

System 101

Maël Auzias

ENSIBS - UBS

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Figure: sys-101.auzias.net

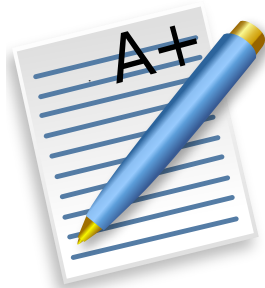
Course details

Objectives

- ▶ How do *computers* work?
- ▶ What are they made of?
- ▶ What is an OS?



Course details



Evaluation

- ▶ Short test at the end of each practice
- ▶ Final exam (1 hour)
- ▶ All equal weighting

Material

- ▶ Slides available at sys-101.auzias.net (github too)

Presentation Outline

What is an OS?

OS Concept

Operating System



Operating System

Two basic unrelated functions

- ▶ provide application programmers a clean abstract set of resources,
- ▶ manage hardware resources.

Customers

OS real customers are **programs developpers**, not end users of theses developped programs.

The OS as an API provider

Abstraction challenge

- ▶ Hardware design, as well made as it can be, only offer awkward and ugly interface to communicate.
- ▶ Instruction set, memory organization, I/O, bus structure are not user friendly.
- ▶ Programmers need not to worry about all of that thanks to the **abstraction level** provided by OS.

The OS as the resource manager

Resource challenge

- ▶ Orderly allocation of the processors, memories, I/O devices for all the programs competing for them.
- ▶ Software resources (files, DB, network access) are also managed by the OS.
- ▶ Multiplexing:
 - ▶ Time multiplexing (CPU, printer),
 - ▶ Space multiplexing (RAM, disk).

The OS history

1945-55 First generation: vaccum tubes

1955-65 Second generation: Transistors and Batch Systems

1965-80 Third generation: ICs¹ and Multiprogramming²

1980-now Fourth generation: Personal Computers

future Fifth generation: any suggestion?

¹Integrated Circuit

²several programs running at once

The OS Zoo

Mainframe Thousands of disks and millions gigabytes of data (high end web servers, servers for business-to-business transactions). These OS are focused on executing many jobs at once.

Server Multiple users served at once through a network, they provide print/file/web services.

Multiprocessor Multiple CPUs are hosted into one system (also called, according to what and how they share it: parallel computers, multicomputers, or multiprocessors).

Personal Computers Usually used for game, spreadsheet, word processing and web browsing (laptop, desktop).

The OS Zoo

Handheld Small computers offering telephony, address book, web apps. They are becoming more and more sophisticated and blurring the difference between personal computers and handheld computers.

Embedded Microwave ovens, (non-smart) TV and swatches, (not connected) cars, Bluray readers... They usual do not allow user-installed softwares.

Sensor Node Usually small and simple to run on constraint devices with little RAM/ROM and battery life (TinyOS).

RTS³ Industrial process control, avionics, military...

Smart Card Credit card.

³Real-Time System

Presentation Outline

What is an OS?

OS Concept

OS Concept

Overview

- ▶ Processes,
- ▶ Address spaces,
- ▶ Files,
- ▶ Input/Output,
- ▶ Protection,
- ▶ Shell.

Processes

A process is a program being executed. Each process:

- ▶ has an address space (**core image**),
- ▶ has a register (program counter and stack pointer),
- ▶ has a list of open files,
- ▶ has a list of related processes
- ▶ and all the details needed to run a program.

Process

OS management of Processes

- ▶ Execute,
- ▶ Save execution state (file pointers list, number of bytes to be read next) in a **process table**⁴,
- ▶ Stop.

A process corresponds to its **core image** and its **process table entry**.

⁴An array or linked list

Child Process

Process life

- ▶ A **system call** starts a process.
- ▶ Binary code is executed.
 - ▶ The process can create other processes, called **child processes** (and so on – tree).
 - ▶ Processes can communicate together using **IPC**⁵.
- ▶ The OS may send **alarm** signal (interruption) to the process.
- ▶ The process executes a **system call** to terminates itself.

⁵Inter Process Communication

Users Process

Process life

- ▶ **UID**⁶ is a unique number assigned to each system user.
- ▶ Every process started has the UID of the user who started it.
- ▶ Every child process has the UID of its parent.
- ▶ One UID is called the super-user. The super-user has all permission.
- ▶ Users may also be members of groups. Each group has a **GID**.

⁶User Identification

Address Space

An address space is a memory location (from 0 to some maximum) and contains:

- ▶ executable program,
- ▶ program's data,
- ▶ its stack.

Address Space

- ▶ Physical memory,
- ▶ Virtual memory.

File

OS are expected to hide all peculiar disk operations to offer abstracted model of device-independent file management.

- ▶ System calls are required to:
 - ▶ Create, remove, read and write files; create and remove directories.
- ▶ File system also match a tree structure.

File

- ▶ Path
 - ▶ Absolute: from the root directory, starting with /
 - ▶ Relative: from the current directory⁷, starting with "." or a directory name.
- ▶ Several files may have the same name.
- ▶ Each file has a unique absolute path (and an infinity of relative ones).
- ▶ Mounted file system, merging trees.

⁷each process has a current working directory. A system call allows process to change their working directory

Tree

- ▶ Both process and file are structured as tree.
- ▶ Process tree are usually not very deep, unlike file trees.
- ▶ Process hierarchy are usually short-lived (minutes or less) while directories may exist for years.
- ▶ Ownership and protection differs too.

I hope you liked it and learnt something new !



Figure: sys-101.auzias.net