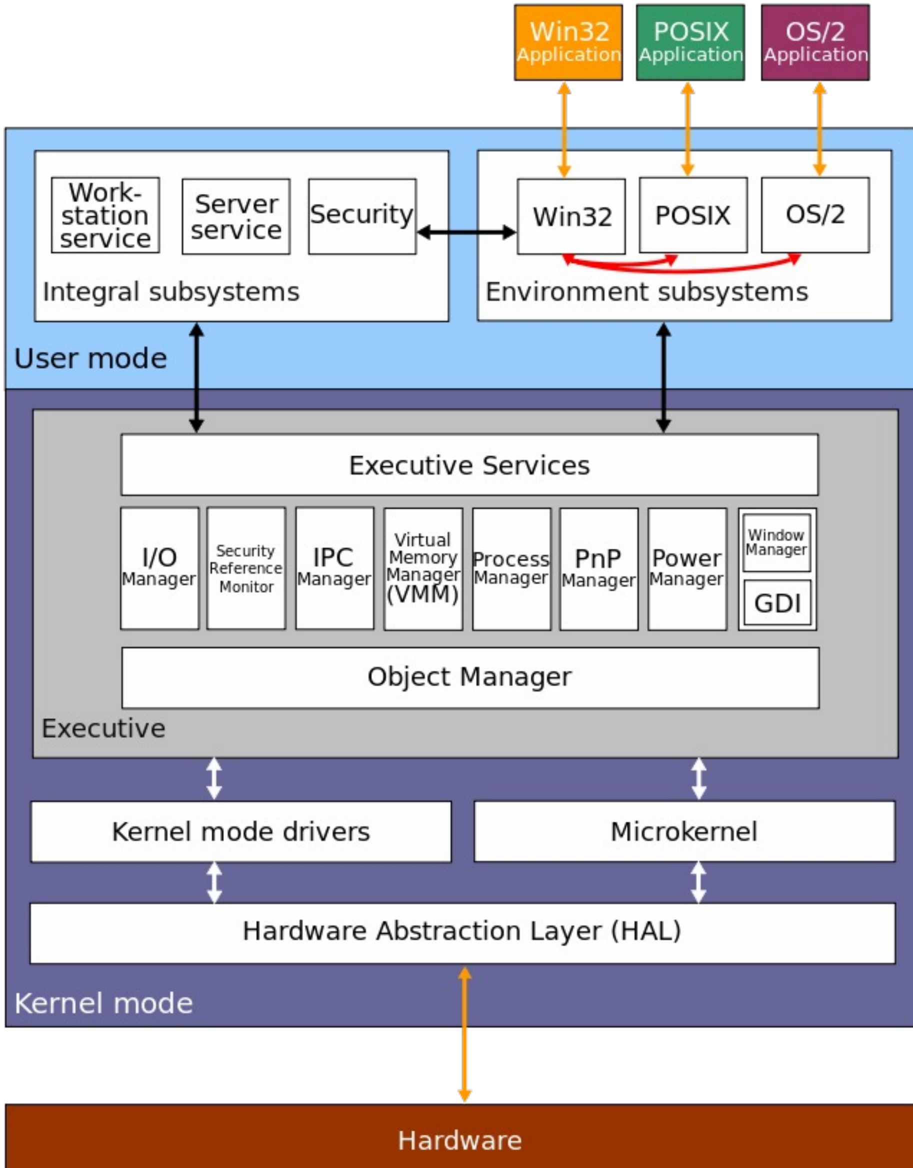
Feature	**DOS-like OS**	**Monolithic OS**	**Microkernel OS**
Extensibility	√		√
Protection		√	√
Performance	√	√	

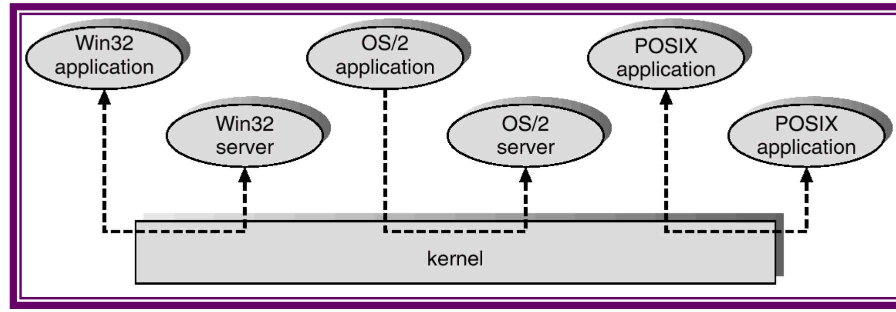
Hybrid Kernel Approach

- The idea behind a hybrid kernel is to have a kernel structure similar to that of a microkernel, but to implement that structure in the manner of a monolithic kernel.

- In contrast to a microkernel, all (or nearly all) operating system services in a hybrid kernel are still in kernel space.

Hybrid Kernel Example: Windows NT Client-Server Structure

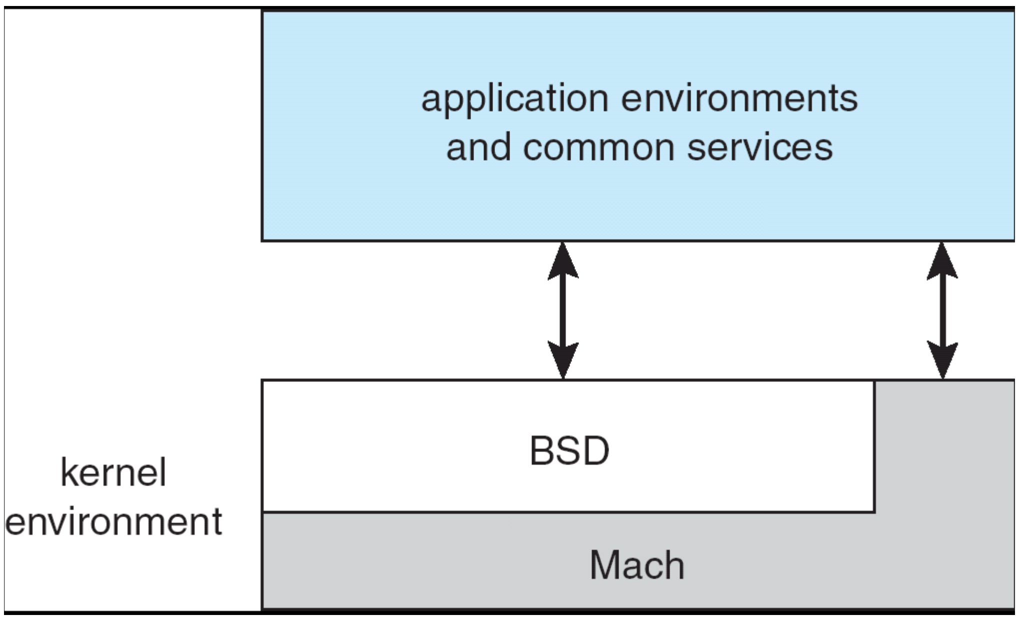


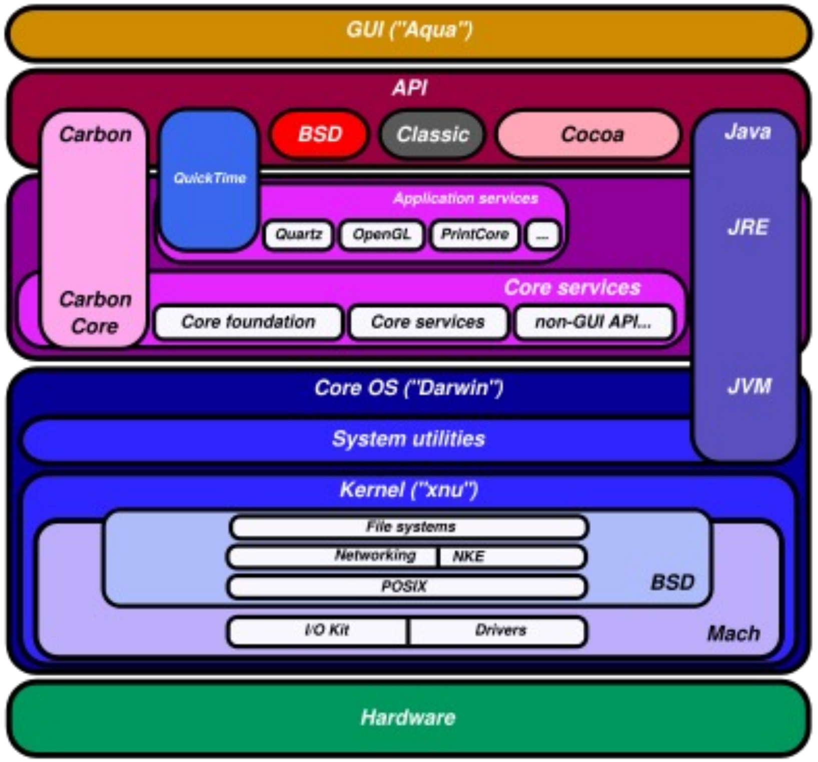


Windows NT，新技术视窗操作系统（Windows New Technology）的简称，是美国微软公司1993年推出的纯32位操作系统核心。其基于OS/2 NT的基础构造。

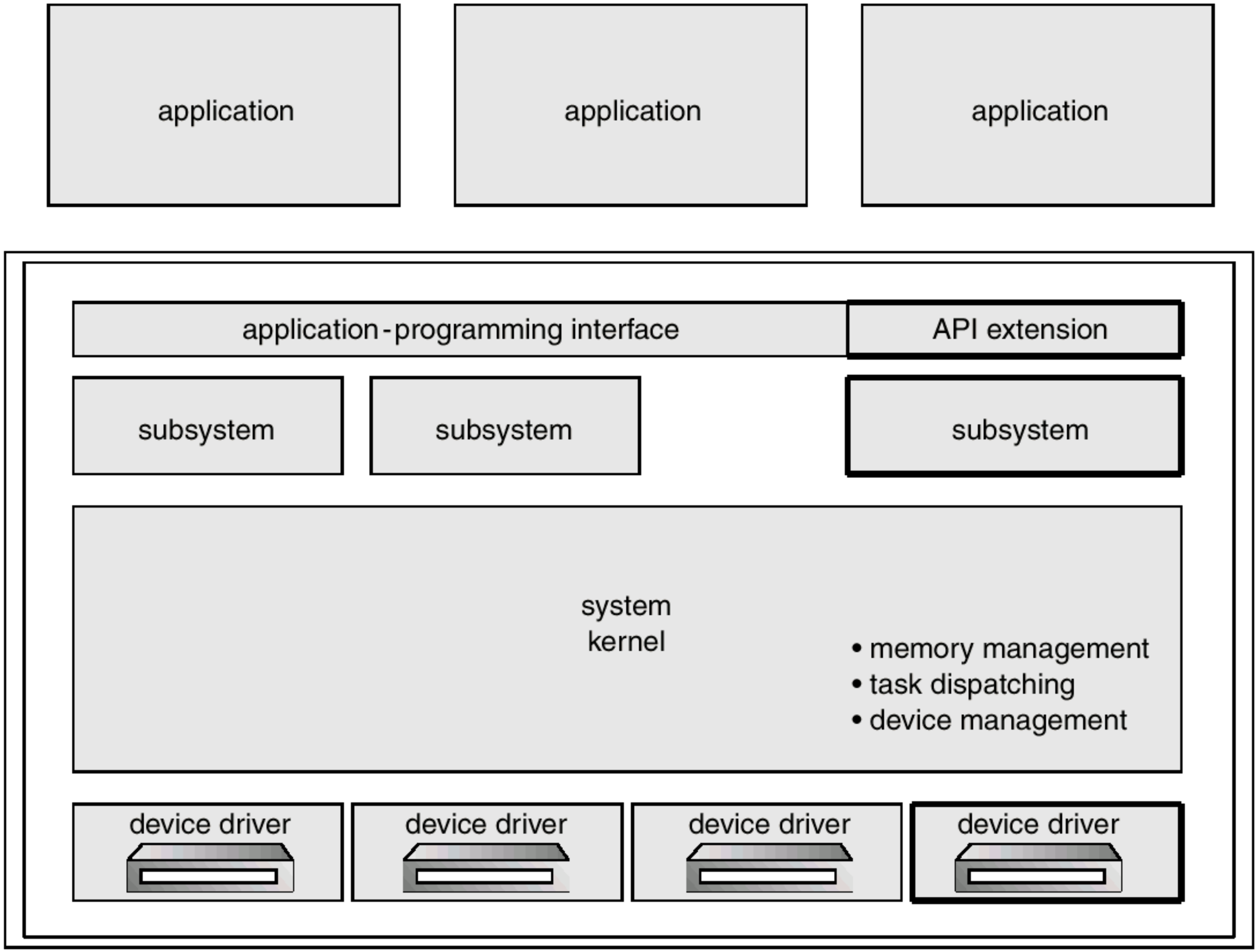
NT 10.0	Windows 10	个人使用：家庭版（包括S模式的家庭版）[10]、专业版（包括S模式的专业版）[10]、专业工作站版 商用：企业版、教育版、专业教育版（包括S模式的专业教育版）[10] 移动设备：移动版、移动企业版 物联网设备：Windows 10 IoT	2015年7月29日
	Windows Server 2016	Essentials、Standard、Datacenter	2016年9月26日
	Windows Server 2019	Essentials、Standard、Datacenter	2018年10月2日
	Windows Server 2022	Essentials、Standard、Datacenter	2021年8月18日
	Windows 11	个人使用：家庭版、专业版、专业工作站版 商用：企业版、教育版、专业教育版	2021年10月5日

Hybrid Kernel Example: Mac OS X Structure





Hybrid Kernel Example: OS/2 Layer Structure



https://en.wikipedia.org/wiki/OS/2

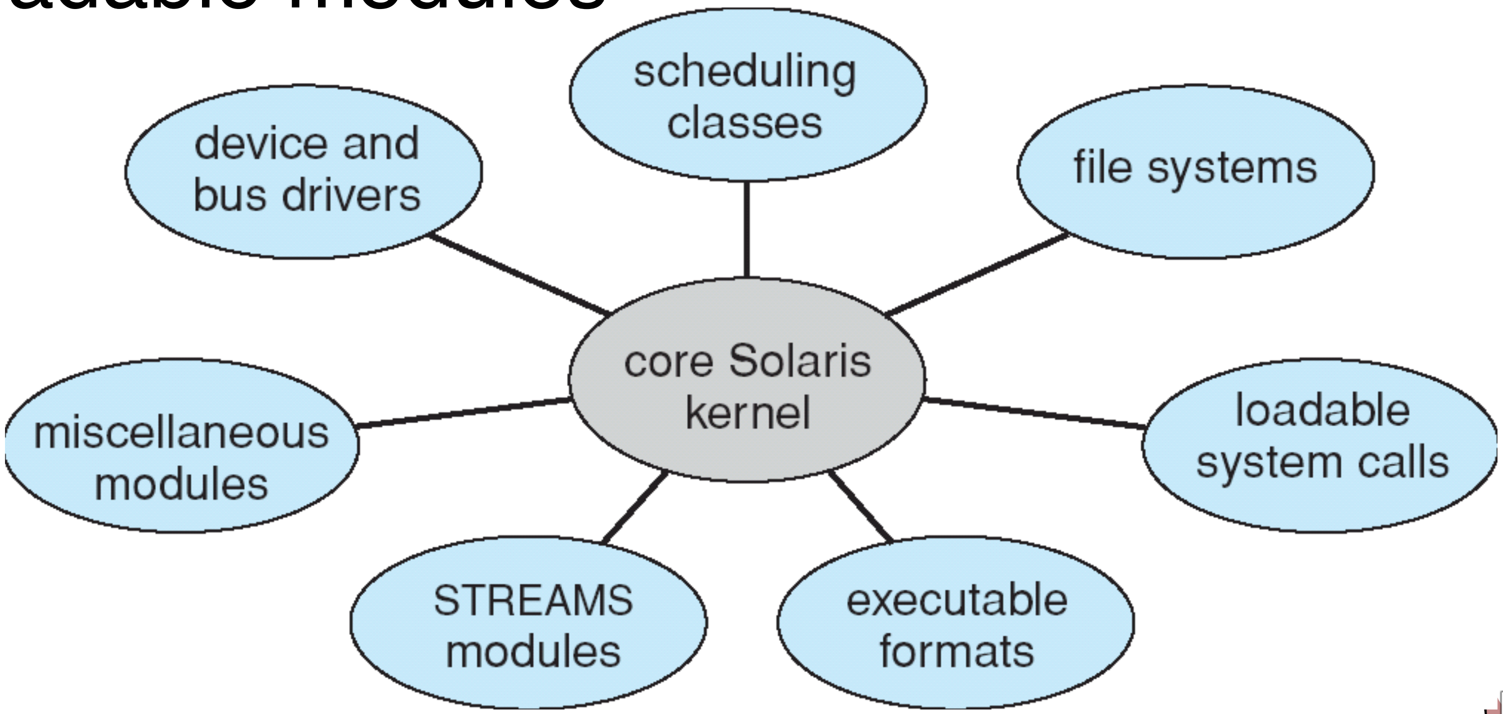
Monolithic Kernel with Dynamically Loadable Modules

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

知乎：**Linux** 为什么还要坚持使用宏内核？
https://www.zhihu.com/question/20314255

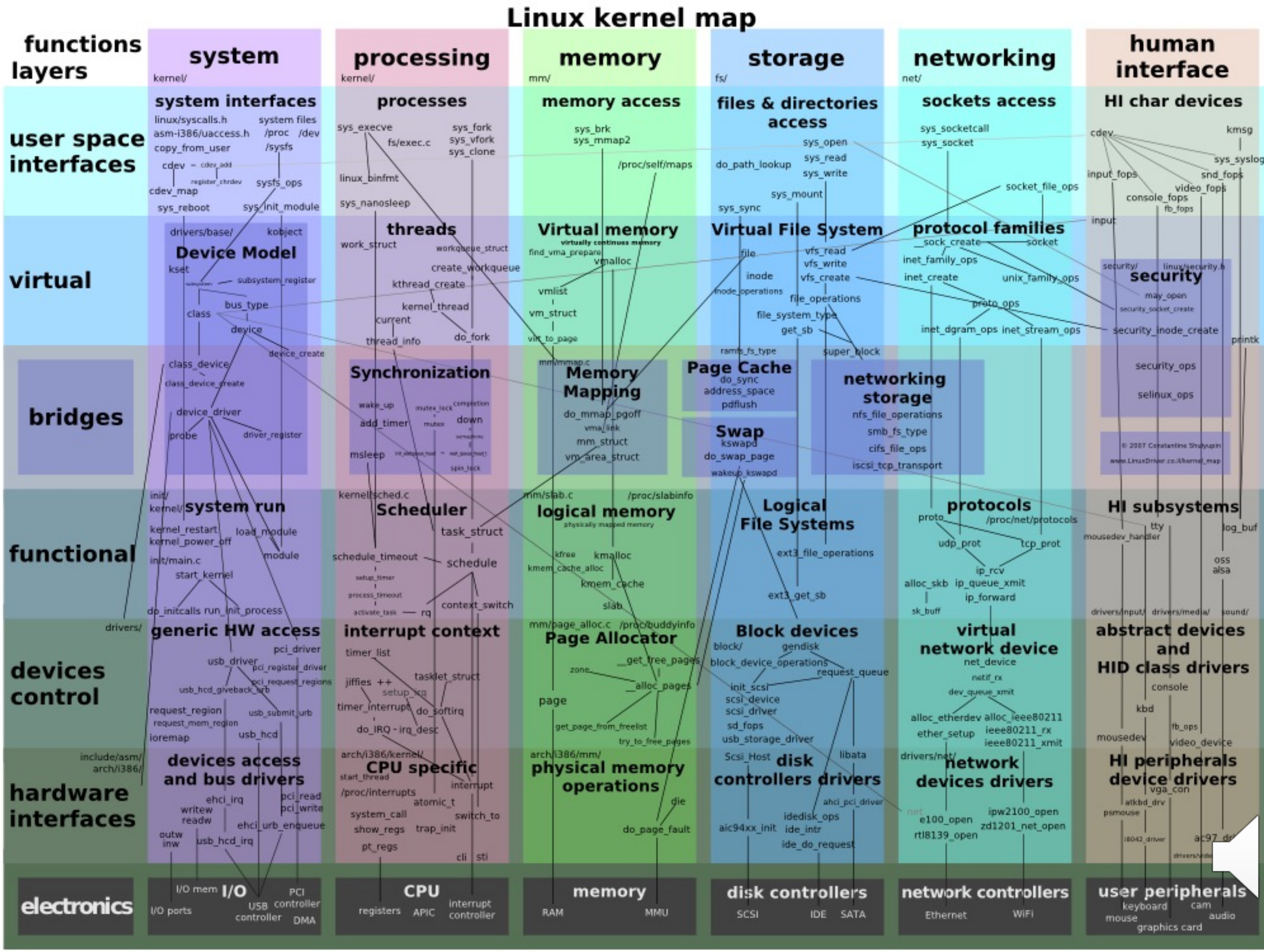
Solaris Modular Approach

- Solaris is a Unix operating system originally developed by Sun Microsystems.
- Kernel type is Monolithic with dynamically loadable modules



https://en.wikipedia.org/wiki/Solaris_(operating_system)

Linux is also a modular monolithic kernel

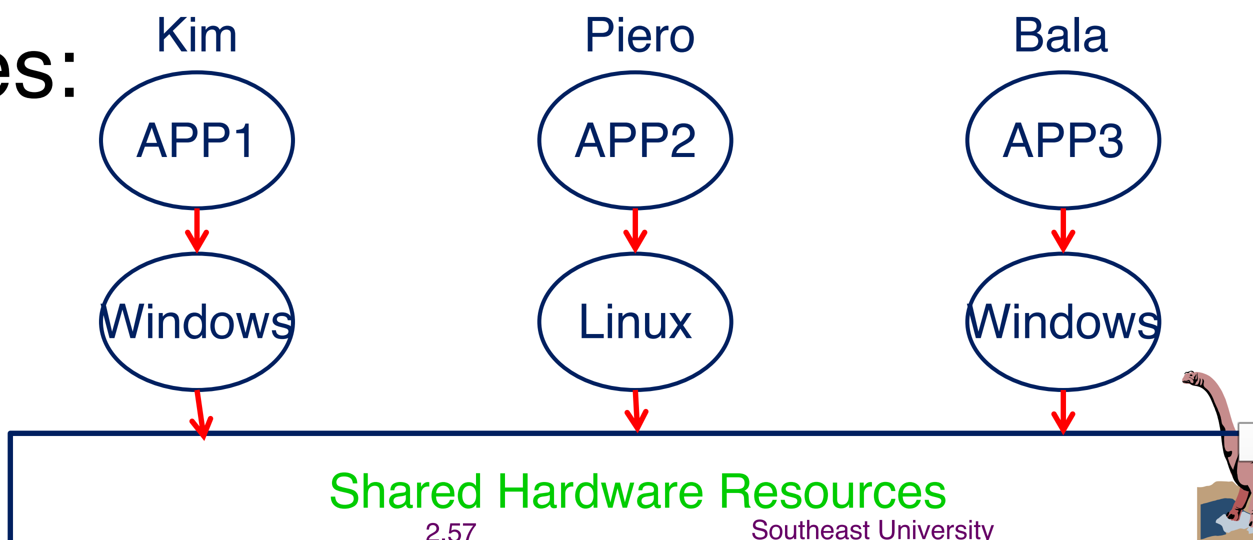


Concept of Virtualization

- Virtualization refers to the act of creating a virtual (rather than actual) version of something, including
  - hardware platform virtualization,
  - memory virtualization,
  - CPU virtualization,
  - storage virtualization,
  - network virtualization, etc.

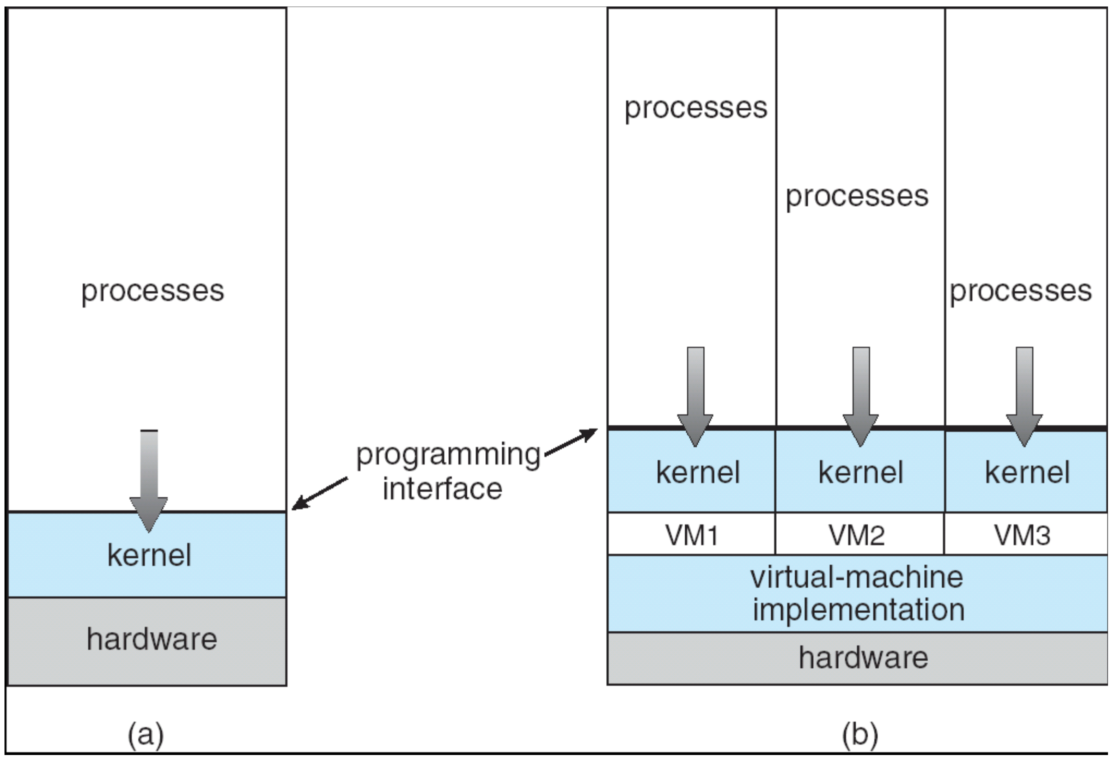
Virtual Machines

- The operating system creates the illusion of multiple processes, each executing on its own processor with its own (virtual) memory
- A *virtual machine system* provides an interface *identical* to the underlying bare hardware, creating an illusion of multiple (virtual) machines
- User Drives:



Virtual Machine Implementation 1: Native Hypervisor

- A **hypervisor** or **virtual machine monitor** (**VMM**) is a piece of computer software, firmware or hardware that creates and runs virtual machines



Non-virtual Machine

Virtual Machines over Native VMM

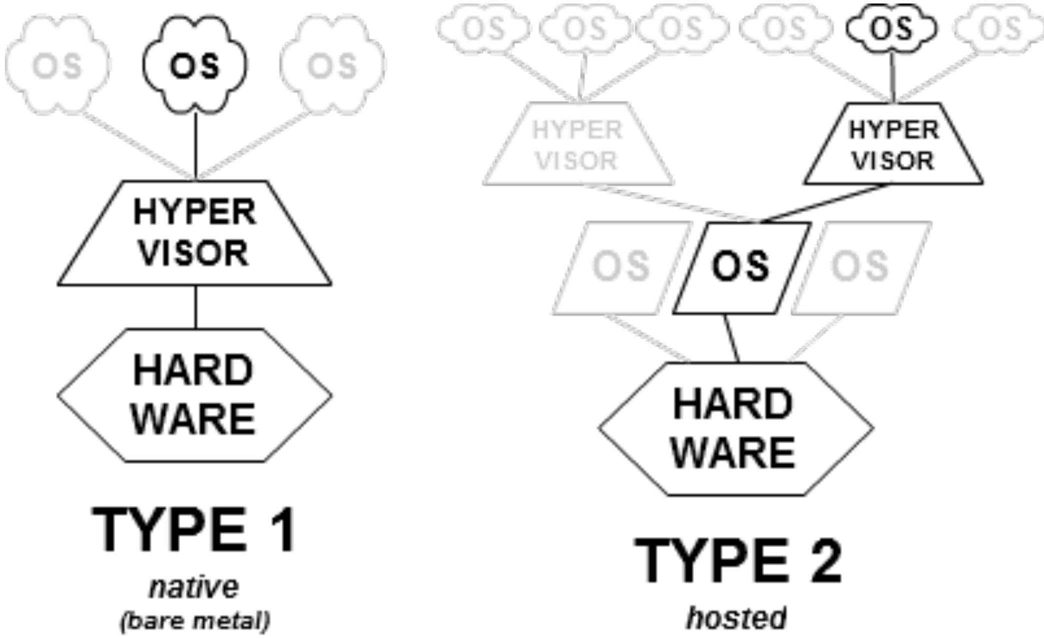
https://en.wikipedia.org/wiki/Hypervisor

Virtual Machine Implementation 2: Hosted Hypervisor

- A hosted hypervisor takes the layered approach to its logical conclusion. It treats underlying hardware and the host operating system kernel as though they were all hardware.

KVM

KVM converts Linux into a type-1 (bare-metal) hypervisor. KVM is part of Linux. If you've got Linux 2.6.20 or newer, you've got KVM.



Bare-metal hypervisor

Hosted hypervisor

vmware

ORACLE VM VirtualBox

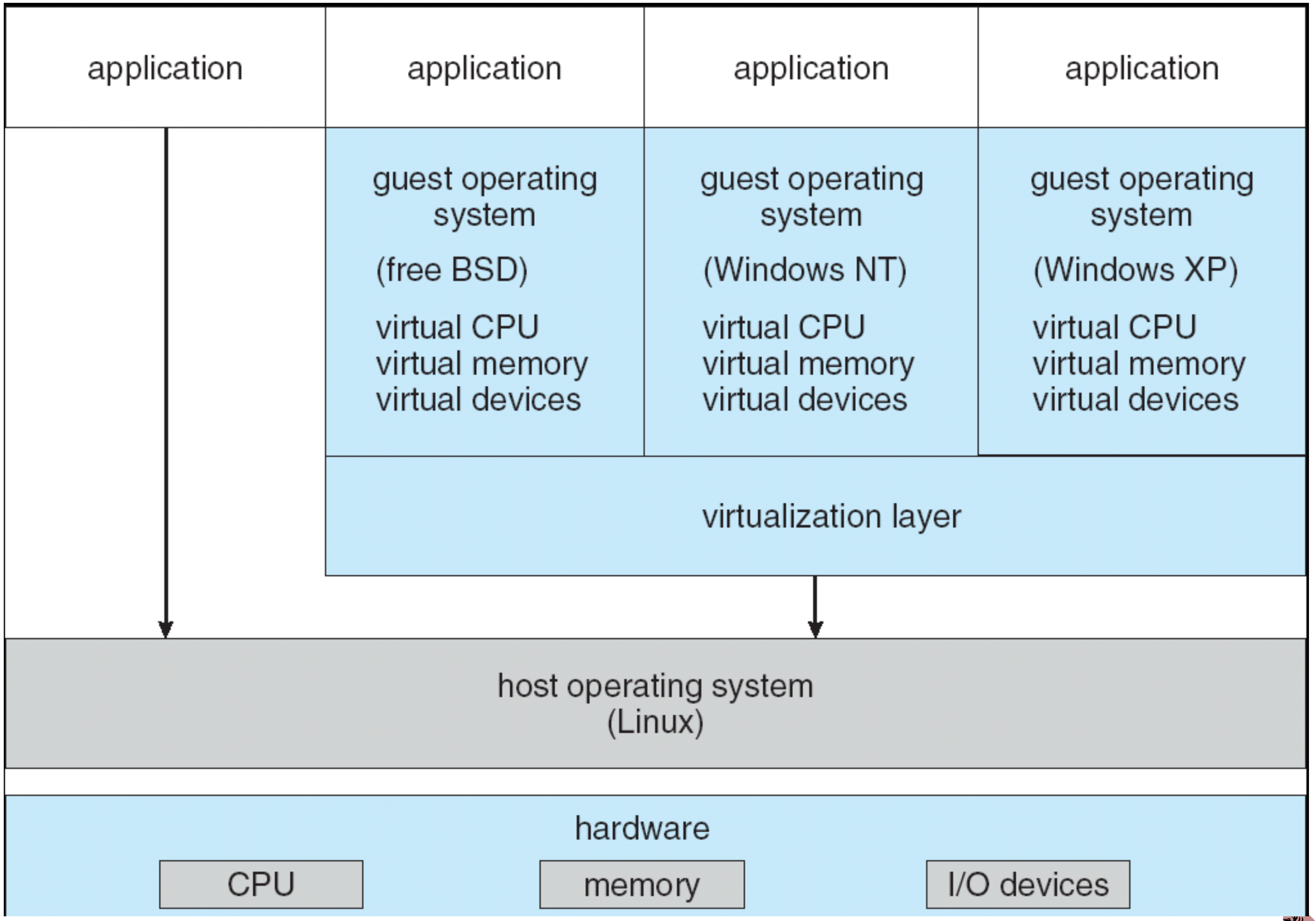
Virtual Machine Implementation 2: Hosted Hypervisor

- This is how it works:
  - Your main OS runs like usual (Windows in LiLi's case). This OS is called "Host OS“.
  - A virtualization software (e.g., VirtualBox or VMWare) will launch a second OS on top of the first one.
  - The virtualization software will trick the second OS and give him some virtual hardware.
- Each OS, no matter virtual or host, is not aware of the other's existence.

Virtual Machine Implementation 2: Hosted Hypervisor

- The resources of the physical computer are shared to create the virtual machines
  - CPU scheduling can create the appearance that users have their own processor
  - Spooling and a file system can provide virtual disk, virtual card readers, and virtual line printers
  - A normal user time-sharing terminal serves as the virtual machine operator's console

VMware Architecture



Virtual Machines Advantages

- The virtual-machine concept provides complete protection of system resources since each virtual machine is isolated from all other virtual machines. This isolation, however, permits no direct sharing of resources.
- A virtual-machine system is a perfect vehicle for operating-systems research and development. System development is done on the virtual machine, instead of on a physical machine and so does not disrupt normal system operation.

Virtual Machines Disadvantage

- The virtual machine concept is difficult to implement due to the effort required to provide an *exact* duplicate to the underlying machine

- Other lightweight virtualization mechanisms are available

https://en.wikipedia.org/wiki/Virtualization

Java Virtual Machine

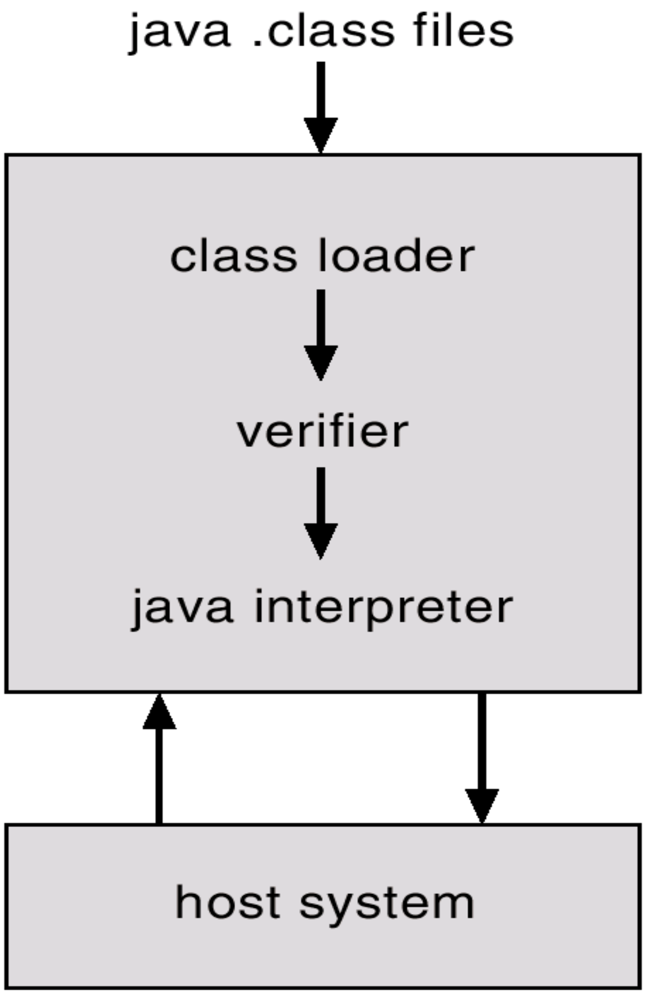
- Compiled Java programs are platform-neutral bytecodes executed by a Java Virtual Machine (JVM).
- JVM consists of

  - class loader

  - class verifier

  - runtime interpreter
- Just-In-Time (JIT) compilers increase performance

Java虚拟机比Docker Engine更轻量级



- A java program running on top of the JVM will be a single Linux process.
- The JVM runs inside the process, and interprets (or compiles) the Java byte code in your classes.
- A docker container is more heavyweight. There's the docker daemon, the docker container, which is actually a virtualized Linux instance, and then your JVM running under that.

https://stackoverflow.com/questions/31506618/linux-container-vs-jvms

Java Virtual Machine (Cont.)

- 因为有JIT (Just In Time) 编译器，所有java程序有个慢热问题。
- 需要学习找到bytecode中的频繁执行的热点代码，并且把hotspot编译成本地代码执行。
- 所以Java程序在启动的时候会比平时花费多几倍的CPU时钟