

CS341: Operating System

Introduction to Operating System

Lect01 : 30th July 2014

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Outline

- Course, Attendance, Reference Book
- What do we study in this course?
- Why should this be studied?
- What is “*Operating System*” ?
- How is the course structured?

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CS431 : Course site, Venue & Timing

- Course website:
<http://jatinga.iitg.ernet.in/~asahu/cs431/>
- Class Venue
– Core III: 3202
- Class Timing & Venue
– Tue 09.00AM-09.55AM
– Wed 10.00AM-10.55AM
– Thu 11.00AM-11.55AM
– Mon 08.00 AM-08.55AM (*Slot for makeup class*)

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Course Pre requisite

• Require Knowledge of

- CS204 : Algorithms
 - Use of Algorithm design, Graph, Analysis, Approximation, Heuristics, etc..
- CS222 : Computer Org. & Architecture
 - Interface to BIOS, Architecture and ISA

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CS431 OS: Text & Ref Books

- Text Book
 - Silberschatz, A. and Galvin P. B, *Operating System Concepts*, 8/e. Wiley, 2008
- Reference Book
 - Stalling, W. *Operating Systems: Internals and Design Principles*, 6/e. Pearson, 2008.
 - Tanenbaum, A. S *Modern Operating System*. 3/e. Pearson, 2007.
 - Dhamdhere, D. M *Operating Systems: A Concept Based Approach*, McGrawHill, 2008.

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CS431 OS: Other Ref. Books

- Others Reference Book
 - Maurice Herlihy, Nir Shavit, *Art of Multiprocessor Programming*, Elsevier 2009
 - C. Crowley *Operating Systems: A Design-Oriented Approach*, Tata McGraw - Hill Education, 2009
 - Buttazzo Giorgio C. *Hard Real-Time Computing Systems* , Springer Verlag, 2011
 - P. Brucker *Scheduling Algorithms* , Springer-verlag, 2007
 - J. Corbet, A. Rubini *Linux Device Drivers*, 3rd Ed. O'Reilly Media, 2005

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CS341 : Rules

- 75% Attendance is Mandatory
- **Any kind of Copy/Plagiarism lead to 'F' Grade**
 - Take home exam and Quiz
 - Both source (from copied) and destination (to copied) will be penalized
 - Open: If your are taking from some sources, please site/mention the source (Internet or peers or seniors)
- Relative Grading: But with
 - Above 80 point is mandatory for AA grades
 - May not ensure AA
- **Fail Grade:** less than 30% of highest score among all the students of CS341

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CS341 : Rules

- **Copy/Plagiarism lead to 'F' Grade**
- Grading
 - **5% class participation**
 - 30% mid semester + 45% end semester
 - 10% Quiz (2 Quiz) + 10% take home (2 times)
 - Take will be announced in class and to be submitted in the next class
 - Take home and quiz will not be announced earlier

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Introduction to Computer System

- A computer system consists of
 - Hardware, **System programs**, Application programs
- | | | |
|--------------------|----------------|---------------------|
| Office Word, Excel | Banking System | Web Browser |
| Compilers | Editor | Command Interpreter |
| Operating System | | |
| Machine Language | | |
| Micro-architecture | | |
| Physical Devices | | |
- Application Program**
System Program
Hardware

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OS : Laymen Definition

An operating system manages all:

- **Input**
 - getting information into the computer from an external sources
 - keyboard, a mouse, a scanner, or a disk.
- **Processing**
 - After receiving input: manipulates or alters the data
- **Output**
 - Once the input has been processed
 - Result output to a monitor, printer, disk or sent via email or the Web

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OS Examples

- **PC OS**
 - Microsoft : Window 95, 98, XP, Vista, 7, 8, NT
 - Apple : Machintosh, IBM : OS 2, OS 360/390
 - Unix, Linux, Ubuntu, Fedora, BSD Unix, Solaris
- **Embedded OS**
 - Android, iOS, Window CE/Phone 8.1, Bada OS, QNX, MeeGo, BlackBerry, uLinux, TinyOS
- **Web Browser OS** : Crome OS, EyeOS, YouOS
- **Router OS**: CSIR ONET, Netware, Cisco IOS, SAN-OS

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OS Types

- **Mainframe OS, Server OS**
- **Multiprocessor operating systems**
- **Personal computer operating systems**
- **Real-time operating systems**
 - Air craft, Radar Detection, Naval/Space Machine
- **Embedded operating systems**
 - Mobile, Printer, Scanner, Projector, Camera, Washing Machine
- **Smart card operating systems**
 - Ecos, TinyOS, SensorOS

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What is an Operating System

- **OS is an extended machine**

- Hides the messy details which must be performed
- Presents user with a virtual machine, easier to use

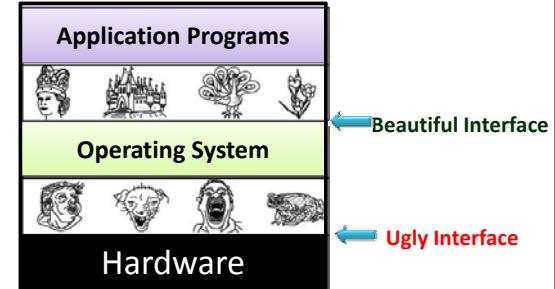
- **OS is a resource manager**

- Each program gets time with the resource
- Each program gets space on the resource

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OS as an Extended Machine

Operating systems turn ugly hardware into beautiful abstractions.



OS as a Resource Manager

- Allow multiple programs to run at the same time
- Manage and protect memory, I/O devices, and other resources
- Includes multiplexing (sharing) resources in two different ways:
 - In time
 - In space

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Abstraction

- Delving into the depths reveals more information
- An abstraction omits unneeded detail, helps us cope with complexity

Software Abstraction

```

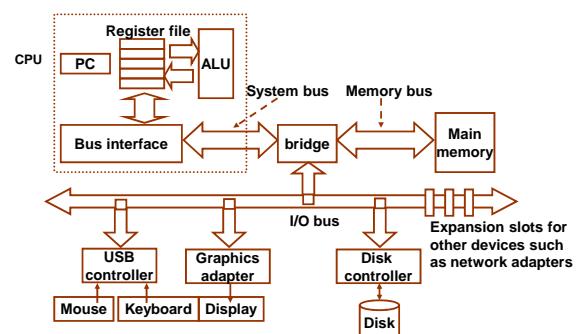
int sum(int x, int y)
{
    int t = x+y;
    return t;
}

sum:
    pushl %ebp
    assembly
    movl %esp,%ebp
    movl 12(%ebp),%eax
    addl 8(%ebp),%eax
    movl %ebp,%esp
    popl %ebp
    ret
  
```

0x401040 <sum>:	0x55 0x89 0xe5 0xb 0x45 0x0c 0x03 0x45 0x08 0x89 0xec 0x5d 0xc3
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Hardware Abstraction



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Operating System

- Bridge the gap between hardware and software
- Establish a foundation for building higher-level programs
 - How to optimize programs?
 - How to debug large systems
 - How to deal with complexity

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Operating System

- Provides a virtual execution environment on top of hardware
 - That is more convenient than the raw hardware interface
- “All of the code you did not write”
- More Simple, More reliable, More secure, More portable, More efficient.....

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What do OSes do?

- Manage physical resources
- Provide virtual resources
- Implement mechanisms and enforce policies for the control and use of resources
- Mediate the interaction of mutually distrusting applications

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What Physical Resources Do OSes Control?

- CPU, Memory
- Storage Devices, Networks
- Input Devices (keyboard, mice, cameras)
- Output Devices (printers, displays, speakers)
- And many virtual resources

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CS431 Course Objectives

To learn –

- Theory behind resource management
- Theory behind concurrency and related issues
- How to adopt to new hardware resources and standardization
- Issues affecting modern operating systems (Android, VxWork, Distributed OS,)

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CS431 Course Objectives

To learn –

- Advanced Power Management Support
- Multi-core support in OS
- How to **device driver** and how all the interface works
- How the system call works..

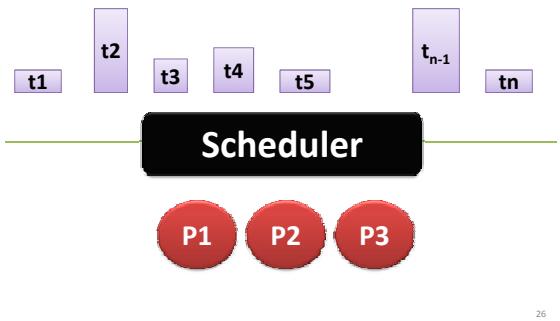
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How the Resource Management is Difficult ?

A simple example with algorithmic analysis...

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Scheduling : N Tasks on 3 Processors



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Scheduling : N Tasks on 3 Processors

- Assumption (Very simplistics)

- Lets N Task arrives at time 0
- All tasks are independent task
- i_{th} task takes t_i amount of time to execute on any processor
- Homogenous: All processor are of same type and speed
- Interruption not allowed : Task assigned to a processor will execute completely without interruption

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Scheduling : N Tasks on 3 Processors

- Optimization Criterion

- Minimize finishing time of last executed task: Minimize C_{max}

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Scheduling : N Tasks on 3 Processors

-
- How to Solve ? Is there any approaches ?
 - Schedule Longest Task first ==> FAIL
 - Schedule shortest Task first ==> FAIL
 - Dynamic Programming ==> FAIL
 - NP-Complete Problem**
 - Need to solve using **Approximation or Heuristics**

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Course Structure

1st Half (Algorithmic Prospects)

- Process Management
 - Process and thread, scheduling examples
 - Scheduling Algorithms: Theoretical prospects*
- Concurrency
 - Mutual exclusion, synch., semaphores, deadlocks
 - Atomic Instructions, *design and proof of Synchronization algorithms and policies*
- Memory Management
 - Allocation, protection, hardware support, paging, segmentation, virtual memory, demand paging, allocation, replacement, TLBs
 - Algorithmic treatment: Memory management*

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Course Structure

2nd Half {System Prospective}

- File Management
 - Naming, file operations and their implementation;
- File Systems
 - Allocation, free space management, directory management, mounting;
 - ***Distributed File System***
- I/O Management
 - Device drivers, disk scheduling
 - ***Linux Device Driver & Kernel Programming***

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Thanks

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