

Fakultät Informatik Institut für Systemarchitektur, Professur für Betriebssysteme

OPERATING-SYSTEM CONSTRUCTION

Material based on slides by Olaf Spinczyk, Universität Osnabrück

Summary and Outlook

https://tud.de/inf/os/studium/vorlesungen/betriebssystembau

HORST SCHIRMEIER



- Summary
- Evaluation
- Exam
- Outlook
- Get Involved



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What We've Covered

- L 1: Introduction
- L 2: Operating-System Development 101
- L 3: Interrupts Hardware
- L 4: Interrupts Software
- L 5: Interrupts Synchronization
- L 6: Intel®64: The 32/64-Bit Intel Architecture
- L 7: Coroutines and Threads
- L 8: Scheduling
- L 9: Thread Synchronization
- L 10: Inter-process Communication
- L 11: Bus Systems
- L 12: Device Drivers



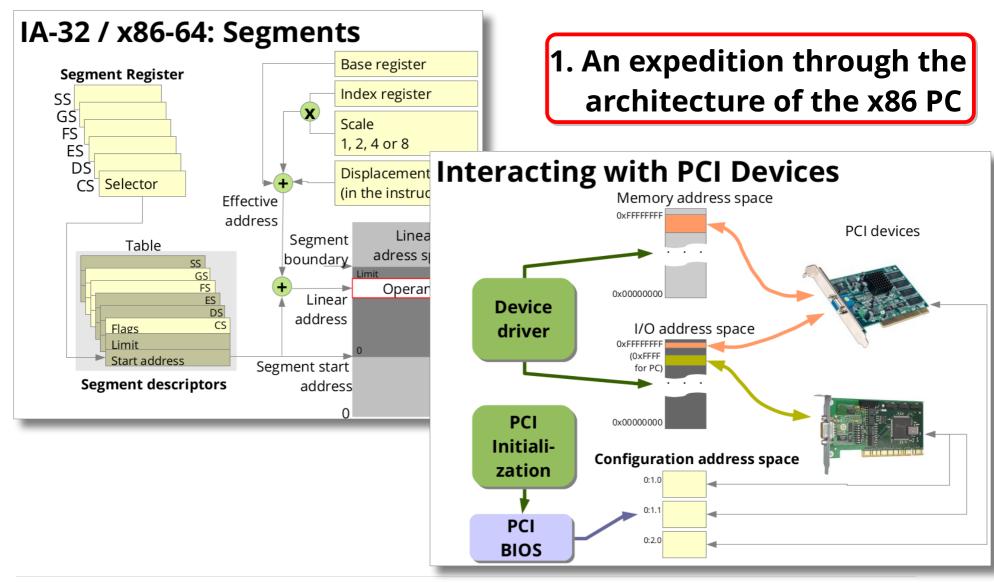
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1. An expedition through the architecture of the x86 PC



Three Core Areas





What We've Covered

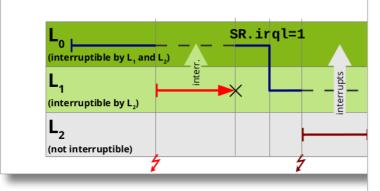
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What We've Covered

Control-Flow Level Model

- · Generalization to multiple interrupt levels:
 - Control flows on L_f are
 - interrupted anytime by control flows on L_g
 - **never interrupted** by control flows on L
 - sequentialized with other control flows on-
 - Control flows can switch levels
 - by special operations (here: modifying the



(for f < g) (for $e \le f$)

Control-Flow Level Model: new

• Control flows on L_f are

 $L_a \rightarrow$ Thread level

(interruptible, preemptible) L₁ \rightarrow Epilogue level

(interruptible, not preemptible)

 $L_{2} \rightarrow$ Interrupt level

(not interruptible, not preemptible)

- **interrupted anytime** by control flows on L_g (for f < g)
- **never interrupted** by control flows on L_e (for $e \le f$)
- **sequentialized** with other control flows on L_f (for f > 0)
- preempted by other control flows on L_f

Control flows on level L₀ (thread level) are **preemptible**.

(for f = 0)

2. Control flows and their

interactions

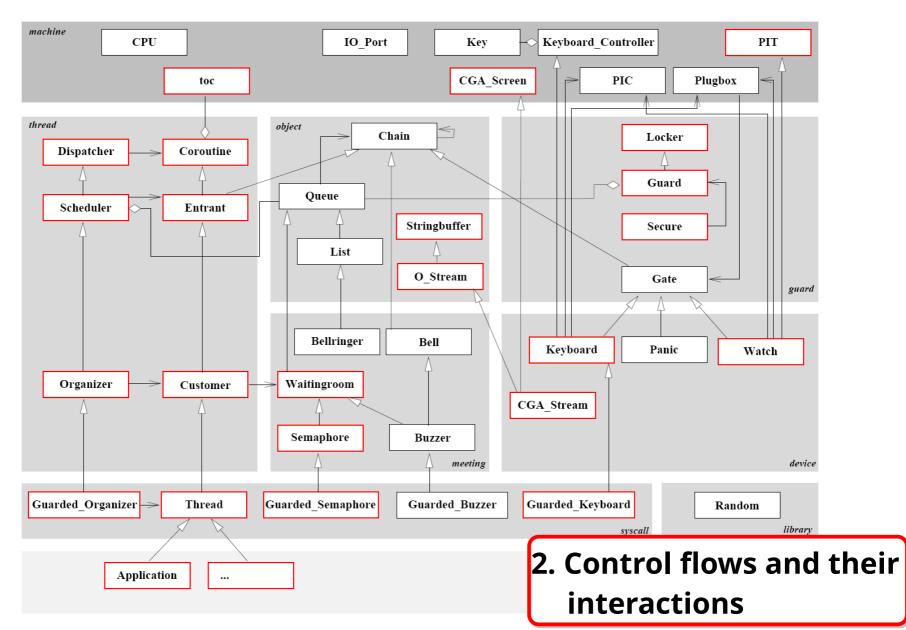
To maintain consistency on this level, we need additional mechanisms for **thread synchronization**.

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OSC: L13 Summary and Outlook



Three Core Areas



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What We've Covered

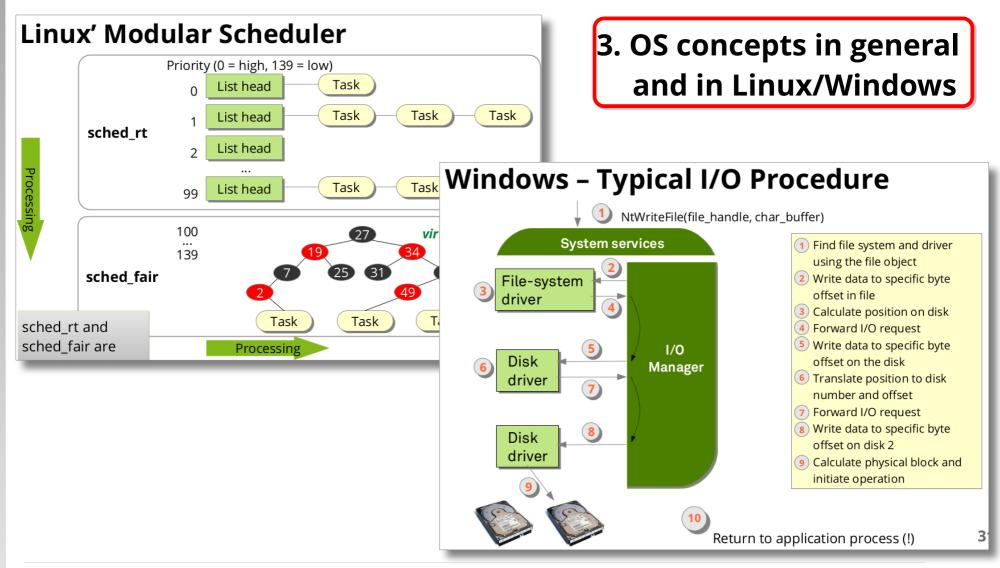
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3. OS concepts in general and in Linux/Windows



Three Core Areas

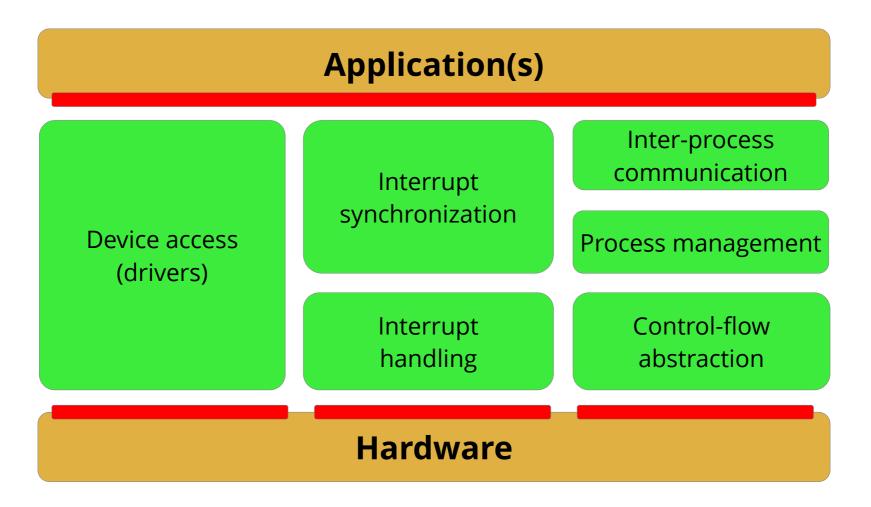


OSC: L13 Summary and Outlook



... Altogether Quite A Lot!

Structure of the "OO-StuBS" operating system:





- Summary
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Evaluation Results

• [switch to evaluation PDF]

You have more to say?

→ Contact me → Use our "Anonymer Briefkasten"



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Exam

Contents

- All three core areas
- Exercises + lab tasks are also relevant
 - e.g. explain concepts from core areas 1 + 2 with implementation in OOStuBS
 - C++, x86 assembler
- Concepts are more important than learning stuff by heart

• Exam appointments

- Until Jul 21st; from Aug 14th
- Appointments: e-mail to sandy.seifarth-haupold@tu-dresden.de including module name and preferred appointment time frame
- (Withdrawal: until 14 days before the appointment)
- Language: German or English (or, if necessary, a mix)



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Get Involved

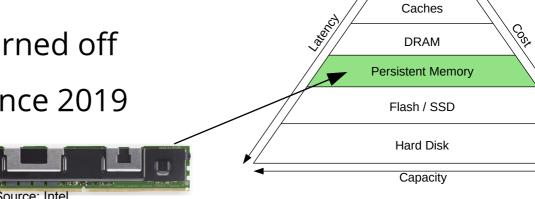


Challenge: New Memory Technologies

NVRAM: New class of memory between SSD & RAM

- Almost as fast as DRAM
- Maintains its state if turned off
- Available for servers since 2019
 - Optane DCPMMs

Research Questions:



- File abstraction vs. direct, byte-wise access?
- Persistent data structures, processes, systems?
- Reliability? Reboot doesn't "fix" the system anymore!
- 1D memory hierarchy? *Demand Paging*?

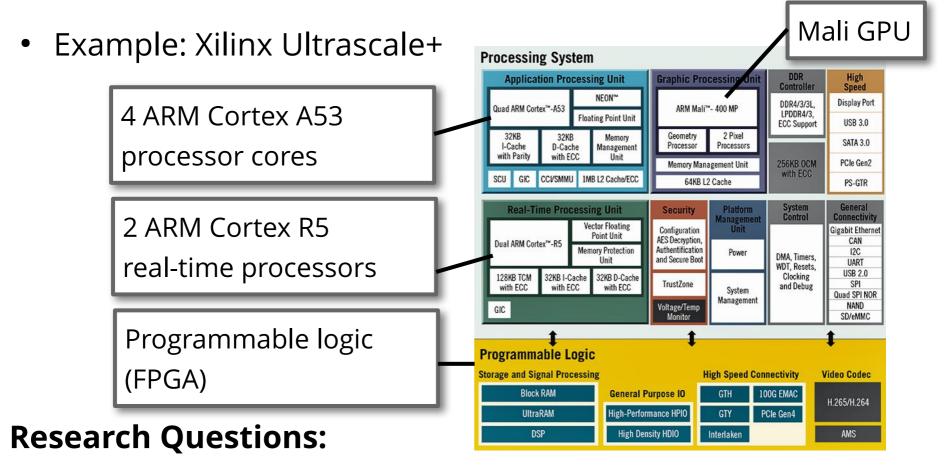
Other emerging technologies: Processing-in-memory (PIM) High-bandwidth Memory (HBM)

Registers

2023-07-11



Challenge: Hardware Heterogeneity



- Common control-flow abstraction?
- How does scheduling work here?



Challenge: Manycore Hardware

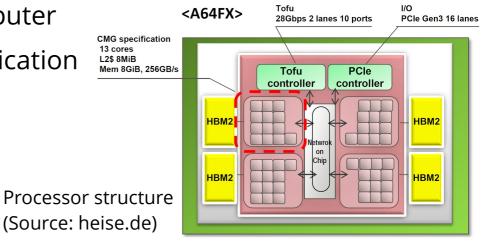
- Example: Fujitsu A64FX (#1 top500.org)
 - 48+4 cores (2.7 Tflops) per chip
 - 4 <u>High-Bandwidth Memories (1 TB/s); 4 NUMA regions</u>
 - 7.299.072 cores in the supercomputer
 - *Remote DMA* (RDMA) for communication



Fugaku supercomputer (Source: Fujitsu)

Research Questions:

- Do we still need CPU multiplexing?
- How to place control flows and data objects?





Research Topics at the OS Chair

- Dealing with complexity
 - constructively (projects L4, M³)
 - analytically (project LockDoc)

Non-functional properties

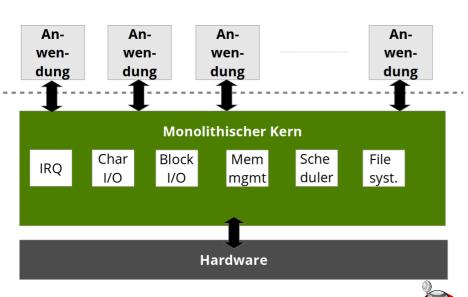
- Security
- *Safety*/fault tolerance (Projekts DanceOS, FAIL*)
- Timing behavior
- Energy
- Hardware developments
 - Disruptive memory technologies (projects VAMPIR, FOSSIL)



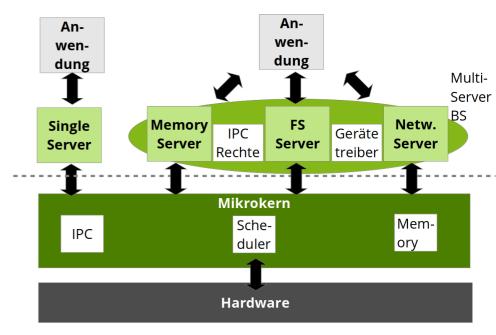




Complexity: Monolith vs. Microkernel



- Fine-grained locking is error-prone: LockDoc project
- *Security:* Take over a kernel component = Game Over
- but: Performance, lots of legacy code

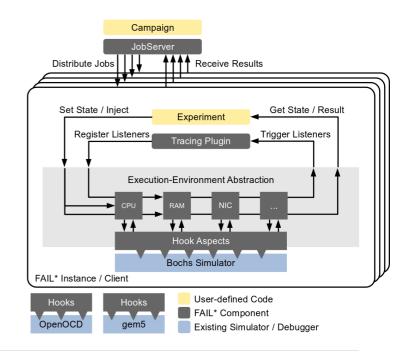


- L4Re project
- Minimal, application specific
 Trusted Computing Base
- Constructive complexity control (*divide & conquer*)



Fault-Tolerant Operating Systems

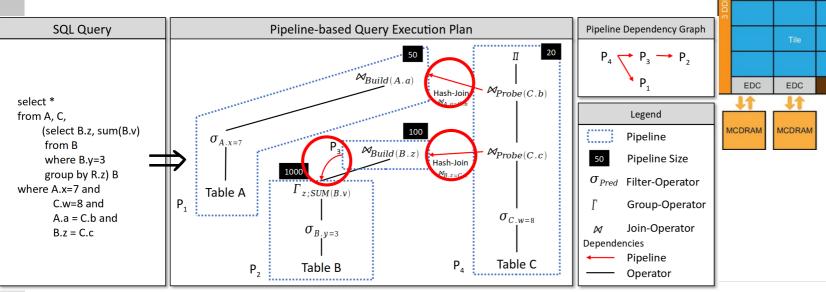
- *Soft Errors* can cause e.g. bit-flips in memory or the CPU
- How can we extend operating systems or design them ground-up – so that they still work?
 - DanceOS project dance(§
- How can we (systematically) determine whether we were successful?
 - Fault injection: FAIL* project

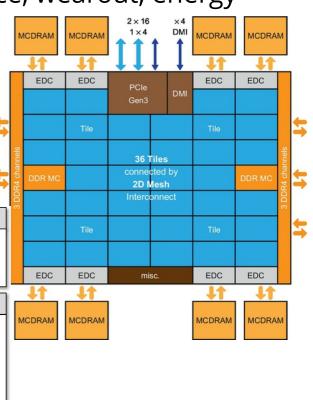




Disruptive Memory Technologies

- Dealing with heterogeneous memories: VAMPIR project
 - Latency, throughput, persistency, fault tolerance, wearout, energy consumption, PIM capabilities, ...
- Use case: databases
 - Predictions much easier!



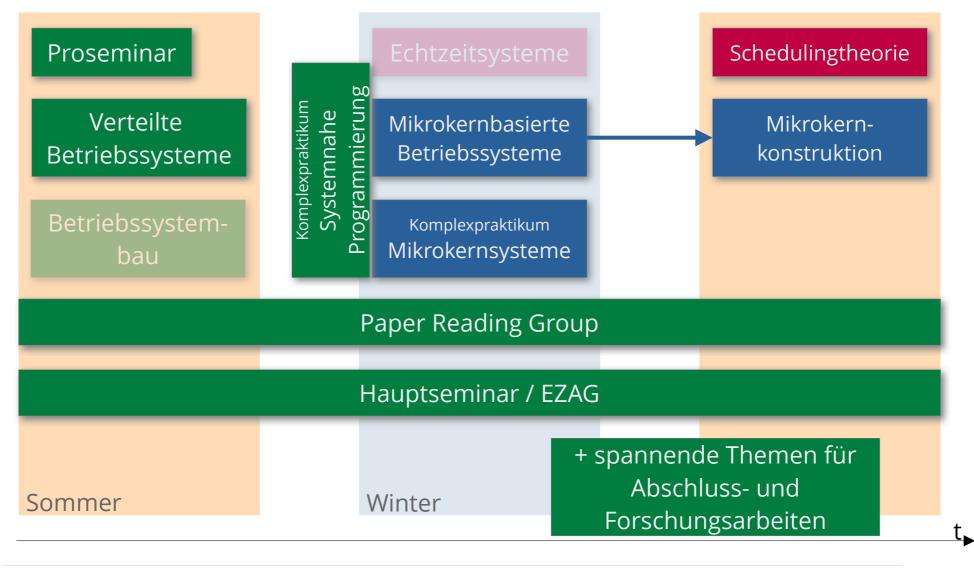




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Other Lectures





Thesis Topics

{Bachelor,Master,Diploma} theses, Beleg, Forschungsprojekt, ...

- **Empirical work** → Build, measure, evaluate



We Need: Student Assistants

- **Tutors** for "Betriebssysteme und Sicherheit" (WS 23/24) and "Operating-System Construction" (SS 23)
 - Exercises: Discuss + collectively solve work sheets
 - Support students in the PC pool (C/C++)
- Assistant in a **Research Project**
 - As required: Programming, literature research, measurements, etc.



That's It!

Thank you! I hope we'll meet again.



Don't forget: Task #7 Contest next week, Wednesday 2023-07-19 11:10! *Voting only possible in presence.*