What is an OS

- Software: runs directly on the hardware, always running
- Provides a more convenient virtual machine
  - processes and threads
    - process: executing instance of a program
    - protection for each process
    - synchronization and communication
  - virtual structured address space
  - filesystem, high-level IO
  - users
- Shares (virtualizes) hardware among processes and OS
Processes + Threads

- Process: executing instance of a program
  - Life: start, execute, terminate (perhaps)
  - Address space: text (code), data, stack segments
  - IO resources: open files, sockets, ...
  - Threads: each executes code; has its own stack

- Traditional programs: process has only one (main) thread
  - address space: text, data, stack

- Multi-threaded programs: one or more threads per process
  - address space: text, data, stack_1, stack_2, ...

- OS makes all threads execute concurrently
  - gives each process/thread a share of the hardware resources
  - sharing done in time and/or space (depends on resource)
Virtual Address Space

- Address space of a process
- Structured into segments/pages
  - attributes: size, allowed access, ...
  - checked during execution

- OS maps each virtual address to
  - address in physical memory (accessible to processor)
  - location in disk (processor access → exception)

- Mapping: segment/page tables, associative maps, ...
Filesystem

- Non-volatile structure of directories and files
- Tree/acyclic structure
- Each node is a directory or a file
  - file: holds data; variable size
  - directory: pointers to directories and files
  - attributes: owner, access rights, creation time, ...
- Processes can create/delete/read/modify/execute nodes
- Executable file: code + data segments, loading/linking info
- OS implements filesystem on block devices (disks, ...)
  - each node is mapped to one or more blocks
  - pointer structure to locate blocks of any node
  - use free blocks to expand nodes
System Calls

- **sw-syscall n**: like a function call except
  - function (“syscall handler”) is in kernel
  - `n` is not address but an index to a kernel table of addresses
  - CPU switches from user mode to kernel mode

- **Classes of system calls**
  - Process management
    - create/terminate a process/thread (including self)
  - Filesystem and IO
    - create, delete, open, read, write, close, modify attributes
  - Information
    - time, process information, hardware, IO devices, ...
  - Communication
    - connect, send, receive, terminate