

# CSE 306 Operating Systems Course Overview

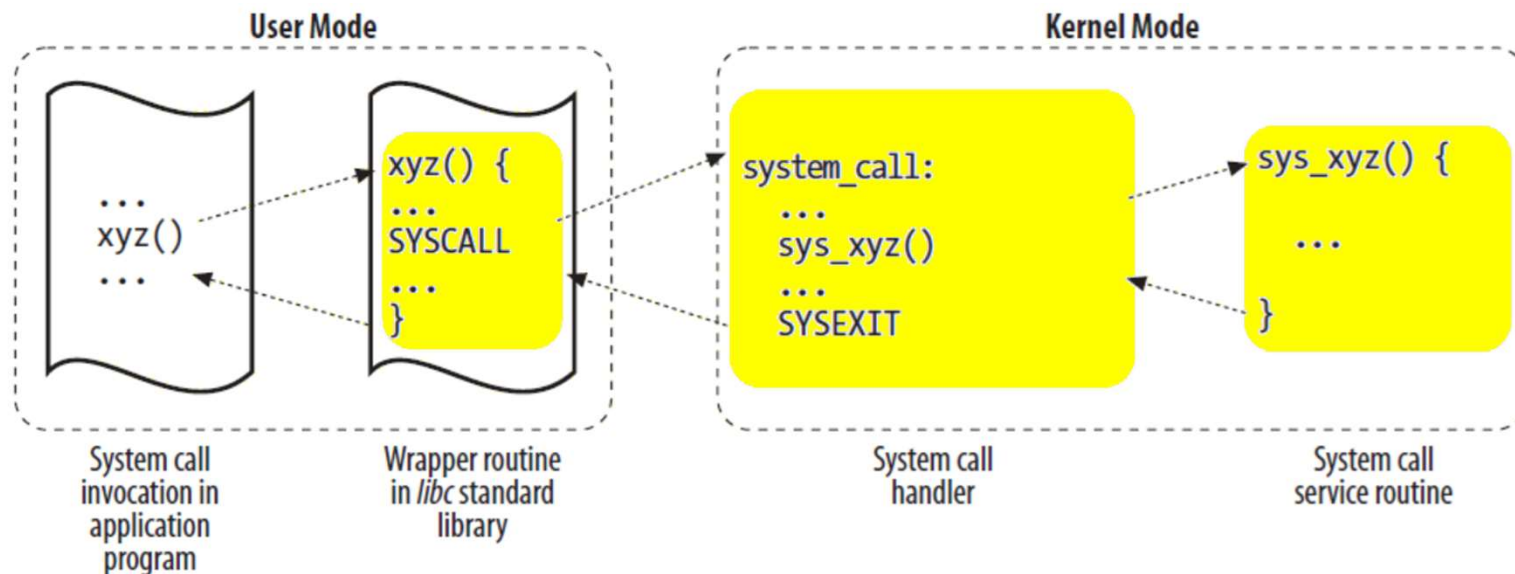
YoungMin Kwon

# Topics

- System Calls
- Processes
- Threads / Synchronization / Deadlock
- Process scheduling
- Memory management
- File management

# System Calls

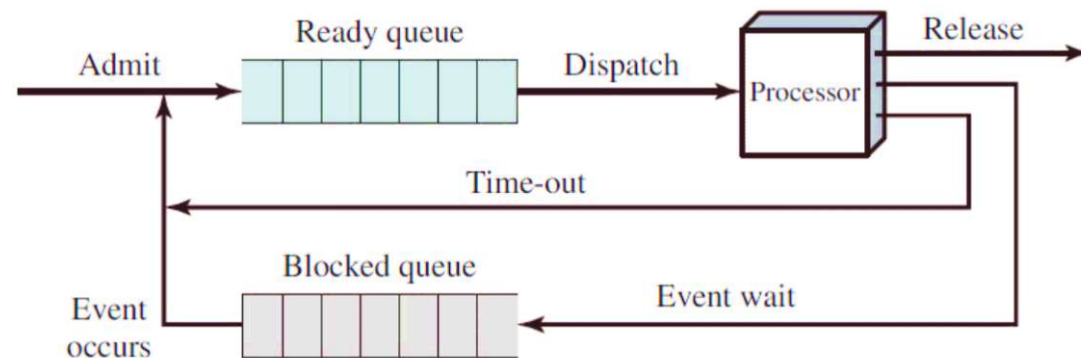
- System calls are a way for user processes to communicate with the kernel
  - open, read, write, close
  - getpid, fork, exec, ...



# Processes

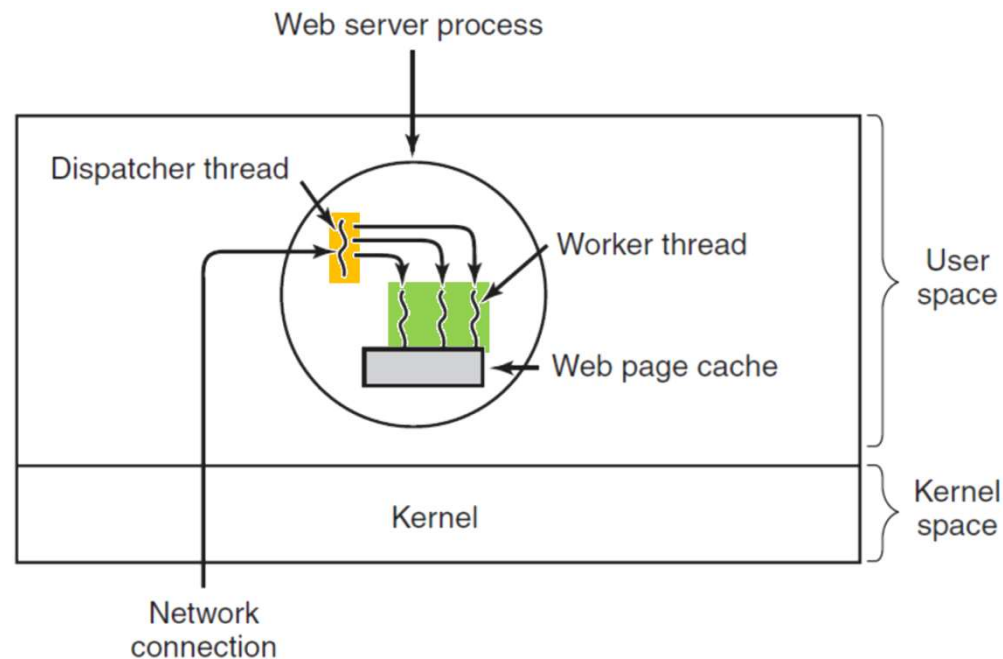
- A process is an instance of a running program
  - Composed of code, data, **P**rocess **C**ontrol **B**lock ...

Identifier
State
Priority
Program counter
Memory pointers
Context data
I/O status information
Accounting information
⋮



# Threads

- Thread: a logical flow that runs in the context of a process
  - Process: the unit of resource ownership
  - Thread: the unit of dispatching



# Synchronization

- Critical section
  - Dekker's algorithm, Peterson's algorithm
  - Atomic operations
  - Spin Locks
  - Semaphores

*C code for thread i*

```
for (i = 0; i < niters; i++)  
  cnt++;
```



*Asm code for thread i*

```
movq (%rdi), %rcx  
testq %rcx,%rcx  
jle .L2  
movl $0, %eax  
-----  
.L3:  
movq cnt(%rip),%rdx  
addq $1, %rdx  
movq %rdx, cnt(%rip)  
-----  
addq $1, %rax  
cmpq %rcx, %rax  
jne .L3  
.L2:
```

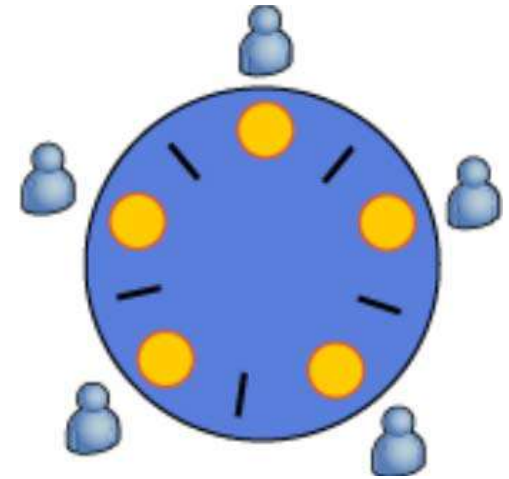
*H<sub>i</sub>: Head*

*L<sub>i</sub>: Load cnt*  
*U<sub>i</sub>: Update cnt*  
*S<sub>i</sub>: Store cnt*

*T<sub>i</sub>: Tail*

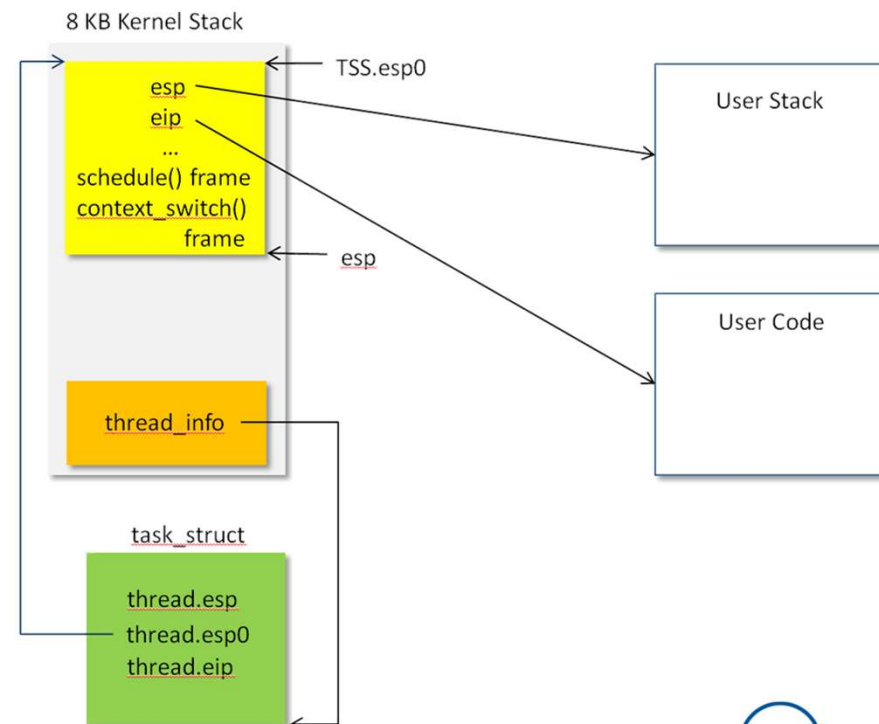
# Deadlock

- Deadlock
  - In a set of processes, each process is waiting for an event that can be triggered only from the set
  - Four deadlock conditions
- Deadlock prevention
- Deadlock avoidance
- Deadlock detection and recovery



# Process Scheduling

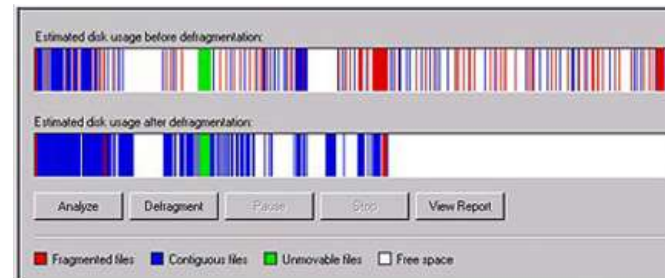
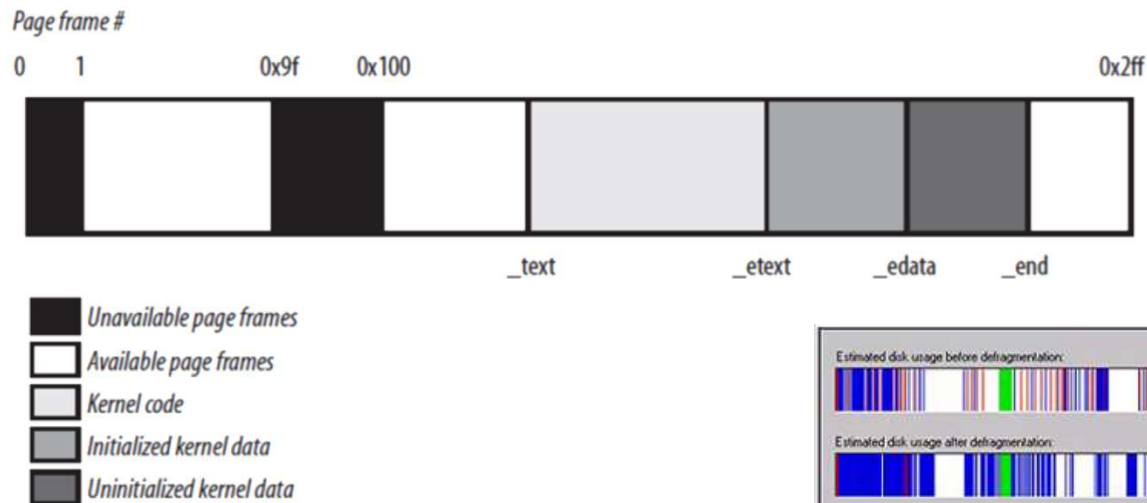
- Scheduling policies
  - First Come First Served, Round Robin, Real-time, ...
- Next process selection
  - `pick_next_task()`
- Context switch
  - `switch_mm()`
  - `switch_to()`





# Memory Management

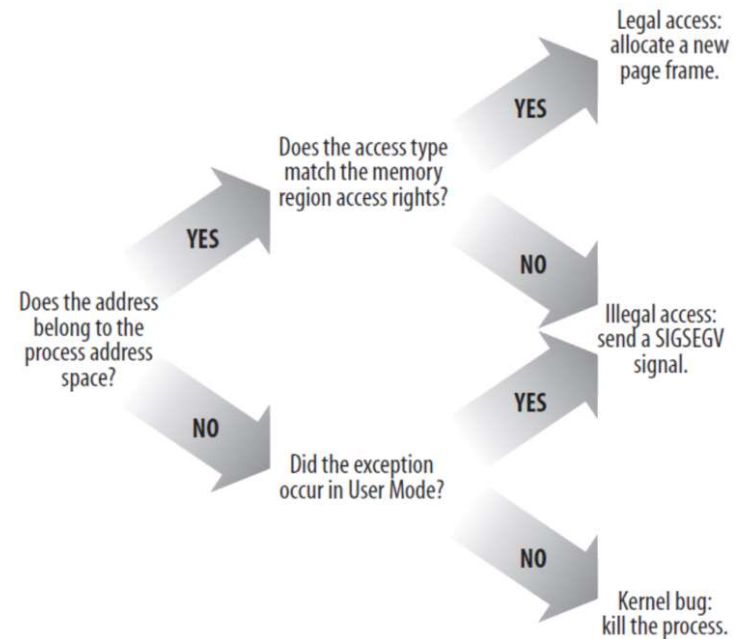
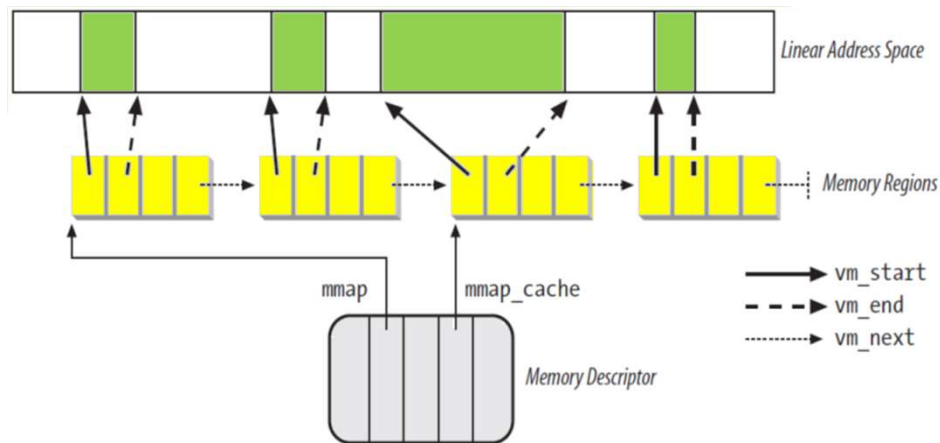
- Memory management for **Kernel**
  - Page descriptors for page frame states
  - Buddy system
  - Slab allocator



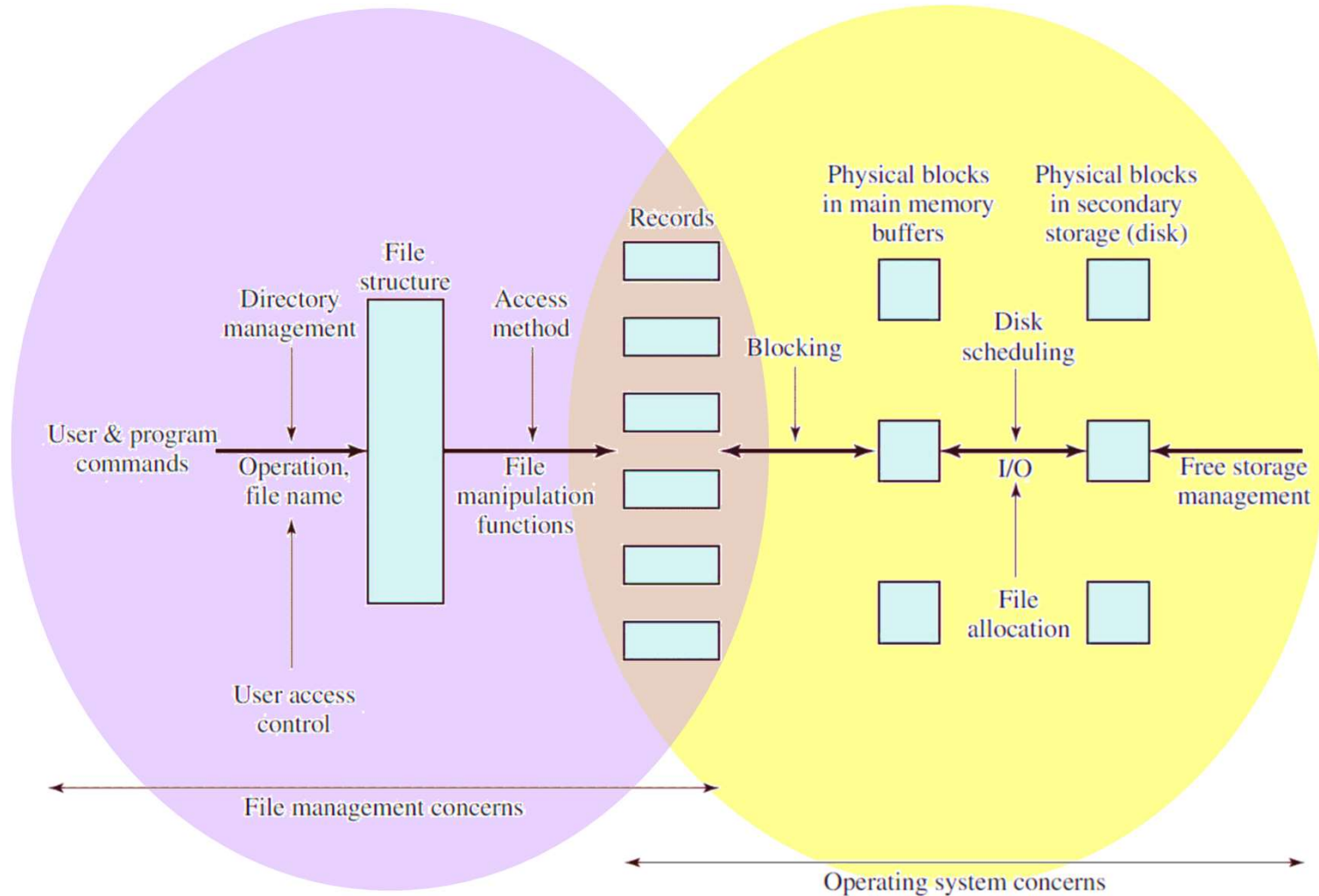
External fragmentation

# Memory Management

- Memory management for **User processes**
  - Process address space
  - Page fault handler



# File Management



# Filesystem

- Filesystem
  - A hierarchical storage of data
  - Filesystem controls the flow of data

