

# Introduction

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KTH

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# Choosing an operating system

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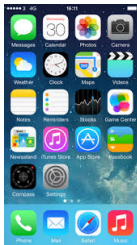
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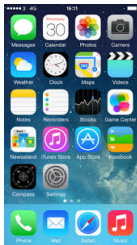
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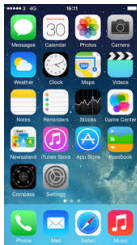
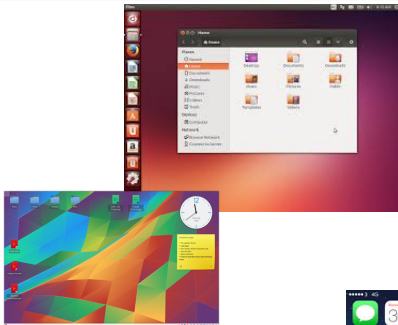


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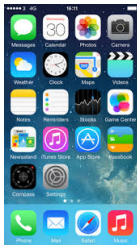
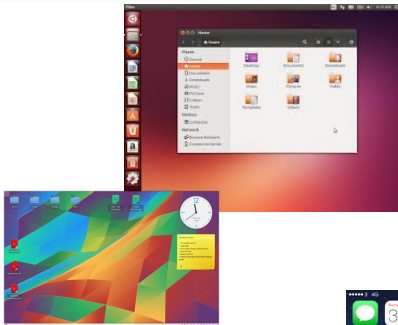




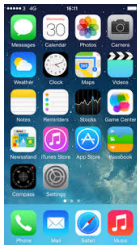
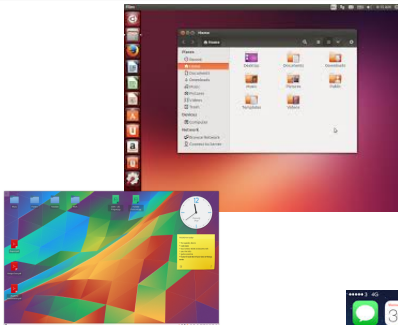
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- How it works under the hood.

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- Virtualisation
  - How do we create the image of dedicated hardware while in fact we have several process sharing the same hardware?
- Resource management
  - Given that we have limited amount of resources, how do we share them in a fair way?

The Operating System

A well structured world

The Operating System

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a clean interface

The Operating System

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The Operating System

Hardware

A well structured world

a clean interface

The Operating System

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Hardware



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x86\_64 architecture

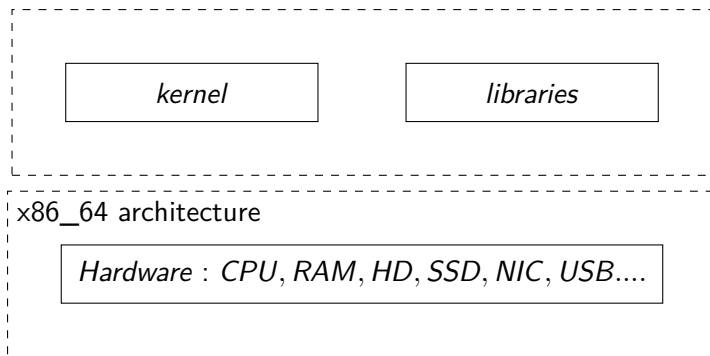
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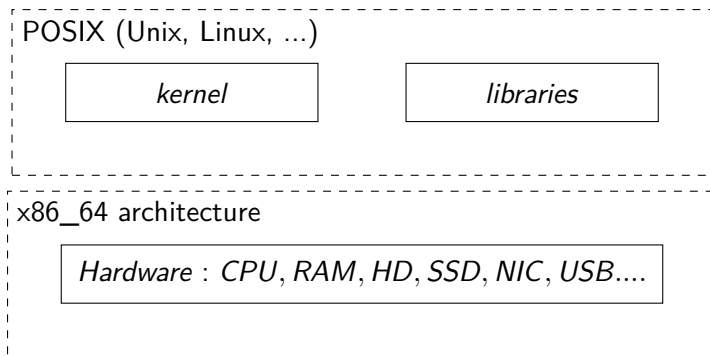
*kernel*

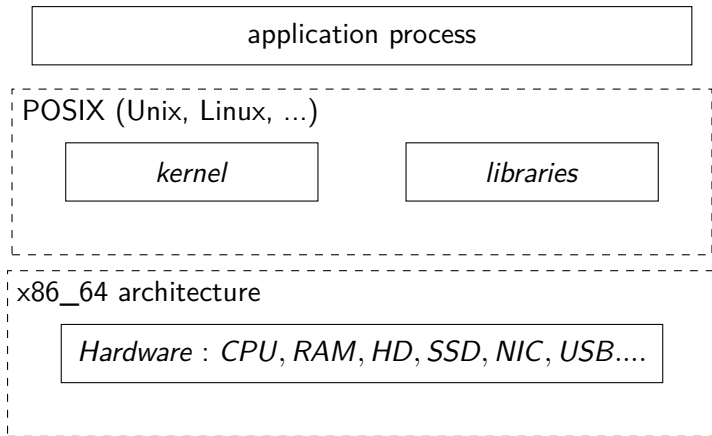
*libraries*

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Operating system API



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```
int counter = 0;

void hello(char *name){
    printf("Hello: %s, %d\n",  name, counter);
}

int main() {
    char *me = argv[1];
    while(counter != 10) {
        counter++;
        hello(me);
        sleep(1);
    }
    return 0;
}
```



Operating System

*Hardware : CPU, 8GB RAM, ....*

A: 2 GB RAM

Operating System

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A: 2 GB RAM

B: 2 GB RAM

Operating System

*Hardware : CPU, 8GB RAM, ....*

A: 4 GB RAM

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Operating System

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C: 32 GB RAM

Operating System

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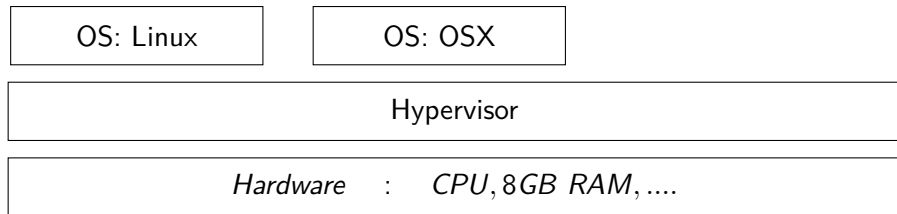
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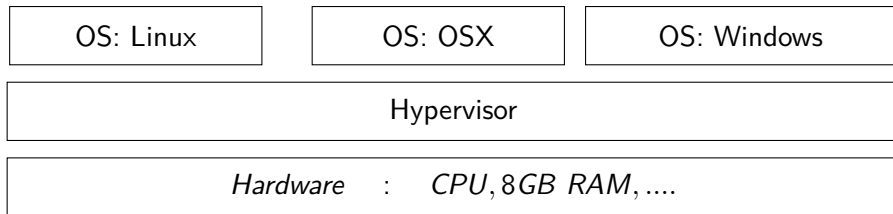
OS: Linux

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- Memory: efficient allocation and deallocation, malloc/free...
- Storage: HDD, SSD, ....

to implement an operating system

Why is it hard to implement an operating system?





Start programming today.