

Introduction

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Trivial Pursuit in Computer Science

Q: *"What is an elephant?"*

A: *"A mouse with an operating system."*

The Operating-System Design Dilemma

Clearly, the operating system design must be strongly influenced by the type of use for which the machine is intended. Unfortunately it is often the case with 'general purpose machines' that the type of use cannot easily be identified; a common criticism of many systems is that, in attempting to be all things to all individuals, they end up being totally satisfactory to no-one. [2]

General Purpose System

- being prepared on all eventualities — „Eier legende Wollmilchsau“
- $$\left\{ \begin{array}{l} \text{e.g., enforcing} \\ \text{scheduling} \\ \text{protection} \\ \text{security} \end{array} \right\} \text{ in a single - } \left\{ \begin{array}{l} \text{process} \\ \text{program} \\ \text{user} \end{array} \right\} \text{ environment}$$
- optimized towards the most probable and common “standard” use case
 - at the cost of all the cases that deviate from the artificially defined norm
- no (system) function is free of charge — not even a “sleeping beauty”

General Purpose System $\iff$ General Purpose Function

. . . **System** provides general services for a broad range of applications

- shows up with a rich set of system functions
- trying to cover all of the demands stated by the various user programs
- aims at providing users with the best possible compromise
- there can't be only one optimal solution to a number of various problems
- follows some sort of *black-box model* by its (mostly) fixed system interface

. . . **Function** same as above, but services become attributes of a single function

General Purpose Function — printf(3)

```
wosch@hawaii:~$ uname -srnm
Linux hawaii.cs.uni-magdeburg.de 2.2.14 i686
wosch@hawaii:~$ gcc -o6 -c hello.c; gcc -static -o hello hello.o
wosch@hawaii:~$ ./hello
Hello world!
wosch@hawaii:~$ ls -l hello*
-rwxr-xr-x 1 wosch ivs 932099 Dec 1 11:08 hello*
-rw-r--r-- 1 wosch ivs 33 Dec 1 11:06 hello.c
-rw-r--r-- 1 wosch ivs 908 Dec 1 11:07 hello.o
wosch@hawaii:~$ size hello hello.o
text      data      bss      dec      hex filename
195562    5064      3340    203966    31cbe hello
29         0         0        29        1d hello.o
```

General Purpose Function (contd.)

skifcusterb:~\$ uname -snrm	
Linux skifcusterb.handhelds.org 2.4.0-test1-ac7-rmk1-crl2 armv4l	
skifcusterb:~\$ echo 'main(){printf("Hello world\n");}' > hello.c	
skifcusterb:~\$ gcc -O6 -c hello.c; gcc -static -o hello hello.o	
skifcusterb:~/hello	
skifcusterb:~\$ ls -l hello*	
-rwxr-xr-x 1 guest users 988494 Mar 6 03:13 hello	
-rwxr-xr-x 1 guest users 34 Mar 6 03:13 hello.c	
-rw-r--r-- 1 guest users 816 Mar 6 03:13 hello.o	
-rw-r--r-- 1 guest users 214538	42
text	214538
data	4208
bss	3252
dec	221998
hex filename	3632e hello
size hello hello.o	42
2a hello.o	

woschcabrera 37> uname -snrm	
Linux cabrera 2.2.17-4 alpha	
woschcabrera 38> echo 'main(){printf("Hello world\n");}' > hello.c	
woschcabrera 39> gcc -O6 -c hello.c; gcc -static -o hello hello.o	
woschcabrera 40> hello	
Hello world!	
woschcabrera 41> ls -l hello*	
-rwxrwxr-x 1 wosch ivs 2673622 Mar 6 11:43 hello*	
-rw-rw-r-- 1 wosch ivs 34 Mar 6 11:43 hello.c	
-rw-rw-r-- 1 wosch ivs 1888 Mar 6 11:43 hello.o	
size hello hello.o	
hex filename	6ed0a hello
dec	453898
bss	7088
data	19634
text	427176
3e hello.o	62

No Isolated Phenomenon

woschstatler 37> uname -snrm	
Linux statler 2.2.15pre3 ppc	
woschstatler 38> echo 'main(){printf("Hello world\n");}' > hello.c	
woschstatler 39> gcc -O6 -c hello.c; gcc -static -o hello hello.o	
woschstatler 40> hello	
Hello world!	
woschstatler 41> ls -l hello*	
-rwxr-xr-x 1 wosch ivs 1051922 Mar 6 11:32 hello*	
-rw-r--r-- 1 wosch ivs 33 Mar 6 11:32 hello.c	
-rw-r--r-- 1 wosch ivs 864 Mar 6 11:32 hello.o	
size hello hello.o	
hex filename	3becc hello
dec	245452
bss	3740
data	4804
text	236908
60	60

wosch@niihanu 37> uname -snrm	
SunOS niihanu 5.7 sun4u	
wosch@niihanu 38> echo 'main(){printf("Hello world!\n");}' > hello.c	
wosch@niihanu 39> gcc -O6 -c hello.c; gcc -static -o hello hello.o	
wosch@niihanu 40> hello	
Hello world!	
wosch@niihanu 41> ls -l hello*	
-rwxr-xr-x 1 wosch ivs 299608 Mar 6 2001 hello*	
-rw-r--r-- 1 wosch ivs 34 Mar 6 2001 hello.c	
-rw-r--r-- 1 wosch ivs 860 Mar 6 2001 hello.o	
size hello hello.o	
hex filename	2cc4d hello
dec	183373
bss	3072
data	6741
text	173560
38	0
26 hello.o	38

General Purpose Function (contd.)

Memory Footprints

Size (in Bytes)						
Program			Linux			
	!686	arm	ppc	alpha	sparc	!586
hello	203 966	221 998	245 452	453 898	183 373	30 935
hello.o	29	42	60	62	38	≈29
%	0.014	0.018	0.024	0.013	0.02	≈0.094

“General Purpose” Considered Harmful?

- it depends—the interface alone is not always the cause of all evil
 - much more crucial tends to be the function's internal software structure
 - * degree of modularization, modul interdependencies, uses relation, . . .
 - black-boxing aims at hiding exactly these internals from the user
 - * much in the same way as an *abstract data type* (ADT) [1]
 - the desired features may be present internally, but they remain hidden
- one might expect puts(3) to be the “streamlined” printf(3) alternative

Special Purpose Function — puts(3)

```
wosch@hawaii:~$ uname -srnm
Linux hawaii.cs.uni-magdeburg.de 2.2.14 i686
wosch@hawaii:~$ gcc -c hello.c; gcc -static -o hello hello.o
wosch@hawaii:~$ ./hello
Hello world!
wosch@hawaii:~$ ls -l hello*
-rwxr-xr-x 1 wosch ivs 932715 Mar 7 16:16 hello*
-rw-r--r-- 1 wosch ivs 30 Mar 7 16:16 hello.c
-rw-r--r-- 1 wosch ivs 908 Mar 7 16:16 hello.o
wosch@hawaii:~$ size hello hello.o
text      data      bss      dec      hex filename
195759    5076    3360    204195    31da3 hello
28         0         0         28         1c hello.o
```

The “Hack” as a Reference — write(2)

```
wosch@hawaii 37> uname -srnm
Linux hawaii 2.2.14 i686
wosch@hawaii 38> echo 'main(){write(1,"Hello world!\n",13);} void _start(){main(
);_exit(0);}' > hello.c
wosch@hawaii 39> gcc -O6 -c hello.c; gcc -nostartfiles -static -o hello hello.o
wosch@hawaii 40> hello
Hello world!
wosch@hawaii 41> ls -l hello*
-rwxr-xr-x 1 wosch ivs 3927 Oct 18 12:33 hello*
-rw-r--r-- 1 wosch ivs 70 Oct 18 12:33 hello.c
-rw-r--r-- 1 wosch ivs 1016 Oct 18 12:33 hello.o
wosch@hawaii 42> size hello hello.o
text      data      bss      dec
206       4        0       206
74        0        0        74
4a hello.o
ce hello
hex filename
Can be shrunk to 174 bytes — at the expense of Segmentation fault (core dumped)!
```

Where the Shoe Pinches

- exposition of the *system architecture* 12
- structure of the *object modules* 13
- function of the *binder* 16
- capabilities of the *compiler* 18
- features of the *programming language* 19

Where the Shoe Pinches (contd.)

System Architecture

- printf(3) supports formatted I/O in many respects:

- + 1. assortment of plain data types and sizes
 - int, unsigned, float, char, char*, short, long, double
- + 2. various kinds of numbering schemes
 - dual, octal, decimal, hexa-decimal
- + 3. different formats
 - left/right aligned, user-defined field widths

- not every application exploits all these features
 - “Hello World”: a left-aligned character string (char*)

- ● but nonetheless, every application is charged with all these features

Where the Shoe Pinches (contd.)

Object Modules

- a single reference to printf(3) entails a number of follow-up references
 - to functions called unconditionally
 - * e.g., output of the assembled character buffer using write(2)
 - to functions called conditionally
 - * e.g., output of character '-' when displaying a negative int
 - * e.g., output of an unsigned after having parsed format '%u'
 - ⋮
 - * e.g., the option for an int although '%i' gets never parsed
 - similar holds for variables, constants, and other addressable units
- “monolithic source modules” of that kind result in overloaded object modules

Where the Shoe Pinches (contd.)

foo.cc — example of a source-module structure similar to printf(3)

```
#define LINE_SIZE 64

char line[LINE_SIZE];
int slot;

void resetline ()
{
    for (int i = 0; i < LINE_SIZE; i++)
        line[i] = '\0';
    slot = 0;
}

void flushline ()
{
    write(1, line, slot);
}

void writeline (char c)
{
    line[slot++] = c;
}
```

```
void putchar (char c)
{
    if (slot == LINE_SIZE)
        flushline();
    resetline();
}

void putstring (char* line)
{
    char c;
    while ((c = *line++)) putchar(c);
}

void putunsigned (unsigned value)
{
    if (value / 10) putunsigned(value / 10);
    putchar('0' + (value % 10));
}

void putnumber (int value)
{
    if (value < 0) {
        putchar('-');
        value = -value;
    }
    putunsigned(value);
}
```

Where the Shoe Pinches (contd.)

foo.{cc,o}

```
wosch@hawaii 40> g++ -O6 -fno-rtti -fno-exceptions -fno-inline -c foo.cc  
wosch@hawaii 41> nm -v foo.o
```

```
U write
```

```
00000000 t gcc2-compiled.
```

```
00000000 B line
```

```
00000000 T resetline__Fv
```

```
00000024 T flushline__Fv
```

```
0000003c T writeline__Fc
```

```
00000040 B slot
```

```
00000058 T putchararacter__Fc
```

```
00000080 T putstring__Fpc
```

```
000000a8 T putunsignded__Fv
```

```
000000ec T putnumber__Fi
```

```
wosch@hawaii 42> size foo.o
```

```
text
```

```
data
```

```
bss
```

```
dec
```

```
hex filename
```

```
270
```

```
0
```

```
68
```

```
338
```

```
152 foo.o
```


Where the Shoe Pinches (contd.)

Binder

- the usual case is to consider an entire object module as binding unit
 - not the actually referenced functions/objects of that particular module
 - the consequence is a larger memory footprint → p. 15
- static binding can benefit from the output generated by a compiler
 - many compilers leave a .size assembler pseudo-instruction → p. 17
 - many assemblers and/or linkers don't make capital out of this
- dynamic binding seems to be the solution to these problems, if any
 - but at which other costs? — even this (nice) feature is not for free!

Where the Shoe Pinches (contd.)

- the output of `gcc ... -S foo.cc` ?
 - `.size` leaves the actual object size
 - `...` to be kept in the symbol table
 - `...` to be used by the linker
 - `...` to extract `putstring()`
- not every compiler does like this
 - not every assembler notices `.size`
 - not every linker binds selectively
- tools that do not work always properly

```

.align 4
.globl putstring_FPC
.type putstring_FPC,@function
putstring_FPC:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
    movl 8(%ebp),%ebx
    jmp .L21
.L18:
    movsbl %al,%eax
    pushl %eax
    call putcharacter_Fc
    addl $4,%esp
.L21:
    movb (%ebx),%al
    incl %ebx
    testb %al,%al
    jne .L18
    movl -4(%ebp),%ebx
    leave
    ret
.Lfe5:
.size putstring_FPC,.Lf5-putstring_FPC

```

Where the Shoe Pinches (contd.)

Compiler

- a compile-time option such as “-fdismember” would be nice to have
 - to cut a single (monolithic) source module in pieces of compilation units
 - * each of which being the source-code representation of a binding unit
 - to create object modules which, likewise, export a single reference only
 - * thus to outwit the binder and link only the truly referenced parts
 - to archive the (possibly many) “slim” object modules in a library
- an extensive local data and control flow analysis alone is not enough
 - functions unreachable inside a source module may be reachable from outside
- a global analysis is not always feasible—and wouldn't solve our problem

- an integrated programming system looks nice — but is not everybody's darling
 - consequently, unused functions cannot be eliminated at compile-time
 - thus, static format-string analysis becomes not the compiler's task
- moreover, `printf(3)` is not a programming-language but a library concept
 - an actual parameter decides upon which of the many operations to perform
 - a format-string interpreter fetches instructions and reads their operands
 - references to functions implementing the instructions are hard encoded
- a problem lies in the overloaded and monolithic interface of `printf(3)`

Where the Shoe Pinches (contd.)

Programming Language

Where the Shoe Pinches (contd.)

<iostream.h>

- ostream provides specialized operations
 - by overloading operator "<<"
- users see a function set to choose from

```
#include <iostream.h>

void main () {
    cout << "Hello world!" << endl;
}
```

- "ostream& operator << (const char*s)" and "endl" is all one needs

- other operators are not used, not referenced and, hence, need not be linked
- the question is whether or not ostream makes up a single compilation unit

- at a first glance object-orientation or C++ is really the right way to go

Where the Shoe Pinches (contd.)

class ostream

```
wosch@hawaii 37> uname -srnm
Linux hawaii.cs.uni-magdeburg.de 2.2.14 i686
wosch@hawaii 38> vi hello.cc
wosch@hawaii 39> g++ -c hello.cc; g++ -static -o hello hello.o
wosch@hawaii 40> hello
Hello world!
wosch@hawaii 41> ls -l hello*
-rwxr-xr-x 1 wosch ivs 1403951 Mar 9 16:13 hello*
-rw-r--r-- 1 wosch ivs 73 Mar 9 16:09 hello.cc
-rw-r--r-- 1 wosch ivs 1248 Mar 9 16:13 hello.o
wosch@hawaii 42> size hello hello.o
text      data      bss      dec      hex filename
300921    19564    3812    324297    4f2c9 hello
44         52         0         96         60 hello.o
```

An Omnipresent Problem

- the printf(3) and iostream.h examples are no exceptions
 - existing software-development tools leave much to be desired
 - nonetheless is “user-friendly” software exceedingly required
- a highly modular and application-oriented software structure is needed
 - beginning at the “drawing-board” where the software design takes place
 - ending on the spot where the software implementation is been carried out
- certain software-engineering principles must be applied (more) consequently

That's the State of the Art

- operating systems provide nice features for optimized storage management
 - virtual memory** enables the execution of uncomplete programs, i.e. the programs must not necessarily be entirely present in main memory to be executed. A program's memory footprint varies with the size of the process's working set (of pages).
 - shared libraries** work similar. In addition, their use leads to a significant reduction of the disk-memory space occupied by the executable programs.
- but these are only good for higher-level (system) software abstractions
 - what's about the virtual-memory or shared-library system itself ?
 - what's about device driver, process management, scheduling etc. ?
- lower-level (system) software cannot always make a profit from it !

An Operating-System Problem?

- no . . .
- it's a general problem concerning all kinds of software
- (
- . . . but operating systems are highly sensitive to software deficiencies
 - they generally are of functionally high complexity
 - they come up with a durability that lies in the order of decades
 - they are often expected to show a broad applicability
- operating systems are key technology—in the past, present, and future

Preventive Measures

- the design and development of an operating system as a program family
 - establishment of a many-layered functional hierarchy
 - creation of a manufacture of “standardized” (reusable) units
 - construction of a rich set of small and simple modules
- a careful use of object orientation in the implementation process
 - composition of abstract data types by means of classes
 - use of inheritance to promote the functional enrichment of the system
 - thriftiness in the employment of late-binding
- *understand application programs as final operating-system specializations*

Application-Oriented Operating Systems

Some users may require only a subset of services or features that other users need. These **'less demanding' users** may demand that they are not be forced to pay for the resources consumed by the unneeded features.

[3]

Bibliography

- [1] B. H. Liskov and S. Zilles. Programming with Abstract Data Types. *SIGPLAN Notices*, 9(4), 1974.
- [2] A. M. Lister and R. D. Eager. *Fundamentals of Operating Systems*. The Macmillan Press Ltd., fifth edition, 1993. ISBN 0-333-59848-2.
- [3] D. L. Parnas. Designing Software for Ease of Extension and Contraction. *IEEE Transactions on Software Engineering*, SE-5(2):128–138, 1979.