

Today

• IPC (inter-process communication)

- named pipes
- signals
- shared memory

• Scheduling

- 0) First-Come, First Serve
- 1) Round-Robin
- 2) Priority + Decay

• System Calls

- calling conventions
- software interrupts
- exception / privilege levels

• The first process

- bootstrapping
- + more processes

• Concurrency

- threads
- multiprocessor / multicore

Calling Conventions

machine

```

mov a, r0
mov b, 0, r1
mov b1, r2

ret
    
```

SP points to 0a

Rust
 extern
 windows
 PL view

```

fn f(a: usize, b: &str) -> a
use(a);
use(b[0]);

? a

C
x = f(13, "hello")
    
```

(usize, usize)
 push r0 -> callee
 0x r0
 caller
 spill

pop r9
 mov r9, [sp+8]
 callee-saved (sp)
 caller-saved (r9)

mov r0, 13
 mov r1, ptrJob
 mov r2, size
 push r9
 mov lr, next address
 "call", "ret"

- > which registers are o.k. to not spill (save/restore)
- > how to pass parameters first n: r0, r1, r2, r3, ..., rn n=8
- > where to store return address (link address) lr (r30), stack
- > how to return values first n: r0, r1, ..., rn

fn id(a:T) → T

ret

System Calls

A request from user-level for the kernel. (typically numbered)
- typically to perform some privileged operation
on behalf of the user

Example: read/write from disk
: allocate memory
: signal a process
: create memory mapping
: create a new process

+ 100s more

(> 300 on Linux)

A protected transfer from fewer to greater privileges.

Q: where have we heard this before?

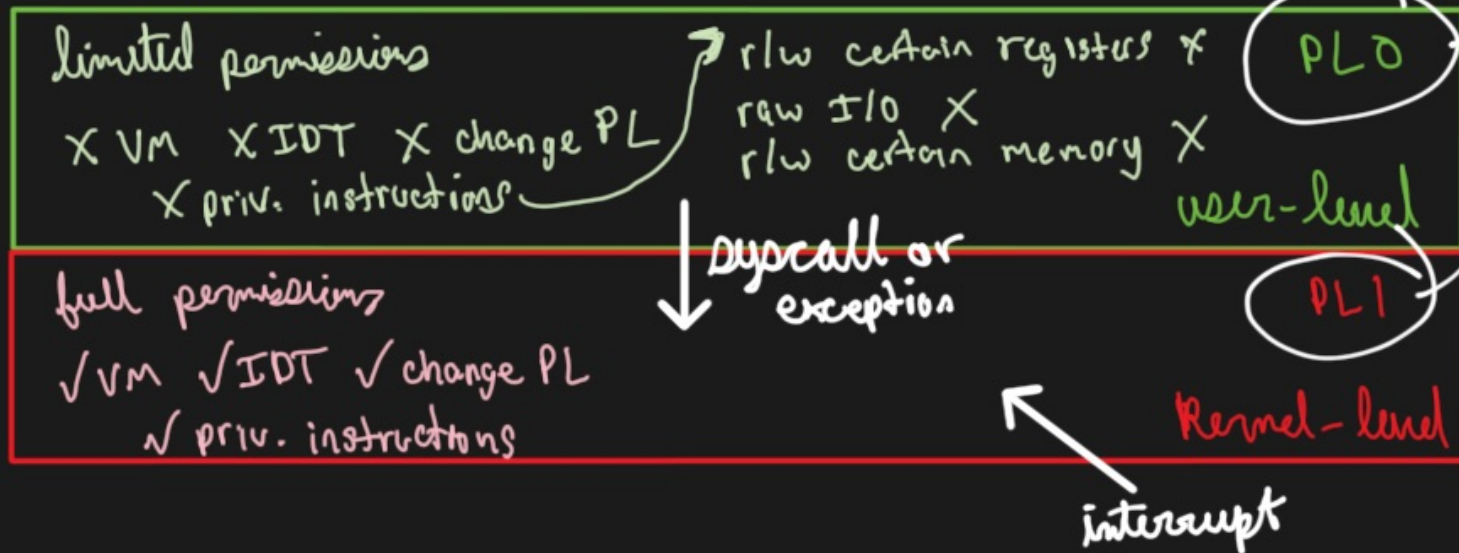
A: Interrupts + Exceptions!

User-Mode

- Hardware exposes "privilege levels"
 - OS configures HW to run in lowest priv. level for user procs, highest for kernel.

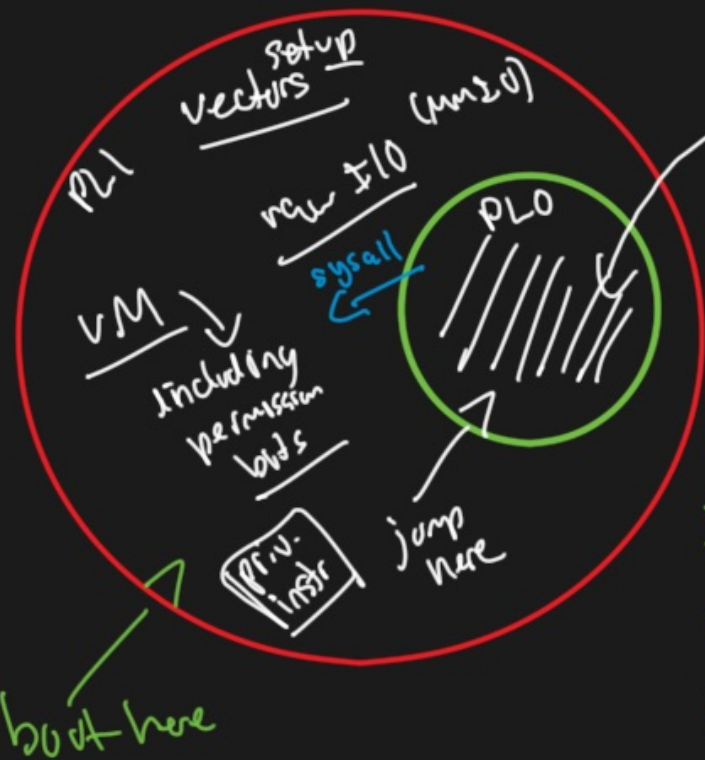


* Architecture dependent



System Calls

Intel: "rings"
ARM: "exception levels"



Intel x64
"syscall #"
"svc #"
"int11"
Intel x64 32-bit

Software Interrupt

"brk" ARMv4

POSIX

how many?
- Drawbridge ~300 → 17
Linux ~300