Konfigurierbare Systemsoftware (KSS)

VL 1 – Einführung

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Lehrstuhl für Informatik 4
Verteilte Systeme und Betriebssysteme

Friedrich-Alexander-Universität
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SS 14 – 2014-04-08

http://www4.informatik.uni-erlangen.de/Lehre/SS14/V_KSS
1.1 Commodity Operating Systems Today
1.2 Reality Check: Granularity
1.3 The Domain of Embedded Systems
1.4 About KSS
1.5 KSS — Organization
1.6 References
Commodity operating systems provide a rich set of features to be prepared for all kinds of applications and contingencies:

- Malicious or erroneous applications
  - preemptive scheduling, address space separation, disk quotas
- Multi-user operation
  - authentication, access validation and auditing
- Multi-threaded and interacting applications
  - Threads, semaphores, pipes, sockets
- Many/large concurrently running applications
  - virtual memory, swapping, working sets
One size fits all?

“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 be easily identified; a common criticism of many systems is that in attempting to be all things to all men they wind up being totally satisfactory to no-one.”

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

Parnas 1979: “Designing Software for Ease of Extension and Contraction” [8]
Variability and Granularity

**Variability**

(Definition 1)

Variability of system software is the property that denotes the *range* of functional requirements that can be fulfilled by it.

**Granularity**

(Definition 2)

Granularity of system software is the property that denotes the *resolution* of which requirements can be fulfilled by it, in the sense that requirements are fulfilled but not overfulfilled.

- Can general purpose (GP) systems fulfill these demands?
- Reality check – a small study with `printf()` from `glibc`:
  (Analogy: GP operating system ←→ GP library ←→ GP function)

```c
int main() {
    printf( "Hello World\n" );
}
```
Agenda

1.1 Commodity Operating Systems Today
1.2 Reality Check: Granularity
1.3 The Domain of Embedded Systems
1.4 About KSS
1.5 KSS — Organization
1.6 References
Reality Check: Granularity

The setup:

> uname -a
Linux faui48a 2.6.32-5-amd64 #1 SMP Mon Oct 3 05:45:56 UTC 2011 x86_64 GNU/Linux
> gcc -dumpversion
4.4.5

Experiment 1: printf()

> echo 'main(){printf("Hello World\n");}' | gcc -xc -w -Os -static -o hello1
> ./hello1
Hello World
> size hello1
    text  data   bss  dec  hex filename
   508723  1928  7052  517703 7e647 hello1

Maybe the general-purpose printf() is just too powerful?
- supports many data types, formatting rules, ...
- implementation requires a complex parser for the format string

Let’s try the much more specialized puts()!
Experiment 2: `puts()`

```bash
> echo 'main(){puts("Hello World");}'; | gcc -xc - -Os -w -static -o hello2
> ./hello2
Hello World
> size hello2
```

<table>
<thead>
<tr>
<th>text</th>
<th>data</th>
<th>bss</th>
<th>dec</th>
<th>hex</th>
<th>filename</th>
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<td>7052</td>
<td><strong>517703</strong></td>
<td>7e647</td>
<td>hello2</td>
</tr>
</tbody>
</table>

- That didn’t help much!
- Maybe `puts()` is yet too poweful?
  - buffered IO, streams
- Let’s work directly with the OS file handle!
Experiment 3: `write()`

```bash
> echo 'main(){write(1, "Hello World\n", 13);}' | gcc -xc - -Os -w -static -o hello3
> ./hello3
Hello World

size hello3
text  data  bss  dec  hex  filename
508138  1928  7052  517118  7e3fe  hello3

512 KiB!
```

- 517703 compared to 517118 – a net saving of 585 bytes (0.1%)

Experiment 4: empty program

```bash
> echo 'main(){}' | gcc -xc - -Os -w -static -o hello4
> size hello4

size hello4
```

```bash
> objdump -D --reloc hello4 | grep printf | wc -l
```

yields still 2611 matches!

It’s the startup code!
Experiment 5: `write()`, no startup code

```
> echo `_start(){write(1, "Hello World\n", 13);_exit(0);}` | gcc -xc - -Os -w -static -nostartfiles -o hello5
> size hello5
  text   data   bss  dec   hex filename
  597    0      4   601  259 hello5
> ./hello5
Segmentation fault
```

- Even a simple `write()` cannot be issued without the complete initialization.
- Last ressort: invoke the syscall directly!

Experiment 6: `SYS_write()`

```
> echo `_start(){syscall(4, 1, "Hello World\n", 13);_exit(0);}` | gcc -xc - -Os -w -static -nostartfiles -o hello6
> size hello6
  text   data   bss  dec   hex filename
  293    0      4   297  129 hello6
> ./hello6
Hello World
```

0.5 KiB :-)  
but segfault :-(
On Linux/glibc, a simple “Hello World” application takes 1750 times more memory than necessary!

However, is this a problem?

- The glibc has been designed for a “standard case”
  - Large, multithreaded, IO-intensive UNIX application
  - Assumption: every program uses malloc(), printf(), ...
- Variability has been traded for Granularity

Every Program?

“I know of no feature that is always needed. When we say that two functions are almost always used together, we should remember that “almost” is a euphemism for “not”.

Parnas 1979: “Designing Software for Ease of Extension and Contraction” [8]
On Linux/glibc, a simple “Hello World” application takes 1750 times more memory than necessary!

However, is this a problem?
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Assumption: The GP operating system will compensate for it...
- Virtual memory ~ memory is not an issue
  (but is that a reason to waste it?)
- Shared libraries ~ memory is actually shared between processes
  (unless we relocate the symbols, e.g., for address-space randomization...)

What about other domains?
1.1 Commodity Operating Systems Today
1.2 Reality Check: Granularity
1.3 The Domain of Embedded Systems
1.4 About KSS
1.5 KSS — Organization
1.6 References
A Different Domain: Embedded Systems

CPU/DSP sales in 2002 [13]
## The ATmega µC Family (8-Bit)

<table>
<thead>
<tr>
<th>Type</th>
<th>Flash</th>
<th>SRAM</th>
<th>IO</th>
<th>Timer 8/16</th>
<th>UART</th>
<th>I²C</th>
<th>AD</th>
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<td>6</td>
<td>6</td>
<td>1/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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<td>6</td>
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<td>-</td>
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<td>1</td>
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<tr>
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<td>2</td>
<td>1</td>
<td>8*10</td>
<td>7.91</td>
</tr>
</tbody>
</table>

Bulk prices and features of ATmega variants (excerpt, DigiKey 2006)

### Limited Resources
- Flash is limited, RAM is extremely limited
- A **few bytes** can have a **massive impact on per-unit costs**
  - The “glibc approach” is **doomed to fail!**
The Role of the Operating System

(a) Types of operating systems (n = 1200)

- Commercial: 36.30%
- Proprietary (developed internally): 15.10%
- Open source (commercially distributed): 8.40%
- No: 28.70%
- Open source: 11.50%

(b) Why no operating system? (Multiple answers possible)

- Too complicated: 7%
- Too expensive: 10%
- Resource concerns: 30%
- Do not need one: 85%

Operating systems (not) employed in embedded-system projects in 2006 [12]
The Role of the Operating System

(a) Types of operating systems

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Operating systems (not) employed in embedded-system projects in 2006 [12]

> 40% of all projects use “in house” OS functionality!

Wide-spread fear of the resource overhead of GP operating systems
- OS functionality is developed “side-by-side” with the applications
- This leads to very high “hidden” development costs [14]
The Role of the Operating System

(a) Types of operating systems

- Commercial: 36.30%
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- (n = 1200)

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Operating systems (not) employed in embedded-system projects in 2006 [12]

Rest spreads over **hundreds of different** operating systems!

- C{51, 166, 251}, CiAO, CMX RTOS, Contiki, C-Smart/Raven, eCos, eRTOS, Embos, Ercos, Euros Plus, FreeRTOS, Hi Ross, HyNet-OS, LynxOS, MicroX/OS-II, Nucleus, OS-9, OSE, OSEK {Flex, Turbo, Plus}, OSEKtime, Precise/MQX, Precise/RTCS, proOSEK, pSOS, PURE, PXROS, QNX, Realos, RTMOSxx, Real Time Architect, RTA, RTX{51, 166, 251}, RTXC, Softune, SSXS RTOS, ThreadX, TinyOS, Tresos, VRTX, VxWorks, ...

∽ The “glibc approach” (one size fits all) **does not work**!
Between a Rock and a Hard Place...

functional and nonfunctional requirements

Application

System Software

Functional and nonfunctional properties

Hardware

tasks
sockets
file system
... event latency
safety
...
ISA
IRQ handling
MMU / MPU
... cache size
coherence
IRQ latency
...
Between a Rock and a Hard Place...

**functional and nonfunctional requirements**

- High variety of functional and nonfunctional application requirements
- High variety of hardware platforms
- High per-unit cost pressure

→ System software has to be **tailored** for each concrete application

**functional and nonfunctional properties**

- tasks
- sockets
- file system
- ... event latency
- safety
- ...
- ISA
- IRQ handling
- MMU / MPU
- ... cache size
- coherence
- IRQ latency
- ...
Customizing or tailoring is the activity of modifying existing system software in order to fulfill the requirements of some particular application.

This calls for *granularity* and *variability*!
Between a Rock and a Hard Place...

**functional and nonfunctional requirements**

- High variety of functional and nonfunctional application requirements
- High variety of hardware platforms
- High per-unit cost pressure

System software has to be **tailored** for each concrete application

**functional and nonfunctional properties**
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1.1 Commodity Operating Systems Today
1.2 Reality Check: Granularity
1.3 The Domain of Embedded Systems
1.4 About KSS
1.5 KSS — Organization
1.6 References
What to do?

297 $\leftrightarrow$ 517703 Bytes!

Why?

On Linux/gplibc, a simple “Hello World” application takes 1750 times more memory than necessary!

- Reason: software structure
  - Trade-off between reuse $\leftrightarrow$ coupling
    $\sim$ by extensive internal reuse, glibc has become an all-or-nothing blob

- Reason: software interface
  - C standard defines printf() as a swiss army knife
    $\sim$ printf() has become a “god method”

- Reason: language and tool chain
  - Compiler/linker work on the granularity of symbols or even object files
    $\sim$ dead code is not effectively eliminated
What to do?

297 ←→ 517703 Bytes!  

On Linux/glibc, a simple “Hello World” application takes 1750 times more memory than necessary!

Konfigurierbare Systemsoftware – KSS

Throughout the software development cycle, variability and granularity have to be considered as primary design goals from the very beginning!

In KSS you will learn about principles, methods, and tools to achieve this.
Individually Developed Software Product

Induction developed software products are specifically designed to address specific problems and provide specific solutions. The system developer and system user operate on the intentional and extensional sides, respectively.

intentional side

System Developer

Specific Problem

$f_1, f_2, \ldots$

intended properties

extensional side

Specific Solution

Variant

System User

actual implementation
Software Product Derived from Reusable Assets

Solution Space

Architect / Developer

Aspect

Class

Architecture and Implementation

Variant

System User

specific solution

Specific Problem

intentional side

System Developer

instance level

model level

intended properties

$ f_1, f_2, \ldots $
Configurable Software – Software Product Line

Problem Space
- Domain Expert
- Features and Dependencies

Solution Space
- Architect / Developer
- Architecture and Implementation

Specific Problem
- System User
- Intended properties

Specific Solution
- System User
- Actual implementation

Features and Dependencies
- f1
- f2
- f3
- f4
- f5
- f6
- f7

Variants
- A
- B
- C
- D

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Agenda

1.1 Commodity Operating Systems Today
1.2 Reality Check: Granularity
1.3 The Domain of Embedded Systems
1.4 About KSS
1.5 KSS — Organization
   Objectives
   Einordnung
   Semesterplanung
1.6 References
Learning Objectives

- **Improve** your understanding of the design and development of low-level system software
  - Starting point: “Betriebssysteme” [BS]
  - Focus: Static configuration and tailoring

- **Expand** your knowledge by new software engineering methods and language techniques for configurable system software
  - Software families and software product lines [7]
  - Aspect-oriented and generative programming in C/C++ [10]

- **Apply** these techniques in the context of current operating-system research projects
  - CiAO, SLOTH, VAMOS, DanceOS [2, 5, 9, 11]
  - Get prepared for a master thesis or project in the field!
KSS $\rightarrow$

Konfigurierbare Systemsoftware

Software engineering

Operating systems

Variability
Product Lines
Aspects
Generators
eCos [6]
CiAO [5]
Sloth [2]
Linux [11]
KSS – Einordnung

Systemprogrammierung
10 ECTS

EZS
5 – 7,5

BS
5 – 7,5

MW
5 – 7,5

EZS2
P: 10

PASST
P: 10

BST
5
SST
7,5
KSS
2,5

VS
5 – 7,5

Systemsoftwaretechnik

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Organisation: Systemsoftwaretechnik (SST)

Modul Systemsoftwaretechnik (SST) 7.5 ECTS

1 Vorlesung Betriebssystemtechnik (BST) 2.5
   - Mo 12–14
   - 12–14 Vorlesungstermine

2 Übungen zu Betriebssystemtechnik (BST-Ü) 2.5
   - Di 10–12
   - 12–14 Übungstermine/Rechnerübungen

3 Vorlesung und Übung Konfigurierbare Systemsoftware (KSS) 2.5
   - Do 14–16 (Vorlesung)
   - 7 Vorlesungstermine, 1 Übungsaufgabe, 1 Projekt
   - Übung integriert in BST-Übung / Rechnerübung

→ KSS kann nur zusammen mit BST belegt werden!
- Es gibt keine 2.5 ECTS Module...
- Wenn Bedarf besteht, wird KSS auf 5 ECTS erweitert
Organisation: Beteiligte

Vorlesung
- Daniel Lohmann

Übung
- Daniel Danner
- Gabor Drescher

Projekt
- Daniel Danner
- Martin Hoffmann
- Jens Schedel
- ?

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**Themen**

- **BST VL1**: Organisation und Einleitung
- **KSS VL1**: Introduction, Motivation and Concept
- **KSS VL2**: Software Families and Software Product Lines
- **BST VL2**: Systemaufruf
- **KSS VL3**: Aspect-Oriented Programming, AspectC++
- **BST VL3**: Betriebssystemarchitektur
- **BST VL4**: Hierarchien
- **KSS VL4**: Aspect-Aware Design, CiAO
- **BST VL5**: Adressraumverwaltung
- **KSS VL5**: Variability in the Large, VAMOS
- **BST VL6**: Adressraummodelle
- **KSS VL6**: Generative Programming, Sloth
- **BST VL7**: Sprachbasierung
- **BST VL8**: Interprozesskommunikation
- **KSS VL7**: Conclusion, Summary
- **BST VL9**: Kommunikationsabstraktionen
- **BST VL10**: Mitbenutzung
- **BST VL11**: Bindelader
- **BST VL12**: Nachlese

http://www4.informatik.uni-erlangen.de/Lehre/SS14/V_KSS
Referenzen


