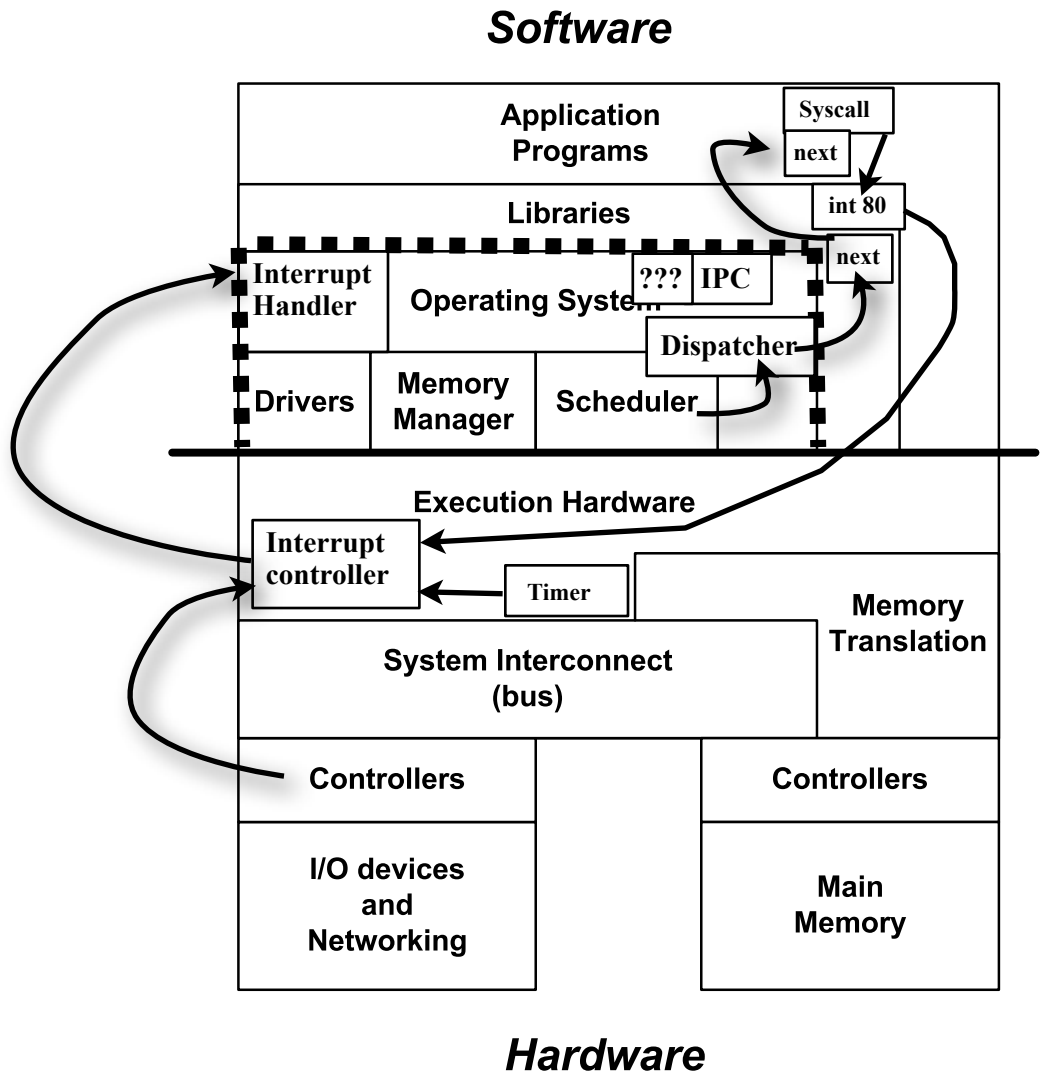


Operating Systems Structure

Otto J. Anshus



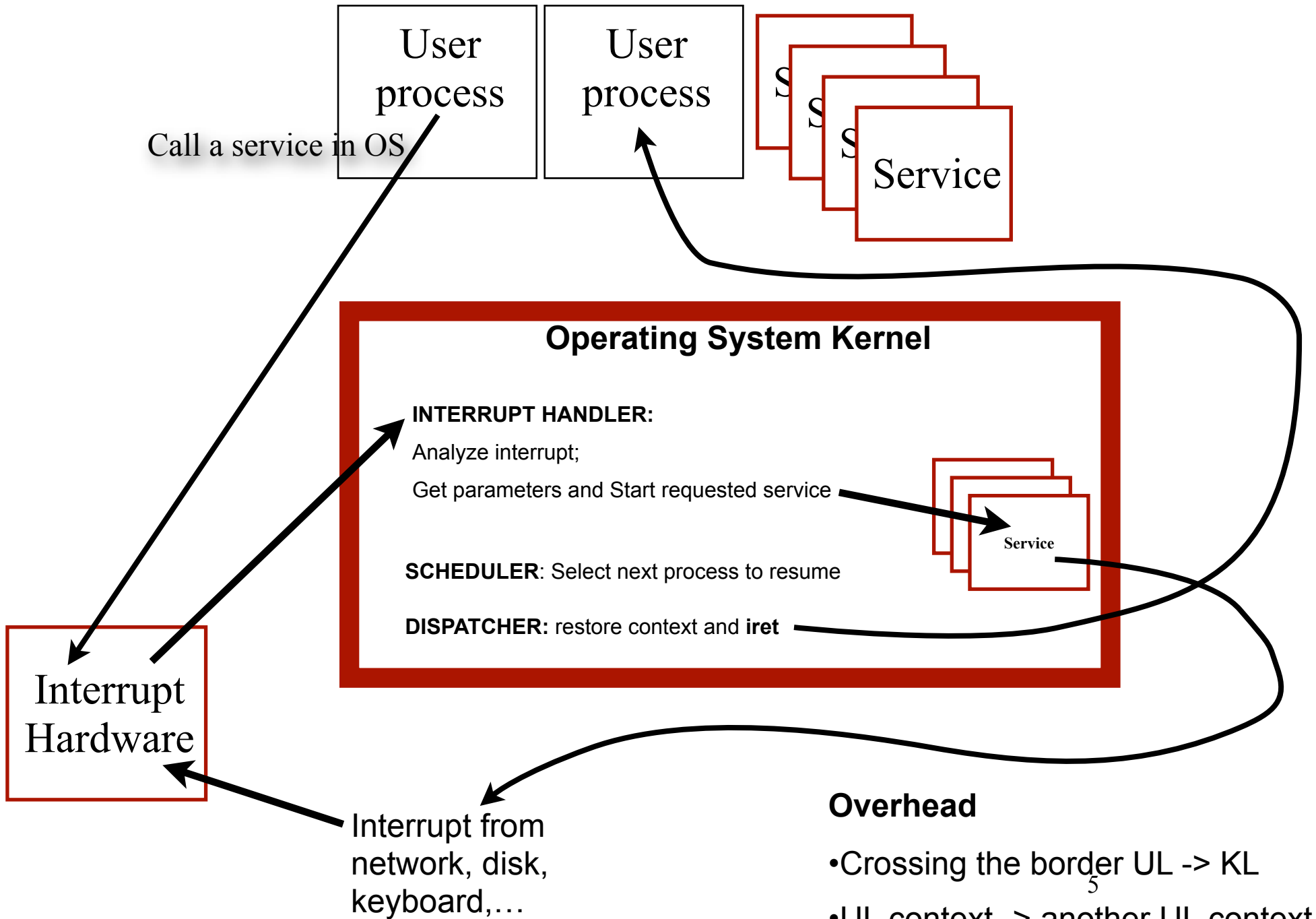
..... Border UL-KL
———— Border SW-HW

The Architecture of an OS

- Monolithic
- Layered
- Micro kernel and Client/Server
- Virtual Machine, (Library, Exokernel)
- Hybrids

Goals of the architecture

- OS as Resource Manager
- OS as Virtual Machine (abstractions)
- Design and Implementation result in OS being:
 - Protective, efficient, flexible, small (you wish), secure, ...

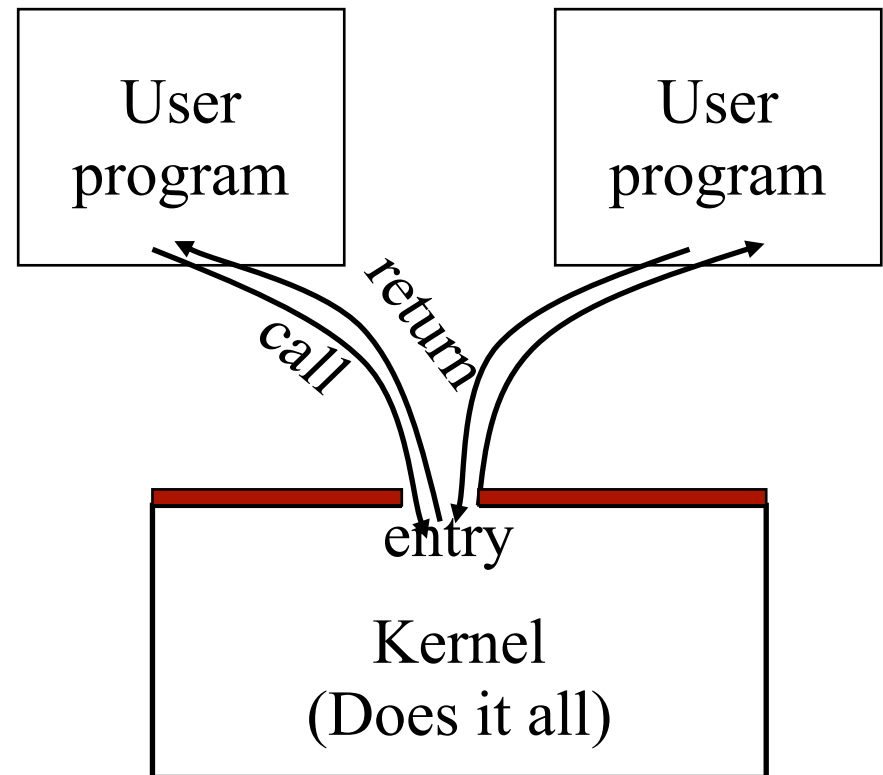


Overhead

- Crossing the border UL -> KL
- UL context -> another UL context

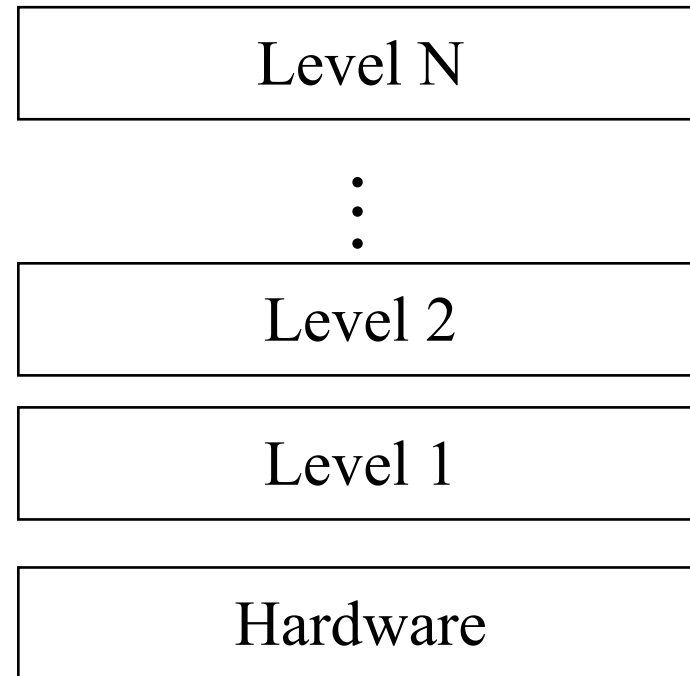
Monolithic

- All kernel routines are together
- A system call interface
- Examples:
 - Classic Unix (Linux, BSD Unix, ...)
 - Windows NT (hybrid)
- Pro
 - Performance
 - Shared kernel space
- Cons
 - Stability
 - Flexibility



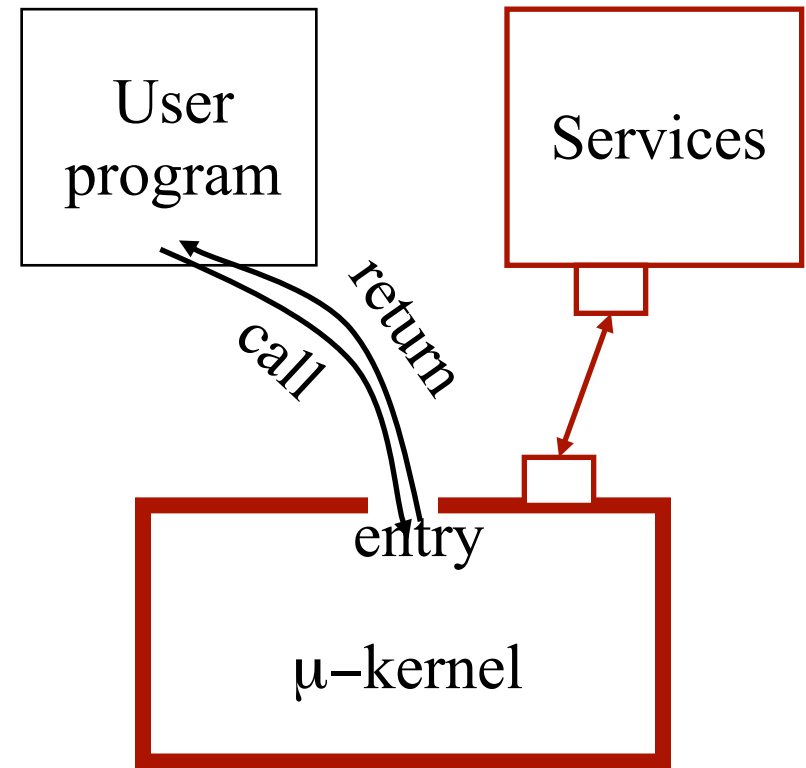
Layered Structure

- Hiding information at each layer
- Develop a layer at a time
- Examples
 - THE (6 layers, semaphores, Dijkstra 1968)
 - MS-DOS (4 layers)
- Pros
 - Separation of concerns
 - Elegance
- Cons
 - Protection boundary crossings
 - Performance



Microkernel

- Micro-kernel is “micro”
 - process abstraction, address space, interrupts
- Services are implemented as user level processes
- Micro-kernel get services on behalf of users by messaging with the service processes
- Example: L4, (Nucleus), Taos, Mach, OS-X



Microkernel Pros et Cons

- Pros
 - Easier to
 - extend or customize
 - Port to a new platform
 - Fault isolation
 - Smaller kernel => easier to tune/optimize
- Cons
 - Performance
 - Many protection boundary crossings
 - How many?
 - Difficult to share resources for the system services themselves

“Truths” on Micro Kernel Flexibility and Performance

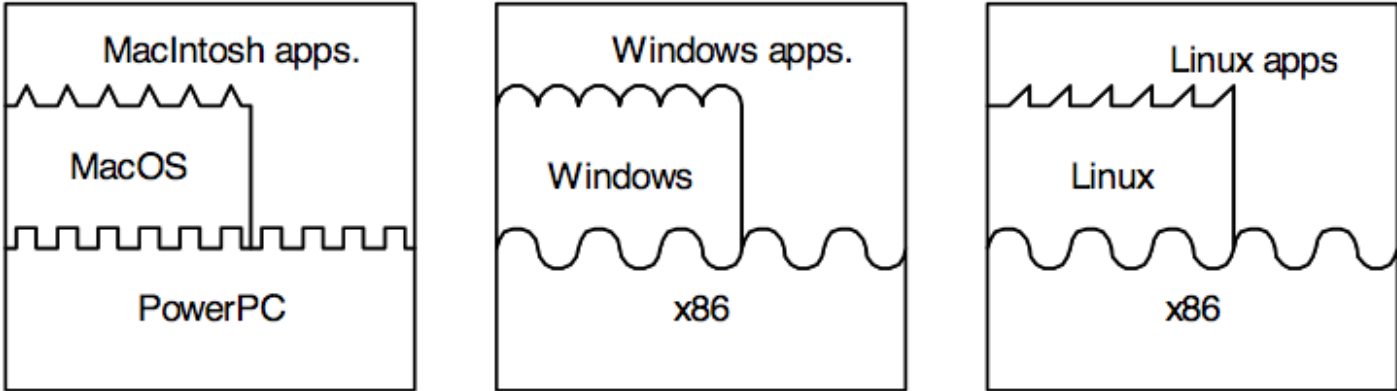
NO: Can be <50 cycles

- A micro kernel restricts application level flexibility.
- Switching overhead kernel-user mode is inherently expensive.
- Switching address-spaces is costly.
- IPC is expensive.
- Micro kernel architectures lead to memory system degradation.
- Kernel should be portable (on top of a small hardware-dependent layer).

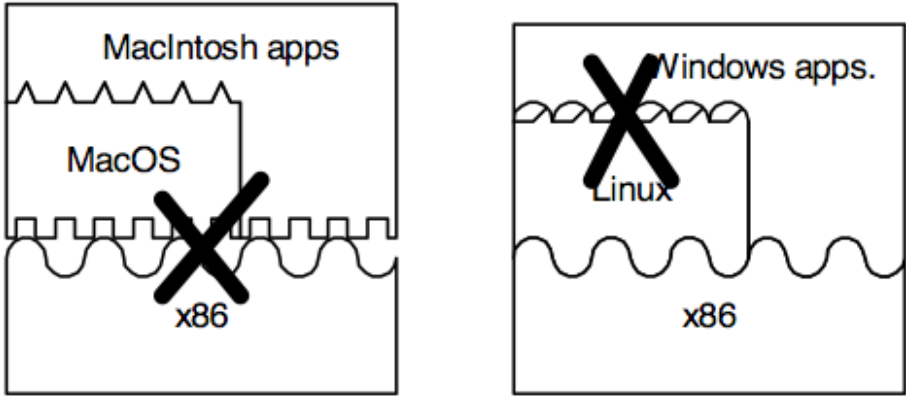
NO: 6-20 microsec round-trip,
53-500 cycles/IPC one way

Taken from J. Liedtke, SOSP 15 paper:
"On micro kernel construction"

Life is Hard?



(a)



(b)

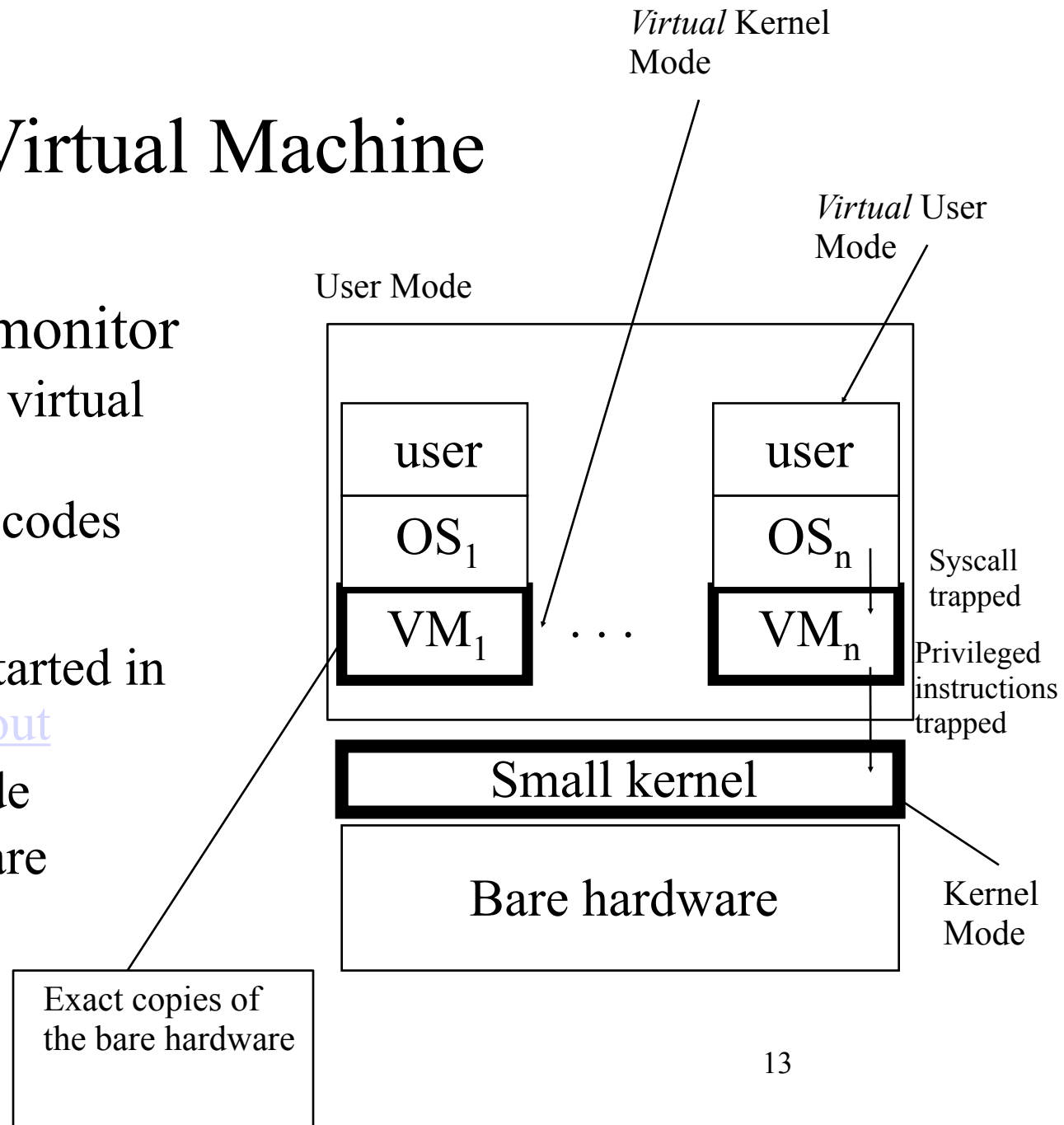
Virtual Machines to the Rescue

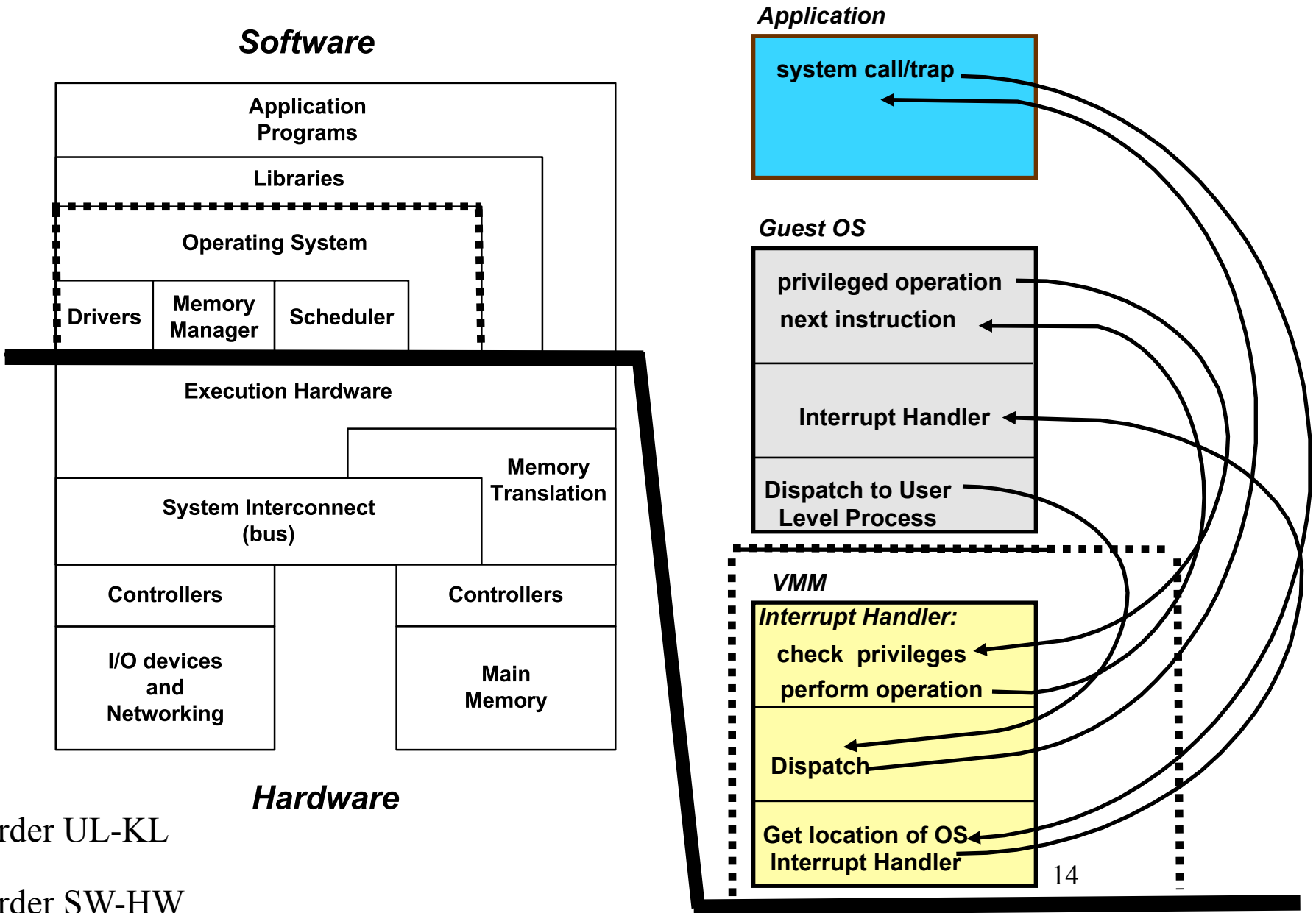
"A running program is often referred to as a virtual machine - a machine that doesn't exist as a matter of actual physical reality. The virtual machine idea is itself one of the most elegant in the history of technology and is a crucial step in the evolution of ideas about software. To come up with it, scientists and technologists had to recognize that a computer running a program isn't merely a washer doing laundry. A washer is a washer whatever clothes you put inside, but when you put a new program in a computer, it becomes a new machine.... The virtual machine: A way of understanding software that frees us to think of software design as machine design."

From David Gelernter's "Truth, Beauty, and the Virtual Machine," *Discover Magazine*, September 1997, p. 72.

Virtual Machine

- Virtual machine monitor
 - provide multiple virtual “real” hardware
 - run different OS codes
- Example
 - IBM VM/370: Started in the 70’s. [Check out](#)
 - virtual 8086 mode
 - Java VM, VMware
 - Xen





Old Virtual Machine Systems

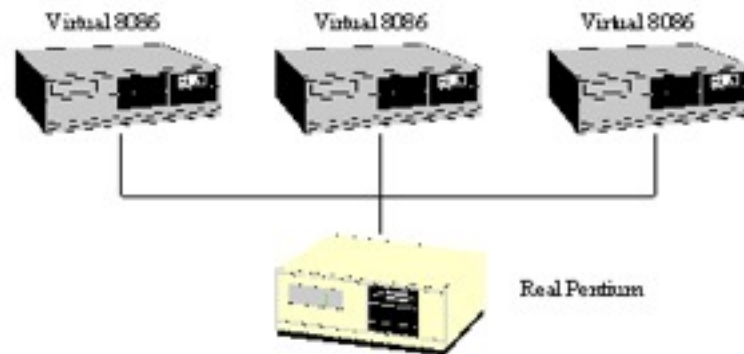
- CMS Cambridge Monitor System or Conversational Monitor System. Single User Interactive OS developed in conjunction with the Virtual Machine Control Program CP-40 at IBM Cambridge Laboratories. Later adapted for CP-67 and VM/370. Late 1960s [Meyer & Seawright 1970].
- CP Control Program. A component of VM/370 for the IBM/370. CP is the kernel which implements the virtual machine. Early 1970s.
- CP-40 Virtual machine control program for a modified IBM 360/40. See also CMS. Mid 1960s [Goldberg 1974].
- CP-67 Virtual machine control program for the IBM 360/67. Successor to CP-40. See also CMS. Late 1960s [Meyer & Seawright 1970].
- HITAC 8400 OSA Virtual machine system for the Hitac 8400 (RCA Spectra 70/45). Late 1960s [Goldberg 1974].
- IBM 360/30 OS Virtual machine for the IBM 360/30. Late 1960s [Goldberg 74]. M44/44X Virtual machine system for modified IBM 7044. An early exploration of virtual machine ideas. Mid 1960s [Goldberg 1974, Belady et al 1981].
- Newcastle Recursive VM Virtual Machine system developed on a Burroughs 1700. Early 1970s [Goldberg 1974].
- PDP-10 Virtual machine system for the PDP-10. Early 1970s [Goldberg 1974].
- UCLA VM Virtual machine system developed at UCLA for modified PDP-11/45 for data security studies. Early 1970s [Goldberg 1974].
- UMMPS Virtual machine system for the IBM 360/67. Early 1970s [Goldberg 1974].
- VM/370 Virtual machine system for IBM 370. Successor to CP-67. See also CMS. First Release 1972 [IBMSJ 1979, Creasy 1981].
- VM/PCA version of VM/370 for the PC/370. Early 1980s [Daney & Foth 1984].
- VOS Virtual machine OS running on the Michigan Terminal System. Early 1970s [Srodowa & Bates 1973].



Figure 1. IBM System/360 Model 40 Data Processing System

Virtual 8086

A NEW OLD IDEA: PENTIUM VIRTUAL 8086 MODE



- Virtual 8086 mode on the Pentium makes it possible to run old 16-bit DOS applications on a virtual machine

Java VM

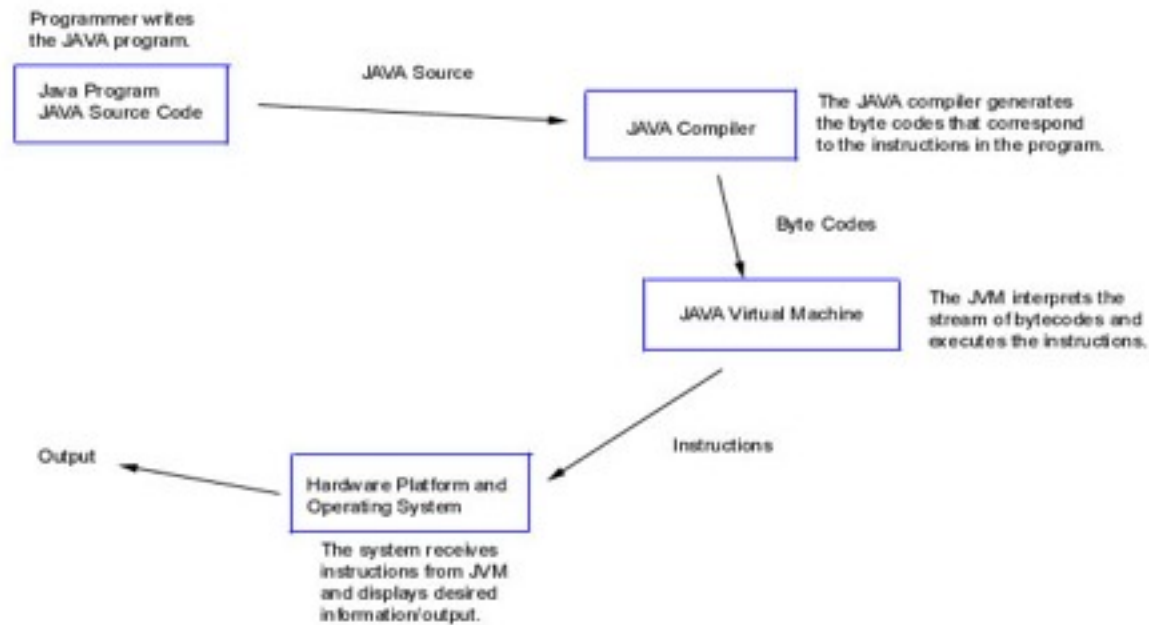


Figure 1.1: Diagram of Java Program Execution

Virtual Machine Hardware Support

- What is the minimal support?
 - 2 modes
 - Exception and interrupt trapping
- Can virtual machine be protected without such support?
 - Yes, emulation instead of executing on real machine

Pro et Contra

| Monolithic | Layered | VM | C/S | Micro kernel |
|--|--|---|---|--|
| <ul style="list-style-type: none"> •Performance | <ul style="list-style-type: none"> •Clean, less bugs •Clear division of labour | <ul style="list-style-type: none"> •Many virtual computers with different OS'es •Test of new OS while production work continues •All in all: flexibility | <ul style="list-style-type: none"> •Clear division of labour | <ul style="list-style-type: none"> •More flexible •Small means less bugs +manageable •Distributed systems •Failure isolation of services at Kernel Level |
| <ul style="list-style-type: none"> •More unstructured | <ul style="list-style-type: none"> •Performance issues? | <ul style="list-style-type: none"> •Performance issues? •Complexity issues? | <ul style="list-style-type: none"> •Performance issues? | <ul style="list-style-type: none"> •Flexibility issues? •Performance issues? |

Some Links

- Virtual machine
 - http://whatis.techtarget.com/definition/0,,sid9_gci213305,00.html
- Exokernel
 - <http://pdos.lcs.mit.edu/exo/>
- THE
 - <http://www.cs.utexas.edu/users/EWD/ewd01xx/EWD196.PDF>
- L4
 - <http://os.inf.tu-dresden.de/L4/>
- VM
 - <http://www.vm.ibm.com/>