# CS330: Operating Systems

**Course Logistics** 

### Course and instructors

\$whereis cs330

RM 101. Tue, Wed, Thu (8AM to 8.50AM)

Class page: <a href="https://www.cse.iitk.ac.in/users/deba/cs330/">https://www.cse.iitk.ac.in/users/deba/cs330/</a>

Piazza link: <a href="https://piazza.com/iitk.ac.in/firstsemester2023/cs330">https://piazza.com/iitk.ac.in/firstsemester2023/cs330</a>

Canvas link: <a href="https://canvas.cse.iitk.ac.in/courses/70">https://canvas.cse.iitk.ac.in/courses/70</a>

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KD 212, <a href="mailto:deba@cse.iitk.ac.in">deba@cse.iitk.ac.in</a>, send emails with [CS330] in the subject line Meeting hours: 12.15PM - 1.30PM Thursday

#### Lectures

- Be on time! 8AM to 8.50AM, RM 101
- Keep your mobile phones (and other devices) switched off / silent
- Bring blank sheets and pen to class. Will be required for class quizzes
- Attend classes regularly. Slides may not contain everything discussed
- Ask questions and interact

### **Evaluation**

- 1. Programming assignments (35%)
- 2. Quizzes (15%)
- 3. Mid-semester (15%)
- 4. End-semester (35%)

#### References

- 1. Operating Systems: Three Easy Pieces. Remzi H. Arpaci-Dusseau and Andrea C. Arpaci-Dusseau. Available online (free) <a href="http://pages.cs.wisc.edu/~remzi/OSTEP/">http://pages.cs.wisc.edu/~remzi/OSTEP/</a>
- 2. M. J. Bach. Design of the Unix Operating System, Prentice Hall of India, 1986.
- 3. Abraham Silberschatz, Peter B. Galvin, Greg Gagne. Operating System Concepts, 8th Ed., John Wiley

### Quizzes (15%)

- Wakeup quizzes (unannounced)
  - Starting of the lecture (~10Mins)
  - Questions based on previous lecture(s)
- Quizzes will be group based
  - Random group of max. 5 students
  - Discuss and debate before submitting the group's answer
  - Write answer on a sheet along with the group details
- If you are late ⇒ Allowed entry only after the quiz
- Participate in Quizzes, if any member of the group can not explain the submitted answer ⇒ penalty on the whole group

## Assignments (35%)

- All assignments involve programming, #of assignments <= 4
- Goals
  - Understanding OS abstractions
  - Designing OS mechanisms and policies
- Team size: 1 to 4 (TBD for each assignment)
- Deadlines: No deadline extensions. Each can avail 100 bonus hours

"If you are here to learn, never defeat the purpose by cheating"

https://www.cse.iitk.ac.in/pages/AntiCheatingPolicy.html

<sup>&</sup>quot;Take pride in honest hard work"

<sup>&</sup>quot;Cheating implies accepting defeat"

### Some points to note!

- Be regular to class
- Read the book chapters and other reading materials, solve h/w exercises
- This course is hands-on, be open to experiment and experience
- Participate in Piazza, approach the teaching staff
- Work hard, do not worry about the grades!