

Protection

— memory — base / bound register

— CPU

— modes — priv — user

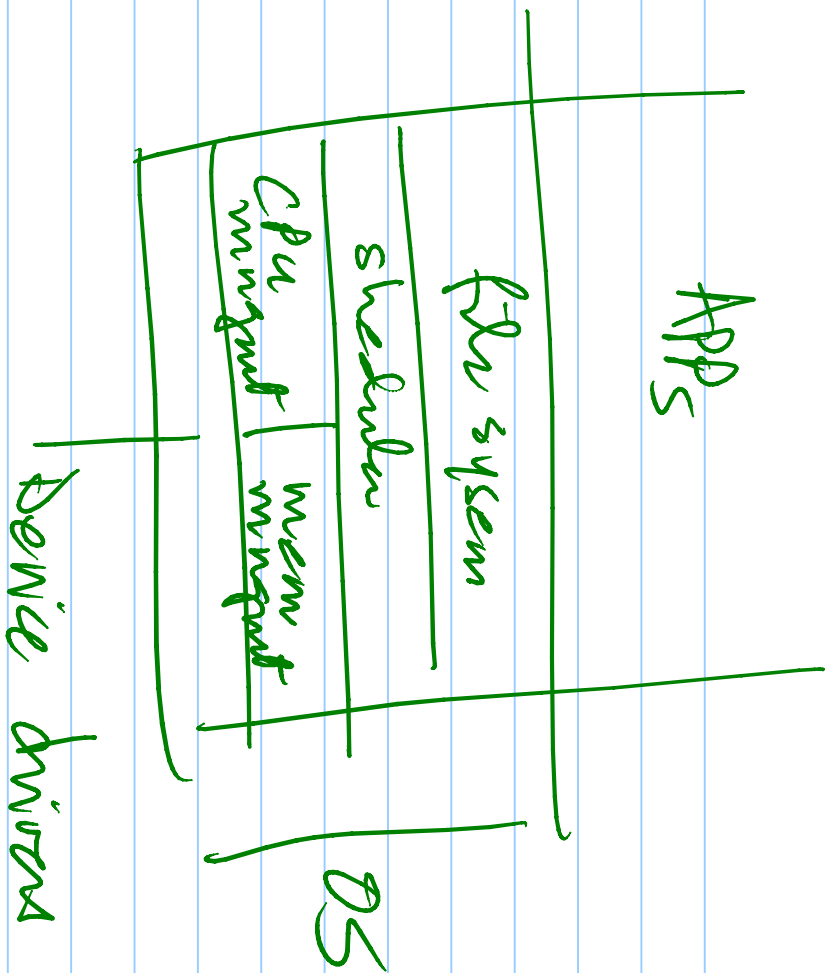
↳ Intr & modes

↳ mode switching → interrupts

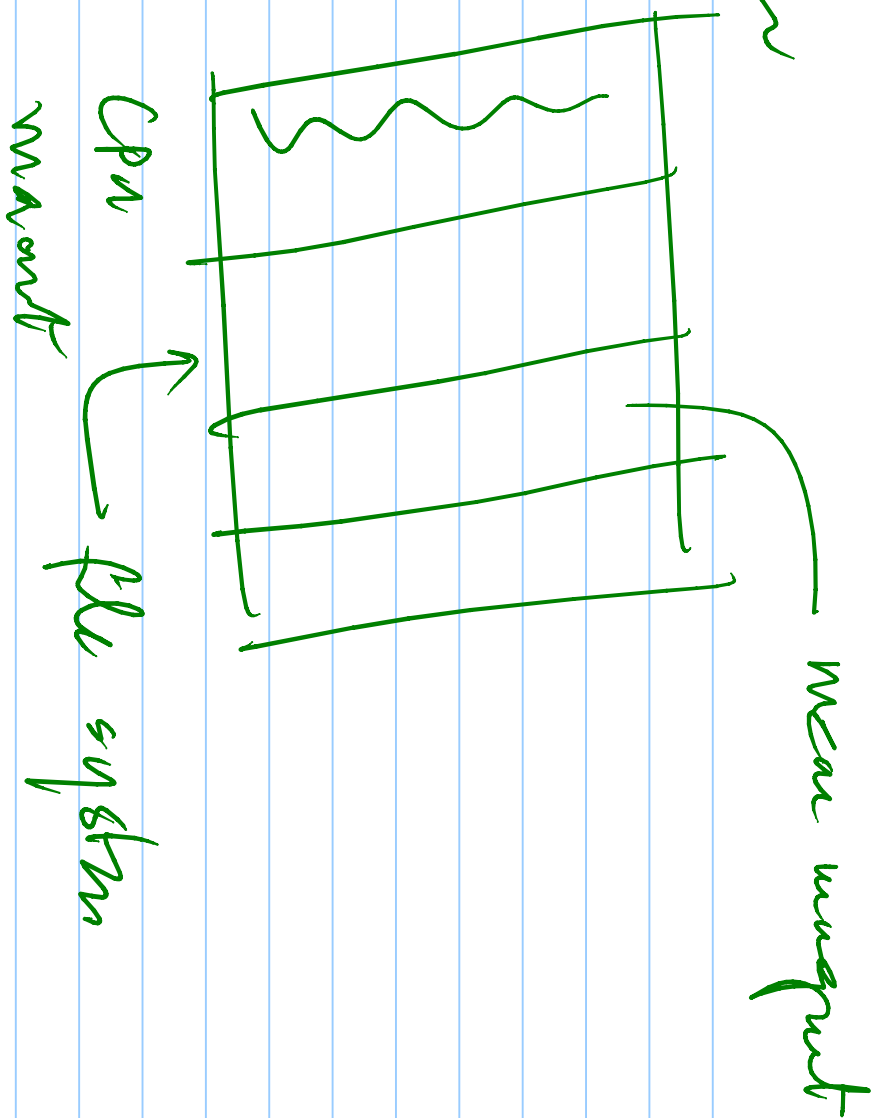
OS Structures

- Interrupts / interrupt handlers
- Layers → [policy & mechanism]
- Modules ↕
- device drivers separating
- + system programs

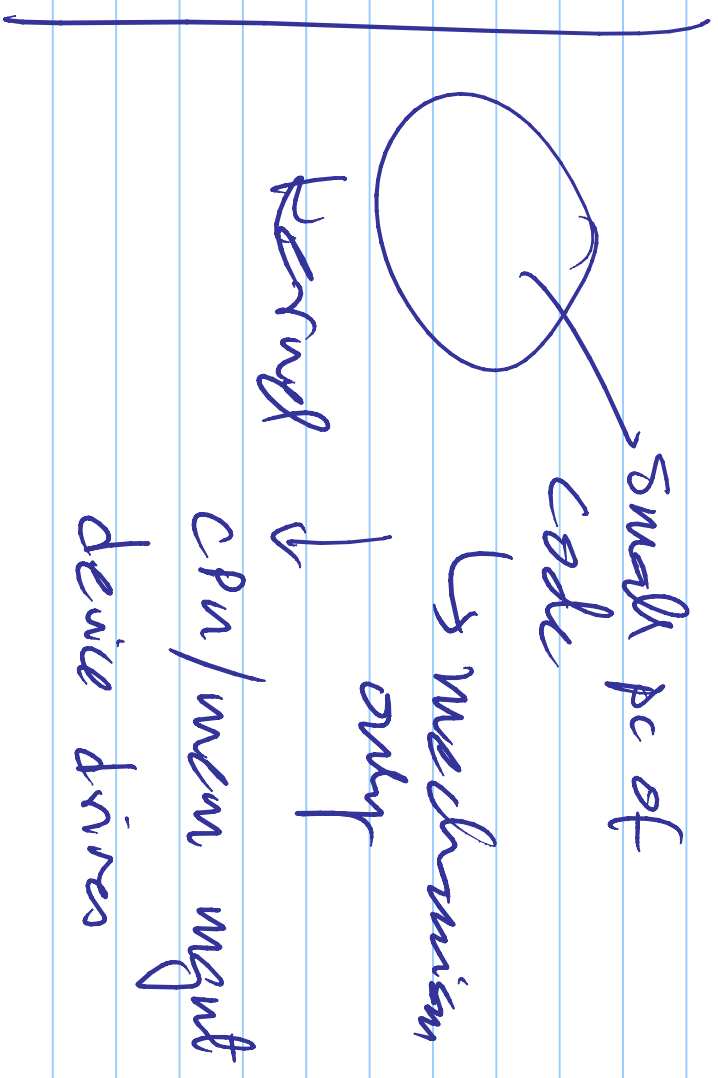
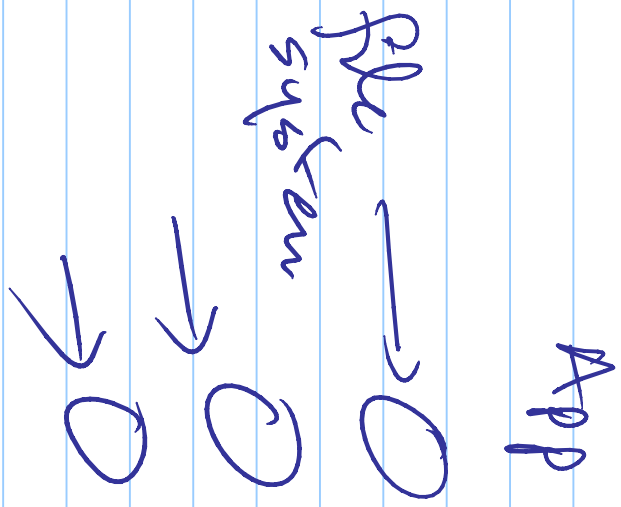
LAYERS



Modulen



- Microkernel systems



how does it work

→ power on

→ one process → CPU executing the



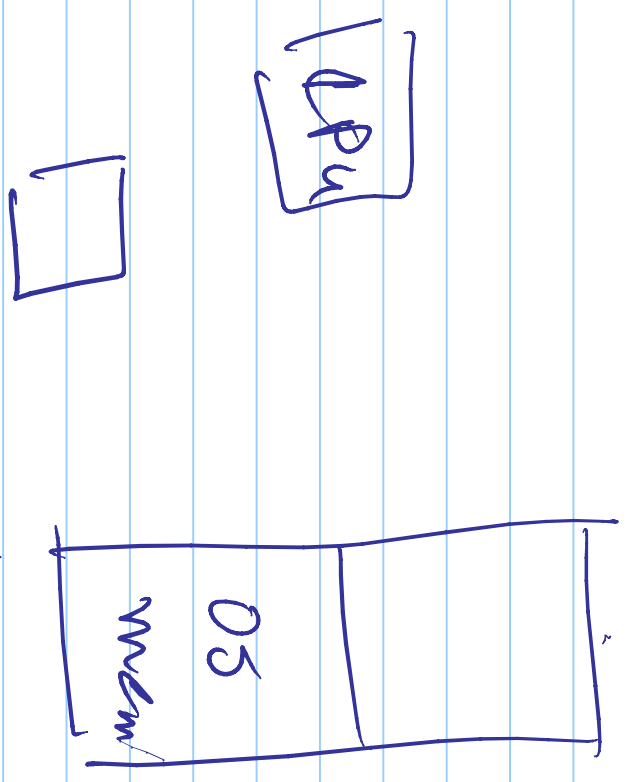
load OS kernel from disk

↳ normal boot

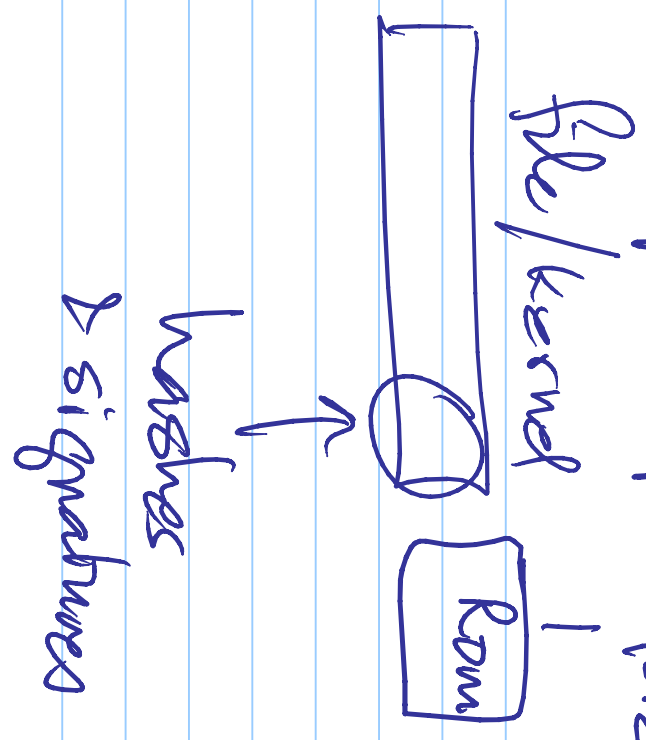
↳ secure boot

Secure Boot

RIDS - Basic Input Output System



firm - trusted prog module



initial "process" is converted to

a OS process + VM trusted on

↓
this process starts services, GUI,
shell → runs a script

↳ 'shell' or "user interface"

Shell (e.g. explorer)

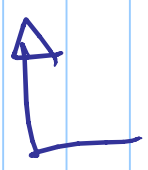
↳ has the ability to start programs.

↳ binary + library

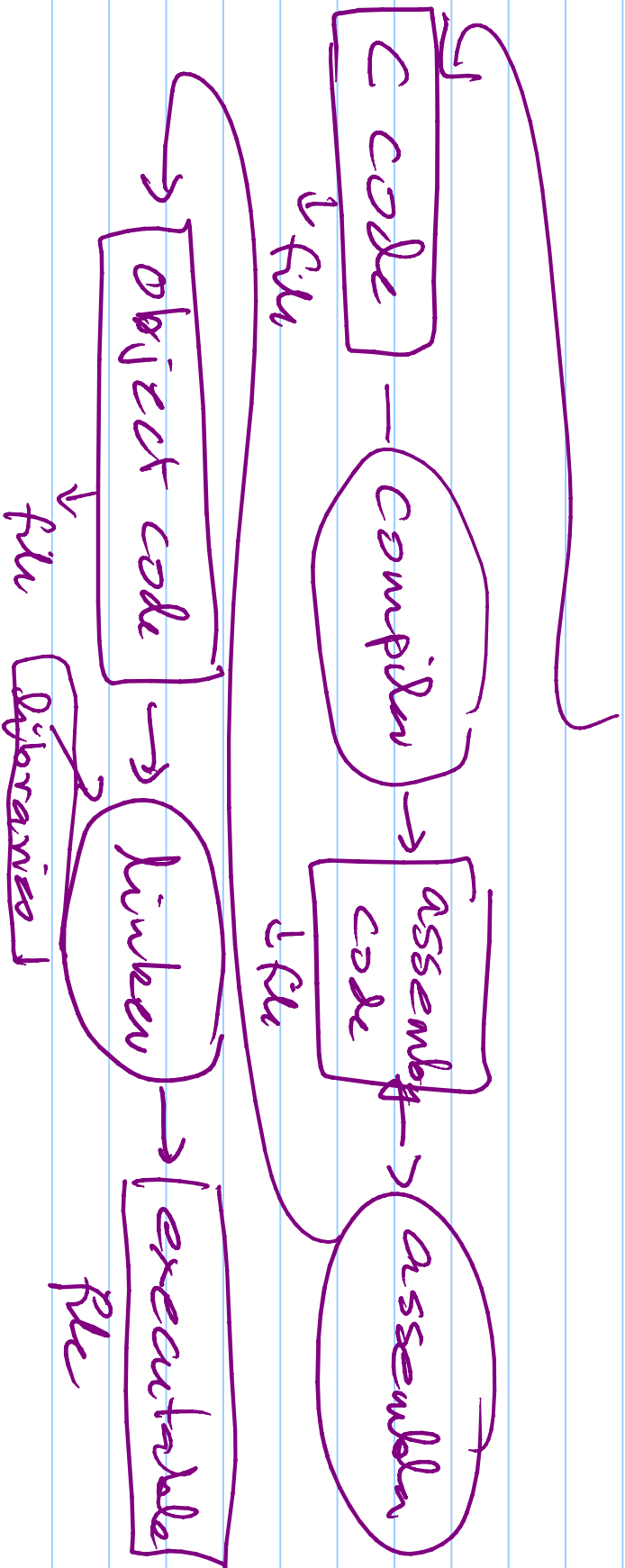
↳ executable → loader

↳ process + memory

↳ running app



Processes & Programs → Passive



Executable
P/Pu

Copy
to mem

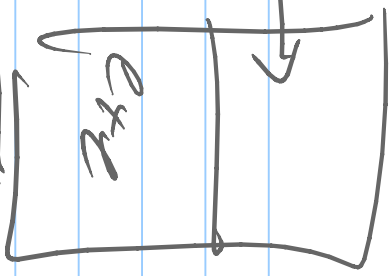
add data

add stack

add heap

create PCB

OS
kernel
control
process
process



send to CPU
scheduler

Process

↳ an activity
- its alive
its not a program

Program

→ C
→ obj
- exe
→ meaning

Programs and Processes → orthogonal

Passive

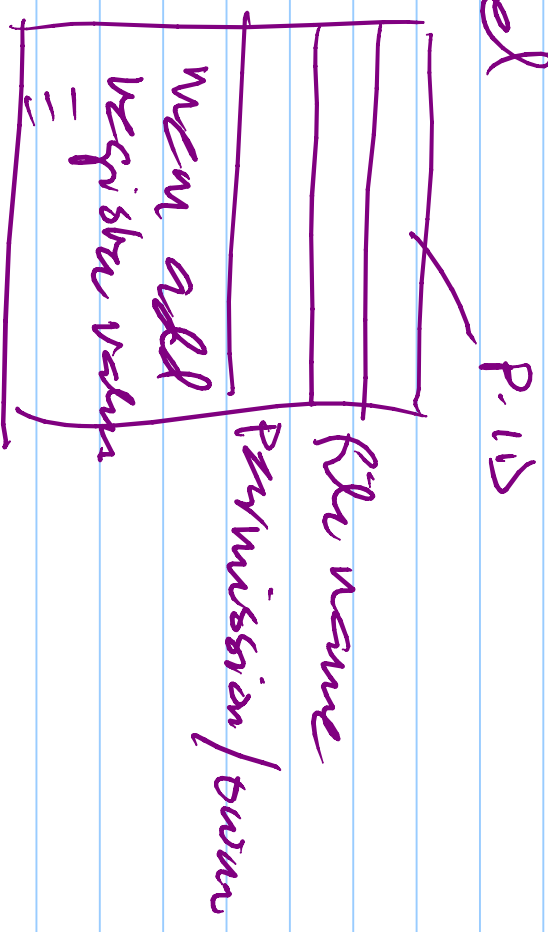
Active

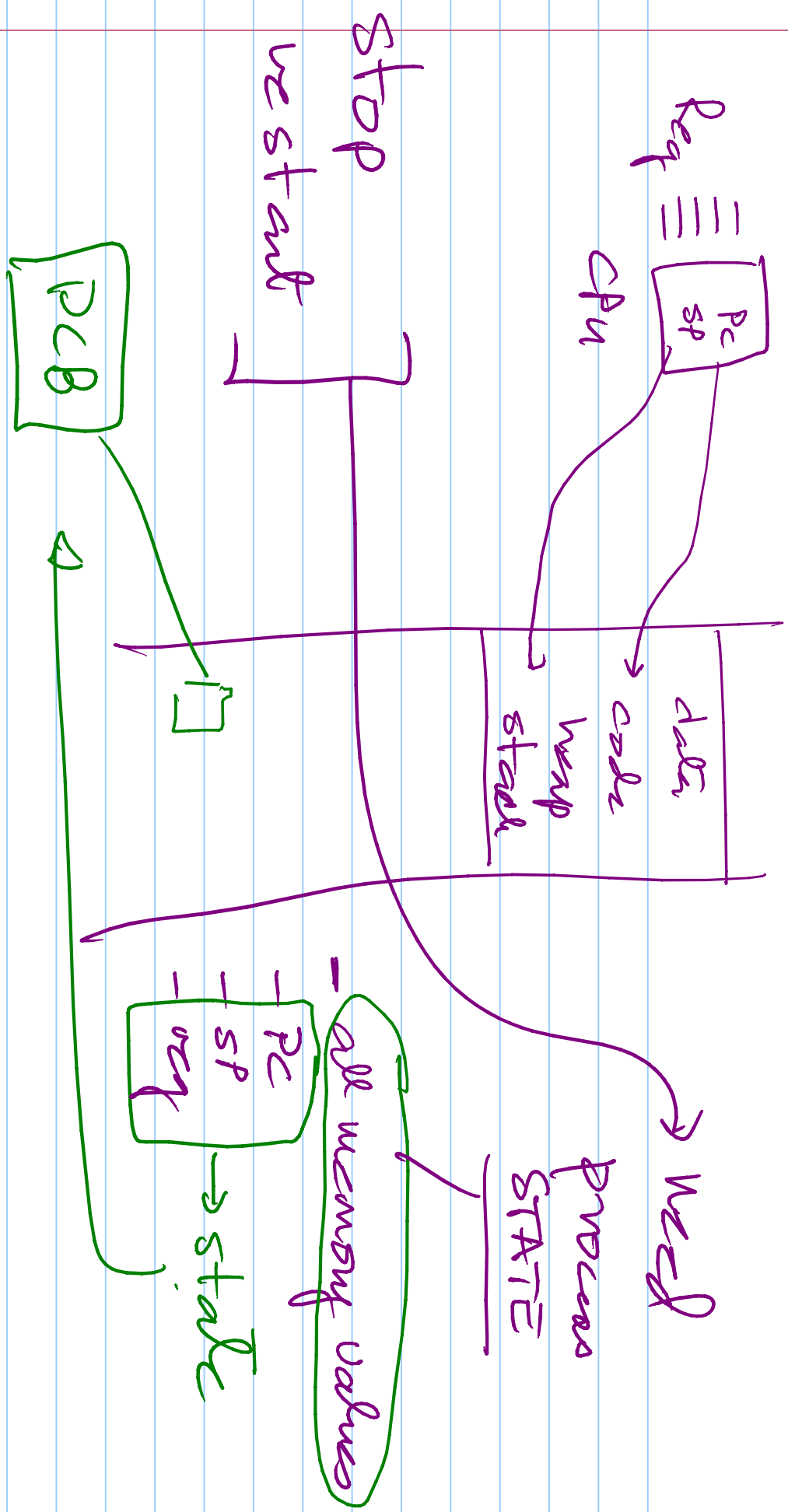
- A Program can be executed by multiple processes [Parallel or sequential]
- A process can execute multiple Programs [Sequential]

PCB

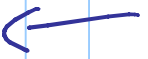
- Process control block
- a data structure

- in kernel
- contains
- one per process

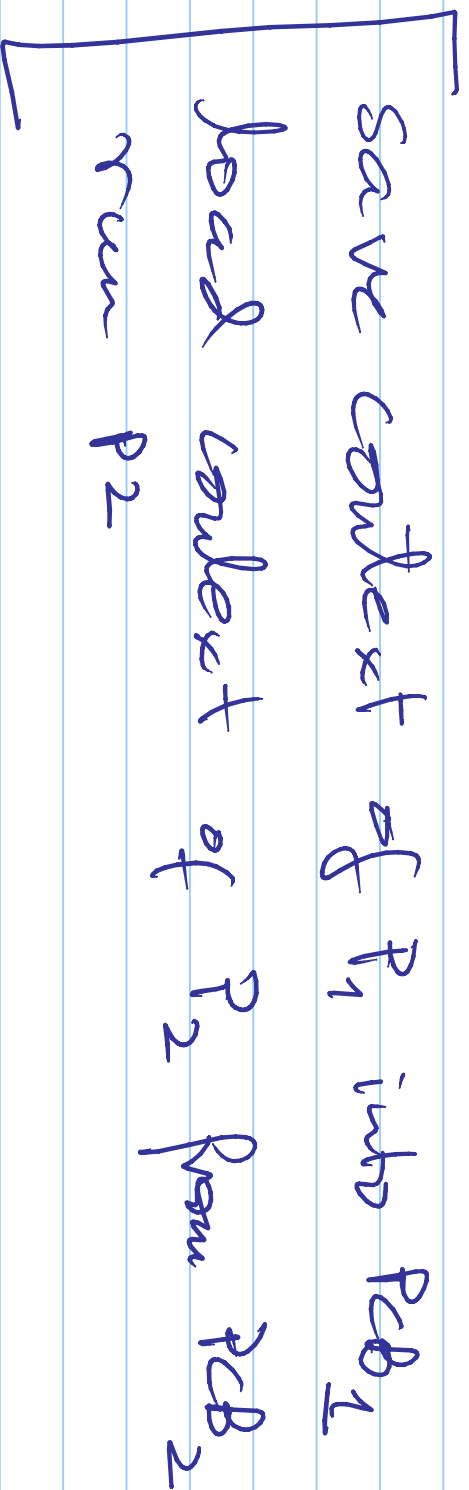




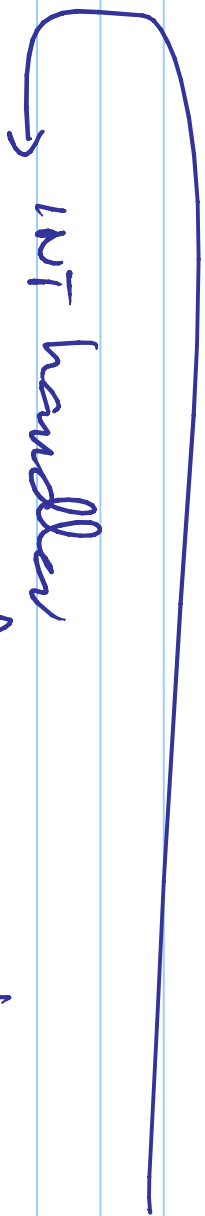
Process context switching [From P_1 to P_2]



state



Send timer interrupt → P₁ running



→ WT handler

// PC of P₁ is on stack of P₁

push R₀

" "

R₁

R₂

move SP to



Context load

→ Find PCB₂

copy PCB₂.SP → SP

pop R₈

pop R₄

RTI

Context Same

