

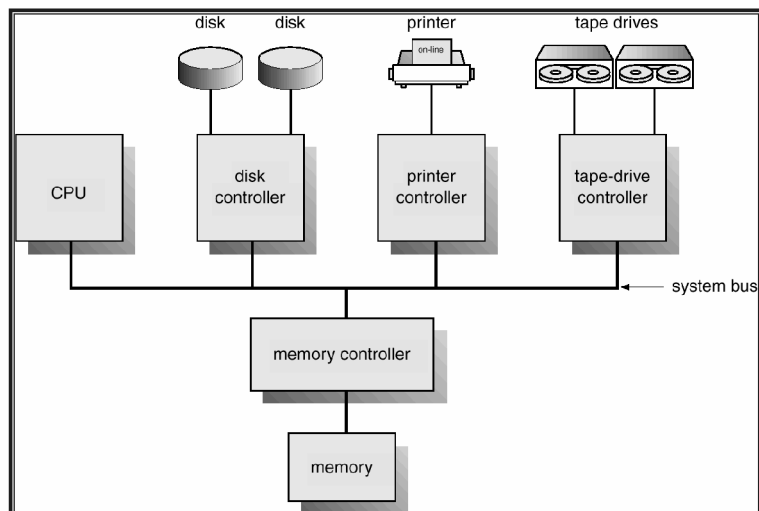


Chapter 2: Computer-System Structures

- Computer System Operation
- I/O Structure
- Storage Structure
- Storage Hierarchy
- Hardware Protection
- General System Architecture



Computer-System Architecture





Computer-System Operation

- I/O devices and the CPU can execute concurrently.
Each device controller is in charge of a particular device type.
Each device controller has a local buffer.
CPU moves data from/to main memory to/from local buffers
I/O is from the device to local buffer of controller.
Device controller informs CPU that it has finished its operation by causing an *interrupt*.



Common Functions of Interrupts

- Interrupt transfers control to the interrupt service routine generally, through the *interrupt vector*, which contains the addresses of all the service routines.
Interrupt architecture must save the address of the interrupted instruction.
Incoming interrupts are *disabled* while another interrupt is being processed to prevent a *lost interrupt*.
A *trap* is a software-generated interrupt caused either by an error or a user request.
An operating system is *interrupt driven*.



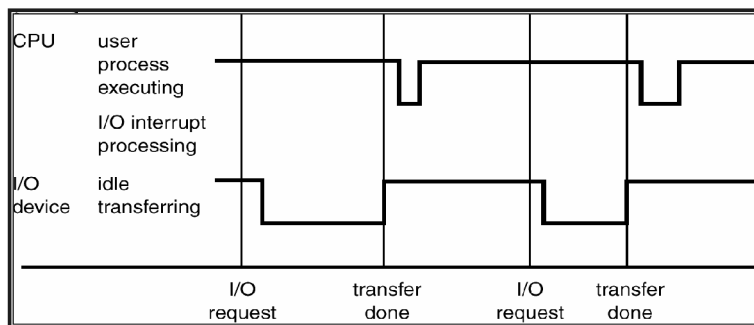


Interrupt Handling

- The operating system preserves the state of the CPU by storing registers and the program counter.
Determines which type of interrupt has occurred:
 - polling*
 - vectored* interrupt systemSeparate segments of code determine what action should be taken for each type of interrupt



Interrupt Time Line For a Single Process Doing Output





I/O Structure

After I/O starts, control returns to user program only upon I/O completion.

Wait instruction idles the CPU until the next interrupt
Wait loop (contention for memory access).

At most one I/O request is outstanding at a time, no simultaneous I/O processing.

After I/O starts, control returns to user program without waiting for I/O completion.

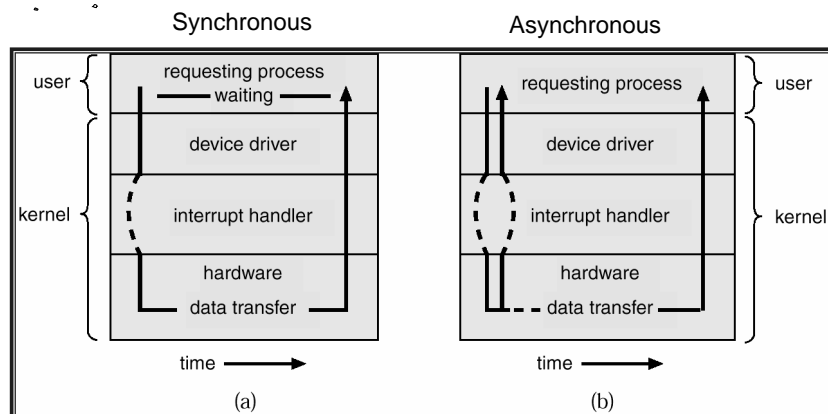
System call request to the operating system to allow user to wait for I/O completion.

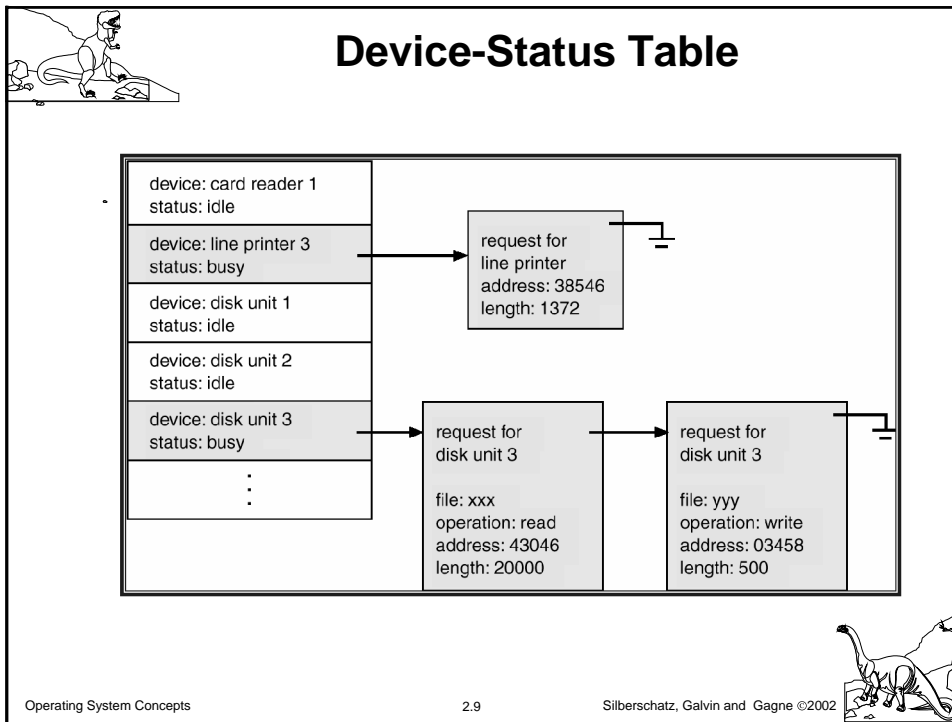
Device-status table contains entry for each I/O device indicating its type, address, and state.

Operating system indexes into I/O device table to determine device status and to modify table entry to include interrupt.



Two I/O Methods





Direct Memory Access Structure

Used for high-speed I/O devices able to transmit information at close to memory speeds.

Device controller transfers blocks of data from buffer storage directly to main memory without CPU intervention.

Only one interrupt is generated per block, rather than the one interrupt per byte.

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Storage Structure

Main memory only large storage media that the CPU can access directly.

Secondary storage extension of main memory that provides large nonvolatile storage capacity.

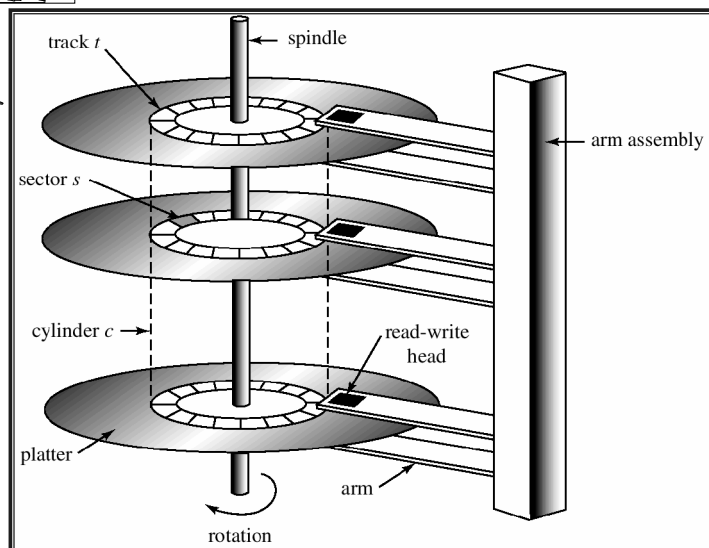
Magnetic disks rigid metal or glass platters covered with magnetic recording material

Disk surface is logically divided into *tracks*, which are subdivided into *sectors*.

The *disk controller* determines the logical interaction between the device and the computer.



Moving-Head Disk Mechanism



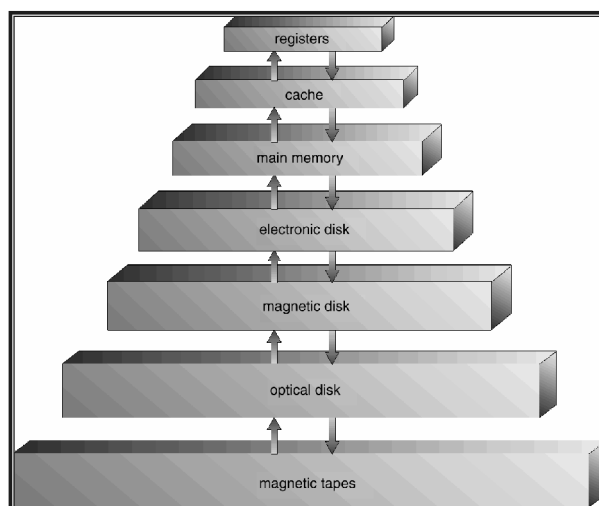


Storage Hierarchy

- Storage systems organized in hierarchy.
 - Speed
 - Cost
 - Volatility
- *Caching* copying information into faster storage system; main memory can be viewed as a last *cache* for secondary storage.



Storage-Device Hierarchy



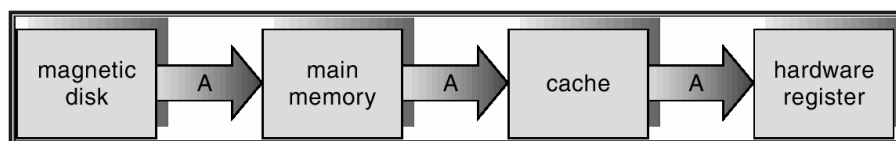


Caching

- Use of high-speed memory to hold recently-accessed data.
Requires a *cache management* policy.
Caching introduces another level in storage hierarchy.
This requires data that is simultaneously stored in more than one level to be *consistent*.



Migration of A From Disk to Register





Hardware Protection

- Dual-Mode Operation
 - I/O Protection
 - Memory Protection
 - CPU Protection



Dual-Mode Operation

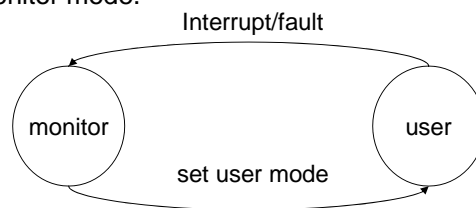
- Sharing system resources requires operating system to ensure that an incorrect program cannot cause other programs to execute incorrectly.
Provide hardware support to differentiate between at least two modes of operations.
 1. *User mode* execution done on behalf of a user.
 2. *Monitor mode* (also *kernel mode* or *system mode*) execution done on behalf of operating system.





Dual-Mode Operation (Cont.)

- *Mode bit* added to computer hardware to indicate the current mode: monitor (0) or user (1).
When an interrupt or fault occurs hardware switches to monitor mode.



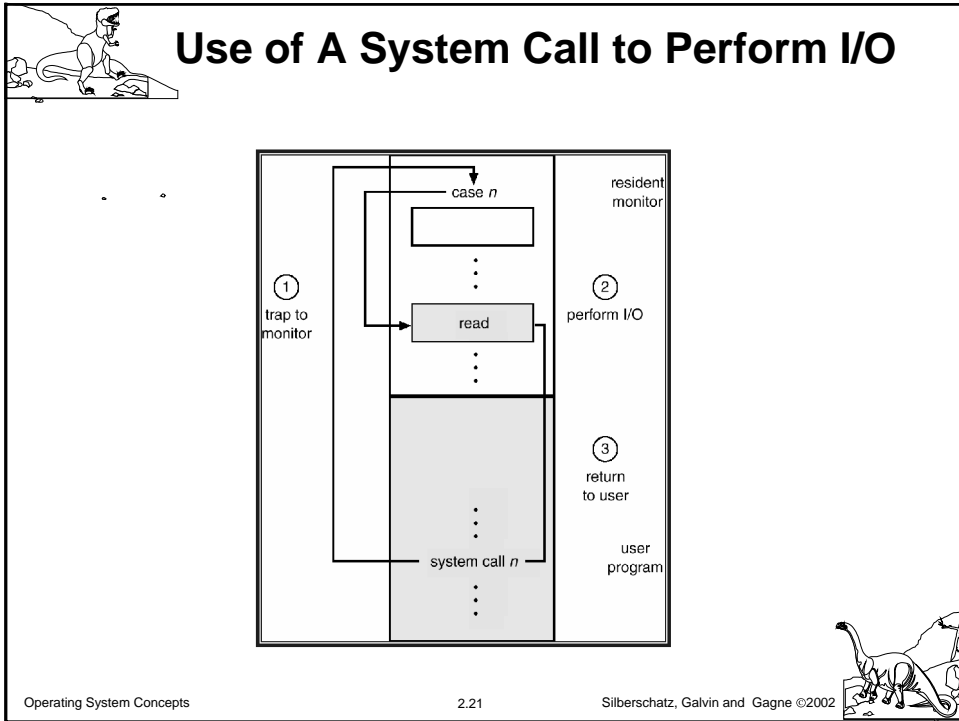
Privileged instructions can be issued only in monitor mode.



I/O Protection

- All I/O instructions are privileged instructions.
Must ensure that a user program could never gain control of the computer in monitor mode (i.e., a user program that, as part of its execution, stores a new address in the interrupt vector).





Memory Protection

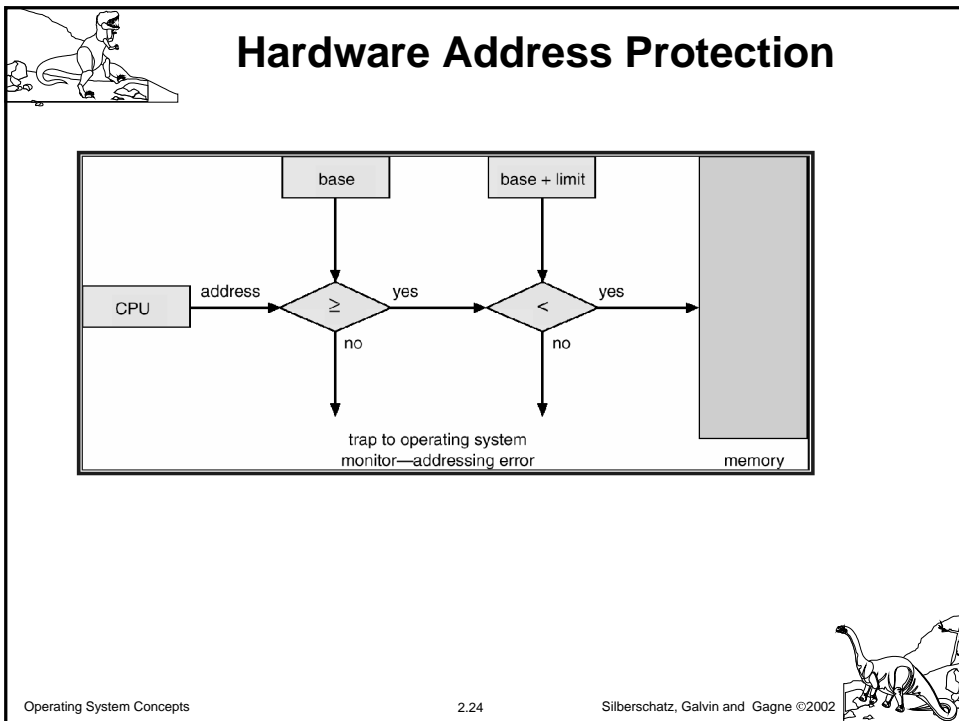
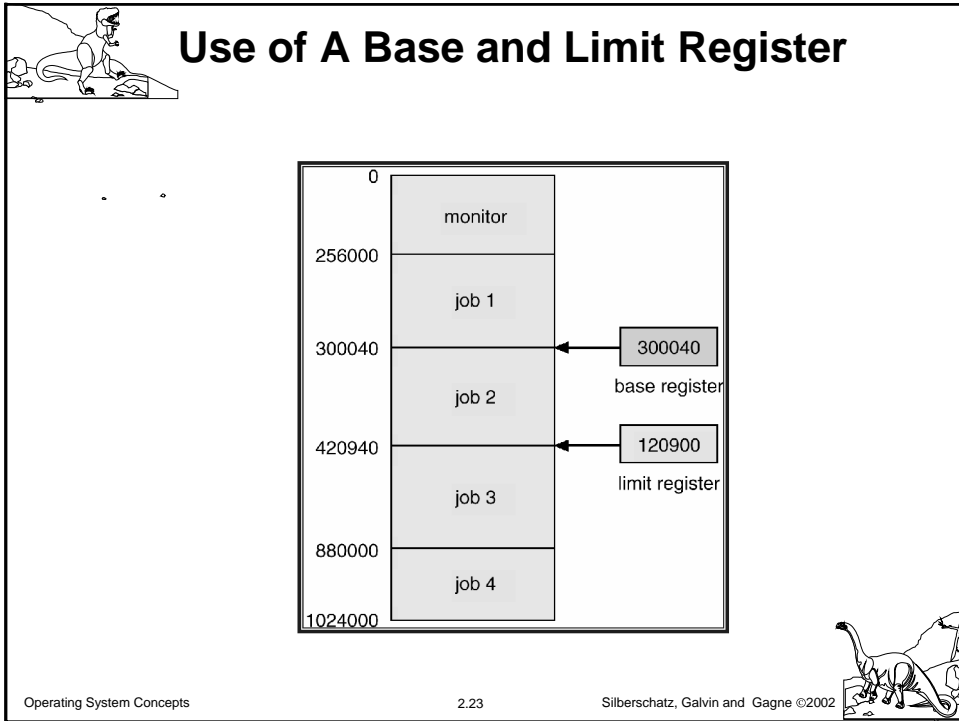
Must provide memory protection at least for the interrupt vector and the interrupt service routines.

In order to have memory protection, add two registers that determine the range of legal addresses a program may access:

- Base register** holds the smallest legal physical memory address.
- Limit register** contains the size of the range

Memory outside the defined range is protected.

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Hardware Protection

- When executing in monitor mode, the operating system has unrestricted access to both monitor and user's memory.
The load instructions for the *base* and *limit* registers are privileged instructions.



CPU Protection

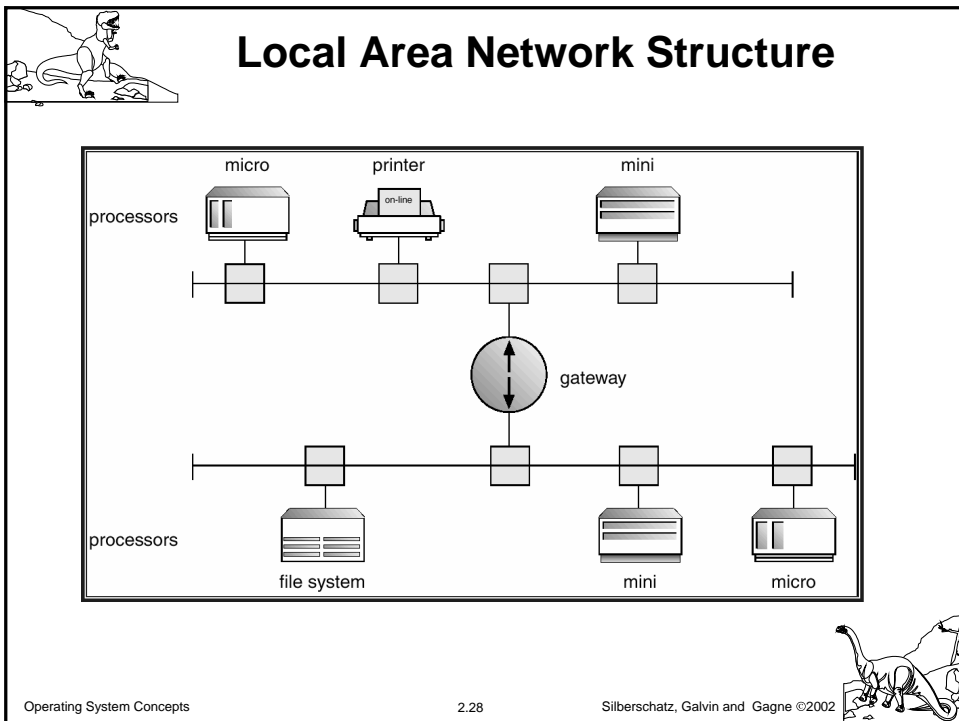
- *Timer* interrupts computer after specified period to ensure operating system maintains control.
 - Timer is decremented every clock tick.
 - When timer reaches the value 0, an interrupt occurs.
 - Timer commonly used to implement time sharing.
 - Time also used to compute the current time.
 - Load-timer is a privileged instruction.



Network Structure

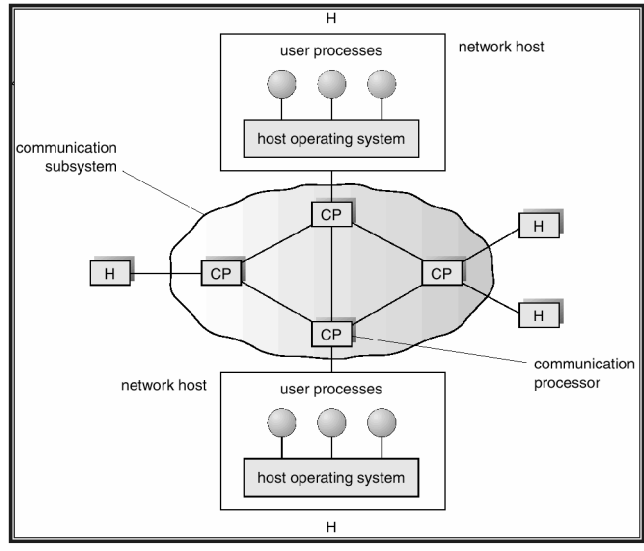
- Local Area Networks (LAN)
- Wide Area Networks (WAN)

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Wide Area Network Structure



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