Greetings

• Welcome to CSci 5103!
  – me: Jon Weissman, Professor CS
    • office hours M 9-11am, 4-225F KH
    • or when I am around
  – interests: distributed and parallel systems
  – cycling, hiking, XC-ski
  – TA: Bowen Wang
    • office hours TBD, 2-209 KH

• This is a grad-level OS course suitable for grad
  students and highly motivated senior undergrads
Who Gets In?

• 1 Effective TA – cap around 60
  – 62 enrolled in room, 9 in UNITE

• Will make final decision by next Thursday based on who shows up today; preference to CS grads, CS seniors, CS majors, ....
  – Class will be offered again in Spring 2020

• If you plan on dropping PLEASE let me know ASAP (as a courtesy to your classmates).
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• 5103 is hard work ... but it will be fun work 😊

• Prereqs
  – undergraduate OS (4061 or equiv.)

• Knowledge of C/C++, Unix, and debugging is key
  – get to know *gdb* or *ddd*
  – sorry can’t use Java
    • easy to gen assembly/sys calls with C
    • believe me this is a bigger burden on us ... but we think it is the right way to learn OS concepts
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- Website: http://www.cse-labs.umn.edu/classes/Fall-2017/csci5103
  - check it out – read announcements daily
  - start by looking at schedule, syllabus, dates

- Books
  - More cutting edge than Tanenbaum, S&G: industry practice
  - On-line materials including research papers
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• Lectures + active exercises + class participation
  – coming to class is important
  – papers and more advanced topics this semester
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• Grades
  – 4 programming projects, 2 exams (mid + final), 4 written homeworks (exam prep)

• Late work – 1 proj, 10% penalty, 1 extra day

• Some/most projects will be groups; all get same score

• Regrading – within 2 week window
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• Working together
  – Team projects require a necessary collaboration. No barriers on this collaboration.
  – Homeworks are done individually!
  – Can discuss meaning of questions or issues, but should not share code, solutions.
Topics

- Course Introduction: History and Background (1)
- Kernel, Processes, API (1)
- Threads (1)
- Synchronization (2)
- Scheduling (1)
- Memory Management and Virtual Memory (3)
- File Systems and Storage, I/O (3)
- File System Reliability (1)
- Protection and Security (1)
- Wrapup (1)
What do I need for this course?

• Computer architecture
  – CPU, interrupts, I/O devices, protection

• C/C++ and Unix comfort
  – Systems programming (e.g. 4061) is required
  – Experience with Unix debuggers is also helpful

• Willingness to work hard
  – Systems is hard work ... but your hard work will be rewarded. “No Pain No Gain”
Course Materials for CSci 5103

• Operating Systems: Principles and Practice (OSPP)
  – source for most of the lecture content, but not all
  – may take a bit from Tanenbaum Modern Operating Systems

• Linux Device Drivers
  – see web-page

• There will also be some papers to read, they will be posted soon
Lazowska, U Washington: “The text is quite sophisticated. You won't get it all on the first pass. The right approach is to [read each chapter before class and] re-read each chapter once we've covered the corresponding material... more of it will make sense then. Don't save this re-reading until right before the mid-term or final – keep up.”
Am I up to it?

- If Chapter 1 has you worried, you may want to bail.
- Also, can you “grok” this code?

```c
void thread_create(thread_t *thread, void (*func)(int), int arg) {
    // Allocate TCB and stack
    TCB *tcb = new TCB();
    thread->tcb = tcb;
    tcb->stack_size = INITIAL_STACK_SIZE;
    tcb->stack = new Stack(INITIAL_STACK_SIZE);
    tcb->sp = tcb->stack + INITIAL_STACK_SIZE;
    tcb->pc = stub;

    // Create a stack frame by pushing stub's arguments and start address
    // onto the stack: func, arg
    *(tcb->sp) = arg;
    tcb->sp--;
    *(tcb->sp) = func;
    tcb->sp--;

    ...  
    (*func)(arg);           // Execute the function func()
    thread_exit(0);         // If func() does not call exit, call it
}
```
Or this?

#define DO_SYSCALL syscall(SYS_getpid)

unsigned int timediff(struct timeval before, 
                        struct timeval after) {
    unsigned int diff;

    diff = after.tv_sec - before.tv_sec;
    diff *= 1000000;
    diff += (after.tv_usec - before.tv_usec);

    return diff;
}
4061 vs. 5103

• Small overlap in OS concepts
• We’ll explore concepts in greater depth
  – 4061: locks, condition variables
  – 5103: how are these implemented, used today

• Focus is on the inside-view of the OS
  – How are things implemented INSIDE the OS
  – 4061: how can I manipulate processes?
  – 5103: how are processes implemented inside the kernel?
    • What kinds of architectural support is needed?
OS as case study

• Book promotes idea that OS is great way to learn about many system concepts useful even if you never ever look at OS source code!
  – abstraction
  – policy vs. mechanism
  – ...

Programming Projects

• Reflect the 5103 orientation

• Systems-programming is the focus of 4061 – how does one use OS facilities from the outside

• Our projects generally reflect inside perspective
  – projects will help shed light on how the OS works internally, often this is a “grey-box” approach
  – some kernel level experimentation
Questions?
Main Points (for today)

• Operating system definition
• OS challenges briefly
  – Reliability, security, responsiveness, portability, ...
• OS history
  – How we got here and where we are going?
What is an operating system?

• Software to manage a computer’s resources for its users and applications

• Two key interfaces
Operating Systems: Two Interfaces

- The operating system (OS) is the interface between user applications and the hardware.

- An OS implements a *virtual machine* that is easier to program than the raw hardware.
  - Example?
Operating System Roles: OS Design Pattern

• **Referee**
  – Resource allocation among users, applications
  – Isolation of different users, applications from each other
  – Communication between users, applications

• **Illusionist**
  – Each application appears to have the entire machine to itself
  – Infinite number of processors, (near) infinite amount of memory, reliable storage, reliable network transport

• **Glue**
  – Common services for apps: libraries, terminals, drivers, cut-and-paste, ...
Example: File Systems

• Referee
  – Prevent users from accessing each other’s files without permission
  – Sharing disk space across the file system

• Illusionist
  – Files can grow (nearly) arbitrarily large
  – Files persist even when the machine crashes in the middle of a save

• Glue
  – named directories, stdio library (e.g. printf)
More?

• Other examples from OS?
Not easy: many policy choices

• How should an operating system allocate processing time between competing uses?
  – Give the CPU to the first to arrive?
  – To the one that needs the least resources to complete? To the one that needs the most resources?

• Many choices as referee, illusionist, even glue represent trade-offs. No clear-cut best.
OS Design Pattern: web service

- How does the server manage many simultaneous client requests?
- R on client side?
- How do we make it seem that all web pages are local? (I)
- How do we enable Web programming, client-server connectivity, etc. (G)
- Book has other nice examples!
OS Challenges

• Reliability
  – Does the system do what it was designed to do?

• Availability
  – What portion of the time is the system working?
  – Mean Time To Failure (MTTF), Mean Time to Repair

• Security
  – Can the system be compromised by an attacker?

• Privacy
  – Data is accessible only to authorized users
OS Challenges

• Portability
  – For programs:
    • Application programming interface (API)
    • Abstract virtual machine
  – For the operating system
    • Hardware abstraction layer
OS Challenges

• Performance
  – Latency/response time
    • How long does an operation take to complete?
  – Throughput
    • How many operations can be done per unit of time?
  – Overhead
    • How much extra work is done by the OS?
  – Fairness
    • How equal is the performance received by different users?
  – Predictability
    • How consistent is the performance over time?
Early Operating Systems: Computers Very Expensive

• One application at a time
  – Had complete use of hardware
  – OS was runtime library
  – Users would stand in line to use the computer

• Batch systems: multiprogramming
  – Keep CPU busy by having a queue of jobs
  – OS would load next job while current one runs
  – Users would submit jobs, and wait, and wait
  – What new OS facilities are needed?
Interactive: People Expensive

- Multiple users on computer at same time
  - Interactive performance: try to complete everyone’s tasks quickly: good response
  - As computers became cheaper, more important to optimize for user time, not computer time
Today’s Operating Systems: Computers Cheap

• Smart phones
• Embedded systems
• Laptops
• Tablets
• Virtual machines
• Data center servers
• Different resources?
  – power
Tomorrow’s Operating Systems

- Giant-scale data centers
- Increasing numbers of processors per computer
- Increasing numbers of computers per user
- Very large scale storage
- Going the other way ...
- Internet of things
  - New concerns?
  - Privacy!, Reliability!!