





# Introduction

#### Introduction

- What Operating Systems Do
- Computer-System Architecture
- Operating-System Structure
- Operating-System Operations
- Operating-System Services
- User Operating System Interface
- System Calls
- Types of System Calls
- System Programs
- System Boot

## Process Concept

- Process Scheduling
- Operations on Processes
- Interprocess Communication



## System Calls

- Programming interface to the services provided by the OS
- Typically written in a high-level language (C or C++)
- Mostly accessed by programs via a high-level Application Programming Interface (API) rather than direct system call use
- Three most common APIs are Win32 API for Windows, POSIX API for POSIX-based systems (including virtually all versions of UNIX, Linux, and Mac OS X), and Java API for the Java virtual machine (JVM)



## **Example of System Calls**

System call sequence to copy the contents of one file to another file

source file destination file Example System Call Sequence Acquire input file name Write prompt to screen Accept input Acquire output file name Write prompt to screen Accept input Open the input file if file doesn't exist, abort Create output file if file exists, abort Loop Read from input file Write to output file Until read fails Close output file Write completion message to screen Terminate normally



## **Example of Standard API**

#### EXAMPLE OF STANDARD API

As an example of a standard API, consider the read() function that is available in UNIX and Linux systems. The API for this function is obtained from the man page by invoking the command

man read

on the command line. A description of this API appears below:



A program that uses the read() function must include the unistd.h header file, as this file defines the ssize\_t and size\_t data types (among other things). The parameters passed to read() are as follows:

- int fd—the file descriptor to be read
- void \*buf —a buffer where the data will be read into
- size\_t count—the maximum number of bytes to be read into the buffer

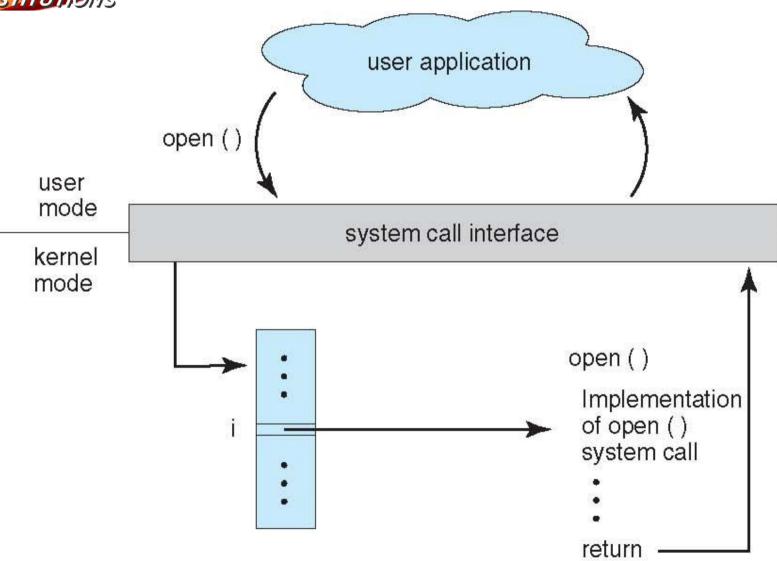
On a successful read, the number of bytes read is returned. A return value of 0 indicates end of file. If an error occurs, read() returns -1.



## System Call Implementation

- Typically, a number associated with each system call
  - System-call interface maintains a table indexed according to these numbers
- The system call interface invokes the intended system call in OS kernel and returns status of the system call and any return values
- The caller need know nothing about how the system call is implemented
  - Just needs to obey API and understand what OS will do as a result call
  - Most details of OS interface hidden from programmer by API
    - Managed by run-time support library

# API – System Call – OS Relationship



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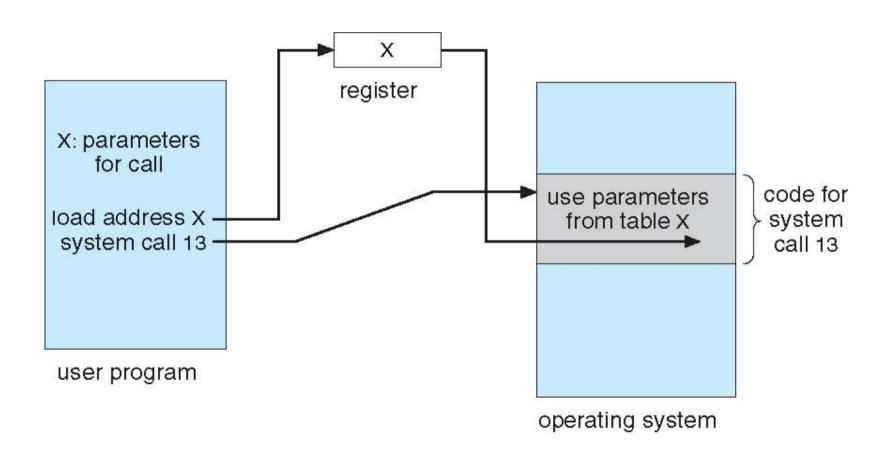
# System Call Parameter Passing

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- Three general methods used to pass parameters to the OS
  - Simplest: pass the parameters in registers
  - Parameters stored in a block, or table, in memory, and address of block passed as a parameter in a register
    - This approach taken by Linux and Solaris
  - Parameters placed, or pushed, onto the stack by the program and popped off the stack by the operating system



## Parameter Passing via Table





## **Types of System Calls**

- - create process, terminate process
  - end, abort , load, execute
  - get process attributes, set process attributes
  - wait for time, wait event, signal event
  - allocate and free memory
  - Dump memory if error
  - Debugger for determining bugs, single step execution
  - Locks for managing access to shared data between processes



## **Types of System Calls**

## File management

- create file, delete file
- open, close file, read, write, reposition
- get and set file attributes

### Device management

- request device, release device
- read, write, reposition
- get device attributes, set device attributes
- logically attach or detach devices



## Types of System Calls (Cont.)

#### Information maintenance

- get time or date, set time or date
- get system data, set system data
- get and set process, file, or device attributes

#### Communications

- create, delete communication connection
- send, receive messages if message passing model to host name or process name
- Shared-memory model create and gain access to memory regions
- transfer status information
- attach and detach remote devices

#### **Protection**

Control access to resources Get and set permissions Allow and deny user access



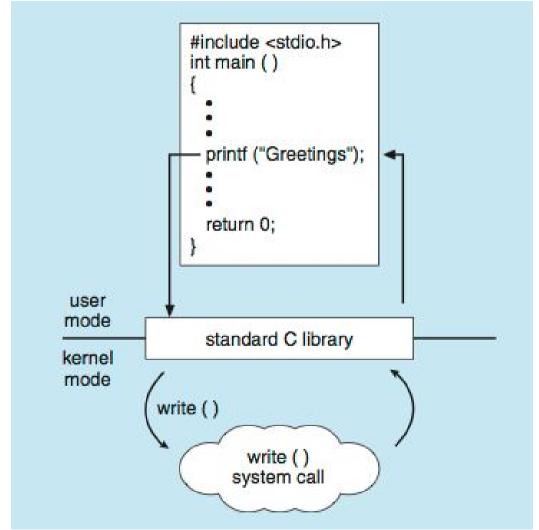
# Examples of Windows and Unix System Calls

	Windows	Unix
Process Control	<pre>CreateProcess() ExitProcess() WaitForSingleObject()</pre>	fork() exit() wait()
File Manipulation	<pre>CreateFile() ReadFile() WriteFile() CloseHandle()</pre>	<pre>open() read() write() close()</pre>
Device Manipulation	<pre>SetConsoleMode() ReadConsole() WriteConsole()</pre>	ioctl() read() write()
Information Maintenance	<pre>GetCurrentProcessID() SetTimer() Sleep()</pre>	<pre>getpid() alarm() sleep()</pre>
Communication	<pre>CreatePipe() CreateFileMapping() MapViewOfFile()</pre>	<pre>pipe() shmget() mmap()</pre>
Protection	<pre>SetFileSecurity() InitlializeSecurityDescriptor() SetSecurityDescriptorGroup()</pre>	<pre>chmod() umask() chown()</pre>



# Standard C Library Example

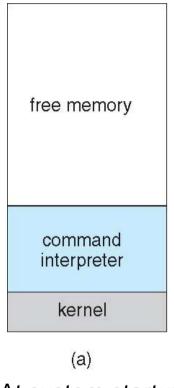
C program invoking printf() library call, which calls write() system call





## **Example: MS-DOS**

- Single-tasking
- Shell invoked when system booted
- Simple method to run program
  - No process created
- Single memory space
- Loads program into memory, overwriting all but the kernel
- Program exit -> shell reloaded



At system startup

free memory process command interpreter kernel (b)

running a program



## **Example: FreeBSD**

- Unix variant, Multitasking
- User login -> invoke user's choice of shell
- Shell executes **fork()** system call to create process
  - Executes exec() to load program into process
  - Shell waits for process to terminate or continues with user commands
- Process exits with:
  - code = 0 no error
  - code > 0 error code

process D free memory process C interpreter process B kernel



## **TEXT BOOK**

- 1. Abraham Silberschatz, Peter B. Galvin, "Operating System Concepts", 10<sup>th</sup> Edition, John Wiley & Sons, Inc., 2018.
- 2. Jane W. and S. Liu. "Real-Time Systems". Prentice Hall of India 2018.
- 3. Andrew S Tanenbaum, Herbert Bos, Modern Operating Pearson, 2015.

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- 1. William Stallings, "Operating Systems: Internals and Design Principles", 9th Edition, Prentice Hall of India., 2018.
- 2. D.M.Dhamdhere, "Operating Systems: A Concept based Approach", 3rd Edition, Tata McGraw hill 2016.
- 3. P.C.Bhatt, "An Introduction to Operating Systems–Concepts and Practice", 4th Edition, Prentice Hall of India., 2013.

### **THANK YOU**