Design philosophy of operating systems (II)

Hung-Wei Tseng

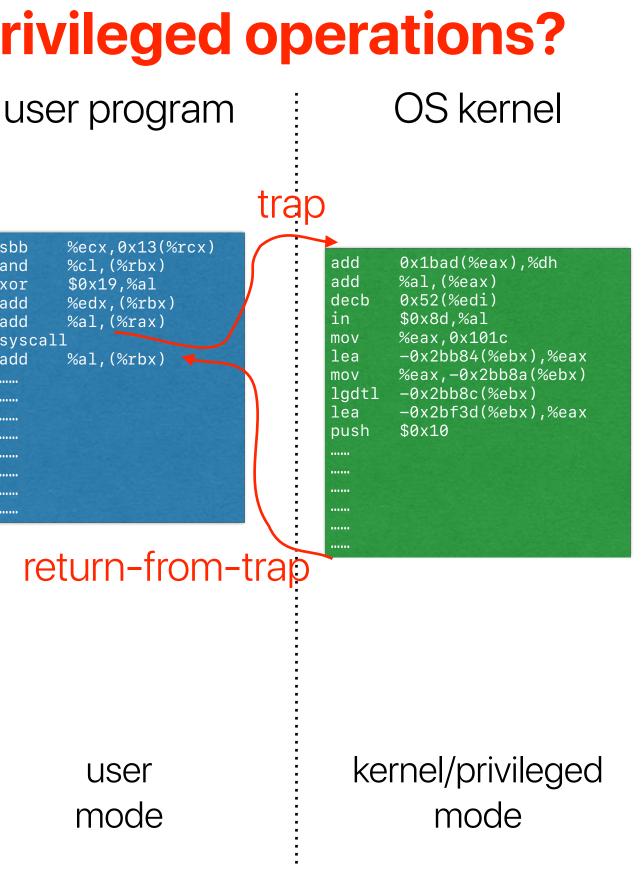


Recap: How applications can use privileged operations?

- Implemented in "trap" instructions
 - Raise an exception in the processor
 - The processor saves the exception PC and jumps to the corresponding exception handler in the OS kernel
- The OS kernel only get involved when necessary
 - System calls
 - Hardware interrupts
 - Exceptions •
- The OS kernel works on behave of the requesting process — not a process
 - Somehow like a function call to a dynamic linking library
 - As a result overhead of copying registers, allocating local variables for kernel code and etc...

sbb	%ecx,0x13
and	%cl,(%rbx)
xor	\$0x19,%al
add	%edx,(%rb>
add	%al,(%rax)
syscal	.1
add	%al,(%rbx)

user mode



Recap: THE

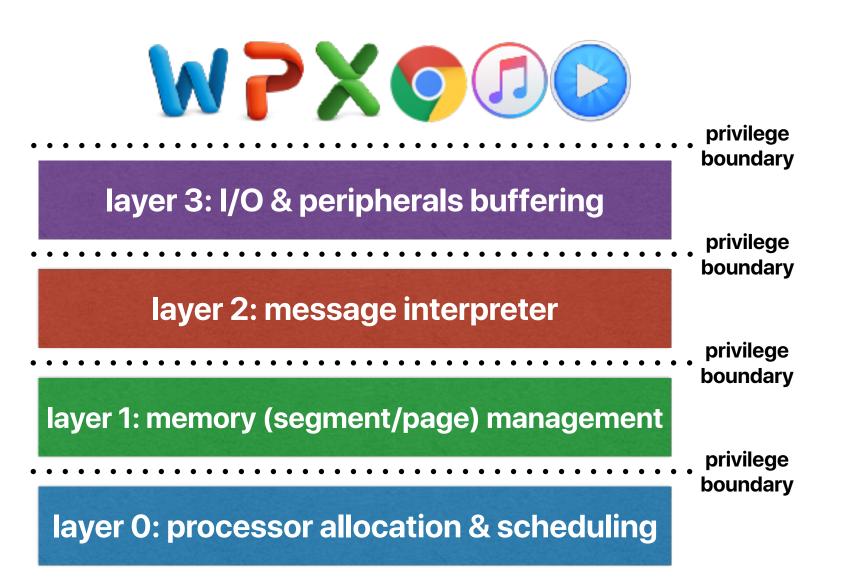
- Why should people care about this paper in 1968?
 - Turn-around time of **short** programs
 - Economic use of peripherals
 - Automatic control of backing storage
 - Economic use of the machine
 - Designing a system is difficult in 1968
 - Difficult to verify soundness
 - Difficult to prove correctness •
 - Difficult to deal with the complexities

Process Abstraction Virtual memory Mutex

Layered Design

Recap: THE

THE



4

The overhead of kernel switches/system calls

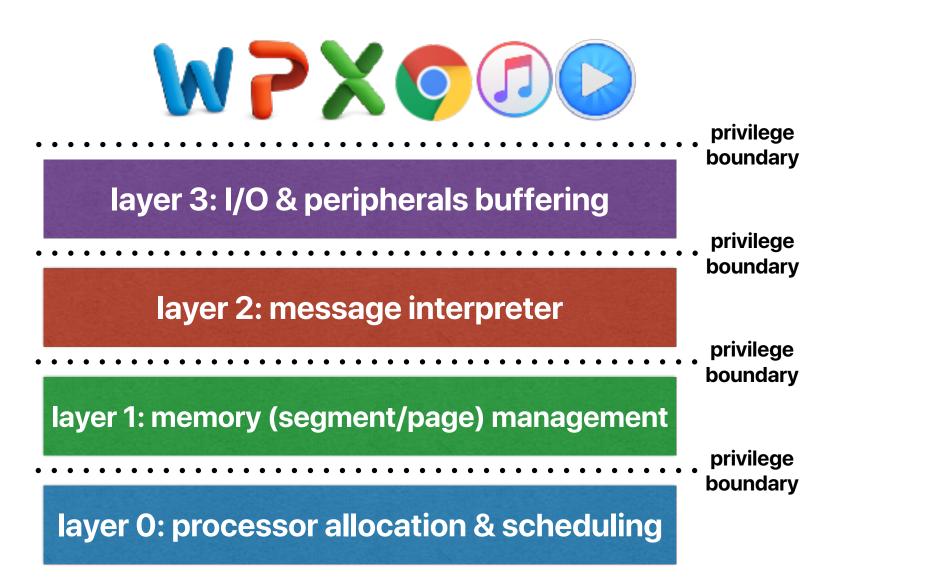
- On a 3.7GHz intel Core i5-9600K Processor, please make a guess of the overhead of switching from user-mode to kernel mode.
 - A. a single digit of nanoseconds
 - B. tens of nanoseconds
 - C. hundreds of nanoseconds
 - D. a single digit of microseconds
 - E. tens of microseconds

Operation
L1 cache i
Branch m
L2 cache
Mutex loc
Send 2K k
Main men
Read 1 M
Compress
Read 4K r
Read 1 M
Round trip
Read 1 M
Disk seek
Send pac

ns	Latency (ns)
reference	1 ns
nispredict	3 ns
reference	4 ns
ck/unlock	17 ns
bytes over network	44 ns
mory reference	100 ns
B sequentially from memory	3,000 ns
s 1K bytes with Zippy	2,000 ns
randomly from SSD*	16,000 ns
B sequentially from SSD*	49,000 ns
p within same datacenter	500,000 ns
B sequentially from disk	825,000 ns
K	2,000,000 ns
cket CA-Netherlands-CA	150,000,000 ns

Recap: THE v.s. Hydra

THE





Hydra



privilege boundary

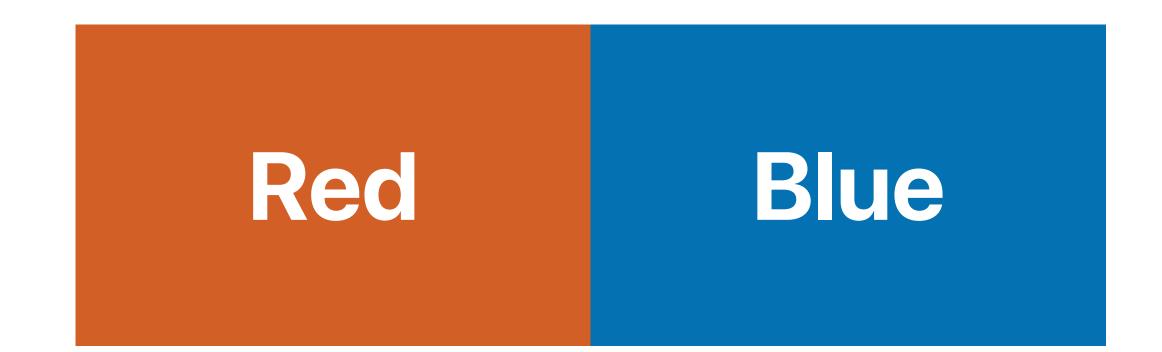


Recap: the concept "Kernel" in Hydra

Defining a kernel with all the attributes given above is difficult, and perhaps impractical at the current state of the art. It is, nevertheless, the approach taken in the HYDRA system. Although we make no claim either that the set of facilities provided by the HYDRA kernel is minimal (the most primitive "adequate" set) or that it is maximally desirable, we do believe the set provides primitives which are both necessary and adequate for the construction of a large and interesting class of operating environments. It is our view that the set of functions provided by HYDRA will enable the user of C.mmp to create his own operating environment without being confined to predetermined command and file systems, execution scenarios, resource allocation policies, etc.

If a kernel is to provide facilities for building an operating system and we wish to know what these facilities should be, then it is relevant to ask what an operating system is or does. Two views are commonly held: (1) an operating system defines an "abstract machine" by providing facilities, or resources, which are more convenient than those provided by the "bare" hardware; and (2) an operating system allocates (hardware) resources in such a way as to most effectively utilize them. Of course these views are, respectively, the bird's-eye and worm's eye views of what is a single entity with multiple goals. Nevertheless, the important observation for our purposes is the emphasis placed, in both views, on the central role of resources-both physical and abstract.

Current scoreboard



Outline

- Hydra (cont.)
- The UNIX time-sharing operating system
- Mach: A New Kernel Foundation For UNIX Development

What HYDRA proposed

- Supporting multiple processors
- Separation of mechanism and policy
- Integration of the design with implementation methodology
- Rejection of strict hierarchical layering
- Protection
- Reliability



Who's policy?

- How many of the following terms belongs to "policies"?
 - Least-recently used (LRU)
 - ² First-in, first-out
 - ③ Paging
 - ④ Preemptive scheduling
 - ⑤ Capability
 - A. 0
 - B. 1
 - C. 2

D. 3

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 - E. 4

— Policy

- Policy

- Mechanism
- Mechanism
- Mechanism

Impacts of HYDRA

- Flat system design to provide flexibility
- A unified abstraction of system resources (objects)
 - Object oriented programming
 - Protection mechanism exists in many modern OSes with different implementations (will talk about this in Mach)

What the OS kernel should do?

The UNIX Time-Sharing System

Dennis M. Ritchie and Ken Thompson Bell Laboratories



DENNIS RITCHIE 8 KEN THOMPSON

Inventors of UNIX



Why they built "UNIX"

- How many of following statements is/are the motivations of building UNIX?
 - ① Reducing the cost of building machines with powerful OSes
 - ② Reducing the burden of maintaining the OS code
 - ③ Reducing the size of the OS code
 - ④ Supporting networks and multiprocessors
 - A. 0
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Perhaps the most important achievement of UNIX is to demonstrate that a powerful operating system for interactive use need not be expensive either in equipment or in human effort: UNIX can run on hardware costing as little as \$40,000, and less than two manyears were spent on the main system software. Yet

B. 1 C. 2 D. 3

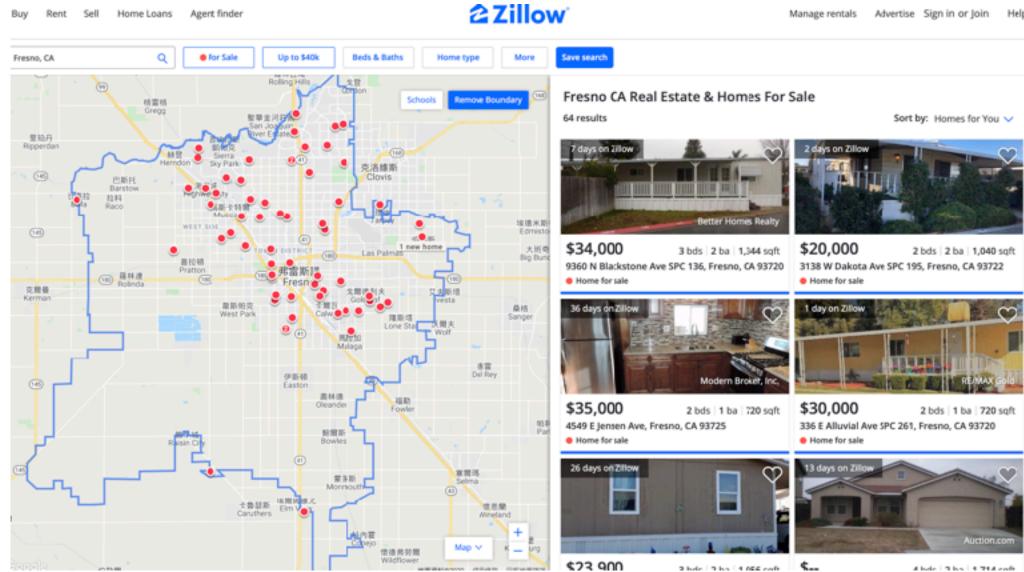
A. 0

F. 4

The size of the new system is about one third greater than the old. Since the new system is not only much easier to understand and to modify but also includes many functional improvements, including multiprogramming and the ability to share reentrant code among several user programs, we considered this increase in size quite acceptable.

Why should we care about "UNIX"

- A powerful operating system on "inexpensive" hardware (still costs USD \$40,000)
- An operating system promotes simplicity, elegance, and ease 含Zillow of use Up to \$40k Beds & Bath resno, CA
- They made it





4 bde | 2 ba | 4 244 coñ

What UNIX proposed

- Providing a file system
- File as the unifying abstraction in UNIX
- Remind what we mentioned before



The file abstraction

- How many of the following statements about UNIX is/are correct?
 - ① The semantics of accessing a device and accessing a text file is the same
 - ② For the file name / alpha / beta / gamma, alpha, beta, gamma are all files.
 - Altering the content of directory requires privileged operations (3)
 - The programmer needs to treat random and sequential file accesses (4)differently
 - A. 0
 - **B**. 1
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Protection

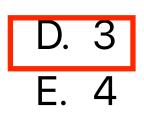
- Regarding the protection in the assigned UNIX paper, how many of the followings is/are correct?
 - ① The same file may have different permissions for different user-id
 - The owner of the file may not have the permission of writing a file (2)
 - If the user does not have a permission to access a device, set-user-id will (3) guarantee that the user will not be able to access that device
 - In the UNIX system described in this paper, if the file owner is "foo", then the user (4)"bar" will have the same permission as another user (e.g. "xyz").
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 - "bar" will have the same permission as another user (e.g. "xyz").
 - The UNIX system at that time doesn't have "group" everyone other than the owner is "others" A. 0
 - B. 1
 - C. 2



Right amplification



Demo: setuid

- chmod u+s allows "others" to execute the program as the creator
- There exists a file "others" cannot read
- Another program can dump the content
- Without setuid, others still cannot read the content
- With setuid, others can read that!

What's in the kernel?

- How many of the following UNIX features/functions are implemented in the kernel?
 - ① I/O device drivers
 - ² File system
 - ③ Shell
 - ④ Virtual memory management
 - A. 0
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user-level

kernel

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privilege boundary

Shell

- A user program provides an interactive UI
- Interprets user command into OS functions
- Basic semantics:

command argument_1 argument_2 ...

- Advanced semantics
 - Redirection
 - >
 - <
 - Pipe
 - |
 - Multitasking
 - &

The impact of UNIX

- Clean abstraction
- File system will discuss in detail after midterm
- Portable OS
 - Written in high-level C programming language
 - The unshakable position of C programming language
- We are still using it!

Perhaps paradoxically, the success of UNIX is largely due to the fact that it was not designed to meet any predefined objectives. The first version was written when one of us (Thompson), dissatisfied with the available computer facilities, discovered a little-used PDP-7 and set out to create a more hospitable environment. This essentially personal effort was sufficiently successful to gain the interest of the remaining author and others, and later to justify the acquisition of the PDP-11/20, specifically to support a text editing and formatting system. When in turn the 11/20 was outgrown, UNIX had proved useful enough to persuade management to invest in the PDP-11/45. Our goals throughout the effort, when articulated at all, have always concerned themselves with building a comfortable relationship with the machine and with exploring ideas and inventions in operating systems. We have not been faced with the need to satisfy someone else's requirements, and for this freedom we are grateful

Announcement

- Reading quizzes due next Tuesday
 - Welcome new friends! will drop a total of 6 reading guizzes for the quarter
 - Attendance count as 4 reading guizzes
- Change of office hour next week W 9a-11a (since Monday is MLK day)
- Project groups in 2
 - Will release the project by the end of the next week

Computer Science & Engineering





