

Operating Systems

B.Tech. CSE

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1 Operating systems

Defⁿ :

Operating system is an interface between user and the hardware. Without operating system the user cannot access any hardware.

Defⁿ :

When we have many programs running at one given time, we need to allocate CPU to one of them and memory with osem other application. This is known as resource sharing. Sometimes resources are not sharable so we allocate some process or program and later after taking it back we can allocate it to some other process.

1. Operating system acts like a manager. It is a kind of book keeping like which resource is currently allocated to which process.
2. memory can be managed like :
 - how much memory do we have?
 - how much memory we can allocate?
 - how much free memocy is available?

1.1 Goals of operating systems:

1. Primary Goal : Convenience (personal computers)
2. Secondary Goal: Efficiency (Supercomputers)

1.2 Types of operating systems:

1. Batch OS
2. Multiprogramming OS
3. Multitasking OS
4. Multiprocessing OS
5. Real time OS

1.2.1 Batch OS

There used to be a single computer to which everyone was given access. This computer is called mainframe and everyone should give a program to this mainframe computer in a queue. Then the comuter will pick them one after the other and execute them and later at some point the user will pick the program.

If any of the jobs require less amount of CPU time and more I/O time since here CPU time is greater than I/O time still CPU is not allocated to any other job until the current process is completed. It is not interactive as well which means that response is not given immediately

1.2.2 Multiprogramming OS

It is basically an extension to Batch processing using multiprogramming CPU will be used efficiently. e.g. suppose the first job requires I/O then it will go to I/O device then CPU will be allocated to second job at the same time in such a way that CPU remains busy as long as there are jobs.

Advantages of Multiprogramming OS:

1. We need not to keep CPU idle.
2. CPU will be busy all the time with maximum utilization

1.2.3 Multitasking OS

It is an extension to multiprogramming OS. CPU will be multiplexing among all the jobs without completing any first job. Like for some time CPU is allocated to job1 then to job2 then to job3 and so on. And repeat this cycle again and again.

e.g. round robin approach.

1.2.4 Multiprocessing OS

In this instead of having one CPU we will be having lots of CPU's in the same computer.

Advantages:

1. Many jobs can be run simultaneously and parallelism can be achieved.
2. Throughput can be improved. (number of jobs completed per unit time.)
3. if one CPU fails, jobs can be rescheduled between other CPU's

1.2.5 Real time OS

In this scenario, we are given some jobs and jobs will be having some deadlines. then we are supposed to finish those jobs in the assigned deadline.

In this scenario timing is everything.

2 Process management

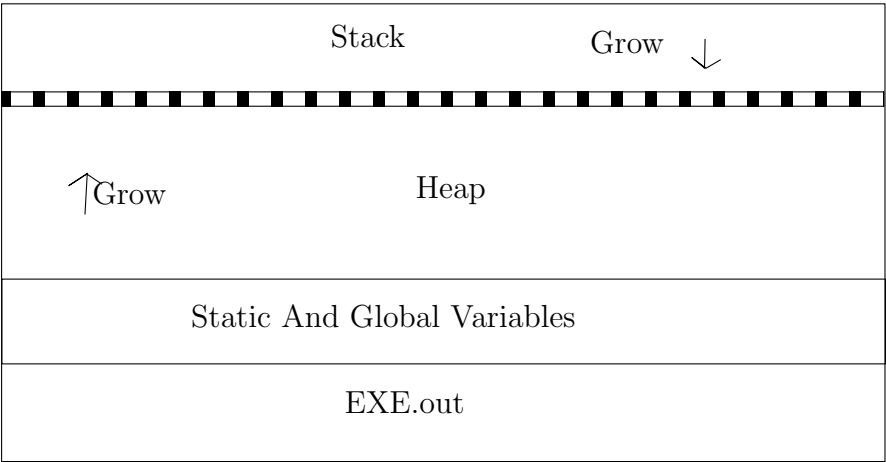
suppose we write a file "exa.c" in C language. now the program has to be first converted from high level language to low level language or machine language. This process is done by a compiler.

Program generally resides in the secondary memory. Operating system will take it from secondary memory and place it in main memory. Then start the execution. When the OS puts the program in main memory, it creates a datastructure called a process.

2.1 Process

It is something which is created by the operating sysetem in order to execute a program. So before we execute a program we need to create a process. The proces is real and the program is virtual.

For example: Making of the food is the process and the recipie is the program



Once the Datastructure is created, the OS will start executing the executable code line by line.

2.1.1 Attributes of a process

1. Process ID
2. Program counter
3. Process state
4. Priority
5. General purpose register
6. List of open files
7. List of open devices
8. Protection

Process ID:

Each process is given a unique number called the process ID. the number of bits depends on the OS.

Program counter:

While we are executing a process, we suddenly start a process and then we restart it at the end of execution.

Process state:

This is the current state of the process.

Priority:

Whenever a process is created by an OS, it is assigned some priority. So a process with high priority will be executed first by the CPU.

GPR:

When a process is preempted and some other process comes for execution then the contents of the registers related to the preempted process should also be preserved so that when it resumes its execution consistency will be maintained.

List of open files:

During the execution of a process some files need to be opened , some of the files are opened for reading purpose and others for writing purpose.

List of oped devices:

Devices which are currently used by the process

Protection:

One process should not go into other process workspace and vice versa. For every process OS is going to create a process control block (PCB) which stores all the above information about a process.

2.2 States of a process

A process from its creation to completion. Depending upon the requirements a process will transition from one state to another. When we have a lot of processes that are ready to run is known as multiprogramming.

States of a process

1. New: Whenever a process is created It is in the new state.
2. Ready: whenever processes are created they are ready to run in the main memory. There are various processes which are ready to run In multiprogramming there are two types of processes:
 - (a) With preemption
(AKA multitasking or time sharing) With preemption the process is forcefully stopped
 - (b) Without preemption
Without preemption the process is allowed to complete its execution, it is not forced to stop.
3. Run
simultaneously only process will be running if we have one CPU and if we have n CPU's then n processes will be running simultaneously.
4. Block/wait
Sometimes a process which is running might need some resources like a file or access to a device then we pull it out and put it in block state or wait state until it finishes with I/O. Once it finishes the I/O we again bring it to previous state i.e. ready state.
5. Termination/completion
Once a process finishes or completes its execution it is known to be in completion stage or termination stage. Once a process completes its execution its PCB(Process control block) is also deleted.
6. Suspend ready
Whenever space in main memory is not sufficient and whenever we want to accommodate more important processes(high priority processes) we just move the low priority processes out of the main memory to the secondary memory. These are the set of processes which work initially in the ready state and now because of lack of resources we are throwing them outside into the secondary memory.
7. Suspend wait/ suspend block
performing processes are performing some I/O and are waiting for initialization so we let them wait in secondary memory or move to wait or block state of secondary memory.

2.3 Generation of OS:

1. First generation: (1940-1948)
large and expensive.
2. Second Generation: (1956-1963)
transistors replaced vacuum tubes
generated a lot of heat.
3. Third Generation(1964-1971)
Introduced IC.
transistors were placed on silicon chips
keyboards and monitors became widespread.
4. Fourth Generation(1971-present)
Microprocessors, GUI's, mouse and handheld device.
5. Fifth Generation(Present and beyond)
Based on AI, Early stage
voice recognition
parallel processing and superconductors are aiding this transition.
quantum computers and nanotechnology.

2.4 Services of OS:

1. provide programs an environment to execute.
2. provide users means to run programs.

2.5 Program execution

1. leads a program into memory.
2. execution the program.
3. handles program's execuion.
4. Provides a mechanism for process synchronization.
5. Provides a mechanism for process communication.
6. Provides a mechanism for deadlock handling.

2.6 Operations on process

1. Creation:
Once a process is created it is in ready state and is present in main memory.

2. Scheduling

When we have many processes in the ready queue we schedule it and give it to the CPU i.e. allocate the CPU to one of them on the basis of Scheduling.

- New state: Process is about to be created and it is currently present in the secondary memory.

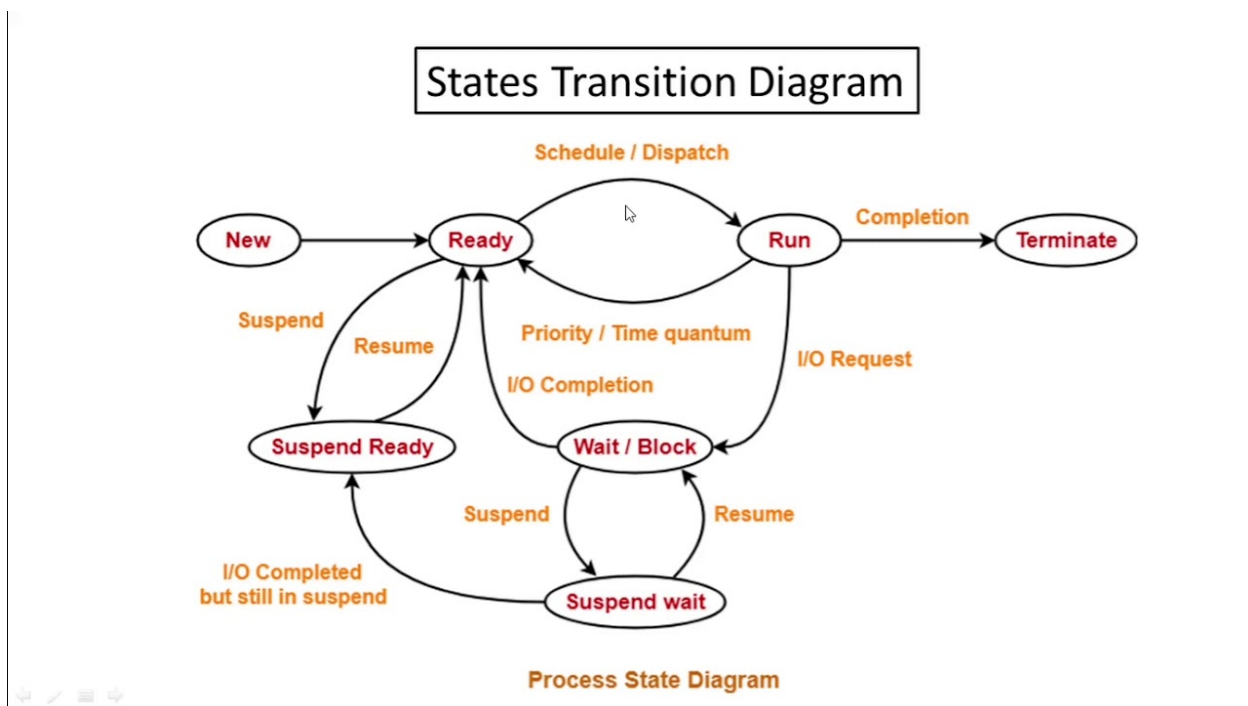
3. Executing:

Once we give a process to the CPU it will start the execution.

4. Killing/Delete:

Whenever we are done with the process we can simply kill the process.

2.7 Process state transition Diagram



NOTE:

- The minimum number of states a process can go through is 4. (New, Ready, Run, Terminate)
- Priority or time quantum may cause a process to premp
- Suspend wait or suspend ready are in secondary memoryare in secondary memory.
- I/O can occur anywhere (in main memory as well as in secondary memory) without any interruption once it is initiated.

2.8 Types of Schedulers in OS

There are 3 types of Schedulers in OS:

1. Long term Scheduler:

Long term Scheduler is responsible for the decisions about how many processes have to be created.

2. Short term scheduler:

Once we have a pool of processes waiting in ready queue to be allotted to CPU for execution. This decision is taken by short term scheduler AKA dispatcher.

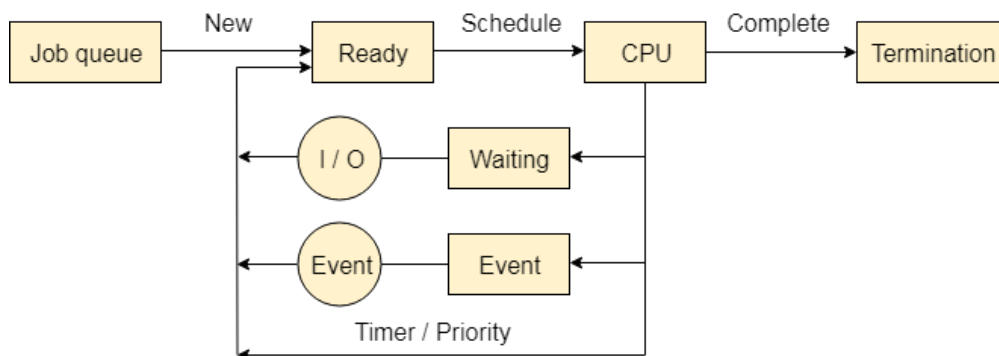
3. Medium term scheduler:

Suspension decisions are taken by Medium term scheduler. this decision can be taken either in ready state or in wait or block state.

NOTE:

Long term decisions of how many processes to be created is also known as degree of multi-programming. (Number of processes that are present in the ready queue at maximum)

When the processes are present in the states, they're basically presented as queues. These queues are implemented as linked lists.



fork() command is used for creating a new process and that process will go to the ready queue.

2.9 Various times related to processes

1. Arrival time:

Whenever a process gets in the ready queue it is the time at which the process is ready for execution.

2. Burst time:

The amount of CPU time required by a process to finish (hard to predict/detect) in real time.

3. Completion time:

The time at which the process completes its execution is called completion time.

4. Turn around Time:

Completion time and arrival time are basically points in time whereas waiting time and burst time are durations in time. In between arrival time and completion time we can have a process either waiting or executing. The difference between completion time and arrival time is called Turn around time.

5. Waiting time:

The difference between Turnaround Time and Burst time is called Waiting time.

6. Response time:

What is the first time the process hits the CPU after it arrives.

2.10 CPU Scheduling:

Picking up a process from the ready queue and giving it to the CPU is called CPU scheduling. The short term scheduler will perform CPU scheduling.

- Who → short term scheduler
- Where → Ready state to running
- When → When a process moves

2.11 Scheduling algorithms

FCFS(First Come First Serve):

- if two processes have the same arrival time then pick the one with lower process numbers.

Note: one disadvantage of FCFS is convey effect (convey: when a process is having large burst time then all the processes which are greater will have to starve. This is also known as starvation process)

SJF(Shortest job first):

- Criteria: burst time
- Mode: Non preemption

Whichever process has the least burst time is executed first. The process is not stopped until it is finished. Whenever two processes have the same burst time pick the one which has arrived earlier. SJF is the best known scheduling algorithm as of now. Advantages:

- maximum throughput
- minimum average waiting time.

Disadvantages:

- Starvation to longer jobs.

- It is not implemented because burst time of processes cannot be known as ahead

Throughput is maximum at any point of schedule for SJF because we complete as many jobs as possible depending upon test burst time.