CSE 451: Operating Systems
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Module 2
Architectural Support for Operating Systems

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Even coarse architectural trends impact tremendously the design of systems

- Processing power
  - doubling every 18 months
  - 60% improvement each year
  - factor of 100 every decade
  - 1980: 1 MHz Apple II+ == $2,000
    - 1980 also 1 MIPS VAX-11/780 == $120,000
  - 2006: 3.0GHz Pentium D == $800

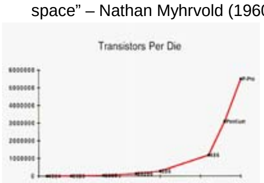
- Primary memory capacity
  - same story, same reason (Moore's Law)
    - 1972: 1MB = $1,000,000
    - 1982: I remember pulling all kinds of strings to get a special deal: 512K of VAX-11/780 memory for $30,000
    - 2005:

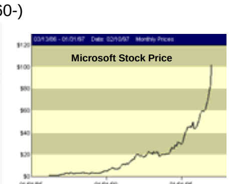
4GB vs. 2GB (@400MHz) = $800

- today:

4GB vs. 2GB (@667MHz) = $290

- Aside: Where does it all go?
  - Facetiously: "What Gordon giveth, Bill taketh away"
  - Realistically: our expectations for what the system will do increase relentlessly
    - e.g., GUI
  - "Software is like a gas – it expands to fill the available space" – Nathan Myhrvold (1960-)



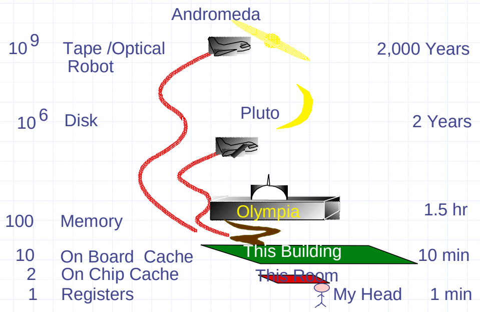


- Disk capacity, 1975-1989
  - doubled every 3+ years
  - 25% improvement each year
  - factor of 10 every decade
  - Still exponential, but far less rapid than processor performance
- Disk capacity since 1990
  - doubling every 12 months
  - 100% improvement each year
  - factor of 1000 every decade
  - 10x as fast as processor performance!

- Only a few years ago, we purchased disks by the megabyte (and it hurt!)
- Today, 1 GB (a billion bytes) costs ~~$1~~ ~~$0.50~~ $0.25 from Dell (except you have to buy in increments of 40 ~~80~~ 250 GB)
  - => 1 TB costs ~~$1K~~ ~~$500~~ $250, 1 PB costs ~~$1M~~ ~~$500K~~ $250K

- Optical bandwidth today
  - *Doubling every 9 months*
  - 150% improvement each year
  - Factor of 10,000 every decade
  - 10x as fast as disk capacity!
  - 100x as fast as processor performance!!
- What are some of the implications of these trends?
  - Just one example: We have always designed systems so that they "spend" processing power in order to save "scarce" storage and bandwidth!

Storage Latency: How Far Away is the Data?



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October 22, 2003, Wednesday

BUSINESS/FINANCIAL DESK

TECHNOLOGY; Low-Cost Supercomputer Put Together From 1,100 PC's

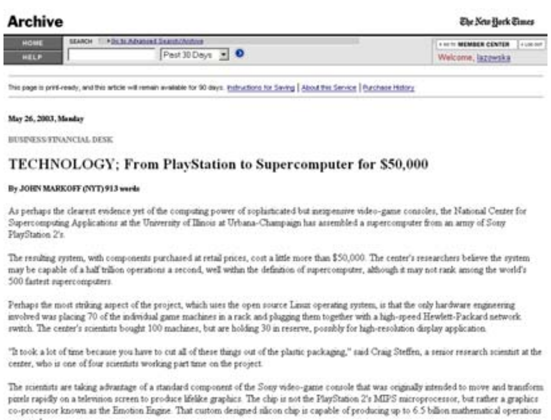
By JOHN MARKOFF (NYT) 649 words

SAN FRANCISCO, Oct. 21 -- A home-brew supercomputer, assembled from off-the-shelf personal computers in just one month at a cost of slightly more than $5 million, is about to be ranked as one of the fastest machines in the world.

Word of the low-cost supercomputer, put together by faculty, technicians and students at Virginia Polytechnic Institute, is shaking up the esoteric world of high performance computing, where the fastest machines have traditionally cost from $100 million to $250 million and taken several years to build.

The Virginia Tech supercomputer, put together from 1,100 Apple Macintosh computers, has been successfully tested in recent days, according to Jack Dongarra, a University of Tennessee computer scientist who maintains a listing of the world's 500 fastest machines.

The official results for the ranking will not be reported until next month at a supercomputer industry event. But the Apple-based supercomputer, which is powered by 2,200 I.B.M. microprocessors, was able to compute at 7.41 trillion operations a second, a speed surpassed by only three other ultra-fast computers.



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May 26, 2003, Monday

BUSINESS/FINANCIAL DESK

TECHNOLOGY; From PlayStation to Supercomputer for $50,000

By JOHN MARKOFF (NYT) 913 words

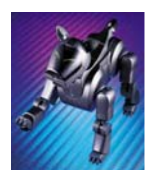
As perhaps the clearest evidence yet of the computing power of sophisticated but inexpensive video-game consoles, the National Center for Supercomputing Applications at the University of Illinois at Urbana-Champaign has assembled a supercomputer from an army of Sony PlayStation 2's.

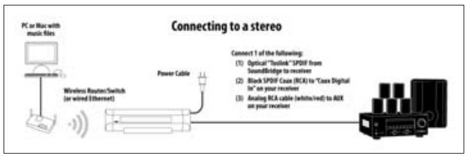
The resulting system, with components purchased at retail prices, cost a little more than $50,000. The center's researchers believe the system may be capable of a half trillion operations a second, well within the definition of supercomputer, although it may not rank among the world's 500 fastest supercomputers.

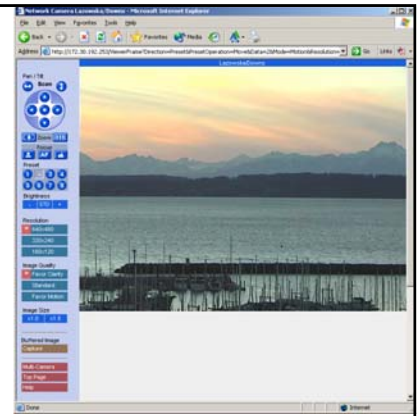
Perhaps the most striking aspect of the project, which uses the open source Linux operating system, is that the only hardware engineering involved was placing 70 of the individual game machines in a rack and plugging them together with a high-speed Hewlett-Packard network switch. The center's scientists bought 100 machines, but are holding 30 in reserve, possibly for high-resolution display application.

"It took a lot of time because you have to cut all of these things out of the plastic packaging," said Craig Steffen, a senior research scientist at the center, who is one of four scientists working part time on the project.

The scientists are taking advantage of a standard component of the Sony video-game console that was originally intended to move and transform pixels rapidly on a television screen to produce lifelike graphics. The chip is not the PlayStation 2's MIPS microprocessor, but rather a graphics co-processor known as the Emotion Engine. That custom designed silicon chip is capable of producing up to 6.5 billion mathematical operations a second.







Lower-level architecture affects the OS even more dramatically

- The operating system supports sharing and protection
  - multiple applications can run concurrently, sharing resources
  - a buggy or malicious application can't nail other applications or the system
- There are many approaches to achieving this
- The architecture determines which approaches are viable (reasonably efficient, or even possible)
  - includes instruction set (synchronization, I/O, …)
  - also hardware components like MMU or DMA controllers

- Architectural support can vastly simplify (or complicate!) OS tasks
  - e.g.: early PC operating systems (DOS, MacOS) lacked support for virtual memory, in part because at that time PCs lacked necessary hardware support
    - Apollo workstation used two CPUs as a bandaid for non-restartable instructions!
  - Until very recently, Intel-based PCs still lacked support for 64-bit addressing (which has been available for a decade on other platforms: MIPS, Alpha, IBM, etc…)
    - changing rapidly due to AMD's 64-bit architecture

Architectural features affecting OS's

- These features were built primarily to support OS's:
  - timer (clock) operation
  - synchronization instructions (e.g., atomic test-and-set)
  - memory protection
  - I/O control operations
  - interrupts and exceptions
  - protected modes of execution (kernel vs. user)
  - privileged instructions
  - system calls (and software interrupts)
- [2006] virtualization architectures (aka Intel discovers the early 1970s)
  - Intel: http://www.intel.com/technology/itj/2006/v10i3/1-hardware/1-abstract.htm
  - AMD: http://enterprise.amd.com/us-en/AMD-Business/Business-Solutions/Consolidation/Virtualization.aspx

Privileged instructions

- some instructions are restricted to the OS
  - known as protected or privileged instructions
- e.g., only the OS can:
  - directly access I/O devices (disks, network cards)
    - why?
  - manipulate memory state management
    - page table pointers, TLB loads, etc.
    - why?
  - manipulate special 'mode bits'
    - interrupt priority level
    - why?
  - halt instruction
    - why?

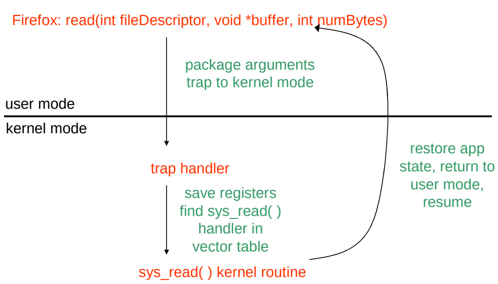
OS protection

- So how does the processor know if a privileged instruction should be executed?
  - the architecture must support at least two modes of operation: kernel mode and user mode
    - VAX, x86 support 4 protection modes
  - mode is set by status bit in a protected processor register
    - user programs execute in user mode
    - OS executes in kernel mode (OS == kernel)
- Privileged instructions can only be executed in kernel mode
  - what happens if user mode attempts to execute a privileged instruction?

Crossing protection boundaries

- So how do user programs do something privileged?
  - e.g., how can you write to a disk if you can't execute I/O instructions?
- User programs must call an OS procedure
  - OS defines a sequence of system calls
  - how does the user-mode to kernel-mode transition happen?
- There must be a system call instruction, which:
  - causes an exception (throws a software interrupt), which vectors to a kernel handler
  - passes a parameter indicating which system call to invoke
  - saves caller's state (registers, mode bit) so they can be restored
  - OS must verify caller's parameters (e.g., pointers)
  - must be a way to return to user mode once done

A kernel crossing illustrated

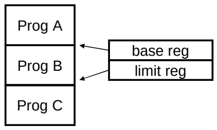


System call issues

- What would happen if kernel didn't save state?
- Why must the kernel verify arguments?
- How can you reference kernel objects as arguments or results to/from system calls?

Memory protection

- OS must protect user programs from each other
  - maliciousness, ineptitude
- OS must also protect itself from user programs
  - integrity and security
  - what about protecting user programs from OS?
- Simplest scheme: base and limit registers
  - are these protected?



base and limit registers are loaded by OS before starting program

More sophisticated memory protection

- coming later in the course
- paging, segmentation, virtual memory
  - page tables, page table pointers
  - translation lookaside buffers (TLBs)
  - page fault handling

OS control flow

- After the OS has booted, all entry to the kernel happens as the result of an event
  - event immediately stops current execution
  - changes mode to kernel mode, event handler is called
- Kernel defines handlers for each event type
  - specific types are defined by the architecture
    - e.g.: timer event, I/O interrupt, system call trap
  - when the processor receives an event of a given type, it
    - transfers control to handler within the OS
    - handler saves program state (PC, regs, etc.)
    - handler functionality is invoked
    - handler restores program state, returns to program

Interrupts and exceptions

- Two main types of events: interrupts and exceptions
  - exceptions are caused by software executing instructions
    - e.g., the x86 'int' instruction
    - e.g., a page fault, or an attempted write to a read-only page
    - an expected exception is a "trap", unexpected is a "fault"
  - interrupts are caused by hardware devices
    - e.g., device finishes I/O
    - e.g., timer fires

I/O control

- Issues:
  - how does the kernel start an I/O?
    - special I/O instructions
    - memory-mapped I/O
  - how does the kernel notice an I/O has finished?
    - polling
    - interrupts
- Interrupts are basis for asynchronous I/O
  - device performs an operation asynchronously to CPU
  - device sends an interrupt signal on bus when done
  - in memory, a vector table contains list of addresses of kernel routines to handle various interrupt types
    - who populates the vector table, and when?
  - CPU switches to address indicated by vector index specified by interrupt signal

Timers

- How can the OS prevent runaway user programs from hogging the CPU (infinite loops?)
  - use a hardware timer that generates a periodic interrupt
  - before it transfers to a user program, the OS loads the timer with a time to interrupt
    - "quantum" – how big should it be set?
  - when timer fires, an interrupt transfers control back to OS
    - at which point OS must decide which program to schedule next
    - very interesting policy question: we'll dedicate a class to it
- Should the timer be privileged?
  - for reading or for writing?

Synchronization

- Interrupts cause a wrinkle:
  - may occur any time, causing code to execute that interferes with code that was interrupted
  - OS must be able to synchronize concurrent processes
- Synchronization:
  - guarantee that short instruction sequences (e.g., read-modify-write) execute atomically
  - one method: turn off interrupts before the sequence, execute it, then re-enable interrupts
    - architecture must support disabling interrupts
  - another method: have special complex atomic instructions
    - read-modify-write
    - test-and-set
    - load-linked store-conditional

"Concurrent programming"

- Management of concurrency and asynchronous events is biggest difference between "systems programming" and "traditional application programming"
  - modern "event-oriented" application programming is a middle ground
- Arises from the architecture
- Can be sugar-coated, but cannot be totally abstracted away
- Huge intellectual challenge
  - Unlike vulnerabilities due to buffer overruns, which are just sloppy programming

Some questions

- Why wouldn't you want a user program to be able to access an I/O device (e.g., the disk) directly?
- OK, so what keeps this from happening? What prevents user programs from directly accessing the disk?
- So, how does a user program cause disk I/O to occur?
- What prevents a user program from scribbling on the memory of another user program?
- What prevents a user program from scribbling on the memory of the operating system?
- What prevents a user program from running away with the CPU?