Recall: Four fundamental OS concepts

- **Thread**
  - Single unique execution context
  - Program Counter, Registers, Execution Flags, Stack
- **Address Space w/ translation**
  - Programs execute in an address space that is distinct from the memory space of the physical machine
- **Process**
  - An instance of an executing program is a process consisting of an address space and one or more threads of control
- **Dual Mode** operation/protection
  - Only the “system” has the ability to access certain resources
  - The OS and the hardware are protected from user programs and user programs are isolated from one another by controlling the translation from program virtual addresses to machine physical addresses

Recall: give the illusion of multiple processors?

- Assume a single processor. How do we provide the illusion of multiple processors?
  - Multiplex in time!
  - Multiple “virtual CPUs”
- Each virtual “CPU” needs a structure to hold:
  - Program Counter (PC), Stack Pointer (SP)
  - Registers (Integer, Floating point, others…?)
- How switch from one virtual CPU to the next?
  - Save PC, SP, and registers in current state block
  - Load PC, SP, and registers from new state block
- What triggers switch?
  - Timer, voluntary yield, I/O, other things

Recall: Single and Multithreaded Processes

- Threads encapsulate concurrency: “Active” component
- Address spaces encapsulate protection: “Passive” part
  - Keeps buggy program from trashing the system
- Why have multiple threads per address space?
Recall: Simple address translation with Base and Bound

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

Simple B&B: User => Kernel

- How to return to system?

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 represent user processes in the OS?
  - How do we decide which user process to run?
  - 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 are 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

Scheduler

```c
if ( readyProcesses(PCBs) ) {
    nextPCB = selectProcess(PCBs);
    run( nextPCB );
} else {
    run_idle_process();
}
```

- Scheduling: Mechanism for deciding which processes/threads receive the CPU
- Lots of different scheduling policies provide …
  - Fairness or
  - Realtime guarantees or
  - Latency optimization or …
Simultaneous MultiThreading/Hyperthreading

- Hardware scheduling technique
  - Superscalar processors can execute multiple instructions that are independent.
  - Hyperthreading duplicates register state to make a second "thread," allowing more instructions to run.
- Can schedule each thread as if were separate CPU
  - But, sub-linear speedup!
- Original technique called "Simultaneous Multithreading"
  - SPARC, Pentium 4/Xeon ("Hyperthreading"), Power 5

Also Recall: The World Is Parallel

- Intel Skylake (2017)
  - 28 Cores
  - Each core has two hyperthreads!
  - So: 54 Program Counters(PCs)
- Scheduling here means:
  - Pick which core
  - Pick which thread
- Space of possible scheduling much more interesting
  - Can afford to dedicate certain cores to housekeeping tasks
  - Or, can devote cores to services (e.g. Filesystem)

Is Branch and Bound a Good-Enough Protection Mechanism?

- NO: Too simplistic for real systems
- Inflexible/Wasteful:
  - Must dedicate physical memory for potential future use
  - (Think stack and heap!)
- Fragmentation:
  - Kernel has to somehow fit whole processes into contiguous block of memory
  - After a while, memory becomes fragmented!
- Sharing:
  - Very hard to share any data between Processes or between Process and Kernel
  - Need to communicate indirectly through the kernel…

Better: x86 – segments and stacks
Administrivia: Getting started

- Kubiatowicz Office Hours:
  - 1-2pm, Monday & Thursday
- Homework 0 Due Today!
  - Get familiar with the cs162 tools
  - configure your VM, submit via git
  - Practice finding out information:
    - How to use GDB? How to understand output of unix tools?
    - We don’t assume that you already know everything!
    - Learn to use “man” (command line), “help” (in gdb, etc), google
- Should be going to sections now – Important information there
  - Any section will do until groups assigned
- THIS Friday is Drop Deadline! HARD TO DROP LATER!
  - If you know you are going to drop, please do so to leave room for others on waitlist!

Administrivia (Con't)

- Group sign up via autograder form next week
  - Get finding groups of 4 people ASAP
  - Priority for same section; if cannot make this work, keep same TA
  - Remember: Your TA needs to see you in section!
- Midterm 1 conflicts
  - We will handle these conflicts after have final class roster
  - I know about one problem with Midterm 1 scheduling, and it can be dealt with. Have I missed any others?
  - Watch for queries by HeadTA to collect information

Recall: 3 types of 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
  - eg. 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,
Recall: User/Kernel (Privileged) Mode

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

Kernel Mode
- Limited HW access
- Full HW access

Implementing Safe Kernel Mode Transfers

- Important aspects:
  - Controlled transfer into kernel (e.g., syscall table)
  - Separate kernel stack

- Carefully constructed kernel code packs up the user process state and sets it aside
  - Details depend on the machine architecture

- Should be impossible for buggy or malicious user program to cause the kernel to corrupt itself

Need for Separate Kernel Stacks

- Kernel needs space to work
- Cannot put anything on the user stack (Why?)
- Two-stack model
  - OS thread has interrupt stack (located in kernel memory) plus User stack (located in user memory)
  - Syscall handler copies user args to kernel space before invoking specific function (e.g., open)
  - Interrupts (???)

Before
Kernel System Call Handler

- Vector through well-defined syscall entry points!
  - Table mapping system call number to handler
- Locate arguments
  - In registers or on user (!) stack
- Copy arguments
  - From user memory into kernel memory
  - Protect kernel from malicious code evading checks
- Validate arguments
  - Protect kernel from errors in user code
- Copy results back
  - Into user memory

Hardware support: Interrupt Control

- Interrupt processing not visible to the user process:
  - Occurs between instructions, restarted transparently
  - No change to process state
  - What can be observed even with perfect interrupt processing?

- Interrupt Handler invoked with interrupts ‘disabled’
  - Re-enabled upon completion
  - Non-blocking (run to completion, no waits)
  - Pack up in a queue and pass off to an OS thread for hard work
    » wake up an existing OS thread

Hardware support: Interrupt Control

- OS kernel may enable/disable interrupts
  - On x86: CLI (disable interrupts), STI (enable)
  - Atomic section when select next process/thread to run
  - Atomic return from interrupt or syscall

- HW may have multiple levels of interrupts
  - Mask off (disable) certain interrupts, eg., lower priority
  - Certain Non-Maskable-Interrupts (NMI)
    » e.g., kernel segmentation fault
    » Also: Power about to fail!
Interrupt Controller

- Interrupts invoked with interrupt lines from devices
- Interrupt controller chooses interrupt request to honor
  - Interrupt identity specified with ID line
  - Mask enables/disables interrupts
  - Priority encoder picks highest enabled interrupt
  - Software Interrupt Set/Cleared by Software
- CPU can disable all interrupts with internal flag
- Non-Maskable Interrupt line (NMI) can’t be disabled

How do we take interrupts safely?

- Interrupt vector
  - Limited number of entry points into kernel
- Kernel interrupt stack
  - Handler works regardless of state of user code
- Interrupt masking
  - Handler is non-blocking
- Atomic transfer of control
  - "Single instruction"-like to change:
    » Program counter
    » Stack pointer
    » Memory protection
    » Kernel/user mode
- Transparent restartable execution
  - User program does not know interrupt occurred

Putting it together: web server

Client → Web Server → Request → [parsed] → Reply

Server → Network → Request buffer → socket read → Kernel copy → disk read → socket write → Kernel copy → reply buffer → socket write → reply buffer → network interface → reply buffer
Can a process create a process?

- Yes! Unique identity of process is the “process ID” (or PID)
- `fork()` system call creates a copy of current process with a new PID
- Return value from `fork()`: integer
  - When > 0:
    - Running in (original) Parent process
    - return value is pid of new child
  - When = 0:
    - Running in new Child process
  - When < 0:
    - Error! Must handle somehow
    - Running in original process
- State of original process duplicated in both Parent and Child!
  - Memory, File Descriptors (next topic), etc…

UNIX Process Management

- UNIX `fork` – system call to create a copy of the current process, and start it running
  - No arguments!
- UNIX `exec` – system call to change the program being run by the current process
- UNIX `wait` – system call to wait for a process to finish
- UNIX `signal` – system call to send a notification to another process
- UNIX man pages: fork(2), exec(3), wait(2), signal(3)

Create Process: fork1.c

```c
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <unistd.h>
#include <sys/types.h>

int main(int argc, char *argv[])
{
    pid_t cpid, mypid;
    pid_t pid = getpid(); /* get current processes PID */
    printf("Parent pid: %d\n", pid);
    cpid = fork();
    if (cpid > 0) { /* Parent Process */
        mypid = getpid();
        printf("[%d] parent of [%d]\n", mypid, cpid);
    } else if (cpid == 0) { /* Child Process */
        mypid = getpid();
        printf("[%d] child\n", mypid);
    } else {
        perror("Fork failed");
        exit(1);
    }
    exit(0);
}
```
Parent wait for child: fork2.c

int status;
pid_t = tcpid;

... cpid = fork();
if (cpid > 0) {
    /* Parent Process */
    mypid = getpid();
    printf("[%d] parent of [%d]
", mypid, cpid);
    tcpid = wait(&status);
    printf("[%d] bye %d(%d)
", mypid, tcpid, status);
}  else if (cpid == 0) {
    /* Child Process */
    mypid = getpid();
    printf("[%d] child\n", mypid);
}

...

Process Races: fork3.c

int i;
cpid = fork();
if (cpid > 0) {
    mypid = getpid();
    printf("[%d] parent of [%d]\n", mypid, cpid);
    for (i=0; i<10; i++) {
        printf("[%d] parent: %d
", mypid, i);
        // sleep(1);
    }
}  else if (cpid == 0) {
    mypid = getpid();
    printf("[%d] child\n", mypid);
    for (i=0; i>-10; i--) {
        printf("[%d] child: %d\n", mypid, i);
        // sleep(1);
    }
}

• Question: What does this program print?
• Does it change if you add in one of the sleep() statements?

Shell

• A shell is a job control system
  – Allows programmer to create and manage a set of programs to do some task
  – Windows, MacOS, Linux all have shells

• Example: to compile a C program
  cc –c sourcefile1.c
  cc –c sourcefile2.c
  ln –o program sourcefile1.o sourcefile2.o
  ./program

Signals – infloop.c

#include <stdlib.h>
#include <stdio.h>
#include <sys/types.h>
#include <unistd.h>
#include <signal.h>

void signal_callback_handler(int signum)
{
    printf("Caught signal %d - phew!\n", signum);
    exit(1);
}

int main()
{
    signal(SIGINT, signal_callback_handler);

    while (1) {}
}
How Does the Kernel Provide Services?

- You said that applications request services from the operating system via syscall, but …
- I’ve been writing all sort of useful applications and I never ever saw a “syscall” !!!

- That’s right.
- It was buried in the programming language runtime library (e.g., libc.a)
- … Layering
Summary

• Process: execution environment with Restricted Rights
  – 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

• Interrupts
  – Hardware mechanism for regaining control from user
  – Notification that events have occurred
  – User-level equivalent: Signals

• Native control of Process
  – Fork, Exec, Wait, Signal