CS 4/53201 # Project #1 **Operating Systems**

Due via email by 11:59pm on Friday 27 September 2002

Introduction

The goal of this project is for you to familiarize yourself with Nachos — both the operating system and the underlying emulated machine. This project consists mostly of reading and studying the Nachos code, and will comprise 10% of your final course grade. The next project will be more programming-oriented, and will comprise 15% of your grade.

Getting Started

To begin, review the material presented in Lecture 09 on Monday 16 September. If you haven't read the Nachos "Overview Paper" that's online (or Appendix A in the 4th edition of the text) yet, you should do so now.

Second, read the file "Project 1 — Getting an Early Start" on the class web page. Copy the necessary files to your account, and compile Nachos to produce an executable program "**nachos**" in the **threads** directory. Make sure it runs and produces the expected output.

Reading the Nachos Source Code

Now start reading the Nachos source code. I suggest that you read the files in the order described below, and as you do so, read the corresponding sections in and Archna Kalra's "Salsa — An Operating Systems Tutorial", and possibly in Thomas Narten's "A Road Map Through Nachos".

To begin, read through the following files. When you compiled Nachos into the **threads** directory, the Makefile turned on the THREAD switch. Notice what code in these files is included when they are compiled using the THREAD switch, and what code is omitted when they are not compiled with the USER_PROGRAM, FILESYS, and NETWORK switch. Notice what command line arguments you can give to Nachos, and what global data structures are created.

- **threads/main.cc**, **threads/threadtest.cc** — a simple test of the thread routines.
- **threads/system.h**, **threads/system.cc** — Nachos startup/shutdown routines.

Then read through the following files, and see how Nachos implements and schedules threads. Study the thread class, its private data, and its public member functions. Study the Scheduler class, and how it dispatches threads. Glance at the code for context switching, but don't read it in detail

- **threads/thread.h**, **threads/thread.cc** — thread data structures and thread operations such as thread fork, thread sleep and thread finish.
- **threads/scheduler.h**, **threads/scheduler.cc** — manages the list of threads that are ready to run.
- **threads/switch.h**, **threads/switch.s** — assembly language magic for starting up threads and context switching between them. *Don't worry if you don't understand these two files — you are not responsible for understanding them.*

Next, skim through the following files, so you will recognize the functions when you encounter them elsewhere. After reading about DEBUG statements, go back through the files above, and see which debugging options may be useful when working with threads.

- **threads/list.h**, **threads/list.cc** — generic list management.
- **threads/utility.h**, **threads/utility.cc** — some useful definitions and debugging routines.

Now that you've gotten an overview of the Nachos operating system, it's time to look at the emulated machine underneath. You don't have to read this code in great detail, as you aren't going to be modifying it, but you should familiarize yourself with it, because you can't really understand the operating system unless you understand the hardware that it runs on. All of these files are in the **machine** directory. For now, you should read the files listed below, but you can ignore the files that describe the emulated console, disk, and network.

- **machine/machine.h**, **machine/machine.cc** — emulates the part of the machine that executes user programs: main memory, processor registers, etc.

- **machine/mipssim.cc** — emulates the integer instruction set of a MIPS R2/3000 CPU.
- **machine/interrupt.h**, **machine/interrupt.cc** — manage enabling and disabling interrupts as part of the machine emulation.
- **machine/timer.h**, **machine/timer.cc** — emulate a clock that periodically causes an interrupt to occur.
- **machine/stats.h** — collect interesting statistics.

Tracing Through and Debugging Nachos Source Code

One of the goals of this project is to read and understand the thread system in Nachos. For this project, you can probably just read the source code, but if you had to work with the code in more detail, you could trace the execution path (as described below) for the simple test case provided.

To trace through code in Nachos, there are three main approaches: (1) using the **gdb** debugger, (2) using *printf*, and (3) using the *DEBUG* function provided by Nachos. The debugger **gdb** usually works, and is often the best alternative, although tracking across a call to *switch* can be confusing. Adding calls to *printf* often works, but sometimes fails since printf does not always flush the stdout buffer as expected.

The final debugging option, which is particularly useful when working with threads, is to use the Nachos *DEBUG* function, which is declared in **threads/utility.h**. The command line options to Nachos are specified in **threads/main.cc** and **threads/system.cc**; if you look at those files you will see that the command line option for debugging is "–d", which should be followed by a flag to tell Nachos which type of debugging messages to print (these flags are defined in **threads/utility.h**). To look at the various debugging statements that are included in the thread system in Nachos, execute the command "*grep DEBUG *h *cc*" in the **threads** directory — as you can see, all of the those debugging statements have the "t" flag. In the **machine** directory, the debugging statements have "i" and "m" flags. Putting all this together, you might want to run Nachos as "*nachos -d t*", "*nachos -d i*", or "*nachos -d ti*" to see what your code is doing while working with threads. If you need more information, add more debugging statements (add your own debugging flag), or use the Nachos *ASSERT* function.

Overview of the Problems

The problems given below are intended to test your knowledge of the Nachos source code as you read through it in the order described above. They do not ask about everything in the code, but if you read a piece of code and then can answer the corresponding questions easily, you should be well prepared with a basic overview of Nachos. However, if you go through the code as quickly as possible, merely searching for the answer to these questions instead of trying to understand the code, you may encounter difficulties later.

Write your answers to these questions in a text file named **p1.answers**. When you finish, you will email the file **p1.answers** to the TA as explained later.

The Problems

1. (50 points) These questions are concerned with the Nachos operating system.
   a. Where in the code does Nachos decide whether or not to print a copyright notice? What does the user have to do to cause this notice to be printed?
   b. What is the relationship between **main.cc** and **system.cc**, and the major functions in each of those two files?
   c. In the function to de-allocate a thread, what does the ASSERT function do and why is it needed?
   d. What function does Nachos use to put a thread on the ready list to wait for CPU time, and what does that function do (explain in your own words)?
   e. Is the list function Append a function built into C++? Explain.
2. (40 points) These questions are concerned with the emulated machine that runs underneath the Nachos operating system.
   a. How many registers (including stack pointer, program counter, etc.) does the CPU have, and where is that total defined?
   b. What does the BLEZ instruction do (be specific, don't just guess based on the name)?
   c. What does Interrupt::Interrupt do? Would it be appropriate to call this function more than once? Explain.
   d. In what data structure does Nachos keep track of the amount of time spent in user code versus code?

3. (20 points) Compile and run Nachos and observe the output. The comments for ThreadTest say it sets up a "ping-pong" — what does this mean, and how do you observe it happening?

Where to Get Help

Help is available from Prof. Walker and from the TA (Mr. Qingzhao Guo):

- For questions on what the assignment is asking, please contact Prof. Walker.
- For questions on Nachos, please contact either the TA or Prof. Walker.
- For help with your code or debugging, please contact the TA.

Our office hours are on the class web page, and may be extended if necessary as the project deadline approaches; see the class web page for any announcements of extended office hours.

Also, if there are corrections or amplifications to this project, or if someone asks a question and we feel the answer may be relevant to other people, that information will be posted on the class web page under the project assignment. Thus, you might want to check the class web page periodically until the project due date to avoid getting bogged down in some problem to which a solution has been announced.

Cooperation versus Cheating

See the class syllabus, and contact me if you have any questions. For this project, you are allowed to *study the Nachos source code* with your friends, but you are ***not*** allowed to work with anyone else to actually *solve the problems*, and you are certainly ***not*** allowed to *copy anyone else's solution*.

Submitting Your Project

When you finish, submit the file **p1.answers** to the TA for grading by typing the following commands in the **threads** directory (replace "Your Name Here" with your own name):

```
elm -s "Project 1 for Your Name" qguo@cs.kent.edu <p1.answers
```

The TA will read his email on Saturday and Sunday, and send you an email telling you whether or not he received your submission correctly.

Important warning — once you submit your file, **DON'T TOUCH IT AGAIN** — if your email didn't reach the TA, or something happens, the TA may need to ask you to resubmit your file. However, before he lets you do so, he will ask you to log on in his presence, and he will check the modification dates on your file to make sure that they haven't been modified after the due date (if they have been, you will be assessed the appropriate late penalties).

The project is due at 11:59pm on Friday 27 September 2002. For a discussion of my late policy, see the class syllabus. However, you should probably plan on starting early, ending on time, and then spending the weekend resting or working on your other classes, instead of trying to perfect a late project.