Userspace Initialization

Advanced Operating Systems and Virtualization
Alessandro Pellegrini
A.Y. 2019/2020



BIOS/UEFI

The actual Hardware Startup

Bootloader Stage 1

Executes the Stage 2 bootloader (skipped in case of UEFI)

Bootloader Stage 2

Loads and starts the Kernel

Kernel Startup

The Kernel takes control of and initializes the machine (machine-dependent operations)

Init

First process: basic environment initialization (e.g., SystemV Init, systemd)

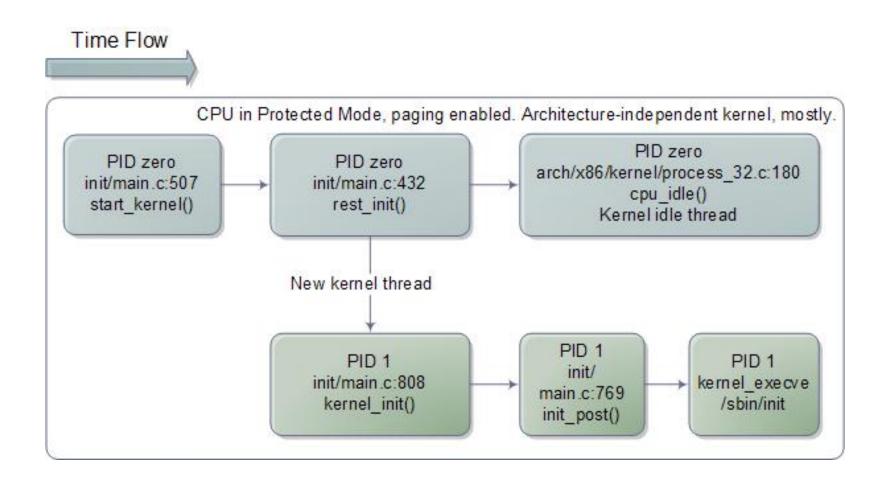
Runlevels/Targets

Initializes the user environment (e.g., single-user mode, multiuser, graphical, ...)





Back to Kernel Initialization







- We have to "leave" the infinite loop in pid 0
 - We need to start other processes than idle!
- A new **kernel thread** is created, referencing kernel init() as its entry point
- A call to schedule() is issued, to start scheduling the newly-created process
- This is done right before PID 0 calls into cpu_idle()





Starting / sbin/init

- /sbin/init is the first userspace process ever started
- This process is commonly stored into the ramdisk, to speedup the booting process
- init will have to load configuration files from the hard drive
- This means that the VFS, Device Management, and Interrupt subsystems must be initialized before loading init





BIOS/UEFI

The actual Hardware Startup

Bootloader Stage 1

Executes the Stage 2 bootloader (skipped in case of UEFI)

Bootloader Stage 2

Loads and starts the Kernel

Kernel Startup

The Kernel takes control of and initializes the machine (machine-dependent operations)

Init

First process: basic environment initialization (e.g., SystemV Init, systemd)

Runlevels/Targets

Initializes the user environment (e.g., single-user mode, multiuser, graphical, ...)





Startup Services

- Hostname
- Timezone
- Check the hard drives
- Mount the hard drives
- Remove files from /tmp
- Configure network interfaces
- Start daemons and network services





Startup Run Levels

Level	Mode
1 (S)	Single user
2	Multiuser (no networking)
3	Full Multiuser
4	Unused
5	X11
6	Reboot
0	Halt





Run Level Scripts

- Actual scripts placed in: /etc/rc.d/init.d/
- /etc/rc.d/rc#.d/:
 - Symbolic links to /etc/init.d scripts
 - S## Start scripts
 - K## Stop scripts
 - -/etc/sysconfig/: script configuration files
- chkconfig <script> on|off
- service <script> start|stop|restart



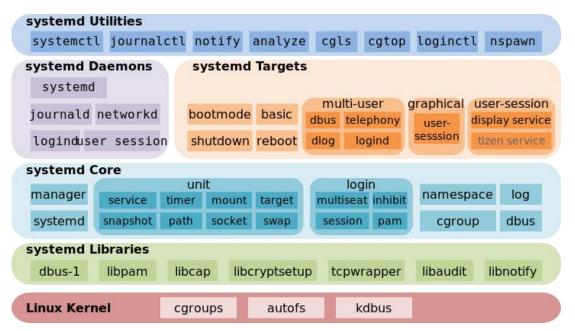
/etc/inittab

- Initializes system for use
- Format: id:rl:action:process
 - id: uniquely identifies entry
 - -rl: what runlevels the entry applies to
 - -action: the type of action to execute
 - -process: process command line
- An example:
 - 2:23:respawn:/sbin/getty 38400 tty2



Systemd

- Becoming more prevalent in Linux Distros
- Mostly compatible with the init system
 - init scripts could be read as alternative format
- Based on the notion of "units" and "dependencies"







Systemd Targets

- The concept of "runlevel" is mapped to "targets" in systemd jargon
- Runlevel is defined through a symbolic to one of the runlevel targets
- Runlevel Target
 - Runlevel 3:/lib/systemd/system/multi-user.target
 - Runlevel 5:/lib/systemd/system/graphical.target
- Change Runlevel:
 - Remove current link /etc/systemd/system/default.target
 - Add a new link to the desired runlevel



Systemd Unit Types

- Different unit types control different aspects of the operating system
 - service: handles daemons
 - socket: handles network sockets
 - target: logical grouping of units (example: runlevel)
 - device: expose kernel devices
 - mount: controls mount points of the files system
 - automount: mounts the file system
 - snapshot: references other units (similar to targets)





Systemd Unit Section

- [Unit]
 - Description: A meaningful description of the unit
 - Requires: Configures dependencies on other units
 - Wants: Configures weaker dependencies
 - Conflicts: Negative dependencies
 - Before: This unit must be started before these others
 - After: This unit must be started after these others (unlike Requires, it doest not start the unit if not already active)





Systemd Service Section

- [Service]
 - Type= simple|oneshot|forking|dbus|notify|idle
 - ExecStart
 - ExecReload
 - ExecStop
 - Restart=no|on-success|on-failure|on-abort|always





Systemd Install Section

- [Install]
 - Wantedby=

 Used to determine when to start (e.g. Runlevel)





An Example

```
[Unit]
Description=Postfix Mail Transport Agent
After=syslog.target network.target
Conflicts=sendmail.service exim.service
[Service]
Type=forking
PIDFile=/var/spool/postfix/pid/master.pid
EnvironmentFile=-/etc/sysconfig/network
ExecStartPre=-/usr/libexec/postfix/aliasesdb
ExecStartPre=-/usr/libexec/postfix/chroot-update
ExecStart=/usr/sbin/postfix start
ExecReload=/usr/sbin/postfix reload
ExecStop=/usr/sbin/postfix stop
[Install]
```



WantedBy=multi-user.target



BIOS/UEFI

The actual Hardware Startup

Bootloader Stage 1

Executes the Stage 2 bootloader (skipped in case of UEFI)

Bootloader Stage 2

Loads and starts the Kernel

Kernel Startup

The Kernel takes control of and initializes the machine (machine-dependent operations)

Init

First process: basic environment initialization (e.g., SystemV Init, systemd)

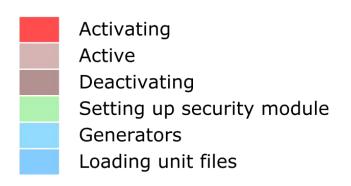
Runlevels/Targets

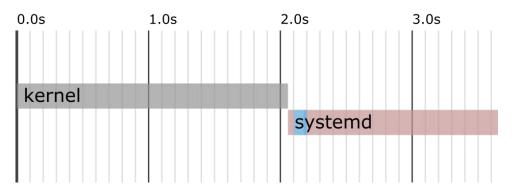
Initializes the user environment (e.g., single-user mode, multiuser, graphical, ...)





Startup finished in 2.057s (kernel) + 1.593s (userspace) = 3.650s





Times taken on a 4-core Intel i7-7600U CPU @ 2.80GHz (7th gen) with 16 GB of RAM

