CS 140 Final Exam Review

Administrative Details

- Thursday

  March 19, 12:15 – 3:15pm

  Room TBD (B01?)
- Exam will cover
  - Pre-midterm topics
  - Post-midterm topics
  - Understanding of Pintos projects

Pre-Midterm Topics at a Glance

Pre-Midterm Review

- Processes and Threads
- Concurrency
- Dispatching and Scheduling
- Virtual Memory
- Synchronization
- Memory Allocation

Processes and Threads

- Kernel goal: Allow (safe) multitasking
  - Memory protection – keep each process independent, maintain kernel integrity
  - Resource sharing – Memory and CPU time
  - Keep programming model simple
- Tools:
  - Processes, light vs. heavyweight threads tradeoff
  - Fork/Wait system calls
  - Pipes for communication

Pre-Midterm Review

- Concurrency
  - Sequential Consistency, x86 consistency model
  - Atomic instructions, memory fences
  - Monitor style of locking (mutex + condition variables), Semaphores
  - Implementing locks – test_and_set, disabling interrupts
- Scheduling
  - Policy tradeoffs, average case vs pathological case
  - Priority scheduling, processor affinity

Pre-Midterm Review

- Virtual memory
  - Issues: Protection, Transparency, Resource exhaustion
  - Implementations: Load-time linking, Base+Bounds, Segmentation, Paging
  - Paging data structures and x86 paging, TLB
  - OS considerations: Eviction policies, working sets , thrashing
- Synchronization
  - Amdahl's law – limits of possible speedup
  - C11 Atomics, MSI Cache Coherence
  - Wait-free sychronization and Transactional Memory
  - Deadlocks

PA3: Page Table Management

- Can you spot the issue here:

```
struct spt_entry *spt = spt_lookup(uaddr);
if (spt == null) return false;
bool dirty = pagedir_is_dirty(spt);
if (dirty && spt->file) {
  write_to_fs(spt);
}
pagedir_clear_page(spt->uaddr);
// etc
```

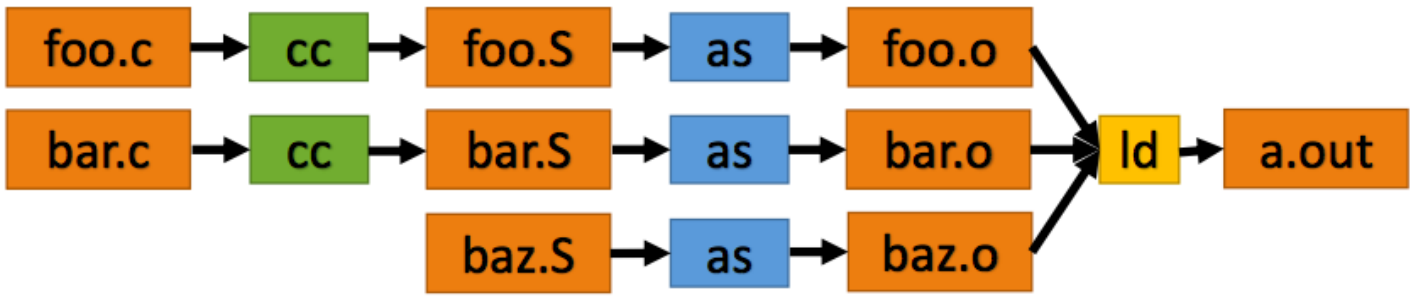
Pre-Midterm Review

- Dynamic Storage Management
  - Heap Allocation
    - Approaches and tradeoffs: Best fit, First fit, LIFO
  - Garbage Collection
  - Reference Counting

Post-Midterm Review

Linking

- Overview: reference functions scattered across different source files and libraries



- Dynamic libraries
- Executable files

Linking Overview

- Simple 2-pass linker
- Pass 1
  - Coalesce sections (data, code, etc)
    - Must keep relative offsets from compiler intact
  - Arrange in memory
  - Read symbol tables to create a global table (functions/ variables)
    - Name mangling: create unique names for overloaded functions
  - Compute virtual address of sections: start+offset
- Pass 2
  - Patch references using global symbol table (i.e. printf)
  - Emit result

Executable file

- How to get from a compiled program to a running one?
- Executable file: tells OS how/where load code and data

Header:

```
code length, ...
```

Object code: Instructions
ELF calls this .text

```
main:
  call XXXX
  ret
bar:
  ret
```

Exported Symbols: ELF calls this .sym

```
main: 0
bar:  40
```

Relocations: external refs, ELF .text.rel

```
4: foo
```

- Divided into segments

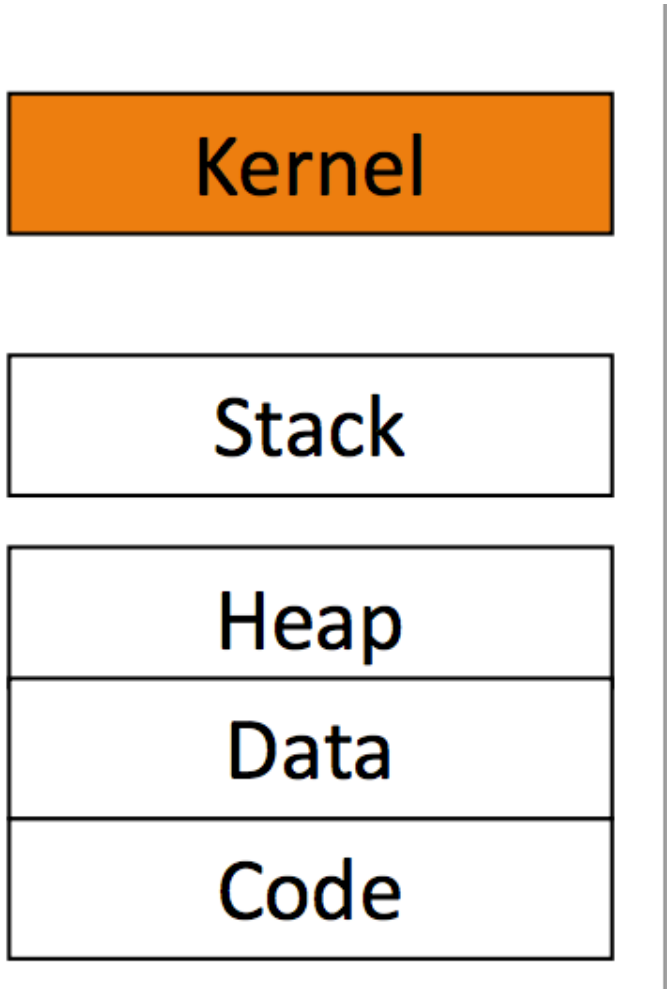
Loading

- Loader reads executable and places segments into memory
  - Optimizations: zero-initialized data, demand loading (PA3!), Copy-on-write sharing
- Who decides what goes where?

Loading, cont'd

- Who decides what goes where?
- Global code/data
  - Generated by compiler/linker, loaded into memory by loader
- Read-only data: Mapped by loader
- Stack: Mapped by kernel, expanded by program and kernel as needed (PA3)
- Heap: Handled by runtime allocator

Process Layout

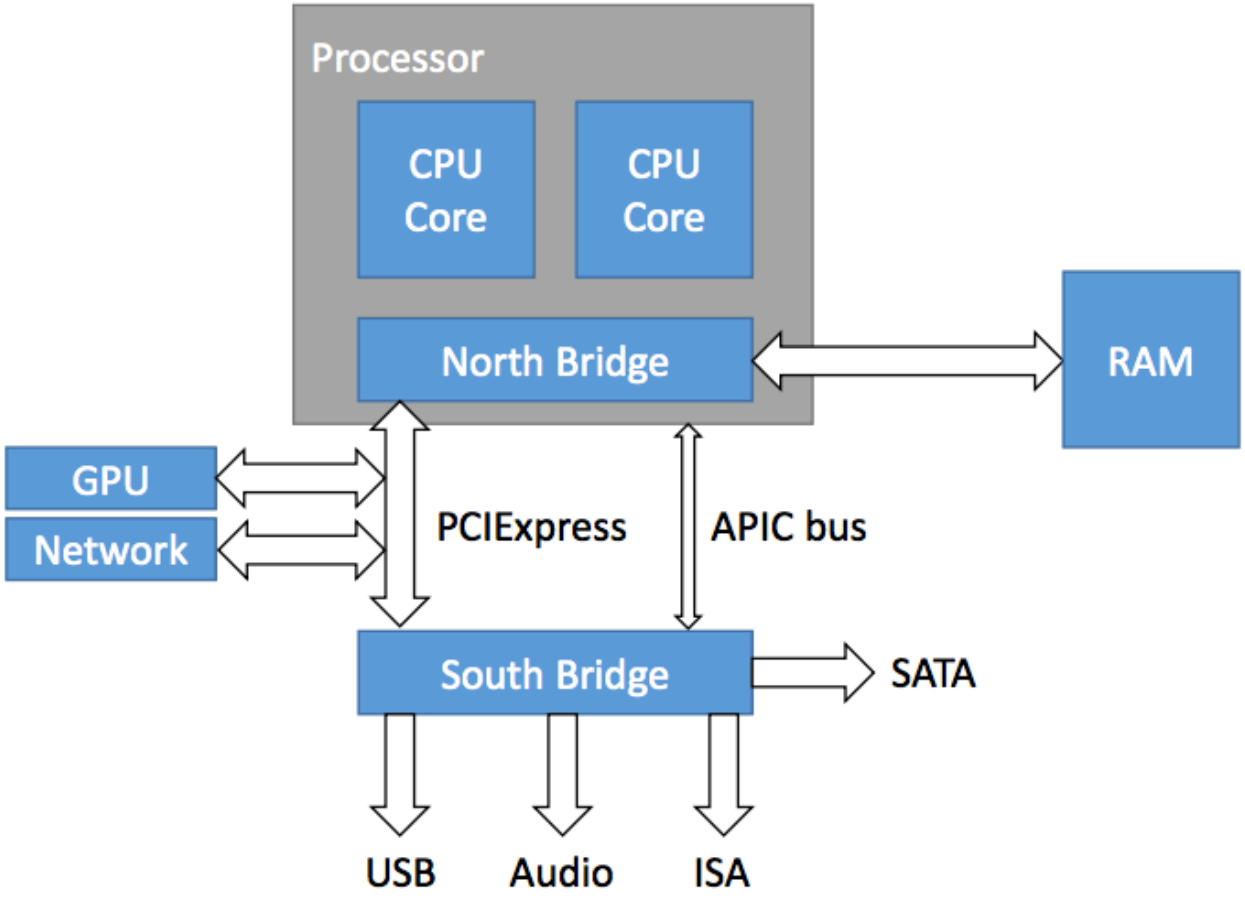


Shared Libraries

- Dynamic Linking
  - Reduces size of binaries
  - No need to recompile to upgrade libraries
- Procedure Linkage Table/Global Offset Table
  - Loader uses indirection to speed up loading: no need to patch every library call
  - Lazy loading: dlfixup patches call on first use
- Security
  - Mark code as read-only, data as non-executable
  - Address space randomization: use different address each time so attacker doesn't know values in advance

IO and Disks

PC Architecture



IO Busses

- Data interconnect between different devices
- Comes in many varieties; use bridges or bus controllers to convert between them
- Single (ISA) vs. Multi-master (PCI)

Device Communication

- Port IO
  - Uses in/out instructions (x86) to read bytes form a given port number, or insw for bulk transfer
  - Older mechanism
- Memory-Mapped IO
  - Map certain sections of memory to control a device or transfer data
- Interrupts – signals sent to CPU (i.e. on completion of a block_read)
  - Polling vs interrupts tradeoffs
- Direct Memory Access
  - Allows devices to directly modify sections of memory

IDE and SATA

- IDE: older parallel interface
  - Controller typically accessed through port IO
  - Data transfer using device DMA or port IO
  - Can be used with or without interrupts
- SATA: Serial ATA
  - More modern
  - Port IO and DMA read/writes, plus new features
  - NCQ – allow drive to re-order commands

Magnetic Disks

- Geometry
  - Platters
  - Actuator arms and Heads
- Data Organization
  - Tracks
  - Sectors

Magnetic Disks

- Time measures
  - Seek time: Move actuator arm over required track
  - Rotational latency: Wait for desired sector to pass under the head. (0.5 average disk rotation)
  - Transfer time: Read/Write data as it passes under the head
- Latency = Seek + Rotational (+ Transfer)
- Disk Scheduling: policies and tradeoffs
  - Elevator, SSTF, FCFS
- Modern day:
  - APIs hide track structure.
  - Inner tracks have fewer sectors than outer tracks
  - Bad sectors are automatically remapped.

Flash Memory

- No moving parts – different set of tradeoffs
  - No more seek time!
- Limited write durability
- Comes in different varieties
  - NAND – fast erase/write
  - NOR – faster read, slower erases
  - SLC vs MLC

File systems

Filesystem Goals

- Persistence
  - Even in the face of crashes
- Associate names with bytes
- Associate names with each other (directories)
- Efficient space utilization
- Performance
- Usability?
    - Acts one of principal human-computer interfaces
    - Translate human-readable names into data

Files

- Filesystem vs VM:
  - Both provide location transparency and mapping
  - More extreme range of sizes
  - Files more likely to be dense and sequentially accessed
    - Random access still very possible (DBs, paging)
- File abstraction: named sequence of bytes
- Operations: create, delete, read, write
- Performance dominated by # of disk accesses, not data transfer

Files, Cont'd

- Need to keep track of location of file's contents (map byte offset to sector)
- Metadata structure usually called an inode
- Inodes must also be stored on disk
- Allocation strategies: tradeoffs
  - Contiguous, linked list, DOS FAT, indexed files
  - Multi-level indexed files (PA4!)
- Inode storage options: fixed-size array vs scattered

Buffer Cache

- Use some main memory to store recently accessed disk blocks
- Frequently referenced blocks in the buffer cache
  - Indirection blocks
- Solves the problem of slow access to large files.

Other Topics

- Free space management
  - Linked list of free blocks
  - Bitmap
    - Tricks of locality, pretending that the disk has 10% less capacity
- Block sizes
  - 512B (one sector)
  - 4.3BSD : Multiple block sizes.
    - 4Kbytes large blocks
    - fragment concept – reduce fragmentation
- Fast File System [Review lecture slides]

File System Crash Recovery

- Problem:
  - Lost information
  - Crash during update to metadata can leave filesystem in unrecoverable state.
    - Adding blocks to file
    - Creating links to a file
- Approaches
  - fsck
  - Ordered Writes (Synchronous and dependency tracked)
  - Write ahead logging

File System Crash Recovery

- Unix fsck – looks for internal consistency
  - Block in file and also in free list
    - Remove from free list
  - Ref_count for a file descriptor doesn't match the number of links in dir
    - Change to actual number of links
  - Block in 2 different files
    - Duplicate and give one to each. (Security?)
  - File descriptor has ref_cnt == 0, but its not references anywhere
    - /lost_found

File System Crash Recovery

- Unix fsck Limitations
  - Solves problem of inconsistency but not that of loss of information
  - Security Issues
  - Takes a long time
- Soft Updates and Dependencies
  - Keep track of dependencies
  - Never write depender before dependee
  - Soft updates: write blocks in any order, keep track of dependencies, roll back changes you can't commit yet
  - Fsck split into foreground/background
    - Foreground checks consistency
    - Background reclaims linked space

Other FS Ideas

- Write-head log
  - Write operation to log, then disk
  - Replay the log after crash (may redo ops)
  - Extra overhead
- XFS
  - Breaks disk into Allocation Groups
  - Each AG has own metadata structures
  - B+trees – ordered keys for storing keys/values
- LFS – only keep a log!
- WAFL – write whole snapshots to disk

Networking

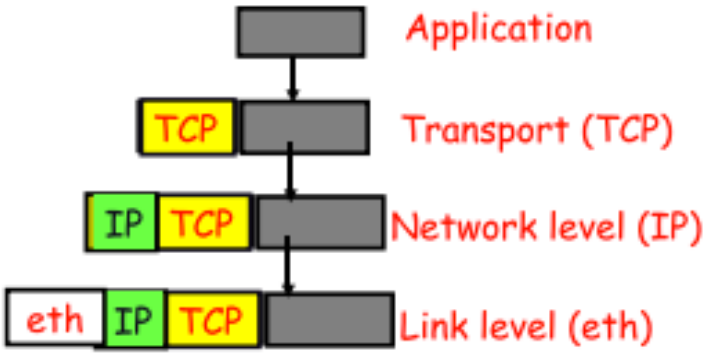
Networks

- Desired abstraction: reliable process-to-process communication
  - Reality: multi-hop journey across multiple switches
  - Layered view:

	OSI	TCP/IP
7	Application	Applications (FTP, SMTP, HTTP, etc.)
6	Presentation	
5	Session	
4	Transport	TCP (host-to-host)
3	Network	IP
2	Data link	Network access (usually Ethernet)
1	Physical	

Networks, cont'd

- Use of protocols is key – provide well-defined service
  - TCP – reliable pipe communication
  - UDP – unreliable, best-effort transmission
- Packet encapsulation:



TCP

- Issue: Implementing reliable protocol on top of unreliable layers
- OS concerns:
  - Tracking unacknowledged packets
  - Wake process receiving data
  - Ack received packets quickly
- OS Interface: sockets
  - Similar to pipe abstraction

Sockets

- New system calls:

Client	Server
	socket – make socket
	bind – assign address
	listen – listen for clients
socket – make socket	
bind* – assign address	
connect – connect to listening socket	
	accept – accept connection

- Implementation
  - mbufs/sk_buffs: fixed-size structures for storing packet data
  - Network Interface Cards: provide ifnet data structure with function pointers for enqueueing and sending packets
  - OS must maintain routing table, reliably transmit packets

Protection and Security

Access Control

- Matrix view: entry for every combination of user and object
  - Issue: how to store?
    - By rows – Capabilities – each process stores objects it can access
    - By columns – kernel stores list of users who can access
  - Unix: each user has userid, groupids
    - For each file: store file's owner and group
    - Store three sets of permissions: owner, group, 'other'
    - Uses rwx bits
    - Root user has all permissions
- Non-file Permissions
  - Bind to sockets, mount/unmount file systems, change owner of a file
  - Unix: restrict to root

Unix Security, cont'd

- Login process: runs as root, authenticates a user
  - Checks hash of password against stored hash, sets user and group id, uses execve syscall to launch shell
- Real and effective user IDs
  - Occasionally need root privilege: change password
  - Each process has a real and effective ID
  - Killing processes: effective or real user IDs must match

Unix Security Holes

- Example attack vectors
  - TOCTOU bugs (similar to race condition)
    - Check for symlink, then run command (attackets may change in the interim period)
    - Solution: lock resources, or use transactions
  - ptrace bug: escalate privileges to debug ssh
  - Lesson: be very cautious

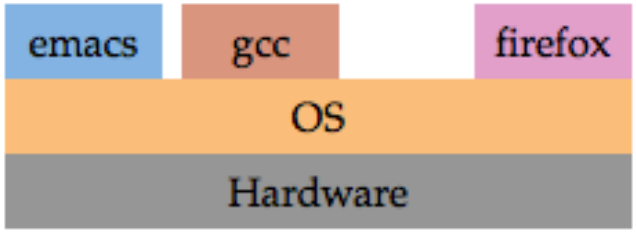
Security Cont'd

- MAC vs DAC
  - Place limits on propagating permissions
  - Shows need for systematic approach to problem
- Structured approach to security
  - Combination of label and security label – forms lattice that allows us to reason about relationships
- Covert channels
  - Non-standard ways of propagating information
  - Hard to protect against
  - Extreme solution: no sharing
- LOMAC: minimally intrusive MAC, focus on integrity
- Flask: Separate policy from enforcement – distinct server for allowing/denying requests

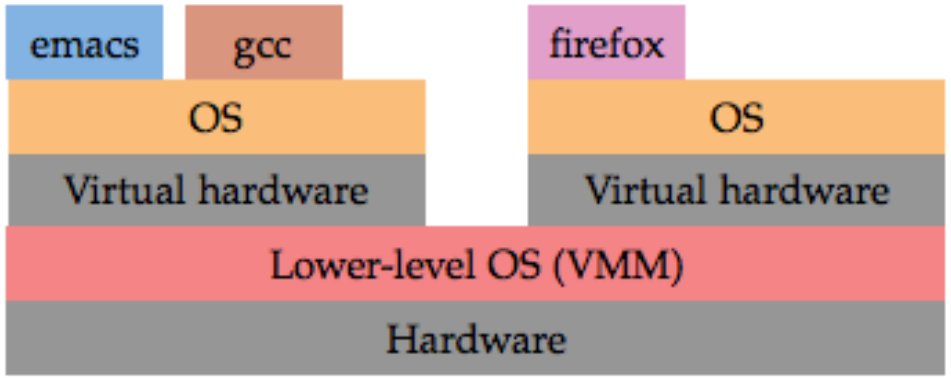
Virtual Machines

Virtual Machines

- Architecture overview
  - Single OS: layer between hardware and user programs



- VM – must provide platform for virtualizing hardware (VMM)
  - Must "look like" hardware

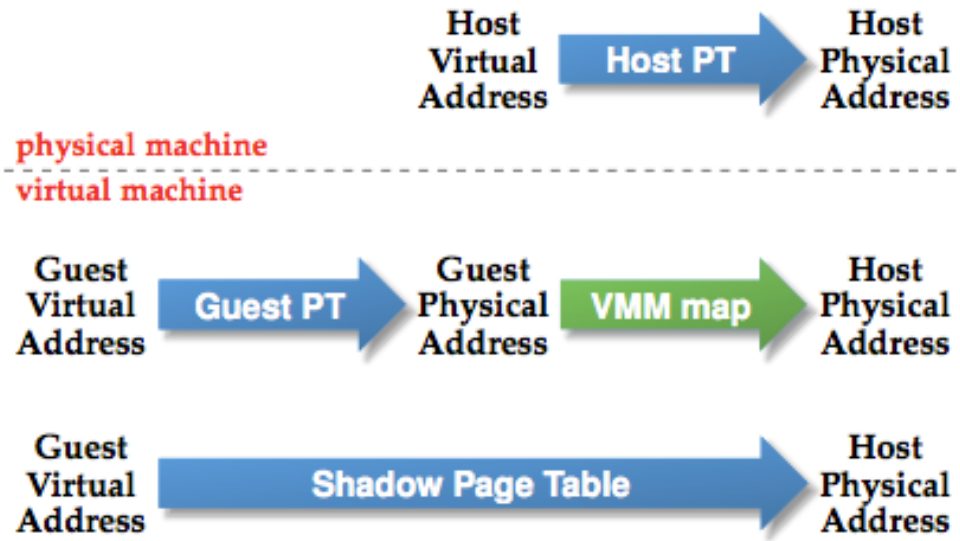


VM Approaches

- Completely simulate hardware:
  - Bochs: fetch each instruction, decode it, simulate effects on machine state
  - Issue: slow!
  - Idea: most instructions are not affected by processor privilege level – why not just feed to CPU?
- Trap and emulate approach:
  - Most instructions "just work"
  - Privileged instructions trap into monitor, simulate instruction
  - Use indirection to provide illusion of underlying hardware

VM Memory Mapping

- Uses Shadow page table
  - Directly maps Guest VA to Host PA
  - Maintained by VMM
  - When need to track access to a page, invalidate in shadow page table: trap into VMM on page fault



Other VM Concerns

- Devices
  - Make in/out instructions trap into VMM
  - Cause Memory-mapped I/O to page fault
  - Simulate actual I/O action
- Binary translation: need to run guest OS on VM with decent performance – re-write privileged instructions to modify VMM state
- Hardware support: CPU can run in guest mode (different from binary user/kernel)
  - Can specify which ops should trap
  - No need for binary translation

Questions?

- Good luck on the final!