

go up stack, now @ OS

still use registers nowadays $\%eip$ & $\%rip$ used
32 bit 64 bit

sometimes won't distinguish

processor does only "one thing"

who gives it instructions?

CPU != computer

need an OS to pass instructions

OS is just another program
linux is just hella files

run objdump -> hella files

program live in disk & loaded into memory

8 bytes memory: [0x0, 0x8)
32 bytes : [0x0, 0x20)
4 GB : [0x0, 0x1 0000 0000)

program first onto memory from disk, then get instr. from

program counter register
 $\%rip$

put main() to CPU

what loads OS to memory?
done by hardware

bootloader
firmware

what about infinite loop?

then print "A"

wait until loop finish then print? no

can run multiple programs simultaneously

program interrupted every 10ms

network "interrupt"

OS deals w/ interrupters

Programs and OS

Where are they?

So far abstract view. Real view:

On the disk:

(yourPath) /p1/hello
/boot/vmlinux-3.2.0

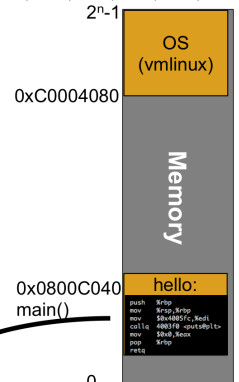
Gets loaded to memory

Who loads hello? OS

Who loads vmlinux? BOOT
Loader (FYI).

CPU
(need
instructions)

OS registers the next
instruction address ($\%eip$ register)
e.g. 0x0800C040



divide by zero
CPU can catch error, run handler

fn's to deal w/hardware
OS

need mechanism to break flow

OS exceptions
 ○ exception handlers (by developers)
 ○ exception table (hardware)

Exceptions

```

TimerInterrupt() { // every 10 ms
    ScheduleProcesses();
    Ex: P1 just ran, so now P2's turn;
}

DivideByZeroError() {
    // e.g. currentP just did x/0
    kill(currentProcess);
    popUpWindow("hey something wrong");
    scheduleProcesses();
}

Syscall_handler (int arg) {
    if (arg==READ) sys_read(...);
    ...
}

networkInterrupt() {
    // read data from network card
}
    
```



C code
OS has fn's w/memory
waiting to be called by...?

Exception/Interrupt Table

Built inside the CPU

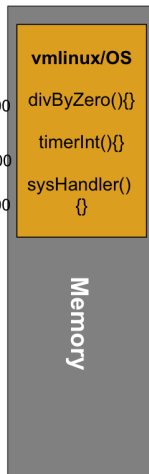
256 entries

Initialization

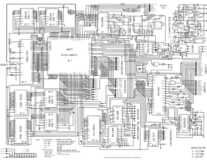
The boot loader boots the OS

OS initialization code install addresses of exception handlers to exception table

Exc#	Exception handler addresses
0	0xC0003000
...	...
128	0xC0001000
...	...
200	0xC0002000



Exception #	Description	Actual Functions
0	Divide Error	DivideByZeroError()
128	Syscall	SyscallHandler()
200	Timer interrupt	TimerInterrupt()



hardware table

agree on what each exception num means

Exc#

OS exception: both asynchronous & synchronous