

- 1. Last time
 - 2. Final exam
 - 3. Your questions
 - 4. Wrap-up
-

2. Final exam

- 110 minute exam

- stay seated at 100 mins

- closed book

- TWO two-sided sheets allowed

Material

- Readings

- Labs

- HWs

- Classes

→ see l12.txt

[see midterm topic list]

Post-midterm topics (not guaranteed to be necessary or sufficient)

virtual memory

virtual memory on x86-64

virtual address [0000] ^{36 bits} | ^{12 bits}

entry in L1...L4 page tables

entry
[40 bits more bits bottom 3 bits]
protection (u/s | w/R | P/NP)

what's a TLB?

page faults
mechanics
costs

page replacement policies (FIFO, LRU, clock, OPT)
uses
thrashing
mmap()

I/O

architecture

how CPUs and devices interact

mechanics

polling vs. interrupts

DMA vs. programmed I/O

device drivers

synchronous vs. async I/O

context switches

User-level threading

Disks

geometry

performance

interface

scheduling (skipped in class, covered in book)

File systems

basic objects: files, directories, metadata, links, inodes

how does naming work?

types of file layout

- extents/contiguous, linked, index

- classic Unix + FFS are variants of indexed

analogy between inode and top-level page directory (aka L1 page table)

tradeoffs

performance

Crash recovery

ad hoc

copy-on-write (COW)

journaling (redo logging, undo logging, undo + redo)
WAL

RPC, client/server systems

Case study: NFS

marquee user of RPC

mostly skipped in class, covered in book

protection and security

stack smashing/buffer overflow

Unix security model

access control, privileges, setuid, attacks

trusting trust

boot up, from power-on

static linking + loading is a key tool

bootstrap process

H/W copies firmware into read/write mem

firmware is mini OS

runs bootloader program, which ultimately begins kernel

kernel invokes `init(1)`

`init(1)` invokes `login(1)`

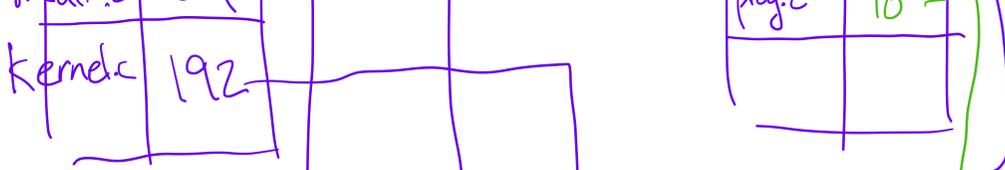
`login(1)` lets you get a shell and begin executing programs

/a/b

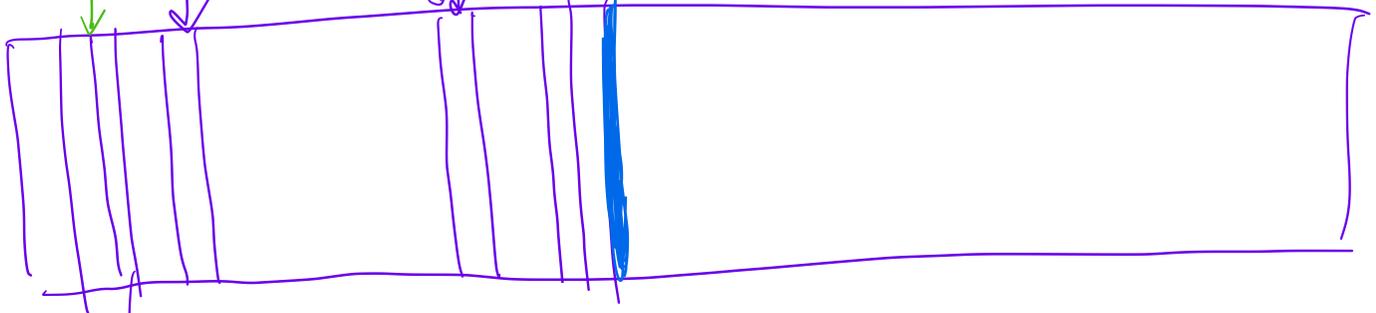
essay	173
main.c	64

/c/d

hello.txt	34
eng201 -final.docx	173
prog.c	10



Disk



inodes

→ file contains "/a/b/main.c"

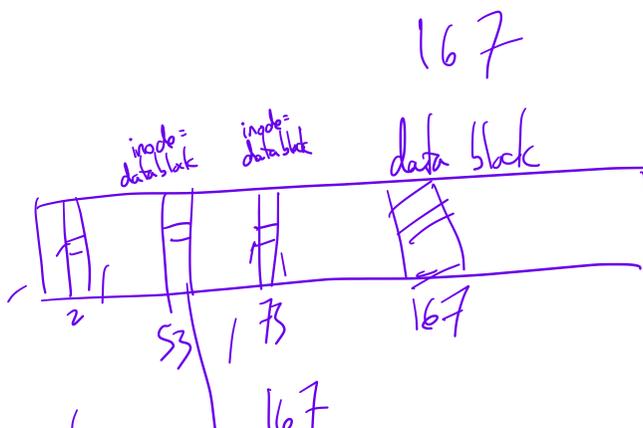
```
vm-map (pg-table, 0x200000, pa1, PGSIZE,
        PTE-P,
        abc);
```

```
vm-map ( " " , 0x300000, pa2, 5*PGSIZE, --);
```

```
vm-map ( " " , 0x301000, pa3, PGSIZE, --);
```

/foo/bar

2.1 reads and writes



foo	73

↘

bar	53

