

OS { allocates resources
provides UI for interaction
controls/manages execution of other programs

OS = Kernel + System Programs + Application Programs

↑ ↑
runs all the time not part of kernel
 but associated
 with the OS

System Organisation:

- shared bus-es for communication
- device drivers for device controllers
- interrupts
- storage hierarchy

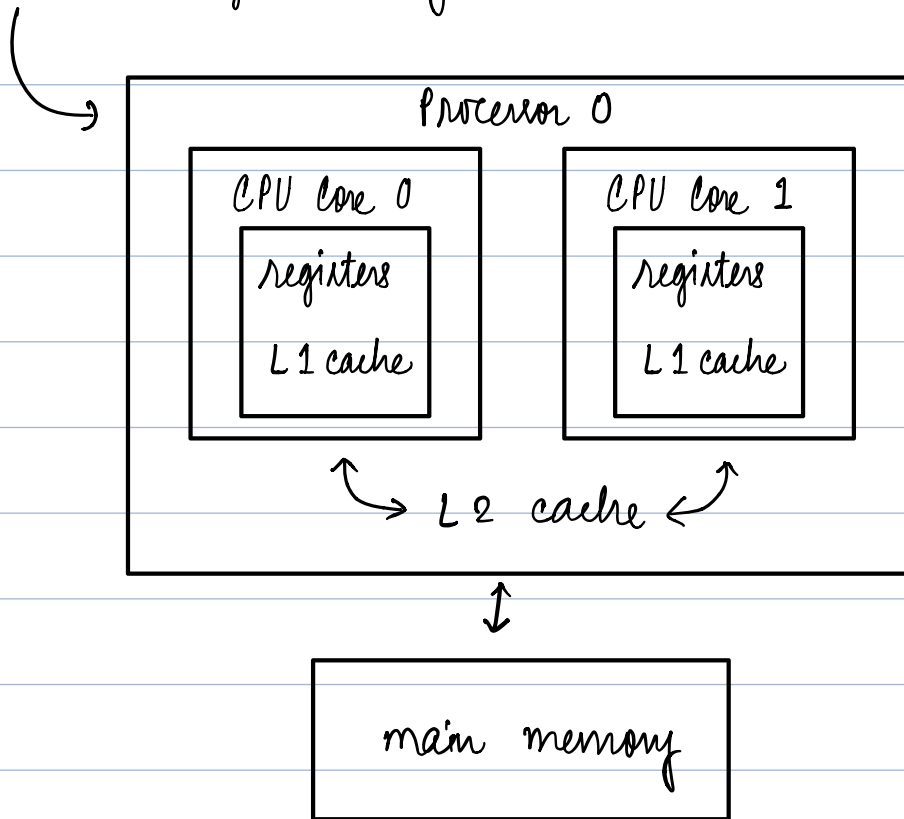
System Architecture:

1. Single processor systems

- single core to process instructions
- may have other special purpose processors. eg - DSP, keyboard etc.
- special purpose processor do not support the entire instruction set and thus can't function independently

2. Multi processor systems

- shared bus, clock, memory, peripherals
- increases throughput sub-linearly
- **Symmetric Multiprocessing (SMP)** - each peer CPU performs all tasks including OS functions, user processes
- multi core systems may have shared caches



- contention for system bus increase as #cores increases
- **Non Uniform Memory Access (NUMA)** - each CPU has small local memory with fast bus, connected to other CPUs by interconnects, same address space. This decreases contention. This has better scaling than without NUMA
- blade server : each processor boots separately, present in same chassis, each board has separate OS

3. Clustered systems

- each node is a multicore system
- connected with fast interconnects
- provide high availability (graceful degradation)
- symmetric and asymmetric clustering
 - ↑ all work simultaneously
 - ↑ standby machine
- DLM (distributed lock manager)

OS Operations :

- bootstrap program → load kernel to memory → then system daemons are loaded into memory
- multiprogramming ← have multiple processes running
- multitasking ← executes multiple processes by switching between them — uses CPU scheduling, virtual memory
- multi-mode operation (user mode and kernel mode)
 - protection rings for Intel

Resource Management :

- process management
- memory management
- file system management
- cache management
- I/O management