CSCE 313-200
Introduction to Computer Systems
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Final Notes
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Chapter 7: Roadmap

7.1 Requirements
7.2 Partitioning
7.3 Paging
7.4 Segmentation
7.5 Security
8.1 Hardware virtual memory
8.2 OS software
Memory Dumps

• Process crash is usually good news
  ─ Attach debugger, examine location of crash…
• Except when product has shipped to customers
  ─ Users do stuff with code that makes it crash
  ─ Developer is unable to replicate bug locally, what’s next?
• Idea: catch faults with SEH (Structured Exception Handling)
  ─ Create a crash dump, send it to main server, then probably restart
Memory Dumps

• Instead of dumping entire RAM contents, Windows allows much smaller files called **MiniDumps**
  ‒ Can be customized during exception handling to vary in size from a few KB to a few MB

• **MiniDumps** can be loaded into Visual Studio
  ‒ Shows the exact location of crash, call stack, certain variables (even if crashed in release mode)

• **Example:**
  ‒ Important application that must work 24/7, years in a row
  ‒ When it crashes, saves internal data and dump, restarts
  ‒ Debugging is done offline from a collection of minidumps

• See **MiniDumpWriteDump** on MSDN
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Buffer Overflow Attacks

- **Example 1:**

```c
int CheckPassword (HANDLE user) {
    char correctHash [16];
    char userHash [16];
    GetPassHash (user, correctHash);
    // remote desktop hashes password
    // and sends the hash to server
    Network.Read (userHash);
    if (!strcmp (correctHash, userHash))
        return MATCH;
    else
        return BOGUS;
}
```

- **Example 2:**

```c
void HandleServerRequest (void) {
    char request [256];
    Network.Read (request);
    ...
}
```
Buffer Overflow Attacks

- Modern OS usually puts a guard page between data, code, and stack

**Example 3:**

```c
void HandleServerRequest (void) {
    char request [256];
    Network.Read (request);
    ...}
```

- Modern OS marks data and stack pages as non-executable (DEP)

Guard pages (reserved, but not committed) generate page faults

- Expected return address (ret addr) rewrites return address to jump back to execute virus

Firefox was closed
To help protect your computer, Data Execution Prevention has closed Firefox. Click to learn more.
Buffer Overflow Attacks

• Example 4:

```c
void HandleServerRequest (void) {
    char request [256];
    Network.Read (request);
    ...
}
```

rewrites return address to jump to specific kernel function that gives elevated privileges

- Ntdll.A: admin user logged in
- Ntdll.B: change admin password
- Ntdll.C: wipe C:\

kernel space

• Example 5:

```c
void HandleServerRequest (void) {
    char *ptr = new char [50];
    char request [256];
    strcpy (ptr, "hello world");
    Network.Read (request);
    ...
}
```

- Ntdll.A: admin user logged in
- Ntdll.B: change admin password
- Ntdll.C: wipe C:\

admin password in RAM
OpenSSL is a library that encrypts/decrypts traffic
- Commonly used in HTTPS, SSH, secure IMAP/SMTP

Heartbeat extension introduced in 2011
- OpenSSL periodically sends a request that is echoed back to verify the connection is alive

Request message format:

Response is supposed to echo the buffer
- Implementation →

```c
size = Network.GetNextPacketSize();
char *packet = new char [size];
Network.Read (packet);
len = ExtractLenField (packet);
Network.Send (packet, len+sizeof(header)+sizeof(short));
```
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Managing Virtual Memory

- The OS has to make two main decisions when managing virtual memory and swapping
  - Which page to bring back to RAM (fetch policy)
  - Which page to offload to disk (replacement policy)
- Similar concepts may be useful in user-mode programs (e.g., object caching, browser prefetch)
- **Fetch policy**
  - Demand paging: bring page only on access (Windows)
  - Prepaging: OS attempts to guess future demand, bring those pages in memory ahead of the request
- **Replacement policy**
  - FIFO: treats all pages as circular buffer, evicts the next one
Managing Virtual Memory

• Replacement policy (cont’d)
  – **LRU**: evicts the page that has not been used the longest
  – **Optimal**: evicts the page that won’t be used the longest
    (only used in simulations for comparison purposes)

• How to implement LRU?
  – Can’t tag each page with an access timestamp (updating
    timestamps incurs huge overhead)
  – Can’t organize all pages into a linked list either (moving
    items to the front of the list on access is expensive)

• **Idea**: replace LRU with an approximation algorithm
  – Assume a set of pages 0, …, N-1 that the OS manages
  – Associate a bit B (e.g., in the TLB) with each page
  – CPU sets the bit to 1 upon each read/write access
Managing Virtual Memory

• Upon page fault that needs more space:
  - OS scans from current position CP in [0, N-1] forward
  - If next page has B = 1, flag is reset to 0 and scan continues
  - If next page has B = 0, OS stops and evicts that page

• This policy is called CLOCK
  - Next page evicted?

• Quality of algorithm measured by number of hard page faults (PF)
  - FIFO 2x worse than optimal in PF
  - CLOCK better than FIFO, but not as good as LRU
Managing Virtual Memory

- Should pages that were read be replaced at the same rate as those that have been written to?
  - Probably more expensive to evict a modified page
- **Idea**: set up an extra bit $W$ for each page
  - CPU modifies them on access, CLOCK first evicts eligible pages with $W = 0$; if none left, then those with $W = 1$
- CLOCK is quicker than LRU even in user mode
- Examples where CLOCK might be useful:
  - Web crawler keeps a list of recently seen URLs
  - Search engine caches answers to popular queries
  - Homework #4: 50% of all hash table lookups refer to 1,270 words (20% to just 36 words), possible ways to speed up?
Dining savages 5.0 revisited

- A tribe of savages eats communal dinners from a large pot that can hold M servings of stewed missionary
- When savage want to eat, they help themselves from the pot, unless it is empty
- If so, they must wait for the cook to refill the pot with M new pieces of meat

```java
Semaphore Puzzles

Work () {
    while (true)
        semaEmpty.Wait();
        chunksLeft = MakeFood ();
        semaFull.Release (chunksLeft);
}

AttemptToEat () {
    // semaphore counts available chunks
    semaFull.Wait();
    StartEating();
    mutex.Lock();
    if (--chunksLeft == 0)
        semaEmpty.Release();
    mutex.Unlock();
}
```
Semaphore Puzzles

• Dining savages 6.0
  – Doesn’t use shared counters
  – No mutexes either

Work () {
  while (true)
    for (i=0; i<M; i++)
      semaEmpty.Wait();
    MakeFood ();
    semaFull.Release (chunksLeft);
}

Work () {
  while (true)
    for (i=0; i<M; i++)
      semaEmpty.Wait();
    MakeFood ();
    semaFull.Release (chunksLeft);
}

• Bursty producer-consumer
  – Mutex not needed in either thread

• Better performance?
  – a) install multiple pots; b) run multiple cooks