**Operating System (OS)**

An **Operating System (OS)** is a collection of software that manages computer hardware resources and provides common services for computer programs.

An operating system acts as an interface between the software and different parts of the computer or the computer hardware.

It controls and monitors the execution of all other programs that reside in the computer, which also includes application programs and other system software of the computer.

Commonly Used OS: Windows, UNIX, LINUX, BOSS, SOLARIS

**Functions of OS**

**1. Memory Management:**

* An Operating system manages the allocation and deallocation of memory to various processes and ensures that the other process does not consume the memory allocated to one process.
* It allocates the memory to a process when the process requests and deallocates the memory when the process has terminated or is performing an I/O operation.

**2. Processor Management:**

* In a multi-programming environment, the OS decides the order in which the processes should access the processor, and how much time each process has, this is also called **Process Scheduling**.

**3. Device Management:**

* An OS manages device communication via its respective drivers.
* It keeps track of all the connected devices, receives requests from these devices, performs a specific task, and communicates back.

**4. User Interface:**

* The user interacts with the computer system through the OS. Hence it also acts as an interface between the user and the computer hardware.
* This interface which is used by users to interact with the applications and machine hardware is offered through a set of commands or a GUI (Graphical User Interface).

**5. Security:**

* The Operating System uses password protection and other similar techniques to protect user data.
* It also prevents unauthorized access to programs and user data.

**6. Job Accounting:**

* The operating system Keeps track of time and resources used by various tasks and using this information the OS decides the order of applications running and how much time should be allocated.

**A diagram of a operating system

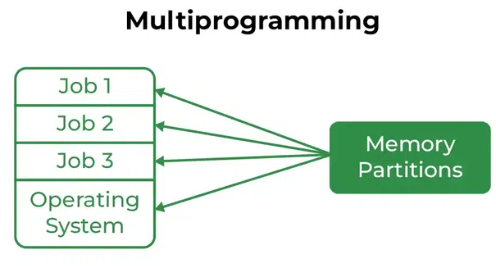
Description automatically generatedTypes of OS**

**1.Batch Operating System:**

This type of operating system does not interact with the computer directly.

There is an operator which takes similar jobs having the same requirement and groups them into batches.

It is the responsibility of the operator to sort jobs with similar needs.

**2. Multi-Programming OS**

Multiprogramming Operating Systems can be simply illustrated as more than one program is present in the main memory and any one of them can be kept in execution.

This is basically used for better execution of resources.

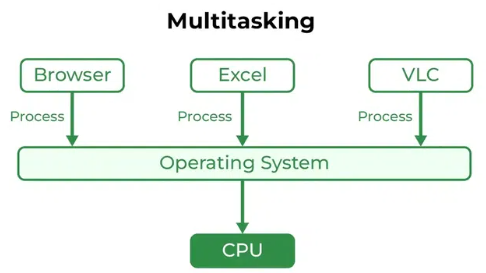
**A diagram of a computer

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**3. Multi-Processing OS**

Multi-Processing Operating System is a type of Operating System in which more than one CPU is used for the execution of resources.

It betters the throughput of the System.

**4. Multi-Tasking OS**

Multitasking Operating System is simply a multiprogramming Operating System with having facility of a Round-Robin Scheduling Algorithm.

It can run multiple programs simultaneously.

A diagram of a computer system

Description automatically generated**5. Time Sharing OS:**

It is the OS in which each task is given some time to execute so that all the tasks work smoothly.

The time that each task gets to be executed is called quantum. After this time interval is over OS switches over to the next task.

**A diagram of a computer network

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**6. Distributed OS:**

In this type of OS various autonomous interconnected computers communicate with each other using a shared network.

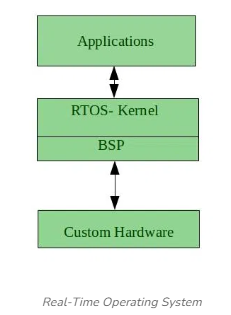
These are referred to as **loosely coupled systems**.

**A diagram of a computer network

Description automatically generated7. Networking OS:**

These systems run on a server and provide the capability to manage data, users, groups, security, applications, and other networking functions.

These are referred to as **tightly coupled systems**.

**8. Real-Time Operating System (RTOS):**

These types of OSs serve real-time systems. The time interval required to process and respond to inputs is very small.

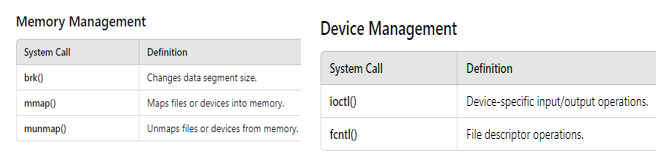
Real-time systems are used when there are time requirements that are very strict like missile systems, air traffic control systems, robots, etc.

Types of RTOS: Hard RTOS, Soft RTOS

**System Call**

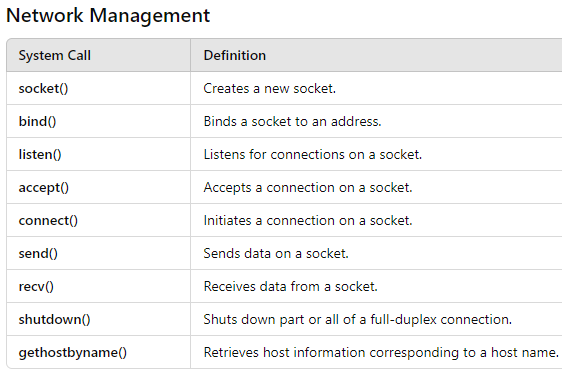
* It is a programmatic way in which a program requests a service from the kernel (central component) of OS.
* System call provides the services of the operating system to the user programs via Application Program Interface (API).
* A system call is initiated by the program executing a specific instruction, which triggers a switch to kernel mode, allowing the program to request a service from the OS. The OS then handles the request, performs the necessary operations, and returns the result back to the program.

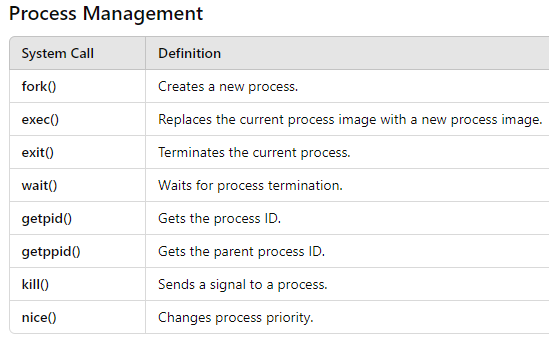
**Examples of System Call:**

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**A screenshot of a computer

Description automatically generatedA screenshot of a computer

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**Process**

* A **process** is a program in execution.
* **For example**, when we write a program in C or C++ and compile it, the compiler creates binary code. The original code and binary code are both programs. When we run the binary code, it becomes a **process**.
* The OS is responsible for managing the start, stop, and scheduling of processes, which are basically programs running on the system and this management of processes is called **process management**.
* Every process goes through different states throughout the life cycle during the process execution, which is known as **process states**.
* Processes generally has following **7 states**:
  1. **New State**: This is the first state of the process life cycle. When creation of process is taking place; the process is in a **new state**.
  2. **Ready State**: When the process creation is completed, the process comes into a **ready state**. During this state, the process is loaded into the main memory and will be placed in the queue of processes which are waiting for the CPU allocation. When the process is in the creation process is in a new state and when the process gets created process is in the ready state.
  3. **Running State**: Whenever the CPU is allocated to the process from the ready queue, the process state changes to **Running**.
  4. **Block or Wait State**: When the process is executing the instructions, the process might require carrying out a few tasks that might not require CPU. If the process requires performing Input-Output task or the process needs some resources that are already acquired by other processes, during such conditions process is brought back into the main memory, and the state is changed to **Blocking or Waiting for the state**. Process is placed in the queue of processes that are in waiting or block state in the main memory.
  5. **Terminated or Completed**: When the entire set of instructions is executed, and the process is completed. The process is changed to a **terminated or completed state**. During this state the **PCB** of the process is also deleted.
  6. **Suspend Ready**: Whenever the main memory is full, the process which is in a ready state is swapped out from main memory to secondary memory. The process is in a ready state when goes through the transition of moving from main memory to secondary memory, the state of that process is changed **to Suspend Ready State**. Once the main memory has enough space for the process, the process will be brought back to the main memory and will be in a ready state.
  7. **Suspend Wait or Suspend Blocked**: Whenever the process that is in waiting for state or block state in main memory gets to swap out to secondary memory due to main memory being completely full, the process state is changed to **Suspend wait or Suspend blocked state.**

**Inter Processor Communication (IPC):**

IPC in OS is a way by which multiple processes can communicate with each other. Shared memory in OS, message queues, FIFO and so on are some of the ways to achieve **IPC** in OS.

A close-up of a sign

Description automatically generatedIPC provides a mechanism to exchange data and information across multiple processes, which might be on single or multiple computers connected by a network.

**Process Control Block (PCB):**

A **Process Control Block (PCB)** is a data structure used by the operating system to store all the information about a process. It is essential for process management and allows the OS to keep track of the state of processes.

When the process makes a transition from one state to another, the operating system must update information in the process’s PCB.

**Process Scheduling:**

Process scheduling is the method by which an operating system decides which processes run at any given time. It aims to allocate CPU time efficiently to ensure smooth and efficient execution of processes.

Process scheduling in an operating system is crucial for managing CPU resources and ensuring efficient execution of processes.

Process scheduling involves using various algorithms to decide the order and timing of process execution, aiming to optimize performance metrics like CPU utilization, throughput, turnaround time, waiting time, and response time

Process scheduling can be categorized into two types based on whether a process can be interrupted while it's running: **preemptive and non-preemptive scheduling.**

PreemptiveScheduling**:**

In preemptive scheduling, the operating system can interrupt a running process and switch the CPU to another process. This ensures that the system can respond quickly to important tasks and maintain a balanced workload. Preemptive scheduling is commonly used in time-sharing and real-time systems.

Key Features:

**Interruptions**: The running process can be interrupted and moved to the ready queue.

**Fairness**: Ensures all processes get a fair share of the CPU.

**Responsiveness**: Better for interactive systems as it can quickly respond to user inputs.

Common Preemptive Scheduling Algorithms:

**Round Robin (RR):**

* Each process gets a fixed time slice (quantum).
* Processes are rotated in a circular queue.

**Preemptive Priority Scheduling:**

* Processes are assigned priorities.
* Higher priority processes preempt lower priority ones.

**Shortest Remaining Time First (SRTF):**

* The process with the shortest remaining execution time is selected next.

**Multilevel Feedback Queue:**

* Processes can move between different priority queues based on their behavior and age.

Non-Preemptive Scheduling

In non-preemptive scheduling, once a process starts executing, it runs to completion or until it voluntarily releases the CPU (e.g., it goes into the waiting state). Non-preemptive scheduling is simpler to implement but can lead to inefficiencies and poor responsiveness.

Key Features:

**No Interruptions**: The process runs until it finishes or voluntarily yields the CPU.

**Simplicity**: Easier to implement and manage.

**Risk of Starvation**: Long processes can cause delays for others.

Common Non-Preemptive Scheduling Algorithms:

**First-Come, First-Served (FCFS):**

* Processes are scheduled in the order they arrive.
* Simple but can lead to long wait times (convoy effect).

**Non-Preemptive Priority Scheduling:**

* Processes are assigned priorities.
* Higher priority processes are selected first, but running processes are not preempted.

**Shortest Job First (SJF):**

* The process with the shortest burst time is selected next.
* The process with the highest priority runs next.

**Context Switching**

* **Context switching** is the process by which an operating system saves the state of a currently running process or thread and restores the state of a different process or thread. This allows the CPU to switch from executing one process to executing another, enabling multitasking.
* Context switching enables all processes to share a single CPU to finish their execution and store the status of the system’s tasks.
* The **context** of a process consists of its stack space, address space, virtual address space, register set image (e.g. Program Counter (PC), Instruction Register (IR), Program Status Word (PSW) and other general processor registers), Stack Pointer (SP).
* A **Context switch time** is a time which is spent between two processes (i.e., getting a waiting process for execution and sending an executing process to a waiting state).

**Threads**

* **Threads** can be defined as **lightweight subprocesses** as they possess some of the properties of processes. Threads run in parallel improving the application performance.
* Each thread belongs to exactly one process and a single process can have multiple threads. Each such thread has its own **stack space, register set, program counter,** but they share the address space of the process and the environment.
* Threads can share common data, so they do not need to use **inter-process communication**. Like the processes, threads also have **states** like **new, runnable, blocked, terminated**.
* Each thread has its own **Thread Control Block (TCB)**. Like the process, a context switch occurs for the thread, and register contents are saved in (TCB).

Types of Threads:

1. **User Level Threads:**

* These threads are implemented and managed by users; the kernel has no work in the management of user level threads.
* User Level Threads are more efficient than kernel level threads as implementation and context switching is easy.

1. **Kernel Level Threads:**

* Kernel level threads are implemented and managed by the operating system kernel. The kernel is aware of each thread and is responsible for scheduling and managing them.
* Kernel level threads can be scheduled on different processors in a multiprocessor system, leading to true parallelism.

**Multithreading**

**Multithreading** is a programming and execution model that allows multiple threads to be created within a single process. Each thread runs independently but shares the same memory space. Multithreading enables parallelism, improves performance, and enhances the responsiveness of applications.

**Synchronization**

* **Synchronization** ensures that multiple processes or threads can operate concurrently without interfering with each other.
* To achieve **Synchronization** various mechanisms such as **Locks/mutexes, semaphores, Mointors** are used.
* Based on synchronization, processes are categorized into two categories:

1. **Independent Process**: The execution of one process does not affect the execution of other processes.
2. **Cooperative Process**: A process that can affect or be affected by other processes executed in the system. (Synchronization required)

Mechanisms for Process Synchronization:

**1. Locks (Mutexes):**

A lock or mutex (short for mutual exclusion) is a mechanism to ensure that only one thread or process can access a resource at a time.

**How They Work:**

***Acquiring the Lock***: Before a thread enters the **critical section** (the part of the code that accesses shared resources), it must acquire the lock.

***Releasing the Lock***: After the thread finishes using the shared resource, it releases the lock.

**Example:** If Thread A has the lock, Thread B must wait until Thread A releases it before it can proceed.

**2. Semaphores:**

Semaphores are counters used to control access to shared resources.

***Types***: Binary Semaphores, Counting Semaphores.

***Binary Semaphores***: These act like simple locks and can have only two values: 0 (locked) and 1 (unlocked).

***Counting Semaphores***: These can have values greater than one and are used to manage a finite number of resources.

**How They Work**:

***Wait (P operation):*** Decreases the semaphore value. If the value is already zero, the process must wait.

***Signal (V operation):*** Increases the semaphore value, potentially waking up a waiting process.

**Example:** For a counting semaphore initialized to 3 (indicating 3 resources), each wait operation decreases the count, and each signal operation increases it. If the count reaches zero, any further wait operations will block until a signal operation occurs.

**3. Monitors:**

Monitors are high-level synchronization constructs that provide a convenient way to manage shared resources.

**How They Work:**

***Encapsulation***: Monitors encapsulate both the shared resources and the procedures to access them.

***Mutual Exclusion***: Only one thread can execute a monitor procedure at a time.

***Condition Variables***: Monitors often use condition variables to handle situations where a thread must wait for some condition to be true.

**Example:** In a Java program, you can use the synchronized keyword to define a monitor. A method marked as synchronized ensures that only one thread can execute it at a time.

Problems in Synchronization:

* **Deadlock**
* **Starvation**
* **Race Condition**

**Deadlock**

Deadlock is a situation in a multi-threaded or multi-process system where two or more processes are unable to proceed because each is waiting for one of the others to release a resource.

Deadlocks can cause programs to freeze and can be challenging to detect and resolve.

Conditions for Deadlock

A deadlock situation can occur if the **following four conditions** hold simultaneously:

1. **Mutual Exclusion**: At least one resource must be held in a non-shareable mode; only one process can use the resource at any given time.
2. **Hold and Wait**: A process holding at least one resource is waiting to acquire additional resources that are currently being held by other processes.
3. **No Preemption**: Resources cannot be forcibly taken from a process holding them; they must be released voluntarily by the process.
4. **Circular Wait**: A set of processes are waiting for each other in a circular chain, where each process holds at least one resource needed by the next process in the chain.

Deadlock Detection

Deadlock Detection is the process of finding out whether any process are stuck in a loop or not.

Deadlock detection involves monitoring the system to identify when a deadlock has occurred. This typically involves the use of algorithms that check for cycles in resource allocation graphs or wait-for graphs.

**Algorithms for Deadlock Detection**

1. **Resource Allocation Graph 2. Banker’s Algorithm**

**Resource Allocation** **Graph**: This method involves periodically checking the resource allocation graph for cycles, which indicates the presence of deadlock.

**Banker's Algorithm**: This method checks for safe states by simulating resource allocation for processes and determining if the system can allocate resources to each process without leading to deadlock.

**Race condition**

Race condition occurs when multiple threads read and write the same variable i.e. they have access to some shared data and they try to change it at the same time. In such scenario threads are “racing” each other to access/change the data. Simple solution for race condition is to use Mutual Exclusion with locks.

**Critical section**

The critical section refers to a segment of code that is executed by multiple concurrent threads or processes, and which accesses shared resources. These resources may include shared memory, files, or other system resources that can only be accessed by one thread or process at a time to avoid data inconsistency or race conditions.

**Note**

* A **critical section** is a defined part of the code that accesses shared resources and needs synchronization to prevent concurrent execution by multiple threads.
* A **race condition** is an error condition that occurs when multiple threads access shared resources concurrently without proper synchronization, leading to unpredictable and erroneous results.
* **Synchronization** **mechanisms** are used to protect critical sections and prevent race conditions, ensuring the correct and consistent behavior of multi-threaded programs.

**Classical Synchronization Problems**

The classic synchronization problems arise due to the inherent challenges of concurrent access to shared resources. Proper synchronization is crucial to ensure data consistency, prevent race conditions, avoid deadlock, and mitigate starvation. Using synchronization mechanisms like mutexes, semaphores, and condition variables helps manage access and solve these problems effectively.

Producer-Consumer Problem

**Problem**:

* Involves two types of processes: producers and consumers.
* Producers generate data and place it into a buffer.
* Consumers take data from the buffer and process it.
* The challenge is to ensure that the producer does not add data to a full buffer and the consumer does not remove data from an empty buffer.

**Solution**:

Use a bounded buffer, mutexes, and semaphores to synchronize access.

Dining Philosophers Problem

**Problem**:

* Five philosophers sit at a table, each alternating between thinking and eating.
* There are five forks, one between each pair of philosophers.
* A philosopher needs both adjacent forks to eat, creating potential for deadlock.

**Solution**:

Introduce mechanisms to avoid deadlock, such as only allowing four philosophers to sit at the table at the same time, using a semaphore for each fork, or implementing a resource hierarchy.

Readers-Writers Problem

**Problem**:

* Involves processes (readers and writers) accessing a shared resource (such as a database).
* Multiple readers can read the resource simultaneously.
* Writers need exclusive access to modify the resource.

**Solution**:

Implement synchronization to ensure that no writer is writing while readers are reading, and that no readers are reading while a writer is writing.

**Memory Management in Operating Systems**

Memory management is a crucial function of an operating system (OS) that involves managing the computer's primary memory. It ensures the efficient allocation, deallocation, and use of memory, allowing multiple processes to run concurrently without interfering with each other.

Key Functions of Memory Management

**Memory Allocation**:

***Static Allocation***: Memory is allocated at compile time.

***Dynamic Allocation***: Memory is allocated at runtime.

**Memory Deallocation**:

Reclaiming memory that is no longer in use by the processes.

**Address Binding**:

***Compile-Time Binding***: Addresses are determined at compile time.

***Load-Time Binding***: Addresses are determined at load time.

***Execution-Time Binding***: Addresses can be changed during execution using dynamic relocation.

**Memory Protection**:

Ensuring that a process cannot access memory allocated to another process.

**Memory Sharing**:

Allowing processes to share memory to reduce redundancy and increase efficiency.

Types of Memory Management

**Single Contiguous Allocation**:

The simplest form of memory management where the entire memory is available to a single process.

**Partitioned Allocation**:

***Fixed Partitioning****:* Memory is divided into fixed-sized partitions.

***Dynamic Partitioning****:* Memory is divided into partitions of variable sizes.

**Paged Memory Management:**

***Paging****:* Memory is divided into fixed-size pages, and physical memory is divided into frames. Pages are mapped to frames.

***Page Table****:* Keeps track of where each page is stored in physical memory.

**Segmented Memory Management:**

***Segmentation:*** Memory is divided into segments based on logical divisions of a program, such as functions, arrays, etc.

***Segment Table:*** Keeps track of the base address and length of each segment.

***Segmented Paging:*** Combines segmentation and paging. Each segment is divided into pages, and pages are mapped to frames.

Memory Allocation Strategies

**First-Fit:**

Allocates the first block of memory that is large enough.

**Best-Fit:**

Allocates the smallest block of memory that is large enough, minimizing wasted space.

**Worst-Fit:**

Allocates the largest available block, which may leave large leftover spaces.

**Fragmentation**

1. ***External Fragmentation:*** Free memory is scattered throughout, making it difficult to find a contiguous block of memory.
2. ***Internal Fragmentation:*** Allocated memory may have small unused portions within it, leading to wasted space.

**Paging**

**Paging** is a memory management scheme that eliminates the need for a **contiguous allocation** of physical memory. The process of retrieving processes in the form of pages from the secondary storage into the main memory is known as **paging**. The basic purpose of paging is to separate each procedure into **pages**.

In paging, the **physical memory** is divided into fixed-size blocks called **frames,** which are the same size as the pages used by the process. The process’s **logical address** space is also divided into fixed-size blocks called **pages**, which are the same size as the frames. When a process requests memory, the operating system allocates one or more page frames to the process and maps the process’s logical pages to the physical page frames.

**Mapping** between logical pages and physical page frames is maintained by the **page table**, which is used by the **memory management unit (MMU)** to translate logical addresses into physical addresses. The page table maps each logical page number to a physical page frame number.

**A memory management unit (MMU)** is a technique used to convert logical address to physical address. **Logical address** is the address generated by CPU for each page and **physical address** is the real address of the frame where page is going to be stored.

Whenever a page must be accessed by CPU using the logical address, it requires physical address for accessing the page. Logical address comprises of two parts: Page Number and Offset.

**Segmentation**

A process is divided into **Segments**. The chunks that a program is divided into which are not necessarily of the exact sizes are called segments. **Segmentation** gives the user’s view of the process which paging does not provide. Here the user’s view is mapped to physical memory.

**Types of Segmentation in Operating System**

***Virtual Memory Segmentation:*** Each process is divided into several segments, but the segmentation is not done all at once. This segmentation may or may not take place at the run time of the program.

***Simple Segmentation****:* Each process is divided into several segments, all of which are loaded into memory at run time, though not necessarily contiguously.

There is no simple relationship between logical addresses and physical addresses in **segmentation**. A table stores the information about all such segments and is called **Segment Table**.

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