#### Computer System II (Fall/Winter 2022)



#### Course Information and Policy

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#### Instructor



- Yajin Zhou (周亚金)
  - A Zhejiang University 100 Young Professor
  - A system security researcher, build and hack systems
  - Published in all top 4: IEEE S&P, ACM CCS, USENIX Sec, NDSS
  - Research
    - Program analysis (source code/binary): how to find vulnerabilities
    - Secure System: how to make the system more secure
    - Hardware-software codesign: how to make the system more secure through hardware support?
    - Emerging threats: Blockchain systems

















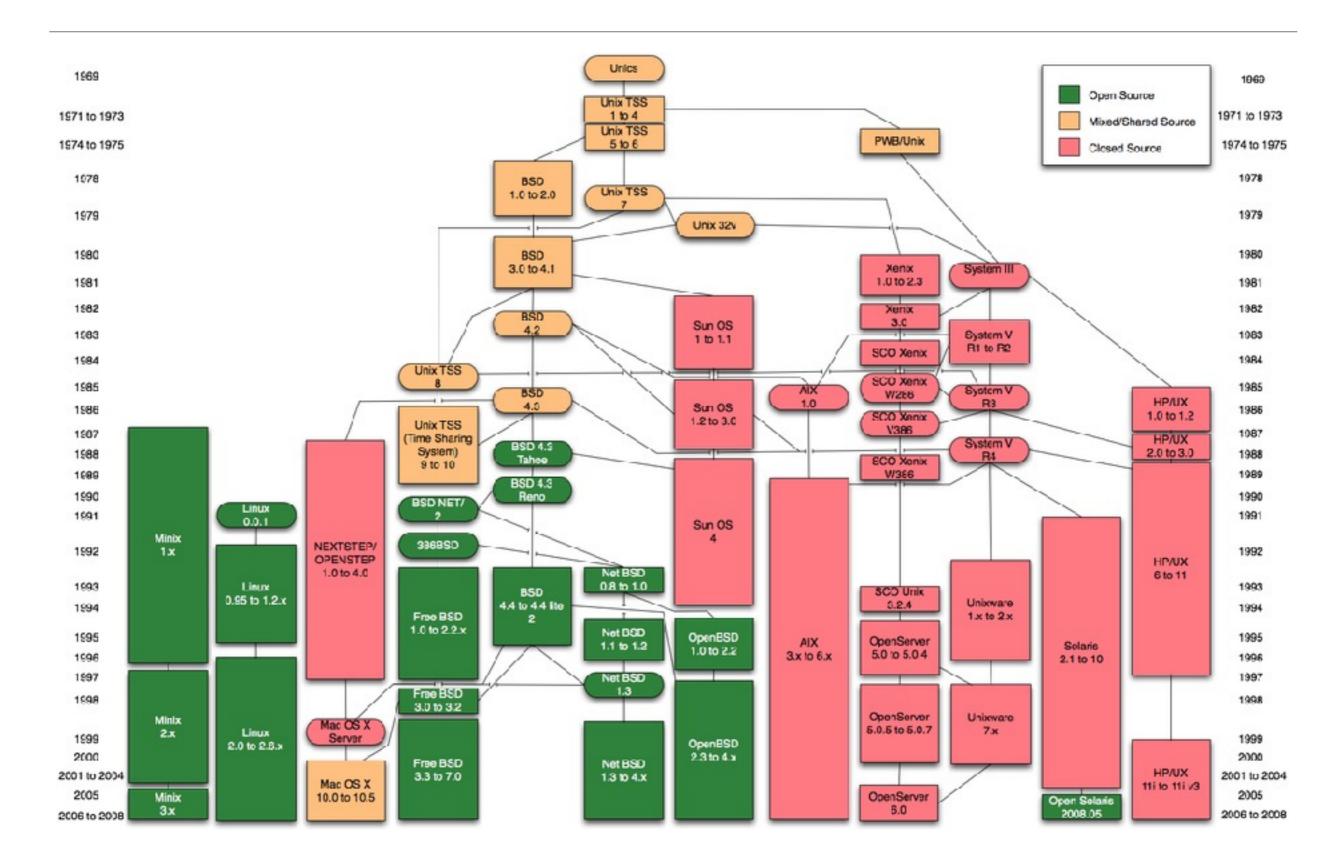






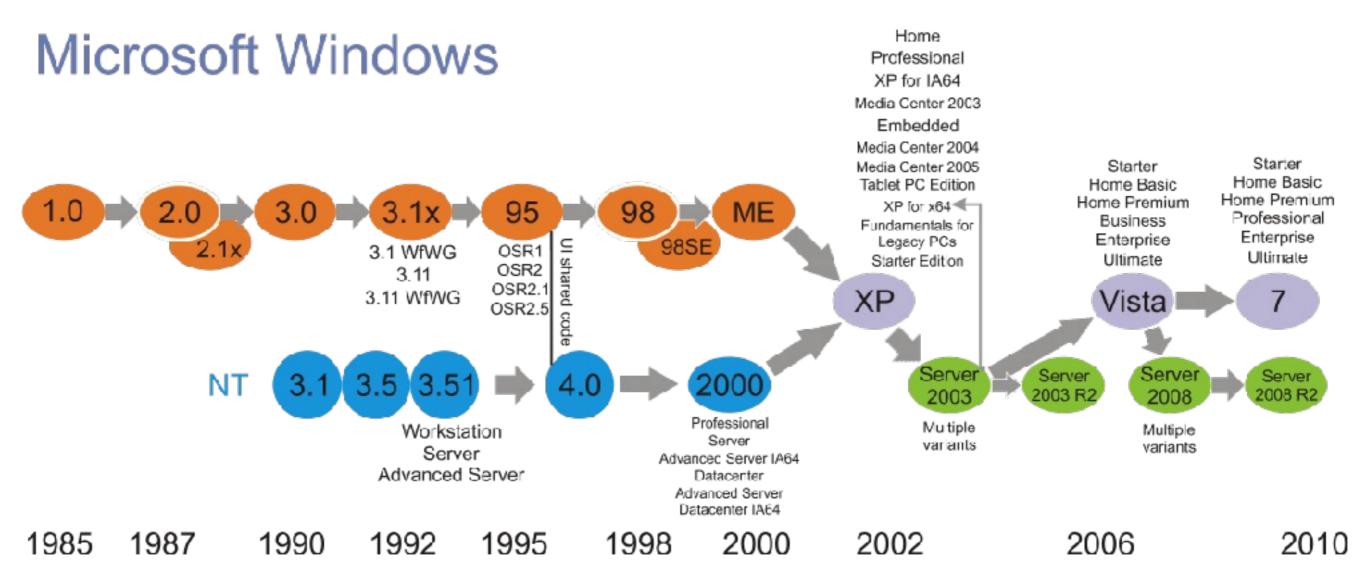


## **UNIX Family Tree**



# Windows Family Tree









- OS is highly complicated software running on most machines
  - Windows: 50M lines of source code
  - Linux: 15M lines of source code
- It contains many important system concepts
  - complexity hiding, performance tuning, resource allocation...
- Studying OS internals makes you a more capable programmer
  - know how it works, and how it works better









- OS concepts benefit whole life
  - OS concepts are re-usable when implementing other software
  - Lessons learned from OS study can be applied to complex software systems, such as mapreduce, DNS
- Foundation of ALL software
  - Better user-space software, including apps
    - Invoke proper kernel API: performance
    - What can and cannot be done: security/reliability
  - Better performance
    - Caching (memory cache/TLB)



- For Hacking
- The more you know OS, the better hacker you are
- Because the thing you are trying to hack into, probably is running an OS





- For Profit
  - Interview = coding + system design
  - Build your own company
    - Great system -> great product -> great company

OS Distributed Systems Products



















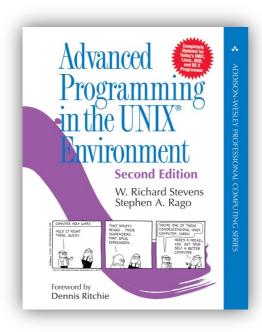
#### Learning Objectives

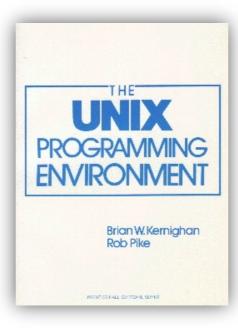
- Understand operating system concepts
  - process management, CPU scheduling, synchronization, file systems...
- Comprehend OS concepts through programming
  - multi-threading and synchronization, system call, kernel modules...
- Get an overall a deep understanding of how the real-world operating systems work
  - You can never truly understand a concept unless you implemented (CODE) it

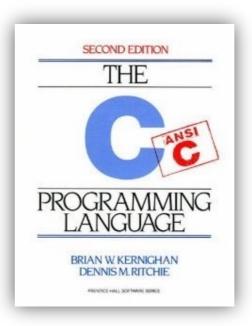


#### Prerequisites

- Data Structures
- Programming skills:
  - proficiency in UNIX(Linux) programming and debugging
  - proficiency in the C programming language



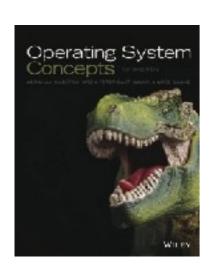




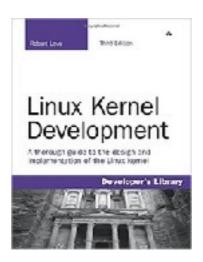


#### **Course Material**

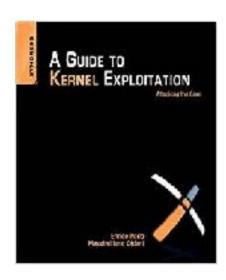
- Lecture notes (posted at the class website)
- Textbook:
  - Operating System Concepts 10th
  - Operating Systems: Three Easy Pieces











# LIMING LIMING

#### Homework

- Homework assignments are individual efforts
- Submission MUST be typed, no hand-written submission
- Late submissions are accepted after the deadline
  - a 10% penalty will be applied for each day of late submission
- Disputes of grade MUST be resolved within one week of receiving it



#### **Projects**

#### **Course Grading**

• Class participation 5%

Homework Assignment 10%

TBD

• Projects 55%

Lab 0 – CPU Design Review

• Lab 1 - Pipeline CPU Design

· Lab 2 - Hazard and Forwarding

Lab 3 – Kernel Environment Configuration

Lab 4 – Kernel Boot

Lab 5 – Interrupt

• Lab 6 - Simple Scheduling

Lab 7 – Running OS on CPU

• Final Exam 30%



# Links Sinks

### Your Responsibilities

- Understand lecture & reading materials
- Ask for extra help, if needed
  - if the class is too hard or you do not have necessary backgrounds
- Uphold academic integrity
- Turn in your assignments on time
- Check class web page regularly

# UINNE UINNE

#### Dos and Don'ts

- Do share debugging experiences, knowledge of tools
- Do acknowledge help from others
- Do acknowledge sources of information from books and web pages

- Don't cheat or help others cheat
- Don't paraphrase code from others
  - e.g., changing variable names or indentation
- Don't post code to the discussion board