CS 460 Operating Systems

T TH 1-2:35pm

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Read

- Read Chapter 1 and Chapter 2
 - Chapter 1: preview of the semester
 - we won't discuss all of this chapter in class
 - Chapter 2: OS basics
 - prepares you for your labs on Feb 8 and Feb 13
- Assignment Zero
 - posted now. Due Feb 6
 - Linux practice

Overview

- Practical introduction to Operating Systems
- Topics
 - Purpose
 - History
 - Design Issues/Structure
 - Devices
 - System (Kernel) vs User mode
 - Concurrency/Deadlock
 - Processes/Threads
 - Multi-Core CPUs
 - Memory Management
 - Security

Syllabus

- Operating System Concepts (8th), Silberschatz, et al.
- Grades:

| Midterm 1 | 15% | Mar | 08 |
|-----------------------|-----|-------|----|
| Midterm 2 | 15% | April | 19 |
| Final | 15% | May | 12 |
| Homework/Quizzes/Labs | 15% | | |
| Programming Projects | 40% | | |

- Pop Quizzes: frequent, unannounced, open-note quizzes will be given
- Projects/Labs: Many projects and labs will have a followup Quiz!
- Late Policy: No late assignments accepted
- Grade Complaints: one paragraph summary of why the grade is wrong, within one week of receiving the graded material
- All projects are *individual* projects unless otherwise stated
- http://zeus.cs.pacificu.edu/chadd/cs460s18

Great Expectations

- Read the book
 - theory
 - older material
 - bring questions to class
- Class lecture
 - more practical
 - more up-to-date
 - ask questions
- Assignments/Labs/Homeworks
 - practical
- Office Hours
 - bring questions!

Some of what I expect you to know

- C programming
 - arrays / pointers
 - structs
 - dynamic memory / Valgrind
 - Makefiles
 - argv/argc
- Linux command line
 - Is, cd, mkdir, cp, scp, mv, rm, &, vi/emacs/nano/pico/vim , >, <
- Eclipse
 - debugger
- Subversion or Git

• But I know you don't remember all of that.....

- Assignment Zero: Linux
- Assignment 1: C/Eclipse

Introduction to Operating Systems

- Read Chapter 1!
 - Definition of an Operating System:

- Kernel:

- What is not part of the OS?
- Linux vs GNU/Linux?
- Computers that need an OS:
 - How are their needs different?

OS Kernel

• Some jobs of the OS

• Not the job of the OS

OS Interface

• Kernel

• System Call API

• Not a system call:

Goals of the OS

- Perspectives:
 - User View:
 - Who is the user?

- System View:
 - Who is the system?

The Computer

• What does a computer really look like?

-components of the system

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Boot

• Startup Sequence

• BIOS vs UEFI

We booted!

- Now what?
- Interrupts:
 - Characteristics:

- Hardware:

- Software:
 - Trap
- Interrupt vector:

Memory System

Random Access Memory

- CPU
- Registers
 - Instruction register
 - data registers
 - load
 - store
- Caches

Disk Storage

• Magnetic Tape

- Magnetic Disks
 - Spinning Disks
 - SSD (Solid State Drives)
 - RAM spills over to disk
 - Virtual memory

- USB drives
 - Flash memory

Devices

- Device controller
 - specialized chip
 - buffer

• Device driver

System Architecture

- Single Processor System
- Multiprocessor System
 - Increased throughput
 - Speed up approaches *N* for *N* processors (Ahmdal's Law)
 - Economy of scale
 - Increased reliability
 - Asymmetric MP
 - SMP
- Multi core System
 - dual-core
 - quad-core

Software OS Pieces

- Multiprogramming
 - Job
 - Switching
- Time sharing/multitasking
 - Response time
 - Pre-emptive MT
- Process
- Scheduling
 - Job
 - CPU

OS Pieces, cont.

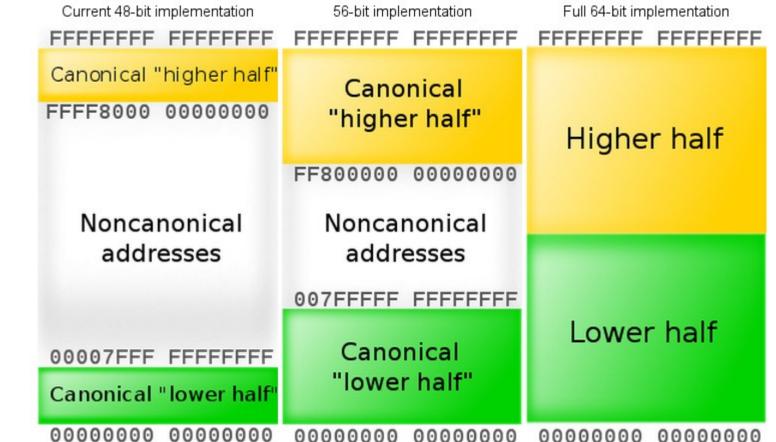
• Virtual Memory

• Physical Memory

• Security

Virtual Memory, AMD64

• AMD64 is not currently implemented to use all 64 bits of **virtual** memory addressing.



http://en.wikipedia.org/wiki/File:AMD64-canonical--48-bit.svg

/usr/sbin/hwinfo | grep bits address sizes : 48 bits physical, 48 bits virtual

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Virtual Addresses:

Setup Minimal Linux VM

- Download http://zeus.cs.pacificu.edu/chadd/Minimal-CS460-Arch-SSD.ova
- File | Import Appliance
- Right click VM, Show in Explorer
- Right click VM, Remove, Remove Only
- In Explorer, copy entire Minimal-CS460-Arch-SSD directory to your SSD.
- Machine | Add | Open Minimal-CS460-Arch-SSD.vbox in the directory on the SSD.

Launch VM

- Login as student
- Launch a terminal

sudo useradd -m -G wheel -s /bin/bash punetid
sudo passwd punetid

- Logout
- Login as punetid
 - choose Default Panel

Hands on

uname -a

ls /sys/devices/system/cpu/vulnerabilities/

- tail /sys/devices/system/cpu/vulnerabilities/*
- cat /proc/version
- cat /proc/cmdline
- cat /proc/devices
- cat /proc/cpuinfo | less

vendor:

model name:

address size:

cat /proc/1/cmdline

cat /proc/1/cmdline | xargs --null

Hands on

• Launch Firefox

ps aux |grep firefox # get pid for firefox
cd /proc/PID

- ls -al
- What is cmd?
- What is exe?
- cat cmdline
- cat limits
- cat environ
- ls -al fd
- ls -al task
- ls -al task/###

BONUS: Hands On

df -h

lsmod | less

• What is i2c_piix4 ?

```
lspci -v | less
```

- What Ethernet kernel driver is in use?
- Can you find the source code for the Ethernet network driver here:
- http://elixir.free-electrons.com/linux/v4.11.5/source
- The lspci gives you lots of useful information

- who produced the hardware?

strings /usr/lib/libc.a | grep printf

Read Chapter 2

CS 300 Leftovers

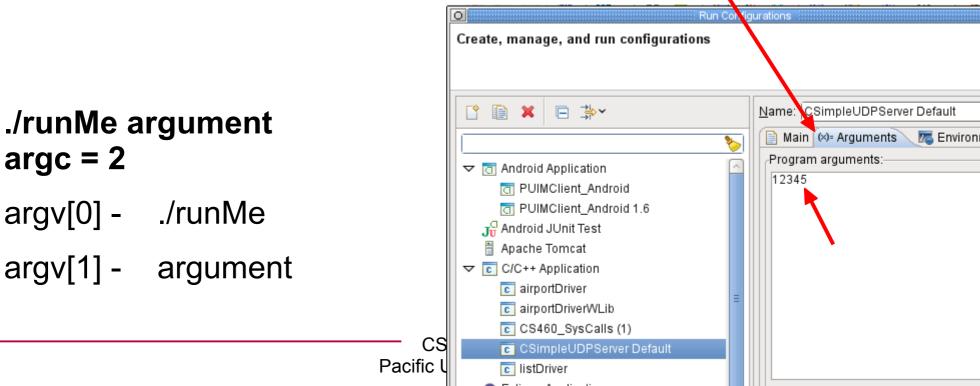
argc/argv

 "The C Programming Language" section 5.10, page 114 int main(int argc, char** argv)

argc - number of entries in argv

argv - array of character pointers containing the arguments

- argv[0] the name of the executable
- argv[1] the first command line argument



man pages

MAN(1)

NAME

Manual pager utils

manual pages

man bash

man - an interface to the on-line reference manuals

SYNOPSIS

- man man

- man ls

man [-c|-w|-tZ] [-H[browser]] [-T[device]] [-X[dpi]] [-adhu7V] [-i|-I] [-m system[,...]] [-L locale] [-p string] [-C file] [-M path] [-P pager] [-r prompt] [-S list] [-e extension] [--warnings [warnings]] [[section] page ...] ... man -l [-7] [-tZ] [-H[browser]] [-T[device]] [-X[dpi]] [-p string] [-P pager] [-r prompt] [--warnings[warnings]] file ... man -k [apropos options] regexp ...

man -f [whatis options] page ...

DESCRIPTION

man is the system's manual pager. Each <u>page</u> argument given to man is normally the name of a program, utility or function. The <u>manual page</u> associated with each of these arguments is then found and displayed. A <u>section</u>, if provided, will direct man to look only in that <u>section</u> of the manual. The default action is to search in all of the available <u>sections</u>, following a pre-defined order and to show only the first <u>page</u> found, even if <u>page</u> exists in several <u>sections</u>.

also available online: google \rightarrow man bash (may be different than what is on your machine)

http://linux.die.net/man/ http://www.kernel.org/doc/man-pages/ MAN(1)

man pages - Library Function

FOPEN(3)

Name

fopen, fdopen, freopen - stream open functions

Synopsis
 #include <stdio.h>
 FILE *fopen(const char *path, const char *mode);

Description

(arguments or command line options are listed here)

Return Value

Errors

See Also

Referenced By

manual sections

- 0 Header files (usually found in /usr/include)
- 1 Executable programs or shell commands
- 2 System calls (functions provided by the kernel)
- 3 Library calls (functions within program libraries)
- 4 Special files (usually found in /dev)
- 5 File formats and conventions eg /etc/passwd
- 6 Games
- 7 Miscellaneous (including macro packages and conventions), e.g. man(7), groff(7)
- 8 System administration commands (usually only for root)
- 9 Kernel routines [Non standard]

Don't do this!

```
chadd@bart:~> man nanosleep
Man: find all matching manual pages (set MAN POSIXLY CORRECT to avoid this)
 * nanosleep (2)
   nanosleep (3p)
Man: What manual page do you want?
Man:
chadd@bart:~> export set MAN_POSIXLY_CORRECT=1
chadd@bart:~> man nanosleep
chadd@bart:~> man -S 3p nanosleep
  OR
  Add that line to the end of ~/.bashrc
                          Try
                          man fork
                          you get a description of fork in awk!
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```

Useful header files

- <sys/utsname.h>
- <unistd.h>
- <sys/sysinfo.h>
- <linux/kernel.h>

stdout/stdin/stderr

- Three open file streams per process
- stdin

• stdout

• stderr

Kernighan's Law, p 85

 "Debugging is twice as hard as writing the code in the first place. Therefore, if you write the code as cleverly as possible, you are, by definition, not smart enough to debug it."