OPERATING SYSTEMS OPERATING SYSTEMS OPERATING SYSTEMS

What is System?

 A collection of components organized to accomplish a specific function or set of functions. [IEEE STD 610.12]

 A system is an assemblage of interdependent, inter-related elements (Components) comprising a unified whole

What Is Operating System?

A system that helps in operating computing systems

Goal

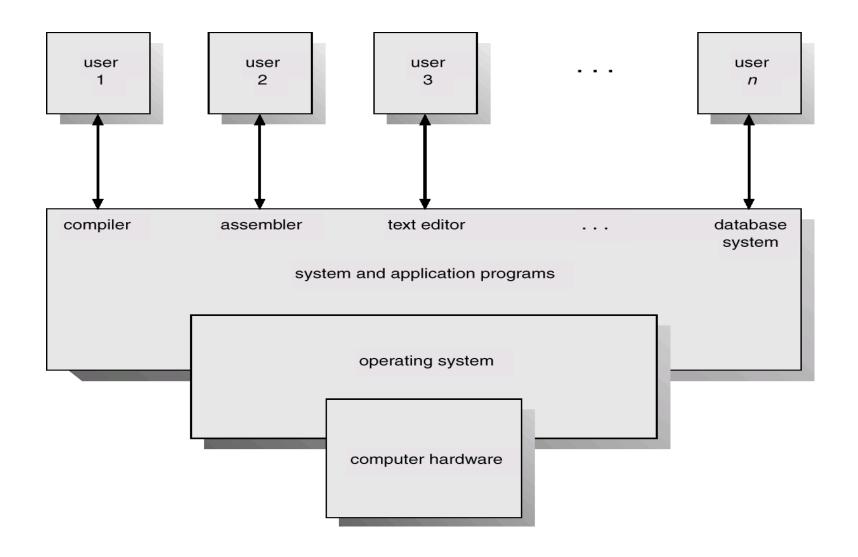
- Provide ease of operation
- Provide efficient resource management

Feature

- It is self loading and self executing code
- OS Kernel is the code which is running all the time

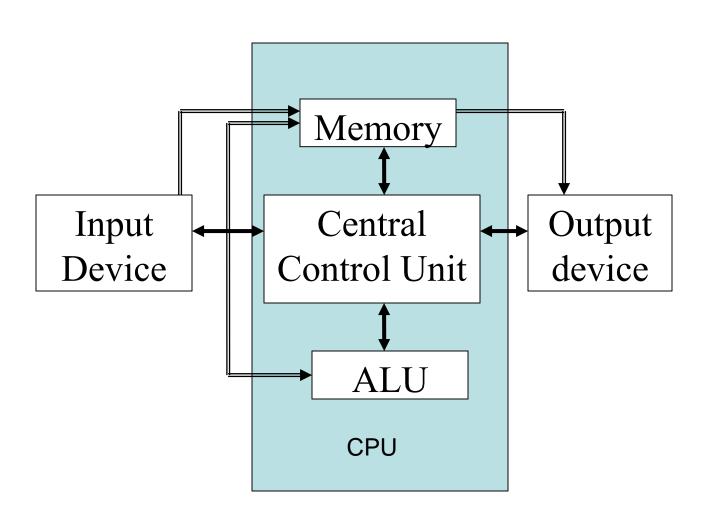
Computer System Components

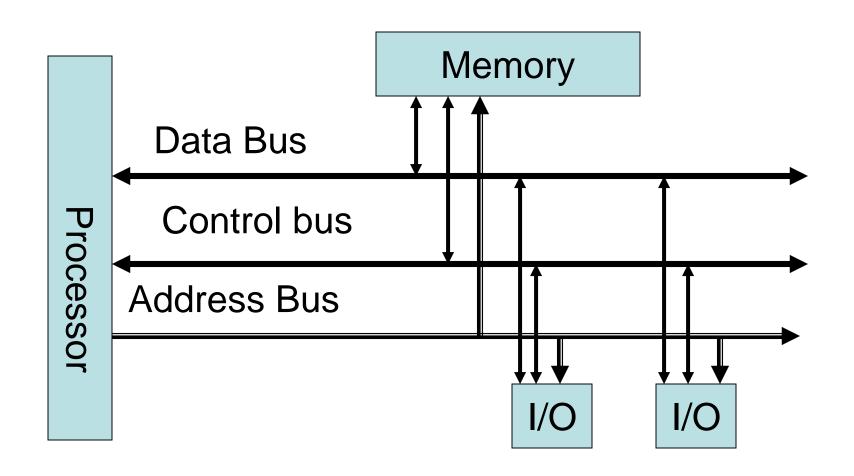
- 1. Hardware provides basic computing resources (CPU, memory, I/O devices).
- 2. Operating system controls and coordinates the use of the hardware among the various application programs for the various users.
- 3. Applications programs define the ways in which the system resources are used to solve the computing problems of the users (compilers, database systems, video games, business programs).
- 4. Users (people, machines, other computers).



Abstract View of Computing System Components

Computer Block Diagram

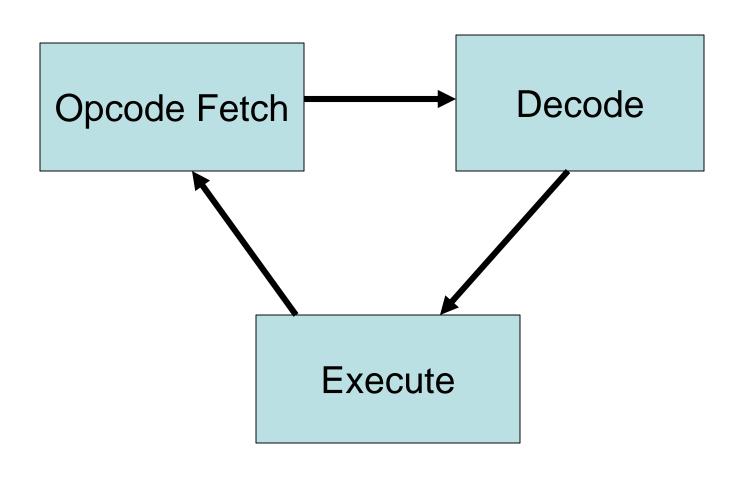




Hardware Components

- Processor
- Memory
 - Cache Memory (Static RAM)
 - Primary Memory (RAM, ROM)
 - Secondary Memory (Hard Disk)
- I/O Devices
- System Bus eg. PCI, IDE, USB, etc.

Fetch-Decode & Execute Cycle



Program can execute only if it is loaded in Primary memory

- Who loads it in memory ?
- Who decides how much memory is required by a program?
- Who decides where the program is loaded in memory?
- After loading how and when the execution begins?
- How do I get/put data from/to hard disk or any other device?

Some more questions

- Can there be more than one program loaded in memory at the same time? If Yes -
 - who will guarantee territorial integrity?
 - Which particular program will run first and for how long?
 - How much memory should be allocated to each program?

Solution

 Bare Hardware is not enough. We need a component which will act as hardware resource manager

Definition

Operating system is a resource manager

Operating System is a resource manager and resources are

- Processor
- Memory
- I/O devices
- Busses
- File system
- Network

User View of OS

- Provides ease of operation
- Supports resource sharing
 - Sequential sharing: A resource is allocated for exclusive use of program eg. CPU
 - Concurrent sharing: Two or more program concurrently use same resource eg. Files, memory, disk array etc.

Systems View of OS

- OS acts as Resource allocator and is responsible for handling resource request, resource allocation and optimal utilization of system resources.
- Acts as control program that manages the execution of user program and prevents error and improper use of computer system.

What OS Does?

- Maintain a list of authorized users
- Construct list of all resources in the system
- Initiate execution of programs
- Maintain resource usage information by programs and current status of programs
- Maintain current status of all resources and allocate resources to programs when requested
- Perform scheduling
- Maintain information for protection

Goals Of Operating System

- Provide user interface for <u>ease of operation</u>
 - Command line interface (CLI) eg. Unix, DOS
 - Graphical User Interface (GUI) eg. Windows
- <u>Efficient</u> use of hardware & software resources (system)
- Maximize <u>System performance</u>
- Protection and access control
- Ability to evolve and offer new services
- Footprint of OS should be small !!!

Can we measure System Efficiency, Performance and user convenience?

- Efficiency---- CPU efficiency
- System performance ---- Throughput
- User services ---- Turn around time ,
 Response time

Operating System and Computer Architecture are tightly bonded together.

- Change in architecture usually leads to change in OS.
- The requirements of OS have led to several architectural changes.

Book Keeping

Evaluation Components

Component	% weightage	Remark
MidSem	35	Closed Book
Quiz / Assignment	20	Open Book
Comprehensive	45	Closed Book