



# Operating Systems

Section 1 - Course Introduction, Misc. Topics

10/1/2020

*How is it October already???*

# Who is this person talking at you all (AC)?



*Me, next to a Mars rover (not quite a rocket)*

Name: Nick Monsees

Hometown: Orange, CA

Education: 5th Year Master's

Interests:

- Rockets!
- Other than that
  - The occasional video game
  - The occasional book
  - The occasional hike



# Who is this person talking at you all (AB)?



BRENNAN STEIN  
M.S. Grad Student

Location: Seattle

Education: 5th year M.S.

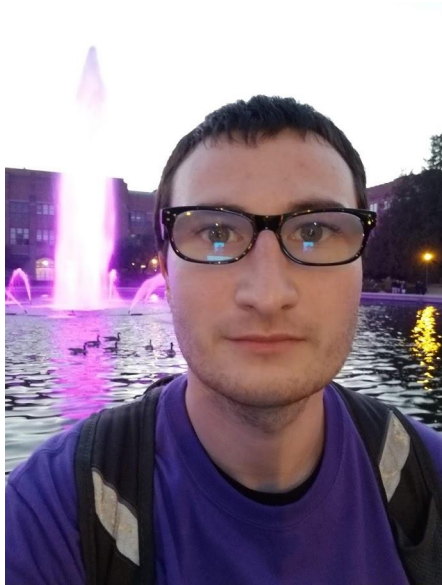
Interests:

- Video games. Currently hooked on *Factorio*
- Game development (personal project C#/Unity)
- Hiking (short only. Sleeping outside = too much)
- Reading (fantasy genre, mainly)

TA'd this class back in Spring, too.



# Who is this person talking at you all (AA)?



Name: Levi Coffman

Hometown: Port Orchard, Wa  
Location: Seattle, Wa

Education: Senior, Transfer student

OH: TBD (what works best for you?), or by email

Interests:

- Video games
- sci fi/fantasy novels
- Biking



# Who is this person talking at you all (AC)?

Name: Shivam Singhal

Hometown: Cupertino, CA

Education: 5th Year Master's

Interests:

- Books (trying to finish up *Dune* before movie)
- Hiking
- Bouldering
- Robots
- Discovering new music



# Who is this person talking at you all?

There are other TAs (5 in total)

But nobody else filled out the slideshow :(



# Schedule

- 1) Brief recap of 351/333 topics
- 2) Office hours, discussion board
- 3) Misc. info

# Part 1: The C Programming Language





# What was C, again? A brief recap

To jog your memory, not to re-teach C. Skimming over 351/333 isn't a bad idea

- Functions & Structs (they exist, and are about as complex as C gets)
- Forward Declarations & Header files (working with multi-file projects)
- The Preprocessor (and how it relates to header files)
- Pointers & Memory
  
- Assembly



# Functions (code to call), Structs (bundle of state)

```
int sum3(int x, int y, int z) { // A function, like in most programming languages
    return x + y + z;
}

typedef struct s_Point2D { // Not a class: only public fields. No inheritance, no methods
    double x;
    double y;
} Point2D; // Because of typedef, can use either type "struct s_Point2D", or type "Point2D"

double dot(struct s_Point2D point1, Point2D point2) { // Pass by value
    return point1.x * point2.x + point1.y * point2.y;
}
```



# Forward Declarations

- C compiler is single pass
  - If you define function A, then function B, the compiler doesn't know about B until it's done reading A
- This will have a compiler error: when reading get4()'s implementation, get3() is unknown

```
int get4() { return get3() + 1; }
```

```
int get3() { return 3; }
```



# Forward Declarations, Header Files

- The solution? Declare things before defining them

```
int get3(); // There will exist a function called get3 with no args, returning int
```

```
int get4(); // Also one called get4()
```

```
int get4() { return get3() + 1; } // This is okay: we know that get3() will exist
```

```
int get3() { return 3; }
```

- We end up putting our forward declarations in a **header file** so that we know everything is declared first. As a bonus, other code can reference the header file to use functions it declares



# Header Files & The Preprocessor

- Now we have two problems

1) Implementations don't have the forward declarations anymore (we moved to a new file)

Solution: The Preprocessor: **#include "MyHeader.h"**

- In effect, replace this line with the entire contents of MyHeader.h
- Now, implementation can reference things the header declares

2) Duplicate declarations: if we include the same header multiple times (in order to reference its contents from multiple places), have repeated code -- since #include is copy-paste

Solution: Header Guards (**#ifndef AAA \n #define AAA \n ..... #endif**)

Everything between the ifndef and endif is only duplicated once



## Header Files & The Preprocessor (2)

```
// mymath.h
#ifndef MYMATH // Header guard: in effect
#define MYMATH // only include declaration
int get4();    // once
int get3();
#endif
```

```
//mymath.c
#include "mymath.h" // declare get3/4
int get4() { return get3() + 1; }
int get3() { return 3; } // Compiler binds
                        // implementation to declaration
```

```
// morecode.c
#include <stdio.h>
#include "mymath.h" // Have get3's declaration
void print3() { printf("%d", get3()); } // prints 3
```



# Preprocessor Macros to Know

`#include`: embed the given file *here*. As in, copy-paste the whole thing.

`#define A` (or `#define A B`): register A as a known symbol. If B is given, replace all occurrences of A with B

-> Used for constants! (e.g. “`#define SIZE 20`”)

-> Also used for macros. e.g. “`#define MAX(a,b) a > b ? a : b`”

This is a *find/replace* operation

`#if ___ / #endif` : Only include the code between the `#if` and `#endif` if the condition is true

`#ifndef ___ / #endif` / `#ifdef ___ / #endif`: Only include the code between this and `#endif` if the symbol is/isn't defined



# Pointers & Addresses

Get the address of where something is stored in (virtual) computer memory

- > a 32/64 bit (4/8 byte) number.

- > Just a number. You can do arbitrary math to a pointer value. Might end up with an invalid address.....

Dereferencing: “Give me whatever is stored in memory at *this* address”.

If you use an address outside of what your program has claim to, sefault.

Array subscripting is pointer math:

**typename\*** **myPtr** = *some address*

**myPtr[3]** === **\***(**myPtr** + **3** \* **sizeof**(**typename**))





## Pointers & Addresses (2)

```
void increment(int* ptr) {  
    *ptr = *ptr + 1;  
}
```

```
int x = 3;  
increment(&x);  
// x is now 4
```

← Pass in a pointer: the address at which some int is stored  
\*ptr gets the value stored at the address stored by ptr  
So we assign to the memory at ptr's address:

“whatever was there before + 1”

The pointer (address) is passed by value: “ptr = ptr + 1” only  
changes the local “ptr” variable

← Use the address at which ‘x’ resides in memory



# Memory

Program memory:

- The Stack

  - Function data

  - Tied to function lifetime

  - Grows down

- The Heap

  - Anything dynamically allocated

  - Persists until deleted

  - Grows up... ish

System memory:

- Registers

  - The CPU has a few places to store actively-used data

- RAM

  - Volatile data associated with a running program

- Cache

  - CPU has caches to make lookups faster

All CPU operations must be done on data in registers



# Compilation Process

- 1) **Preprocessor**  
Scan all files top-to-bottom, doing text substitution as appropriate
- 2) **Compiler**  
Compile C files into assembly files (intermediate form)
- 3) **Assembler**  
“Assemble” assembly code into machine code (creating object files)
- 4) **Linker**  
Combine all source files together into executable. Include external libraries, too



# Compilation & Assembly

C code is human-readable (mostly). It's not machine-readable -- you can't just feed the CPU some C.

Need to **compile** the code from C into machine code (ones and zeros)

-> It's just a bunch of simple instructions. Add *this* and *that*. Move this data over there.

Assembly is raw CPU instructions in a slightly-readable format.

This class:

- You won't need to write assembly
- You might need to read a bit of assembly
- You *will* need to use registers, understand how they work, and understand how x86 does function calls

We'll go over some of the details for relevant assignments, but skimming over CSE351 would not hurt.



# Wow, that was a lot of review, very quickly

I assume many of you have questions

Please ask.



**Your best friend this quarter**

**GDB**

**This is a systems class and you'll be doing a LOT of debugging  
Also lots of pointers.  
Really, the pointers are a big part of the debugging**



# GDB commands to know: a non-exhaustive list

`gdb path/to/exe`

`run`: start execution of the given executable

`n`: run the next line of code. If it's a function, execute it entirely.

`s`: run the next line of code. If it's a function, *step* into it

`c`: run the rest of the program until it hits a breakpoint or exits

`b ___`: set a breakpoint for the given function or line (e.g. “`b myfile.c:foo`” or “`b otherfile.c:43`”)

`bt`: get the stack trace to the current point. Can be ran after segfaults!

`up/down`: go up/down function stack frames in the backtrace

`(r)watch ___`: set a breakpoint for the given thing being accessed

`p ___`: print the value of the given thing

`x ___`: examine the memory at an address. Many flags



# General Debugging Tips (more to come later)

- Get familiar with GDB
  - Stepping through line by line and printing out variables is slow, but *will* find the bug.
- Make sure you know what the code is supposed to do first
  - There are a lot of complicated systems, with limited framework. Unlike 333, this isn't fill-in-the-blank
- Don't be afraid of println debugging
  - It can be an efficient way to find what section of code is wrong so your GDB debugging can be more focused
  - Some timing-based bugs don't really show up in GDB. Need printlns to figure out problematic orderings
- Get familiar with GDB
- Get familiar with GDB
- Get familiar with GDB



## Part 2: Procedure



## Regarding office hours

- Zoom is not a great platform for helping multiple people at the same time
- There are a *lot* of strange ways you can break xk
- Unlike in other classes, there are many functional ways to structure your code
- Going through GDB in office hours is way too slow

What are we saying?

- If there's a queue, we might not be able to find your bugs for you
- GDB (single process) and println-debugging (multiple processes) *will* find the problem. It just takes time.



# Discussion Board

There will be a format for “help, my code’s broken” requests to streamline everything.

Specifics TBD, but along the lines of

- What is the problem
- In which methods does the problem manifest
- What code are you confident works
- What debugging have you tried

But once again -- for some of the weirdest bugs there’s no solution other than taking a couple hours to run through GDB line-by-line



# Resources

As the quarter goes on, we'll be releasing some content on some of the common issues people encounter and associated debugging strategies.

We'll be putting out a signup form for partners. Please try to find people via the discussion board (or other platforms) so you don't get tossed into random matching.

All labs are in the git repo. There'll be one due roughly every two weeks, but you can work ahead if you really want to (Note that TAs will not be assisting with problems for not-yet-assigned labs).

There's some documentation in the project repository. *Read it!*



**Questions (C, the class, your TA, etc)**



# Meeting people is hard

No in-person interaction for the next weeks/months

That is it for section, so if anyone wants to say hi/chat, feel free. I'll leave the room open.