CS 333
Introduction to Operating Systems

Class 2 - OS-Related Hardware & Software
The Process Concept

Jonathan Walpole
Computer Science
Portland State University
Lecture 2 overview

OS-Related Hardware & Software
  Complications in real systems
  Brief introduction to
    • memory protection and relocation
    • virtual memory & MMUs
    • I/O & Interrupts

The “process” abstraction
  Process scheduling
  Process states
  Process hierarchies
  Process system calls in Unix
Recap from class 1

- Why do we need a timer device?
- Why do we need an interrupt mechanism?
- Why do we need privileged instructions?
- Why are system calls different to procedure calls?
- How are system calls different to interrupts?
- Why is memory protection necessary?
- How can the OS switch from one application to another?
Additional complexity in real systems

- The simple model presented in class 1 still applies, but real systems are more complicated
  - Pipelined CPUs
  - Superscalar CPUs
  - Multi-level memory hierarchies
  - Virtual memory
  - Complexity of devices and buses
Pipelined CPUs

Execution of current instruction performed in parallel with decode of next instruction and fetch of the one after that
Superscalar CPUs
What does this mean for the OS?

- **Pipelined CPUs**
  - more complexity in taking a snapshot of the state of a running application
  - more expensive to suspend and resume applications

- **Superscalar CPUs**
  - even more complexity in capturing state of a running application
  - even more expensive to suspend and resume applications
  - support from hardware is useful ie. precise interrupts

- More details, but fundamentally the same task
- **The BLITZ CPU is not pipelined or superscalar**
  - BLITZ has precise interrupts
The memory hierarchy

- **2GHz processor** → 0.5 ns clock cycle

- **Data/instruction cache access time** → 0.5ns – 10 ns
  - This is where the CPU looks first!
  - Memory this fast is very expensive!
  - Size ~64 kB–1MB (too small for whole program)

- **Main memory access time** → 60 ns
  - Slow, but cheap
  - Size 1GB+

- **Magnetic disk** →
  - 10 ms, 200+ Gbytes
Who manages the memory hierarchy?

- Movement of data from main memory to cache is under hardware control
  - cache lines loaded on demand automatically
  - Placement and replacement policy fixed by hardware
- Movement of data from cache to main memory can be affected by OS
  - instructions for “flushing” the cache
  - can be used to maintain consistency of main memory
- Movement of data among lower levels of the memory hierarchy is under direct control of the OS
  - virtual memory page faults
  - file system calls
OS implications of a memory hierarchy?

- How do you keep the contents of memory consistent across layers of the hierarchy?
- How do you allocate space at layers of the memory hierarchy “fairly” across different applications?
- How do you hide the latency of the slower subsystems?
  - Main memory?
  - Disk
Other memory-related issues

- How do you protect one application’s area of memory from other applications?

- How do you *relocate* an application in memory?
  - How does the programmer know where the program will ultimately reside in memory?
Memory protection and relocation ...

- **Memory protection – the basic ideas**
  - virtual vs physical addresses
    - address range in each application starts at 0
    - Applications use virtual addresses, but hardware and OS translate them automatically into physical addresses
  - Possible solution with a base register
    - Get CPU to interpret address indirectly
    - base register holds starting address
    - Add base value to address to get a real address before main memory is accessed
- **Relocation**
  - by changing the base register value
Paged virtual memory

- The same basic concept, but ...
  - Supports non-contiguous allocation of memory
  - Allows processes to grow and shrink dynamically
  - Requires hardware support for page-based address translation
    - Sometimes referred to as a memory management unit (MMU) or a translation lookaside buffer (TLB)
  - Much more on this later ...
What about I/O devices?

A simplified view of a computer system
Structure of a Pentium system

[Diagram of a Pentium system structure with various components and buses.]
How do programs interact with devices?

- **Devices vs device controllers vs device drivers**
  - device drivers are part of the OS (i.e., Software)
  - programs call the OS which calls the device driver

- **Device drivers interact with device controllers**
  - either using special IO instructions
  - or by reading/writing controller registers that appear as memory locations
  - Device controllers are hardware
  - They communicate with device drivers via interrupts
How do devices interact with programs?
Different types of interrupts

- **Timer interrupts**
  - Allows OS to regain control of the CPU
  - One way to keep track of time

- **I/O interrupts**
  - Keyboard, mouse, disks, network, etc...

- **Program generated (traps & faults)**
  - Address translation faults (page fault, TLB miss)
  - Programming errors: seg. faults, divide by zero, etc.
  - System calls like read(), write(), gettimeofday()
System calls

- System calls are the mechanism by which programs communicate with the O.S.

- Implemented via a TRAP instruction

- Example UNIX system calls:
  - open(), read(), write(), close()
  - kill(), signal()
  - fork(), wait(), exec(), getpid()
  - link(), unlink(), mount(), chdir()
  - setuid(), getuid(), chown()
The inner workings of a system call

User-level code

Process usercode
{
    ...
    read (file, buffer, n);
    ...
}

Library code

Procedure read(file, buff, n)
{
    ...
    read(file, buff, n)
    ...
}

_read:
    LOAD r1, @SP+2
    LOAD r2, @SP+4
    LOAD r3, @SP+6
    TRAP Read_Call
read(fd, nbytes, buffer) system call
Disks and file storage

- **Manipulating the disk device is complicated**
  - hide some of the complexity behind disk controller, disk device driver

- **Disk blocks are not a very user-friendly abstraction for storage**
  - contiguous allocation may be difficult for large data items
  - how do you manage administrative information?

- **One application should not (automatically) be able to access another application’s storage**
  - OS needs to provide a “file system”
File systems

File system - an abstraction above disk blocks
The Process Concept
The Process Concept

- Process - a program in execution
  - Program
    - description of how to perform an activity
    - instructions and static data values
  - Process
    - a snapshot of a program in execution
    - memory (program instructions, static and dynamic data values)
    - CPU state (registers, PC, SP, etc)
    - operating system state (open files, accounting statistics etc)
Process address space

- Each process runs in its own virtual memory *address space* that consists of:
  - *Stack space* - used for function and system calls
  - *Data space* - variables (both static and dynamic allocation)
  - *Text* - the program code (usually read only)

- Invoking the same program multiple times results in the creation of multiple distinct address spaces
Switching among multiple processes

- Program instructions operate on operands in memory and (temporarily) in registers

Diagram:

- Memory:
  - Prog1 Code
  - Prog1 Data
  - Prog2 Code
  - Prog2 Data
  - Prog2 State

- CPU:
  - ALU
  - SP PC

- Prog1 has CPU
- Prog2 is suspended

Instructions:
- Load A1, R1
- Load A2, R2
- Add R1, R2, R3
- Store R3, A3
- ...

Diagram:

- Prog1 has CPU
- Prog2 is suspended
Switching among multiple processes

- Saving all the information about a process allows a process to be *temporarily suspended* and later *resumed* from the same point.
Switching among multiple processes

- Saving all the information about a process allows a process to be *temporarily suspended* and later *resumed*.

![Diagram showing memory and CPU states and transitions between programs](image-url)
Switching among multiple processes

- Program instructions operate on operands in memory and in registers

[Diagram showing memory partitioning and CPU operations]
Why use the process abstraction?

- Multiprogramming of four programs in the same address space
- Conceptual model of 4 independent, sequential processes
- Only one program active at any instant
The role of the scheduler

- Lowest layer of process-structured OS
  - handles interrupts & scheduling of processes
- Sequential processes only exist above that layer
Process states

- Possible process states
  - running
  - blocked
  - ready

1. Process blocks for input
2. Scheduler picks another process
3. Scheduler picks this process
4. Input becomes available
How do processes get created?

Principal events that cause process creation

- System initialization
- Initiation of a batch job
- User request to create a new process
- Execution of a process creation system call from another process
Process hierarchies

- Parent creates a child process,
  - special system calls for communicating with and waiting for child processes
  - each process is assigned a unique identifying number or process ID (PID)
- Child processes can create their own child processes
  - Forms a hierarchy
  - UNIX calls this a "process group"
  - Windows has no concept of process hierarchy
How do processes terminate?

Conditions which terminate processes

- Normal exit (voluntary)
- Error exit (voluntary)
- Fatal error (involuntary)
- Killed by another process (involuntary)
What to do before next class

- Reading for next week’s class
- Finish project 1 - Introduction to BLITZ