Recall: What is an Operating System?

- **Referee**
  - Manage protection, isolation, and sharing of resources
    - Resource allocation and communication

- **Illusionist**
  - Provide clean, easy-to-use abstractions of physical resources
    - Infinite memory, dedicated machine
    - Higher level objects: files, users, messages
    - Masking limitations, virtualization

- **Glue**
  - Common services
    - Storage, Window system, Networking
    - Sharing, Authorization
    - Look and feel

Recall: OS Protection

Segmentation fault (core dumped)
Recall: HW Functionality ⇒ great complexity!

Intel Skylake-X I/O Configuration

Really High Speed I/O (e.g. graphics)
High-Speed I/O devices (PCI Exp)
Disks (8 x SATA)
Slower I/O (USB)
Integrated Ethernet

Memory Channels (High BW DRAM)
Direct Media Interface (3.93 GBytes/sec)
HD Audio
PCI-e Drives
RAID 0/1/5/10
Smart Connect (autoupdate)
Intel Management Engine (ME) and BIOS Support [remote management]

OS Abstracts Underlying Hardware to help Tame Complexity

- Processor → Thread
- Memory → Address Space
- Disks, SSDs, ... → Files
- Networks → Sockets
- Machines → Processes

Application
Operating System
Hardware

- OS as an Illusionist:
  - Remove software/hardware quirks (fight complexity)
  - Optimize for convenience, utilization, reliability, ... (help the programmer)
- For any OS area (e.g. file systems, virtual memory, networking, scheduling):
  - What hardware interface to handle? (physical reality)
  - What’s software interface to provide? (nicer abstraction)

Complexity leaks into OS if not properly designed:

- Third-party device drivers are one of the most unreliable aspects of OS
  - Poorly written by non-stake-holders
  - Ironically, the attempt to provide clean abstractions can lead to crashes!
- Holes in security model or bugs in OS lead to instability and privacy breaches
  - Great Example: Meltdown (2017)
    » Extract data from protected kernel space!
- Version skew on Libraries can lead to problems with application execution
- Data breaches, DDOS attacks, timing channels....
  - Heartbleed (SSL)
Today: Four Fundamental OS Concepts

- **Thread: Execution Context**
  - Fully describes program state
  - Program Counter, Registers, Execution Flags, Stack

- **Address space** (with or w/o translation)
  - Set of memory addresses accessible to program (for read or write)
  - May be distinct from memory space of the physical machine
    (in which case programs operate in a virtual address space)

- **Process: an instance of a running program**
  - Protected Address Space + One or more Threads

- **Dual mode operation / Protection**
  - Only the "system" has the ability to access certain resources
  - Combined with translation, isolates programs from each other and
    the OS from programs

OS Bottom Line: Run Programs

- Write them and compile them
- Load instruction and data segments of executable file into memory
- Create stack and heap
- "Transfer control to program"
- Provide services to program
- While protecting OS and program

Recall (61C): Instruction Fetch/Decode/Execute

The instruction cycle

- Processor
- Instruction fetch
- Decode
- Execute
- Memory

- PC: Program Counter
- Registers
- ALU
- data
- instruction

First OS Concept: Thread of Control

- **Thread**: Single unique execution context
  - Program Counter, Registers, Execution Flags, Stack, Memory State

- A thread is executing on a processor (core) when it is resident in the processor registers

- Resident means: Registers hold the root state (context) of the thread:
  - Including program counter (PC) register & currently executing instruction
  - PC points at next instruction in memory
  - Instructions stored in memory
  - Including intermediate values for ongoing computations
  - Can include actual values (like integers) or pointers to values in memory
  - Stack pointer holds the address of the top of stack (which is in memory)
  - The rest is "in memory"

- A thread is suspended (not executing) when its state is not loaded (resident) into the processor
  - Processor state pointing at some other thread
  - Program counter register is not pointing at next instruction from this thread
  - Often: a copy of the last value for each register stored in memory
Recall (61C): What happens during program execution?

- Execution sequence:
  - Fetch Instruction at PC
  - Decode
  - Execute (possibly using registers)
  - Write results to registers/mem
  - PC = Next Instruction(PC)
  - Repeat

Registers: RISC-V ⇒ x86

- cs61C does RISC-V. Will need to learn x86...
- Section will cover this architecture

Illusion of Multiple Processors

- Assume a single processor (core). How do we provide the illusion of multiple processors?
  - Multiplex in time!
- Threads are virtual cores

- Contents of virtual core (thread):
  - Program counter, stack pointer
  - Registers
- Where is “it” (the thread)?
  - On the real (physical) core, or
  - Saved in chunk of memory – called the Thread Control Block (TCB)

Illusion of Multiple Processors (Continued)

- Consider:
  - At T1: vCPU1 on real core, vCPU2 in memory
  - At T2: vCPU2 on real core, vCPU1 in memory

- What happened?
  - OS Ran [how?]
  - Saved PC, SP, … in vCPU1’s thread control block (memory)
  - Loaded PC, SP, … from vCPU2’s TCB, jumped to PC
- What triggered this switch?
  - Timer, voluntary yield, I/O, other things we will discuss
Multiprogramming - Multiple Threads of Control

- Thread Control Block (TCB)
  - Holds contents of registers when thread not running
  - What other information?
- Where are TCBs stored?
  - For now, in the kernel
- PINTOS? – read thread.h and thread.c

OS

stack
heap
Static Data
code

stack
heap
Static Data
code

stack
heap
Static Data
code

Administivia: Getting started

- Should be working on Homework 0 already! ⇒ Due Thursday (9/3)
  - cs162-xx account, Github account, registration survey
  - Vagrant and VirtualBox – VM environment for the course
    - Consistent, managed environment on your machine
  - Get familiar with all the cs162 tools, submit to autograder via git
- Start Project 0 tomorrow!
  - To be done on your own – like a homework
- Slip days: I’d bank these and not spend them right away!
  - No credit when late and run out of slip days
  - You have 4 slip days for homework
  - You have 4 slip days for projects
- Tomorrow is an optional REVIEW session for C
  - Zoom link TBA
  - May be recorded
- Friday (9/4) is drop day!
  - Very hard to drop afterwards…
  - Please drop sooner if you are going to anyway ⇒ Let someone else in!

Review: Coping with COVID-19

- Well, things are considerably different this term!
  - Even different than last term, since we are starting off remote
  - Everything is remote – all term!
- Most important thing: People, Interactions, Collaboration
  - How do we recover collaboration without direct interaction?
  - Remember group meetings?
- Must Work to bring everyone along (virtually)!
  - Cameras are essential components of this class
    - Must have a camera and plan to turn it on
    - Will need it for exams, discussion sections, design reviews, OH
  - Need to bring back personal interaction – even if it is virtual
    - Humans not good at interacting text-only
    - Virtual coffee hours with your group (camera turned on!)
  - Required attendance at: Discussion sections, Design Reviews
    - With camera turned on!

CS 162 Collaboration Policy

- Explaining a concept to someone in another group
- Discussing algorithms/testing strategies with other groups
- Discussing debugging approaches with other groups
- Searching online for generic algorithms (e.g., hash table)
- Sharing code or test cases with another group
  - Must not copy or read another group’s code or test cases
- Copying OR reading online code or test cases from prior years
  - Helping someone in another group to debug their code
  - We compare all project submissions against prior year submissions and online solutions and will take actions (described on the course overview page) against offenders
- Don’t put a friend in a bad position by asking for help that they shouldn’t give!
Second OS Concept: Address Space

- Address space ⇒ the set of accessible addresses + state associated with them:
  - For 32-bit processor: $2^{32} = 4$ billion ($10^9$) addresses
  - For 64-bit processor: $2^{64} = 18$ quintillion ($10^{18}$) addresses

- What happens when you read or write to an address?
  - Perhaps acts like regular memory
  - Perhaps ignores writes
  - Perhaps causes I/O operation
    ▶ (Memory-mapped I/O)
  - Perhaps causes exception (fault)
  - Communicates with another program
  - …

Address Space: In a Picture

- What's in the code segment? Static data segment?
- What's in the Stack Segment?
  - How is it allocated? How big is it?
- What's in the Heap Segment?
  - How is it allocated? How big?

Previous discussion of threads: Very Simple Multiprogramming

- All vCPU's share non-CPU resources
  - Memory, I/O Devices
- Each thread can read/write memory
  - Perhaps data of others
  - can overwrite OS?
- Unusable?
- This approach is used in
  - Very early days of computing
  - Embedded applications
  - MacOS 1-9/Windows 3.1 (switch only with voluntary yield)
  - Windows 95-ME (switch with yield or timer)
- However it is risky…

Simple Multiplexing has no Protection!

- Operating System must protect itself from user programs
  - Reliability: compromising the operating system generally causes it to crash
  - Security: limit the scope of what threads can do
  - Privacy: limit each thread to the data it is permitted to access
  - Fairness: each thread should be limited to its appropriate share of system resources (CPU time, memory, I/O, etc)
- OS must protect User programs from one another
  - Prevent threads owned by one user from impacting threads owned by another user
  - Example: prevent one user from stealing secret information from another user
What can the hardware do to help the OS protect itself from programs???

Simple Protection: Base and Bound (B&B)

Program address

Base

Bound

Still protects OS and isolates program
Requires relocating loader
No addition on address path

61C Review: Relocation

Compiled .obj file linked together in an .exe
All address in the .exe are as if it were loaded at memory address 00000000
File contains a list of all the addresses that need to be adjusted when it is “relocated” to somewhere else.
Simple address translation with Base and Bound

- Hardware relocation
- Can the program touch OS?
- Can it touch other programs?

x86 – segments and stacks

Processor Registers

- CS: 0
- EIP
- SS: 0
- ESP
- DS: 0
- EAX
- ES: 0
- ECX
- EDI
- EDX
- ESI

Start address, length and access rights associated with each segment register

Another idea: Address Space Translation

- Program operates in an address space that is distinct from the physical memory space of the machine

Paged Virtual Address Space

- What if we break the entire virtual address space into equal size chunks (i.e., pages) have a base for each?
- All pages same size, so easy to place each page in memory!
- Hardware translates address using a page table
  - Each page has a separate base
  - The “bound” is the page size
  - Special hardware register stores pointer to page table
  - Treat memory as page size frames and put any page into any frame …

- Another cs61C review…
Paged Virtual Address

- Instructions operate on virtual addresses
  - Instruction address, load/store data address
- Translated to a physical address through a Page Table by the hardware
  - Any Page of address space can be in any (page sized) frame in memory
  - Or not-present (access generates a page fault)
- Special register holds page table base address (of the process)

Third OS Concept: Process

- Definition: execution environment with Restricted Rights
  - (Protected) Address Space with One or More Threads
  - Owns memory (address space)
  - Owns file descriptors, file system context, ...
  - Encapsulate one or more threads sharing process resources
- Application program executes as a process
  - Complex applications can fork/exec child processes [later!]
- Why processes?
  - Protected from each other!
  - OS Protected from them
  - Processes provides memory protection
- Fundamental tradeoff between protection and efficiency
  - Communication easier within a process
  - Communication harder between processes

Single and Multithreaded Processes

- Threads encapsulate concurrency: 
  - “Active” component
- Address spaces encapsulate protection: 
  - “Passive” component
  - Keeps buggy programs from crashing the system
- Why have multiple threads per address space?
  - Parallelism: take advantage of actual hardware parallelism (e.g. multicore)
  - Concurrency: ease of handling I/O and other simultaneous events

Protection and Isolation

- Why Do We Need Processes??
  - Reliability: bugs can only overwrite memory of process they are in
  - Security and privacy: malicious or compromised process can’t read or write other process’ data
  - (to some degree) Fairness: enforce shares of disk, CPU
- Mechanisms:
  - Address translation: address space only contains its own data
  - BUT: why can’t a process change the page table pointer?
    - Or use I/O instructions to bypass the system?
  - Hardware must support privilege levels
Fourth OS Concept: Dual Mode Operation

- Hardware provides at least two modes (at least 1 mode bit):
  1. Kernel Mode (or "supervisor" mode)
  2. User Mode
- Certain operations are prohibited when running in user mode:
  - Changing the page table pointer, disabling interrupts, interacting directly with hardware, writing to kernel memory
- Carefully controlled transitions between user mode and kernel mode:
  - System calls, interrupts, exceptions

For example: UNIX System Structure

User Mode
- Applications (the users)
- Standard Libs (shells and commands, compilers and interpreters, system libraries)

Kernel Mode
- System-call interface to the kernel
- Signals, terminal handling, character I/O system, terminal drivers
- File system, swapping block I/O, system, disk and tape drivers
- CPU scheduling, page replacement, demand paging, virtual memory

Hardware
- System-call interface to the hardware
- Terminal controllers, device controllers, disks and tapes, memory controllers, physical memory

User/Kernel (Privileged) Mode

User Mode
- exec
- syscall
- interrupt
- exit
- exception

Kernel Mode
- exec
- syscall
- interrupt
- exit

Limited HW access
Full HW access

Additional Layers of Protection for Modern Systems

- Additional layers of protection through virtual machines or containers:
  - Run a complete operating system in a virtual machine
  - Package all the libraries associated with an app into a container for execution
- More on these ideas later in the class
Tying it together: Simple B&B: OS loads process

Simple B&B: OS gets ready to execute process

Simple B&B: User Code Running

3 types of User ⇒ Kernel Mode Transfer

- Syscall
  - Process requests a system service, e.g., exit
  - Like a function call, but "outside" the process
  - Does not have the address of the system function to call
  - Like a Remote Procedure Call (RPC) – for later
  - Marshall the syscall id and args in registers and exec syscall

- Interrupt
  - External asynchronous event triggers context switch
  - e.g., Timer, I/O device
  - Independent of user process

- Trap or Exception
  - Internal synchronous event in process triggers context switch
  - e.g., Protection violation (segmentation fault), Divide by zero, ...

- All 3 are an UNPROGRAMMED CONTROL TRANSFER
  - Where does it go?
How do we get the system target address of the “unprogrammed control transfer?”

Interrupt Vector

• Where else do you see this dispatch pattern?

Simple B&B: User => Kernel

• So: How to return to system?
  – Timer Interrupt
  – I/O requests
  – Other things

Simple B&B: Interrupt

• How to save registers and set up system stack?
Simple B&B: Switch User Process

- How to save registers and set up system stack?

Simple B&B: “resume”

- How to save registers and set up system stack?

Running Many Programs ???

- We have the basic mechanism to
  - switch between user processes and the kernel,
  - the kernel can switch among user processes,
  - Protect OS from user processes and processes from each other

- Questions ???
  - How do we decide which user process to run?
  - How do we represent user processes in the OS?
  - How do we pack up the process and set it aside?
  - How do we get a stack and heap for the kernel?
  - Aren’t we wasting a lot of memory?
  - …

Process Control Block

- Kernel represents each process as a process control block (PCB)
  - Status (running, ready, blocked, …)
  - Register state (when not ready)
  - Process ID (PID), User, Executable, Priority, …
  - Execution time, …
  - Memory space, translation, …

- Kernel Scheduler maintains a data structure containing the PCBs
- Scheduling algorithm selects the next one to run
if (readyProcesses(PCBs)) {
    nextPCB = selectProcess(PCBs);
    run(nextPCB);
} else {
    run_idle_process();
}

Conclusion: Four Fundamental OS Concepts

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