Advanced Unix System Administration

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Shared Libraries

- The dynamic linker
 - Binaries have a "symbol table" containing functions, etc. and their locations
 - Dynamic binaries have tables with blanks it's the responsibility of the dynamic linker to resolve these
 - Linker loads listed dynamic libraries and tries to resolve the symbols
 - Allows shared code, but incurs a performance penalty on most architectures

Shared Libraries

- Binary compatibility
 - Programs expect the "ABI" offered by a shared library to stay the same (structs, function prototypes, etc.)
 - When this assumption breaks, things go horribly – or worse, subtly – wrong
 - Hence mechanisms for versioning shared libraries and symbols

- Bootloader
 - Highly architecture-dependent behavior
- Kernel
 - Need to get enough loaded to find root partition, mount it, and launch userspace
 - Traditional fully monolithic kernels load everything here
- init
 - Mounts filesystems, launches daemons, and brings up the system

- init(8)
 - PID 1, the "ultimate parent"
 - Spawns and respawns various children, according to configuration
 - Two traditional varieties: System V, BSD
- System V init binary
 - Used on Linux, Solaris, most commercial Unix
 - Configured via /etc/inittab
 - Uses "runlevels" to define the stages of boot and what should be running

- System V style runlevel handling
 - Usually performs actions when changing runlevels based on the contents of /etc/rcN.d, where N is the new runlevel
 - Scripts starting with S are run with argument "start", scripts starting with K are run with argument "stop"
 - Two-digit number following S or K gives the ordering
 - Runlevel S is notionally invoked at the beginning of startup, 0 and 6 at halt or reboot

- BSD init binary
 - Used primarily on the BSDs
 - Launches a script /etc/rc when invoked, then spawns and respawns programs based on the contents of /etc/ttys
 - /etc/rc.shutdown is run on shutdown
- BSD style init handling
 - Only used by OpenBSD nowadays
 - /etc/rc and /etc/rc.shutdown do most/all of the work themselves

- Comparing BSD and SysV init handling
 - BSD-style init handling is simple and straightforward, but difficult to modify automatically
 - SysV init has more flexibility and modularity
 - With appropriate configuration of /etc/inittab or /etc/rc, SysV init binaries can be configured to behave BSD style (i.e. Slackware) and vice versa – or could behave entirely differently from either

- System shutdown
 - Run shutdown scripts first
 - Kill all processes: send SIGTERM to all processes, wait a few seconds, then send SIGKILL to make sure they're dead
 - Sync/unmount disks, then power down or restart
 - SysV: last two steps actually run from the shutdown scripts, invoked by init
 - BSD: halt(8)/reboot(8) take care of all steps

- Criticisms of classic init
 - Inefficient processes not started in parallel,
 SysV init requires launching lots of shells
 - Manual establishment of order of tasks and daemon load order required
 - Provides no monitoring of services and restarting of those that died
 - Shutdown procedure is an ugly hack

- "Requires-depends" init handling
 - Used in FreeBSD and NetBSD
 - Standard BSD init binary
 - /etc/rc{,.shutdown} uses a program rcorder(8) to examine "Requires",
 "Depends", "Provides" lines in scripts in /etc/rc.d and provide an order to run them in
 - Allows dynamic ordering of tasks, parallelization (though currently not parallel)

- Replacing init
 - SMF (Solaris 10+): dependency-based XML config allowing parallel launch of processes and restarting of services; "milestones" separate stages of bootup
 - launchd (OS X 10.4+): dependency-based config allowing parallel launch; also replaces/extends cron and inetd
 - Upstart (Ubuntu 6.10+): event-based structure for controlling processes; also replaces/extends cron and inetd