

Advanced Operating Systems Summer Semester 2022/2023

Martin Děcký



Introduction





About the Course

Lecture

- Thursdays at 3:40 p.m. in lecture room S1
 - From February 16th to May 18th 2023
 - **Exception:** April 13th 2023 → lecture room S5
- Follow up on the Operating Systems (NSWI004) course from winter semester
 - We might assume the understanding of some basic concepts
- https://d3s.mff.cuni.cz/cz/teaching/nswi161/
 - Up-to-date information and current affairs
 - Slide decks of past lectures and other materials
 - Urgent updates will be sent out using e-mails via the Student Information System



Further Information

https://gitlab.mff.cuni.cz/teaching/nswi161/forum

- GitLab forum for both technical and organizational inquires
- Just create a new issue and/or subscribe to the notifications
- Lecturer
 - Martin Děcký
 - Employed by Kernkonzept GmbH, no permanent office at Charles University at the moment
 - Consultations on demand after a prior agreement (ideally before or after the lecture)
 - decky@d3s.mff.cuni.cz

Guarantor

- Petr Tůma
 - Office S 205 (Malá Strana)
 - petr.tuma@d3s.mff.cuni.cz



Course Goals

Insight into operating system design and implementation mechanisms

- Not only for system-level development
 - All abstractions are leaky to a certain degree, black boxes are rarely truly black
 - Many extra-functional properties of a piece of software (performance, reliability, etc.) cannot be properly assessed and/or guaranteed without the understanding of the underlying properties
- Insight into the context, requirements and constraints in which operating systems exist
 - One size does not fit all
 - Not everything has been already solved



Course Structure

Two main interleaving "tracks"

- Operating systems implementation
 - Overview of technical aspects
- Operating systems architecture
 - High-level overarching concerns

Guest lectures

- Individual lectures by industrial experts
- No fixed schedule at this moment (follow the course web site)



(Planned) Course Topics

- Languages, run times, bootstrap
- Interfaces and interactions, compatibility, portability, abstractions
- Debugging, performance, observability
- Memory hierarchy, memory management
- File systems, storage
- Communication, networking, off-loading, distributed computing



(Planned) Course Topics

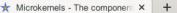
- Architecture, design and configuration
- Requirements, validation, certification, verification
- Concurrency, parallelism, synchronization
- Safety, security, reliability
- Virtualization
- Resource and service management
- Real time



Literature and Resources

This course is not based on a specific textbook

- Individual references will be presented as necessary
- The usual sources of useful information
 - English Wikipedia for the general overview
 - Similar courses at other universities
 - Academic papers from good venues (e.g. OSDI, SOSP, ATC, FAST, HotOS, EuroSys, SIGOPS, etc.)
 - On-line resources (e.g. LWN.net)
 - Open source operating systems





Microkernels are operating systems that outsource the traditional operating system functionality to ordinary user processes while providing them with mechanisms requisite for implementing it. Microkernel-based operating systems come in many different flavours, each having a distinctive set of goals, features and approaches. Some of the most often cited reasons for structuring the system as a microkernel is flexibility, security and fault tolerance. Many microkernels can take on the role of a hypervisor too. Microkernels and their user environments are most often implemented in the C or C++ programming languages with a little bit of assembly, but other implementation languages are possible too. In fact, each component of a microkernel-based system can be implemented in a different programming language.

Here is a list of active free, open source microkernel projects. If your project is missing or this page needs fixing, please create a pull request!

Escape

A UNIX-like microkernel operating system, that runs on x86, x86 64, ECO32 and MMIX. It is implemented from scratch and uses nearly no third-party components. To fit nicely into the UNIX philosophy, Escape uses a virtual file system to provide drivers and services. Both



can present themselves as a file system or file to the user. (github.com/Nils-TUD/Escape)

М³

A microkernel-based system for hete cores, that is developed as a hardwa the TU Dresden. It aims to support a eral purpose cores, DSPs, FPGAs, This is achieved by abstracting the new hardware component per c (github.com/TUD-OS/M3)

http://microkernel.info

F9

An experimental microkernel used to construct flexible real-time and embedded systems for ARM Cortex-M series microprocessors with power efficiency and security in mind. (*aithub.com/f9micro*)



MINIX 3

A free, open-source, operating system designed to be highly reliable, flexible, and secure. It is based on a tiny microkernel running in kernel mode with the rest

of the operating system running as a number of isolated, protected, processes in user mode. (minix3.org)





Credits

Standard approach

- Written test during the exam period based on the course topics
 - Half of the total amount of points required for passing the exam
 - Further details will be clarified during the semester

Hands-on approach

- Individual or small team implementation project
 - Assignment, goals and criteria need to be agreed upon between the candidates and the lecturer & guarantor
 - If interested, do not hesitate to approach us (but soon enough)

Contributor approach

- Picking one of the course topics for a standalone lecture or an extended demonstration
 - Again, needs to be agreed upon soon enough



Implementation Project

Random topic suggestions

- Your own pet project
 - Some non-trivial connection to operating systems is required
 - Can be an extension of a previous work (e.g. the winter semester assignment) or something you plan to extend in the future (e.g. into your master thesis)
 - But obviously not something you have already finished
- Targeted contribution to an open source operating system project
 - Tip: Have a look at the list of ideas for the Google Summer of Code
 - Pro tip: http://www.helenos.org :)
 - Pro tip from my employer: https://www.l4re.org :)
- Original implementation of an idea from a research paper
 - Could be both rewarding and treacherous



About the Lecturer

Charles University, Faculty of Mathematics and Physics

- MSc. (2005), Ph.D. (2015)
- Researcher at the Department of Distributed and Dependable Systems (2008 2017)
- HelenOS project co-author (http://www.helenos.org)

• Huawei Technologies

- Senior Research Engineer at the Munich Research Center (2017 2019)
- Principal Research Engineer and co-founder at the Dresden Research Center (2019 2021)

Kernkonzept

- Senior Software Engineer (since 2021)
- https://www.kernkonzept.com



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Please Do Interact!





Interaction Is Always Welcomed

Influence the topics of this course

- There is no point in yapping about something you already know or do not care about

Ask questions

- There is no point in listening to something you do not understand
- As usual: There are no stupid questions

• Discuss

- Despite best effort, everyone is biased
- This course is not about dogmas, but about nuances
- Think about how and why would you do things differently

Please Try Things Out!





Exploring Is Always Better than Watching

Passive listening during a lecture

- Everything seems reasonable and logical (of course)
- Potential issues are not obvious (people are generally optimistic)

• Easy tips

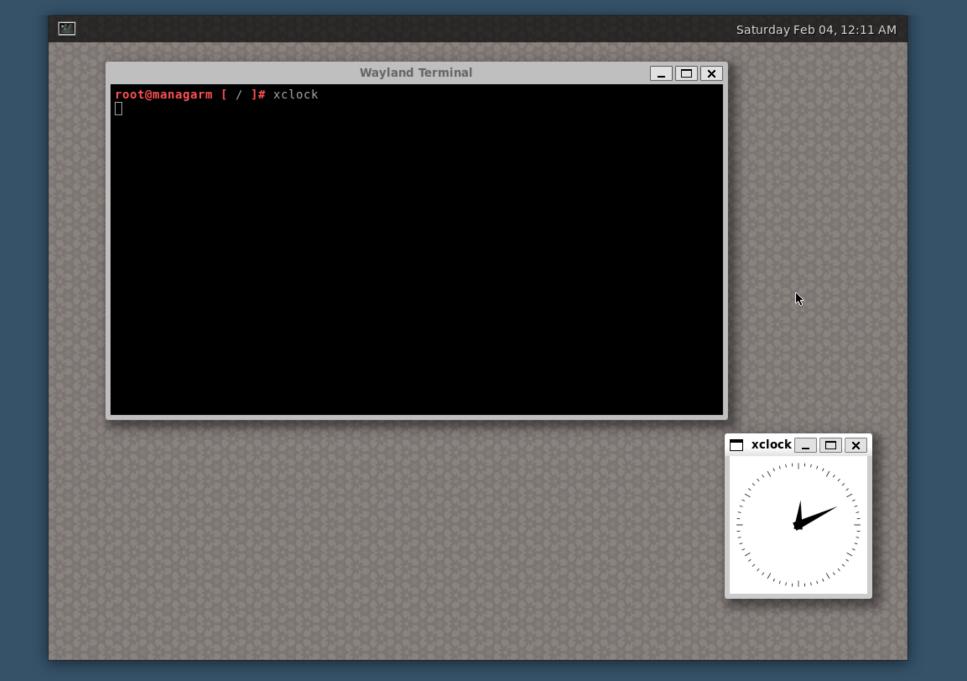
- Run the code we talk about
 - Configure it, tweak it, modify it
- Explain what you have learned in your own words
 - Talk to your roommates, friends
- Force yourself to ask a question



Exercise: Explore a New Operating System

Managarm

- https://managarm.org
- General-purpose
- Desktop-oriented
- Microkernel-based
- Asynchronous kernel design
- Some degree of Linux compatibility



D3S



Exploration Tips

Read the available documentation

- Don't go into all the details, just skim it and focus on the key aspects
 - Structure of the components of the system
 - Languages and tools used

Get the sources

- Examine the directory structure
- Look briefly into the build system
 - Not everything that is compiled is necessarily linked together



Exploration Tips

Start from the bottom

- What is the boot protocol?
 - What standard boot loader is used?
 - Is there a custom (2nd-stage) boot loader?
 - Where is the boot entry point?
- Examine the linker script(s)
 - What is the memory layout of the kernel?
 - Where is the assembly entry point to the kernel?
 - Where is the high level language entry point to the kernel?
- Explore the call graph of the kernel from the high level language entry point



Exploration Tips

Map the structure from the documentation to the sources

- Are there some easily distinguishable parts of the kernel?
 - Platform-specific vs. platform-neutral code?
 - Drivers?
 - Support for threads?
 - Page table management?
 - Syscall handlers?

Build the sources

- Prepare the build environment according to the documentation
- Run the build
- Run the built image
- Explore the user space



Thank you! Questions?