15-410

"Way easier than when we were students"

Operating System Overview
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Synchronization

Syllabus!

- Please read the syllabus!
- It contains answers to questions you haven't asked yet!

Project 0

- AFS volumes aren't created yet (we know)
  - But you still need to get cross-realm tickets (see web)
- Questions?
- Please don't forget about the bboards

Outline

What is an OS?

- **“A home for a process”**
- **Brief history**
- **Special topics for special hardware**

What is an OS?

PalmOS

- 1 user, 1 task

IBM VM/CMS

- 1000 users, 1 (DOS box) task apiece

Capability-based OS

- “User”? What do you mean by “user”?

What is an OS?

Q: Size

- **A1: 16 kilobytes!**
- **A2: 16 megabytes!**

Q: Portable?

- **A1: “Of course!!!”**
- **A2: “Why would you want portability???”**

Consensus elusive

- **“The stuff between the hardware and the application”**

Common Features

Abstraction layer

- People want files, not sectors
- People want I/O, not interrupts
- People want date & time, not "ticks since boot"
- Or: *Obstruction* layer
  - See: Exokernel

Common Features

Virtualization

- Give everybody “their own” machine
- IBM's VM/SP is “strong” virtualization
  - Your own 3081!
  - PC-XT/370!
- Unix process is like a virtual machine too
  - Upcoming lecture

Common Features

Protected Sharing (*Controlled* Interference)

- **Shared disk**
  - **space-sliced**
- **Shared CPU**
  - **time-sliced**
- **Shared keyboard/display**
  - **Hmm...**
- **Shared memory**
  - **Hmm...**
- **N levels of shared cache**
  - **Hmm...shh...**

Single-process OS

Examples

- DEC's RT-11
  - moment of silence
- CP/M (and its clone, MS-DOS)
- Apple DOS
- UCSD p-system (1978)
- (Early MacOS; PalmOS)

Single-process OS

Typical features

- One active program
- Some memory management
- A "file system"
- A command interpreter
  - "Built-in" commands
    - DIR, SET, ^C
  - "External" commands
    - compiler, editor

Mainframe “Batch” OS

Examples

- IBM HASP?

Typical features

- One active program
- I/O library
  - Card reader, tape drive, printer
- Load next program
  - (completion or “abend”)

Wasteful

- Usually much of machine is idle

Multiprogramming Batch OS

Key insight

- **Sometimes *two* programs fit in memory**
- **Each program is often waiting for I/O**
- **Two for the price of one!**

Multiprogramming Batch OS

Typical features

- Job scheduling
  - Semi-ordered entry to memory
  - No longer a hot research topic
- Processor scheduling
  - Multiplexing CPU somehow
- Input/Output stream abstraction
  - Virtual card reader/punch
  - JCL!

Multiprogramming Batch OS

Typical features

- Memory mapping or linkage discipline
- (Hopefully) crash isolation

Examples

- IBM MVT, MVS

Timesharing

Key Insight

- **(none)**

Timesharing = *Interactive* Multiprogramming

- **Memory cheap enough for lots of processes**
- **Terminals cheap enough for lots of users**

Timesharing

Examples

- **CTS, ITS, TENEX**
- **MVS/TSO**
- **VM/CMS**
- **Multics**
- **Unix**

Timesharing

Typical features

- Swapping processes out of memory to disk
  - A good idea: lots of them are idle!
- Virtual memory
- Fancy process scheduling (priorities, ...)

Inter-user/inter-process *communication!*

- Why not? You're all logged in all day...

Other Visions

Multics

- What if computing were a utility like the telephone?
- What if one mainframe supported everybody in a whole city?
- What would the OS be like?
  - Timesharing on a grand scale
  - Secure, hopefully!
- Invented many “modern” OS technologies

Other Visions

The Humane Interface

- Jef Raskin (designer of Mac UI)
- Design user interface according to cognitive psych
- Then design all other software in system
- User should never see “operating system”
  - Nor “applications” either!

“Just say no”

- An operating system is a collection of things that don't fit into a language. There shouldn't be one.
  - Dan Ingalls, Byte Magazine, 1981

Shared-memory Multiprocessors

Requirements

- cheap processors
- shared memory with some coherence

Advantages

- Throughput
  - linear if you're lucky
- Resource sharing efficiency (one box, one net port)
  - but maybe: resource hot-spot inefficiency
- Machine can keep running if one processor dies

Asymmetric Multiprocessing

Or "master-slave" multi-processing

Typical

- One processor runs the OS kernel
- Other processors run user tasks

Cheap hack

- Easy to adapt a 1-processor OS

Downside

- Kernel is a "hot spot"
  - Eventually that processor is 100% busy
  - Then more processors can't increase user throughput

Symmetric Multiprocessing

"Ideal" multiprocessing

Re-entrant multi-threaded kernel

Fascinating problems

- **TLB shoot-downs**

Distributed Applications

Concept

- Yodeling from one mountain peak to another
- Standage, Victorian Internet

Client-server

- WWW
- File service

Distributed Applications

Message passing / "Peer-to-peer"

- **e-mail**
- **USENET**
- **Music/movie "sharing"**
- **"Ad-hoc networking"**
- **"Sensor" nets**

Loosely-Coupled Distributed Applications

Sample Challenges

- Time delays may be large
  - Vinge, Fire Upon the Deep
  - Clarke, Songs of Distant Earth
- Group membership generally un-knowable
- Temporal coherence often very weak
- Messages must be somewhat self-contained
- No authority to trust

Loosely-Coupled Distributed Applications

Advantages

- Large systems can grow with minimal central planning
- Large, *useful* systems
  - e-mail, USENET, WWW
- Aggregate throughput can be enormous
- Systems can keep working despite damage
  - "The Net interprets censorship as damage and routes around it" –John Gilmore

Distributed File Systems

Typical features

- Single global namespace
  - Everybody agrees on mapping between files & names
- Many servers, but invisible
  - Server name not part of file name
  - File motion among servers is transparent
- Authentication across administrative boundaries
- Some client autonomy
  - Avoid server hot spots

Distributed File Systems

Examples

- AFS
- OpenAFS
- Arla
- Coda

"Storage" is hot

- NAS, SAN
- So maybe the time has come

"Cluster" file systems

- Lots of boxes, usually one administrative domain

Distributed Operating Systems

Intuition

- Mixture of remote and local resources

Interactive process

- Local memory, processor, display, keyboard, mouse
- Remote file system

Server process

- Local memory, processor (maybe disk)

Distributed Operating Systems

Examples

- Hydra
- Locus
- V
- Amoeba
- Sprite
- Plan 9
- (Mach, sometimes, in the lab)

Distributed Operating Systems

Common emphases

- **“Capabilities” for objects**
  - **Same format, behavior for remote or local objects**
  - **(non-forgeable handles require cryptography)**
- **User-centric namespaces**
  - **My "/tmp" is *mine***

One **namespace:**

- **files, processes, memory, devices**

Real-time Systems

Sometimes time matters

- **Music**
  - **“small” glitches sound *bad***
- **Gaming**
  - **must match hand/eye coordination**
- **Factory process control**
- **Avionics**

Real-time Systems

Hard real-time

- Glitch means something goes *boom*
- Avoid things with unpredictable timing
  - Virtual memory, disks
- Seriously over-engineer

Soft real-time

- Ok to do it right “most of the time”
- Minor changes to existing OS help a lot
- Fancy scheduler, fancy mutexes, memory locking

Mobile Computing

Examples

- PDAs
- Laptops
- “Sensor” networks

Standard resources are tight

- Memory
- Processor speed
- Screen size
- Power

Mobile ⇒ “Pervasive”

Not just “portable” –tiny!

- Size of a...
  - ...candy bar?
  - ...battery?
  - ...dime?
  - ...grain of salt?

New worries

- Intermittent connectivity
- Self-organization
- Power concerns become *pervasive*

Summary - 1

Resource abstraction

- **Packets ⇒ reliable byte streams**
- **Disk sectors ⇒ files**
- **Resource naming**

Summary - 2

Resource sharing/protection

- CPU time slicing
- Memory swapping/paging
- Disk quotas

Summary - 3

Communication & Synchronization

- **Messaging**
- **Synchronizing & coherence**

Closing

Upcoming

- Hardware (in one easy lecture!)
- The Process