# Linux

**CS 256/456**

**Dept. of Computer Science, University of Rochester**



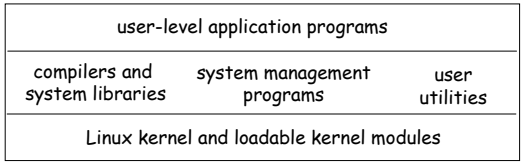
## History

- Linux is a modem, free operating system based on UNIX standards.
- First developed as a small but self-contained kernel in 1991 by Linus Torvalds, with the major design goal of UNIX compatibility.
- Collaboration by many users all around the world, corresponding almost exclusively over the Internet.



## Linux Kernel/System/Distribution

- Kernel
  - the OS code that runs on privileged mode
- System
  - essential system components, but runs in user mode
  - compilers, system libraries
- Linux distribution
  - extra system-installation and management utilities
  - precompiled and ready-to-install tools & packages
  - popular distributions: Redhat, Debian, SuSE, Caldera, …






## Kernel Modules

- Sections of kernel code that can be compiled, loaded, and unloaded independent of the rest of the kernel.
- A kernel module may typically implement a device driver, a file system, or a networking protocol.
- Kernel modules allow a Linux system to be set up with a standard, minimal kernel, without any extra device drivers built in.
- Different from user-provided kernel extensions?

## Processes and Threads

- Linux uses the same internal representation for processes and threads; a thread is simply a new process that happens to share the same address space as its parent.
- A distinction is only made when a new thread is created by the **clone** system call.
  - a process is a task with its own entirely new context (including address space)
  - a thread is a task with its own identity, but not an dedicated address space
- The **clone** system call allows fine-grained control over exactly what is shared between two threads.
  - open files, memory space, page tables



## Linux Task Scheduling

- Linux uses two task-scheduling classes:
  - time-sharing and real-time
- A prioritized, epoch-based algorithm for time-sharing
  - Each task has a static priority (default=20) and a dynamic quantum
  - Scheduling is prioritized based on quantum at the beginning of each epoch; quantum of the running task decrements by one at every clock tick
  - Recrediting when no runnable tasks have any quantum (end of an epoch):

$$\text{initial quantum in new epoch} = \frac{\text{remaining quantum}}{2} + \text{priority}$$

  - The initial process quantum at its first epoch is priority.
  - This quantum crediting system automatically prioritizes interactive or I/O-bound tasks.



## Linux Task Scheduling: O(1) Scheduler

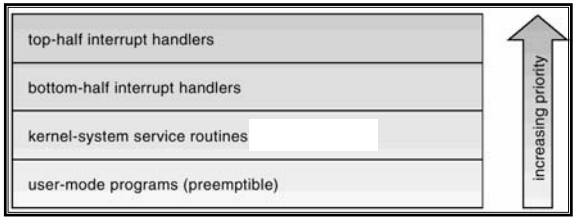
- Linux O(1) scheduler
  - the scheduling overhead is constant, which is independent of the number of processes in the system
- Main operations in Linux scheduler
  - schedule(), quantum recalculation, wakeup()
- Using two priority arrays
  - one for active array, one for those whole quantum has been used up (called "expired")
  - array index indicates the priority
  - O(1) operation to find the highest priority in a task array: use array index bitmap and BSFL



## Interrupt Handling

- Interrupt handling is usually non-reentrant
  - new interrupts are disabled during the handling of an old interrupt
- Linux's kernel allows long interrupt service routines to run without having interrupts disabled for too long
- Interrupt service routines are separated into a *top half* (urgent) and a *bottom half* (not so urgent).
  - The top half runs with interrupts disabled.
  - The bottom half is run later, with all interrupts enabled.
  - Bottom halves run one by one (they do not interrupt each other).

## Interrupt Protection Levels

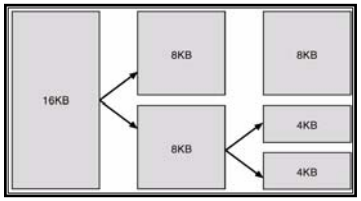



- Each level may be interrupted by code running at a higher level, but will never be interrupted by code running at the same or a lower level.



## Managing Physical Memory

- Keep track of free memory?
- Linux page allocator can allocate ranges of physically-contiguous pages on request.
- The allocator uses a *buddy-heap* algorithm to keep track of available physically-contiguous memory regions.
  - A free region list is maintained for each region size: 4KB, 8KB, 16KB, 32KB, … …
  - A large region can be split into multiple smaller regions if necessary






## Memory Page Replacement

- All memory pages are managed together
  - stack/heap/code, …
  - file system buffer cache
- Memory pages are managed in two LRU lists: active list and inactive list
  - each LRU list is managed using a CLOCK (second-chance) LRU approximation
  - pages evicted from the active list go to the inactive list; pages evicted from the inactive list are out of the system
  - pages in the inactive list may be promoted to the active list under certain circumstance



## Ext2fs File System

- Disks are divided into contiguous block groups
  - the hope is that there is not much seeking within each block group (but no guarantee)
  - there is a section for inodes in each block group
  - the FS tries to keep inodes and corresponding file blocks in the same block group
- Ext2fs uses allocation policies designed to place logically adjacent blocks of a file into physically adjacent blocks on disk
  - with the help of the free block bitmap
- Ext3fs supporting file system journaling

## The Linux /proc File System

- The **proc** file system does not store data, rather, its contents are computed on demand according to user file I/O requests.
  - When data is read from one of these files, **proc** collects the appropriate information, formats it into text form and places it into the requesting process's read buffer.



## Prefetching and I/O Scheduling

- File prefetching/read-ahead
  - prefetching sequentially when the I/O access is considered as sequential
- Disk I/O scheduling
  - an elevator-style seek-reduction scheduling
  - non-work conserving scheduling: anticipatory scheduling
  - deadline to prevent starvation



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