

Alexander Warg

Complex Lab – Operating System
2007 Winter Term

Introduction

Basic Operating Systems Know-How

- Virtual Memory (Paging/Page Tables)
- Memory Management
- File Systems
- Device Drivers
- Processes and Threads
- Operating System Structures (What is a microkernel?)

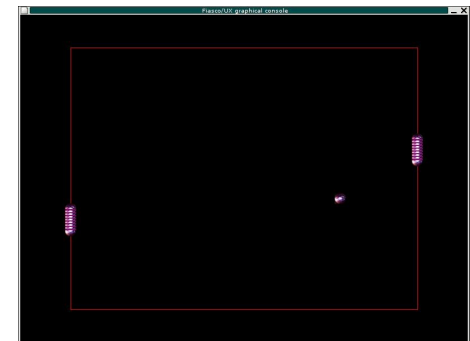
Experience with UNIX/Linux

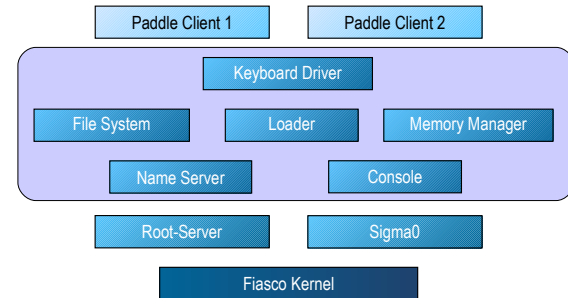
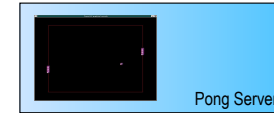
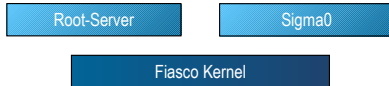
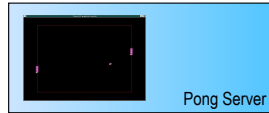
- Editor (for Programming)
- Using a command shell
- Development Tools (GNU Make, Binutils, GCC)

Experience with C/C++ Programming Language

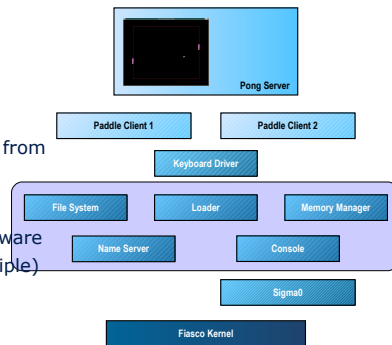
- Writing C Programs
- Using Pointers (Pointer Arithmetics)
- What is the Stack?

- Consultation bi-weekly (Wed. 2.50PM, INF E09)
- Website:
<http://os.inf.tu-dresden.de/Studium/Praktikum/>
- Mailinglist (Announcements, Discussions):
<http://os.inf.tu-dresden.de/mailman/listinfo/kpr2007/>
- Groups of 3-4 students (Individual tutor for each group)
- Presentation at the end of the part
- System requirements
 - Linux (Debian at best, Open Suse)
 - ~100 MB disk space (FRZ quota will be increased)
- **Deadline** for Final Assignment: 30.04.2008
 - Results containing your source codes and documentation have to be sent to the Tutor

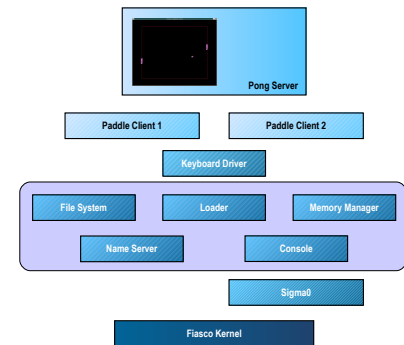
Multi-User Pong
game



- Paddle Client
 - Uses pong server's paddle interface to set paddle position
 - Requests keyboard events from keyboard driver
- Keyboard Driver
 - Attaches to keyboard hardware
 - Provides interface to (multiple) paddle clients
- Loader
 - Starts paddle clients
 - Interprets ELF binaries



- File System
 - Stores paddle-client binaries / high-score lists / ...
- Memory Manager
 - Memory allocation
- Console
 - Synchronizes text outputs
- Name Server
 - Naming service
 - ⇒ Translation server name
 - ⇒ thread id



- Each group has to build the whole system
 - The work should be distributed among the group members
 - You should define a group leader who coordinates the work
 - You need regular group meetings to fit your work together
- “Milestones” for each consultation
- ⇒ Step-by-step construction of the system
- Short presentation by one group at the beginning of each consultation

In general:

- kpr2007/doc/html/index.html
 - Links to PDF documentation
 - Links to generated documentation for the Framework

Start with:

- kpr2007/doc/pdf/lnx86-21.pdf
- kpr2007/doc/pdf/bid-tut.pdf
- kpr2007/doc/fiasco_jdb.pdf
- kpr2007/doc/pong.pdf

Components of the Framework

- Fiasco Mikrokern (configured to run on Linux)
- The Sigma0 memory manager
- Basic C/C++ Environment
- Example Root-Server
- Pong-Server and Pong-Example Client
- GNU make based build system
 - For the Fiasco-UX kernel
 - For the user-level applications (BID)

BID is a collection of Makefiles and makefile templates

- Support easy building of
 - Applications
 - Libraries
- Supports different target environments
 - We use 'normal' mode for our applications
- Simple Makefiles for Applications and Libraries

Very simple package makefiles:

```
# directories we need to know
PKGDIR ?= ../..
L4DIR ?= $(PKGDIR)/..

# source files
SRC_C = main.c           # C sources
SRC_CC = extension.cc    # C++ sources

# build target
TARGET = my_prog
# additional libraries
LIBS =
# binary link address
DEFAULT_RELOC = 0x01000000

# include BID prog rule (compile an application)
include $(L4DIR)/mk/prog.mk
```

BID templates for new packages:

```
kpr2007/src/kpr> mkdir my_pkg
kpr2007/src/kpr> cd my_pkg
kpr2007/src/kpr/my_pkg> ../../mk/tmpl/inst
```

Installs package directory structure and makefile templates

Package include files:

```
kpr2007/src/kpr/my_pkg/include/my_header.h
```

will be installed to:

```
kpr2007/build/l4/include/l4/my_pkg/my_header.h
```

can be used by other packages with:

```
#include <l4/my_pkg/my_header.h>
```

Fiasco port to Linux User-Mode:

<http://os.inf.tu-dresden.de/fiasco/ux>

Startup script:

```
FILES="local_rm aw-example1 aw-example-ipc aw-example-ipc2 \  
pong-server pong-client"  
ROOTARGS="rom/pong-server rom/pong-client rom/aw-example-ipc2"  
  
FIASCODIR=./fiasco  
BINDIR=./l4/bin/x86_586/l4v2  
FIASCO=${FIASCODIR}/fiasco  
  
for f in ${FILES}; do  
  ARGS="${ARGS} -l ${BINDIR}/${f}"  
done  
  
${FIASCO} -I ${FIASCODIR}/irq0 -S ${BINDIR}/sigma0 \  
-F ${FIASCODIR}/ux_con \  
-R ${BINDIR}/root-server "${ROOTARGS}" \  
${ARGS} -G800x600@16
```

Interfaces are based on IPC messages

- C++ stream syntax to generate/read messages
- Server Framework to handle server objects
- Client Stub code to provide a client side API

Examples in kpr2007/src/kpr/examples/

- **./hello** simple Hello World Application, no IPC
- **./ipc** simple client/server IPC (single server object)
- **./ipc2** client/server IPC (multiple objects)

Server Interface:

dispatch Function of server object

- Sender ID (./ipc) or Object ID (./ipc2)
- Opcode (determines the method to call)
- Ipc_iostream (input and output message)

Client Stub:

Example: src/kpr/base/

- ./include/name.h The client side interface
- ./lib/src/name.cc The client stub code

- Make familiar with source archive
- Try out Fiasco-UX
- Build client-server version of "hello":

```
class Hello {
    void show(char const * str);
};
```
- Server has to implement `Hello_server::dispatch(...)` function (print the string `<str>`)
- Client has to call the server (`Hello::show(...)` function)
- Try other interfaces
- **Deadline** for this Assignment is **November 6th**

Topics:

- Discussion about the solutions for the first practical assignment
- Theoretical Questions (see Requirements) in next Consultation (Prerequisite for attending the course)
- Introduction of the first building blocks:
Name & Console Server

Operating System Basics:

- Modern Operating Systems – Andrew S. Tanenbaum (OS Concepts, OS Structures, Virtual Memory)

L4 Specific Documentation:

- <http://os.inf.tu-dresden.de/L4/bib.html>
- L4 V.2 Specification (<http://os.inf.tu-dresden.de/L4/lnx86-21.ps.gz>)
- BID, Fiasco, Environment (kpr2007/doc/...)
- Mailing Lists (kpr2007, l4-hackers)
- Doxygen comments in source code