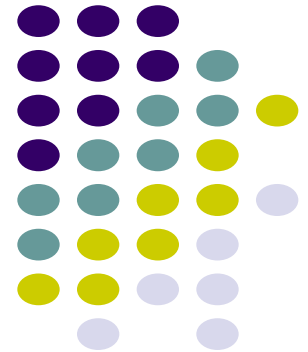


ECE469: Booting

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What is booting?



Booting an OS



- Start the OS and give it control:
 - Where is OS?
 - What is OS?
 - a computer program.
 - Giving control:
 - Start executing.

Booting an OS



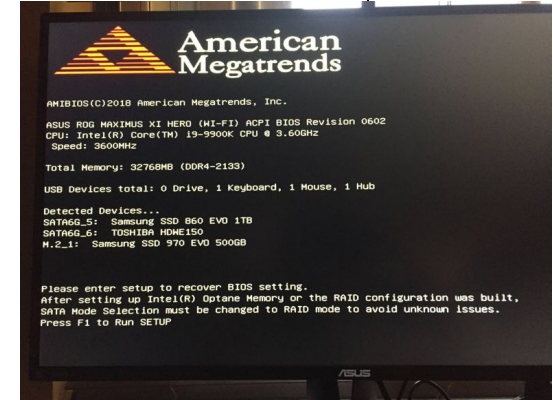
1. Initialize disk/peripherals.
2. Read the OS code (i.e., binary) and load it into main memory.
3. Start executing from the first instruction.

What happens, when we turn on the machine?



1. BIOS:

- Basic Input Output System.
- Enables basic device access.



Phoenix - Award Workstation BIOS CMOS Setup Utility		
Advanced BIOS Features		
		Item Help
Anti-Virus Protection	[Disabled]	
CPU L1 & L2 Cache	[Enabled]	
CPU Hyper-Threading	[Enabled]	
CPU L2 Cache ECC Checking	[Enabled]	
Quick Power ON Self Test	[Enabled]	
First Boot Device	[Floppy]	Menu Level ▶
Second Boot Device	[HDD-0]	Allows you to choose the VIRUS warning feature for IDE Hard
Third Boot Device	[CDROM]	Disk boot sector protection. If this function is enabled and someone attempt to write date into this
Boot Other Device	[Enabled]	
Swap Floppy Drive	[Disabled]	
Boot up NumLock Status	[On]	
Gate A20 Option	[Fast]	



What happens, when we turn on the machine?



1. Power up.
2. BIOS initializes basic devices.
3. After initializing peripheral devices, it will put some initialization code to
 - a. DRAM physical address 0xffff0 ([f000:fff0])
 - b. Copy the code from ROM to RAM
 - c. Run from RAM

```
The target architecture is assumed to be i8086
[f000:fff0] 0xffff0: ljmp $0xf000,$0xe05b
0x0000fff0 in ?? ()
```

1. What does the code do? Load and run the boot sector from disk
 - b. Read the 1st sector from the boot disk (512 bytes)
 - c. Put the sector at 0x7c00
 - d. **Run it!** (set the instruction pointer = 0x7c00)



What!!? Why?

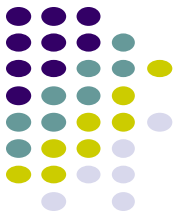
1. What is ROM?
 - a. Read Only Memory: Memory that contains read-only data -> code for BIOS.

1. What is i8086 and why is the address 0xffff0 ([\[f000:fff0\]](#))?
 - b. Intel 8086 (1978, ~44 years old) -> The seed for Intel x86 processors.
 - c. 16-bit processor; all registers are 16-bits.
 - d. The processor starts at address 0xffff0 -> Hardcoded!
 - e. **BIOS assumes that our processor is i8086! Why!?**



What is this [f000:fff0]?

- i8086 has 16-bit registers:
 - a. We can access 1 MB of memory (i.e., 0x0 - 0xffff) - 20 bit address space
 - b. How?
- **Memory Segmentation:** Allows 16-bit processor to access 20-bit address space.
 - a. Address Format = [Segment:Offset]
 - b. Final address = (Segment * 16 + Offset) or (Segment << 4 + Offset)
 - c. [f000:fff0] => 0xffff0



Real Mode v/s Protected Mode

- Real mode:
 - a. Mode that uses physical memory directly.
 - b. No memory protection.
 - c. MS-DOS (1981 ~ 2000) runs in this mode.
- Protected mode (Modern processors):
 - a. Uses virtual memory -> gets translate to physical memory by page tables.
 - b. Memory protection through MMU.
 - c. All modern operating systems run in this mode.
- Booting always occur in real mode. Why?



Debugging notes

```
[f000:e05b] 0xfe05b: cmp1 $0x0,%cs:0x6ac8  
0x0000e05b in ?? ()
```

```
cs 0x0000f000
```

what are we comparing 0x0 with?



Debugging notes

```
[f000:e05b] 0xfe05b: cmp1 $0x0,%cs:0x6ac8  
0x0000e05b in ?? ()
```

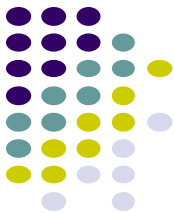
```
cs 0x0000f000
```

what are we comparing 0x0 with?

cs:0x6ac8

f000:6ac8 == 0xf6ac8

```
>>> x/w 0xf6ac8  
0xf6ac8: 0x00000000
```



Boot from disk

- Load the boot sector (512 bytes) from the boot disk
- Boot sector (Master Boot Record)
 - a. The 1st sector of the disk partition
 - b. Ends with 0x55AA: **Let's check!**
- Load OS at 0x7c00, and run
 - a. Now the OS takes the control!

What should boot sector do?



- Load the OS and run!
 - a. Processor maximum memory in real mode: 1MB.
 - i. OS size can be more than 1MB!?!?

What should boot sector do?



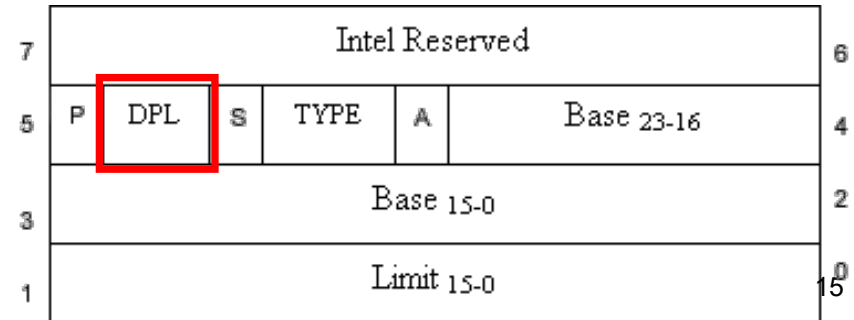
- Load the OS and run!
 - a. Processor maximum memory in real mode: 1MB.
 - i. OS size can be more than 1MB!!?
- First, enable Protected Mode (virtual memory support 4GB).
- Then load the OS and run it.
- Boot sector is 512 bytes, but we should do this in the first 510 bytes!!? Why?

Intel memory models



- 8086 (1978, 16-bit), 8088 (1979, 8-bit), and 80186 (1982, 16-bit)
 - a. Uses 20-bit addressing via **Real Mode** segmentation
- 80286 (1982), a 16-bit computer
 - a. Uses 24-bit (16MB) addressing via **Protected Mode**
 - b. A different way of using segment registers (286 is also 16-bit computer)
 - c. Segment register points to Global Descriptor Table, which sets base (24-bit) and limit (16-bit)

Base (24-bit) + Limit (16-bit)



i386 Protected Mode



- 80386 (1985, 32-bit)
 - a. 32-bit processor, all registers are 32 bits, $2^{32} = 4,294,967,295 = 4\text{GB}$ Space!
 - b. At that time major computers were equipped only with 4~16MB RAM...
 - c. Segment register now points 32bit base addressable by 32bit offset
- 32bit base + 20bit limit
- Supports paging (Lab2)

31				16				15				0							
Base 0:15								Limit 0:15											
63		56		55		52		51		48		47		40		39		32	
Base 24:31				Flags				Limit 16:19				Access Byte				Base 16:23			

i386 Protected Mode



- 80486, Pentium (P5), Pentium II (i686, P6), Pentium !!!
 - a. Uses the same protected mode with 80386
- Pentium 4 (Prescott, 2004)
 - a. Supports 64-bit (amd64)
 - b. Address space: 48-bit (256TB)
- Latest (Coffee Lake and onward)
 - a. Address space: 57-bit (128PB)



Summary!

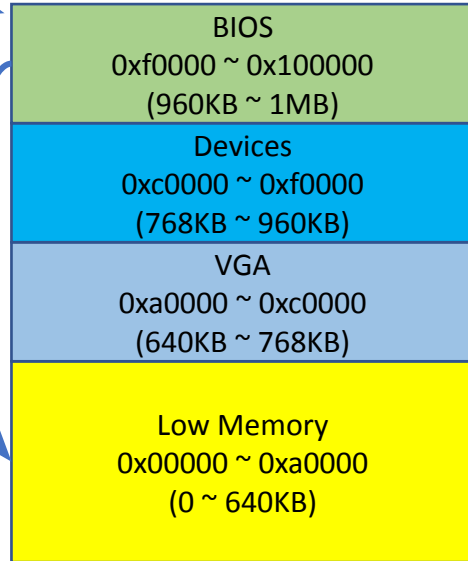


Map code in BIOS at
f000:ffff

Extended Memory
(Over 1MB)

Load kernel and
run!

Read Master Boot Record
(MBR)
from the boot disk
and load it at 0x7c00



Enabling Protected
Mode