Operating systems

• OS provides interface between the user and the hardware
• effectively provide virtual machine more convenient than real machine
• can provide consistent interface across different hardware
• can coordinate/share access to resources between users
• can provide privileges/security
Hardware & Operating Systems

- OS needs to access to hardware: **privileged** mode
- But needs hardware to provide a **non-privileged** mode for users which:
  - prevents access to hardware
  - limits access to memory
  - provides mechanism to make requests to operating system
- mechanism often called a system call
System Calls

- System call transfers execution to **privileged** mode and executes operating code
- Includes arguments specifying details of request being made
- Linux provides 400+ system calls
- Examples:
  - Access a file
  - Create a process (run a program)
  - Send or receive information via a network (access a webpage)
• SPIM provides a virtual machine which can execute MIPS programs
• SPIM also provides a tiny operating system
• access is via the syscall instruction
• MIPS programs running on real hardware also use syscall to access OS (linux, ...)
The SPIM interpreter provides I/O and memory allocation via the "syscall" instruction.

<table>
<thead>
<tr>
<th>Service</th>
<th>n</th>
<th>Arguments</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>printf(&quot;%d&quot;)</td>
<td>1</td>
<td>int in $a0</td>
<td>-</td>
</tr>
<tr>
<td>printf(&quot;%f&quot;)</td>
<td>2</td>
<td>float in $f12</td>
<td>-</td>
</tr>
<tr>
<td>printf(&quot;%lf&quot;)</td>
<td>3</td>
<td>double in $f12</td>
<td>-</td>
</tr>
<tr>
<td>printf(&quot;%s&quot;)</td>
<td>4</td>
<td>$a0 = string</td>
<td>-</td>
</tr>
<tr>
<td>scanf(&quot;%d&quot;)</td>
<td>5</td>
<td>-</td>
<td>int in $v0</td>
</tr>
<tr>
<td>scanf(&quot;%f&quot;)</td>
<td>6</td>
<td>-</td>
<td>float in $f0</td>
</tr>
<tr>
<td>scanf(&quot;%lf&quot;)</td>
<td>7</td>
<td>-</td>
<td>double in $f0</td>
</tr>
<tr>
<td>fgets</td>
<td>8</td>
<td>buffer address in $a0, length in $a1</td>
<td>-</td>
</tr>
<tr>
<td>sbrk</td>
<td>9</td>
<td>nbytes in $a0</td>
<td>address in $v0</td>
</tr>
<tr>
<td>printf(&quot;%c&quot;)</td>
<td>11</td>
<td>char in $a0</td>
<td>-</td>
</tr>
<tr>
<td>scanf(&quot;%c&quot;)</td>
<td>12</td>
<td>-</td>
<td>char in $v0</td>
</tr>
<tr>
<td>exit(status)</td>
<td>17</td>
<td>status in $a0</td>
<td>-</td>
</tr>
</tbody>
</table>
• Originally file systems managed data stored on a magnetic disk.
• Unix philosophy is: *Everything is a File.*
• File system can be used to access:
  • files
  • directories (folders)
  • storage devices (disks, SSD, ...)
  • peripherals (keyboard, mouse, USB, ...)
  • system information
  • inter-process communication
  • ...
Unix/Linux Pathnames

- Files & directories accessed via pathnames, e.g: 
  /home/z5555555/lab07/main.c
- Unix pathnames is a sequence of any byte.
- Except pathnames can not contain 0 (‘\0’) bytes.
- System calls and library functions use null-terminated strings for pathnames.
- ASCII ‘/’ (0x2F) used to separate components of path.
- Hence ‘/’ (0x2F) not allowed elsewhere in pathnames
- Two names can not be used because they have a special meaning:
  - . current directory
  - .. parent directory
- Some programs (shell, ls) treat filename starting with ’.’ specially.
Unix/Linux file system is tree-like

We think of file-system as a tree but links actually make it a graph.
Unix/Linux Pathnames

- *absolute* pathnames start with a leading `/`
- *absolute* pathnames give full path from root  
  e.g. `/usr/include/stdio.h`, `/cs1521/public_html/`
- every process (running process) has an associated *absolute*  
  pathname called the *current working directory* (CWD)
- shell command `pwd` prints CWD
- *relative* pathname do not start with a leading `/`  
  e.g. `../../another/path/prog.c`, `./a.out`, `main.c`
- *relative* pathnames appended to CWD of process using them
- Assume process CWD is `/home/z5555555/lab07/`  
  `main.c` translated to `/home/z5555555/lab07/main.c`  
  `../a.out` translated to `/home/z5555555/..../a.out`  
  which is equivalent to `/home/z5555555/a.out`
Files and Directories

File systems manage stored data (e.g. on disk, SSD)

- Ordinary File sequence of zero or more bytes.
- file system maintains meta-data (e.g., access rights)
- System calls provide low-level API to manipulate files.
- stdio.h provides more portable, higher-level API to manipulate files.
- Directory object containing zero or more files or directories.
Unix defines a range of file-system-related types:

- **off_t** — offsets within files
  - typically, long and signed to allow backward refs
- **size_t** — number of bytes in some object
  - unsigned, since objects can’t have negative size
- **ssize_t** — sizes of read/written blocks
  - like size_t, but signed to allow for error values
- **struct stat** — file system object metadata
  - stores information about file, not file content
  - requires ino_t, dev_t, time_t, uid_t, ...
Metadata for file system objects is stored in *inodes*, which hold

- physical location on storage device of file data
- file type (regular file, directory, ...), file size (bytes/blocks)
- ownership, access permissions, timestamps (create/access/update)

Each file system *volume* has a table of inodes in a known location

Note: an inode does not contain the name of the file

Access to a file by name requires a *directory*

- where a directory is effectively a list of (name,inode) pairs

Note: very small files can potentially be stored in an inode (inlining)
Access to files by name proceeds as... 
- open directory and scan for *name*
- if not found, “No such file or directory”
- if found as (*name*,ino), access inode table inodes[ino]
- collect file metadata and...
  - check file access permissions given current user/group
    - if don’t have required access, “Permission denied”
  - collect information about file’s location and size
  - update access timestamp
- use physical location to access device and manipulate file data
Unix presents a uniform interface to file system objects

- functions/syscalls manipulate objects as a *stream of bytes*
- accessed via a *file descriptor* (index into a system table)

Some common operations:

- `open()` — open a file system object, returning a file descriptor
- `close()` — stop using a file descriptor
- `read()` — read some bytes into a buffer from a file descriptor
- `write()` — write some bytes from a buffer to a file descriptor
- `lseek()` — move to a specified offset within a file
- `stat()` — get meta-data about a file system object
int open(char *Path, int Flags)

- attempt to open an object at Path, according to Flags
- flags (defined in `<fcntl.h>`)
  - O_RDONLY — open object for reading
  - O_WRONLY — open object for writing
  - O_APPEND — append on each write
  - O_RDWR — open object for reading and writing
  - O_CREAT — create object if doesn’t exist
  - O_TRUNC — truncate to size 0
- flags can be combined e.g. (O_WRONLY | O_CREAT)
- if successful, return file descriptor (small +ve int)
- if unsuccessful, return -1 and set errno
int close(int FileDesc)

- attempt to release an open file descriptor
- if this is the last reference to object, release its resources
- if successful, return 0
- if unsuccessful, return -1 and set errno

Could be unsuccessful if FileDesc is not an open file descriptor

An aside: removing an object e.g. via rm

- removes the object’s entry from a directory
- but the inode and data persist until
  - all processes accessing the object close() their handle
  - all references to the inode from other directories are removed
- after this, the inode and the blocks on storage device are recycled
read

ssize_t read(int FileDesc, void *Buffer, size_t Count)

- attempt to read Count bytes from FileDesc into Buffer
- if ‘successful’, return number of bytes actually read (NRead)
- if currently positioned at end of file, return 0
- if unsuccessful, return -1 and set errno
- does not check whether Buffer contains enough space
- advances the file offset by NRead
- does not treat ’n’ as special, nor is there EOF

Once a file is open()’d . . .

- the “current position” in the file is maintained as part of the fd entry
- the “current position” is modified by read(), write() and lseek()
ssize_t write(int FileDesc, void *Buffer, size_t Count)

- attempt to write Count bytes from Buffer onto FileDesc
- if ‘successful’, return number of bytes actually written (NWritten)
- if unsuccessful, return -1 and set errno
- does not check whether Buffer has Count bytes of data
- advances the file offset by NWritten bytes
lseek

off_t lseek(int FileDesc, off_t Offset, int Whence)

- set the ‘current position’ of the FileDesc
- Offset is in units of bytes, and can be negative
- Whence can be one of ...
  - SEEK_SET — set file position to Offset from start of file
  - SEEK_CUR — set file position to Offset from current position
  - SEEK_END — set file position to Offset from end of file
- seeking beyond end of file leaves a gap which reads as 0’s
- seeking back beyond start of file sets position to start of file

Example: lseek(fd, 0, SEEK_END);     (move to end of file)
Hard Links & Symbolic Links

File system *links* allow multiple paths to access the same file

Hard links
- multiple directory entries referencing the same file (inode)
- the two entries must be on the same filesystem

Symbolic links (symlinks)
- a file containing the path name of another file
- opening the symlink opens the file being referenced
Hard Links & Symbolic Links

$ echo 'Hello Andrew' >hello
$ ln hello hola            # create hard link
$ ln -s hello selamat
$ ls -l hello hola selamat
-rw-r--r-- 2 andrewt 13 Oct 23 16:18 hello
-rw-r--r-- 2 andrewt 13 Oct 23 16:18 hola
lrwxrwxrwx 1 andrewt  5 Oct 23 16:20 selamat -> hello
$ cat hello
Hello Andrew
$ cat hola
Hello Andrew
$ cat selamat
Hello Andrew
int stat(char *Filename, struct stat *StatBuf)

- stores meta-data associated with *Filename* into *StatBuf*
- information includes
  - inode number, file type + access mode, owner, group
  - size in bytes, storage block size, allocated blocks
  - time of last access/modification/status-change
- returns -1 and sets *errno* if meta-data not accessible

int fstat(int FileDesc, struct stat *StatBuf)

- same as *stat()* but gets data via an open file descriptor

int lstat(char *Filename, struct stat *StatBuf)

- same as *stat()* but doesn’t follow symbolic links
struct stat {
    dev_t st_dev; // ID of device containing file
    ino_t st_ino; // inode number
    mode_t st_mode; // file type + permissions
    nlink_t st_nlink; // number of hard links
    uid_t st_uid; // user ID of owner
    gid_t st_gid; // group ID of owner
    dev_t st_rdev; // device ID (if special file)
    off_t st_size; // total size, in bytes
    blksize_t st_blksize; // blocksize for file system I/O
    blkcnt_t st_blocks; // number of 512B blocks allocated
    time_t st_atime; // time of last access
    time_t st_mtime; // time of last modification
    time_t st_ctime; // time of last status change
};
The `st_mode` is a bit-string containing some of:

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>S_IFLNK</td>
<td>0120000</td>
<td>symbolic link</td>
</tr>
<tr>
<td>S_IFREG</td>
<td>0100000</td>
<td>regular file</td>
</tr>
<tr>
<td>S_IFBLK</td>
<td>0060000</td>
<td>block device</td>
</tr>
<tr>
<td>S_IFDIR</td>
<td>0040000</td>
<td>directory</td>
</tr>
<tr>
<td>S_IFCHR</td>
<td>0020000</td>
<td>character device</td>
</tr>
<tr>
<td>S_IFIFO</td>
<td>0010000</td>
<td>FIFO</td>
</tr>
<tr>
<td>S_IRUSR</td>
<td>0000400</td>
<td>owner has read permission</td>
</tr>
<tr>
<td>S_IWUSR</td>
<td>0000200</td>
<td>owner has write permission</td>
</tr>
<tr>
<td>S_IXUSR</td>
<td>0000100</td>
<td>owner has execute permission</td>
</tr>
<tr>
<td>S_IRGRP</td>
<td>0000040</td>
<td>group has read permission</td>
</tr>
<tr>
<td>S_IWGRP</td>
<td>0000020</td>
<td>group has write permission</td>
</tr>
<tr>
<td>S_IXGRP</td>
<td>0000010</td>
<td>group has execute permission</td>
</tr>
<tr>
<td>S_IROTH</td>
<td>0000004</td>
<td>others have read permission</td>
</tr>
<tr>
<td>S_IWOTH</td>
<td>0000002</td>
<td>others have write permission</td>
</tr>
<tr>
<td>S_IXOTH</td>
<td>0000001</td>
<td>others have execute permission</td>
</tr>
</tbody>
</table>
int mkdir(char *PathName, mode_t Mode)

• create a new directory called PathName with mode Mode
• if PathName is e.g. a/b/c/d
  • all of the directories a, b and c must exist
  • directory c must be writeable to the caller
  • directory d must not already exist
• the new directory contains two initial entries
  • . is a reference to itself
  • .. is a reference to its parent directory
• returns 0 if successful, returns -1 and sets errno otherwise

Example: mkdir("newDir", 0755);
Other useful Linux (POSIX) functions

- `chdir(char *path)` — change current working directory
- `getcwd(char *buf, size_t size)` — get current working directory
- `rename(char *oldpath, char *newpath)` — rename a file/directory/...
- `link(char *oldpath, char *newpath)` — create a hard link to a file/directory/...
- `symlink(char *target, char *linkpath)` — create a symbolic link to a file/directory/...
- `unlink(char *pathname)` — remove a file/directory/...
- `chmod(char *pathname, mode_t mode)` — change permission of file/directory/...
stdio.h

The stdio.h provides is more portable and more convenient than open/read/write/... Use it instead when possible.

- FILE * — handle on an open file (and a buffer)
- FILE *fopen(Name, Mode) (Mode e.g. "r", "w", "a")
- int fclose(FILE *Stream) (Stream from fopen())
- char *fgets(char *Buffer, int Size, FILE *Stream)
- char *fputs(char *Buffer, FILE *Stream)
- int fscanf(FILE *Stream, char *Format, ...)
- int fprintf(FILE *Stream, char *Format, ...)
- int fgetc(FILE *Stream)
- int fputc(int Character, FILE *Stream)

Also, specialised versions of I/O functions, e.g.
- scanf(...) == fscanf(stdin, ...)
- printf(...) == fprintf(stdout, ...)
- getchar() == fgetc(stdin)
- putchar(ch) == fputc(ch, stdin)
The stdio.h also provides equivalent function which operate on strings

- snprintf(char *str, size_t size, char *format, ...);
  - like printf, but output goes to char array
  - handy for creating strings passed to other functions
  - do not use unsafe related function: sprintf

- sscanf(const char *str, char *format, ...);
  - like scanf, but input comes from char array
Operating systems provide a *file system*

- as an abstraction over physical storage devices (e.g. disks)
- providing named access to chunks of related data (files)
- providing access (sequential/random) to the contents of files
- allowing files to be arranged in a hierarchy of directories
- providing control over access to files and directories
- managing other meta-data associated with files (size, location, ...)

Operating systems also manage other resources

- memory, processes, processor time, i/o devices, networking, ...