ITP 30002 Operating System

Introduction to Operating System
(OSTEP:Ch.2)

Shin Hong

What's Operating System?

- a body of software that enables various programs to run effectively and efficiently on computers with different hardware devices

  - works as a platform for application programs

  - means a suite of system programs which support construction and operation of application programs
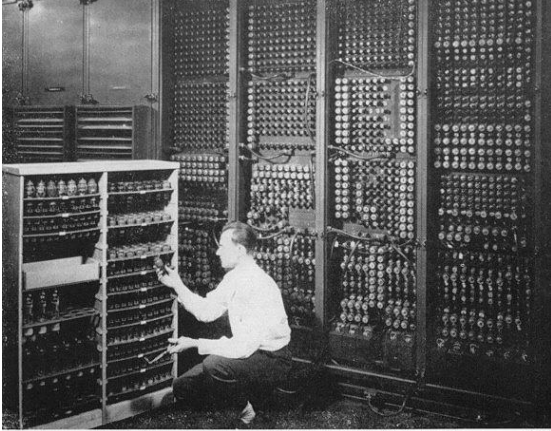
Motivation - Demands

Replacing a bad tube meant checking among ENIAC's 19,000 possibilities.

- constructing a software system by combining existing ones
- importing programs from other systems
- managing a diversity and variety of hardware devices
- providing interactive features in a software system (e.g., networking)
- storing information persistently

Motivation - Problems

- portability issue (hardware-dependency)
- interoperatability issue
- scheduling issues
- resource management issue (efficiency and scalability)
- safety & security issues

Approach

- Virtualize a computer system
  - provide a consistent and simple view to applications and programmers (for portability)
  - provide common interfaces for an application program to communicate with hardware units and other application programs (for interoperatibility)
  - distribute hardware resources to efficiently serve requests from application programs (for concurrency, efficiency and scalability)
  - forbid an application to access the critical control and the internals of a computer system and the other programs (for safety and security)

- Divise different policies of coordinating application programs and then use a suitable one at a specific context
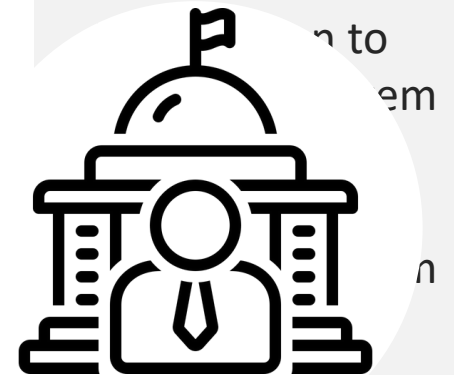
Solution: Operating System Kernel

- Hava a library programs that provide "helper" functions with common interfaces to application programs
    - for accessing HW components and for communicating with other programs

- Let these helper functions take the control of an execution from its caller to do sensitive operations under protection from the caller application
    - It's more like "officer" than just "helper"
    - extends a computer architecture to provide a special instruction to call these officer functions (requires HW support)

- When they work, officer functions not only serve a request, but also regulate and manage the resources that the application uses, especially in consideration with other application programs in the system
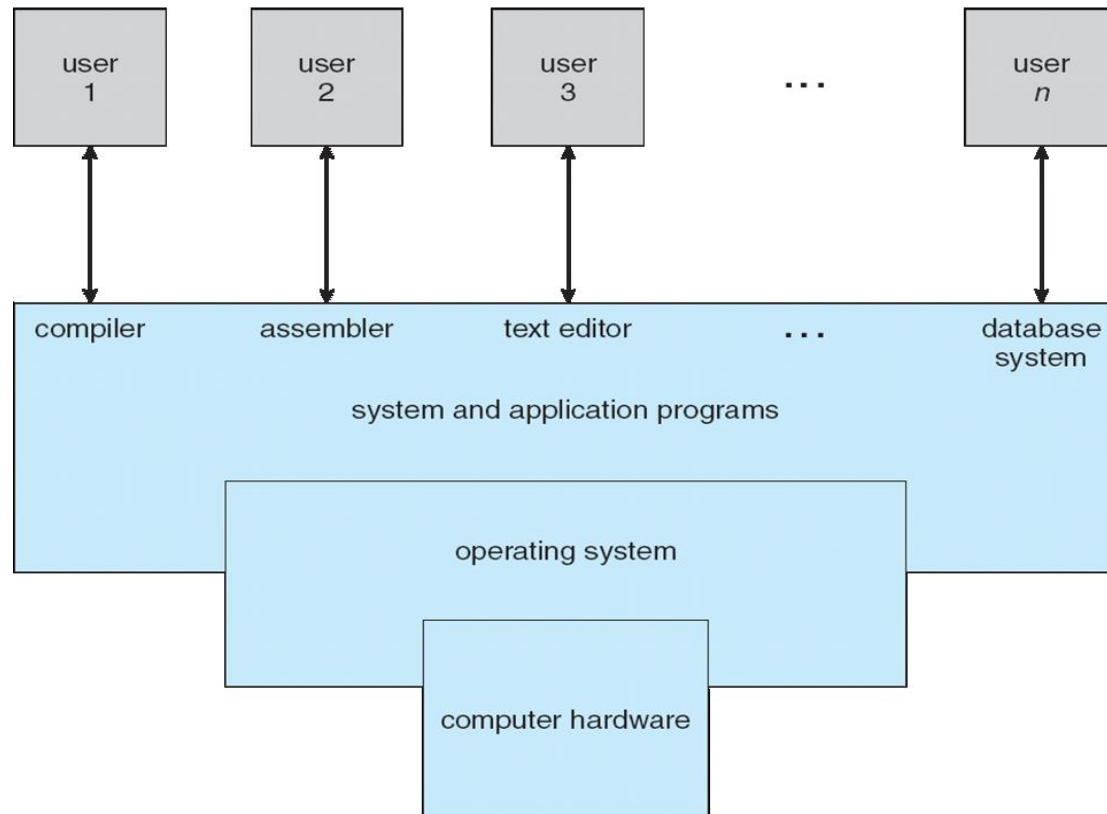   - Then it's more like "governor" than "officer"

Solution: System Programs

- To make a human user and an application easily interact each other, there exists parts of operating systems running upon kernel called *system programs*

  - e.g., compiler, linker, loader, shell, service daemons

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2021-03-05

Solution: Abstraction

- Three models
  - Process
    - an abstract object representing a running instance of a program and all resources that it uses

  - Virtual memory
    - an abstraction of memory locations

  - File system
    - an abstract object for communication channel (streams)
      - to storage devices (i.e., perment memory)
      - to other programs
      - to other systems via network

Program Examples

- multi-processing
- multi-threading
- virtual memory
- file system operation

Quick History of Operating System

HW performance

Protection
(privileged execution)

Just libraries &
batch processing

Multiprogramming
UNIX

OS for PC
DOS

UNIX successors
OSes for Mobile & Cloud

Time

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ITP 30002
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