

CSF2600505 Sistem Operasi CSGE602055 Operating Systems Week 00: Overview 1

Rahmat M. Samik-Ibrahim (ed.)

University of Indonesia

<https://os.vlsm.org/>

Always check for the latest revision!

REV217 04-Feb-2020

Operating Systems 2020-1

A [08-10, Rm 3114, Mo/We] — B/M [10:10-12, Rm 3114, Mo/We] — C [13-15, Rm 3114, Mo/We]

D [10-12, Rm 2307(Mo), Rm 3113(We)] — E [08-10, Rm 2307(Mo), Rm 3113(We)]

Week	Schedule	Topic	OSC10
Week 00	27 Jan - 02 Feb 2020	Overview 1, Virtualization & Scripting	Ch. 1, 2, 18.
Week 01	03 Feb - 09 Feb 2020	Overview 2, Virtualization & Scripting	Ch. 1, 2, 18.
Week 02	10 Feb - 16 Feb 2020	Security, Protection, Privacy, & C-language	Ch. 16, 17
Week 03	17 Feb - 23 Feb 2020	File System & FUSE	Ch. 13, 14, 15
Week 04	24 Feb - 01 Mar 2020	Addressing, Shared Lib, & Pointer	Ch. 9
Week 05	02 Mar - 08 Mar 2020	Virtual Memory	Ch. 10
Reserved	09 Mar - 13 Mar 2020	Q & E	
MidTerm	14-21 Mar 2020 (TBA)	MidTerm (UTS)	Subject to change.
Week 06	23 Mar - 31 Mar 2020	Concurrency: Processes & Threads	Ch. 3, 4
Week 07	01 Apr - 07 Apr 2020	Synchronization & Deadlock	Ch. 6, 7, 8
Week 08	08 Apr - 14 Apr 2020	Scheduling + W06/W07	Ch. 5
Week 09a	15 Apr - 19 Apr 2020	Storage, Firmware, Bootldr, & Systemd	Ch. 11
Week 09b	20 Apr - 26 Apr 2020	OnLine & CoLearnIng	
Week 10	27 Apr - 28 Apr 2020	Storage, Firmware, Bootldr, & Systemd	Ch. 11
Reserved	29 Apr - 05 May 2020	I/O & Programming	Ch. 12
Reserved	06 May - 10 May 2020	Q & A	
Final	11-18 May 2020 (TBA)	Final (UAS)	This schedule is subject to change.
Extra	25 Jun 2020	Extra assignment confirmation	

- ❑ **Text Book** — Any recent/decent OS book. Eg. (**OSC10**) Silberschatz et. al.: **Operating System Concepts**, 10th Edition, 2018. See also <http://codex.cs.yale.edu/avi/os-book/OS10/>.
- ❑ **Resources**
 - ❑ **All In One** — BADAQ.cs.ui.ac.id:///extra/ (**FASILKOM only!**).
 - ❑ **Download Slides and Demos from GitHub.com**
<https://github.com/UI-FASILKOM-OS/SistemOperasi/>
 - ❑ **Problems** — <https://rms46.vlsm.org/2/>:
195.pdf (W00), 196.pdf (W01), 197.pdf (W02), 198.pdf (W03),
199.pdf (W04), 200.pdf (W05), 201.pdf (W06), 202.pdf (W07),
203.pdf (W08), 204.pdf (W09), 205.pdf (W10).
- ❑ **Try Demos**
 - ❑ Your own Ubuntu system.
 - ❑ Ubuntu on VirtualBox, or VMWare, or ...
 - ❑ Windows Subsystem for Linux (**Windows 10 only!**).
 - ❑ SSH to BADAQ.cs.ui.ac.id (**FASILKOM only!**).

Agenda

- 1 Start
- 2 Schedule
- 3 Agenda
- 4 How to contact the Lecturer
- 5 Highlights
- 6 Week 00
- 7 Assessment
- 8 Week 00: Review
- 9 Assignment (W00) #1: GitHub.com Repository
- 10 Assignment (W00) #2: GitHub.com Log
- 11 Assignment (W00) #3: Generate your QR Code
- 12 Assignment (W00) #4: MEMO Week00
- 13 Assignment (W00) #5: Try Demo Week00
- 14 TIPS

Agenda (2)

- 15 Week 00: Summary
- 16 Week 00: Check List
- 17 Week 00
- 18 Week 01
- 19 Week 02
- 20 Week 03
- 21 Week 04
- 22 Week 05
- 23 Week 06
- 24 Week 07
- 25 Week 08
- 26 Week 09
- 27 Week 10
- 28 The End

How to contact the Lecturer²

For Q & A, use WhatsApp Group **OperatingSystems**
(info +62-881-456-XXXX)

- Email (Subject:[**HELP**]) operatingsystems@vlsm.org
State your "Name", "ID", and "OS class".



Figure: Never ever whine and pretend like this¹!

¹"Puss in Boots" is a DreamWorks/Paramount Picture character.

²FYI: King Goerge II founded the University of Goettingen in 1734.

Highlights

Coverage

This is an introduction to a modern operating systems course. It will cover general overview, computer architecture review, operating system overview, GNU/Linux CLI, scripting, C language overview, protection, security, privacy, systemd, I/O, addressing and pointers, memory management, processes and threads, virtual memory, synchronization, mutual exclusion, deadlock, CPU scheduling algorithms, file systems, and I/O programming.

Student-Centered

This course is student-centered where responsibility is in the hands of the students. Students are expected to be prepared for the class meeting.

GNU/Linux

Students will have a thorough understanding of how GNU/Linux provides services by using a Command Line Interface.

Week 00 Overview I: Topics¹

- Role and purpose of the operating system
- Functionality of a typical operating system
- Mechanisms to support client-server models, hand-held devices
- Design issues (efficiency, robustness, flexibility, portability, security, compatibility)
- Influences of security, networking, multimedia, windowing systems
- Structuring methods (monolithic, layered, modular, micro-kernel models)
- Abstractions, processes, and resources
- Concepts of application program interfaces (APIs)
- The evolution of hardware/software techniques and application needs
- Device organization
- Interrupts: methods and implementations
- Concept of user/system state and protection, transition to kernel mode

¹Source: ACM IEEE CS Curricula 2013

Week 00 Overview I: Learning Outcomes (1)¹

- Explain the objectives and functions of modern operating systems [Familiarity]
- Analyze the tradeoffs inherent in operating system design [Usage]
- Describe the functions of a contemporary operating system with respect to convenience, efficiency, and the ability to evolve. [Familiarity]
- Discuss networked, client-server, distributed operating systems and how they differ from single user operating systems. [Familiarity]
- Identify potential threats to operating systems and the security features design to guard against them. [Familiarity]
- Explain the concept of a logical layer. [Familiarity]

¹Source: ACM IEEE CS Curricula 2013

Week 00 Overview I: Learning Outcomes (2)¹

- Explain the benefits of building abstract layers in hierarchical fashion. [Familiarity]
- Describe the value of APIs and middleware. [Assessment]
- Describe how computing resources are used by application software and managed by system software. [Familiarity]
- Contrast kernel and user mode in an operating system. [Usage]
- Discuss the advantages and disadvantages of using interrupt processing. [Familiarity]
- Explain the use of a device list and driver I/O queue. [Familiarity]

¹Source: ACM IEEE CS Curricula 2013

Assessment part 1

85 - ... = A	80 - 85 = A-	75 - 80 = B+	70 - 75 = B
65 - 70 = B-	60 - 65 = C+	55 - 60 = C	50 - 55 = D or C ¹
40 - 50 = D	30 - 40 = E	20 - 30 = E	00 - 20 = E

- **4 SKS** (Units) = 12 hours per week!
 - Ah Beng said: Work hard!
- **No Lab — No Task — No Pop Quiz – No Teaching Assistant¹.**
 - No secret hand-shake!
 - But, it may vary from class to class.
- **Active Preparation / Participation / Q&A Only.**
 - Pre-Midterm (UTS): 6 weeks @ 3 points (=18%).
 - Post-Midterm: 5 weeks @ 3 points (=15%).
 - Points for answering questions, trying demos, and writings memos.
 - Deductions for **NOT** answering questions: individually or collectively.

¹Terms and Conditions apply. Void where prohibited by law.

Assessment part 2

- **How to get points?**

- Answer questions, especially not in the middle of a lecture!
- Try Demos.
- Class attendance.

- **MidTerm+Final:** (6 + 5) set problems @ 6 points (= 36% + 30%).

- **Extra Rounding:** 1 point¹

- Only if your grade is more than 59.0 and **ONE** more point.

- **C-2C:** upto 5 points¹.

- Only if your grade is between 50.00 and 55.00 and you have a "good" track record.

- Check your points regularly at <https://academic.ui.ac.id/> and **DO NOT COMPLAIN** weeks after! See also, <https://os.vlsm.org/>.

¹Terms and Conditions apply. Void where prohibited by law.

AIN'T DIFFICULT, lah!



Figure: Even this Goat will get "C" at the end of the semester!

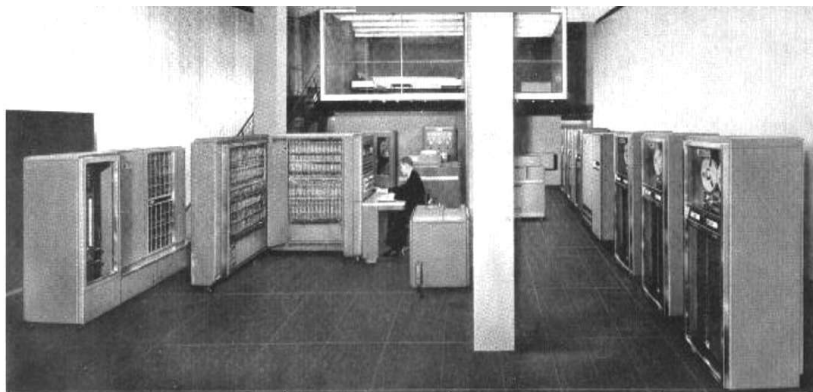
Prelude: Daisy Bell – Bicycle Built for Two



Daisy, Daisy,
Give me your answer, do!
I'm half crazy,
All for the love of you!
It won't be a stylish marriage,
I can't afford a carriage,
But you'll look sweet on the seat
Of a bicycle built for two!

See also https://youtu.be/TXK_cE9AqAI.

IBM 704 at Los Alamos National Laboratory in the 1950s



IBM 704 ELECTRONIC DATA-PROCESSING MACHINES

Estimate price (2020 value): USD 8,000,000.

QS855, 256GB, 12 GB, 48+12 MP, 6.4", 4000 mAh

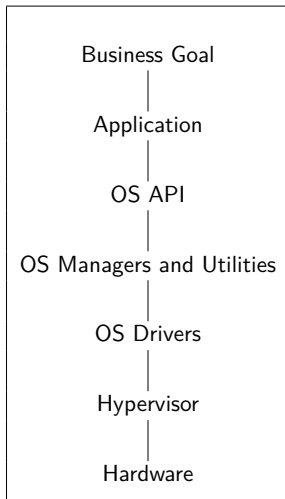


-  **AMOLED 6.39" FHD+**
1080 x 2340 pixels
-  **48+12 Megapixel (Primary)**
20 Megapixel (Selfie)
-  **Qualcomm Snapdragon 855 Plus (7 nm)**
Android 9.0 (Pie)
-  **128 / 256 GB**
8 / 12 GB RAM
-  **Li-Ion 4000 mAh**
Fast Charging 27W

Estimate price (2020 value): Rp. 8,000,000.

Week 00: Review

- What is an Operating System?
- Why taking an Operating System class?



Computer Organization Review

- You should understand:
 - von Neumann Model.
 - Buses, Bridges, Transfer Rate, Clock.
 - Memory: DDR, DDR-2, DDR-3 ...
 - Cache, Buffer, Spool, & Pipelining.
 - Direct Memory Access (DMA).
 - Port & Memory Mapped I/O.
 - CPU: (privilege/kernel/supervisor mode) vs. (user mode).
 - Physical (Hardware) Limitation.
 - Priority: Read vs Write.
 - Interrupts: Polling & Vectored.
 - Multiprocessors: Symmetric vs. Asymmetric.
 - Multicore & Multithreading.
 - Clustered Systems.
 - Numbers: base 2, base 8, base 10, base 16.
 - Base 2: 110010101010_2
 - Base 8: $01234567_8 = 000\ 001\ 010\ 011\ 100\ 101\ 110\ 111_2$
 - Base 10: $012\ 345\ 679$
 - Base 16: $9AB\ CDEF_{16} = 1001\ 1010\ 1011\ 1100\ 1101\ 1110\ 1111_2$

Block Diagram

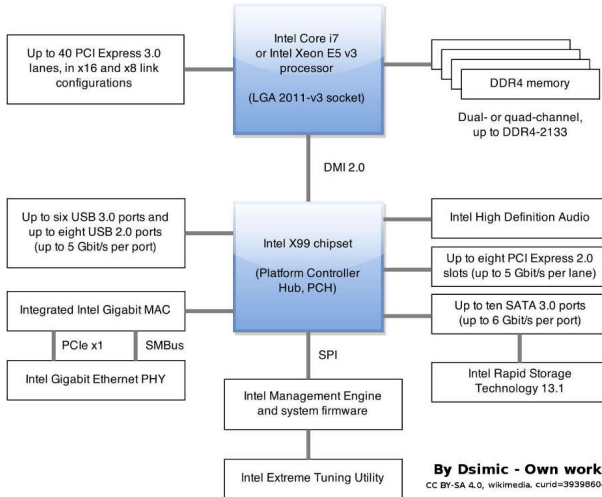


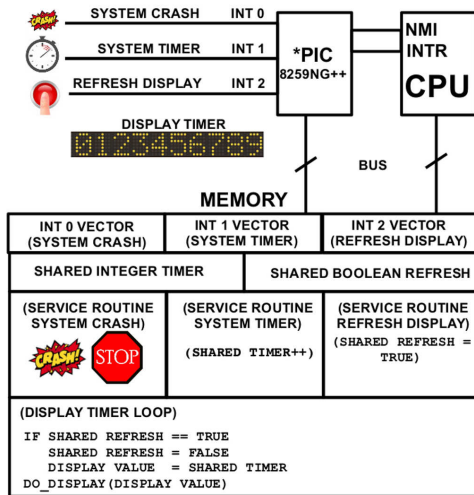
Figure: Block Diagram

APIC (Advanced Programmable Interrupt Controller)



Figure: APIC (Advanced Programmable Interrupt Controller)

Interrupt Handling



(c) 2017 VauLSMorg – This is a free picture

Figure: Interrupt Handling with PIC (Programmable Interrupt Controller)

Managers Set

- Process:
 - Creating/Deleting; Suspending/Resuming; Synchronization; Communication; Scheduling
- Memory:
 - Tracking; Move In/Move Out; Allocating/Deallocating.
- Storage/File System:
 - Create/Delete; Open/Close; Read/Write.
- Mass Storage:
 - Scheduling; Allocating; Free Space.
- I/O:
 - Buffering; Caching; Spooling.
 - Interfacing (driving).
- Protecting & Security:
 - Protecting.
 - Security.

Make sure, to understand:

- Scripting: bash, regex, sed, awk?
- Security and Protection?
- File System?
- Data Structure in a (logical) Memory?
- Virtual Memory
- Concurrency
- Synchronization
- Mass Storage
- UEFI, GRUB, and systemd
- I/O
- I/O Programming

Assignment (W00) #1: GitHub.com Repository

- Visit github.com
 - (IF NO ACCOUNT) **SIGN UP** (<https://github.com/join>).
 - (ELSE) **SIGN IN** (<https://github.com/login>).
 - Create a new repository

Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository](#).

The screenshot shows the GitHub 'Create a new repository' form. Red arrows highlight the following fields and actions:

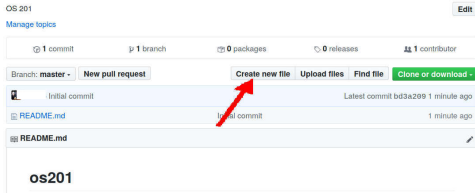
- Repository name:** The text 'os201' is entered in the 'Repository name' field, which is marked with a red asterisk and a green checkmark.
- Description:** The text 'OS 201' is entered in the 'Description (optional)' field.
- Visibility:** The 'Public' radio button is selected, indicating that anyone can see the repository.
- Create repository:** A green button at the bottom of the form is highlighted with a red arrow.

Other visible details include the 'Owner' field with a dropdown menu, the 'Skip the step if you're importing an existing repository.' checkbox, and the 'Initialize this repository with a README' checkbox.

- **Repository name:** "os201" (all small).
- **Public:** Anyone can see this repository.

Assignment (W00) #2: GitHub.com Log

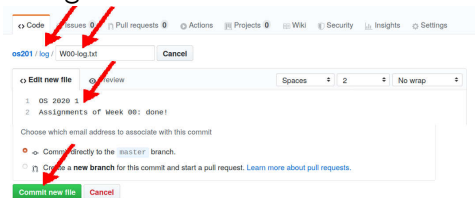
- Create a new file inside a new folder



- Folder: "log", File: "W00-log.txt"

- Write: "OS 2020 1

Assignments of Week 00: done!", or something like that.



- **CLICK:** "Commit changes".

Assignment (W00) #3: Generate your QR Code

- Encode your **QRC** with size upto 5cm x 5cm (ca. 400x400 pixels)¹:
"**OS192 CLASS ID GITHUB-ACCOUNT Your-Full-Name**"
 - What year and term? Eg. 2019 – 2 → "OS192"
 - What is your OS class? Regular (A, B, C, D, E)? Or, Extension (X)? Or, International (I)? Or Matrix (M)? Eg. "X".
 - What is your Student ID (NPM)? Eg. "1253755125".
 - What is your GitHub Account? Eg. "demo".
 - What is your Full Name (at SIAK)? Eg. "Demo Suremo".
- E.g.: **OS192 X 1253755125 demo Demo Suremo**



¹Use any "free" QR code generator.

Assignment (W00) #4: MEMO Week00

- Write your Memo (with QRC) **every week**.
- Good start: check the previous problems collection.

[OS192][WEEK 00 01 02 03 04 05 06 07 08 09 10]

[CLASS: A B C D E I M X][ID: 1253755125][Name: Demo Suremo][Rev: 09]



$$\begin{aligned} \hat{H}|\psi(t)\rangle &= i\hbar \frac{\partial}{\partial t} |\psi(t)\rangle \\ \frac{1}{c^2} \frac{\partial^2 \phi_0}{\partial t^2} - \nabla^2 \phi_0 + \left(\frac{mc}{\hbar}\right)^2 \phi_0 &= 0 \\ \hbar \frac{\partial}{\partial x} \psi &= \sum_j \hbar \frac{\partial}{\partial x_j} \psi = p_1 \psi, \dots, p_n \psi \\ f(\Omega_i) &= \sum_{k=1}^n \frac{(k-1)!}{(k-1)!} \Omega_i^k \\ d(x, z) &\leq d(x, y) + d(y, z) \end{aligned}$$

$$\begin{aligned} \frac{d\vec{r}}{dt} &= \vec{v} \\ d\vec{r} &= \vec{v} dt \\ \int d\vec{r} &= \int \vec{v} dt \\ \vec{r} &= \vec{r}_0 + \vec{v}t \end{aligned}$$

$$\begin{aligned} \hat{H}|\Psi(t)\rangle &= i\hbar \frac{\partial}{\partial t} |\Psi(t)\rangle \\ \frac{1}{i\hbar} \frac{\partial^2 \phi_0}{\partial t^2} - \nabla^2 \phi_0 + \left(\frac{m_0}{\hbar}\right)^2 \phi_0 &= 0 \\ \hbar \frac{\partial \phi_0}{\partial t} &= S / \hbar \frac{\partial}{\partial t} S = p_i \cos \theta_i, i=1, \dots, k \\ f(Q_1) &= \sum_{k=1}^n \frac{(Q_k - 1)^2}{(k-1)^2} Q_1^k \\ d(x, y) &\leq d(x, y) + d(y, z) \end{aligned}$$

$$\begin{aligned} | \langle x, y \rangle | &\leq \|x\| \|y\| \\ \frac{dx}{dt} &= \vec{a} & \frac{dx}{dt} &= \vec{v} \\ d\vec{x} &= \vec{a} dt & \frac{d\vec{x}}{dt} &= (\vec{v}_0 + \vec{a}t) \\ \int d\vec{x} &= (\vec{v}_0 t + \frac{1}{2} \vec{a} t^2) & \frac{d\vec{x}}{dt} &= (\vec{v}_0 + \vec{a}t) \\ \vec{v} &= \vec{v}_0 + \vec{a}t & \int d\vec{x} &= (\vec{v}_0 t + \frac{1}{2} \vec{a} t^2) \\ \vec{x} &= \vec{x}_0 + \vec{v}_0 t + \frac{1}{2} \vec{a} t^2 \end{aligned}$$

$$\begin{aligned} | \langle x, y \rangle | &\leq \|x\| \|y\| \\ \frac{dx}{dt} &= \vec{a} & \frac{dx}{dt} &= \vec{v} \\ d\vec{x} &= \vec{a} dt & \frac{d\vec{x}}{dt} &= (\vec{v} + \vec{a}t) \\ \int d\vec{x} &= \int \vec{a} dt & \frac{d\vec{x}}{dt} &= (\vec{v} + \vec{a}t) \frac{dt}{dt} \\ \vec{v} &= \vec{v}_0 + \vec{a}t & \int d\vec{x} &= \int (\vec{v}_0 + \vec{a}t) dt \\ & & &= \vec{x}_0 + \vec{v}_0 t + \frac{1}{2} \vec{a} t^2 \end{aligned}$$

$$\hat{H}(\psi_n) = i\hbar \frac{\partial}{\partial t} \langle \psi_n(t) |$$

Assignment (W00) #5: Try Demo Week00

- Login to badak.cs.ui.ac.id (via kawung.cs.ui.ac.id)

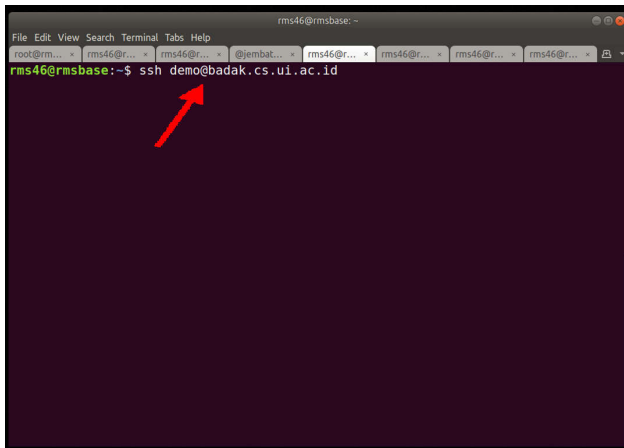
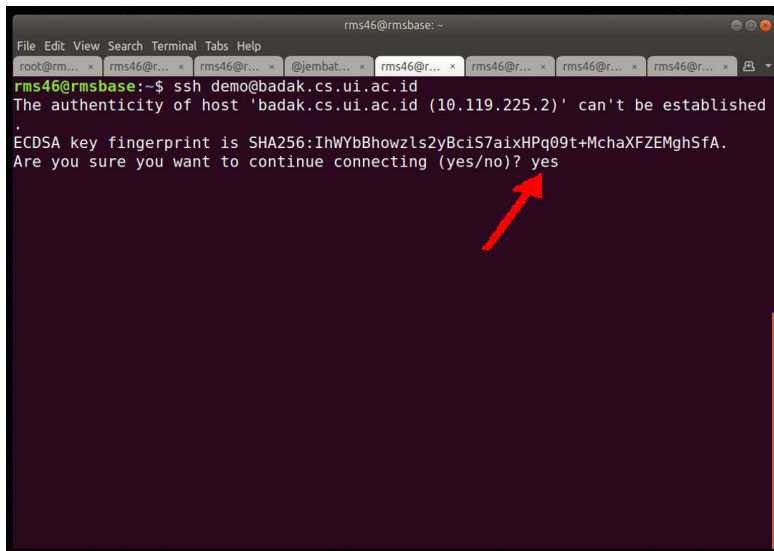


Figure: Login to badak.cs.ui.ac.id using "ssh" Ubuntu GNU/Linux

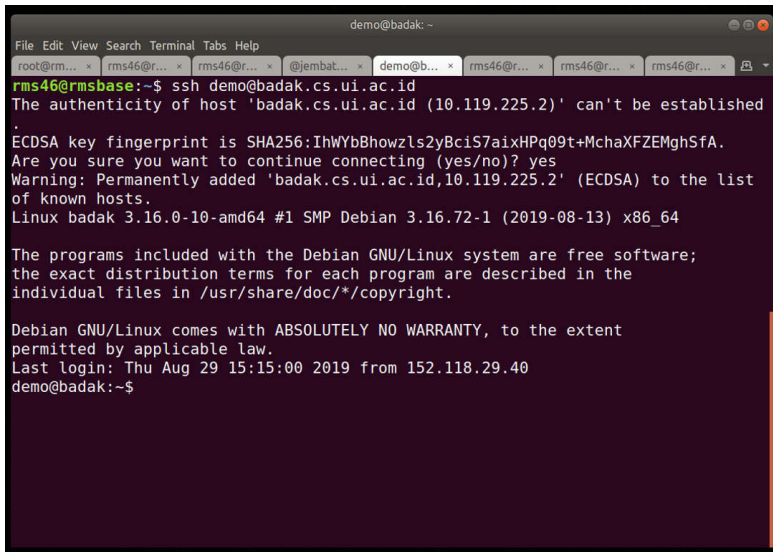
SSH to "badak.cs.ui.ac.id" — 2



```
rms46@rmsbase: ~  
File Edit View Search Terminal Tabs Help  
root@rm... * rms46@r... * rms46@r... * @jembat... * rms46@r... * rms46@r... * rms46@r... * rms46@r... *  
rms46@rmsbase:~$ ssh demo@badak.cs.ui.ac.id  
The authenticity of host 'badak.cs.ui.ac.id (10.119.225.2)' can't be established  
.  
ECDSA key fingerprint is SHA256:IhWYbBhowzls2yBciS7aixHPq09t+MchaXFZEMghSfA.  
Are you sure you want to continue connecting (yes/no)? yes
```

Figure: SSH to "badak.cs.ui.ac.id" — (For the first time only!)

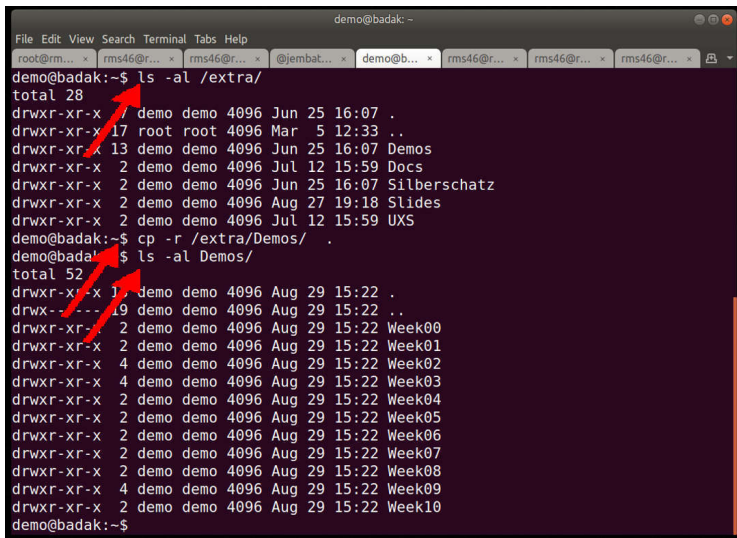
SSH to "badak.cs.ui.ac.id" — 3

A terminal window titled "demo@badak: ~" with a menu bar (File, Edit, View, Search, Terminal, Tabs, Help) and several tabs. The active tab is "demo@b...". The terminal shows the command "ssh demo@badak.cs.ui.ac.id" being executed. The output includes a warning about the host's authenticity, a confirmation to continue, and system information for Debian 3.16.72-1. The prompt changes to "demo@badak:~\$".

```
demo@badak: ~  
File Edit View Search Terminal Tabs Help  
root@rm... x rms46@r... x rms46@r... x @jembat... x demo@b... x rms46@r... x rms46@r... x rms46@r... x  
rms46@rmsbase:~$ ssh demo@badak.cs.ui.ac.id  
The authenticity of host 'badak.cs.ui.ac.id (10.119.225.2)' can't be established  
.  
ECDSA key fingerprint is SHA256:IhWYbBhowzls2yBciS7aixHPq09t+MchaXFZEMghSfA.  
Are you sure you want to continue connecting (yes/no)? yes  
Warning: Permanently added 'badak.cs.ui.ac.id,10.119.225.2' (ECDSA) to the list  
of known hosts.  
Linux badak 3.16.0-10-amd64 #1 SMP Debian 3.16.72-1 (2019-08-13) x86_64  
  
The programs included with the Debian GNU/Linux system are free software;  
the exact distribution terms for each program are described in the  
individual files in /usr/share/doc/*/copyright.  
  
Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent  
permitted by applicable law.  
Last login: Thu Aug 29 15:15:00 2019 from 152.118.29.40  
demo@badak:~$
```

Figure: SSH to "badak.cs.ui.ac.id"

SSH to "badak.cs.ui.ac.id" — 4



A terminal window titled "demo@badak: ~" with a menu bar (File, Edit, View, Search, Terminal, Tabs, Help) and several open tabs. The terminal shows the following commands and output:

```
demo@badak:~$ ls -al /extra/
total 28
drwxr-xr-x 7 demo demo 4096 Jun 25 16:07 .
drwxr-xr-x 17 root root 4096 Mar  5 12:33 ..
drwxr-xr-x 13 demo demo 4096 Jun 25 16:07 Demos
drwxr-xr-x 2 demo demo 4096 Jul 12 15:59 Docs
drwxr-xr-x 2 demo demo 4096 Jun 25 16:07 Silberschatz
drwxr-xr-x 2 demo demo 4096 Aug 27 19:18 Slides
drwxr-xr-x 2 demo demo 4096 Jul 12 15:59 UX5
demo@badak:~$ cp -r /extra/Demos/ .
demo@badak:~$ ls -al Demos/
total 52
drwxr-xr-x 17 demo demo 4096 Aug 29 15:22 .
drwxr-xr-x 19 demo demo 4096 Aug 29 15:22 ..
drwxr-xr-x 2 demo demo 4096 Aug 29 15:22 Week00
drwxr-xr-x 2 demo demo 4096 Aug 29 15:22 Week01
drwxr-xr-x 4 demo demo 4096 Aug 29 15:22 Week02
drwxr-xr-x 4 demo demo 4096 Aug 29 15:22 Week03
drwxr-xr-x 2 demo demo 4096 Aug 29 15:22 Week04
drwxr-xr-x 2 demo demo 4096 Aug 29 15:22 Week05
drwxr-xr-x 2 demo demo 4096 Aug 29 15:22 Week06
drwxr-xr-x 2 demo demo 4096 Aug 29 15:22 Week07
drwxr-xr-x 2 demo demo 4096 Aug 29 15:22 Week08
drwxr-xr-x 4 demo demo 4096 Aug 29 15:22 Week09
drwxr-xr-x 2 demo demo 4096 Aug 29 15:22 Week10
demo@badak:~$
```

Three red arrows are drawn on the terminal output: one pointing to the "Demos" directory in the first listing, and two pointing to the "Week00" and "Week01" directories in the second listing.

Figure: SSH to "badak.cs.ui.ac.id"

SSH using PowerShell (Windows10) — 1

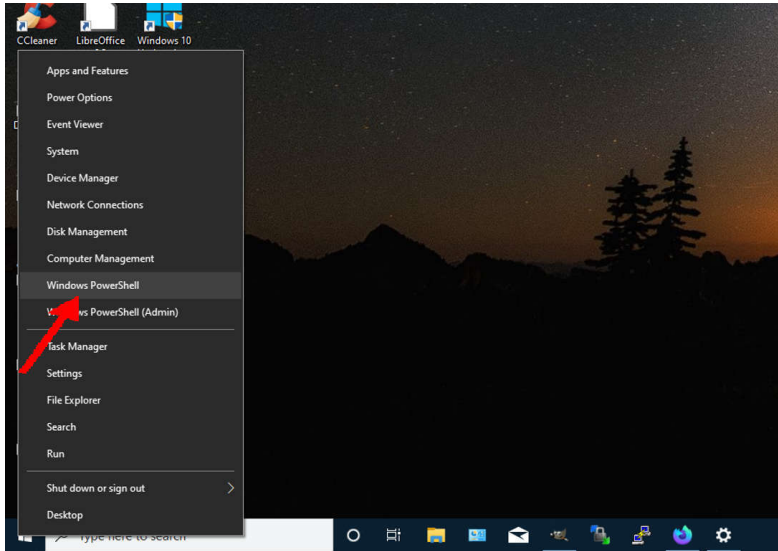
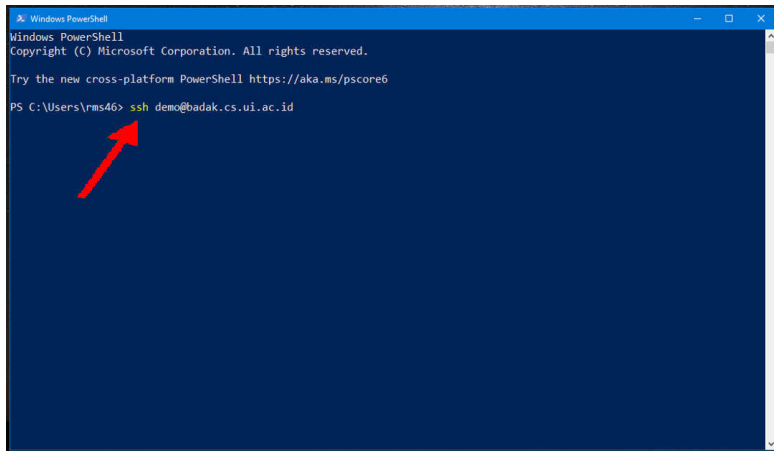


Figure: SSH using PowerShell (Windows 10)

SSH using PowerShell (Windows10) — 2



A screenshot of a Windows PowerShell terminal window. The window has a blue title bar with the text "Windows PowerShell" and standard window controls. The main area is dark blue with white text. The text displayed is: "Windows PowerShell", "Copyright (C) Microsoft Corporation. All rights reserved.", "Try the new cross-platform PowerShell https://aka.ms/pscore6", and "PS C:\Users\rms46> ssh demo@badak.cs.ui.ac.id". A red arrow points to the "ssh" command in the prompt line.

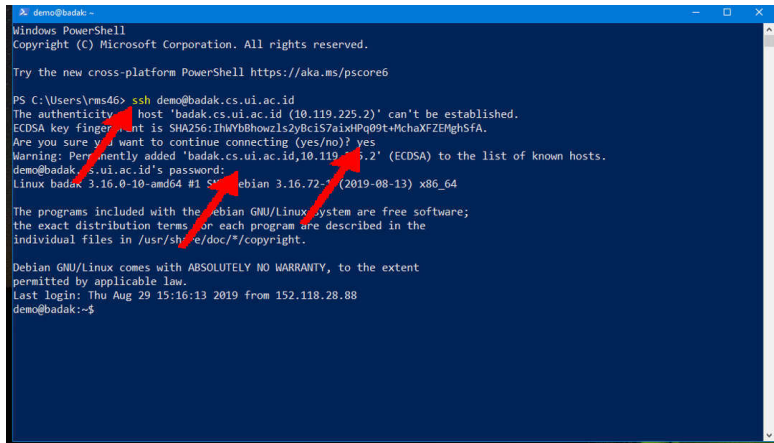
```
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

Try the new cross-platform PowerShell https://aka.ms/pscore6

PS C:\Users\rms46> ssh demo@badak.cs.ui.ac.id
```

Figure: SSH using PowerShell (Windows 10)

SSH using PowerShell (Windows10) — 3



```
demo@badak: ~  
Windows PowerShell  
Copyright (C) Microsoft Corporation. All rights reserved.  
  
Try the new cross-platform PowerShell https://aka.ms/pscore6  
  
PS C:\Users\rms46> ssh demo@badak.cs.ui.ac.id  
The authenticity of host 'badak.cs.ui.ac.id (10.119.225.2)' can't be established.  
ECDSA key fingerprint is SHA256:IHwYbBhowzls2yBciS7aixHPq09t+MchaXFZEMghSfA.  
Are you sure you want to continue connecting (yes/no)? yes  
Warning: Permanently added 'badak.cs.ui.ac.id,10.119.225.2' (ECDSA) to the list of known hosts.  
demo@badak.cs.ui.ac.id's password:  
Linux badak 3.16.0-10-amd64 #1 SMP Debian 3.16.72-1 (2019-08-13) x86_64  
  
The programs included with the Debian GNU/Linux system are free software;  
the exact distribution terms for each program are described in the  
individual files in /usr/share/doc/*/copyright.  
  
Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent  
permitted by applicable law.  
Last login: Thu Aug 29 15:16:13 2019 from 152.118.28.88  
demo@badak:~$
```

Figure: SSH using PowerShell (Windows 10)

RSYNC: synchronize your local DEMOS/

- **UI Intranet Only**

- use your ssoAccount to synchronize your local Demo

```
rsync -auv --delete -e 'ssh'
```

```
'ssoAccount@badak.cs.ui.ac.id:/home/extra/' 'extra/'
```

Program Example (Week 00)

```
$ cat c-program-example.c
/* (c) 2016-2019 Rahmat M. Samik-Ibrhaim
 * REV03 Fri Jan 25 18:56:46 WIB 2019
 * REV02 Mon Aug 27 18:17:11 WIB 2018
 * REV01 Sun Aug 20 15:01:12 WIB 2017
 * START Fri Jan 01 00:00:00 WIB 2016
 * This is a free software.
 * To compile:
 * $ gcc -o c-program-example c-program-example.c
 * To execute:
 * $ ./c-program-example
 */
```

```
#include <stdio.h>
```

```
void main() {
    printf("Hello World!\n");
}
```

Makefile

```
$ cat Makefile
```

```
# (c) 2016-2017 Rahmat M. Samik-Ibrahim  
# REV01 Tue Aug 22 14:45:14 WIB 2017  
# START Fri Jan 01 00:00:00 WIB 2016  
# This is a free Makefile configuration.  
# Just run:  
# % make
```

```
ALL:  c-program-example
```

```
c-program-example: c-program-example.c  
    gcc -o c-program-example c-program-example.c
```

```
clean:  
    rm -f c-program-example
```

Week 00: Demo Directory

```
demo@badak:~/mydemo/W00-demos$ PS1="$ "
$ ls -al
total 1080
drwxr-xr-x  2 demo demo  4096 Jan 30 17:35 .
drwx----- 14 demo demo  4096 Jan 30 17:35 ..
-rw-r--r--  1 demo demo  1637 Jan 30 17:35 1-READ-THIS-FIRST.txt
-rw-r--r--  1 demo demo   930 Jan 30 17:35 c-program-example.c
-rw-r--r--  1 demo demo   406 Jan 30 17:35 .head
-rw-r--r--  1 demo demo   376 Jan 30 17:35 Makefile
-rw-r--r--  1 demo demo 516465 Jan 30 17:35 QR-Code.docx
-rw-r--r--  1 demo demo 238225 Jan 30 17:35 QR-Code.pdf
-rw-r--r--  1 demo demo 317401 Jan 30 17:35 QR-Code.png
$ make
gcc -o c-program-example c-program-example.c
$ ./c-program-example
Hello World!
$ ls -F
1-READ-THIS-FIRST.txt  c-program-example*  c-program-example.c  Makefile  QR-Code.docx  QR-Code.pdf
QR-Code.png
$ make clean
rm -f c-program-example
$ ls -F
1-READ-THIS-FIRST.txt  c-program-example.c  Makefile  QR-Code.docx  QR-Code.pdf  QR-Code.png
$
```

Week 00: Problem Example (from OSC2e)

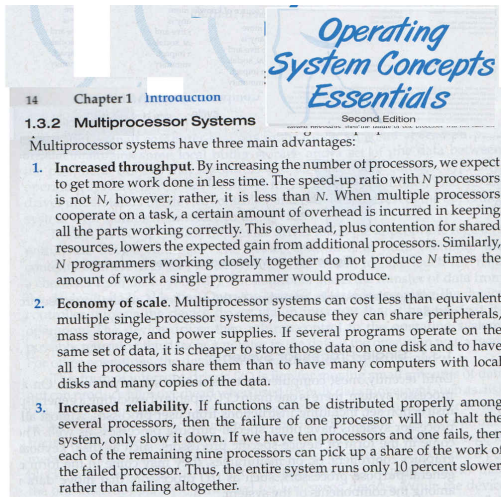


Figure: T / F The advantages of a multiprocessor system include: increased throughput, economy of scale, and increased reliability (Week00 2016-1).

TIPS (1)

- For any administrative issues, contact SEKRE at building B, 2nd floor – especially for absences, illness, sick letters, follow-up exams, etc. Please do not contact the **Lecturer** (RMS).
- Please complete the follow-up / paper work within 6 working days (RMS).
- Prepare the weekly MEMO as completely as possible. You should have mastered the material at the beginning of the week (RMS).
- Study the Operating System Concept book which deals with the material will be discussed that week (MIM). Make a summary of material in your Memo (IP).
- You should understand every single problem of the past examinations. Write down all hints in your "**MEMO**" (MHP).
- You are allowed to bring up to 6 sheets of MEMOs for the midterm (UTS) and up to 5 sheets of MEMOs for the final term (UAS) (RMS).
- You should understand every single line of the "**DEMOS**" (MHP).

TIPS (2)

- You should ask **the lecturer** or anyone, anything you do not understand (TA).

TIPS (3)

- TBA.

Special Thanks

Special thanks for the early version of this writing to:

Anisha Inas Izdiyar (AI), Benedictus Alvin (BA), Ibnu Sofian Firdaus (ISF), Irmanpen Panjaitan (IP), Ivana Irene Thomas (IIT), Michael Giorgio Wirawan (MGW), Muhammad Afkar (MA), Muhammad Hanif Pratama (MHP), Muhammad Iqbal Mahendra (MIM), M. Ikhsan Kurniawan (MIK), Nixi Sendya Putri (NSP), Raihan Mahendra Sutanto (RM), Rizki Leonardo (RL), Shavira Adeva (SA), Stefan Mayer Sianturi (SMS), Thrisnadevany Amalia (TA), Zhelia Alifa (ZA);

See also <https://rms46.vlsm.org/2/221.pdf>.

Week 00: Summary

- What is an Operating Systems?
 - Definition: Resource Allocator & Control Program.
 - Why taking an Operating System class?
- Computer Organization Review
- The Manager Set
 - Process Manager, Memory Manager, I/O Manager, Storage Manager.
- Security and Protection
- Virtualization
 - Hypervisor type 0, 1, 2
 - Paravirtualization, Emulators, Containers.
 - VCPU: Virtual CPU
 - Virtualization Implementation:
 - Trap-and-Emulate mode
 - Binary Translation mode

Week 00: Check List

- ☐ Starting **Week 01**: TABULA RASA is not accepted anymore!
- ☐ Find/copy this document from <https://os.vlsm.org/>
- ☐ Find/read a recent/decent OS Book and map it to **OSC10**.
- ☐ Using your **SSO** account, login to `badak.cs.ui.ac.id` via `kawung.cs.ui.ac.id`.
- ☐ Check folder `badak:///extra/Demos/Week00/`
 - ☐ Try to copy and compile `c-program-example.c`.
- ☐ QR Code: (Eg) "OS191 X 1253755125 demo Demo Suremo"
- ☐ Write "Memo Week00" + your QRC.
- ☐ **How to improve this document?**

Week 00 Overview I: Topics¹

- Role and purpose of the operating system
- Functionality of a typical operating system
- Mechanisms to support client-server models, hand-held devices
- Design issues (efficiency, robustness, flexibility, portability, security, compatibility)
- Influences of security, networking, multimedia, windowing systems
- Structuring methods (monolithic, layered, modular, micro-kernel models)
- Abstractions, processes, and resources
- Concepts of application program interfaces (APIs)
- The evolution of hardware/software techniques and application needs
- Device organization
- Interrupts: methods and implementations
- Concept of user/system state and protection, transition to kernel mode

¹Source: ACM IEEE CS Curricula 2013

Week 00 Overview I: Learning Outcomes (1)¹

- Explain the objectives and functions of modern operating systems [Familiarity]
- Analyze the tradeoffs inherent in operating system design [Usage]
- Describe the functions of a contemporary operating system with respect to convenience, efficiency, and the ability to evolve. [Familiarity]
- Discuss networked, client-server, distributed operating systems and how they differ from single user operating systems. [Familiarity]
- Identify potential threats to operating systems and the security features design to guard against them. [Familiarity]
- Explain the concept of a logical layer. [Familiarity]

¹Source: ACM IEEE CS Curricula 2013

Week 00 Overview I: Learning Outcomes (2)¹

- Explain the benefits of building abstract layers in hierarchical fashion. [Familiarity]
- Describe the value of APIs and middleware. [Assessment]
- Describe how computing resources are used by application software and managed by system software. [Familiarity]
- Contrast kernel and user mode in an operating system. [Usage]
- Discuss the advantages and disadvantages of using interrupt processing. [Familiarity]
- Explain the use of a device list and driver I/O queue. [Familiarity]

¹Source: ACM IEEE CS Curricula 2013

Week 01 Overview II: Topics¹

- Types of virtualization (including Hardware/Software, OS, Server, Service, Network)
- Paging and virtual memory
- Virtual file systems
- Hypervisors
- Portable and cost of virtualization; emulation vs. isolation
- Cloud services: IAAS, PAAS and Platform APIs, SAAS
- Introduction to Scripting and REGEX.

¹Source: ACM IEEE CS Curricula 2013

Week 01 Overview II: Learning Outcomes¹

- Explain the concept of virtual memory and how it is realized in hardware and software. [Familiarity]
- Discuss hypervisors and the need for them in conjunction with different types of hypervisors. [Usage]
- Differentiate emulation and isolation. [Familiarity]
- Evaluate virtualization trade-offs. [Assessment]
- Discuss the importance of elasticity and resource management in cloud computing. [Familiarity]
- Explain the advantages and disadvantages of using virtualized infrastructure. [Familiarity]

¹Source: ACM IEEE CS Curricula 2013

Week 02 Security & Protection: Topics¹

- Overview of system security
- Policy/mechanism separation
- Security methods and devices
- Protection, access control, and authentication
- Backups

¹Source: ACM IEEE CS Curricula 2013

- Articulate the need for protection and security in an OS (cross-reference IAS/Security Architecture and Systems Administration/Investigating Operating Systems Security for various systems). [Assessment]
- Summarize the features and limitations of an operating system used to provide protection and security [Familiarity]
- Explain the mechanisms available in an OS to control access to resources [Familiarity]
- Carry out simple system administration tasks according to a security policy, for example creating accounts, setting permissions, applying patches, and arranging for regular backups [Usage]

¹Source: ACM IEEE CS Curricula 2013

Week 03 File System & FUSE: Topics¹

- Files: data, metadata, operations, organization, buffering, sequential, nonsequential
- Directories: contents and structure
- File systems: partitioning, mount/unmount, virtual file systems
- Standard implementation techniques
- Memory-mapped files
- Special-purpose file systems
- Naming, searching, access, backups
- Journaling and log-structured file systems

¹Source: ACM IEEE CS Curricula 2013

Week 03 File System & FUSE: Learning Outcomes¹

- Describe the choices to be made in designing file systems. [Familiarity]
- Compare and contrast different approaches to file organization, recognizing the strengths and weaknesses of each. [Usage]
- Summarize how hardware developments have led to changes in the priorities for the design and the management of file systems. [Familiarity]
- Summarize the use of journaling and how log-structured file systems enhance fault tolerance. [Familiarity]

¹Source: ACM IEEE CS Curricula 2013

Week 04 Addressing: Topics¹

- Bits, bytes, and words
- Numeric data representation and number bases
- Representation of records and arrays

¹Source: ACM IEEE CS Curricula 2013

Week 04 Addressing: Learning Outcomes¹

- Explain why everything is data, including instructions, in computers. [Familiarity]
- Explain the reasons for using alternative formats to represent numerical data. [Familiarity]
- Describe the internal representation of non-numeric data, such as characters, strings, records, and arrays. [Familiarity]

¹Source: ACM IEEE CS Curricula 2013

Week 05 Virtual Memory: Topics¹

- Review of physical memory and memory management hardware
- Virtual Memory
- Caching
- Memory Allocation
- Memory Performance
- Working sets and thrashing

¹Source: ACM IEEE CS Curricula 2013

Week 05 Virtual Memory: Learning Outcomes¹

- Explain memory hierarchy and cost-performance trade-offs. [Familiarity]
- Summarize the principles of virtual memory as applied to caching and paging. [Familiarity]
- Describe the reason for and use of cache memory (performance and proximity, different dimension of how caches complicate isolation and VM abstraction). [Familiarity]
- Defend the different ways of allocating memory to tasks, citing the relative merits of each. [Assessment]
- Evaluate the trade-offs in terms of memory size (main memory, cache memory, auxiliary memory) and processor speed. [Assessment]
- Discuss the concept of thrashing, both in terms of the reasons it occurs and the techniques used to recognize and manage the problem. [Familiarity]

¹Source: ACM IEEE CS Curricula 2013

Week 06 Concurrency: Topics¹

- States and state diagrams
- Structures (ready list, process control blocks, and so forth)
- Dispatching and context switching
- The role of interrupts
- Managing atomic access to OS objects
- Implementing synchronization primitives
- Multiprocessor issues (spin-locks, reentrancy)

¹Source: ACM IEEE CS Curricula 2013

Week 06 Concurrency: Learning Outcomes (1)¹

- Describe the need for concurrency within the framework of an operating system. [Familiarity]
- Demonstrate the potential run-time problems arising from the concurrent operation of many separate tasks. [Usage]
- Summarize the range of mechanisms that can be employed at the operating system level to realize concurrent systems and describe the benefits of each. [Familiarity]
- Explain the different states that a task may pass through and the data structures needed to support the management of many tasks. [Familiarity]

¹Source: ACM IEEE CS Curricula 2013

Week 06 Concurrency: Learning Outcomes (2)¹

- Summarize techniques for achieving synchronization in an operating system (e.g., describe how to implement a semaphore using OS primitives). [Familiarity]
- Describe reasons for using interrupts, dispatching, and context switching to support concurrency in an operating system. [Familiarity]
- Create state and transition diagrams for simple problem domains. [Usage]

¹Source: ACM IEEE CS Curricula 2013

Week 07 Synchronization & Deadlock: Topics¹

- Shared Memory and Critical Section
- Consistency, and its role in programming language guarantees for data-race-free programs
- Message passing: PtPo vs Multicast, Blocking vs non-blocking, buffering.

¹Source: ACM IEEE CS Curricula 2013

Week 07 Synchronization & Deadlock: Learning Outcomes¹

- Use mutual exclusion to avoid a given race condition. [Usage]
- Give an example of an ordering of accesses among concurrent activities (e.g., program with a data race) that is not sequentially consistent. [Familiarity]
- Use semaphores to block threads [Usage]

¹Source: ACM IEEE CS Curricula 2013

Week 08 Scheduling: Topics¹

- Preemptive and non-preemptive scheduling
- Schedulers and policies
- Processes and threads
- Deadlines and real-time issues

¹Source: ACM IEEE CS Curricula 2013

Week 08 Scheduling: Learning Outcomes¹

- Compare and contrast the common algorithms used for both preemptive and non-preemptive scheduling of tasks in operating systems, such as priority, performance comparison, and fair-share schemes. [Usage]
- Describe relationships between scheduling algorithms and application domains. [Familiarity]
- Discuss the types of processor scheduling such as short-term, medium-term, long-term, and I/O. [Familiarity]
- Describe the difference between processes and threads. [Usage]
- Compare and contrast static and dynamic approaches to real-time scheduling. [Usage]
- Discuss the need for preemption and deadline scheduling. [Familiarity]
- Identify ways that the logic embodied in scheduling algorithms are applicable to other domains, such as disk I/O, network scheduling, project scheduling, and problems beyond computing. [Usage]

¹Source: ACM IEEE CS Curricula 2013

Week 09 Storage, Firmware, Bootloader, & Systemd: Topics¹

- Storage
- Storage Arrays
- BIOS
- Loader
- Systemd

¹Source: ACM IEEE CS Curricula 2013

Week 09 Storage, Firmware, Bootloader, & Systemd: Learning Outcomes¹

- Storage [Usage]
- Storage Arrays [Usage]
- BIOS [Usage]
- Loader [Usage]
- Systemd [Usage]

¹Source: ACM IEEE CS Curricula 2013

Week 10 I/O & Programming: Topics¹

- Characteristics of serial and parallel devices
- Abstracting device differences
- Buffering strategies
- Direct memory access
- Recovery from failures
- I/O Programming
- Network Programming

¹Source: ACM IEEE CS Curricula 2013

Week 10 I/O & Programming: Learning Outcomes¹

- Explain the key difference between serial and parallel devices and identify the conditions in which each is appropriate. [Familiarity]
- Identify the relationship between the physical hardware and the virtual devices maintained by the operating system. [Usage]
- Explain buffering and describe strategies for implementing it. [Familiarity]
- Differentiate the mechanisms used in interfacing a range of devices (including hand-held devices, networks, multimedia) to a computer and explain the implications of these for the design of an operating system. [Usage]
- Describe the advantages and disadvantages of direct memory access and discuss the circumstances in which its use is warranted. [Usage]
- Identify the requirements for failure recovery. [Familiarity]
- Implement a simple device driver for a range of possible devices. [Usage]
- I/O Programming [Usage]
- Network Programming [Usage]

The End

- ☐ This is the end of the presentation.
- ☒ This is the end of the presentation.
 - This is the end of the presentation.