

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!

REV271 28-Feb-2021

Operating Systems 211³⁾ — PJJ from HOME

ZOOM: A [Mon (or Wed) 10:00] — B [Mon (or Wed) 15:40] — C [Tue (or Thu) 08:00]

Week	Schedule & Deadline ¹⁾	Topic	OSC10 ²⁾
Week 00	22 Feb - 28 Feb 2021	Overview 1, Virtualization & Scripting	Ch. 1, 2, 18.
Week 01	01 Mar - 07 Mar 2021	Overview 2, Virtualization & Scripting	Ch. 1, 2, 18.
Week 02	08 Mar - 16 Mar 2021	Security, Protection, Privacy, & C-language.	Ch. 16, 17.
Week 03	17 Mar - 23 Mar 2021	File System & FUSE	Ch. 13, 14, 15.
Week 04	24 Mar - 30 Mar 2021	Addressing, Shared Lib, & Pointer	Ch. 9.
Week 05	31 Mar - 06 Apr 2021	Virtual Memory	Ch. 10.
Week 06	07 Apr - 25 Apr 2021	Concurrency: Processes & Threads	Ch. 3, 4.
Week 07	26 Apr - 02 May 2021	Synchronization & Deadlock	Ch. 6, 7, 8.
Week 08	03 May - 09 May 2021	Scheduling + W06/W07	Ch. 5.
Week 09	17 May - 23 May 2021	Storage, Firmware, Bootloader, & Systemd	Ch. 11.
Week 10	24 May - 06 Jun 2021	I/O & Programming	Ch. 12.

¹⁾ The **DEADLINE** of Week 00 is 28 Feb 2021, whereas the **DEADLINE** of Week 01 is 07 Mar 2021, and so on...

²⁾ Silberschatz et. al.: **Operating System Concepts**, 10th Edition, 2018.

³⁾ This information will be on **EVERY** page two (2) of this course material.

STARTING POINT — <https://os.vlsm.org/>

- ❑ **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**
 - ❑ **SCELE OS211** — <https://scele.cs.ui.ac.id/course/view.php?id=3134>.
The enrollment key is **XXX**.
 - ❑ **Download Slides and Demos from GitHub.com**
<https://github.com/UI-FASILKOM-OS/SistemOperasi/>:
os00.pdf (W00), os01.pdf (W01), os02.pdf (W02), os03.pdf (W03),
os04.pdf (W04), os05.pdf (W05), os06.pdf (W06), os07.pdf (W07),
os08.pdf (W08), os09.pdf (W09), os10.pdf (W10).
 - ❑ **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).
 - ❑ **LFS** — <http://www.linuxfromscratch.org/lfs/view/stable/>
 - ❑ **OSP4DISS** — <https://osp4diss.vlsm.org/>
 - ❑ **DOIT** — <https://doit.vlsm.org/001.html>

Agenda

- 1 Start
- 2 Schedule
- 3 Agenda
- 4 How to contact the Lecturer
- 5 Assessment
- 6 The Three-Strikes Rule
- 7 LFS: Linux From Scratch
- 8 Week 00: Review
- 9 Assignments
- 10 Schedule
- 11 Week 00 Assignment #1: Public Repository
- 12 Week 00 Assignment #2: Start Week 00 Log
- 13 Week 00 Assignment #3: Create Your GitHub Page
- 14 Week 00 Assignment #4: Course Registration
- 15 Course Highlights and Syllabus

Agenda (2)

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

How to contact the Lecturer

SCELE OS211 — (The enrollment key is **XXX**):
<https://scele.cs.ui.ac.id/course/view.php?id=3134>.

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

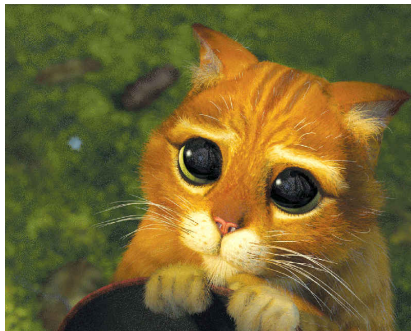


Figure: Never ever whine and pretend like this¹!

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

- **4 SKS** (Units) means 12 hours per week!
 - You need to log your weekly activities!
- **11** (weekly) assignments @ 11.11 points.
 - Assignments will vary from week to week.
 - The assignment deadline will be by the end of every week. See page 2.
 - See the checklist at the end of this presentation.
- Final grade: the sum of the best 9 out of 11 assignments.

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

- **C-2C:** upto 5 points.
 - 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.

The Three-Strikes Rule



- All major academic-rules violations will be handled directly by the Faculty of Computer Science, University of Indonesia.
- "Accidents" may happen. There will be warnings for the first two minor violations.
- Your final grade will be reduced for the third warning.
- Your final grade will be reduced to "D" for the fourth warning.
- Five (5) or more warnings will be considered as a major academic-rules violation.

AIN'T DIFFICULT, lah!

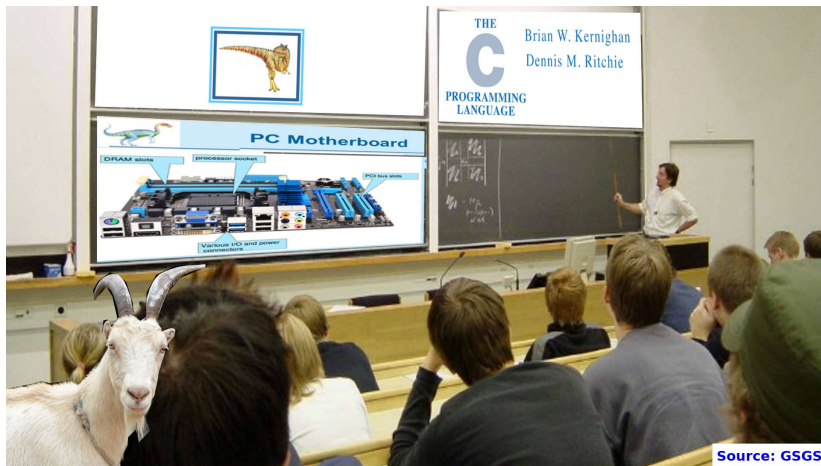


Figure: Even this Goat will get "C" at the end of the semester!

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!

A choir (emulation) of VOCODER (pre WW2), IBM704 (1950s) and Vocaloid4 (2014). See also the classical movie "**2001: A Space Odyssey**" and YouTube: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.

Weight: 8800 kg — Electricity: ca. 200 kWatt — 42000 flops — 128 kbytes (eq.) core memory — 64 kbytes (eq.) drum memory — 3 Mbytes (eq.) Tape Unit.

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

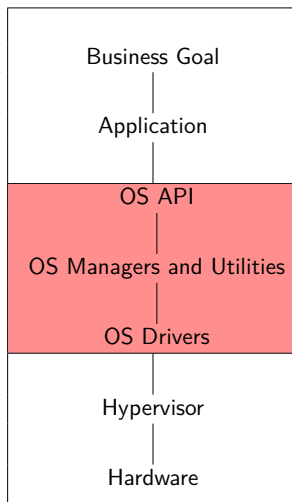
Estimate price (2020 value): Rp. 8,000,000.

LFS: Linux From Scratch (Week 00 — Week 10)

- <http://www.linuxfromscratch.org/lfs/view/stable/>
- To build a GNU/Linux system from scratch (source code).
- To learn a GNU/Linux system inside outside.
- To use a Virtual Machine.
- A Chicken and Egg dependency problem:
 - You need tools to build an Operating System.
 - You need an Operating System to build tools.
 - To build a cross toolchain (compiler and its libraries).
 - To build cross utilities using the cross toolchain.
 - To build an Operating System in a chroot environment.
 - To do iterations (if necessary).
- How deep would you like to know of a "real" Operating System?
- Whatever, however, from Week 00 to Week 10!
- **YOU** decide!

Week 00: Review

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



Remember Computer Organization (POK/DDAK)?

- 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: $9AB\ CDEF_{16} = 1001\ 1010\ 1011\ 1100\ 1101\ 1110\ 1111_2$

Can you read a Block Diagram?

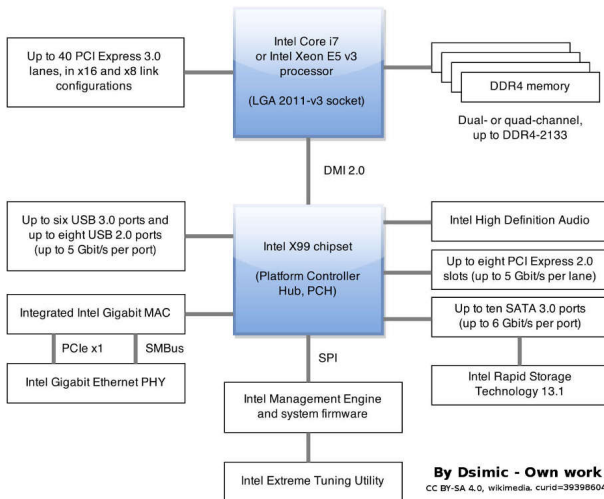


Figure: Block Diagram

What is an APIC?!

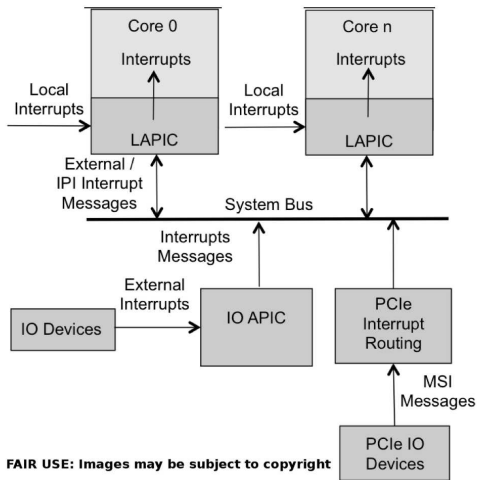
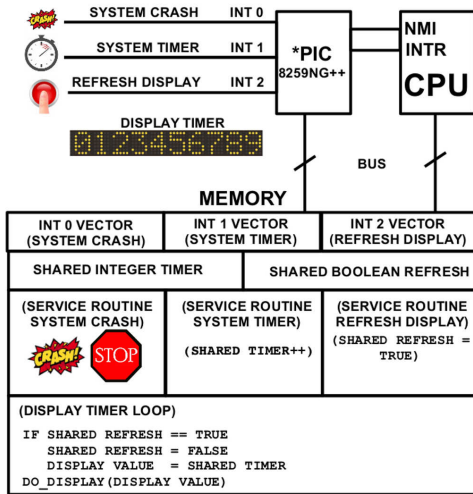


Figure: APIC (Advanced Programmable Interrupt Controller)

And, what is "Interrupt Handling"?



(c) 2017 VauLSMorg – This is a free picture

Figure: Interrupt Handling with PIC (Programmable Interrupt Controller)

The Operating System Managers

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

Any idea, what these following terms mean?!

- 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

Week 00: Problem Example (from OSC2e)

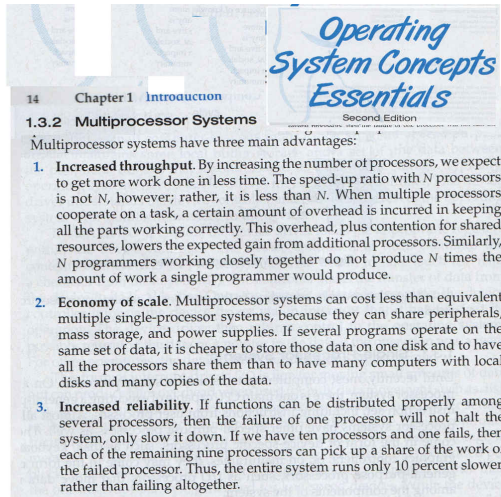


Figure: T / F The advantages of a multiprocessor system include: increased throughput, economy of scale, and increased reliability (Week 00 2016-1).

Assignments

- There will be no mid-term (UTS) nor final-term (UAS). Instead, there will be 11 weekly assignments. Your grade will be taken from the best 9 out of 11 assignments.
- Each assignment deadline will be by the end of that "week". The weekly schedule will be always on page [2].
- Understand how to "**add, commit, and push**" will be an advantage. But, you are allowed to use the "GitHub web interface" for the Week 00 assignment.
- Submit (push) the assignments to `github.com`. If you still don't have one, you need to sign up for a `github.com` account. More information will follow.
- There will be a "checklist" at the end of this presentation.
- By popular demand, the weekly schedule will be repeated on the following page!

Operating Systems 211³⁾ — PJJ from HOME

ZOOM: A [Mon (or Wed) 10:00] — B [Mon (or Wed) 15:40] — C [Tue (or Thu) 08:00]

Week	Schedule & Deadline ¹⁾	Topic	OSC10 ²⁾
Week 00	22 Feb - 28 Feb 2021	Overview 1, Virtualization & Scripting	Ch. 1, 2, 18.
Week 01	01 Mar - 07 Mar 2021	Overview 2, Virtualization & Scripting	Ch. 1, 2, 18.
Week 02	08 Mar - 16 Mar 2021	Security, Protection, Privacy, & C-language.	Ch. 16, 17.
Week 03	17 Mar - 23 Mar 2021	File System & FUSE	Ch. 13, 14, 15.
Week 04	24 Mar - 30 Mar 2021	Addressing, Shared Lib, & Pointer	Ch. 9.
Week 05	31 Mar - 06 Apr 2021	Virtual Memory	Ch. 10.
Week 06	07 Apr - 25 Apr 2021	Concurrency: Processes & Threads	Ch. 3, 4.
Week 07	26 Apr - 02 May 2021	Synchronization & Deadlock	Ch. 6, 7, 8.
Week 08	03 May - 09 May 2021	Scheduling + W06/W07	Ch. 5.
Week 09	17 May - 23 May 2021	Storage, Firmware, Bootloader, & Systemd	Ch. 11.
Week 10	24 May - 06 Jun 2021	I/O & Programming	Ch. 12.

¹⁾ The **DEADLINE** of Week 00 is 28 Feb 2021, whereas the **DEADLINE** of Week 01 is 07 Mar 2021, and so on...

²⁾ Silberschatz et. al.: **Operating System Concepts**, 10th Edition, 2018.

³⁾ This information will be on **EVERY** page two (2) of this course material.

STARTING POINT — <https://os.vlsm.org/>

- ❑ **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**
 - ❑ **SCELE OS211** — <https://scele.cs.ui.ac.id/course/view.php?id=3134>.
The enrollment key is **XXX**.
 - ❑ **Download Slides and Demos from GitHub.com**
<https://github.com/UI-FASILKOM-OS/SistemOperasi/>:
os00.pdf (W00), os01.pdf (W01), os02.pdf (W02), os03.pdf (W03),
os04.pdf (W04), os05.pdf (W05), os06.pdf (W06), os07.pdf (W07),
os08.pdf (W08), os09.pdf (W09), os10.pdf (W10).
 - ❑ **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).
 - ❑ **LFS** — <http://www.linuxfromscratch.org/lfs/view/stable/>
 - ❑ **OSP4DISS** — <https://osp4diss.vlsm.org/>
 - ❑ **DOIT** — <https://doit.vlsm.org/001.html>

Week 00 Assignment #1: Public Repository

- Visit `github.com`:
 - **SIGN UP**, if you have no account: (<https://github.com/join>).
 - Else, **SIGN IN**: (<https://github.com/login>).
- Create a new repository (or repo):
 - **Repository name**, e.g.:
 - "os211" for year 2021-1 (even 2020/21),
 - "os212" for year 2021-2 (odd 2021/22),
 - "os221" for year 2022-1 (even 2021/22),
 - etc.
 - **Note**: For "os", use lowercase. Do not use upercase!
 - **Description**: (eg.) Operating Systems 2021-1 (Semester Genap 2020/2021).
 - **Public**: Anyone can see this repository.
 - A simple **README.md** file.
 - **FYI**: The new default branch of GitHub is now "main". In the past, the default branch name was "**master**". To be consistent with other examples, default branch "**master**" is used. Click "settings" to change default branch.

Week 00 Assignment #1 (cont)

Create a new repository

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

Owner *



Repository name *

os211



Great repository names are short and memorable. Need inspiration? How about [didactic-octo-palm-tree?](#)

Description (optional)

Operating Systems 2021-1



Public



Anyone on the internet can see this repository. You choose who can commit.



Private

You choose who can see and commit to this repository.

Initialize this repository with:

Skip this step if you're importing an existing repository.

☒ Add a README file

This is where you can write a long description for your project. [Learn more.](#)

☐ Add .gitignore

Choose which files not to track from a list of templates. [Learn more.](#)

☐ Choose a license

A license tells others what they can and can't do with your code. [Learn more.](#)

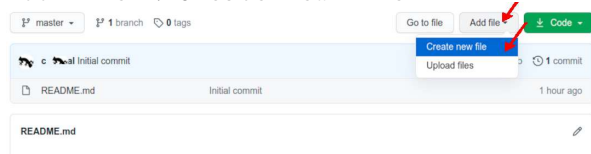
This will set `master` as the default branch. Change the default name in your [settings](#).

Create repository

Figure: Public Repository "os211"

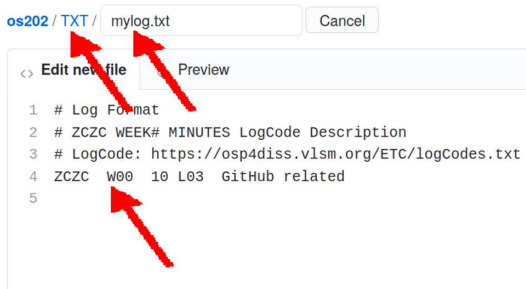
Week 00 Assignment #2: Start Week 00 Log (1)

Add file → Create new file



Folder/File: "TXT/mylog.txt" (Eg. Week-00 10 minutes doing GitHub (L03))

Issues Pull requests Actions Projects Wiki Security



Week 00 Assignment #2: Start Week 00 Log (2)

Commit a new file



Commit new file

Create mylog.txt

Add an optional extended description...

██████@vlsm.org

Choose which email address to associate with this commit

- ☒ Commit directly to the master branch.
- ☐ Create a new branch for this commit and start a pull request

Commit new file

Cancel

Week 00 Assignment #3: Create Your GitHub Page

- Do GSGS¹. Find out how to create your GitHub Page!
- No need for any Jekyll theme.
- Eg. if your GitHub account is "cbkadal" (Cicak Bin Kadal).
 - The GitHub repository will be:
 - <https://github.com/cbkadal/os211/>.
 - The GitHub Page will be:
 - <https://cbkadal.github.io/os211/>.

¹Google Sana (There) Google Sini (Here)

Week 00 Assignment #4: Course Registration

The screenshot shows a Google Form titled "Operating System" with a red asterisk indicating it is required. The form contains the following fields:

- Email address ***: A text input field with the placeholder "Your email".
- Class ***: A radio button selection with three options: A, B, and C.
- Student ID (NPM) ***: A text input field with the placeholder "Your answer".
- GitHub Account ***: A text input field with the placeholder "Your answer".
- Name (SIAK) ***: A text input field with the placeholder "Your answer".

At the bottom of the form, there is a checkbox labeled "Send me a copy of my responses." which is currently unchecked. Below the checkbox is a purple "Submit" button. To the right of the button is a green progress bar and the text "Page 1 of 1". At the very bottom, there is a small text line "Never submit passwords through Google Forms." and a reCAPTCHA logo with the text "reCAPTCHA Privacy Terms".

- You need a Google Account to fill this Google Form.
- The Google Form link will be available at **SCELE**.
- Fill in with the email address that you normally use. It does not have to be Gmail.
- GitHub Account example: "cbkadal".
- "github.com/cbkadal/" **is not** a GitHub account.
- Use your SIAK name, **NOT** your NICK name.
- If you make a mistake, just revisit the Google Form page.

Course Highlights and Syllabus

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

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

Week 02 Security & Protection: Learning Outcomes¹

- 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]

- What is an Operating System?
 - 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

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).

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: Check List (Deadline: Monday, 28-Feb-2021).

- ☐ Visit **Pengumuman Akademis**: <https://scele.cs.ui.ac.id/>
- ☐ Check this out:
 - ☐ **Starting Point**: <https://os.vlsm.org/>
 - ☐ **SCELE**: <https://scele.cs.ui.ac.id/course/view.php?id=3134>
 - ☐ **OSP4DISS**: <https://osp4diss.vlsm.org/>
 - ☐ **LFS**: <http://www.linuxfromscratch.org/lfs/view/stable/>
- ☐ Week 00: Assignment (more details in **os00.pdf**).
 - ① Create GitHub Public Repository "os211".
 - ② Start Week 00 Log.
 - ③ Create your "os211" GitHub Page.
 - ④ Course Registration
 - (<https://scele.cs.ui.ac.id/mod/forum/discuss.php?d=25053>).
- ☐ Revisit/add your own Weekly Log.
- ☐ **Study Hard!** No more TABULA RASA. Jolan Tru!
- ☐ This page is <https://os.vlsm.org/Slides/check00.pdf>.

The End

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