

The Structure of a Computer

Separation of a computer in four sections

- **Hardware :**
collection of devices that allow the execution of programs
- **OS :**
management and coordination of system hardware
- **Software :**
any program that can be executed inside the OS
- **User :**
any device or being that can interact with the system

Hardware (simplified)

- Systembus connects all devices
 - one or more CPUs for program execution
 - shared memory for tasks of the CPU and other devices
 - Controller for IO devices
 - * Hard Drives
 - * HID
 - * Network Interface
 - * ...

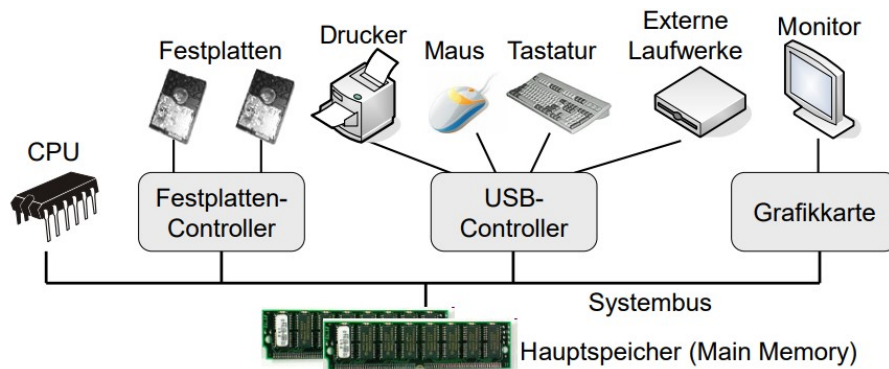


Figure 1: "Systembus Floiwwchart"

Computer Architecture : von-Neumann

- reference model for computers
- separation between code execution and data

- Separation between CPU and memory
- Separation between Execution Unit and ALU
- this adds component communication overhead in program execution
 - Data has to be moved from memory to CPU and back, to be used
 - the OS provides functionality to use the given resources efficiently

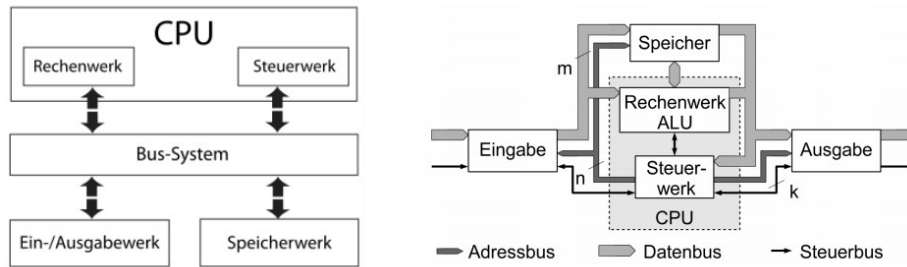
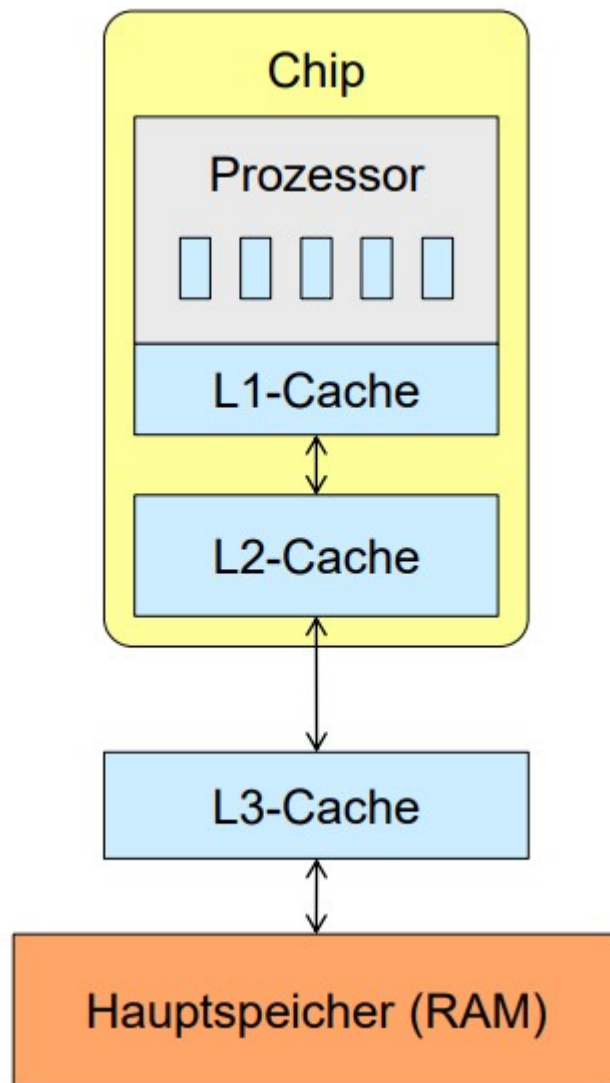


Figure 2: “CPU Model Flowchart”

- CPU has multiple registers
 - data registers, address registers, special registers, ...
- additional cache
 - fast buffer memory
 - access to cache is much faster compared to memory access
 - smaller cache = lower access times
 - caches are transparent to the OS
 - Types of cache
 - * L1-cache
 - close to the main execution unit, very small, very little latency
 - saves future instructions for fast execution
 - * L2-cache
 - larger and slightly slower
 - * L3-cache
 - faster than main memory
 - smaller than main memory
 - extra chip outside the main processor



- registers tend to be very small, no more than the size of a DWORD but extremely fast
 - used for calculation or comparison
- cache is still very fast, but is usually slower than registers, while having a larger size
- main memory is very large, but needs many cycles to move data to CPU
 - OS needs to handle access times and data transport
 - every time we access data from a hard drive, we have to stop program execution so the processor can continue

Processor Cores and Caches

- each CPU tends to have its own L1 and L2 cache, sharing the L3 cache between all cores
- all processors can access system BUS and main memory individually
- communication and access latency is still a bottleneck in modern hardware
- Hyperthreading
 - process interweaving, so that program execution can be sped up

Hardware component interplay

- CPU executes operations
- CPU and IO-devices are used asynchronously
 - every IO-controller controls one type of device
 - the CPU is needed to execute an operation
 - * every controller has its own registers
 - * CPU moves data from main memory and cache
 - * operation is started after moving the data
 - Today: *DMA (Direct Memory Access)*
 - * separate controller for the movement of data
 - * takes load away from CPU
- Hardware Interrupts tell the CPU when an external task is done
 - CPU tries to access HDD
 - HDD Controller starts to work on retrieving the data
 - CPU continues to work on other stuff
 - HDD controller sends an interrupt signal to CPU
 - CPU stops and listens to HDD controller
 - data has an end-marker, if end is reached, CPU continues to work.

Simplified computer architecture

The OS

- Collection of Programs that allow efficient and comfortable use of a computer
 - Platform for program execution on computer hardware
- System resources can be Hardware or software
 - **Processors, Processes, Threads**
 - **Memory**
 - * Main Memory, Cache, virtual Memory
 - **Filesystem**
 - * Directories, Files
 - **I/O devices**
 - * Graphics card, Network interface card, Harddrives, Peripherals
- Classification:

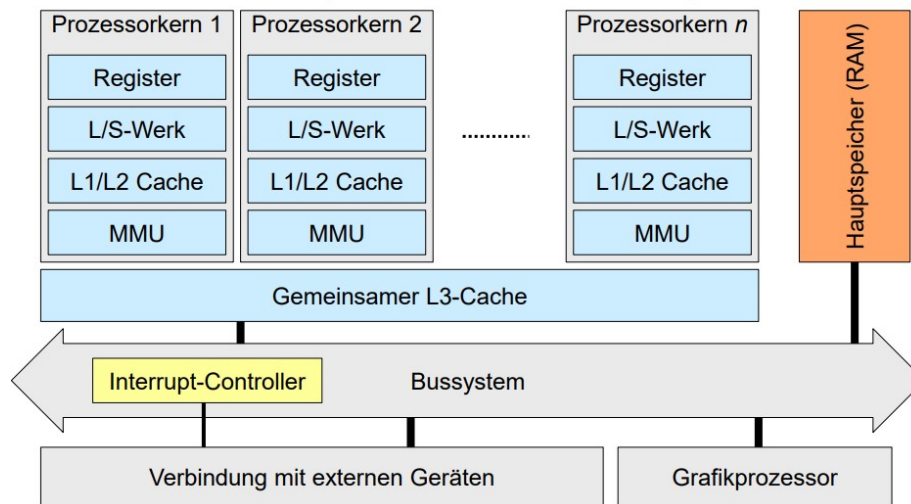


Figure 3: “Main Components of a computer”

- can it be shared between processes? (y/n)
- can we remove a resource from a process?

The Development of Operating Systems

Main Focus of OS development

- Mainframes (1950)
- “Mini-computers” (1960)
- Desktop-Computers (1970)
- Handheld-Computers (1990)
- AP’s, Sensor-nodes, Smartphones, Tablets... (2000)
- IoT, Cyber-physical systems, Smartwatches... (2010+)

Today’s Operating Systems:

Today’s Operating Systems

- **MS-DOS Kernel** (EOL in 2001):
 - Windows 1.0 - 3.11
 - Windows 95
 - Windows 98
 - Windows Me
- **Windows NT Kernel:**
 - Windows NT
 - Windows 2000
 - Windows XP

- Windows Vista
- Windows 7
- Windows 8/8.1
- Windows 10
- Windows Server
- **UNIX Kernel:**
 - Sun Solaris
 - HP UX
 - Linux
 - * Debian (APT)
 - Ubuntu
 - Parrot OS
 - * Arch Linux (Pacman)
 - Manjaro
 - Arco Linux
 - * RHEL
 - * SUSE
 - * Gentoo
 - * LFS
 - * Android
 - BSD
 - Mac OS
 - iOS
 - ...
- TinyOS
- Contiki
- ...

OS Distribution in Germany

- **March 2014**
- **January 2016**
- **January 2009 to January 2019 (Desktop OS)**
- **January 2009 to January 2019 (Mobile OS)**

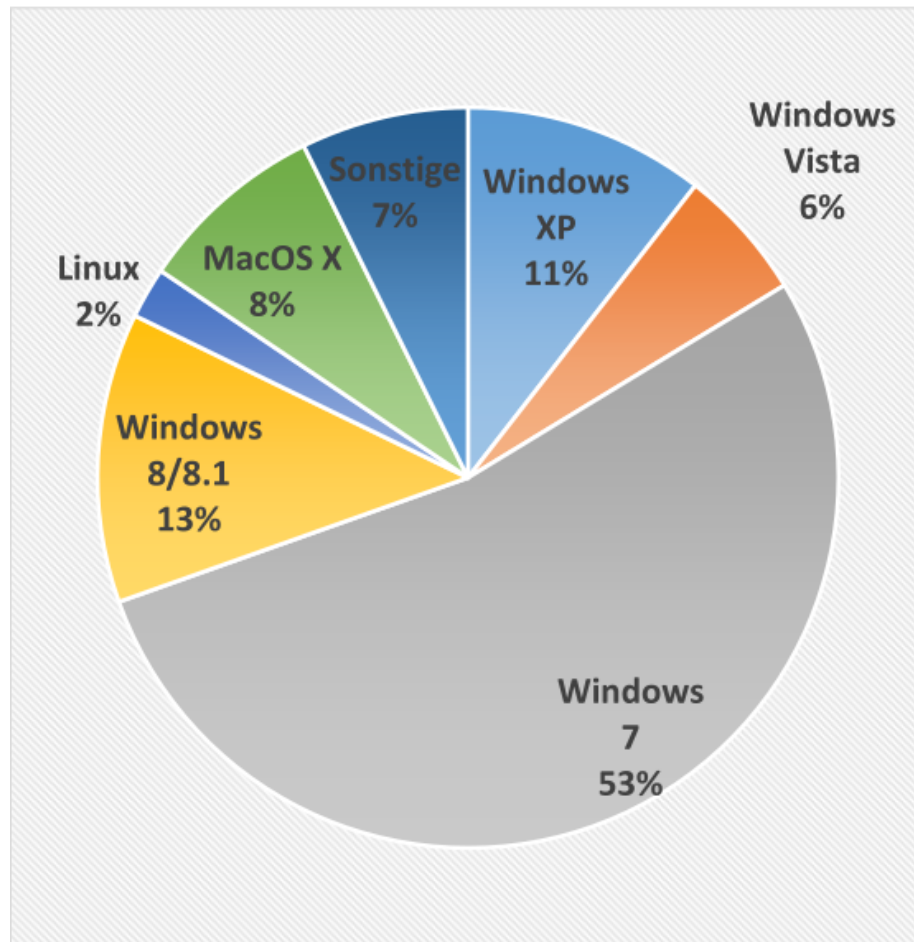


Figure 4: “OS Distribution in Germany, March 2014”

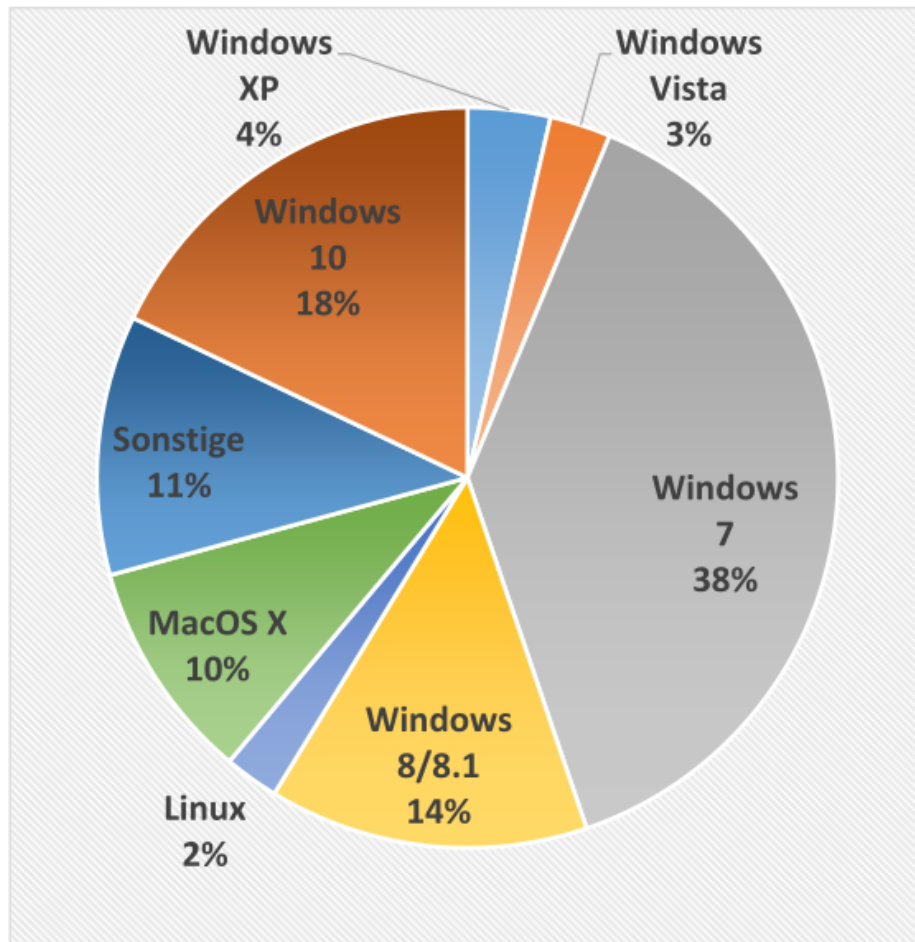


Figure 5: “OS Distribution in Germany, January 2016”

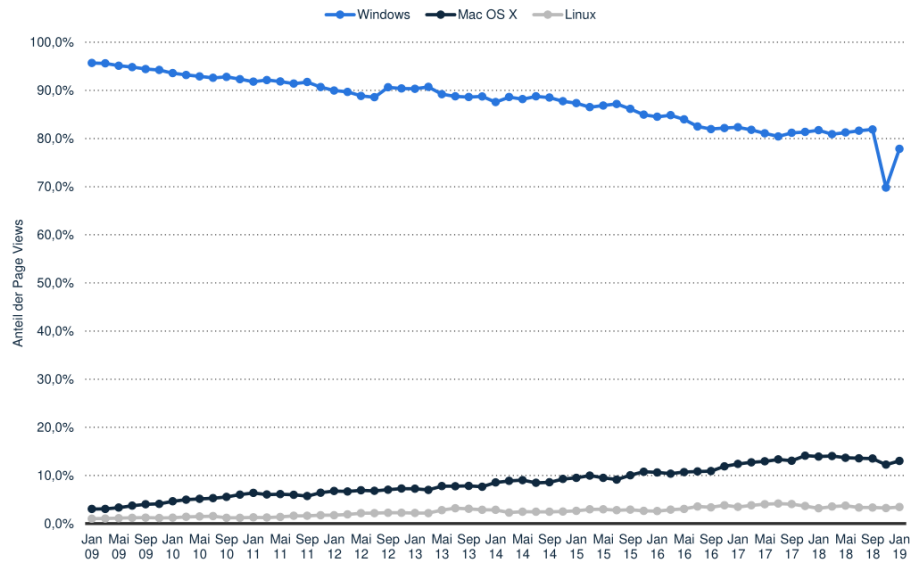


Figure 6: “OS Distribution in Germany, January 2016”

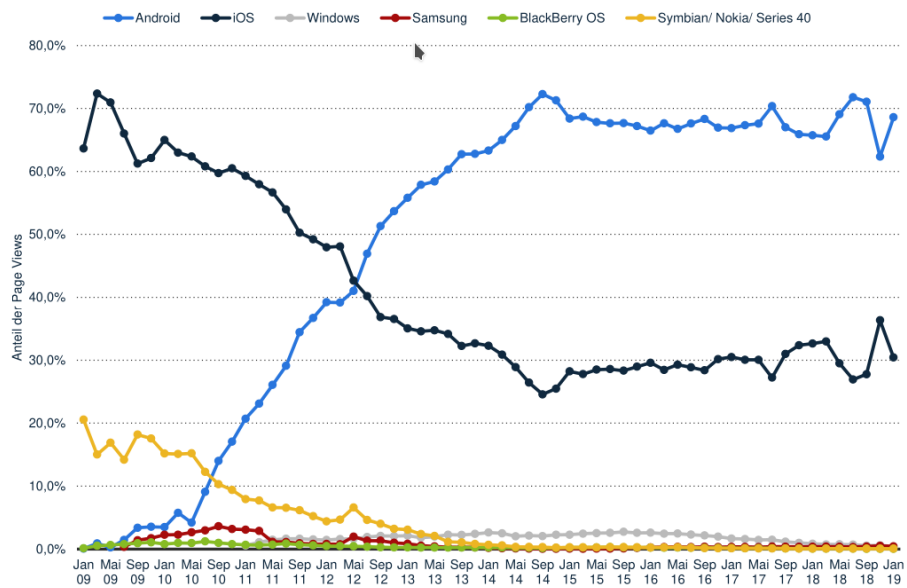


Figure 7: “OS Distribution in Germany, January 2016”