CSC 4103 - Operating Systems
Spring 2007

LECTURE - II

# OS STRUCTURES

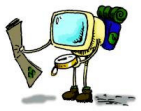
Tevfik Koşar

Louisiana State University

January 18th, 2007

## Roadmap

- OS Operations
  - Kernel vs User Mode
- OS Structures
  - Multiprogramming and Multitasking
  - Storage Structure
  - System Calls





## Operating System Operations

- Interrupt driven by hardware
- Unexpected errors can happen anytime
  - Software error or request creates **exception** or **trap**
    - eg. division by zero, invalid memory access
  - Other process problems include infinite loop, processes modifying each other or the operating system
- OS needs to protects itself
  - ➔ Dual-mode operation



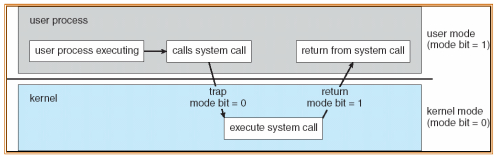
## Dual-Mode Operation

- **Dual-mode** operation allows OS to protect itself and other system components
  - **User mode** and **kernel mode**
  - **Mode bit** provided by hardware
    - Provides ability to distinguish when system is running user code or kernel code
    - Protects OS from errant users, and errant users from each other
    - Some instructions designated as **privileged**, only executable in kernel mode
    - System call changes mode to kernel, return from call resets it to user



## Transition from User to Kernel Mode

- How to prevent user program getting stuck in an infinite loop / process hogging resources
  - ➔ Timer: Set interrupt after specific period (1ms to 1sec)
  - Operating system decrements counter
  - When counter zero generate an interrupt
  - Set up before scheduling process to regain control or terminate program that exceeds allotted time






## Operating System Structure

- **Multiprogramming** needed for efficiency
  - Single user cannot keep CPU and I/O devices busy at all times
  - Multiprogramming organizes jobs (code and data) so CPU always has one to execute
  - How it works:
    - A subset of total jobs in system is kept in memory simultaneously
    - One job selected and run via **job scheduling**
    - When it has to wait (for I/O for example), OS switches to another job

## Operating System Structure

- **Timesharing (multitasking)** is logical extension in which CPU switches jobs so frequently that users can interact with each job while it is running, creating **interactive** computing
  - **Response time** should be < 1 second
  - Each user has at least one program loaded in memory and executing ⇨ **process**
  - If several jobs ready to be brought into memory ⇨ job **scheduling**
  - If several jobs ready to run at the same time ⇨ **CPU scheduling**
  - If processes don't fit in memory, **swapping** moves them in and out to run

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## Storage Structure

- Main memory – only large storage media that the CPU can access directly.
- Secondary storage – extension of main memory that provides large nonvolatile storage capacity.
- Magnetic disks – rigid metal or glass platters covered with magnetic recording material
  - Disk surface is logically divided into *tracks*, which are subdivided into *sectors*.
  - The *disk controller* determines the logical interaction between the device and the computer.

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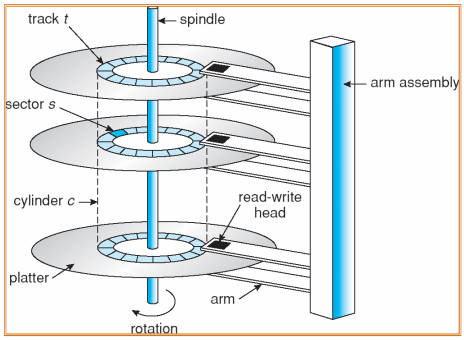
## Disk Architecture

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## Storage Structure

- Tertiary Storage: low cost, high capacity stroge
  - eg. tape libraries, CD, DVD, floppy disks
- Tape is an economical medium for purposes that do not require fast random access, e.g., backup copies of disk data, holding huge volumes of data.
- Large tape installations typically use robotic tape changers that move tapes between tape drives and storage slots in a tape library.
  - stacker – library that holds a few tapes
  - silo – library that holds thousands of tapes

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## Storage Hierarchy

- Storage systems organized in hierarchy.
  - Speed
  - Cost
  - Volatility*
- *Caching* – copying information into faster storage system; main memory can be viewed as a last *cache* for secondary storage.

*volatile: loses its content when the power is off.

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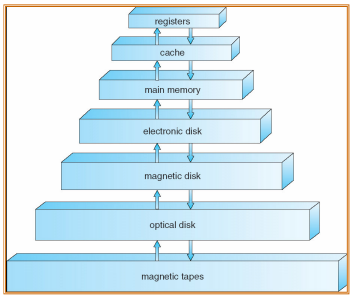
## Storage-Device Hierarchy

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## Performance of Various Levels of Storage

- Movement between levels of storage hierarchy can be explicit or implicit

| Level | 1 | 2 | 3 | 4 |
|---|---|---|---|---|
| Name | registers | cache | main memory | disk storage |
| Typical size | < 1 KB | > 16 MB | > 16 GB | > 100 GB |
| Implementation technology | custom memory with multiple ports, CMOS | on-chip or off-chip CMOS SRAM | CMOS DRAM | magnetic disk |
| Access time (ns) | 0.25 – 0.5 | 0.5 – 25 | 80 – 250 | 5,000,000 |
| Bandwidth (MB/sec) | 20,000 – 100,000 | 5000 – 10,000 | 1000 – 5000 | 20 – 150 |
| Managed by | compiler | hardware | operating system | operating system |
| Backed by | cache | main memory | disk | CD or tape |



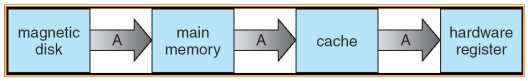
## Caching

- Important principle, performed at many levels in a computer (in hardware, operating system, software)
- Information in use copied from slower to faster storage temporarily
- Faster storage (cache) checked first to determine if information is there
  - If it is, information used directly from the cache (fast)
  - If not, data copied to cache and used there
- Cache smaller than storage being cached
  - Cache management important design problem
  - Cache size and replacement policy



## Migration of Integer A from Disk to Register

- Multitasking environments must be careful to use most recent value, not matter where it is stored in the storage hierarchy




- Multiprocessor environment must provide cache coherency in hardware such that all CPUs have the most recent value in their cache
- Distributed environment situation even more complex
  - Several copies of a datum can exist
  - Various solutions covered in Chapter 17



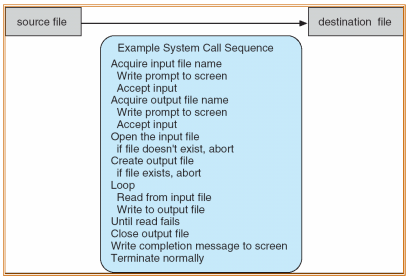
## System Calls

- Programming interface to the services provided by the OS
- Typically written in a high-level language (C or C++)
- Mostly accessed by programs via a high-level **Application Program Interface (API)** rather than direct system call use
  - Ease of programming
  - portability
- Three most common APIs are Win32 API for Windows, POSIX API for POSIX-based systems (including virtually all versions of UNIX, Linux, and Mac OS X), and Java API for the Java virtual machine (JVM)



## Example of System Calls

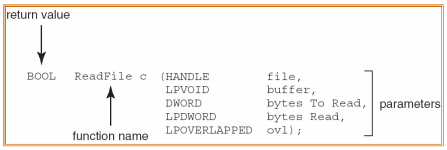
- System call sequence to copy the contents of one file to another file






## Example of Standard API

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



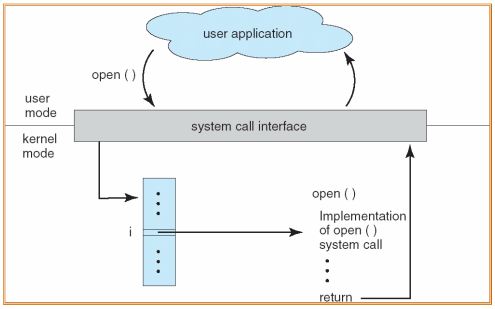

- A description of the parameters passed to ReadFile()
  - HANDLE file—the file to be read
  - LPVOID buffer—a buffer where the data will be read into and written from
  - DWORD bytesToRead—the number of bytes to be read into the buffer
  - LPDWORD bytesRead—the number of bytes read during the last read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

## System Call Implementation

- Typically, 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
- The caller need 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
    - Managed by run-time support library (set of functions built into libraries included with compiler)



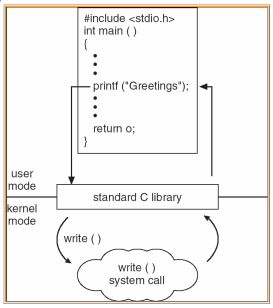
## API – System Call – OS Relationship






## Standard C Library Example

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



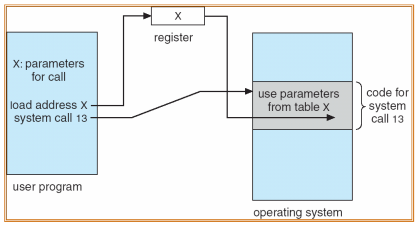



## System Call Parameter Passing

- Often, more information is required than simply identity of desired system call
  - eg. source device, address and length of memory buffer
  - 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
  - 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
  - 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



## Parameter Passing via Table






## Solaris System Call Tracing

```
# ./all.d 'pgrep xclock' XEventsQueued
dtrace: script './all.d' matched 52377 probes
CPU FUNCTION
  0 -> XEventsQueued                      U
  0   -> _XEventsQueued                   U
  0     -> _X11TransBytesReadable         U
  0     <- _X11TransBytesReadable         U
  0     -> _X11TransSocketBytesReadable   U
  0     <- _X11TransSocketBytesreadable   U
  0     -> ioctl                          U
  0       -> ioctl                        K
  0         -> getf                       K
  0           -> set_active_fd            K
  0           <- set_active_fd            K
  0         <- getf                       K
  0         -> get_udatamodel             K
  0         <- get_udatamodel             K
...
  0         -> releasef                   K
  0           -> clear_active_fd          K
  0           <- clear_active_fd          K
  0           -> cv_broadcast             K
  0           <- cv_broadcast             K
  0         <- releasef                   K
  0       <- ioctl                        K
  0     <- ioctl                          U
  0   <- _XEventsQueued                   U
  0 <- XEventsQueued                      U
```

## Any Questions?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## Reading Assignment

- Read chapter 2 from Silberschatz.

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## Acknowledgements


- "Operating Systems Concepts" book and supplementary material by Silberschatz, Galvin and Gagne.


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