What You Need to Know for Project Three

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Synchronization

Exam scheduling

- Watch for mail today (I know you'll be busy)

Maximum-likelihood estimator

- Thursday, 18:30
- Location = [blocked on Registrar]
Exam study hints

- Watch for HW1 – out soon
  - *Will NOT be due at midnight!*
- In-class review next week
- Old exams are on course web site!
- Try actually writing down answers
Synchronization

Project 3 Checkpoint 1 demo

- Monday, October 14th: meet in Wean 5207 cluster
- Attendance is mandatory (nobody has a conflict!)
  - We expect you even if your code isn't quite done
  - Regardless of the reason
Synchronization

• Reminder: Book report
  • If end-of-semester won't be the best deadline for you, it's ok for you to submit it early!

• Thinking about the future
  • Spring/Fall: 15-418/618: Parallel
  • Spring: 15-721: Database Systems (by audition); 15-712 (by audition)
  • Fall: 15-412/612; 15/18-746; 15-411/611; 15-445
  • Google “Summer of Code”? 
Overview

Introduction to the Kernel Project
Mundane Details in x86
  registers, paging, the life of a memory access, context switching, system calls, kernel stacks
Loading Executables
Style Recommendations (or pleas)
Attack Strategy
A Quick Debug Story
Introduction to the Kernel Project

P3:P2 :: P2:P1!

P2

- Stack, registers, stack, race conditions, stack

P3

- Stack, registers, page tables, scheduling, races...

You will “become one with” program execution

P1: living without common assumptions

P3: providing those assumptions to users
The P3 Experience

- Goals/challenges
  - More understanding
    - Of OS
    - Practice with synthesizing design requirements
  - More code
    - More planning
    - More organization
  - More quality!
    - Robust
    - More debugging!
Your kernels will feature:
- preemptive multitasking
- multiple virtual address spaces
- a “small” selection of useful system calls
- robustness (hopefully)
“Preemptive multitasking” is forcing multiple threads to share the CPU
You will use the timer interrupt to do this
Reuse your timer code from P1 if possible
Introduction to the Kernel Project: Preemptive Multitasking

Simple round-robin scheduling will suffice
- Some system calls will modify the sequence
- Think about them before committing to a design

Context switching is tricky but cool

As in P2, creating a new task/thread is hard
- Especially given memory sharing

As in P2, exiting is tricky too
- At least one “How can I do that???” question
Introduction to the Kernel Project: Multiple Virtual Address Spaces

The x86 architecture supports paging
You will use this to provide a virtual address space for each user task
Each user task will be isolated from others
Paging will also protect the kernel from users
Segmentation will not be used for protection
Introduction to the Kernel Project: System Calls

You used them in P2
Now you get to implement them
Examples include fork(), exec(), thread_fork
There are easier ones like gettid()

- The core cluster – must work solidly
  - fork(), exec()
  - vanish(), wait()
Mundane Details in x86

We looked at some of these for P1
Now it is time to get the rest of the story
How do we control processor features?
What does an x86 page table look like?
What route does a memory access take?
How do you switch from one process to another?
Mundane Details in x86: Registers

General purpose regs (not interesting)
Segment registers (somewhat interesting)
  - %cs, %ss, %ds, %es, %fs, %gs
%eip (a little interesting)
EFLAGS (interesting)
Control Registers (very interesting)
  - %cr0, %cr1, %cr2, %cr3, %cr4
  - esp0 field in the hardware “task segment”
Mundane Details in x86: General Purpose Registers

The most boring kind of register
%eax, %ebx, %ecx, %edx, %edi, %esi, %ebp, %esp

%eax, %ebp, and %esp are exceptions, they are slightly interesting
- %eax is used for return values
- %esp is the stack pointer
- %ebp is the base pointer
Mundane Details in x86: Segment Selector Registers

Slightly more interesting
%cs specifies the segment used to access code (also specifies privilege level)
%ss specifies the segment used for stack related operations (pushl, popl, etc)
%ds, %es, %fs, %gs specify segments used to access regular data
Mind these during context switches!!!
If something specific breaks, check these
Mundane Details in x86: The Instruction Pointer (%eip)

It’s interesting
Cannot be read from or written to directly
  • (branch, call, return)
Controls which instructions get executed
‘nuff said.
Mundane Details in x86: The EFLAGS Register

It’s interesting

Flag city, including interrupt-enable, arithmetic flags

- You want “alignment check” off
Mundane Details in x86: Control Registers

Very interesting!
An assortment of important flags and values
%cr0 contains powerful system flags that control things like paging, protected mode
%cr1 is reserved (now that’s really interesting)
%cr2 contains the address that caused the last page fault
Mundane Details in x86: Control Registers, cont.

%cr3 contains the address of the current page directory, as well as a couple paging related flags

%cr4 contains… more flags (not as interesting though)
- Protected mode virtual interrupts?
- Virtual-8086 mode extensions?
- Most of these are not usefully modified…
  …but you should make an inventory.
Mundane Details in x86: Registers

How do you write to a special register? Most of them: \texttt{movl} instruction
Some (like \%cr's) you need PL0 to access
We provide assembly wrappers for some
  \begin{itemize}
  \item Maybe we should skip some!
  \item Think about each before using.
  \end{itemize}
EFLAGS is a little different, but you may not be writing directly to it anyway
Mundane Details in x86: The Life of a Memory Access

Logical Address

(consists of 16 bit segment selector, 32 bit offset)

Segmentation

Linear Address

(32 bit offset)

Paging

Physical Address

(32 bit offset)
Mundane Details in x86: The Life of a Memory Access

Logical Address (consists of 16 bit segment selector, 32 bit offset)

Segmentation

Linear Address (32 bit offset)

The 16 bit segment selector comes from a segment register (%CS & %SS implied)

The 32 bit offset is added to the base address of the segment

That gives us a 32 bit offset into the virtual address space
Mundane Details in x86: Segmentation

Segments need not be backed by physical memory and can overlap

Segments defined for these projects:

- Kernel Code
- Kernel Data
- User Code
- User Data
Mundane Details in x86: Segmentation

For Project 3 we are abusing segmentation

- All segments “look the same”
- Each linear address is just the “low-order 32 bits” of the logical address
- Confusing, but simplifies life for you
- See 15-410 segmentation guide on website
Mundane Details in x86: The Life of a Memory Access

Linear Address (32 bit offset)

Top 10 bits index into page directory, point us to a page table
The next 10 bits index into page table, point us to a page
The last 12 bits are an offset into that page

Paging

Physical Address (32 bit offset)
Mundane Details in x86: Page Directories and Tables

Logically, PDE’s and PTE’s are each 20 bits of frame number and 12 bits of 000.
Mundane Details in x86: Page Directory

The page directory is 4k in size
Contains pointers to page tables
Entries may be invalid (see “P” bit)

Figure from page 87 of intel-sys.pdf
This a jumping-off point!
Mundane Details in x86: Page Table

Each page table is also 4k in size
Contains pointers to pages
“P” bit again

Figure from page 87 of intel-sys.pdf
This a jumping-off point!
Mundane Details in x86: The Life of a Memory Access

Whoa there, Slick… What if the page directory entry isn’t there?

What happens if the page table entry isn’t there?

It’s called a page fault, it’s an exception, and it lives in IDT entry 14.

You will have to write a handler for this exception and do something intelligent.
Mundane Details in x86: Context Switching

We all know that threads take turns running on the CPU.
This means they have to be stopped and started over and over.
How?
Mundane Details in x86: Context Switching

The x86 provides a hardware “task” abstraction
  • This makes context switching “easy”

But...
  • Often faster to manage processes in software
  • We can also tailor our process abstraction to our particular needs
  • Our OS is more portable if it doesn't rely on one processor's notion of “task”

Protected mode requires one hardware task
  • Already set up by 410 boot code
Mundane Details in x86: Context Switching

Context switching is a very delicate procedure. Great care must be taken so that when the thread is restarted, it does not know it ever stopped.

“User” registers must be exactly the same (%cr3 is the key non-user register)
Its stack must be exactly the same
Its page directory must be in place
Please carefully heed the handout warnings!
Mundane Details in x86: Context Switching

Hints on context switching:

• Use the stack, it is a convenient place to store things
• If you do all your switching in one routine, you have eliminated one thing you have to save (%eip)
• New threads will require some special care
  • Try to confine new-thread code; don't infect your beautiful pure context-switcher
Mundane Details in x86: System Calls

System calls use “software interrupts”
  • Which are not actually interrupts!
  • They are immune to disable_interrupts()
  • Which defers, not disables, anyway!
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Install handlers much as you did for the timer, keyboard

Calling convention specified in handout
  • Matches P2

If you are rusty on the IDT refer back to P1
Mundane Details in x86: Kernel Stacks

User threads have a separate stack for their kernel activities
Located in kernel space
How does the stack pointer get switched to the kernel stack?
Mundane Details in x86: Kernel Stacks

When the CPU switches from user mode to kernel mode the stack pointer is changed.

The new (kernel) stack pointer to use is stored in the configuration of the CPU hardware task.

- Remember: we use only one “x86 task”

We provide a function to change this value:

```c
set_esp0(void* ptr)
```

Used during `next` user ⇒ kernel transition.

- So `set_esp0()` “does nothing” (until later)
Loading Executables

Same approach as P2
“RAM disk” file system
But you must write a loader
Loading Executables: The Loader

RAM-disk bytes are part of the kernel data area.
You need to load them into the task’s address space.
Code, rodata, data, bss, stack – all up to you!

Executables will be in “simple ELF” format.
References to resources are in the handout.
Encapsulation!!!!!!

You **will** re-implement chunks of your kernel

It will be **painful** if code is holographic

**Don't** “use a linked list of threads”

**Do** define a thread-list interface

- find(), append(), first(), ...

You may need to add a method...

- ...which changes the implementation entirely...
- But most existing interface **uses** (calls) will be ok
Machine State Summary

256 MB RAM, keyboard, console, timer
IDT

CPU state

- General-purpose registers
- Segment registers
- EFLAGS, cr0…cr4, esp0

We set up for you

- Hardware task
- GDT (global descriptor table) – 4 segments
Warning
Attack Strategy

There is an attack strategy in the handout. It represents where we think you should be in particular weeks. You WILL have to turn in checkpoints. Excellent data indicate... Missing one checkpoint is dangerous... don't miss two!
Attack Strategy

Please read the handout a couple times over the next few days

Create doxygen-only files

- scheduler.c, process.c, ...
- Document major functions
- Document key data structures
- A very iterative process

Suggestion: doxygen tentative responsibilities

- For a good time, estimate #lines, #days
Partnership

Make an explicit partnership plan

- How often you'll meet, for how long
  - Regular, fixed meetings are vital!
- Information flow
  - When will you read each other's code?
- Meeting agenda suggestions
  - Last time's open issues
  - New issues
  - Who will do what by next meeting?
Grading Approach

These numbers are not final!

<table>
<thead>
<tr>
<th>Weight</th>
<th>Section</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Kernel builds as directed</td>
</tr>
<tr>
<td>45</td>
<td>Shell loads, runs test programs</td>
</tr>
<tr>
<td>10</td>
<td>Concurrency</td>
</tr>
<tr>
<td>10</td>
<td>Style/structure</td>
</tr>
<tr>
<td>10</td>
<td>Basic tests</td>
</tr>
<tr>
<td>15</td>
<td>Non-basic tests</td>
</tr>
<tr>
<td>5</td>
<td>Thread tests (not using your P2)</td>
</tr>
</tbody>
</table>
“Hurdle” Model

We will release a test suite

- ~15 “basic” tests
- ~15 “solidity” tests
- ~2 “stability” tests

Successful completion of Project 3 requires

- ~80% of each section of test suite
- Acceptable preemptibility and robustness

You will self-test your P3 when you turn it in
“Hurdle” Model

Leap the P3 hurdle?

• Work on Project 4
  • ~2 weeks after P3
  • ~5% of course grade
  • A modification/extension of your kernel
  • Goal: “interesting”, more than “hard”

Thwarted?

• Extra time for P3 (~1 week)
• 0% will be assigned for P4 grade
Warning!

To continue to P4, kernel must be complete
- We will publish criteria
- Seemingly “trivial” things on the checklist cost 20% of grade!

P3extra is *not optional* if kernel isn't complete
- We won't assign a P4 grade, so p3extra is the only option

This is serious
- Please be serious about it
A Quick Debug Story

Ha! You’ll have to have been to lecture to hear this story.
A Quick Debug Story

The moral is, please start early.
Our Hopes for You

Project 3 can be a transformative experience
  • You may become a different programmer
  • Techniques, attitudes

Employers care about this experience
Alumni care about this experience

#include <end_of_412_concern_stories>
Exhortation

Please read the project handout ASAP!
You need to plan how to get to Checkpoint 1
  • Simple loader
  • Dummy VM
    • please write (encapsulated) bad code!!
  • Getting from kernel mode to user mode
  • Getting from user mode to kernel mode
  • Lots of faults
    • Solving them will require “story telling”
Encouragement

This can be done
Stay on track
  • Make all checkpoints
  • Don't ignore the plan of attack
  • Don't postpone merges

Spring 2012
  • 2 groups dropped, two groups split (3 kernels)
  • All other groups turned in working kernels
  • Let's do it again!
Good Luck on Project 3!