

PB152 Operating Systems

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Part A: Preliminaries

Study Materials

- **lecture notes** are the main study text
 - these include the slides used in the lecture
 - mostly self-contained with minimal dependencies
 - English version already available in the IS
- you can make your own notes during the lecture
- the translated version will not be updated this year

Seminars

- a separate, optional course (code **PB152cv**)
- covers operating systems from a practical perspective
- get your hands on the things we'll talk about here
- offers additional practice with C programming

Books

- there are a few good OS books
- you are encouraged to get and read them

- A. Tanenbaum: Modern Operating Systems
- A. Silberschatz et al.: Operating System Concepts
- L. Skořovský: Principy a problémy OS UNIX
- W. Stallings: Operating Systems, Internals and Design
- many others, feel free to explore

Exam

- written multiple-choice test
- 3 types of questions
 - a. 12 elementary
 - b. 12 intermediate
 - c. 6 advanced
- maximum is 90 points, 45 to pass
- grades: 81+ A, 72+ B, 63+ C, 54+ D, 45+ E

Topics

1. Anatomy of an OS
2. System Libraries and APIs
3. The Kernel
4. File Systems
5. Basic Resources and Multiplexing
6. Concurrency and Locking

Topics (cont'd)

7. Device Drivers

8. Network Stack

9. Command Interpreters & User Interfaces

10. Users and Permissions

11. Virtualisation & Containers

12. Special-Purpose Operating Systems

Related Courses

- PB150/PB151 Computer Systems
- PB153 Operating Systems and their Interfaces
- (PA150 Advanced OS Concepts)
- (PV062 File Structures)
- PB071 Principles of Low-level programming
- PB173 Domain-specific Development in C/C++

Part B: Semester Overview

2 System Libraries and APIs

- **POSIX**: Portable Operating System Interface
- UNIX: (almost) everything is a **file**
- the least common denominator of programs: C
- user view: objects, archives, shared libraries
- **compiler**, linker

3 The Kernel

- **privileged** CPU mode
- the boot process
- boundary enforcement
- kernel designs: micro, **mono**, exo, ...
- **system calls**

4 File Systems

- why and how
- abstraction over shared **block storage**
- directory **hierarchy**
- everything is a file revisited
- i-nodes, directories, hard & soft links

5 Basic Resources and Multiplexing

- **virtual memory**, processes
- sharing CPUs & **scheduling**
- processes vs threads
- **interrupts**, clocks

6 Concurrency and Locking

- inter-process **communication**
- accessing **shared resources**
- mutual exclusion
- **deadlocks** and deadlock prevention

7 Device Drivers

- user vs kernel drivers
- interrupts &c.
- GPU
- PCI &c.
- block storage
- network devices, wifi
- USB
- bluetooth

8 Network Stack

- TCP/IP
- name resolution
- socket APIs
- firewalls and packet filters
- network file systems

9 Command Interpreters & User Interfaces

- **interactive** systems
- history: consoles and terminals
- **text-based** terminals, RS-232
- bash and other Bourne-style shells, POSIX
- **graphical**: X11, Wayland, OS X, Windows, Android, iOS

10 Users and Permissions

- multi-user systems
- isolation, ownership
- file system permissions
- capabilities

11 Virtualisation & Containers

- resource multiplexing redux
- **isolation** redux
- multiple kernels on a single system
- type 1 and type 2 **hypervisors**
- **virtio**

12 Special-Purpose Operating Systems

- general-purpose vs special-purpose
- **embedded** systems
- **real-time** systems
- high-assurance systems (seL4)

Part 1: Anatomy of an OS

Lecture Overview

1. Components
2. Interfaces
3. Classification

What is an OS?

- the **software** that makes the hardware tick
- and makes other software easier to write

Also

- catch-all phrase for **low-level** software
- an **abstraction layer** over the machine
- but the boundaries are not always clear

What is **not** (part of) an OS?

- firmware: (very) low level software
 - much more **hardware-specific** than an OS
 - often executes on auxiliary processors
- application software
 - runs **on top** of an operating system
 - this is what you got the computer for
 - e.g. games, spreadsheets, photo editing, ...

What does an OS do?

- **interact** with the user
- **manage** and multiplex **hardware**
- **manage** other **software**
- **organises** and manages **data**
- provides **services** for other programs
- enforces **security**

Part 1.1: Components

What is an OS **made of**?

- the kernel
- system libraries
- system daemons / services
- user interface
- system utilities

Basically **every OS** has those.

The Kernel

- **lowest level** of an operating system
- executes in **privileged mode**
- manages all the other software
 - including other OS components
- enforces **isolation and security**
- provides **low-level services** to programs

System Libraries

- form a layer above the OS kernel
- provide **higher-level** services
 - use kernel services behind the scenes
 - **easier to use** than the kernel interface
- typical example: **libc**
 - provides C functions like **printf**
 - also known as **msvcrt** on Windows

System Daemons

- programs that run in the **background**
- they either directly **provide services**
 - but daemons are different from libraries
 - we will learn more in later lectures
- or perform **maintenance** or periodic **tasks**
- or perform tasks **requested by the kernel**

User Interface

- mediates user-computer **interaction**
- the main **shell** is typically part of the OS
 - command line on UNIX or DOS
 - graphical interfaces with a desktop and windows
 - but also buttons on your microwave oven
- also **building blocks** for application UI
 - buttons, tabs, text rendering, OpenGL...
 - provided by system libraries and/or daemons

System Utilities

- small programs required for OS-related tasks
- e.g. system configuration
 - things like the registry editor on Windows
 - or simple text editors
- filesystem maintenance, daemon management, ...
 - programs like `ls/dir` or `newfs` or `fdisk`
- also bigger programs, like file managers

Optional Components

- bundled **application** software
 - web browser, media player, ...
- (3rd-party) **software management**
- a **programming** environment
 - e.g. a C compiler & linker
 - C header files &c.
- source code

Part 1.2: Interfaces

Programming Interface

- kernel provides **system calls**
 - **ABI**: Application Binary Interface
 - defined in terms of **machine instructions**
- system libraries provide APIs
 - Application **Programming** Interface
 - symbolic / **high-level** interfaces
 - typically defined in terms of **C functions**
 - system calls also available as an **API**

Message Passing

- APIs do not always come as C functions
- message-passing interfaces are possible
 - based on **inter-process communication**
 - possible even **across networks**
- form of API often provided by **system daemons**
 - may be also wrapped by C APIs

Portability

- some OS tasks require close **HW cooperation**
 - **virtual memory** and CPU setup
 - platform-specific **device drivers**
- but many do not
 - **scheduling** algorithms
 - memory **allocation**
 - all sorts of management
- porting: changing a program to run in a **new environment**
 - for an OS, typically new hardware

Hardware Platform

- CPU **instruction set** (ISA)
- buses, IO controllers
 - PCI, USB, Ethernet, ...
- **firmware**, power management

Examples

- x86 (ISA) – PC (platform)
- ARM – Snapdragon, i.MX 6, ...
- m68k – Amiga, Atari, ...

Platform & Architecture Portability

- an OS typically supports many **platforms**
 - Android on many different ARM SoC's
- quite often also different **CPU ISAs**
 - long tradition in UNIX-style systems
 - NetBSD runs on 15 different ISAs
 - many of them comprise 6+ different platforms
- special-purpose systems are usually less portable

Code Re-Use

- it makes a lot of sense to re-use code
- **majority** of OS code is **HW-independent**
- this was not always the case
 - pioneered by UNIX, which was written in C
 - typical OS of the time was in machine language
 - porting was basically 'writing again'

Application Portability

- applications **care** more **about the OS** than about HW
 - apps are written in **high-level languages**
 - and use system libraries extensively
- it is enough to port the OS to new/different HW
 - most applications can be simply **recompiled**
- still a major hurdle (cf. Itanium)

Application Portability (2)

- same application can often run on **many OSes**
- especially within the POSIX family
- but same app can run on Windows, macOS, UNIX, ...
 - Java, Qt (C++)
 - web applications (HTML, JavaScript)
- many systems provide the same set of services
 - differences are mostly in programming interfaces
 - high-level libraries and languages can hide those

Abstraction

- **instruction sets** abstract over CPU details
- **compilers** abstract over **instruction sets**
- **operating systems** abstract over **hardware**
- portable runtimes abstract over operating systems
- applications sit on top of the abstractions

Abstraction Costs

- more complexity
- less efficiency
- leaky abstractions

Abstraction Benefits

- easier to write and port software
- fewer constraints on HW evolution

Abstraction Trade-Offs

- powerful hardware allows more abstraction
- embedded or real-time systems not so much
 - the OS is smaller & less portable
 - same for applications
 - more efficient use of resources

Part 1.3: Classification

General-Purpose Operating Systems

- suitable for use in **most** situations
- **flexible** but **complex** and big
- run on both **servers** and **clients**
- cut down versions run on **smartphones**
- support variety of hardware

Operating Systems: Examples

- Microsoft Windows
- Apple macOS & iOS
- Google Android
- Linux
- FreeBSD, OpenBSD
- MINIX
- many, many others

Special-Purpose Operating Systems

- **embedded** devices
 - limited budget
 - **small**, slow, power-constrained
 - hard or impossible to update
- **real-time** systems
 - must **react** to real-world events
 - often **safety-critical**
 - robots, autonomous cars, space probes, ...

Size and Complexity

- operating systems are usually large and complex
- typically **100K and more** lines of code
- **10+ million** is quite possible
- many thousand man-years of work
- special-purpose systems are much smaller

Kernel Revisited

- bugs in the kernel are very bad
 - system crashes, data loss
 - **critical** security problems
- bigger kernel means more bugs
- third-party drivers inside the kernel?

Monolithic Kernels

- lot of code in the kernel
- less abstraction, less isolation
- **faster** and more efficient

Microkernels

- move as much as possible out of kernel
- more abstraction, **more isolation**
- slower and less efficient

Paradox?

- real-time & embedded systems often use microkernels
- isolation is good for reliability
- efficiency also depends on the workload
 - throughput vs latency
- real-time does not necessarily mean fast

Review Questions

1. What are the roles of an operating system?
2. What are the basic components of an OS?
3. What is an operating system kernel?
4. What are API and ABI?

Part 2: System Libraries and APIs

Programming Interfaces

- kernel **system call** interface
- → **system libraries** / APIs ←
- inter-process protocols
- command-line utilities (scripting)

Lecture Overview

1. The C Programming Language
2. System Libraries
 - what is a library?
 - header files & libraries
3. Compiler & Linker
 - object files, executables
4. File-based APIs

Sidenote: UNIX and POSIX

- we will mostly use those terms interchangeably
- it is a **family** of operating systems
 - started in late 60s / early 70s
- POSIX is a **specification**
 - a document describing what the OS should provide
 - including programming interfaces

We will **assume POSIX** unless noted otherwise

Part 2.1: The C Programming Language

Programming Languages

- there are many different languages
 - C, C++, Java, C#, ...
 - Python, Perl, Ruby, ...
 - ML, Haskell, Agda, ...
- but **C** has a **special place** in most OSes

C: The Least Common Denominator

- except for assembly, C is the “bare minimum”
- you can almost think of C as **portable assembly**
- it is very easy to call C functions
- and to use C data structures

You can use C libraries in almost every language

The Language of Operating Systems

- many (most) kernels are **written in C**
- this usually extends to system libraries
- and sometimes to almost the entire OS
- non-C operating systems provide **C APIs**

Part 2.2: System Libraries

(System) Libraries

- mainly **C functions** and **data types**
- interfaces defined in **header files**
- definitions provided in **libraries**
 - static libraries (archives): **libc.a**
 - shared (dynamic) libraries: **libc.so**
- on Windows: **msvcrt.lib** and **msvcrt.dll**
- there are (many) more besides **libc / msvcrt**

Declaration: **what** but not **how**

```
int sum( int a, int b );
```

Definition: **how** is the operation done?

```
int sum( int a, int b )  
{  
    return a + b;  
}
```

Library Files

- `/usr/lib` on most Unices
 - may be mixed with **application libraries**
 - especially on Linux-derived systems
 - also `/usr/local/lib` for user/app libraries
- on Windows: `C:\Windows\System32`
 - user libraries often **bundled** with programs

Static Libraries

- stored in `libfile.a`, or `file.lib` (Windows)
- only needed for **compiling** (linking) programs
- the code is **copied** into the executable
- the resulting executable is also called **static**
 - and is easier to work with for the OS
 - but also more wasteful

Shared (Dynamic) Libraries

- required for **running** programs
- linking is done at **execution** time
- less code duplication
- can be **upgraded** separately
- but: dependency problems

Header Files

- on UNIX: `/usr/include`
- contains **prototypes** of C functions
- and definitions of C data structures
- required to **compile** C and C++ programs

Header Example 1 (from `unistd.h`)

```
int      execv(char *, char **);  
pid_t    fork(void);  
int      pipe(int *);  
ssize_t  read(int, void *, size_t);
```

(and many more prototypes)

Header Example 2 (from `sys/time.h`)

```
struct timeval
{
    time_t    tv_sec;
    long      tv_usec;
};

/* ... */

int gettimeofday(struct timeval *, struct timezone *);
int settimeofday(struct timeval *, struct timezone *);
```


The POSIX C Library

- `libc` – the C runtime library
- contains ISO C functions
 - `printf`, `fopen`, `fread`
- and a number of POSIX functions
 - `open`, `read`, `gethostbyname`, ...
 - C wrappers for system calls

System Calls: Numbers

- system calls are performed at **machine level**
- which syscall to perform is decided by a **number**
 - e.g. `SYS_write` is 4 on OpenBSD
 - numbers defined by `sys/syscall.h`
 - different for each OS

System Calls: the `syscall` function

- there is a C function called `syscall`
 - prototype: `int syscall(int number, ...)`
- this implements the **low-level** syscall sequence
- it takes a **syscall number** and syscall parameters
 - this is a bit like `printf`
 - first parameter decides what are the other parameters
- (more about how `syscall()` works next week)

System Calls: Wrappers

- using `syscall()` directly is inconvenient
- `libc` has a function for each system call
 - `SYS_write` → `int write(int, char *, size_t)`
 - `SYS_open` → `int open(char *, int)`
 - and so on and so forth
- those wrappers may use `syscall()` internally

Portability

- libraries provide an **abstraction layer** over OS internals
- they are responsible for **application portability**
 - along with standardised filesystem locations
 - and user-space utilities to some degree
- higher-level languages rely on system libraries

NeXTSTEP and Objective C

- the NeXT OS was built around **Objective C**
- system libraries had ObjC APIs
- in API terms, ObjC is very **different from C**
 - also very different from C++
 - traditional **OOP** features (like Smalltalk)
- this has been partly inherited into **macOS**
 - Objective C evolved into Swift

System Libraries: UNIX

- the math library `libm`
 - implements math functions like `sin` and `exp`
- thread library `libpthread`
- terminal access: `libcurses`
- cryptography: `libcrypto` (OpenSSL)
- the C++ standard library `libstdc++` or `libc++`

System Libraries: Windows

- `msvcrt.dll` – the ISO C functions
- `kernel32.dll` – basic OS APIs
- `gdi32.dll` – Graphics Device Interface
- `user32.dll` – standard GUI elements

Documentation

- manual pages on UNIX
 - try e.g. `man 2 write` on `aisa.fi.muni.cz`
 - section 2: system calls
 - section 3: library functions (`man 3 printf`)
- MSDN for Windows
 - `<https://msdn.microsoft.com>`
- you can learn **a lot** from those sources

Part 2.3: Compiler & Linker

C Compiler

- many POSIX systems ship with a **C compiler**
- the compiler takes a **C source file** as input
 - a text file with a **.c** suffix
- and produces an **object file** as its output
 - binary file with machine code in it
 - but cannot be directly executed

Object Files

- contain native **machine** (executable) code
- along with static data
 - e.g. string literals used in the program
- possibly split into a number of **sections**
 - **.text**, **.rodata**, **.data** and so on
- and metadata
 - list of **symbols** (function names) and their addresses

Object File Formats

- `a.out` – earliest UNIX object format
- COFF – Common Object File Format
 - adds support for sections over `a.out`
- PE – Portable Executable (MS **Windows**)
- Mach-O – Mach Microkernel Executable (**macOS**)
- **ELF** – Executable and Linkable Format (all modern Unices)

Archives (Static Libraries)

- static libraries on UNIX are called **archives**
- this is why they get the **.a** suffix
- they are like a **zip** file full of **object files**
- plus a table of symbols (function names)

Linker

- object files are **incomplete**
- they can refer to **symbols** that they do not define
 - the definitions can be in libraries
 - or in other object files
- a **linker** puts multiple object files together
 - to produce a **single executable**
 - or maybe a shared library

Symbols vs Addresses

- we use symbolic **names** to call functions &c.
- but the **call** machine instruction needs an **address**
- the executable will eventually live in memory
- data and instructions need to be given **addresses**
- what a linker does is **assign** those addresses

Resolving Symbols

- the linker processes one object file at a time
- it maintains a **symbol table**
 - mapping symbols (names) to addresses
 - dynamically updated as more objects are processed
- relocations are typically processed all at once at the end
- **resolving symbols** = finding their addresses

Executable

- finished **image** of a program to be executed
- usually in the same format as **object files**
- but already complete, with symbols resolved
 - **but:** may use **shared libraries**
 - in that case, **some** symbols remain unresolved

Shared Libraries

- each shared library only needs to be in memory once
- shared libraries use **symbolic names** (like object files)
- there is a “mini linker” in the OS to resolve those names
 - usually known as a **runtime** linker
 - resolving = finding the addresses
- shared libraries can use other shared libraries
 - they can form a **DAG** (Directed Acyclic Graph)

Addresses Revisited

- when you run a program, it is **loaded into memory**
- parts of the program refer to other parts of the program
 - this means they need to know **where** it will be loaded
 - this is a responsibility of the **linker**
- shared libraries use **position-independent code**
 - works regardless of the base address it is loaded at
 - we won't go into detail on how this is achieved

Compiler, Linker &c.

- the C compiler is usually called `cc`
- the linker is known as `ld`
- the archive (static library) manager is `ar`
- the `runtime` linker is often known as `ld.so`

Part 2.4: File-Based APIs

Everything is a File

- part of the UNIX **design philosophy**
- **directories** are files
- **devices** are files
- **pipes** are files
- network connections are (almost) files

Why is Everything a File

- re-use the comprehensive file system API
- re-use existing file-based command-line tools
- bugs are bad → simplicity is good
- want to print? `cat file.txt > /dev/ulpt0`
 - (reality is a little more complex)

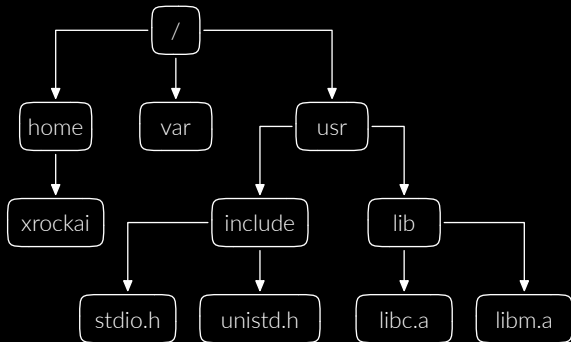
What is a Filesystem?

- a set of **files** and **directories**
- usually lives on a single block device
 - but may also be virtual
- directories and files form a **tree**
 - directories are internal nodes
 - files are leaf nodes

File Paths

- filesystems use **paths** to point at files
- a string with `/` as a directory delimiter
 - the delimiter is `\` on Windows
- a leading `/` indicates the **filesystem root**
- e.g. `/usr/include`

The File Hierarchy



The Role of Files and Filesystems

- **very** central in **Plan9**
- central in most UNIX systems
 - cf. Linux pseudo-file systems
 - **/proc** provides info about all processes
 - **/sys** gives info about the kernel and devices
- somewhat **reduced** in Windows
- quite **suppressed** in Android (and more on iOS)

The Filesystem API

- you **open** a file (using the **open()** syscall)
- you can **read()** and **write()** data
- you **close()** the file when you are done
- you can **rename()** and **unlink()** files
- you can use **mkdir()** to create directories

File Descriptors

- the kernel keeps a table of open files
- the **file descriptor** is an index into this table
- you do everything using file descriptors
- non-Unix systems have similar concepts
 - descriptors are called **handles** on Windows

Regular files

- these contain **sequential data** (bytes)
- may have inner structure but the OS does not care
- there is **metadata** attached to files
 - like when were they last modified
 - who can and who cannot access the file
- you **read()** and **write()** files

Directories

- a **list** of files and other directories
 - internal nodes of the filesystem tree
 - directories give names to files
- can be opened just like files
 - but `read()` and `write()` is not allowed
 - files are created with `open()` or `creat()`
 - directories with `mkdir()`
 - directory listing with `opendir()` and `readdir()`

Mounts

- UNIX joins all file systems into a single hierarchy
- the root of one filesystem becomes a directory in another
 - this is called a **mount point**
- Windows uses **drive letters** instead (C:, D: &c.)

Pipes

- pipes are a simple communication device
- one program can `write()` data to the pipe
- another program can `read()` that same data
- each end of the pipe gets a **file descriptor**
- a pipe can live in the filesystem (**named pipe**)

Devices

- **block** and **character** devices are (special) **files**
- block devices are accessed one **block at a time**
 - a typical block device would be a **disk**
 - includes USB mass storage, flash storage, etc
 - you can create a **file system** on a block device
- **character** devices are more like normal files
 - terminals, tapes, serial ports, audio devices

Sockets

- the socket API comes from early BSD Unix
- socket represents a (possible) **network connection**
- sockets are more complicated than normal files
 - establishing connections is hard
 - messages get lost much more often than file data
- you get a **file descriptor** for an open socket
- you can **read()** and **write()** to sockets

Socket Types

- sockets can be **internet** or **unix domain**
 - internet sockets connect to other computers
 - Unix sockets live in the filesystem
- sockets can be **stream** or **datagram**
 - stream sockets are like pipes
 - you can write a continuous **stream** of data
 - datagram sockets can send individual **messages**

Review Questions

5. What is a shared (dynamic) library?
6. What does a linker do?
7. What is a symbol in an object file?
8. What is a file descriptor?

Part 3: The Kernel

Lecture Overview

1. privileged mode
2. booting
3. kernel architecture
4. system calls
5. kernel-provided services

Reminder: Software Layering

- → the **kernel** ←
- system **libraries**
- system services / **daemons**
- utilities
- **application** software

Part 3.1: Privileged Mode

CPU Modes

- CPUs provide a **privileged** (supervisor) and a **user** mode
- this is the case with all modern **general-purpose** CPUs
 - not necessarily with micro-controllers
- x86 provides 4 distinct privilege levels
 - most systems only use **ring 0** and **ring 3**
 - Xen paravirtualisation uses ring 1 for guest kernels

Privileged Mode

- many operations are **restricted** in **user mode**
 - this is how **user programs** are executed
 - also **most** of the operating system
- software running in privileged mode can do ~anything
 - most importantly it can program the **MMU**
 - the **kernel** runs in this mode

Memory Management Unit

- is a subsystem of the processor
- takes care of **address translation**
 - user software uses **virtual addresses**
 - the MMU translates them to **physical addresses**
- the mappings can be managed by the OS kernel

Paging

- physical memory is split into **frames**
- virtual memory is split into **pages**
- pages and frames have the same size (usually 4KiB)
- frames are places, pages are the content
- **page tables** map between pages and frames

Swapping Pages

- RAM used to be a scarce resource
- paging allows the OS to **move pages** out of RAM
 - a page (content) can be written to disk
 - and the frame can be used for another page
- not as important with contemporary hardware
- useful for **memory-mapping files** (cf. next lecture)

Look Ahead: Processes

- process is primarily defined by its **address space**
 - address space meaning the valid **virtual** addresses
- this is implemented via the MMU
- when changing processes, a different page table is loaded
 - this is called a **context switch**
- the **page table** defines what the process can see

Memory Maps

- different view of the same principles
- the OS **maps** physical memory into the process
- multiple processes can have the same RAM area mapped
 - this is called **shared memory**
- often, a piece of RAM is only mapped in a **single process**

Page Tables

- the MMU is programmed using **translation tables**
 - those tables are stored in RAM
 - they are usually called **page tables**
- and they are fully in the management of the kernel
- the kernel can ask the MMU to replace the page table
 - this is how processes are isolated from each other

Kernel Protection

- kernel memory is usually mapped into **all processes**
 - this **improves performance** on many CPUs
 - (until **meltdown** hit us, anyway)
- kernel pages have a special 'supervisor' flag set
 - code executing in user mode **cannot touch them**
 - else, user code could **tamper** with kernel memory

Part 3.2: Booting

Starting the OS

- upon power on, the system is in a **default state**
 - mainly because **RAM is volatile**
- the entire **platform** needs to be **initialised**
 - this is first and foremost **the CPU**
 - and the **console** hardware (keyboard, monitor, ...)
 - then the rest of the devices

Boot Process

- the process starts with a built-in hardware init
- when ready, the hardware hands off to the **firmware**
 - this was BIOS on 16 and 32 bit systems
 - replaced with EFI on current **amd64** platforms
- the firmware then loads a **bootloader**
- the bootloader **loads the kernel**

Boot Process (cont'd)

- the kernel then initialises **device drivers**
- and the **root filesystem**
- then it hands off to the **init** process
- at this point, the **user space** takes over

User-mode Initialisation

- `init` mounts the remaining file systems
- the `init` process starts up user-mode **system services**
- then it starts **application services**
- and finally the `login` process

After Log-In

- the `login` process initiates the `user session`
- loads `desktop` modules and `application software`
- drops the user in a (text or graphical) `shell`
- now you can start using the computer

CPU Init

- this depends on both **architecture** and **platform**
- on **x86**, the CPU starts in **16-bit** mode
- on legacy systems, BIOS & bootloader stay in this mode
- the kernel then switches to **protected mode** during its boot

Bootloader

- historically limited to tens of **kilobytes** of code
- the bootloader locates the kernel **on disk**
 - may allow the operator to choose different kernels
 - **limited** understanding of **file systems**
- then it **loads the kernel** image into **RAM**
- and hands off control to the kernel

Modern Booting on x86

- the bootloader nowadays runs in **protected mode**
 - or even the long mode on 64-bit CPUs
- the firmware understands the **FAT** filesystem
 - it can **load files** from there into memory
 - this vastly **simplifies** the boot process

Booting ARM

- on ARM boards, there is **no unified firmware** interface
- U-boot is as close as one gets to unification
- the bootloader needs **low-level** hardware knowledge
- this makes writing bootloaders for ARM quite **tedious**
- current U-boot can use the **EFI protocol** from PCs

Part 3.3: Kernel Architecture

Architecture Types

- **monolithic** kernels (Linux, *BSD)
- microkernels (Mach, L4, QNX, NT, ...)
- **hybrid** kernels (macOS)
- type 1 **hypervisors** (Xen)
- exokernels, rump kernels

Microkernel

- handles **memory protection**
- (hardware) interrupts
- task / process **scheduling**
- **message passing**

- everything else is **separate**

Monolithic Kernels

- all that a microkernel does
- plus device drivers
- file systems, volume management
- a network stack
- data encryption, ...

Microkernel Redux

- we need a lot more than a microkernel provides
- in a “true” microkernel OS, there are many modules
- each **device driver** runs in a **separate process**
- the same for **file systems** and networking
- those modules / processes are called **servers**

Hybrid Kernels

- based around a microkernel
- **and** a gutted monolithic kernel

- the monolithic kernel is a big server
 - takes care of stuff not handled by the microkernel
 - easier to implement than true microkernel OS
 - strikes middle ground on performance

Micro vs Mono

- microkernels are more **robust**
- monolithic kernels are more **efficient**
 - less context switching
- what is easier to implement is debatable
 - in the short view, monolithic wins
- hybrid kernels are a **compromise**

Exokernels

- smaller than a microkernel
- much **fewer abstractions**
 - applications only get **block** storage
 - networking is much reduced
- only **research systems** exist

Type 1 Hypervisors

- also known as **bare metal** or **native** hypervisors
- they resemble microkernel operating systems
 - or exokernels, depending on the viewpoint
- “applications” for a hypervisor are **operating systems**
 - hypervisor can use **coarser abstractions** than an OS
 - entire storage devices instead of a filesystem

Unikernels

- kernels for running a **single application**
 - makes little sense on real hardware
 - but can be very useful on a **hypervisor**
- bundle applications as **virtual machines**
 - without the overhead of a general-purpose OS

Exo vs Uni

- an exokernel runs **multiple applications**
 - includes process-based isolation
 - but **abstractions** are very **bare-bones**
- unikernel only runs a **single application**
 - provides more-or-less **standard services**
 - e.g. standard hierarchical file system
 - socket-based network stack / API

Part 3.4: System Calls

Reminder: Kernel Protection

- kernel executes in **privileged** mode of the CPU
- kernel memory is protected from user code

But: Kernel Services

- user code needs to ask kernel for **services**
- how do we **switch the CPU** into privileged mode?
- **cannot** be done arbitrarily (security)

System Calls

- hand off execution to a **kernel routine**
- pass **arguments** into the kernel
- obtain **return value** from the kernel
- all of this must be done **safely**

Trapping into the Kernel

- there are a few possible mechanisms
- details are very **architecture-specific**
- in general, the kernel sets a fixed **entry address**
 - an instruction changes the CPU into privileged mode
 - while **at the same time** jumping to this address

Trap Example: x86

- there is an `int` instruction on those CPUs
- this is called a `software interrupt`
 - interrupts are normally a `hardware` thing
 - interrupt `handlers` run in `privileged mode`
- it is also synchronous
- the handler is set in `IDT` (interrupt descriptor table)

Software Interrupts

- those are available on a range of CPUs
- generally **not very efficient** for system calls
- extra level of indirection
 - the handler address is retrieved from memory
 - a **lot of CPU state** needs to be saved

Aside: SW Interrupts on PCs

- those are used even in **real mode**
 - legacy 16-bit mode of 80x86 CPUs
 - BIOS (firmware) routines via `int 0x10` & `0x13`
 - MS-DOS API via `int 0x21`
- and on older CPUs in 32-bit **protected mode**
 - Windows NT uses `int 0x2e`
 - Linux uses `int 0x80`

Trap Example: amd64 / x86_64

- `sysenter` and `syscall` instructions
 - and corresponding `sysexit` / `sysret`
- the entry point is stored in a **machine state register**
- there is only **one entry point**
 - unlike with software interrupts
- quite a bit **faster** than interrupts

Which System Call?

- often there are **many** system calls
 - there are more than 300 on 64-bit Linux
 - about 400 on 32-bit Windows NT
- but there is only a **handful of interrupts**
 - and only one **sysenter** address

Reminder: System Call Numbers

- each system call is assigned a **number**
- available as `SYS_write` &c. on POSIX systems
- for the “universal” `int syscall(int sys, ...)`
- this number is passed in a CPU register

System Call Sequence

- first, `libc` prepares the system call `arguments`
- and puts the system call `number` in the correct register
- then the CPU is switched into `privileged mode`
- this also transfers control to the `syscall handler`

System Call Handler

- the handler first picks up the system call **number**
- and decides where to continue
- you can imagine this as a giant **switch** statement

```
switch ( sysnum )  
{  
    case SYS_write: return syscall_write();  
    case SYS_read: return syscall_read();  
    /* many more */  
}
```

System Call Arguments

- each system call has **different arguments**
- how they are passed to the kernel is **CPU-dependent**
- on 32-bit **x86**, most of them are passed **in memory**
- on **amd64** Linux, all arguments go into **registers**
 - 6 registers available for arguments

Part 3.5: Kernel Services

What Does a Kernel Do?

- **memory** & process management
- task (thread) **scheduling**
- device drivers
 - SSDs, GPUs, USB, bluetooth, HID, audio, ...
- file systems
- networking

Additional Services

- inter-process communication
- timers and time keeping
- process tracing, profiling
- security, sandboxing
- cryptography

Reminder: Microkernel Systems

- the kernel proper is **very small**
- it is accompanied by **servers**
- in “true” microkernel systems, there are **many servers**
 - each device, filesystem, etc. is separate
- in **hybrid** systems, there is one, or a few
 - a “superserver” that resembles a monolithic kernel

Kernel Services

- we usually don't care **which server** provides what
 - each system is different
 - for services, we take a **monolithic** view
- the services are used through **system libraries**
 - they abstract away many of the details
 - e.g. whether a service is a **system call** or an **IPC call**

User-Space Drivers in Monolithic Systems

- not **all** device drivers are part of the kernel
- case in point: **printer** drivers
- also some **USB devices** (not the USB bus though)
- part of the GPU/graphics stack
 - memory and output management in kernel
 - most of OpenGL in **user space**

Review Questions

9. What CPU modes are there and how are they used?
10. What is the memory management unit?
11. What is a microkernel?
12. What is a system call?

Part 4: File Systems

Lecture Overview

1. Filesystem Basics
2. The Block Layer
3. Virtual Filesystem Switch
4. The UNIX Filesystem
5. Advanced Features

Part 4.1: Filesystem Basics

What is a File System?

- a collection of **files** and **directories**
- (mostly) **hierarchical**
- usually exposed to the user
- usually **persistent** (across reboots)
- file managers, command line, etc.

What is a (Regular) File?

- a sequence of **bytes**
- and some basic **metadata**
 - owner, group, timestamp
- the OS does **not** care about the content
 - text, images, video, source code are all the same
 - executables are somewhat special

What is a Directory?

- a list of **name** → file **mappings**
- an associative container if you will
 - semantically, the value types are not homogeneous
 - syntactically, they are just **i-nodes**
- one directory = one component of a path
 - `/usr/local/bin`

What is an i-node?

- an **anonymous**, file-like object
- could be a **regular file**
 - or a directory
 - or a special file
 - or a symlink

Files are Anonymous

- this is the case with UNIX
 - not all file systems work like this
- there are pros and cons to this approach
 - e.g. open files can be **unlinked**
- names are assigned via **directory entries**

What Else is a Byte Sequence?

- characters coming from a **keyboard**
- bytes stored on a magnetic **tape**
- audio data coming from a **microphone**
- pixels coming from a **webcam**
- data coming on a **TCP connection**

Writing Byte Sequences

- sending data to a **printer**
- playing back **audio**
- writing text to a **terminal** (emulator)
- sending data over a **TCP stream**

Special Files

- many things look somewhat **like files**
- let's exploit that and unify them with files
- recall part 2 on APIs: “everything is a file”
 - the **API** is the same for special and regular files
 - **not** the implementation though

File System Types

- fat16, fat32, vfat, exfat (DOS, flash media)
- ISO 9660 (CD-ROMs)
- UDF (DVD-ROM)
- NTFS (Windows NT)
- HFS+ (macOS)
- ext2, ext3, ext4 (Linux)
- ufs, ffs (BSD)

Multi-User Systems

- file ownership
- file permissions
- disk quotas

Ownership & Permissions

- we assume a **discretionary** model
- whoever creates a file is its **owner**
- ownership can be transferred
- the owner decides about **permissions**
 - basically read, write, execute

Disk Quotas

- disks are big but **not infinite**
- bad things happen when the file system fills up
 - denial of service
 - programs may fail and even corrupt data
- **quotas** limits the amount of space per user

Part 4.2: The Block Layer

Disk-Like Devices

- disk drives provide **block-level** access
- read and write data in 512-byte chunks
 - or also 4K on big modern drives
- a big numbered **array of blocks**

Aside: Disk Addressing Schemes

- CHS: Cylinder, Head, Sector
 - **structured** addressing used in (very) old drives
 - exposes information about relative seek times
 - useless with variable-length cylinders
 - 10:4:6 CHS = 1024 cylinders, 16 heads, 63 sectors
- LBA: Logical Block Addressing
 - **linear**, unstructured address space
 - started as 22, later 28, ... now 48 bit

Block-Level Access

- disk drivers only expose **linear addressing**
- one block (sector) is the **minimum read/write size**
- many sectors can be written 'at once'
 - **sequential** access is faster than random
 - maximum **throughput** vs **IOPS**

Aside: Access Times

- block devices are **slow** (compared to RAM)
 - RAM is **slow** (compared to CPU)
- we cannot treat drives as an extension of RAM
 - not even fastest modern flash storage
 - latency: HDD 3–12 ms, SSD 0.1 ms, RAM 70 ns

Block Access Cache

- **caching** is used to hide latency
 - same principle between CPU and RAM
- files recently accessed are kept in RAM
 - many **cache management** policies exist
- implemented entirely in the OS
 - many devices implement their own caching
 - but the amount of fast memory is usually limited

Write Buffers

- the **write** equivalent of the block cache
- data is kept in RAM until it can be processed
- must synchronise with caching
 - other users may be reading the file

I/O Scheduler (Elevator)

- reads and writes are requested by users
- access ordering is crucial on a mechanical drive
 - not as important on an SSD
 - but sequential access is still **much preferred**
- requests are **queued** (recall, disks are slow)
 - but they are **not** processed in **FIFO** order

RAID

- hard drives are also **unreliable**
 - backups help, but take a long **time to restore**
- RAID = Redundant Array of Inexpensive Disks
 - **live**-replicate same data across multiple drives
 - many different configurations
- the system **stays online** despite disk failures

RAID Performance

- RAID affects the performance of the block layer
- often **improved reading** throughput
 - data is recombined from multiple channels
- write performance is more **mixed**
 - may require a fair amount of computation
 - **more data** needs to be written for **redundancy**

Block-Level Encryption

- **symmetric** & length-preserving
- encryption key is derived from a **passphrase**
- also known as “full disk encryption”
- incurs a small **performance penalty**
- very important for **security** / privacy

Storing Data in Blocks

- splitting data into fixed-size chunks is unnatural
- there is no permission system for individual blocks
 - this is unlike **virtual (paged) memory**
 - it'd be really inconvenient for users
- processes are not persistent, but **block storage** is

Filesystem as Resource Sharing

- usually only 1 or few disks per computer
- many programs want to store **persistent** data
- file system **allocates space** for the data
 - which blocks belong to which file
- different programs can write to different files
 - no risk of trying to **use the same block**

Filesystem as Abstraction

- allows the data to be **organised** into files
- enables the user to **manage** and review data
- files have arbitrary & **dynamic size**
 - blocks are **transparently** allocated & recycled
- **structured** data instead of a flat block array

Part 4.3: Virtual Filesystem Switch

Virtual File System Layer

- many different filesystems
- the OS wants to treat them **all alike**
- VFS provides an internal, **in-kernel API**
- filesystem **syscalls** are hooked up to VFS

VFS in OOP terms

- VFS provides an abstract class, `filesystem`
- each filesystem implementation derives `filesystem`
 - e.g. `class iso9660 : public filesystem`
- each actual file system gets an instance
 - `/home`, `/usr`, `/mnt/usbflash` each one
 - the kernel uses the abstract interface to talk to them

The `filesystem` Class

```
struct handle { /* ... */ };  
struct filesystem  
{  
    virtual int open( const char *path ) = 0;  
    virtual int read( handle file, ... ) = 0;  
    /* ... */  
}
```

Filesystem-Specific Operations

- `open`: `look up` the file for access
- `read`, `write` – self-explanatory
- `seek`: move the read/write pointer
- `sync`: flush data to disk
- `mmap`: memory-mapped IO
- `select`: IO readiness notification

Standard IO

- the **usual** way to use files
- open the file
 - operations to read and write **bytes**
- data has to be **buffered** in user space
 - and then **copied** to/from kernel space
- not very efficient

Memory-mapped IO

- uses **virtual memory** (cf. last lecture)
- treat a file **as if** it was swap space
- the file is **mapped** into process memory
 - **page faults** indicate that data needs to be read
 - **dirty** pages cause writes
- available as the **mmap** system call

Sync-ing Data

- recall that the disk is very **slow**
- waiting for each write to hit disk is inefficient
- but if data is held in RAM, what if **power is cut**?
 - the **sync** operation ensures the data has hit disk
 - often used in database implementations

Filesystem-Agnostic Operations

- handling **executables**
- **fcntl** handling
- special files
- management of **file descriptors**
- file **locks**

Executables

- **memory mapped** (like `mmap`)
- may be paged in **lazily**
- executables must be **immutable while running**
- but can be still unlinked from the directory

File Locking

- multiple programs writing the same file is bad
 - operations will come in **randomly**
 - the resulting file will be a mess
- file locks fix this problem
 - multiple APIs: **fcntl** vs **flock**
 - differences on networked filesystems

The `fcntl` Syscall

- mostly operations relating to **file descriptors**
 - **synchronous** vs **asynchronous** access
 - blocking vs non-blocking
 - close on exec: more on this in a later lecture
- one of the several **locking** APIs

Special Files

- device nodes, pipes, sockets, ...
- only **metadata** for special files lives on disk
 - this includes **permissions** & ownership
 - type and **properties** of the special file
- they are just different kind of an **i-node**
- **open, read, write**, etc. bypass the filesystem

Mount Points

- recall that there is only a **single directory tree**
- but there are **multiple disks** and filesystems
- file systems can be **joined** at directories
- **root** of one becomes a **subdirectory** of another

Part 4.4: The UNIX Filesystem

Superblock

- holds **toplevel** information about the filesystem
- locations of i-node tables
- locations of i-node and **free space** bitmaps
- **block size**, filesystem size

I-Nodes

- recall that i-node is an **anonymous file**
 - or a directory, or a special file
- i-nodes only have **numbers**
- **directories** tie names to i-nodes

I-Node Allocation

- often a **fixed number** of i-nodes
- i-nodes are either **used or free**
- free i-nodes may be stored in a **bitmap**
- alternatives: B-trees

I-Node Content

- exact content of an i-node depends on its type
- regular file i-nodes contain a list of **data blocks**
 - both direct and indirect (via a data block)
- symbolic **links** contain the target **path**
- special files **describe** what **device** they represent

Attaching Data to I-Nodes

- a few **direct** block addresses in the i-node
 - e.g. 10 refs, 4K blocks, max. 40 kilobytes
- **indirect** data blocks
 - a block full of addresses of other blocks
 - one indirect block approx. 2 MiB of data
- **extents**: a contiguous range of blocks

Fragmentation

- **internal** – not all blocks are fully used
 - files are of variable size, blocks are fixed
 - a 4100 byte file needs 2 blocks of 4 KiB each
 - this leads to **waste** of disk **space**
- **external** – free space is non-contiguous
 - happens when many files try to grow at once
 - this means new **files are also fragmented**

External Fragmentation Problems

- **performance**: can't use fast sequential IO
 - programs often read files sequentially
 - fragmentation → random IO on the device
- metadata size: can't use long extents

Directories

- uses **data blocks** (like regular files)
- but the blocks hold **name** → **i-node maps**
- modern file systems use **hashes** or **trees**
- the format of directory data is **filesystem-specific**

File Name Lookup

- we often need to find a file based on a path
- each component means a directory search
- directories can have many thousands entries

Old-Style Directories

- unsorted sequential list of entries
- new entries are simply appended at the end
- unlinking can create holes
- lookup in large directories is very inefficient

Hash-Based Directories

- only need one block read on **average**
- often the most efficient option
- **extendible** hashing
 - directories can grow over time
 - gradually allocates more blocks

Tree-Based Directories

- self-balancing search trees
- optimised for block-level access
- **B trees**, B+ trees, B* trees
- logarithmic number of reads
 - this is worst case, unlike hashing

Hard Links

- **multiple names** can refer to the **same i-node**
 - names are given by **directory entries**
 - we call such multiple-named files **hard links**
 - it's usually forbidden to hard-link directories
- hard links cannot cross device boundaries
 - i-node numbers are only unique within a filesystem

Soft Links (Symlinks)

- they exist to lift the one-device limitation
- soft links to directories are allowed
 - this can cause **loops** in the filesystem
- the soft link i-node contains a **path**
 - the meaning can change when paths change
- **dangling** link: points to a non-existent path

Free Space

- similar problem to i-node allocation
 - but regards data blocks
- goal: **quickly** locate data blocks to use
 - also: keep data of a single file **close together**
 - also: **minimise** external **fragmentation**
- usually bitmaps or B-trees

File System Consistency

- what happens if **power is cut**?
- data buffered in RAM is **lost**
- the IO scheduler can **re-order** disk writes
- the file system can become **corrupt**

Journalling

- also known as an **intent log**
- write down what was going to happen **synchronously**
- fix the actual metadata based on the journal
- has a **performance penalty** at run-time
 - **reduces downtime** due to faster consistency checks
 - may also **prevent data loss**

Part 4.5: Advanced Features

What Else Can Filesystems Do?

- transparent file compression
- file encryption
- block de-duplication
- snapshots
- checksums
- redundant storage

File Compression

- use one of the standard compression algorithms
 - must be fairly **general-purpose** (i.e. **not** JPEG)
 - and of course **lossless**
 - e.g. **LZ77**, **LZW**, Huffman Coding, ...
- quite **challenging to implement**
 - the length of the file changes (unpredictably)
 - efficient **random access** inside the file

File Encryption

- use **symmetric** encryption for individual files
 - must be **transparent** to upper layers (applications)
 - symmetric crypto is length-preserving
 - **encrypted directories**, inheritance, &c.
- a new set of challenges
 - **key** and passphrase **management**

Block De-duplication

- sometimes the same **data block** appears **many times**
 - virtual machine images are a common example
 - also **containers** and so on
- some file systems will identify those cases
 - internally point many files to the **same block**
 - **copy on write** to preserve illusion of separate files

Snapshots

- it is convenient to be able to **copy** entire filesystems
 - but this is also **expensive**
 - snapshots provide an **efficient** means for this
- snapshot is a **frozen image** of the filesystem
 - cheap, because snapshots share storage
 - easier than de-duplication
 - again implemented as **copy-on-write**

Checksums

- hardware is **unreliable**
 - individual bytes or sectors may get **corrupted**
 - this may happen without the hardware noticing
- **checksums** may be stored along with metadata
 - and possibly also **file content**
 - this protects the integrity of the filesystem
- beware: **not** cryptographically secure

Redundant Storage

- like filesystem-level RAID
- data and metadata blocks are **replicated**
 - may be between multiple local block devices
 - but also across a **cluster** / many computers
- drastically improves **fault tolerance**

Review Questions

13. What is a block device?

14. What is an IO scheduler?

15. What does memory-mapped IO mean?

16. What is an i-node?

Part 5: Processes, Threads & Scheduling

Lecture Overview

1. processes and virtual memory
2. thread scheduling
3. interrupts and clocks

Part 5.1: Processes and Virtual Memory

Prehistory: Batch Systems

- first computers ran **one program** at a time
- programs were scheduled **ahead of time**
- we are talking punch cards &c.
- and computers that took an entire room

History: Time Sharing

- “mini” computers could run programs **interactively**
- teletype **terminals**, screens, keyboards
- **multiple users** at the same time
- hence, **multiple programs** at the same time

Processes: Early View

- process is an **executing** program
- there can be **multiple processes**
- various **resources** belong to a process
- each process belongs to a particular **user**

Process Resources

- **memory** (address space)
- **processor** time
- open files (descriptors)
 - also working directory
 - also network connections

Process Memory Segments

- program **text**: contains instructions
- data: static and dynamic **data**
 - with a separate read-only section
- **stack** memory: execution stack
 - return addresses
 - automatic variables

Process Memory

- each process has its own **address space**
- this means processes are **isolated** from each other
- requires that the CPU has an MMU
- implemented via **paging** (page tables)

Process Switching

- switching processes means switching **page tables**
- physical addresses do **not** change
- but the **mapping** of virtual addresses does
- large part of physical memory is **not mapped**
 - could be completely unallocated (unused)
 - or belong to **other processes**

Paging and TLB

- address translation is **slow**
- recently-used pages are stored in a TLB
 - short for Translation Look-aside Buffer
 - very fast **hardware** cache
- the TLB needs to be **flushed** on process switch
 - this is fairly **expensive** (microseconds)

Threads

- the modern unit of CPU scheduling
- each thread runs sequentially
- one process can have **multiple threads**
 - such threads share a single address space

What is a Thread?

- thread is a **sequence** of instructions
 - instructions depend on results of previous instructions
- different threads run different instructions
 - as opposed to SIMD or many-core units (GPUs)
- each thread has its own **stack**

Processor Time Sharing

- CPU time is sliced into **time shares**
- time shares (slices) are like memory **frames**
- process **computation** is like memory **pages**
- processes are allocated into **time shares**

Multiple CPUs

- execution of a thread is **sequential**
- one CPU = one **instruction sequence** at a time
- physical limits on CPU speed → **multiple cores**
- more CPU cores = more throughput

Modern View of a Process

- in a modern view, process is an **address space**
- threads are the right **scheduling abstraction**

- **process** is a unit of **memory management**
- **thread** is a unit of **computation**
- old view: one process = one thread

Fork

- how do we create **new processes**?
- by **fork**-ing existing processes
- fork creates an **identical copy** of a process
- execution continues in both processes
 - each of them gets a different **return value**

Lazy Fork

- paging can make **fork** quite efficient
- we start by copying the **page tables**
- initially, all pages are marked **read-only**
- the processes start out **sharing** memory

Lazy Fork: Faults

- the shared memory becomes **copy on write**
- **fault** when either process tries to write
 - remember the memory is marked as read-only
- the OS checks if the memory is **supposed** to be writable
 - if yes, it makes a **copy** and allows the write

Init

- on UNIX, `fork` is the only way to make a process
- but `fork` splits existing processes into 2
- the `first process` is special
- it is directly spawned by the kernel on boot

Process Identifier

- processes are assigned **numeric identifiers**
- also known as PID (Process ID)
- those are used in **process management**
- used in calls like **kill** or **setpriority**

Process vs Executable

- process is a **dynamic** entity
- executable is a **static** file
- an executable contains an initial **memory image**
 - this sets up memory layout
 - and content of the **text** and **data** segments

Exec

- on UNIX, processes are created via `fork`
- how do we `run programs` though?
- `exec`: load a new `executable` into a process
 - this completely `overwrites` process memory
 - execution starts from the `entry point`
- running programs: `fork` + `exec`

Part 5.2: Thread Scheduling

What is a Scheduler?

- scheduler has two related tasks
 - **plan** when to run which thread
 - actually **switch** threads and processes
- usually part of the **kernel**
 - even in micro-kernel operating systems

Switching Threads

- threads of the **same process** share an address space
 - a **partial** context switch is needed
 - only **register state** has to be saved and restored
- no TLB flushing – lower **overhead**

Fixed vs Dynamic Schedule

- **fixed** schedule = all processes known **in advance**
 - only useful in special / embedded systems
 - can **conserve resources**
 - planning is not part of the OS
- most systems use **dynamic scheduling**
 - what to run next is **decided periodically**

Preemptive Scheduling

- tasks (threads) just run as if they owned the CPU
- the OS forcibly **takes the CPU** away from them
 - this is called **preemption**
- pro: a faulty program **cannot block** the system
- somewhat **less efficient** than cooperative

Cooperative Scheduling

- threads (tasks) **cooperate** to share the CPU
- each thread has to explicitly **yield**
- this can be **very efficient** if designed well
- but a **bad program** can easily **block the system**

Scheduling in Practice

- cooperative on Windows 3.x for everything
- **cooperative** for **threads** on classic Mac OS
 - but **preemptive** for **processes**
- **preemptive** on pretty much every modern OS
 - including real-time and embedded systems

Waiting and Yielding

- threads often need to **wait** for resources or **events**
 - they could also use software timers
- a waiting thread should **not consume** CPU time
- such a thread will **yield** the CPU
- it is put on a list and later **woken up** by the kernel

Run Queues

- **runnable** (non-waiting) threads are **queued**
- could be **priority**, round-robin or other queue types
- scheduler **picks** threads from the run queue
- **preempted** threads are put back

Priorities

- what **share** of the CPU should a thread get?
- **priorities** are static and dynamic
- **dynamic** priority is adjusted as the thread runs
 - this is done by the system / scheduler
- a **static** priority is assigned by the **user**

Fairness

- **equal** (or priority-based) share per **thread**
- what if one process has many **more threads**?
- what if one user has many **more processes**?
- what if one user group has many **more active users**?

Fair Share Scheduling

- we can use a **multi-level** scheduling scheme
- CPU is sliced fairly first among **user groups**
- then among **users**
- then among **processes**
- and finally among **threads**

Scheduling Strategies

- first in, first served (**batch** systems)
- earliest **deadline** first (realtime)
- round robin
- **fixed priority** preemptive
- **fair share** scheduling (multi-user)

Interactivity

- **throughput** vs **latency**
- **latency** is more important for **interactive** workloads
 - think phone or desktop systems
 - but also web servers
- **throughput** is more important for **batch** systems
 - think render farms, compute grids, simulation

Reducing Latency

- **shorter** time slices
- more willingness to switch tasks (more **preemption**)
- **dynamic** priorities
- priority boost for **foreground** processes

Maximising Throughput

- longer time slices
- reduce context switches to minimum
- cooperative multitasking

Multi-Core Schedulers

- traditionally one CPU, many threads
- nowadays: many threads, many CPUs (cores)
- more complicated **algorithms**
- more complicated & **concurrent-safe** data structures

Scheduling and Caches

- threads can **move** between CPU **cores**
 - important when a different **core is idle**
 - and a runnable thread is **waiting for CPU**
- but there is a **price** to pay
 - thread / process data is extensively **cached**
 - caches are typically **not shared** by all cores

Core Affinity

- modern schedulers try to **avoid moving threads**
- threads are said to have an **affinity** to a core
- an extreme case is **pinning**
 - this altogether prevents the thread to be **migrated**
- practically, this practice **improves throughput**
 - even if nominal core **utilisation** may be lower

NUMA Systems

- **non-uniform memory** architecture
 - different memory is attached to different CPUs
 - each SMP block within a NUMA is called a **node**
- **migrating** a process to a **different node** is expensive
 - thread vs node ping-pong can kill performance
 - threads of **one process** should live on one node

Part 5.3: Interrupts and Clocks

Interrupt

- a way for hardware to **request attention**
- CPU **mechanism** to divert execution
- partial (CPU state only) **context switch**
- switch to **privileged** (kernel) CPU mode

Hardware Interrupts

- **asynchronous**, unlike software interrupts
- triggered via **bus signals** to the CPU
- IRQ = interrupt request
 - just a different **name** for hardware interrupts
- PIC = programmable **interrupt controller**

Interrupt Controllers

- PIC: **simple circuit**, typically with 8 input lines
 - peripherals connect to the PIC with wires
 - PIC delivers prioritised signals to the CPU
- APIC: advanced programmable interrupt controller
 - split into a shared **IO APIC** and per-core **local APIC**
 - typically 24 incoming **IRQ lines**
- OpenPIC, MPIC: similar to APIC, used by e.g. Freescale

Timekeeping

- PIT: **programmable interval timer**
 - crystal oscillator + divider
 - **IRQ line** to the CPU
- local APIC timer: built-in, **per-core clock**
- HPET: high-precision event timer
- RTC: real-time clock

Timer Interrupt

- generated by the PIT or the local APIC
- the OS can **set the frequency**
- a hardware interrupt happens on each **tick**
- this creates an opportunity for bookkeeping
- and for **preemptive scheduling**

Timer Interrupt and Scheduling

- measure how much time the current thread took
- if it ran out of its slice, **preempt it**
 - **pick** a new **thread** to execute
 - perform a context switch
- checks are done on each tick
 - **rescheduling** is usually less frequent

Timer Interrupt Frequency

- typical is 100 Hz
- this means a 10 ms **scheduling tick** (quantum)
- 1 kHz is also possible
 - harms throughput but **improves latency**

Tickless Kernels

- the timer interrupt **wakes up** the CPU
- this can be **inefficient** if the system is **idle**
- alternative: use **one-off** timers
 - allows the CPU to **sleep longer**
 - this **improves power efficiency** on light loads

Tickless Scheduling

- **quantum length** becomes part of the planning
- if a core is idle, wake up on next **software timer**
 - synchronisation of software timers
- other interrupts are **delivered as normal**
 - network or disk activity
 - keyboard, mice, ...

Other Interrupts

- serial port
 - data is available on the port
- network hardware
 - data is available in a packet queue
- keyboards, mice
 - user pressed a key, moved the mouse
- USB devices in general

Interrupt Routing

- not all CPU cores need to see all interrupts
- APIC can be told how to deliver IRQs
 - the OS can **route IRQs** to CPU cores
- multi-core systems: **IRQ load balancing**
 - useful to **spread out** IRQ overhead
 - especially useful with **high-speed networks**

Review Questions

17. What is a thread and a process?

18. What is a (thread, process) scheduler?

19. What do `fork` and `exec` do?

20. What is an interrupt?

Part 6: Concurrency and Locking

Lecture Overview

1. Inter-Process Communication
2. Synchronisation
3. Deadlocks

What is Concurrency?

- events that can happen at the same time
- it is not important if it **does**, only that it **can**
- events can be given a **happens-before** partial order
- they are **concurrent** if unordered by **happens-before**

Why Concurrency?

- problem decomposition
 - different **tasks** can be largely independent
- reflecting external concurrency
 - serving **multiple clients** at once
- performance and hardware limitations
 - **higher throughput** on multicore computers

Parallel Hardware

- hardware is inherently parallel
- software is inherently sequential
- something has to give
 - hint: it's not going to be hardware

Part 6.1: Inter-Process Communication

Reminder: What is a Thread

- thread is a **sequence** of instructions
- each instruction **happens-before** the next
 - or: happens-before is a total order on the thread
- basic unit of **scheduling**

Reminder: What is a Process

- the basic unit of **resource ownership**
 - primarily **memory**, but also open files &c.
- may contain one or more **threads**
- processes are **isolated** from each other
 - IPC creates gaps in that isolation

I/O vs Communication

- take standard input and output
 - imagine process A **writes** a file
 - later, process B **reads** that file
- **communication** happens in **real time**
 - between two running threads / processes
 - automatic: without user intervention

Direction

- **bidirectional** communication is typical
 - this is analogous to a conversation
- but unidirectional communication also makes sense
 - e.g. sending commands to a child process
 - do acknowledgments count as communication?

Communication Example

- **network services** are a typical example
- take a web server and a web browser
- the browser **sends a request** for a web page
- the server **responds** by sending data

Files

- it is possible to communicate through **files**
- multiple processes can open the **same file**
- one can write data and another can process it
 - the original program picks up the results
 - typical when using **programs as modules**

A File-Based IPC Example

- files are used e.g. when you run `cc file.c`
 - it first runs a preprocessor: `cpp -o file.i file.c`
 - then the compiler proper: `cc1 -o file.o file.i`
 - and finally a linker: `ld file.o crt.o -lc`
- the **intermediate** files may be hidden in `/tmp`
 - and deleted when the task is completed

Directories

- communication by **placing** files or links
- typical use: a **spool** directory
 - clients drop files into the directory for processing
 - a server periodically **picks up** files from there
- used for e.g. **printing** and **email**

Pipes

- a device for moving **bytes** in a **stream**
 - note the difference from messages
- one process **writes**, the other **reads**
- the reader **blocks** if the pipe is **empty**
- the writer **blocks** if the pipe buffer is **full**

UNIX and Pipes

- pipes are used extensively in UNIX
- **pipelines** built via the shell's `|` operator
- e.g. `ls | grep hello.c`
- most useful for processing data in **stages**

Sockets

- similar to, but **more capable** than pipes
- allows one **server** to talk to many clients
- each **connection** acts like a bidirectional pipe
- could be local but also connected via a **network**

Shared Memory

- memory is **shared** when multiple threads can access it
 - happens naturally for **threads** of a single process
 - the primary means of inter-thread communication
- many processes can map the same physical location
 - this is the more traditional setting
 - hence also allows inter-**process** communication

Message Passing

- communication using discrete **messages**
- we may or may not care about **delivery order**
- we can decide to tolerate **message loss**
- often used across a **network**
- can be implemented on top of sockets

Part 6.2: Synchronisation

Shared Variables

- structured view of **shared memory**
- typical in **multi-threaded** programs
- e.g. any **global** variable in a program
- but may also live in memory from **malloc**

Shared Heap Variable

```
void *thread( int *x ) { *x = 7; }  
int main()  
{  
    pthread_t id;  
    int *x = malloc( sizeof( int ) );  
    pthread_create( &id, NULL, thread, x );  
}
```


Race Condition: Example

- consider a **shared counter**, `i`
- and the following **two threads**

```
int i = 0;
void thread1() { i = i + 1; }
void thread2() { i = i - 1; }
```

What is the value of `i` after both finish?

Race on a Variable

- memory access is **not** atomic
- take $i = i + 1 / i = i - 1$

$a_0 \leftarrow \text{load } i$		$b_0 \leftarrow \text{load } i$
$a_1 \leftarrow a_0 + 1$		$b_1 \leftarrow b_0 - 1$
store a_1 i		store b_1 i

Critical Section

- any section of code that must **not** be **interrupted**
- the statement $x = x + 1$ **could** be a critical section
- what is a critical section is **domain-dependent**
 - another example could be a bank transaction
 - or an insertion of an element into a linked list

Race Condition: Definition

- (anomalous) behaviour that **depends on timing**
- typically among **multiple threads** or processes
- an **unexpected sequence** of events happens
- recall that ordering is not guaranteed

Races in a Filesystem

- the file system is also a **shared resource**
- and as such, prone to race conditions
- e.g. two threads both try to create the **same file**
 - what happens if they both succeed?
 - if both write data, the result will be garbled

Mutual Exclusion

- context: only one thread can access a resource at once
- ensured by a **mutual exclusion device** (a.k.a **mutex**)
- a mutex has 2 operations: **lock** and **unlock**
- **lock** may need to wait until another thread **unlocks**

Semaphore

- somewhat **more general** than a mutex
- allows **multiple** interchangeable **instances of a resource**
 - consider there are N identical printers
 - then N processes can be printing at any given time
- basically an atomic counter

Monitors

- a programming **language** device (not OS-provided)
- internally uses standard **mutual exclusion**
- data of the monitor is only accessible to its methods
- only **one thread** can enter the monitor at once

Condition Variables

- what if the monitor needs to **wait** for something?
- imagine a bounded queue implemented as a monitor
 - what happens if it becomes **full**?
 - the writer must be **suspended**
- condition variables have **wait** and **signal** operations

Spinlocks

- a **spinlock** is the simplest form of a **mutex**
- the **lock** method repeatedly tries to acquire the lock
 - this means it is taking up **processor time**
 - also known as **busy waiting**
- spinlocks contention on the **same CPU** is very **bad**
 - but can be very efficient **between** CPUs

Suspending Mutexes

- these need cooperation from the OS **scheduler**
- when lock acquisition fails, the thread **sleeps**
 - it is put on a **waiting** queue in the scheduler
- **unlocking** the mutex will **wake up** the waiting thread
- needs a system call → **slow** compared to a spinlock

Condition Variables Revisited

- same principle as a **suspending** mutex
- the waiting thread goes into a wait queue
- **signal** moves the thread back to a run queue
- the busy-wait version is known as **polling**

Barrier

- sometimes, **parallel** computation proceeds in **phases**
 - **all** threads must finish phase 1
 - before **any** can start phase 2
- this is achieved with a barrier
 - blocks all threads until the **last one arrives**
 - waiting threads are usually **suspended**

Readers and Writers

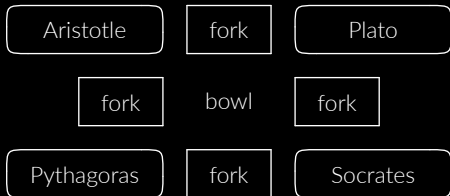
- imagine a **shared database**
- many threads can read the database at once
- but if one is writing, no other can read nor write
- what if there are always some readers?

Read-Copy-Update

- the fastest lock is **no lock**
- RCU allows **readers** to work while **updates** are done
 - make a copy and **update** the copy
 - point **new readers** to the updated copy
- when is it safe to **reclaim memory**?

Part 6.3: Deadlocks and Starvation

Dining Philosophers



Shared Resources

- hardware comes in a **limited** number of **instances**
- many devices can only do **one** thing at a time
- think **printers**, DVD writers, tape drives, ...
- we want to use the devices **efficiently** → **sharing**
- resources can be **acquired** and **released**

Network-based Sharing

- **sharing** is not limited to processes on one computer
- printers and scanners can be **network-attached**
- the entire network may need to **coordinate access**
 - this could lead to multi-computer **deadlocks**

Locks as Resources

- we explored **locks** in the previous section
- locks (mutexes) are also a form of **resource**
 - a mutex can be acquired (locked) and released
 - a locked mutex **belongs** to a particular thread
- locks are **proxy** (stand-in) resources

Preemptable Resources

- sometimes, held resources can be **taken away**
- this is the case with e.g. **physical memory**
 - a process can be **swapped** to disk if need be
- preemptability may also depend on **context**
 - maybe paging is not available

Non-preemptable Resources

- those resources **cannot** be (easily) taken away
- think photo printer in the middle of a page
- or a DVD burner in the middle of writing
- **non**-preemptable resources can cause **deadlocks**

Resource Acquisition

- a process needs to **request access** to a resource
- this is called an **acquisition**
- when the request is granted, it can use the device
- after it is done, it must **release** the device
 - this makes it available for other processes

Waiting

- what to do if we wish to **acquire** a **busy** resource?
- unless we don't really need it, we have to **wait**
- this is the same as waiting for a **mutex**
- the thread is moved to a wait queue

Resource Deadlock

- two resources, A and B
- two threads (processes), P and Q
- P **acquires** A, Q **acquires** B
- P tries to **acquire** B but has to **wait** for Q
- Q tries to **acquire** A but has to **wait** for P

Resource Deadlock Conditions

1. mutual exclusion
2. hold and wait condition
3. non-preemptability
4. circular wait

Deadlock is only possible if all 4 are present.

Non-Resource Deadlocks

- not all deadlocks are due to **resource** contention
- imagine a **message-passing** system
- process A is **waiting** for a message
- process B sends a message to A and **waits** for reply
- the message is **lost** in transit

Example: Pipe Deadlock

- recall that both the **reader** and **writer** can **block**
- what if we create a pipe in **each direction**?
- process A writes data and tries to read a reply
 - it blocks because the **opposite** pipe is **empty**
- process B reads the data but **waits for more** → deadlock

Deadlocks: Do We Care?

- deadlocks can be very **hard to debug**
- they can also be exceedingly **rare**
- we may find the risk of a deadlock **acceptable**
- just **reboot** everything if we hit a deadlock
 - also known as the ostrich algorithm

Deadlock Detection

- we can at least try to **detect** deadlocks
- usually by checking the **circular wait** condition
- keep a graph of ownership vs waiting
- if there is a **loop** in the graph → **deadlock**

Deadlock Recovery

- if a preemptable resource is involved, **reassign** it
- otherwise, it may be possible to do a **rollback**
 - this needs elaborate **checkpointing** mechanisms
- all else failing, **kill** some of the processes
 - the devices may need to be **re-initialised**

Deadlock Avoidance

- we can possibly **deny acquisitions** to avoid deadlocks
- must know the **maximum** resources for each process
- avoidance relies on **safe states**
 - worst case: **all processes** ask for **maximum resources**
 - **safe** means deadlocks are **avoided** in the **worst** case

Deadlock Prevention

- deadlock avoidance is typically **impractical**
- there are 4 **conditions** for deadlocks to exist
- we can try attacking those conditions
- if we can remove one of them, deadlocks are **prevented**

Prevention via Spooling

- this attacks the **mutual exclusion** property
- multiple programs could write to a printer
- the data is **collected** by a spooling daemon
- which then sends the jobs to the printer **in sequence**

Prevention via Reservation

- we can also try removing **hold-and-wait**
- for instance, we can only allow **batch acquisition**
 - the process must request everything at once
 - this is usually **impractical**
- alternative: release and **re-acquire**

Prevention via Ordering

- this approach eliminates **circular waits**
- we impose a **global order** on **resources**
- a process can only acquire resources **in this order**
 - must release + **re-acquire** if the order is wrong
- it is impossible to form a cycle this way

Livelock

- in a deadlock, no progress can be made
- but it's not much better if processes go back and forth
 - for instance releasing and re-acquiring resources
 - they make no **useful** progress
 - they additionally consume resources
- this is a **livelock** and is just as bad as a deadlock

Starvation

- starvation happens when a process **can't** make **progress**
- **generalisation** of both **deadlock** and **livelock**
- for instance, **unfair** scheduling on a busy system
- also recall the **readers and writers** problem

Review Questions

21. What is a mutex?

22. What is a deadlock?

23. What are the conditions for a deadlock to form?

24. What is a race condition?

Part 7: Device Drivers

Lecture Overview

1. Drivers, IO and Interrupts
2. System and Expansion Buses
3. Graphics
4. Persistent Storage
5. Networking and Wireless

Part 7.1: Drivers, IO and Interrupts

Input and Output

- we will mostly think in terms of IO
- peripherals produce and consume **data**
- **input** – reading data produced by a device
- **output** – sending data to a device
- **protocol** – valid sequences of IO events

What is a Driver?

- piece of **software** that talks to a **device**
- usually quite specific / **unportable**
 - tied to the particular **device**
 - and also to the **operating system**
- often part of the **kernel**

Kernel-mode Drivers

- they are part of the kernel
- running with full **kernel privileges**
 - including **unrestricted** hardware access
- no or **minimal** context switching **overhead**
 - fast but dangerous

Microkernels

- drivers are **excluded** from microkernels
- but the driver still needs **hardware access**
 - this could be a special **memory region**
 - it may need to **react** to **interrupts**
- in principle, everything can be done **indirectly**
 - but this may be quite **expensive**, too

User-mode Drivers

- many drivers can run completely in **user space**
- this improves **robustness** and **security**
 - driver bugs can't bring the **entire system** down
 - nor can they compromise system **security**
- possibly at some **cost** to **performance**

Drivers in Processes

- user-mode drivers typically run in their own **process**
- this means **context switches**
 - every time the device demands attention (interrupt)
 - every time **another process** wants to use the device
- the driver needs **system calls** to talk to the device
 - this incurs even more overhead

In-Process Drivers

- what if a (large portion of) a driver could be a **library**
- best of both worlds
 - **no** context switch **overhead** for requests
 - bugs and security problems remain **isolated**
- often used for GPU-accelerated 3D graphics

Port-Mapped IO

- early CPUs had very limited **address space**
 - 16-bit addresses mean 64KB of memory
- peripherals got a **separate** address space
- **special instructions** for using those addresses
 - e.g. **in** and **out** on **x86** processors

Memory-mapped IO

- devices **share** address space with memory
- **more common** in contemporary systems
- IO uses the same instructions as memory access
 - **load** and **store** on RISC, **mov** on **x86**
- allows **selective** user-level access (via the MMU)

Programmed IO

- input or output is **driven** by the **CPU**
- the CPU must **wait** until the device is ready
- would usually run at **bus speed**
 - 8 MHz for ISA (and hence ATA-1)
- PIO would talk to a **buffer** on the device

Interrupt-driven IO

- peripherals are **much** slower than the CPU
 - **polling** the device is expensive
- the peripheral can **signal** data availability
 - and also **readiness** to accept more data
- this **frees up CPU** to do other work in the meantime

Interrupt Handlers

- also known as **first-level** interrupt handler
- they must run in **privileged** mode
 - they are part of the **kernel** by definition
- the low-level interrupt handler must finish **quickly**
 - it will mask its own interrupt to avoid **re-entering**
 - and **schedule** any long-running jobs for later (SLIH)

Second-level Handler

- does any expensive **interrupt-related** processing
- can be executed by a **kernel thread**
 - but also by a user-mode driver
- usually not time critical (unlike first-level handler)
 - can use standard **locking** mechanisms

Direct Memory Access

- allows the device to directly read/write **memory**
- this is a **huge** improvement over **programmed IO**
- **interrupts** indicate buffer **full/empty**
- devices can read and write arbitrary **physical** memory
 - opens up **security** / reliability problems

IO-MMU

- like the MMU, but for DMA transfers
- allows the OS to **limit** memory access per device
- very useful in **virtualisation**
- only recently found its way into **consumer** computers

Part 7.2: System and Expansion Buses

History: ISA (Industry Standard Architecture)

- 16-bit system **expansion** bus on IBM PC/AT
- **programmed** IO and **interrupts**
- a fixed number of hardware-configured **interrupt lines**
 - likewise for I/O port ranges
 - the HW settings then need to be **typed back** for SW
- parallel data and address transmission

MCA, EISA

- MCA: Micro Channel Architecture
 - **proprietary** to IBM, patent-encumbered
 - 32-bit, **software-driven** device configuration
 - expensive and ultimately a market **failure**
- EISA: Enhanced ISA
 - a 32-bit extension of ISA
 - mostly created to avoid MCA licensing costs
 - short-lived and replaced by PCI

VESA Local Bus

- memory mapped IO & fast **DMA** on otherwise ISA systems
- **tied** to the 80486 line of Intel (and AMD) CPUs
- primarily for **graphics cards**
 - but also used with hard drives
- quickly fell out of use with the arrival of PCI

PCI: Peripheral Component Interconnect

- a 32-bit successor to ISA
 - 33 MHz (compared to 8 MHz for ISA)
 - later revisions at 66 MHz, PCI-X at 133 MHz
 - with support for **bus-mastering** and DMA
- still a **shared**, parallel bus
 - all devices share the same set of wires

Bus Mastering

- normally, the CPU is the bus **master**
 - which means it initiates communication
- it's possible to have multiple masters
 - they need to agree on a conflict resolution protocol
- usually used for accessing the memory

DMA (Direct Memory Access)

- the most common form of bus mastering
- the CPU tells the device what and where to write
- the device then sends data directly to RAM
 - the CPU can work on other things in the meantime
 - completion is signaled via an interrupt

Plug and Play

- the ISA system for IRQ configuration was **messy**
- MCA pioneered software-configured devices
- PCI further improved on MCA with “Plug and Play”
 - each PCI device has an ID it can **tell** the system
 - enables **enumeration** and automatic **configuration**

PCI IDs and Drivers

- PCI allows for device enumeration
- device **identifiers** can be paired to device **drivers**
- this allows the OS to load and configure its drivers
 - or even download / install drivers from a vendor

AGP: Accelerated Graphics Port

- PCI eventually became too **slow** for GPUs
 - AGP is based on PCI and only **improves performance**
 - enumeration and configuration stays the same
- adds a dedicated **point-to-point** connection
- multiple transfers per clock (up to 8, for 2 GB/s)

PCI Express

- the current high-speed peripheral bus for PC
- builds on / **extends** conventional PCI
- point-to-point, **serial** data interconnect
- much improved **throughput** (up to ~30GB/s)

USB: Universal Serial Bus

- primarily for **external** peripherals
 - keyboards, mice, printers, ...
 - replaced a host of **legacy ports**
- later revisions allow **high-speed** transfers
 - suitable for storage devices, cameras &c.
- device enumeration, capability **negotiation**

USB Classes

- a set of **vendor-neutral** protocols
- HID = human-interface device
- mass storage = disk-like devices
- audio equipment
- printing

Other USB Uses

- scanners
- ethernet adapters
- usb-serial adapters
- wifi adapters (dongles)
- bluetooth

Bluetooth

- a **wireless** alternative to USB
- allows **short-distance** radio links with **peripherals**
 - input (keyboard, mice, game controllers)
 - audio (headsets, speakers)
 - data transmission (e.g. smartphone sync)
 - gadgets (watches, heartrate monitoring, GPS, ...)

ARM Buses

- ARM is typically used in System-on-a-Chip designs
- those use a **proprietary** bus to connect peripherals
- there is less need for enumeration
 - the entire system is baked into a single chip
- the peripherals can be **pre-configured**

USB and PCIe on ARM

- neither USB nor PCIe are exclusive to the PC platform
- most ARM SoC's support USB devices
 - for slow and medium-speed off-SoC devices
 - e.g. used for **ethernet** on RPi 1
- some ARM SoC's support PCI Express
 - this allows for **high-speed** off-SoC peripherals

PCMCIA & PC Card

- People Can't Memorize Computer Industry Acronyms
 - PC = Personal Computer, MC = Memory Card
 - IA = International Association
- **hotplug**-capable notebook **expansion** bus
- used for memory cards, network adapters, modems
- comes with its own set of drivers (cardbus)

ExpressCard

- an **expansion card** standard like PCMCIA / PC Card
- based on PCIe and USB
 - can mostly **re-use** drivers for those standards
- not in wide use anymore
 - last update was in 2009, introducing USB 3 support
 - the industry association **disbanded** the same year

miniPCIe, mSATA, M.2

- those are **physical interfaces**, not special buses
- they provide some mix of PCIe, SATA and USB
 - also other protocols like I²C, SMBus, ...
- used mainly for compact SSDs and wireless
 - also GPS, NFC, bluetooth, ...

Part 7.3: Graphics and GPUs

Graphics Cards

- initially just a device to **drive displays**
- reads pixels from **memory** and provides **display** signal
 - basically a DAC with a clock
 - the memory can be part of the graphics card
- evolved **acceleration** capabilities

Graphics Accelerator

- allows common **operations** to be done in **hardware**
- like drawing lines or filled **polygons**
- the pixels are computed directly in video RAM
- this can **save** considerable **CPU time**

3D Graphics

- rendering 3D scenes is **computationally intensive**
- CPU-based, **software-only** rendering is possible
 - texture-less in early flight simulators
 - bitmap textures since '95 / '96 (Descent, Quake)
- CAD workstations had 3D accelerators (OpenGL '92)

GPU (Graphics Processing Unit)

- a term coined by Sony in '94 (the GPU in PlayStation)
- originally a purpose-built **hardware renderer**
 - based on polygonal meshes and Z buffering
- increasingly more **flexible** and **programmable**
- on-board RAM, high-speed connection to system RAM

GPU Drivers

- split into a number of components
- graphics output / frame buffer access
- **memory management** is often done in kernel
- geometry, textures &c. are prepared **in-process**
- front end API: OpenGL, Direct3D, Vulkan, ...

Shaders

- current GPUs are **computation** devices
- the GPU has its own machine code for **shaders**
- the GPU driver contains a **shader compiler**
 - either all the way from a high level language (HLSL)
 - or starting with an intermediate code (SPIR)

Mode Setting

- deals with **screen** configuration and **resolution**
- including support for e.g. **multiple displays**
- usually also supports primitive (SW-only) **framebuffer**
- often in-kernel, with minimum user-level support

Graphics Servers

- multiple apps cannot all drive the graphics card
 - the graphics hardware needs to be **shared**
 - one option is a **graphics server**
- provides an IPC-based **drawing** and/or **windowing** API
- performs **painting** on behalf of the applications

Compositors

- a more direct way to share graphics cards
- each application gets its **own buffer** to paint into
- painting is mostly done by a (context-switched) GPU
- the individual buffers are then **composed** onto screen
 - composition is also hardware-accelerated

GP-GPU

- general-purpose GPU (CUDA, OpenCL, ...)
- used for **computation** instead of just graphics
- basically a return of vector processors
- close to CPUs but not part of normal OS scheduling

Part 7.4: Persistent Storage

Drivers

- split into adapter, bus and device drivers
- often a single driver per device type
 - at least for disk drives and CD-ROMs
- bus **enumeration** and **configuration**
- data addressing and **data transfers**

IDE / ATA

- Integrated Drive Electronics
 - disk controller becomes part of the disk
 - standardised as ATA-1 (AT Attachment ...)
- based on the ISA bus, but with cables
- later adapted for non-disk use via ATAPI

ATA Enumeration

- each ATA **interface** can attach only 2 drives
 - the drives are HW-configured as master/slave
 - this makes enumeration quite simple
- multiple ATA interfaces were standard
- no need for specific HDD drivers

PIO vs DMA

- original IDE could only use **programmed** IO
- this eventually became a serious **bottleneck**
- later ATA revisions include **DMA** modes
 - up to 160MB/s with highest DMA modes
 - compare 1900MB/s for SATA 3.2

SATA

- **serial**, point-to-point replacement for ATA
- hardware-level incompatible to (parallel) ATA
 - but SATA inherited the ATA **command set**
 - legacy mode lets PATA drivers talk to SATA drives
- hot-swap capable – replace drives in a **running system**

AHCI (Advanced Host Controller Interface)

- **vendor-neutral** interface to SATA controllers
 - in theory only a single 'AHCI' driver is needed
- an alternative to 'legacy mode'
- NCQ = Native Command Queuing
 - allows the drive to re-order requests
 - another layer of IO scheduling

ATA and SATA Drivers

- the host controller (adapter) is mostly vendor-neutral
- the **bus driver** will expose the ATA command set
 - including support for **command queuing**
- device driver uses the bus driver to talk to devices
- partially re-uses SCSI drivers for ATAPI &c.

SCSI (Small Computer System Interface)

- originated with minicomputers in the 80's
- more complicated and **capable** than ATA
 - ATAPI basically encapsulates SCSI over ATA
- device **enumeration**, including **aggregates**
 - e.g. entire enclosures with many drives
- also allows CD-ROM, tapes, scanners (!)

SCSI Drivers

- split into: a host bus adapter (HBA) driver
- a generic SCSI bus and command component
 - often re-used in both ATAPI and USB storage
- and per-**device** or per-class drivers
 - optical drives, tapes, CD/DVD-ROM
 - standard disk and SSD drives

iSCSI

- basically SCSI over TCP/IP
- entirely **software-based**
- allows standard computers to serve as **block storage**
- takes advantage of fast cheap ethernet
- re-uses most of the **SCSI driver stack**

NVMe: Non-Volatile Memory Express

- a fairly simple protocol for PCIe-attached storage
- optimised for SSD-based devices
 - much bigger and more **command queues** than AHCI
 - better / faster interrupt handling
- stresses **concurrency** in the kernel block layer

USB Mass Storage

- an USB device class (vendor-neutral protocol)
 - one driver for the entire class
- typically USB **flash drives**, but also external **disks**
- USB 2 is not suitable for high-speed storage
 - USB 3 introduced UAS = USB-Attached SCSI

Tape Drives

- unlike disk drives, only allow **sequential** access
- needs support for media **ejection**, **rewinding**
- can be attached with SCSI, SATA, USB
- parts of the driver will be **bus-neutral**
- mainly for data **backup**, capacities 6-15TB

Optical Drives

- mainly used as a **read-only** distribution medium
- laser-facilitated reading of a rotating disc
- can be again attached to SCSI, SATA or USB
- conceived for **audio playback** → very slow seek

Optical Disk Writers (Burners)

- behaves more like a **printer** for optical **disks**
- drivers are often done in **user space**
- attached by one of the standard **disk buses**
- **special programs** required to burn disks
 - alternative: packet-writing drivers

Part 7.5: Networking and Wireless

Networking

- networks allow **multiple computers** to exchange **data**
 - this could be files, streams or messages
- there are **wired** and **wireless** networks
- we will only deal with the **lowest layers** for now
- NIC = Network Interface Card

Ethernet

- specifies the **physical** medium
- **on-wire** format and **collision** resolution
- in modern setups, mostly **point-to-point** links
 - using active **packet switching** devices
- transmits data in **frames** (low-level packets)

Addressing

- at this level, only **local** addressing
 - at most a single LAN segment
- uses baked-in MAC addresses
 - MAC = Media Access Control
- addresses belong to **interfaces**, not computers

Transmit Queue

- **packets** are picked up from **memory**
- the OS **prepares** packets into the transmit **queue**
- the device picks them up **asynchronously**
- similar to how SATA queues commands and data

Receive Queue

- data is also **queued** in the other direction
- the NIC copies packets into a **receive queue**
- it invokes an **interrupt** to tell the OS about new items
 - the NIC may batch multiple packets per interrupt
- if the queue is not cleared quickly → **packet loss**

Multi-Queue Adapters

- fast adapters can **saturate** a CPU
 - e.g. 10GbE cards, or multi-port GbE
- these NICs can manage **multiple** Rx and Tx queues
 - each queue gets its own interrupt
 - different queues → possibly different **CPU cores**

Checksum and TCP Offloading

- more advanced adapters can **offload** certain features
- e.g. computation of mandatory packet **checksums**
- but also TCP-related features
- needs both **driver** support and **TCP/IP stack** support

WiFi

- **wireless** network interface – ‘wireless ethernet’
- **shared** medium – electromagnetic waves in air
- (almost) mandatory **encryption**
 - otherwise easy to **eavesdrop** or even actively **attack**
- a very **complex** protocol (relative to hardware standards)
 - assisted by **firmware** running on the adapter

Review Questions

25. What is memory-mapped IO and DMA?

26. What is a system bus?

27. What is a graphics accelerator?

28. What is a NIC receive queue?

Part 8: Network Stack

Lecture Overview

1. Networking Intro
2. The TCP/IP Stack
3. Using Networks
4. Network File Systems

Part 8.1: Networking Intro

Host and Domain Names

- **hostname** = human readable computer name
- **hierarchical** system, little endian: `www.fi.muni.cz`
- FQDN = fully-qualified domain name
- the **local suffix** may be omitted (`ping aisa`)

Network Addresses

- address = **machine**-friendly and numeric
- IPv4 address: 4 octets (bytes): **192.168.1.1**
 - the octets are ordered MSB-first (big endian)
- IPv6 address: 16 octets
- Ethernet (MAC): 6 octets, **c8:5b:76:bd:6e:0b**

Network Types

- LAN = Local Area Network
 - Ethernet: **wired**, up to 10Gb/s
 - WiFi (802.11): **wireless**, up to 1Gb/s
- WAN = Wide Area Network (the internet)
 - PSTN, xDSL, PPPoE
 - GSM, 2G (GPRS, EDGE), 3G (UMTS), 4G (LTE)
 - also LAN technologies – Ethernet, WiFi

Networking Layers

1. Link (Ethernet, WiFi)
2. Internet / Network (IP)
3. Transport (TCP, UDP, ...)
4. Application (HTTP, SMTP, ...)

Networking and Operating Systems

- a **network stack** is a standard part of an OS
- large part of the stack lives in the **kernel**
 - although this only applies to **monolithic** kernels
 - microkernels use **user-space** networking
- another chunk is in system **libraries & utilities**

Kernel-Side Networking

- device **drivers** for networking **hardware**
- network and transport **protocol** layers
- **routing** and packet filtering (firewalls)
- networking-related **system calls** (sockets)
- network **file systems** (SMB, NFS)

System Libraries

- the `socket` and related APIs
- host `name resolution` (a DNS client)
- `encryption` and data `authentication` (SSL, TLS)
- `certificate` handling and validation

System Utilities & Services

- network **configuration** (`ifconfig`, `dhclient`, `dhcpcd`)
- route management (`route`, `bgpd`)
- **diagnostics** (`ping`, `traceroute`)
- packet logging and inspection (`tcpdump`)
- other network services (`ntpd`, `sshd`, `inetd`)

Networking Aspects

- packet format
 - what are the **units of communication**
- addressing
 - how are the sender and recipient **named**
- packet delivery
 - how a message is **delivered**

Protocol Nesting

- protocols run **on top** of each other
- this is why it is called a network **stack**
- higher levels make use of the lower levels
 - HTTP uses abstractions provided by TCP
 - TCP uses abstractions provided by IP

Packet Nesting

- higher-level **packets** are just **data** to the lower level
- an Ethernet **frame** can carry an **IP packet** in it
- the **IP packet** can carry a **TCP packet**
- the **TCP packet** can carry (a fragment of) an **HTTP request**

Stacked Delivery

- delivery is, in the abstract, **point-to-point**
 - routing is mostly **hidden** from upper layers
 - the upper layer requests **delivery** to an **address**
- lower-layer protocols are usually **packet-oriented**
 - packet size mismatches can cause **fragmentation**
- a packet can pass through **different** low-level **domains**

Layers vs Addressing

- not as straightforward as packet nesting
 - address relationships are tricky
- **special protocols** exist to translate addresses
 - DNS for hostname vs IP address mapping
 - ARP for IP vs MAC address mapping

ARP (Address Resolution Protocol)

- finds the MAC that corresponds to an IP
- required to allow **packet delivery**
 - IP uses the **link layer** to deliver its packets
 - the link layer must be given a **MAC address**
- the OS builds a **map** of IP $\$ \rightarrow \$$ **MAC translations**

Ethernet

- link-level communication protocol
- largely implemented in hardware
- the OS uses a well-defined interface
 - packet receive and submit
 - using MAC addresses (ARP is part of the OS)

Packet Switching

- **shared media** are inefficient due to **collisions**
- ethernet is typically **packet switched**
 - a **switch** is usually a **hardware device**
 - but also in software (usually for virtualisation)
 - physical connections form a **star topology**

Bridging

- bridges operate at the **link layer** (layer 2)
- a bridge is a two-port device
 - each port is connected to a **different LAN**
 - the bridge joins the LANs by **forwarding** frames
- can be done in hardware or software
 - **brctl** on Linux, **ifconfig** on OpenBSD

Tunneling

- tunnels are **virtual layer 2 or 3 devices**
- they **encapsulate** traffic using a higher-level protocol
- tunneling can implement **Virtual Private Networks**
 - a **software bridge** can operate over an UDP tunnel
 - the tunnel is usually **encrypted**

PPP (Point-to-Point Protocol)

- a **link-layer** protocol for **2-node networks**
- available over many **physical connections**
 - phone lines, cellular connections, DSL, Ethernet
 - often used to connect endpoints to the ISP
- supported by most operating systems
 - split between the **kernel** and **system utilities**

Wireless

- WiFi is mostly like (slow, unreliable) Ethernet
- needs **encryption** since anyone can listen
- also **authentication** to prevent **rogue connections**
 - PSK (pre-shared key), EAP / 802.11x
- encryption needs **key management**

Part 8.2: The TCP/IP Stack

IP (Internet Protocol)

- uses 4 byte (v4) or 16 byte (v6) addresses
 - split into **network** and **host** parts
- it is a packet-based protocol
- is a **best-effort** protocol
 - packets may get lost, reordered or corrupted

IP Networks

- IP networks roughly correspond to LANs
 - hosts on the **same network** are located with ARP
 - **remote** networks are reached via **routers**
- a **netmask** splits the address into network/host parts
- IP typically runs on top of Ethernet or PPP

Routing

- routers **forward** packets **between networks**
- somewhat like **bridges** but **layer 3**
- routers act as normal **LAN endpoints**
 - but represent entire remote IP networks
 - or even the entire internet

ICMP: Internet Control Message Protocol

- **control** messages (packets)
 - destination host/network unreachable
 - time to live exceeded
 - fragmentation required
- **diagnostic** packets, e.g. the **ping** command
 - **echo request** and **echo reply**
 - combine with TTL for **traceroute**

Services and TCP/UDP Port Numbers

- networks are generally used to **provide services**
 - each computer can host multiple
- different **services** can run on different **ports**
- port is a 16-bit number and some are given names
 - port 25 is SMTP, port 80 is HTTP, ...

TCP: Transmission Control Protocol

- a **stream**-oriented protocol on top of IP
- works like a **pipe** (transfers a byte sequence)
 - must respect **delivery order**
 - and also **re-transmit** lost packets
- must establish **connections**

TCP Connections

- the endpoints must establish a **connection** first
- each connection serves as a separate **data stream**
- a connection is **bidirectional**
- TCP uses a 3-way handshake: SYN, SYN/ACK, ACK

Sequence Numbers

- TCP packets carry **sequence numbers**
- these numbers are used to **re-assemble** the stream
 - IP packets can arrive **out of order**
- they are also used to **acknowledge reception**
 - and subsequently to manage re-transmission

Packet Loss and Re-transmission

- packets can get **lost** for a variety of reasons
 - a **link goes down** for an extended period of time
 - **buffer overruns** on routing equipment
- TCP sends **acknowledgments** for received packets
 - the ACKs use **sequence numbers** to identify packets

UDP: User (Unreliable) Datagram Protocol

- TCP comes with non-trivial **overhead**
 - and its guarantees are **not always required**
- UDP is a much **simpler** protocol
 - a very thin wrapper around IP
 - with **minimal overhead** on top of IP

Firewalls

- the **name** comes from building construction
 - a fire-proof barrier between parts of a building
- the idea is to **separate networks** from each other
 - making attacks harder from the outside
 - **limiting damage** in case of compromise

Packet Filtering

- packet filtering is an **implementation** of a **firewall**
- can be done on a **router** or at an **endpoint**
- **dedicated** routers + packet filters are **more secure**
 - a **single** such **firewall** protects the **entire network**
 - less opportunity for mis-configuration

Packet Filter Operation

- packet filters operate on a set of **rules**
 - the rules are generally **operator**-provided
- each incoming packet is **classified** using the rules
- and then **dispatched** accordingly
 - may be **forwarded**, dropped, **rejected** or edited

Packet Filter Examples

- packet filters are often part of the **kernel**
- the rule parser is a system utility
 - it loads rules from a **configuration file**
 - and sets up the kernel-side filter
- there are multiple **implementations**
 - **iptables**, **nftables** in Linux
 - **pf** in OpenBSD, **ipfw** in FreeBSD

Name Resolution

- users do not want to remember **numeric addresses**
 - phone numbers are bad enough
- host **names** are used instead
- can be stored in a file, e.g. `/etc/hosts`
 - not very practical for more than 3 computers
 - but there are millions of computers on the internet

DNS: Domain Name System

- hierarchical **protocol** for name resolution
 - runs on top of TCP or UDP
- domain **names are split** into parts using dots
 - each domain knows whom to ask for the next bit
 - the name database is effectively **distributed**

DNS Recursion

- take `www.fi.muni.cz.` as an example domain
- resolution starts from the right at **root servers**
 - the root servers refer us to the `cz.` servers
 - the `cz.` servers refer us to `muni.cz`
 - finally `muni.cz.` tells us about `fi.muni.cz`

DNS Recursion Example

```
$ dig www.fi.muni.cz. A +trace
.                IN NS  j.root-servers.net.
cz.              IN NS  b.ns.nic.cz.
muni.cz.        IN NS  ns.muni.cz.
fi.muni.cz.     IN NS  aisa.fi.muni.cz.
www.fi.muni.cz. IN A   147.251.48.1
```

DNS Record Types

- **A** is for (IP) Address
- **AAAA** is for an IPv6 Address
- **CNAME** is for an alias
- **MX** is for mail servers
- and many more

Part 8.3: Using Networks

Sockets Reminder

- the `socket API` comes from early BSD Unix
- socket represents a (possible) `network connection`
- you get a `file descriptor` for an open socket
- you can `read()` and `write()` to sockets
 - but also `sendmsg()` and `recvmsg()`
 - and `sendto()` and `recvfrom()`

Socket Types

- sockets can be **internet** or **unix domain**
 - internet sockets work across networks
- **stream** sockets are like files
 - you can write a continuous **stream** of data
 - usually implemented using TCP
- **datagram** sockets send individual **messages**
 - usually implemented using UDP

Creating Sockets

- a socket is created using the `socket()` function
- it can be turned into a `server` using `listen()`
 - individual `connections` are established with `accept()`
- or into a `client` using `connect()`

Resolver API

- `libc` contains a `resolver`
 - available as `gethostbyname` (and `getaddrinfo`)
 - also `gethostbyaddr` for `reverse lookups`
- can look in many different places
 - most systems support at least `/etc/hosts`
 - and DNS-based lookups

Network Services

- servers **listen** on a socket for incoming connections
 - a client actively establishes a **connection** to a server
- the network simply **transfers data** between them
- interpretation of the data is a **layer 7** issue
 - could be **commands**, file transfers, ...

Network Service Examples

- (secure) remote shell – `sshd`
- the internet **email suite**
 - MTA = Mail Transfer Agent, speaks SMTP
 - SMTP = Simple Mail-Transfer Protocol
- the **world wide web**
 - web servers provide content (files)
 - clients and servers speak HTTP and HTTPS

Client Software

- the `ssh` command uses the SSH protocol
 - a very useful system utility on virtually all UNIXes
- `web browser` is the client for world wide web
 - browsers are complex `application` programs
 - some of them bigger than even operating systems
- `email client` is also known as a MUA (Mail User Agent)

Part 8.4: Network File Systems

Why Network Filesystems?

- copying files back and forth is impractical
 - and also **error-prone** (which is the latest version?)
- how about storing data in a **central location**
- and **sharing** it with all the computers on the LAN

NAS (Network-Attached Storage)

- a (small) **computer** dedicated to **storing files**
- usually running a cut down operating system
 - often based on Linux or FreeBSD
- provides **file access** to the network
- sometimes additional **app-level services**
 - e.g. photo management, media streaming, ...

NFS (Network File System)

- the traditional UNIX **networked filesystem**
- hooked quite deep into the kernel
 - assumes generally reliable network (LAN)
- filesystems are **exported** for use over NFS
- the client side **mounts** the NFS-exported volume

NFS History

- originated in **Sun Microsystems** in the 80s
- v2 implemented in System V, DOS, ...
- v3 appeared in '95 and is **still in use**
- v4 arrives in 2000, improving **security**

VFS Reminder

- **implementation mechanism** for multiple FS types
- an object-oriented approach
 - **open**: **look up** the file for access
 - **read, write** – self-explanatory
 - **rename**: rename a file or directory

RPC (Remote Procedure Call)

- any **protocol** for **calling functions** on **remote hosts**
 - ONC-RPC = Open Network Computing RPC
 - NFS is based on ONC-RPC (also known as Sun RPC)
- NFS basically runs VFS operations using RPC
 - **easy to implement** on UNIX-like systems

Port Mapper

- ONC-RPC is executed over TCP or UDP
 - but it is more **dynamic** wrt. available services
- TCP/UDP **port numbers** are assigned **on demand**
- **portmap translates** from RPC services to port numbers
 - the port mapper itself listens on port 111

The NFS Daemon

- also known as `nfsd`
- provides NFS access to a **local file system**
- can run as a system service
- or it can be part of the kernel
 - this is more typical for **performance** reasons

SMB (Server Message Block)

- a **network file system** from Microsoft
- available in Windows since version 3.1 (1992)
 - originally ran on top of NetBIOS
 - later versions used TCP/IP
- SMB1 accumulated a lot of cruft and **complexity**

SMB 2.0

- simpler than SMB1 due to fewer retrofits and compat
- better performance and security
- support for symbolic links
- available since Windows Vista (2006)

Review Questions

29. What is ARP (Address Resolution Protocol)?

30. What is IP (Internet Protocol)?

31. What is TCP (Transmission Control Protocol)?

32. What is DNS (Domain Name Service)?

Part 9: Shells & User Interfaces

Lecture Overview

1. Command Interpreters
2. The Command Line
3. Graphical Interfaces

Part 9.1: Command Interpreters

Shell

- programming language centered on OS interaction
- rudimentary control flow
- untyped, text-centered variables
- dubious error handling

Interactive Shells

- almost all shells have an **interactive mode**
- the user inputs a single statement on keyboard
- when confirmed, it is immediately **executed**
- this forms the basis of **command-line interfaces**

Shell Scripts

- a **shell script** is an (executable) file
- in simplest form, it is a **sequence of commands**
 - each command goes on a separate line
 - executing a script is about the same as typing it
- but can use **structured programming** constructs

Shell Upsides

- very easy to write simple scripts
- first choice for simple automation
- often useful to save repetitive typing
- definitely **not** good for big programs

Bourne Shell

- a specific language in the 'shell' family
- the first shell with consistent programming support
 - available since 1976
- compatible shells are still widely used today
 - best known implementation is `bash`
 - `/bin/sh` is mandated by POSIX²

C Shell

- also known as `cs`, first released in 1978
- more C-like syntax than `sh` (Bourne Shell)
 - but not really very C-like at all
- improved interactive mode (over `sh` from '76)
- also still used today (mainly via `tcsh`)

Korn Shell

- also known as `ksh`, released in 1983
- middle ground between `sh` and `csk`
- basis of the POSIX.2 requirements
- a number of implementations exist

Commands

- typically a name of an executable
 - may also be control flow or a built-in
- the executable is looked up in the filesystem
- the shell does a `fork + exec`
 - this means new process for each command
 - process creation is fairly expensive

Built-in Commands

- `cd` change the working directory
- `export` for setting up environment
- `echo` print a message
- `exec` replace the shell process (no `fork`)

Variables / Parameters

- variable names are made of letters and digits
- `using` variables is indicated with `$`
- setting variables does `not` use the `$`
- all variables are global (except subshells)

```
variable="some text"  
echo $variable
```

Parameter Expansion / Variable Substitution

- **variables** are substituted as **text**
- **\$foo** is simply replaced with the content of **foo**
- **arithmetic** is not well supported in most shells
 - or any expression syntax, e.g. relational operators
 - consider the POSIX syntax **z=\$((x + y))**

Command Substitution

- basically like **parameter substitution**
- written as ``command`` or `$(command)`
 - first **executes** the command
 - and captures its standard output
 - then replaces `$(command)` with the output

Quoting

- whitespace is an **argument separator** in shell
- multi-word arguments must be **quoted**
- quotes can be double quotes **"x"** or single **'x'**
 - double quotes allow variable **substitution**

Quoting and Substitution

- **whitespace** from variable substitution must be **quoted**
 - `foo="hello world"`
 - `ls $foo` is different than `ls "$foo"`
- bad quoting is a very common source of **bugs**
- consider also **filenames** with spaces in them

Special Variables

- `$?` is the result of last command
- `$$` is the PID of the current shell
- `$1` through `$9` are positional parameters
 - `$#` is the number of parameters
- `$0` is the name of the shell – `argv[0]`

Environment

- is **like** shell variables but not the same
- the environment is passed to **all** executed **programs**
 - a child cannot modify environment of its parent
- variables are moved into the environment by **export**
- environment variables often act as **settings**

Important Environment Variables

- `$PATH` tells the system where to find programs
- `$HOME` is the home directory of the current user
- `$EDITOR` and `$VISUAL` set which text editor to use
- `$EMAIL` is the email address of the current user
- `$PWD` is the current working directory

Globbering

- patterns for quickly **listing** multiple **files**
- e.g. `ls *.c` shows all files ending in `.c`
- `*` matches any number of characters
- `?` matches one arbitrary character
- works on entire **paths** – `ls src/*/*.c`

Conditionals

- allows **conditional execution** of commands
- `if cond; then cmd1; else cmd2; fi`
- also `elif cond2; then cmd3; fi`
- `cond` is also a command (the exit code is used)

test (evaluating boolean expressions)

- originally an **external program**, also known as [
 - nowadays **built-in** in most shells
 - works around lack of expressions in shell
- evaluates its arguments and returns **true** or **false**
 - can be used with **if** and **while** constructs

test Examples

- `test file1 -nt file2` → 'nt' = newer than
- `test 32 -gt 14` → 'gt' = greater than
- `test foo = bar` → string equality
- combines with variable substitution (`test $y = x`)

Loops

- `while cond; do cmd; done`
 - `cond` is a command, like in `if`
- `for i in 1 2 3 4; do cmd; done`
 - allows globs: `for f in *.c; do cmd; done`
 - also command substitution
 - `for f in $(seq 1 10); do cmd; done`

Case Analysis

- selects a command based on **pattern matching**
- `case $x in *.c) cc $x;; *) ls $x;; esac`
 - yes, `case` really uses unbalanced parens
 - the `;;` indicates end of a case

Command Chaining

- `;` (semicolon): run two commands in sequence
- `&&` run the second command **if** the first succeeded
- `||` run the second command **if** the first failed
- e.g. compile and run: `cc file.c && ./a.out`

Pipes

- shells can run **pipelines** of commands
- `cmd1 | cmd2 | cmd3`
 - all commands are run **in parallel**
 - output of `cmd1` becomes input of `cmd2`
 - output of `cmd2` is processed by `cmd3`

`echo hello world | sed -e s,hello,goodbye,`

Functions

- you can also define **functions** in shell
- mostly a light-weight **alternative** to **scripts**
 - no need to **export** variables
 - but cannot be invoked by non-shell programs
- functions can also **set** variables

Part 9.2: The Command Line

Interactive Shell

- the shell displays a **prompt** and waits
- the user **types** in a **command** and hits enter
- the command is **executed** immediately
- **output** is printed to the **terminal**

Command Completion

- most shells let you use TAB to **auto-complete**
 - works at least for command names and file names
 - but “smart completion” is common
- interactive history: hit ‘up’ to recall a command
 - also interactive history search, e.g. **^R** in **bash**

Prompt

- the string printed when shell **expects a command**
- controlled by the **PS1** environment variable
- usually shows your **username** and the **hostname**
- or working **directory**, battery status, time, weather, ...

Job Control

- only one program can run in the foreground (terminal)
- but a running program can be suspended (C-z)
- and resumed in background (bg) or in foreground (fg)
- use & to run a command in background: ./spambot &

Terminal

- can **print text** and read text from a **keyboard**
- normally everything is printed on the last line
- the text could contain **escape** (control) sequences
 - for printing colourful text or clearing the screen
 - also for printing text at a **specific coordinate**

Full-Screen Terminal Apps

- applications can use the **entire** terminal **screen**
- a library abstracts away the low-level **control sequences**
 - the library is called **ncurses** for **new curses**
 - different terminals use different control sequences

UNIX Text Editors

- `sed` – stream editor, non-interactive
- `ed` – line oriented, interactive
- `vi` – visual, screen oriented
- `ex` – line-oriented mode of `vi`

TUI: Text User Interface

- special characters exist to draw **frames** and **separators**
- the program draws a **2D interface** on a terminal
- these types of interfaces can be quite comfortable
- they are often **easier to program** than GUIs
- very low bandwidth requirements for **remote use**

Part 9.3: Graphical Interfaces

Windowing Systems

- each application runs in its **own window**
 - or possibly multiple windows
- **multiple applications** can be shown on screen
- windows can be moved around, resized &c.
 - facilitated by frames around window content
 - generally known as **window management**

Window-less Systems

- especially popular on **smaller screens**
- applications take the entire screen
 - give or take status or control widgets
- **task switching** via a dedicated screen

A GUI Stack

- graphics card **driver**, mode setting
- **drawing**/painting (usually hardware-accelerated)
- multiplexing (e.g. using windows)
- **widgets**: buttons, labels, lists, ...
- **layout**: what goes where on the screen

Well-known GUI Stacks

- Windows
- macOS, iOS
- X11
- Wayland
- Android

Portability

- GUI 'toolkits' make **portability** easy
 - Qt, GTK, Swing, HTML5+CSS, ...
 - many of them run on **all major platforms**
- **code** portability is not the only issue
 - GUIs come with **look and feel** guidelines
 - portable applications may **fail to fit**

Text Rendering

- a surprisingly **complex** task
- unlike terminals, GUIs use variable pitch fonts
 - brings up issues like **kerning**
 - hard to predict **pixel width** of a line
- bad interaction with **printing** (cf. WYSIWIG)

Bitmap Fonts

- characters are represented as **pixel arrays**
 - usually just black and white
- traditionally pixel-drawn **by hand**
 - very time consuming (many letters, sizes, variants)
- the result is **sharp** but **jagged** (not smooth)

Outline Fonts

- Type1, TrueType – based on **splines**
- they can be **scaled** to arbitrary pixel sizes
- same font can be used for **screen** and for **print**
- rasterisation is usually done in **software**

Hinting, Anti-Aliasing

- screens are **low resolution** devices
 - typical HD displays have DPI around 100
 - laser printers have DPI of 300 or more
- **hinting**: deform outlines to better fit a pixel grid
- **anti-aliasing**: smooth outlines using grayscale

X11 (X Window System)

- a traditional UNIX windowing system
- provides a C API (`xlib`)
- built-in `network transparency` (socket-based)
- core protocol version 11 from 1987

X11 Architecture

- X **server** provides graphics and input
- X **client** is an application that uses X
- a **window manager** is a (special) client
- a **compositor** is another special client

Remote Displays

- **application** is running on computer A
- the display is **not** the console of A
 - could be a dedicated **graphical terminal**
 - could be another **computer** on a LAN
 - or even across the internet

Remote Display Protocols

- one approach is **pushing pixels**
 - VNC (Virtual Network Computing)
- X11 uses a custom **drawing** protocol
- others use **high-level** abstractions
 - NeWS (PostScript-based)
 - HTML5 + JavaScript

VNC (Virtual Network Computing)

- sends **compressed pixel data** over the wire
 - can leverage regularities in pixel data
 - can send **incremental updates**
- and **input events** in the other direction
- no support for **peripherals** or file sync

RDP (Remote Desktop Protocol)

- more sophisticated than VNC (but proprietary)
- can also send **drawing commands** over the wire
 - like X11, but using DirectX drawing
 - also allows remote **OpenGL**
- support for audio, remote USB &c.

SPICE

- Simple Protocol for Independent Computing Env.
- open protocol somewhere between VNC and RDP
- can send OpenGL (but only over a **local socket**)
- two-way **audio**, USB, **clipboard** integration
- still mainly based on **pushing** (compressed) **pixels**

Remote Desktop Security

- the user needs to be **authenticated** over network
 - passwords are easy, biometric data less so
- the data stream should be **encrypted**
 - not part of the X11 or NeWS protocols
 - or even HTTP by default (used for HTML5/JS)

Review Questions

33. What is a shell?

34. What does variable substitution mean?

35. What is an environment variable?

36. What belongs into the GUI stack?

Part 10: Access Control

Lecture Overview

1. Multi-User Systems
2. File Systems
3. Sub-user Granularity

Part 10.1: Multi-User Systems

Users

- originally a proxy for **people**
- currently a more **general abstraction**
- user is the unit of **ownership**
- many **permissions** are user-centered

Computer Sharing

- computer is a (often costly) **resource**
- efficiency of use is a concern
 - a single user rarely exploits a computer fully
- data sharing makes access control a necessity

Ownership

- various **objects** in an OS can be **owned**
 - primarily **files** and **processes**
- the owner is typically whoever **created** the object
 - though ownership can be **transferred**
 - restrictions usually apply

Process Ownership

- each **process** belongs to some user
- the process acts **on behalf** of the user
 - the process gets the same privilege as its owner
 - this both **constrains** and **empowers** the process
- processes are **active** participants

File Ownership

- each **file** also belongs to some user
- this gives **rights** to the **user** (or rather their processes)
 - they can **read** and **write** the file
 - they can **change permissions** or ownership
- files are **passive** participants

Access Control Models

- **owners** usually decide who can access their objects
 - this is known as **discretionary** access control
- in high-security environments, this is not allowed
 - known as **mandatory** access control
 - a central authority decides the policy

(Virtual) System Users

- users are a useful ownership **abstraction**
- various system services get their own 'fake' users
- this allows them to **own files** and **processes**
- and also **limit** their **access** to the rest of the OS

Principle of Least Privilege

- entities should have **minimum** privilege required
 - applies to **software** components
 - but also to **human** users of the system
- this **limits** the scope of **mistakes**
 - and also of security compromises

Privilege Separation

- different parts of a system need different privilege
- least privilege dictates **splitting** the system
 - components are **isolated** from each other
 - they are given only the rights they need
- components **communicate** using very simple IPC

Process Separation

- recall that each process runs in its own **address space**
 - **shared memory** must be explicitly requested
- each **user** has a view of the **filesystem**
 - a lot more is shared by default in the filesystem
 - especially the **namespace** (directory hierarchy)

Access Control Policy

- there are 3 pieces of information
 - the **subject** (user)
 - the **action/verb** (what is to be done)
 - the **object** (the file or other resource)
- there are many ways to **encode** this information

Access Rights Subjects

- in a typical OS those are (possibly virtual) **users**
 - sub-user units are possible (e.g. programs)
 - **roles** and **groups** could also be subjects
- the subject must be **named** (names, identifiers)
 - easy on a single system, **hard** in a **network**

Access Rights Actions (Verbs)

- the available 'verbs' (actions) depend on **object** type
- a typical object would be a **file**
 - files can be **read**, **written**, **executed**
 - **directories** can be **searched** or **listed** or **changed**
- network connections can be established &c.

Access Rights Objects

- anything that can be **manipulated** by **programs**
 - although not everything is subject to access control
- could be **files**, **directories**, **sockets**, shared **memory**, ...
- object **names** depend on their type
 - file paths, i-node numbers, IP addresses, ...

Subjects in POSIX

- there are 2 types of **subjects**: **users** and **groups**
- each **user** can belong to **multiple groups**
- users are split into **normal** users and **root**
 - **root** is also known as the **super-user**

User and Group Identifiers

- users and groups are represented as **numbers**
 - this improves **efficiency** of many operations
 - the numbers are called **uid** and **gid**
- those numbers are valid on a **single computer**
 - or at most, a local network

User Management

- the system needs a **database** of **users**
- in a network, user **identities** often need to be **shared**
- could be as simple as a **text file**
 - `/etc/passwd` and `/etc/group` on UNIX systems
- or as complex as a distributed database

Changing Identities

- each **process** belongs to a particular **user**
- ownership is **inherited** across **fork()**
- **super-user** processes can use **setuid()**
- **exec()** can sometimes change a process owner

Login

- a super-user process manages **user logins**
- the user types in their name and **password**
 - the **login** program **authenticates** the user
 - then calls **setuid()** to change the process owner
 - and uses **exec()** to start a shell for the user

User Authentication

- the user needs to **authenticate** themselves
- **passwords** are the most commonly used method
 - the **system** needs to recognize the right password
 - user should be able to change their password
- **biometric** methods are also quite popular

Remote Login

- authentication over **network** is more complicated
- **passwords** are easiest, but not easy
 - **encryption** is needed to safely transmit passwords
 - along with **computer authentication**
- **2-factor** authentication is a popular improvement

Computer Authentication

- how to ensure we send the password to the **right party**?
 - an attacker could **impersonate** our remote computer
- usually via **asymmetric cryptography**
 - a private key can be used to **sign** messages
 - the server signs a challenge to establish its **identity**

2-factor Authentication

- 2 different types of authentication
 - harder to spoof **both** at the same time
- there are a few factors to pick from
 - something the user **knows** (password)
 - something the user **has** (keys, tokens)
 - what the user **is** (biometric)

Enforcement: Hardware

- all **enforcement** begins with the hardware
 - the CPU provides a **privileged mode** for the kernel
 - DMA memory and IO instructions are **protected**
- the MMU allows the kernel to **isolate processes**
 - and protect its own integrity

Enforcement: Kernel

- kernel uses **hardware facilities** to implement security
 - it stands between **resources** and **processes**
 - access is mediated through **system calls**
- **file systems** are part of the kernel
- **user** and **group abstractions** are part of the kernel

Enforcement: System Calls

- the kernel acts as an **arbitrator**
- a process is trapped in its own **address space**
- processes use system calls to access resources
 - kernel can decide what to allow
 - based on its **access control model** and **policy**

Enforcement: Service APIs

- userland processes can enforce access control
 - usually system services which provide IPC API
- e.g. via the `getpeereid()` system call
 - tells the caller **which user** is **connected** to a socket
 - user-level access control relies on **kernel** facilities

Part 10.2: File Systems

File Access Rights

- **file systems** are a case study in access control
- all modern file systems maintain **permissions**
 - the only extant **exception** is FAT (USB sticks)
- different systems adopt different representation

Representation

- file systems are usually **object-centric**
 - permissions are attached to individual objects
 - easily answers “who can access this file”?
- there is a **fixed** set of **verbs**
 - those may be different for **files** and **directories**
 - different **systems** allow **different verbs**

The UNIX Model

- each file and directory has a single **owner**
- plus a single owning **group**
 - not limited to those the owner belongs to
- **ownership** and **permissions** are attached to **i-nodes**

Access vs Ownership

- POSIX ties **ownership** and **access** rights
- only 3 subjects can be named on a file
 - the owner (user)
 - the owning group
 - anyone else

Access Verbs in POSIX File Systems

- read: **read** a file, **list** a directory
- write: **write** a file, **link/unlink** i-nodes to a directory
- execute: **exec** a program, enter the directory
- execute as owner (group): **setuid/setgid**

Permission Bits

- basic UNIX **permissions** can be encoded in **9 bits**
- 3 bits per 3 subject designations
 - first comes the owner, then group, then others
 - written as e.g. **rxr-x--** or **0750**
- plus two numbers for the owner/group identifiers

Changing File Ownership

- the owner and `root` can change file owners
- `chown` and `chgrp` system utilities
- or via the C API
 - `chown()`, `fchown()`, `fchownat()`, `lchown()`
 - same set for `chgrp`

Changing File Permissions

- again available to the owner and to `root`
- `chmod` is the user space utility
 - either numeric argument: `chmod 644 file.txt`
 - or symbolic: `chmod +x script.sh`
- and the corresponding system call (numeric-only)

setuid and setgid

- special permissions on executable files
- they allow exec to also change the process owner
- often used for granting extra privileges
 - e.g. the mount command runs as the super-user

Sticky Directories

- file creation and deletion is a **directory** permission
 - this is problematic for **shared directories**
 - in particular the system `/tmp` directory
- in a **sticky** directory, different rules apply
 - new files can be created as usual
 - only the **owner** can **unlink** a file from the directory

Access Control Lists

- ACL is a list of ACE's (access control **elements**)
 - each ACE is a subject + verb pair
 - it can name an arbitrary user
- ACL is attached to an object (file, directory)
- more flexible than the traditional UNIX system

ACLs and POSIX

- part of POSIX.1e (security extensions)
- most POSIX systems implement ACLs
 - this does **not** supersede UNIX permission bits
 - instead, they are interpreted as part of the ACL
- **file system** support is not universal (but widespread)

Device Files

- UNIX represents **devices** as **special i-nodes**
 - this makes them subject to normal **access control**
- the particular device is described in the **i-node**
 - only a **super-user** can create device nodes
 - users could otherwise gain access to any device

Sockets and Pipes

- **named** sockets and pipes are just **i-nodes**
 - also subject to standard file permissions
- especially useful with **sockets**
 - a service sets up a **named socket** in the file system
 - **file permissions** decide who can talk to the service

Special Attributes

- flags that allow **additional restrictions** on file use
 - e.g. **immutable** files (cannot be changed by anyone)
 - **append-only** files (for logfile integrity protection)
 - compression, copy-on-write controls
- **non-standard** (Linux **chattr**, BSD **chflags**)

Network File System

- NFS 3.0 simply transmits numeric `uid` and `gid`
 - the numbering needs to be `synchronised`
 - can be done via a `central user database`
- NFS 4.0 uses `per-user` authentication
 - the user authenticates to the server directly
 - filesystem `uid` and `gid` values are mapped

File System Quotas

- **storage space** is limited, **shared** by users
 - files take up storage space
 - file ownership is also a **liability**
- **quotas** set up **limits** space use by users
 - exhausted quota can lead to **denial** of **access**

Removable Media

- access control at **file system** level makes no sense
 - other computers may choose to **ignore** permissions
 - **user names** or id's would not make sense anyway
- option 1: **encryption** (for denying reads)
- option 2: **hardware**-level controls
 - usually read-only vs read-write on the entire medium

The `chroot` System Call

- each process in UNIX has its own **root directory**
 - for most, this coincides with the **system root**
- the root directory can be changed using `chroot()`
- can be useful to **limit** file system **access**
 - e.g. in **privilege separation** scenarios

Uses of `chroot`

- `chroot` alone is **not** a security mechanism
 - a super-user process can **get out** easily
 - but not easy for a **normal user** process
- also useful for **diagnostic** purposes
- and as lightweight alternative to **virtualisation**

Part 10.3: Sub-User Granularity

Users are Not Enough

- users are not always the right abstraction
 - **creating users** is relatively **expensive**
 - only a super-user can create new users
- you may want to include **programs** as **subjects**
 - or rather, the combination user + program

Naming Programs

- users have user names, but how about programs?
- option 1: cryptographic **signatures**
 - **portable** across computers but **complex**
 - establishes **identity** based on the **program itself**
- option 2: i-node of the **executable**
 - simple, local, identity based on **location**

Program as a Subject

- program: passive (file) vs active (processes)
 - only a **process** can be a subject
 - but program **identity** is attached to the file
- rights of a **process** depend on its **program**
 - `exec()` will change privileges

Mandatory Access Control

- delegates permission control to a **central authority**
- often coupled with **security labels**
 - classifies **subjects** (users, processes)
 - and also **objects** (files, sockets, programs)
- the owner **cannot** change object permissions

Capabilities

- not all verbs (actions) need to take objects
- e.g. shutting down the computer (there is only one)
- mounting file systems (they can't be always named)
- listening on ports with number less than 1024

Dismantling the `root` User

- the traditional `root` user is **all-powerful**
 - “all or nothing” is often unsatisfactory
 - violates the principle of least privilege
- many special properties of `root` are capabilities
 - `root` then becomes the user with all capabilities
 - other users can get selective privileges

Security and Execution

- security hinges on what is **allowed to execute**
- **arbitrary code execution** are the worst exploits
 - this allows **unauthorized** execution of code
 - same effect as **impersonating** the user
 - almost as bad as stolen credentials

Untrusted Input

- programs often process **data** from **dubious sources**
 - think image viewers, audio & video players
 - archive extraction, font rendering, ...
- bugs in programs can be **exploited**
 - the program can be **tricked** into **executing data**

Process as a Subject

- some privileges can be tied to a particular **process**
 - those only apply during the **lifetime** of the process
 - often **restrictions** rather than privileges
 - this is how **privilege dropping** is done
- restrictions are **inherited** across **fork()**

Sandboxing

- tries to **limit damage** from code execution **exploits**
- the program **drops** all privileges it can
 - this is done **before** it touches any of the **input**
 - the attacker is stuck with the **reduced privileges**
 - this can often prevent a successful attack

Untrusted Code

- traditionally, you would only execute **trusted** code
 - often based on **reputation** or other **external** factors
 - this does not **scale** to a large number of vendors
- it is common to execute **untrusted**, even dubious code
 - this can be okay with sufficient **sandboxing**

API-Level Access Control

- capability system for **user-level resources**
 - things like contact lists, calendars, bookmarks
 - objects not provided directly by the kernel
- enforcement e.g. via a **virtual machine**
 - not applicable to execution of **native code**
 - alternative: an IPC-based API

Android/iOS Permissions

- applications from a store are **semi-trusted**
- typically **single-user** computers/devices
- permissions are attached to **apps** instead of users
- partially virtual users, partially API-level

Review Questions

37. What is a user?

38. What is the principle of least privilege?

39. What is an access control object?

40. What is a sandbox?

Part 11: Virtualisation & Containers

Lecture Overview

1. Hypervisors
2. Containers
3. Management

Part 11.1: Hypervisors

What is a Hypervisor

- also known as a Virtual Machine Monitor
- allows execution of **multiple operating systems**
- like a kernel that runs kernels
- improves **hardware utilisation**

Motivation

- OS-level sharing is tricky
 - **user isolation** is often **insufficient**
 - only **root** can install software
- the hypervisor/OS interface is **simple**
 - compared to OS-application interfaces

Virtualisation in General

- many resources are “virtualised”
 - physical **memory** by the MMU
 - **peripherals** by the OS
- makes **resource management** easier
- enables **isolation** of components

Hypervisor Types

- type 1: bare metal
 - standalone, microkernel-like
- type 2: hosted
 - runs on top of normal OS
 - usually need **kernel support**

Type 1 (Bare Metal)

- IBM z/VM
- (Citrix) Xen
- Microsoft Hyper-V
- VMWare ESX

Type 2 (Hosted)

- VMWare (Workstation, Player)
- Oracle VirtualBox
- Linux KVM
- FreeBSD bhyve
- OpenBSD vmm

History

- started with mainframe computers
- IBM CP/CMS: 1968
- IBM VM/370: 1972
- IBM z/VM: 2000

Desktop Virtualisation

- **x86** hardware lacks **virtual supervisor mode**
- **software-only** solutions viable since late 90s
 - Bochs: 1994
 - VMWare Workstation: 1999
 - QEMU: 2003

Paravirtualisation

- introduced as VMI in 2005 by VMWare
- alternative approach in Xen in 2006
- relies on **modification** of the **guest OS**
- near-native speed without HW support

The Virtual x86 Revolution

- 2005: virtualisation extensions on x86
- 2008: MMU virtualisation
- unmodified guest at near-native speed
- most software-only solutions became obsolete

Paravirtual Devices

- special **drivers** for **virtualised devices**
 - block storage, network, console
 - random number generator
- **faster** and **simpler** than emulation
 - orthogonal to CPU/MMU virtualisation

Virtual Computers

- usually known as Virtual Machines
- everything in the computer is virtual
 - either via hardware (VT-x, EPT)
 - or software (QEMU, virtio, ...)
- much **easier to manage** than actual hardware

Essential Resources

- the CPU and RAM
- persistent (block) storage
- network connection
- a console device

CPU Sharing

- same principle as normal **processes**
- there is a **scheduler** in the hypervisor
 - simpler, with different trade-offs
- privileged instructions are trapped

RAM Sharing

- very similar to standard **paging**
- software (shadow paging)
- or hardware (second-level translation)
- fixed amount of RAM for each VM

Shadow Page Tables

- the **guest** system **cannot** access the MMU
- set up **shadow table**, invisible to the guest
- guest page tables are sync'd to the sPT by VMM
- the gPT can be made read-only to cause traps

Second-Level Translation

- hardware-assisted MMU virtualisation
- adds guest-physical to host-physical layer
- greatly **simplifies** the VMM
- also much **faster** than shadow page tables

Network Sharing

- usually a paravirtualised NIC
 - transports **frames** between guest and host
 - usually connected to a **SW bridge** in the host
 - alternatives: routing, NAT
- a single physical NIC is used by everyone

Virtual Block Devices

- usually also paravirtualised
- often backed by normal files
 - maybe in a special format
 - e.g. based on copy-on-write
- but can be a real block device

Special Resources

- mainly useful in **desktop systems**
- GPU / graphics hardware
- audio equipment
- printers, scanners, ...

PCI Passthrough

- an anti-virtualisation technology
- based on an IO-MMU (VT-d, AMD-Vi)
- a **virtual** OS can touch **real** hardware
 - only one OS at a time, of course

GPUs and Virtualisation

- can be **assigned** (via VT-d) to a **single OS**
- or **time-shared** using native drivers (GVT-g)
- paravirtualised
- shared by other means (X11, SPICE, RDP)

Peripherals

- useful either via **passthrough**
 - audio, webcams, ...
- or **standard sharing** technology
 - network printers & scanners
 - networked audio servers

Peripheral Passthrough

- **virtual** PCI, USB or SATA bus
- **forwarding** to a real device
 - e.g. a single USB stick
 - or a single SATA drive

Suspend & Resume

- the VM can be quite easily **stopped**
- the RAM of a stopped VM can be **copied**
 - e.g. to a **file** in the host filesystem
 - along with **registers** and other state
- and also later **loaded** and **resumed**

Migration Basics

- the stored state can be **sent over network**
- and resumed on a **different host**
- as long as the virtual environment is same
- this is known as **paused** migration

Live Migration

- uses **asynchronous** memory snapshots
- host copies pages and marks them read-only
- the snapshot is sent as it is constructed
- changed pages are sent at the end

Live Migration Handoff

- the VM is then paused
- registers and last few pages are sent
- the VM is **resumed** at the remote end
- usually within a **few milliseconds**

Memory Ballooning

- how to **deallocate** “physical” memory?
 - i.e. return it to the hypervisor
- this is often desirable in virtualisation
- needs a special host/guest interface

Part 11.2: Containers

What are Containers?

- OS-level virtualisation
 - e.g. virtualised **network stack**
 - or restricted **file system** access
- **not** a complete virtual computer
- turbocharged processes

Why Containers

- virtual machines take a while to boot
- each VM needs its **own kernel**
 - this adds up if you need many VMs
- easier to **share memory** efficiently
- easier to cut down the OS image

Kernel Sharing

- multiple containers share a **single kernel**
- but not user tables, process tables, ...
- the kernel must explicitly support this
- another level of **isolation** (process, user, container)

Boot Time

- a light virtual machine takes a second or two
- a container can take under 50ms
- but VMs can be suspended and resumed
- but dormant VMs take up a lot more space

chroot

- the mother of all container systems
- not very sophisticated or secure
- but allows multiple OS images under 1 kernel
- everything else is shared

chroot-based 'Containers'

- process tables, network, etc. are shared
- the superuser must also be shared
- containers have their **own view** of the filesystem
 - including **system libraries** and **utilities**

BSD Jails

- an evolution of the `chroot` container
- adds `user` and `process table` separation
- and a virtualised network stack
 - each jail can get its own IP address
- `root` in the jail has limited power

Linux VServer

- like BSD jails but on Linux
 - FreeBSD jail 2000, VServer 2001
- not part of the mainline kernel
- jailed `root` user is partially isolated

Namespaces

- **visibility** compartments in the Linux kernel
- virtualizes common OS resources
 - the filesystem hierarchy (including mounts)
 - process tables
 - networking (IP address)

cgroups

- controls **HW resource allocation** in Linux
- a CPU group is a fair scheduling unit
- a memory group sets limits on memory use
- mostly orthogonal to namespaces

LXC

- mainline Linux way to do containers
- based on namespaces and **cgroups**
- relative newcomer (2008, 7 years after vserver)
- feature set similar to VServer, OpenVZ &c.

User-Mode Linux

- halfway between a container and a virtual machine
- an early fully paravirtualised system
- a Linux kernel runs as a process on another Linux
- integrated in Linux 2.6 in 2003

DragonFlyBSD Virtual Kernels

- very similar to User-Mode Linux
- part of DFlyBSD since 2007
- uses standard `libc`, unlike UML
- paravirtual ethernet, storage and console

User Mode Kernels

- easier to retrofit securely
 - uses existing security mechanisms
 - for the host, mostly a standard process
- the kernel needs to be ported though
 - analogous to a new hardware platform

Migration

- not widely supported, unlike in hypervisors
- process state is much harder to serialise
 - file descriptors, network connections &c.
- somewhat mitigated by fast shutdown/boot time

Part 11.3: Management

Disk Images

- disk image is the embodiment of the VM
- the virtual OS needs to be installed
- the image can be a simple file
- or a dedicated block device on the host

Snapshots

- making a copy of the image = snapshot
- can be done more efficiently: copy on write
- alternative to OS installation
 - make copies of the **freshly installed** image
 - and run updates after cloning the image

Duplication

- each image will have a copy of the system
- copy-on-write snapshots can help
 - most of the base system will not change
 - regression as images are updated separately
- block-level de-duplication is expensive

File Systems

- disk images contain entire file systems
- the virtual disk is of (apparently) fixed size
- sparse images: unwritten area is not stored
- initially only filesystem metadata is allocated

Overcommit

- the host can allocate more resources than it has
- this works as long as not many VMs reach limits
- enabled by sparse images and CoW snapshots
- also applies to available RAM

Thin Provisioning

- the act of obtaining resources on demand
- the host system can be extended as needed
 - to keep pace with growing guest demands
- alternatively, VMs can be migrated out
- improves resource utilisation

Configuration

- each OS has its own configuration files
- same methods apply as for physical networks
 - software configuration management
- bundled services are deployed to VMs

Bundling vs Sharing

- bundling makes deployment easier
- the bundled components have known behaviour
- but updates are much trickier
- this also prevents resource sharing

Security

- hypervisors have a decent track record
 - security here means protection of host from guest
 - breaking out is still possible sometimes
- containers are more of a mixed bag
 - many hooks are needed into the kernel

Updates

- each system needs to be updated separately
 - this also applies to containers
- blocks coming from a common ancestor are shared
 - but updating images means loss of sharing

Container vs VM Updates

- de-duplication may be easier in containers
 - shared file system – e.g. link farming
- kernel updates: containers and type 2 hypervisors
 - can be mitigated by live migration
- type 1 hypervisors need less downtime

Docker

- automated container image management
- mainly a service deployment tool
- containers share a single Linux kernel
 - the kernel itself can run in a VM
- rides on a wave of bundling resurgence

The Cloud

- public virtualisation infrastructure
- “someone else’s computer”
- the guests are **not** secure against the host
 - entire memory is exposed, including secret keys
 - host compromise is fatal
- the host is mostly secure from the guests

Review Questions

41. What is a hypervisor?

42. What is paravirtualisation?

43. How are VMs suspended and migrated?

44. What is a container?

Part 12: Special-Purpose Operating Systems

Review Questions

45.Question 1

46.Question 2

47.Question 3

48.Question 4

Part 13: Review

What is an OS **made of**?

- the kernel
- system libraries
- system daemons / services
- user interface
- system utilities

Basically **every OS** has those.

The Kernel

- lowest level of an operating system
- executes in privileged mode
- manages all the other software
 - including other OS components
- enforces isolation and security
- provides low-level services to programs

System Libraries

- form a layer above the OS kernel
- provide **higher-level** services
 - use kernel services behind the scenes
 - **easier to use** than the kernel interface
- typical example: **libc**
 - provides C functions like **printf**
 - also known as **msvcrt** on Windows

Programming Interfaces

- kernel **system call** interface
- → **system libraries** / APIs ←
- inter-process protocols
- command-line utilities (scripting)

(System) Libraries

- mainly **C functions** and **data types**
- interfaces defined in **header files**
- definitions provided in **libraries**
 - static libraries (archives): **libc.a**
 - shared (dynamic) libraries: **libc.so**
- on Windows: **msvcrt.lib** and **msvcrt.dll**
- there are (many) more besides **libc / msvcrt**

Shared (Dynamic) Libraries

- required for **running** programs
- linking is done at **execution** time
- less code duplication
- can be **upgraded** separately
- but: dependency problems

Why is Everything a File

- re-use the comprehensive file system API
- re-use existing file-based command-line tools
- bugs are bad → simplicity is good
- want to print? `cat file.txt > /dev/ulpt0`
 - (reality is a little more complex)

What is a Filesystem?

- a set of **files** and **directories**
- usually lives on a single block device
 - but may also be virtual
- directories and files form a **tree**
 - directories are internal nodes
 - files are leaf nodes

File Descriptors

- the kernel keeps a table of open files
- the **file descriptor** is an index into this table
- you do everything using file descriptors
- non-Unix systems have similar concepts

Regular files

- these contain **sequential data** (bytes)
- may have inner structure but the OS does not care
- there is **metadata** attached to files
 - like when were they last modified
 - who can and who cannot access the file
- you **read()** and **write()** files

Privileged CPU Mode

- many operations are **restricted** in **user mode**
 - this is how **user programs** are executed
 - also **most** of the operating system
- software running in privileged mode can do ~anything
 - most importantly it can program the **MMU**
 - the **kernel** runs in this mode

Memory Management Unit

- is a subsystem of the processor
- takes care of **address translation**
 - user software uses **virtual addresses**
 - the MMU translates them to **physical addresses**
- the mappings can be managed by the OS kernel

What does a Kernel Do?

- **memory** & process management
- task (thread) **scheduling**
- device drivers
 - SSDs, GPUs, USB, bluetooth, HID, audio, ...
- file systems
- networking

Kernel Architecture Types

- **monolithic** kernels (Linux, *BSD)
- microkernels (Mach, L4, QNX, NT, ...)
- **hybrid** kernels (macOS)
- type 1 **hypervisors** (Xen)
- exokernels, rump kernels

System Call Sequence

- first, `libc` prepares the system call `arguments`
- and puts the system call `number` in the correct register
- then the CPU is switched into `privileged mode`
- this also transfers control to the `syscall handler`

What is an i-node?

- an **anonymous**, file-like object
- could be a **regular file**
 - or a directory
 - or a special file
 - or a symlink

Disk-Like Devices

- disk drives provide **block-level** access
- read and write data in 512-byte chunks
 - or also 4K on big modern drives
- a big numbered **array of blocks**

I/O Scheduler (Elevator)

- reads and writes are requested by users
- access ordering is crucial on a mechanical drive
 - not as important on an SSD
 - but sequential access is still **much preferred**
- requests are **queued** (recall, disks are slow)
 - but they are **not** processed in **FIFO** order

Filesystem as Resource Sharing

- usually only 1 or few disks per computer
- many programs want to store **persistent** data
- file system **allocates space** for the data
 - which blocks belong to which file
- different programs can write to different files
 - no risk of trying to **use the same block**

Filesystem as Abstraction

- allows the data to be **organised** into files
- enables the user to **manage** and review data
- files have arbitrary & **dynamic size**
 - blocks are **transparently** allocated & recycled
- **structured** data instead of a flat block array

Memory-mapped IO

- uses **virtual memory**
- treat a file **as if** it was swap space
- the file is **mapped** into process memory
 - **page faults** indicate that data needs to be read
 - **dirty** pages cause writes
- available as the **mmap** system call

Fragmentation

- **internal** – not all blocks are fully used
 - files are of variable size, blocks are fixed
 - a 4100 byte file needs 2 4 KiB blocks
- **external** – free space is non-contiguous
 - happens when many files try to grow at once
 - this means new **files are also fragmented**

Hard Links

- **multiple names** can refer to the **same i-node**
 - names are given by **directory entries**
 - we call such multiple-named files **hard links**
 - it's usually forbidden to hard-link directories
- hard links cannot cross device boundaries
 - i-node numbers are only unique within a filesystem

Process Resources

- **memory** (address space)
- **processor** time
- open files (descriptors)
 - also working directory
 - also network connections

Process Memory

- each process has its own **address space**
- this means processes are **isolated** from each other
- requires that the CPU has an MMU
- implemented via **paging** (page tables)

Process Switching

- switching processes means switching **page tables**
- physical addresses do **not** change
- but the **mapping** of virtual addresses does
- large part of physical memory is **not mapped**
 - could be completely unallocated (unused)
 - or belong to **other processes**

What is a Thread?

- thread is a **sequence** of instructions
- different threads run different instructions
 - as opposed to SIMD or many-core units (GPUs)
- each thread has its own **stack**
- multiple threads can **share** an address space

Fork

- how do we create **new processes**?
- by **fork**-ing existing processes
- fork creates an **identical copy** of a process
- execution continues in both processes
 - each of them gets a different **return value**

Process vs Executable

- process is a **dynamic** entity
- executable is a **static** file
- an executable contains an initial **memory image**
 - this sets up memory layout
 - and content of the **text** and **data** segments

Exec

- on UNIX, processes are created via `fork`
- how do we `run programs` though?
- `exec`: load a new `executable` into a process
 - this completely `overwrites` process memory
 - execution starts from the `entry point`
- running programs: `fork` + `exec`

What is a Scheduler?

- scheduler has two related tasks
 - **plan** when to run which thread
 - actually **switch** threads and processes
- usually part of the **kernel**
 - even in micro-kernel operating systems

Interrupt

- a way for hardware to **request attention**
- CPU **mechanism** to divert execution
- partial (CPU state only) **context switch**
- switch to **privileged** (kernel) CPU mode

Timer Interrupt

- generated by the PIT or the local APIC
- the OS can **set the frequency**
- a hardware interrupt happens on each **tick**
- this creates an opportunity for bookkeeping
- and for **preemptive scheduling**

What is Concurrency?

- events that can happen at the same time
- it is not important if it **does**, only that it **can**
- events can be given a **happens-before** partial order
- they are **concurrent** if unordered by **happens-before**

Why Concurrency?

- problem decomposition
 - different **tasks** can be largely independent
- reflecting external concurrency
 - serving **multiple clients** at once
- performance and hardware limitations
 - **higher throughput** on multicore computers

Critical Section

- any section of code that must **not** be **interrupted**
- the statement $x = x + 1$ **could** be a critical section
- what is a critical section is **domain-dependent**
 - another example could be a bank transaction
 - or an insertion of an element into a linked list

Race Condition: Definition

- (anomalous) behaviour that **depends on timing**
- typically among **multiple threads** or processes
- an **unexpected sequence** of events happens
- recall that ordering is not guaranteed

Mutual Exclusion

- only one thread can access a resource at once
- ensured by a **mutual exclusion device** (a.k.a **mutex**)
- a mutex has 2 operations: **lock** and **unlock**
- **lock** may need to wait until another thread **unlocks**

Deadlock Conditions

1. mutual exclusion
2. hold and wait condition
3. non-preemptability
4. circular wait

Deadlock is only possible if all 4 are present.

Starvation

- starvation happens when a process **can't** make **progress**
- **generalisation** of both **deadlock** and **livelock**
- for instance, **unfair** scheduling on a busy system
- also recall the **readers and writers** problem

What is a Driver?

- piece of **software** that talks to a **device**
- usually quite specific / **unportable**
 - tied to the particular **device**
 - and also to the **operating system**
- often part of the **kernel**

Drivers and Microkernels

- drivers are **excluded** from microkernels
- but the driver still needs **hardware access**
 - this could be a special **memory region**
 - it may need to **react** to **interrupts**
- in principle, everything can be done **indirectly**
 - but this may be quite **expensive**, too

Interrupt-driven IO

- peripherals are **much** slower than the CPU
 - **polling** the device is expensive
- the peripheral can **signal** data availability
 - and also **readiness** to accept more data
- this **frees up CPU** to do other work in the meantime

Memory-mapped IO

- devices **share** address space with memory
- **more common** in contemporary systems
- IO uses the same instructions as memory access
 - **load** and **store** on RISC, **mov** on **x86**
- allows **selective** user-level access (via the MMU)

Direct Memory Access

- allows the device to directly read/write **memory**
- this is a **huge** improvement over **programmed IO**
- **interrupts** only indicate buffer **full/empty**
- devices can read and write arbitrary **physical** memory
 - opens up **security** / reliability problems

GPU Drivers

- split into a number of components
- graphics output / frame buffer access
- **memory management** is often done in kernel
- geometry, textures &c. are prepared **in-process**
- front end API: OpenGL, Direct3D, Vulkan, ...

Storage Drivers

- split into adapter, bus and device drivers
- often a single driver per device type
 - at least for disk drives and CD-ROMs
- bus **enumeration** and **configuration**
- data addressing and **data transfers**

Networking Layers

1. Link (Ethernet, WiFi)
2. Network (IP)
3. Transport (TCP, UDP, ...)
4. Application (HTTP, SMTP, ...)

Networking and Operating Systems

- a **network stack** is a standard part of an OS
- large part of the stack lives in the **kernel**
 - although this only applies to **monolithic** kernels
 - microkernels use **user-space** networking
- another chunk is in system **libraries & utilities**

Kernel-Side Networking

- device **drivers** for networking **hardware**
- network and transport **protocol** layers
- **routing** and packet filtering (firewalls)
- networking-related **system calls** (sockets)
- network **file systems** (SMB, NFS)

IP (Internet Protocol)

- uses 4 byte (v4) or 16 byte (v6) addresses
 - split into **network** and **host** parts
- it is a packet-based protocol
- is a **best-effort** protocol
 - packets may get lost, reordered or corrupted

TCP: Transmission Control Protocol

- a **stream**-oriented protocol on top of IP
- works like a **pipe** (transfers a byte sequence)
 - must respect **delivery order**
 - and also **re-transmit** lost packets
- must establish **connections**

UDP: User (Unreliable) Datagram Protocol

- TCP comes with non-trivial **overhead**
 - and its guarantees are **not always required**
- UDP is a much **simpler** protocol
 - a very thin wrapper around IP
 - with **minimal overhead** on top of IP

DNS: Domain Name Service

- hierarchical **protocol** for name resolution
 - runs on top of TCP or UDP
- domain **names are split** into parts using dots
 - each domain knows whom to ask for the next bit
 - the name database is effectively **distributed**

NFS (Network File System)

- the traditional UNIX **networked filesystem**
- hooked quite deep into the kernel
 - assumes generally reliable network (LAN)
- filesystems are **exported** for use over NFS
- the client side **mounts** the NFS-exported volume

Shell

- **programming language** centered on OS interaction
- rudimentary **control flow**
- **untyped**, text-centered variables
- dubious error handling

Interactive Shells

- almost all shells have an **interactive mode**
- the user inputs a single statement on keyboard
- when confirmed, it is immediately **executed**
- this forms the basis of **command-line interfaces**

Shell Scripts

- a **shell script** is an (executable) file
- in simplest form, it is a **sequence of commands**
 - each command goes on a separate line
 - executing a script is about the same as typing it
- but can use **structured programming** constructs

Terminal

- can **print text** and read text from a **keyboard**
- normally everything is printed on the last line
- the text could contain **escape** (control) sequences
 - for printing colourful text or clearing the screen
 - also for printing text at a **specific coordinate**

A GUI Stack

- graphics card **driver**, mode setting
- **drawing**/painting (usually hardware-accelerated)
- multiplexing (e.g. using windows)
- **widgets**: buttons, labels, lists, ...
- **layout**: what goes where on the screen

X11 (X Window System)

- a traditional UNIX windowing system
- provides a C API (`xlib`)
- built-in `network transparency` (socket-based)
- core protocol version 11 from 1987

Users

- originally a proxy for **people**
- currently a more **general abstraction**
- user is the unit of **ownership**
- many **permissions** are user-centered

User Management

- the system needs a **database** of **users**
- in a network, user **identities** often need to be **shared**
- could be as simple as a **text file**
 - `/etc/passwd` and `/etc/group` on UNIX systems
- or as complex as a distributed database

User Authentication

- the user needs to **authenticate** themselves
- **passwords** are the most commonly used method
 - the **system** needs to know the right password
 - user should be able to change their password
- **biometric** methods are also quite popular

Ownership

- various **objects** in an OS can be **owned**
 - primarily **files** and **processes**
- the owner is typically whoever **created** the object
 - ownership can be **transferred**
 - usually at the impetus of the original owner

Access Control Policy

- there are 3 pieces of information
 - the **subject** (user)
 - the **verb** (what is to be done)
 - the **object** (the file or other resource)
- there are many ways to **encode** this information

Sandboxing

- tries to **limit damage** from code execution **exploits**
- the program **drops** all privileges it can
 - this is done **before** it touches any of the **input**
 - the attacker is stuck with the **reduced privileges**
 - this can often prevent a successful attack

What is a Hypervisor

- also known as a Virtual Machine Monitor
- allows execution of **multiple operating systems**
- like a **kernel** that **runs kernels**
- **isolation** and resource sharing

Hypervisor Types

- type 1: **bare metal**
 - standalone, microkernel-like
- type 2: **hosted**
 - runs on top of normal OS
 - usually need **kernel support**

Paravirtual Devices

- special **drivers** for **virtualised** devices
 - block storage, network, console
 - random number generator
- **faster** than software emulation
 - **orthogonal** to CPU/MMU virtualisation

VM Suspend & Resume

- the VM can be quite easily **stopped**
- the RAM of a stopped VM can be **copied**
 - e.g. to a **file** in the host filesystem
 - along with **registers** and other **state**
- and also later **loaded** and **resumed**

What are Containers?

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 - e.g. virtualised **network stack**
 - or restricted file system access
- **not** a complete virtual computer
- turbocharged processes

Bundling vs Sharing

- **bundling** makes deployment easier
- the bundled components have **known behaviour**
- but **updates** are much trickier
- this also **prevents** resource **sharing**

Review Questions

49. What does portability mean?

50. What is a socket?

51. What is a device driver?

52. What is a directory?