15-410
“Way easier than when we were students”

Operating System Overview
Jan. 14, 2005

Dave Eckhardt

Bruce Maggs
Synchronization

Syllabus!
- Please read the syllabus!

Readings
- Posted on the “schedule” web page

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
Synchronization

Reading

- Today – Chapter 1, more or less
- Next week
  - Chapter 4 (Process) – Skip 4.5, 4.6
- Thereafter
  - Chapter 5 (Thread)
  - Chapter 7 (Synchronization) – Skip 7.9
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
- A: 16 kilobytes?
- A: 16 megabytes?

Q: Portable?
- A: “Of course!!!”
- A: “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...
Single-process OS

Examples

- DEC's RT-11
  - moment of silence
- CP/M (and its clone, MS-DOS)
- Apple DOS
- UCSD p-system
- (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
- VM/CMS
- MVS/TSO
- Multics
- Unix
Timesharing

Typical features

- Swapping processes out of memory to disk
- 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 we designed an OS for a whole city?
- Timesharing on a grand scale
- Invented many “modern” OS technologies

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!
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

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
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

- Locus
- Amoeba
- Sprite
- Plan 9
- ~Mach
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
Mobile Computing

New worries

- Intermittent connectivity
- Self-organization
- Power
Summary - 1

Resource abstraction

- Packets $\Rightarrow$ reliable byte streams
- Disk sectors $\Rightarrow$ 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