CSE 506: Operating Systems

Terminals
Terminals

• Kernel structure
  – *Terminals*
    • Connect to “real” devices
  – *Pseudo-terminal (pty)*
    • Connect to processes pretending to be real devices
    • E.g., xterm or sshd

• Terminals connect to drivers on one end
  – Driver provides input and output functionality
    • Output: output a character (or string)
    • Input: get a character
  – Modern OSes have console driver with multiple terminals
    • Switch between terminals with Alt+F? keys (*virtual* terminals)
Console Driver

• output function outputs to screen
  – Similar to printk()
  – How to distinguish printk() from terminal?
    • printk() is usually bold
  – Needs to support printing special characters
    • E.g., “go back character” goes left 1 position

• input functionality gets input from keyboard
  – Translates scan codes to characters
    • Actually integers, to allow for non-ASCII chars
      – Meta (Alt), arrows, etc...
  – Calls input function on terminal
Terminal Input Processing

• When receiving a new character...
  – Handle control characters
    • Ctrl+H: backspace
    • Ctrl+U: kill (clear buffer)
    • Ctrl+S: stop (buffer output), Ctrl+Q: start
  – Perform local echo
  – Keep buffering up input
    • If Enter (Ctrl+M) received, try to pass input (called **cooked** mode)

• What happens when buffer is full?
  – Beep and drop characters
  – Bad idea to drop from head of buffer
Application Interface

• Apps interact with terminals via file descriptors
  – When app starts, kernel auto-opens 3 descriptors
    • stdin (0), stdout (1), stderr (2)
  – Descriptors are connected to terminal

• On write syscall from app
  – Terminal output function is called
    • Passes output to driver (unless “stop”ed)

• On read syscall from app
  – Terminal input function is called
    • If buffer contains newline, process read call
    • If buffer has no newline, block (terminal will unblock on Enter)
Terminal Inheritance

• How do `fork()`ed procs interact with terminal?
  – It’s complicated – too much to cover here

• The important bits for CSE506...
  – Child processes connect to same terminal
    • Members of same `session`, split into `groups`
    • Syscalls for creating new sessions, new groups/leaders
      – Not required for SBUnix
  – Output from all children goes to terminal
  – Input from terminal goes only to “foreground” process
  – If non-fg processes try to read, receive SIGTTIN
Lots of Cool Features

- **Ctrl+C**: send interrupt signal to foreground group
- **Ctrl+Z**: send suspend signal to foreground group

- In reality, terminals are highly configurable
  - See `stty -a` on Linux system

```
speed 38400 baud; rows 24; columns 80; line = 0;
intr = ^C; quit = ^\; erase = ^?; kill = ^U; eof = ^D; eol = <undef>;
eol2 = <undef>; swtch = <undef>; start = ^Q; stop = ^S; susp = ^Z; rprnt = ^R;
werase = ^W; lnext = ^V; flush = ^O; min = 1; time = 0;
-parenb -parodd cs8 -hupcl -cstopb cread -clocal -crtsscts
-ignbrk -brkint -ignpar -parmkrk -inpck -istrip -inlcr -igncr icrnl ixon -ixoff
-iuclc -ixany -imaxbel -iutf8
-opost -olcuc -ocrnl onlcr -onocr -onlret -ofill -ofdel nl0 cr0 tab0 bs0 vt0 ff0
isig icanon iexten echo echoe echok -echonl -noflsh -xcase -tostop -echoprt
echoctl echoke
```