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A Dancing Bear



This is a "dancing bear"

paper -- it's not how well

the bear dances, but that it

dances at all.

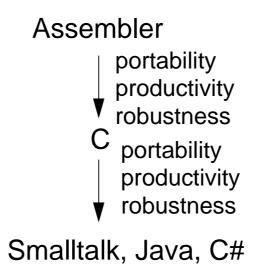
And this bear dances.

Anonymous Reviewer

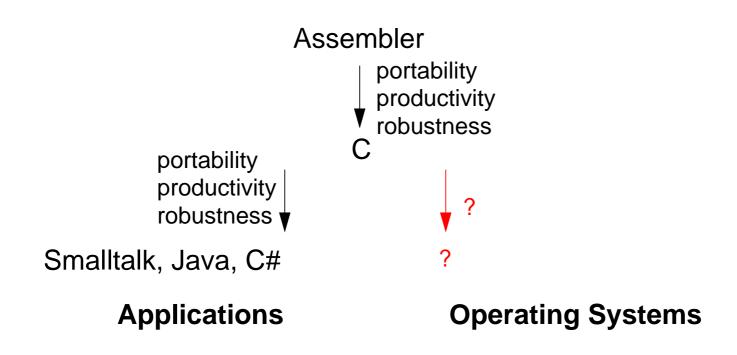
Outline

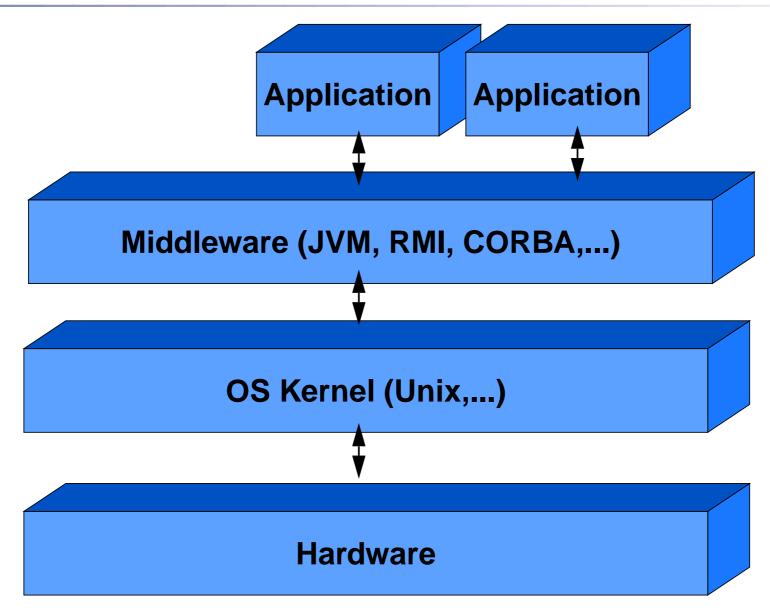
- Motivation
- JX Architecture
 - ◆ Protection domains
 - ◆ Communication mechanism
 - ◆ The Microkernel
- System-level programming in Java
- Performance

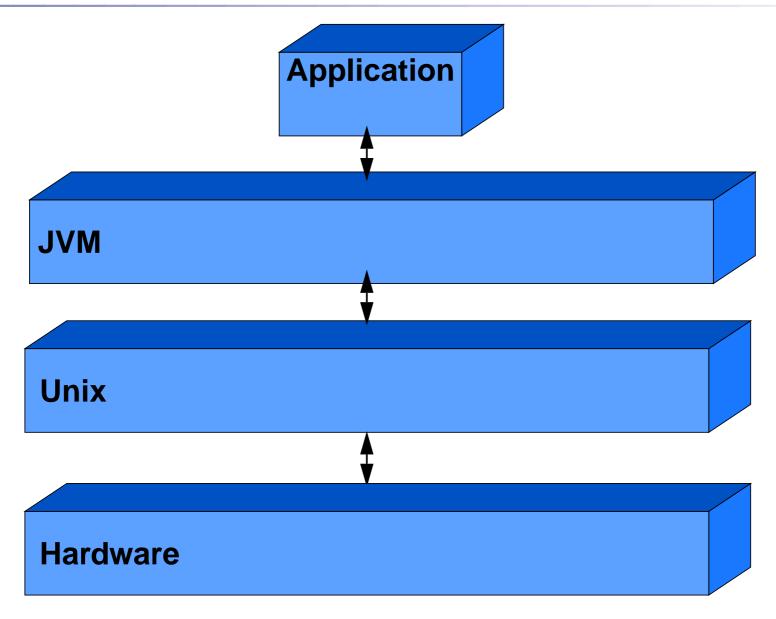
Abstraction levels in software engineering

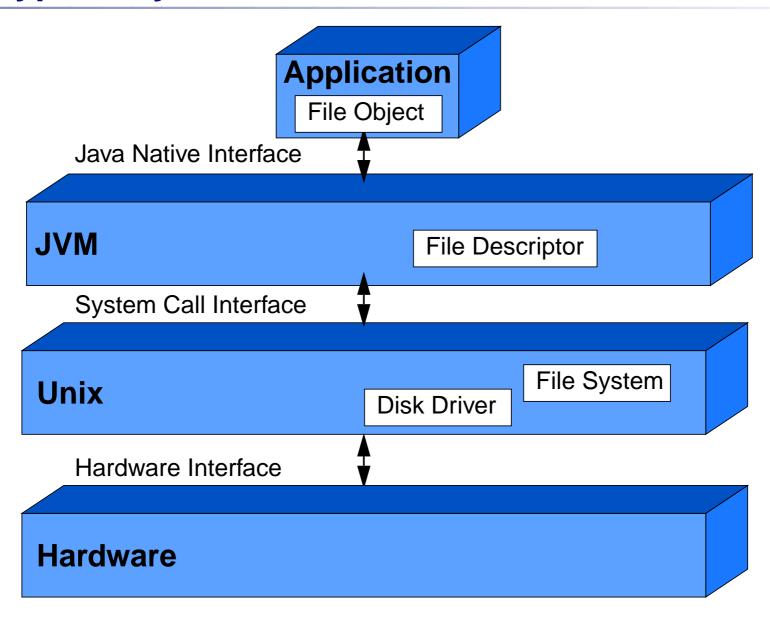


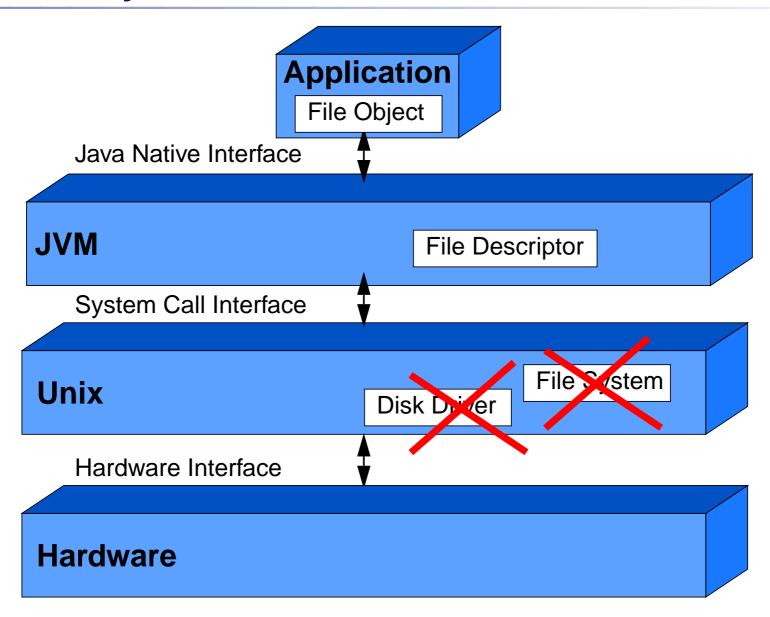
Abstraction levels in software engineering



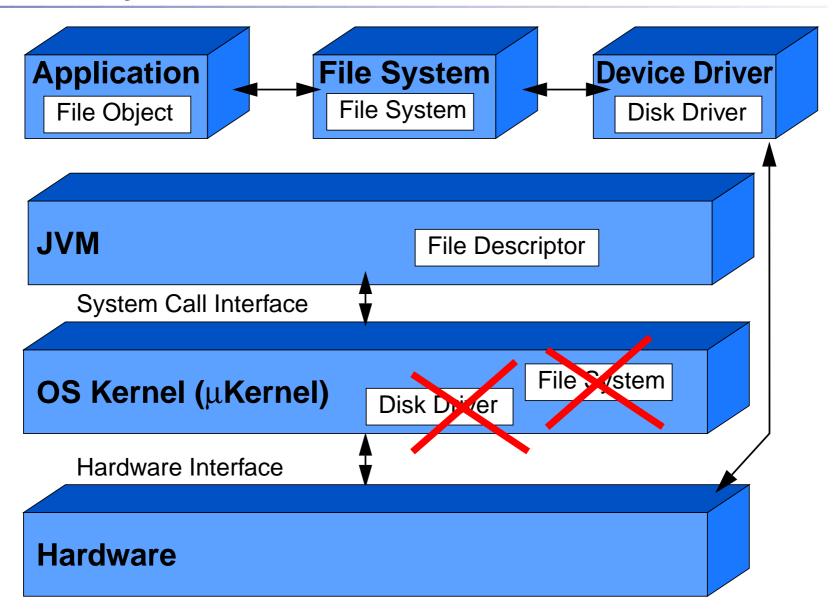




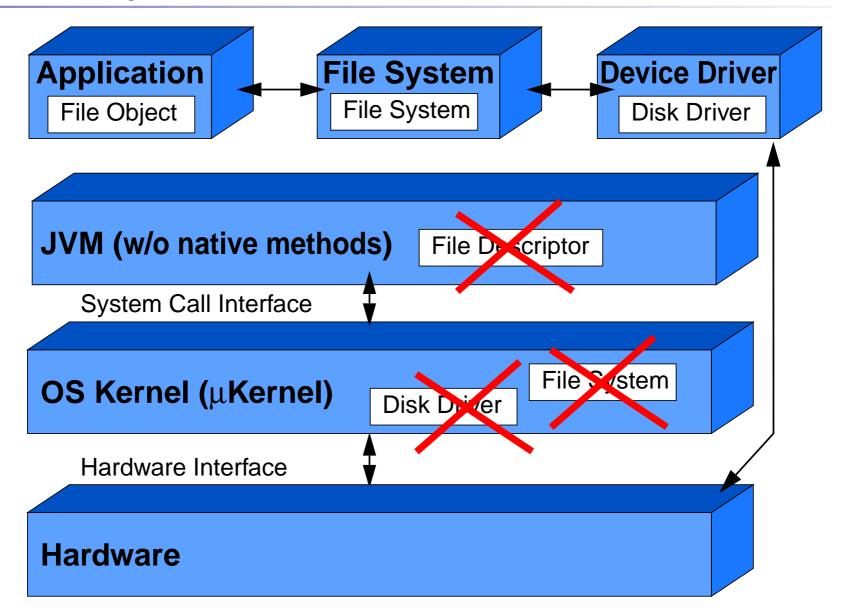




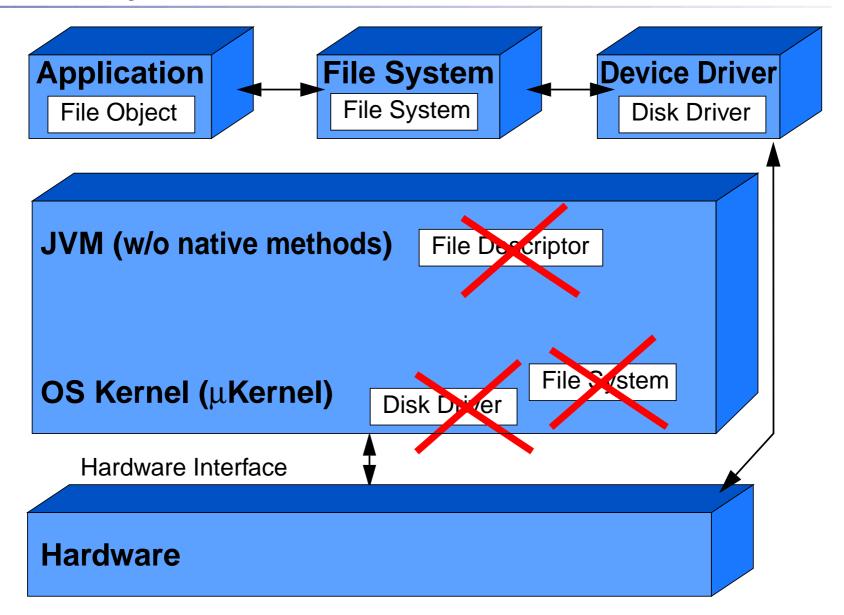
The Way to a new Architecture

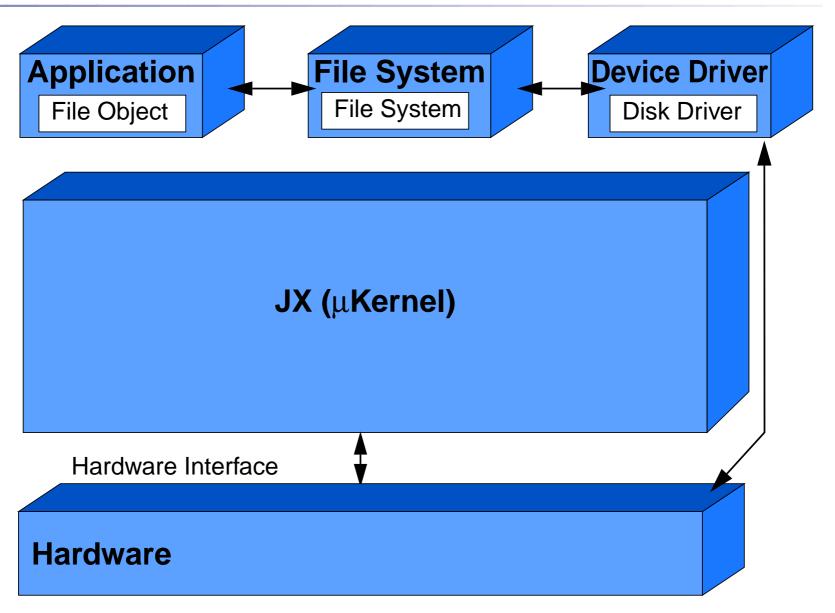


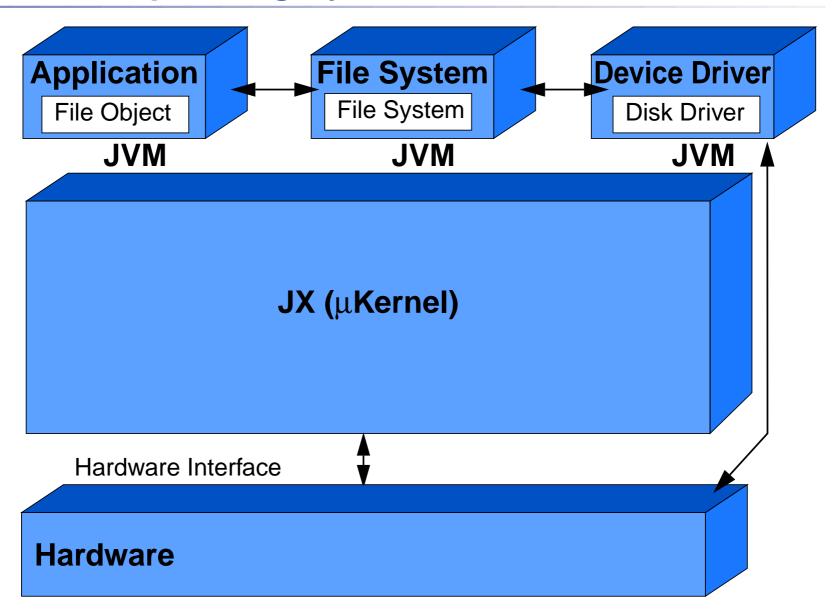
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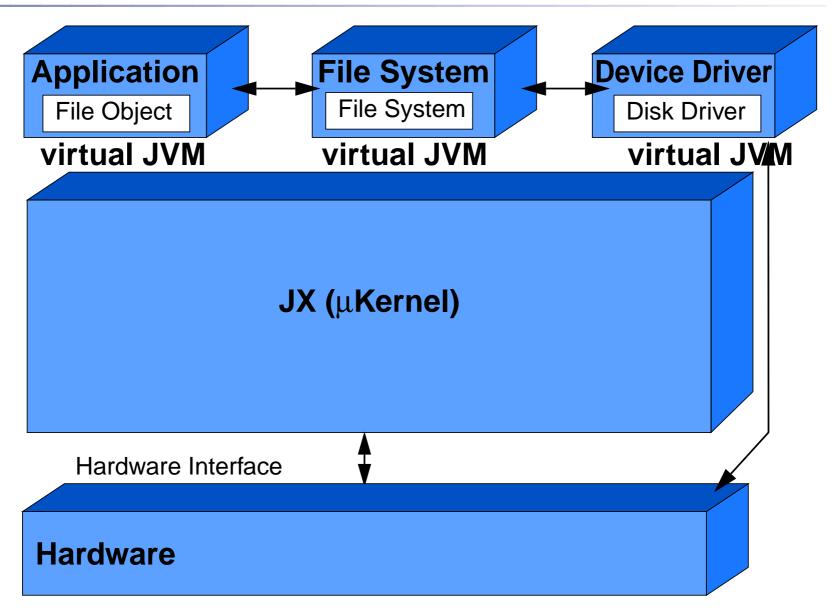


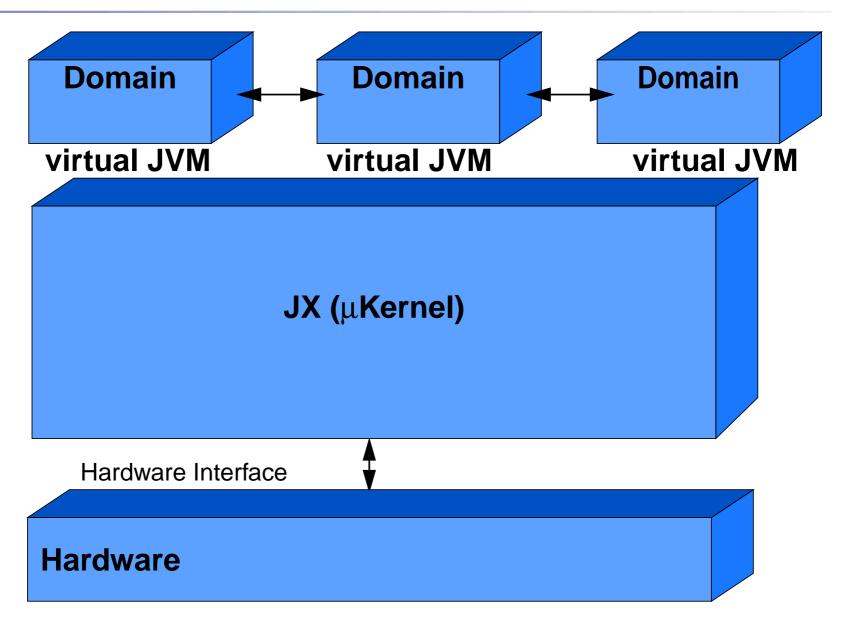
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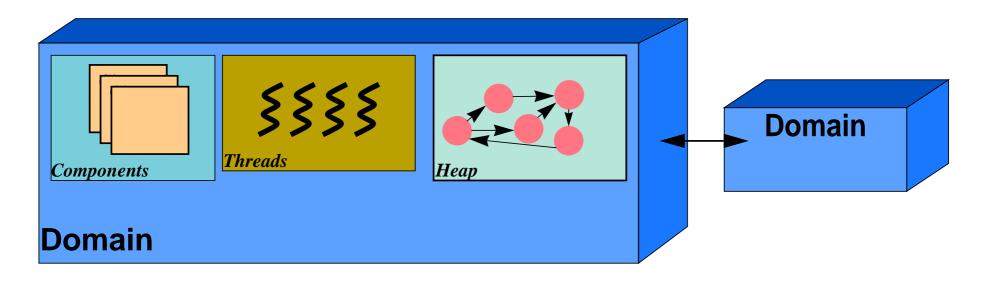


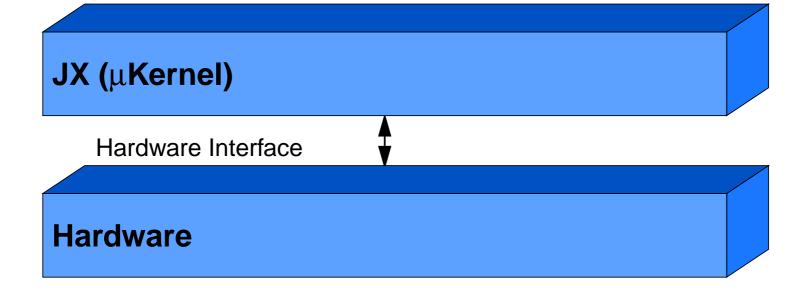


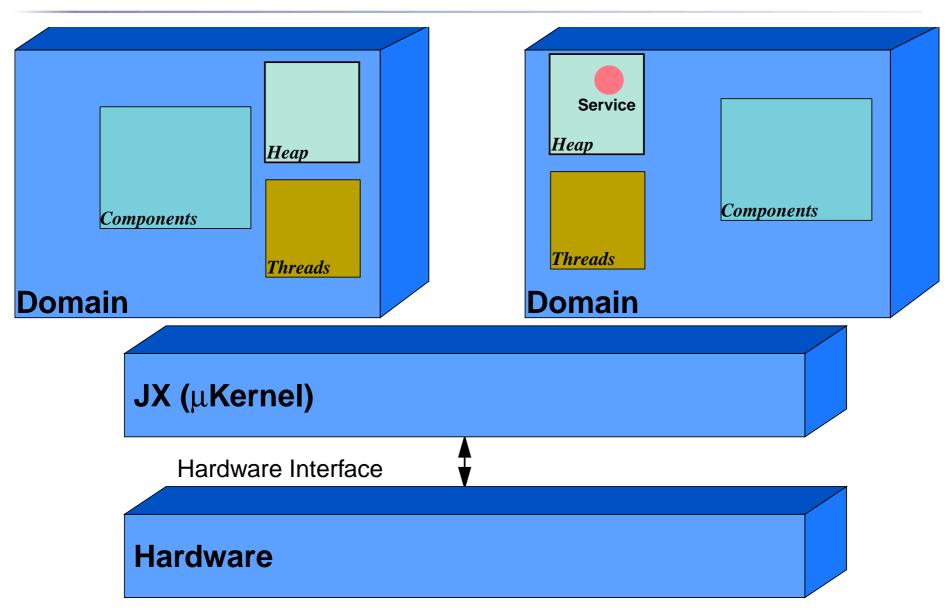


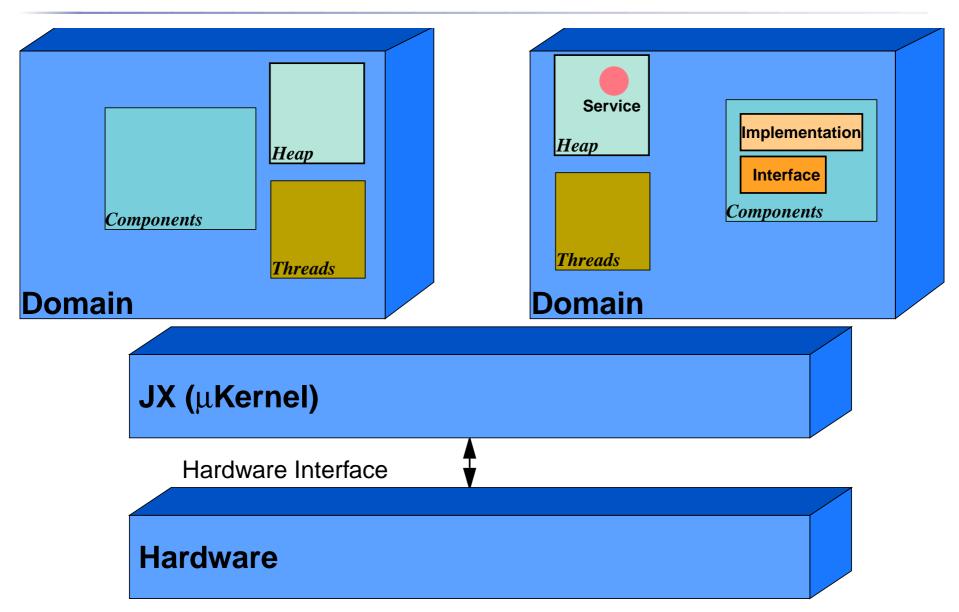


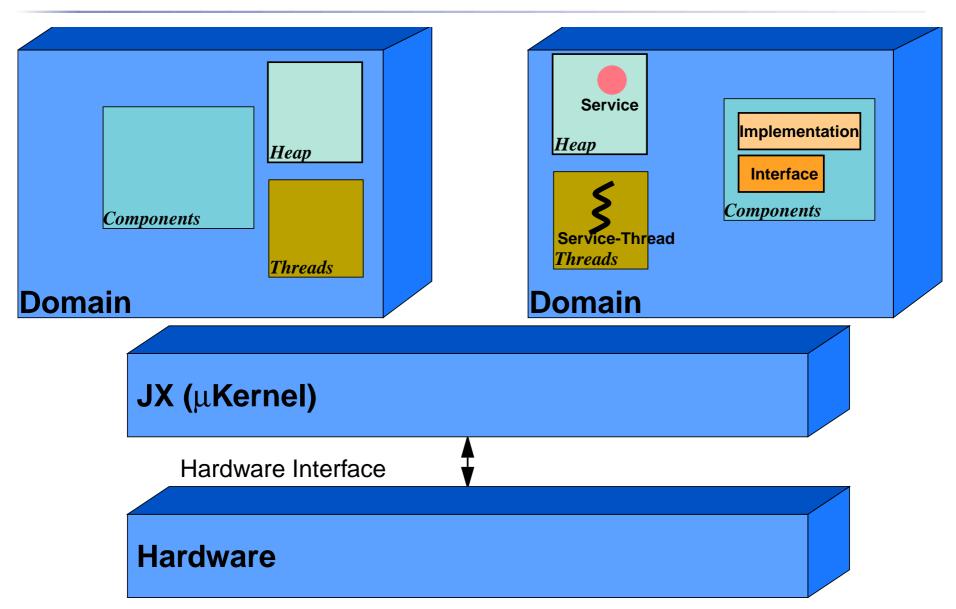


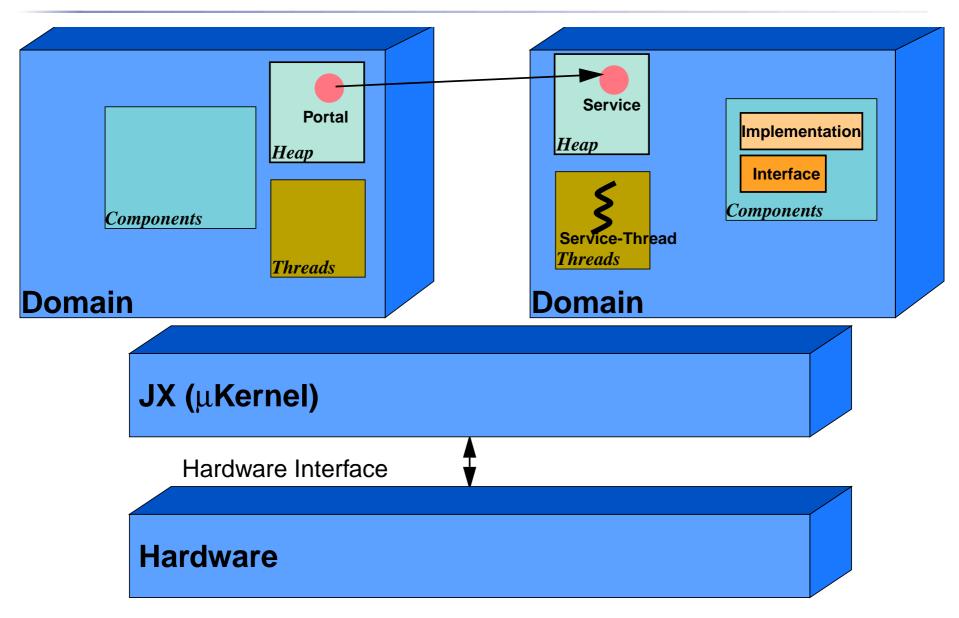


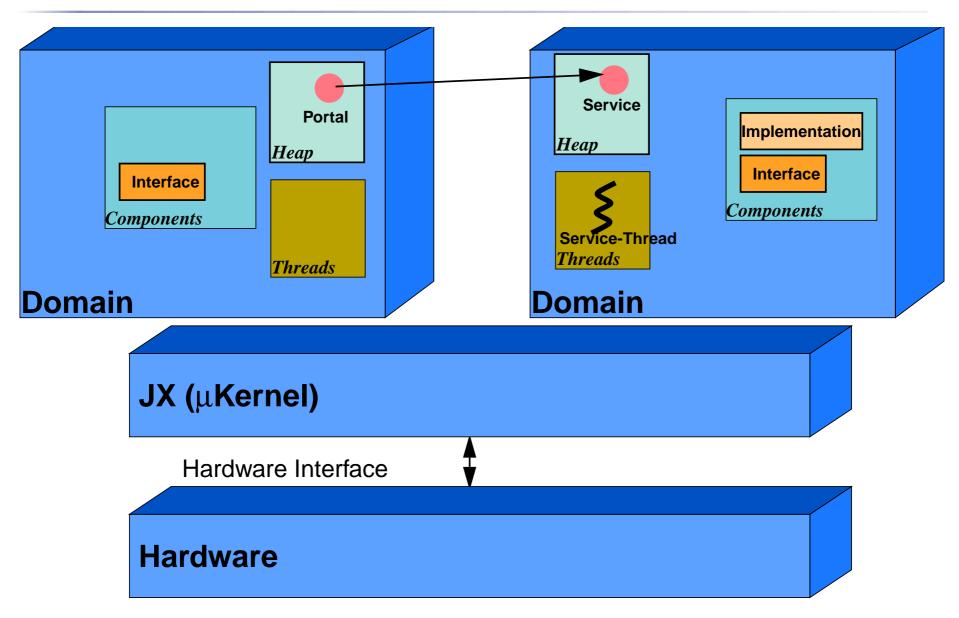


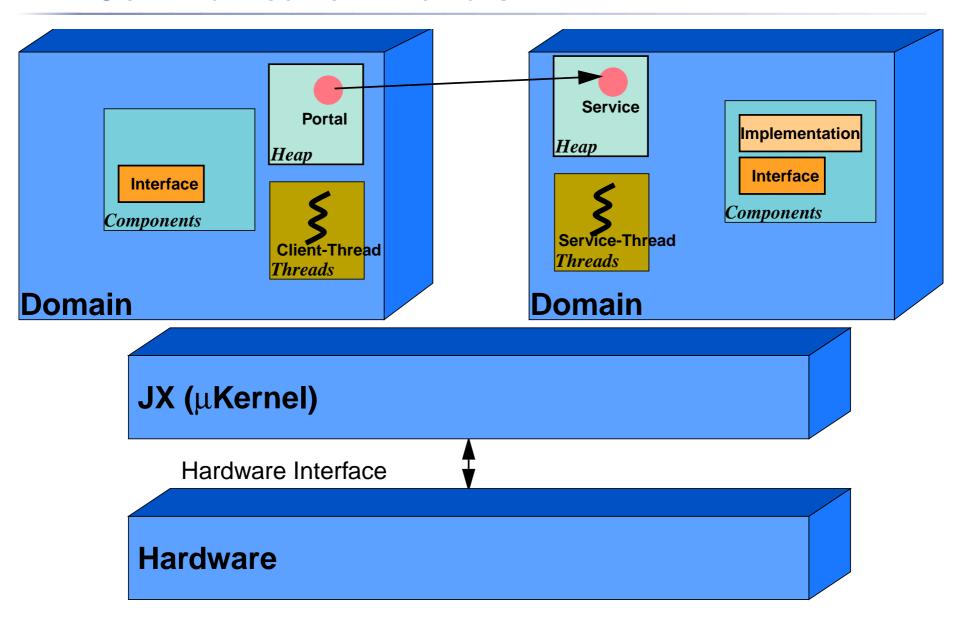






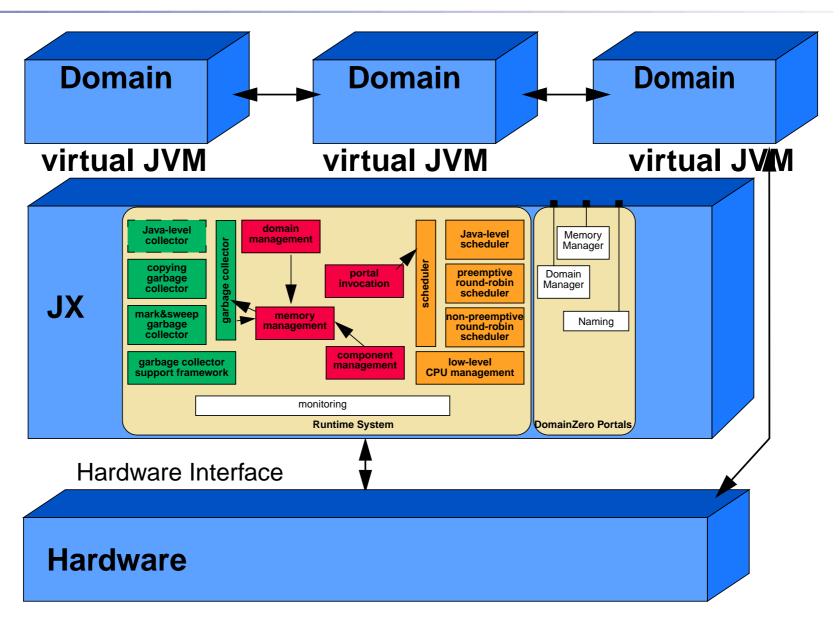


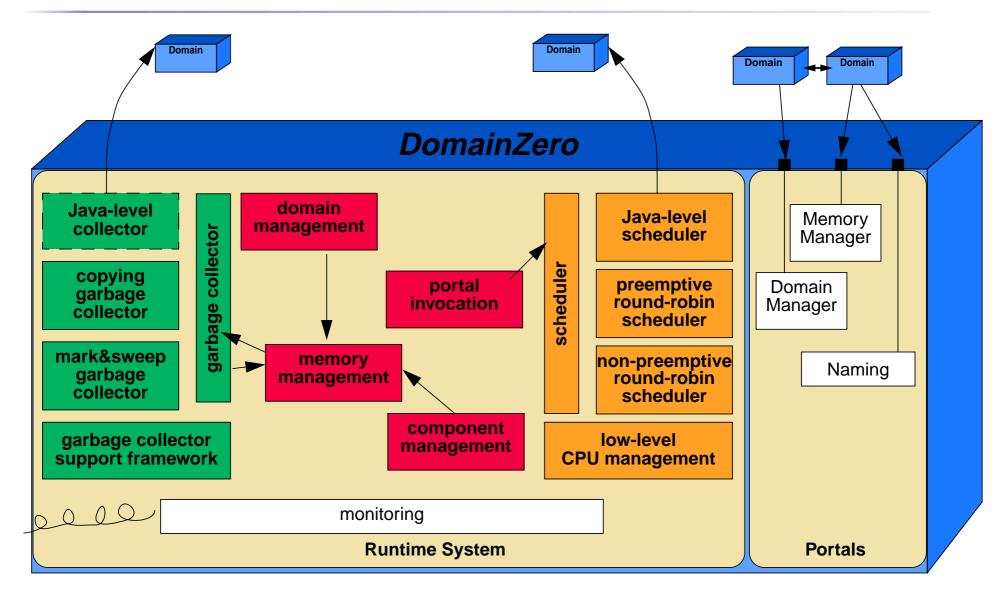




Protection Domains

- Each domain has its own heap
 - ◆ no shared objects → no accounting problems (memory, GC time)
 - ◆ no GC dependencies → no scalability problems
 - ◆ explicit application boundaries → confinement
- Each domain has its own threads
 - ◆ no migrating threads → no domain termination problems
- Each domain has its own code
 - ◆ no trusted code → improved security

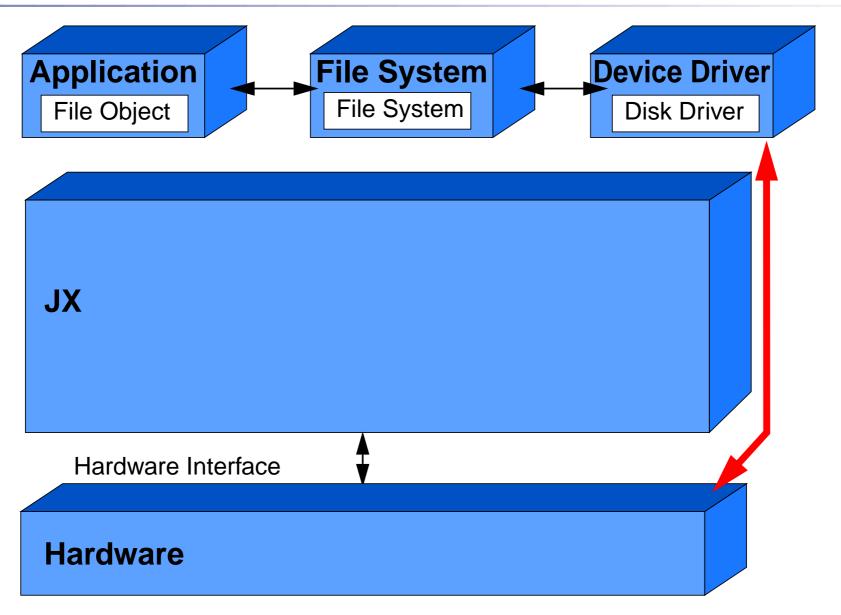




Outline

- Motivation
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System-level Programming in Java



System-level Programming in Java

- Problems
 - ◆ Management of large memory, registers, and on-device memory
 - ◆ Interrupt handlers

System-level Programming in Java

- Problems
 - ◆ Management of large memory, registers, and on-device memory
 - ◆ Interrupt handlers
- Requirement
 - ◆ No changes to the language or bytecode instruction set

Memory

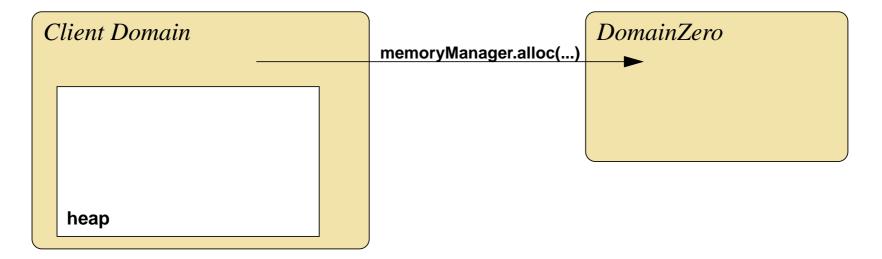
- Manage large memory areas
 - ◆ disk blocks, network buffers, ...
- Access special memory areas
 - ◆ video memory, device registers, ...
- Disadvantages of arrays:
 - ◆ no explicit interface
 - ◆ no specializations possible
 - ◆ located on heap, can be moved (DMA!)
 - can only be passed by copying

Memory Portals

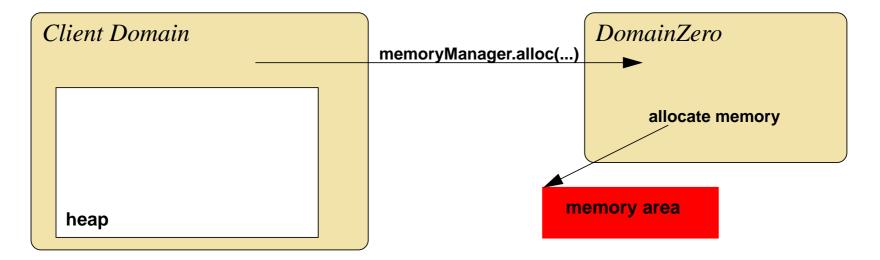
- Explicit interface
- Can be subtyped
- Can be used to access arbitrary memory areas
- Can be treated specially by the translator
- Share data between domains
- Pass subranges to other domains
- Revoke access

- Execute in caller context (caller thread/domain)
- Can only be created by DomainZero
- Portal object contains special data not directly accessible from the Java level

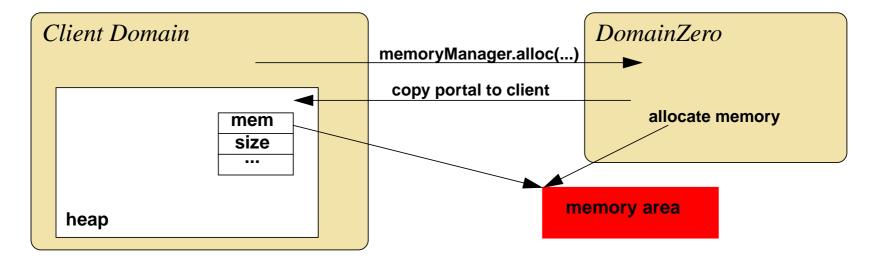
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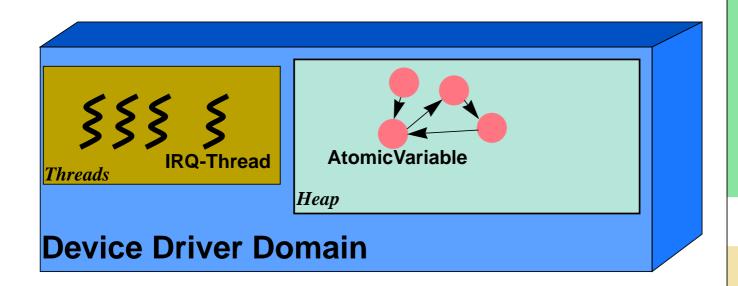


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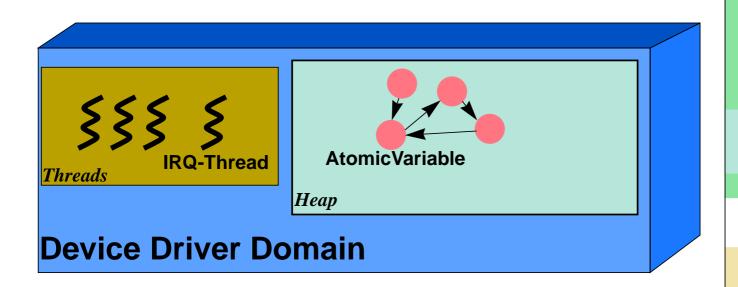
Interrupt Handler

- Interrupts handled in own thread with interrupts disabled
 - ◆ must not run in endless loop → verifier
 - ◆ must not invoke portals except fast portals
 - must synchronize with other threads without blocking
 - ▲ AtomicVariable
 - setValue(...), unblock(...) used in interrupt thread
 - blockIfEqual(...) used outside interrupt thread
 - → Single Producer / Single Consumer Queue

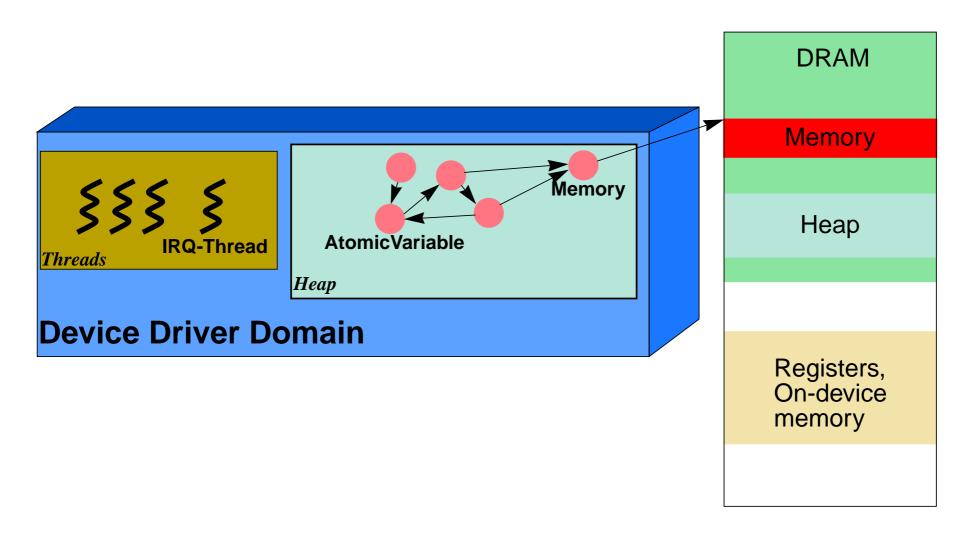


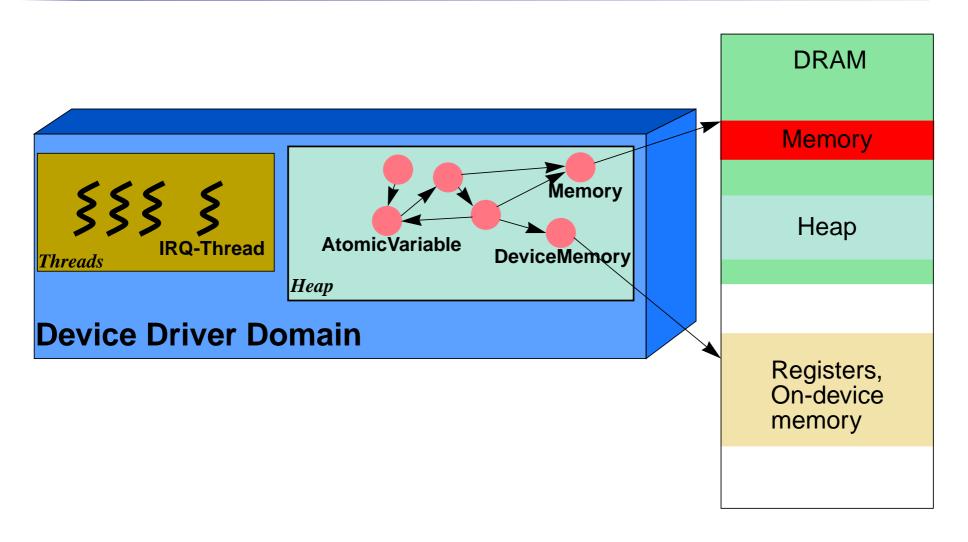
DRAM

Registers, On-device memory



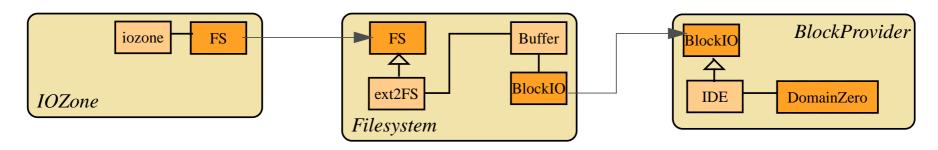
DRAM Heap Registers, On-device memory

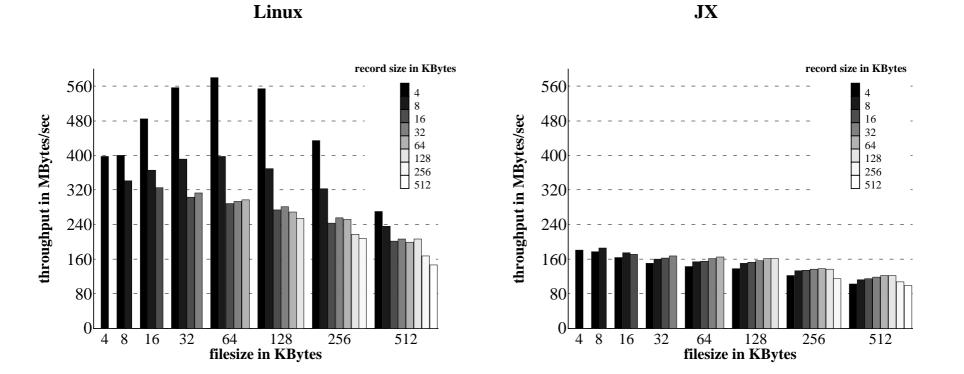


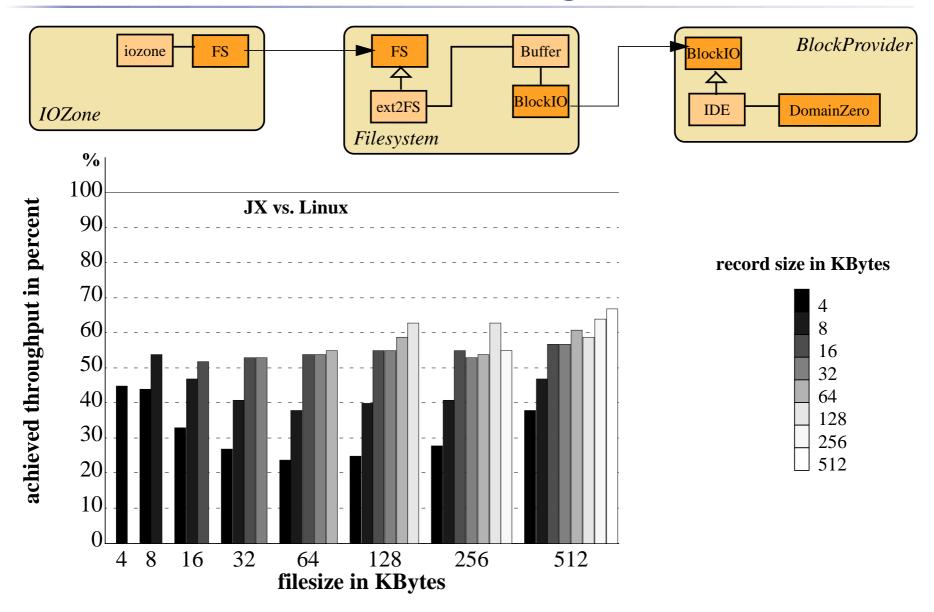


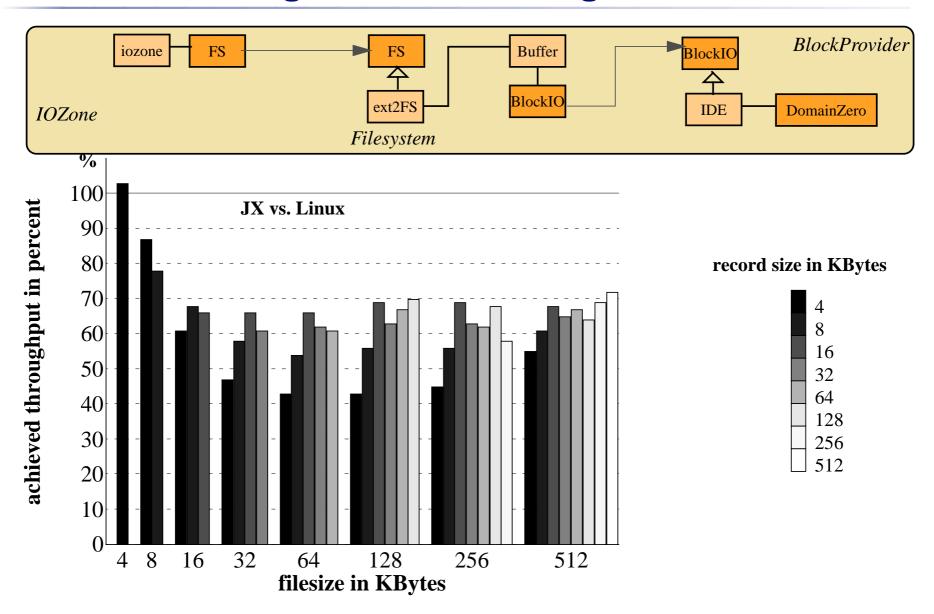
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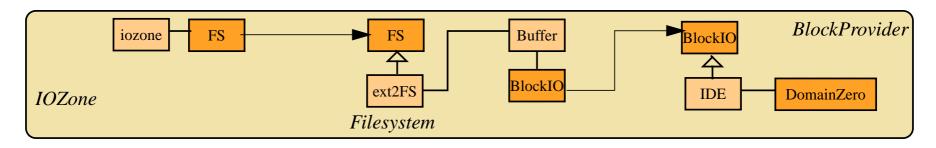
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 - **♦ IOZONE**
 - **♦ NFS**

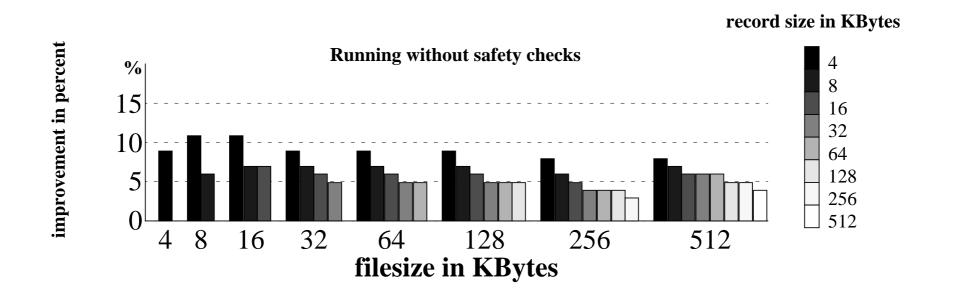


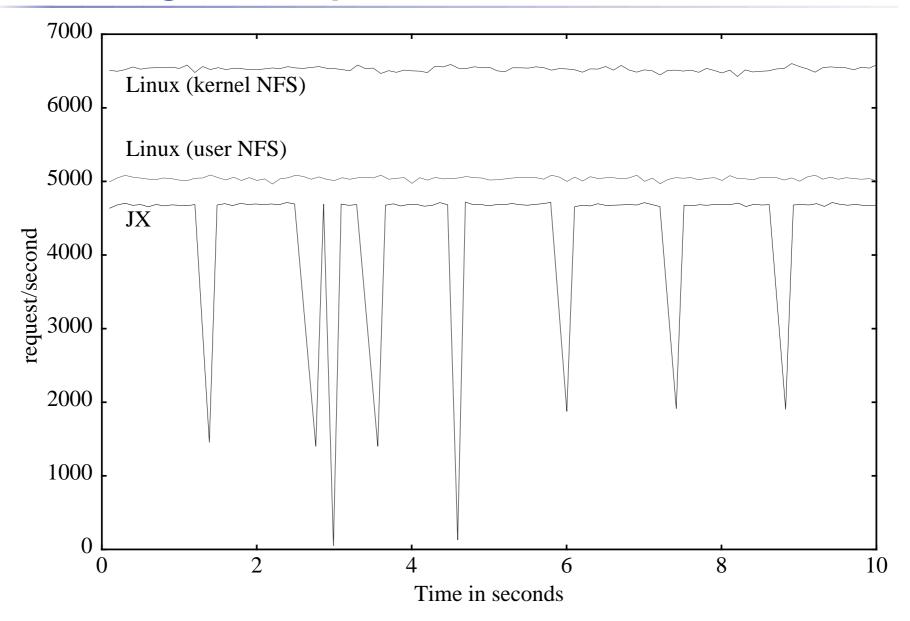


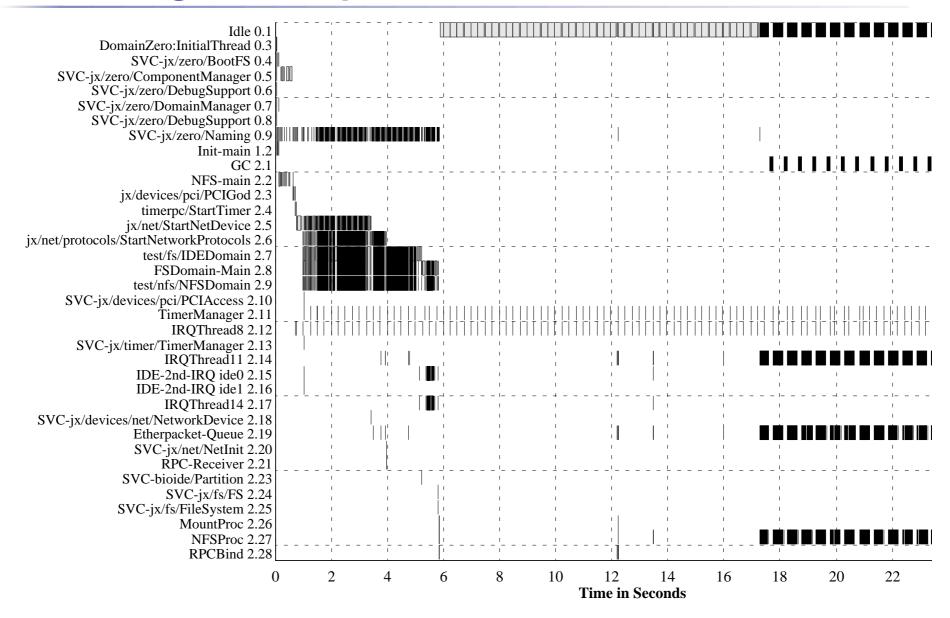


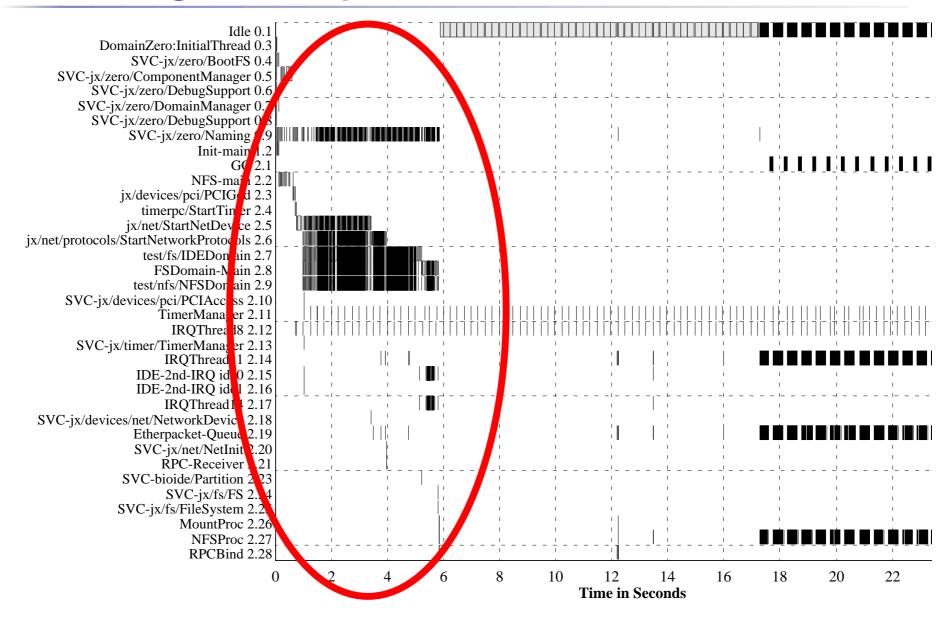


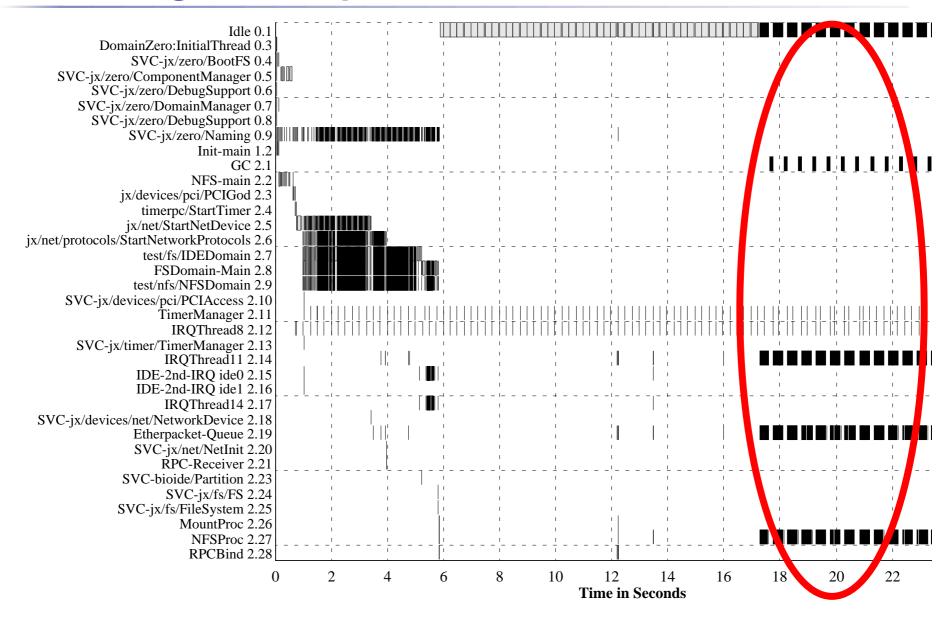


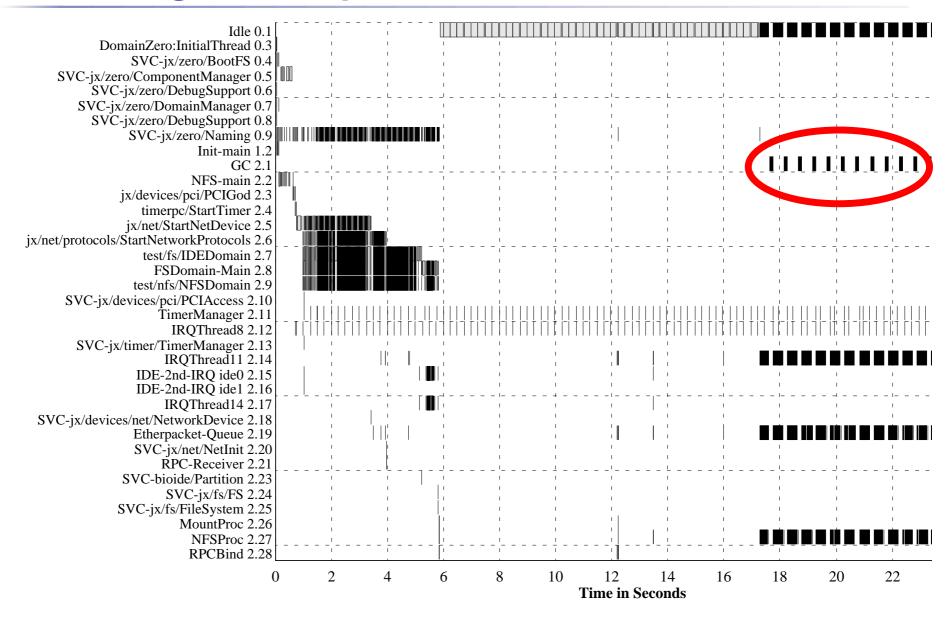












Conclusion

- It is possible to build an OS based on type-safe protection
 - ◆ Isolation of protection domains
 - ◆ System-level programming without language extensions
- OS takes advantage of advanced language technology
 - ◆ Increased robustness of system components
 - ◆ Modular system
 - ◆ Flexibility in system configuration
 - Extensibility using domains
- Performance is sufficient for most applications
 - http://www4.cs.fau.de/Projects/JX