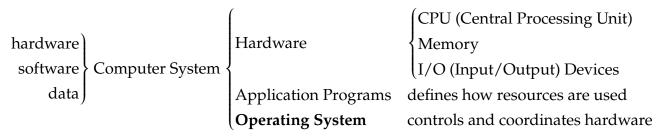
Contents

1	Overview				
	1.1	What Operating Systems Do			
	1.2	Computer-System Organization			
		1.2.1 Computer-System Operation			
		1.2.2 Storage Structure			

1 Overview

1.1 What Operating Systems Do



Components of a Modern Computer System

An **operating system** is a software that

- manages and controls a computer's hardware;
- coordinates and optimizes utilization of hardware;
- provides a basis for application programs.

An operating system is similar to a *government*, who performs no useful function, but provides an environment within which other programs can do useful work.

	Ease of Use	One user monopolizes all resources.			
User View «	Maximizing Utilization	Multiple users utilize resources simutaneously.			
User view s	Compromise	OS assigns and shares resources to different users.			
	Ease of Use One user monopolizes all resources. Maximizing Utilization Multiple users utilize resources simutaneously. Compromise OS assigns and shares resources to different users. Little or no User View				
Cyctom Vior	Resource Allocator	rocesses numerous and possibly conflicting requests.			
System view	Control Program	processes numerous and possibly conflicting requests. manages the execution of user programs			

1.2 Computer-System Organization

1.2.1 Computer-System Operation

Rquires Memory Controllers — Memory Cycles

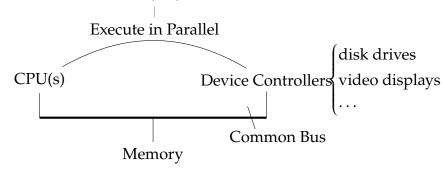
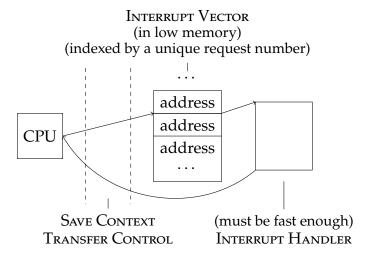


Figure: Components of Modern General-Purpose Computer

For a computer to start running, it

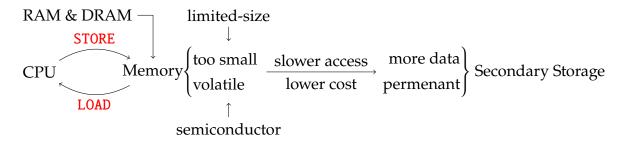
- 1. runs bootstamp program, which
 - tends to be simple.
 - is stored in **read-only memory** (ROM), or Electrically Erasable Programmable ROM
 - initializes all aspects of the OS, from CPU registers to device controllers to memory.
 - locates the operating system and loads it to memory (
 ← know how to load and start)
- 2. loads service programs (**system daemons**: outside kernel, loaded at boot, runs entire time)

The event is signaled by an **interrupt** from either hardware or software.



1.2.2 Storage Structure

All forms of memory provide **an array of bytes**. Each byte has its own address.



Other types of memory:

- Cache: stores data to reduce time cost of further request for that data.
- ROM: cannot be changed \Rightarrow ONLY static programs (e.g., bootstamp program).
- EEPROM: change is slow \Rightarrow mostly static programs (e.g., factory-installed programs).

Hierarchy	Magnitude	Volatility	Implementation
Registers	bytes	V	MOSFET
Cache	16KB ~ 50MB	√	MOSFET
Main Memory	8GB ~ 64GB	√	MOSFET
Solid-state Disks	≥ 100 GB	O/x	Flash Memory
Magnetic Disks	≥ 500 GB	×	Magnetic Poles
Optical Disks		×	Pits & Lands
Magnetic Tapes	TB	×	Magnetic Memory

Table: Information and Hierarchy of Storage (higher in hierarchy ⇒ larger capacity, more expensive, and faster)