15-410

"...This is a transformative class..."

Review
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Dave Eckhardt

Bruce Maggs

Synchronization

P3 grading guidance

- Weights are approximate

~70% shell works (no horrible hacks)

~20% tests

- P3/P4 hurdle tests
- Other tests

~10% structure/style

Synchronization

Exam will be closed-book

- *But you may bring a 1-sided 8.5x11 sheet of notes*
  - 6 point font or larger :-)
- *Weakly* non-cumulative
  - Emphasis on new material, design questions
  - You will need to use some "old" knowledge
  - We didn't really test on "P2 knowledge" (nor P3)

Synchronization

Faculty evaluation forms

About today's "review"

- More "reminders" than "course outline"
  - Un-mentioned topic implies "text & lectures straightforward"
- Reading *some* of the textbook is advisable!

Read Your Code

Re-read your P2

Re-read your P3

Go over feedback

Talk about them with your partner

- Schedule a time

You should understand "the hard parts"

- Focus on whichever part you know least well
  - (or fear the most)

“Concept” Lectures

We could ask a question

- We would give you some guidance/refresh your memory

Examples

- Advanced Disk Scheduling
- OS Structures
- Plan 9
- Distributed clocks

Core “Phase I” concepts

Machine model

- Registers
  - “regular”
  - “special”
- Interrupt (vs. exception – how they differ, why)

Process model

- You should be a memory-map *expert*
  - Kernel space, user space, virtual memory
- Process vs. thread
- *Exactly* what goes on a stack, where it comes from...

Core “Phase I” concepts

Mutual exclusion

- mutex, cvar, what's inside, why

Concurrency

- Race-condition expert!

Deadlock

- Ingredients
- Various approaches to coping

Virtual Memory

Job

- Maintain multiple illusions (aka “address spaces”)

Players

- High-level info (COW, who uses which region)
- Mapping data structure (maybe chosen by processor)
- TLB – cache of v-to-p translations from that data structure
  - “flush” - when, why, how?

Game Features

- Mappings are *sparse*
- This explains the ways they're implemented

Memory Hierarchy

Why we must lie

Why we can get away with it

Layering ("Pyramid of deception")

- **Why layers can't be implemented the same way**

Line size, placement, write-back, ...

Caches OS's typically manage

Coherence

Scheduling

Round-Robin

Things people do

- Multi-level feedback queues

Dubious

- Priority

“Priority Inheritance”

Disk scheduling

Spinning platter/waving arm model

Seek time vs. rotational latency

FCFS, SSTF, SCAN, LOOK, C-SCAN, C-LOOK, SPTF, WSPTF

Fairness, mean response time, variance, starvation

Freeblock scheduling

- Concept

Disk Array Overview

Historical practices

- Striping, mirroring

The reliability problem

- More disks ⇒ *frequent* array failures
- *Cannot* tolerate 1/N reliability

Parity, ECC, why parity is enough

- Erasure channels
  - Good terminology to display at parties

Disk Array Overview

RAID “levels” (really: flavors)

- Understand RAID 0, 1, 4 vs. 5
- What they're good for, why

File Systems

Data access model

- What it means for a file to be “open”

Cache issues

Naming

- Directory flavors, mounting

Core problem: block mapping

- Compare data structures to VM
- “Holes”

Architecture

- Layering to support multiple file system types, ...

Distributed File Systems

Client-side redirection

- Which files are remote? How to operate remotely?

Communication

- RPC, XDR
- Flow of RPC operations to access a file
  - Mount, lookup, access
- Batching (what, why)
- Cache vs. consistency vs. locks

IPC

Communicating process on one machine

Naming

- Name server?
- File system?

Message structure

- Sender id, priority, type
- Capabilities: memory region, IPC rights

Synchronization/queueing/blocking

IPC

Group receive

Copy/share/transfer

A Unix surprise

- **sendmsg()/recvmsg() pass file descriptors!**

RPC Overview

RPC = Remote Procedure Call

Extends IPC in two ways

- **IPC = Inter-**Process **Communication**
  - **OS-level: bytes, not objects**
- **IPC restricted to single machine**

Marshalling

Server location

RPC Overview

Call semantics

- Asynch? Batch? Net/server failure?

Client flow, server flow

- Cleint stub routines, server dispatch skeleton

Java RMI

- (have some sense—obviously, we didn't make you use it)

Marshalling

Values must cross the network

Machine formats differ

- Serialize/de-serialize
- Format/packing
- Type mismatch issues

“The pointer problem”

Protection Overview

Protection vs. Security

- Inside vs. outside "the box"

Objects, operations, domains

Access control *(least privilege)*

3 domain models

Domain switch (setuid example)

Multics ring architecture

Access Matrix

- Concept and real-world approaches

Security Overview

Goal / Threat / Response tuples

Malware

- Trojans, trapdoors
- Buffer overflow
- Viruses, worms

Password files, salt

- What is the threat, how does the technique help

Biometrics vs. cheating

Security Overview

"Understand cryptography"

- What *secure* hashing is good for
- One-time pad
- Symmetric (private-key) crypto
- Asymmetric (public-key) crypto
  - Has private keys and public keys
- Kerberos
  - Symmetric crypto
  - Central server avoids the n^2 key problem

Preparation Suggestions

Sleep well (***two*** nights)

Scan lecture notes

Read any skipped textbook sections

- **Well, the most-important ones, anyway**

Understand the code you turned in

- **Even what your partner wrote**
- **What are the hard issues, why?**

Preparation Suggestions

Prepare a sheet of notes

Read comp.risks & Effective Java

- Ok, after the exam will suffice

Don't panic!

- Budget time wisely during exam
  - (don't get bogged down)

15-410 on One Slide

What a process/thread *really is*

- (the novel-length version, not the fairy tale)

Concurrency & synchronization

- Issues, mechanisms, *hazards*

How the pieces of hardware fit together

A sense of "what's out there" beyond the kernel

Skills for non-small software artifacts

- Design, debugging, partnering
- Documenting, source control