

ParadiseOS

Spring 2025 - Version 0.1.0

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Overview

Vision

ParadiseOS is an 32-bit, x86, multi-core, general-purpose, micro-kernel operating system. The project focuses on creating a modular, extensible architecture that provides the foundation for further development and testing of key OS concepts. Features in development include process & memory management, inter-process communication, and basic programs for testing the functionality of the OS. The end goal of ParadiseOS is to provide a flexible educational platform where users can design, swap, and implement custom memory and process managers. This would enable them to experiment with different operating system concepts in a modular environment. The idea is to serve as a hands-on-tool for students in OpSys at RPI helping them understand and tinker with core OS functionality in real-time on their own machines.

Stack

- C
- Bash
- QEMU
- x86 Assembly
- GNU Make
- Docker

Goals

1. Memory primitives
2. Process primitives
3. A working scheduler
4. A working memory manager

Timeline

I. January

- Research micro-kernel architecture
 - *Operating Systems Design and Implementation (Ed. 3)* (Tanenbaum & Woodhull)
- Design a kernel API to write application servers on top of
 - Process management primitives
 - Memory management primitives
- Interrupt service routines
- PS/2 Keyboard Handling
 - Characters actually appearing on screen as you type

II. February

- Inter-process communication
 - Pipes
 - Signals
- Process scheduler
 - Handle threads/process-tree
- Memory manager
 - Allocation/de-allocation
 - Permissions

III. March

- Basic programs
 - Shell
 - Calculator
 - Number guessing
- Testing
 - Kernel Debugging
 - Testing above programs

IV. April

- Enable Floating point unit
- LibC port
 - Translate system calls to server requests

Team

Anthony Fabius - Taking RCOS for credit, Coordinator

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