
Operating System Concepts

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* **Introduction:**

- Why there is need of an OS?
- What is an OS?
- Booting process in brief
- Functions of an OS



* **UNIX System Architecture Design**

- Major subsystem of an UNIX system: File subsystem & Process Control subsystem.
- System Calls & its categories
- Dual Mode Operation

* **Process Management**

- What is Process & PCB?
- States of the process
- CPU scheduling & CPU scheduling algorithms
- Inter Process Communication: Shared Memory Model & Message Passing Model



* **Process Management**

- Process Synchronization/Co-ordination
- Deadlocks & deadlock handling methods

* **Memory Management**

- Swapping
- Memory Allocation Methods
- Internal Fragmentation & External Fragmentation
- Segmentation
- Paging
- Virtual Memory Management



* **File Management**

- What is file?
- What is filesystem & filesystem structure?
- Disk space allocation methods
- Disk scheduling algorithms

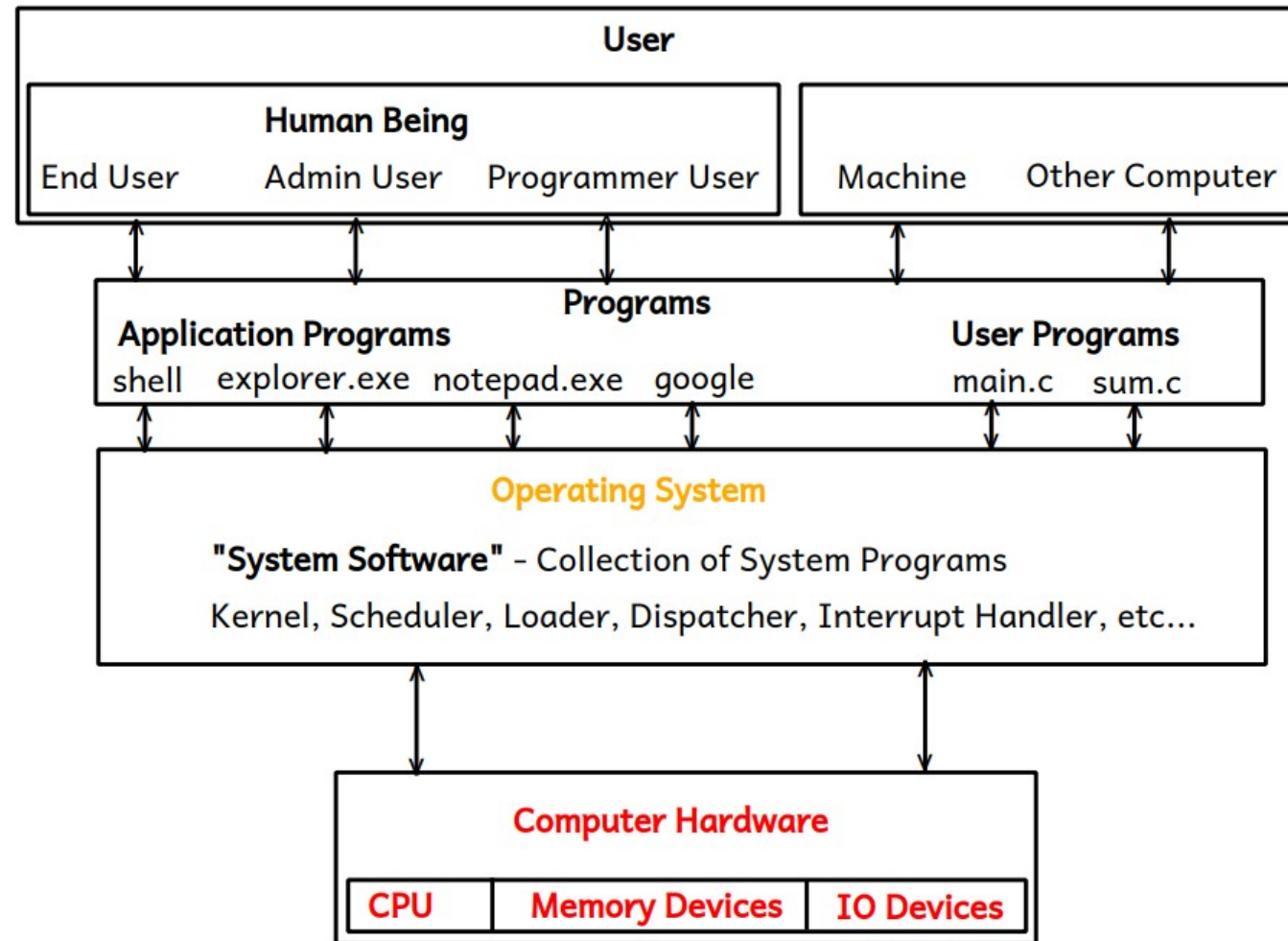


Q. Why there is a need of an OS?

- Computer is a machine/hardware does different tasks efficiently & accurately.
- Basic functions of computer:
 1. Data Storage
 2. Data Processing
 3. Data Movement
 4. Control
- As any user cannot communicates/interacts directly with computer hardware to do different tasks, and hence there is need of some interface between user and hardware.



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Q. What is a Software?

- Software is a collection of programs.

Q. What is a Program?

- Program is a finite set of instructions written in any programming language (either low level or high level programming language) given to the machine to do specific task.

- Three types of programs are there:

1. "user programs": programs defined by the programmer user/developers

e.g. main.c, hello.java, addition.cpp etc....

2. "application programs": programs which comes with an OS/can be installed later

e.g. MS Office, Notepad, Compiler, IDE's, Google Chrome, Mozilla Firefox, Calculator, Games etc....

3. "System Programs": programs which are inbuilt in an OS/part of an OS.

e.g. Kernel, Loader, Scheduler, Memory Manager etc...



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Q. What is an IDE (Integrated Software Development) ?

- It is an application software i.e. collection of tools/programs like **source code editor, preprocessor, compiler, linker, debugger** etc... required for **faster software development**.

e.g. VS code editor, MS Visual Studio, Netbeans, Android Studio, Turbo C etc....

1. "Editor": it is an application program used for to write a source code.

e.g. notepad, vi editor, gedit etc...

2. "Preprocessor": it is an application program gets executes before compilation and does two jobs - it executes all preprocessor directives and removes all comments from the source code.

e.g. cpp

3. "Compiler": it is an application program which convert high level programming language code into low level programming language code i.e. human understandable language code into the machine understandable language code.

e.g. gcc, tc, visual c etc...



4. "Assembler": it is an application program which converts assembly language code into machine language code/object code.

e.g. masm, tasm etc...

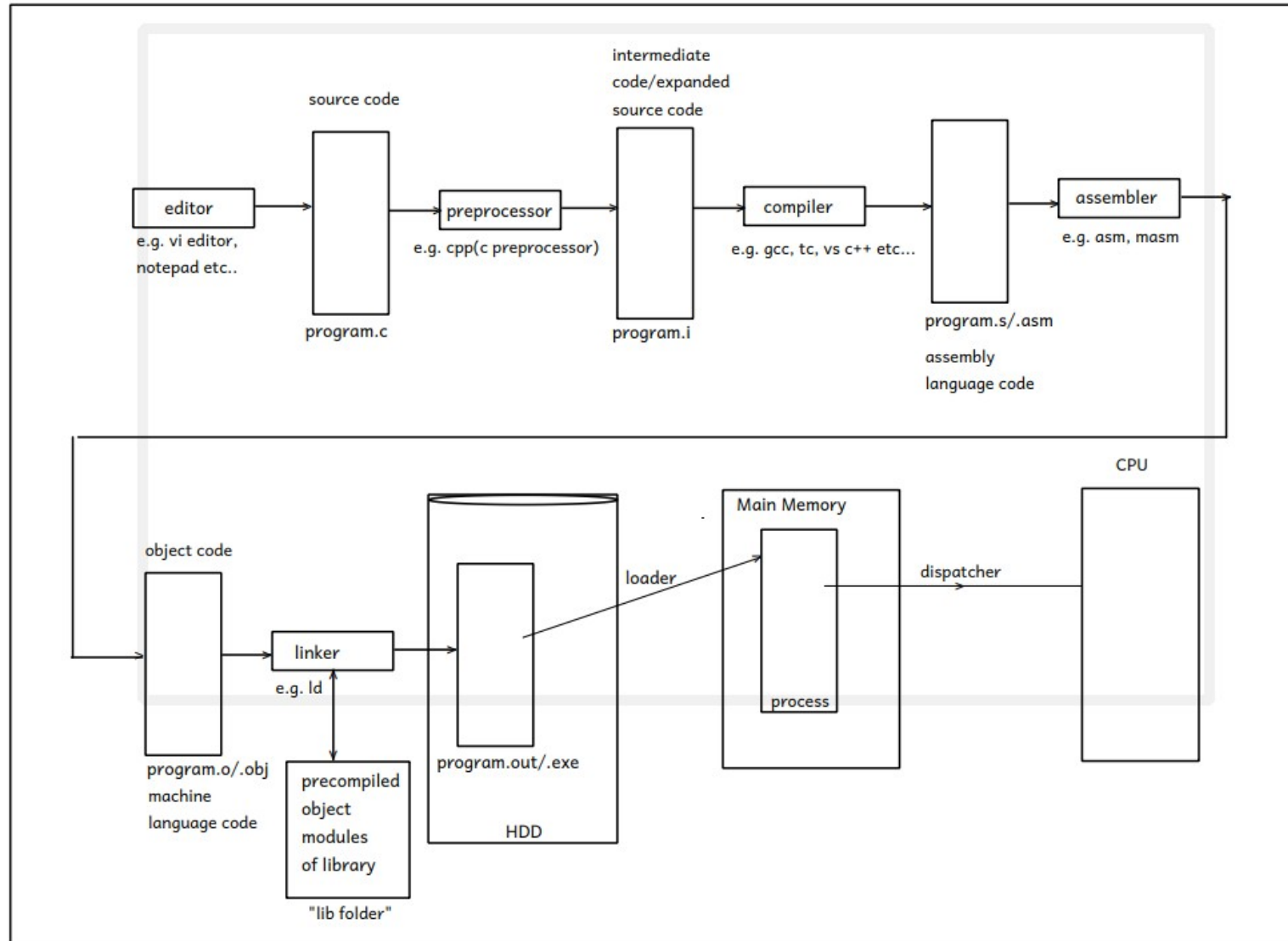
- Program written in any programming language is called as a "**source code**".

5. "Linker": it is an application program which links object file/s in a program with precompiled object modules of library functions exists in a lib folder and creates final single executable file.

e.g. ld: link editor in Linux.

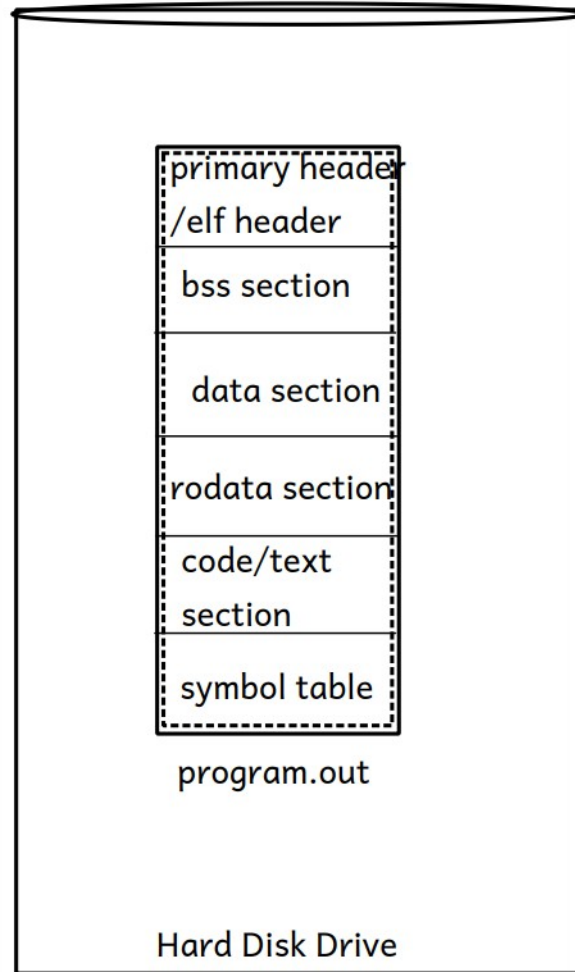


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Structure of an executable file
ELF file format in Linux



1. primary header/exe header: it contains information which is required to start an execution of the program.

e.g. - addr of an entry point function --> main() function

- **magic number:** it is a constant number generated by the compiler which is file format specific.

- magic number in Linux starts with ELF in its eq **hexadecimal format**.

- info about remaining sections.

2. bss(block started by symbol) section: it contains uninitialized global & static vars

3. data section: it contains initialized global & static vars

4. rodata (readonly data) section: it contains string literals and constants.

5. code/text section: it contains executable instructions

6. symbol table: it contains info about functions and its vars in a tabular format.



Q. What is an Operating System?

- An OS is a **system software** (i.e. collection of system programs) which acts as an interface between user and hardware.
- An OS also acts as an interface between programs and hardware.
- An OS allocates resources like main memory, CPU time, i/o devices access etc... to all running programs, hence it is also called as a **resource allocator**.
- An OS controls an execution of all programs and it also controls hardware devices which are connected to the computer system and hence it is also called as a **control program**.



Q. What is an Operating System?

- An OS manages limited available resources among all running programs, hence it is also called as a **resource manager**.

- From End User: An OS is a software (i.e. collection of programs) comes either in CD/DVD, has following main components:

- 1. Kernel:** It is a core program/part of an OS which runs continuously into the main memory does basic minimal functionalities of it.

e.g. Linux: vmlinuz, Windows: ntoskrnl.exe

- 2. Utility Softwares:** e.g. disk manager, windows firewall, anti-virus software etc...

- 3. Application Softwares:** e.g. google chrome, shell, notepad, msoffice etc...



Functions of an OS:

Basic minimal functionalities/Kernel functionalities:

1. Process Management
2. Memory Management
3. Hardware Abstraction
4. CPU Scheduling
5. File & IO Management

Extra utility functionalities/optional:

6. Protection & Security
7. User Interfacing
8. Networking



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Booting:

- There are two steps of booting:

1. Machine Boot:

Step-1: when we switched on the power supply current gets passed to the motherboard on which from ROM memory one micro-program gets executes first called as **BIOS(Basic Input Output System)**.

Step-2: first step of BIOS is **POST(Power On Self Test)**, under POST it checks wheather all peripheral devices are connected properly or not and their working status.

Step-3: After POST it invokes **Bootstrap Loader** programs, which searches for available **bootable devices** presents in the system, and it selects only one bootable device at a time as per the priority decided in BIOS settings.

2. System Boot:

Step-4: After selection of a bootable device (budefault HDD), **Bootloader Program** in it gets invokes which displays list of names operating systems installed on the disk, from which user need to select any one OS.

Step-5: Upon selection of an OS, **Bootstrap Program** of that OS gets invokes, which locates the kernel and load into the main memory



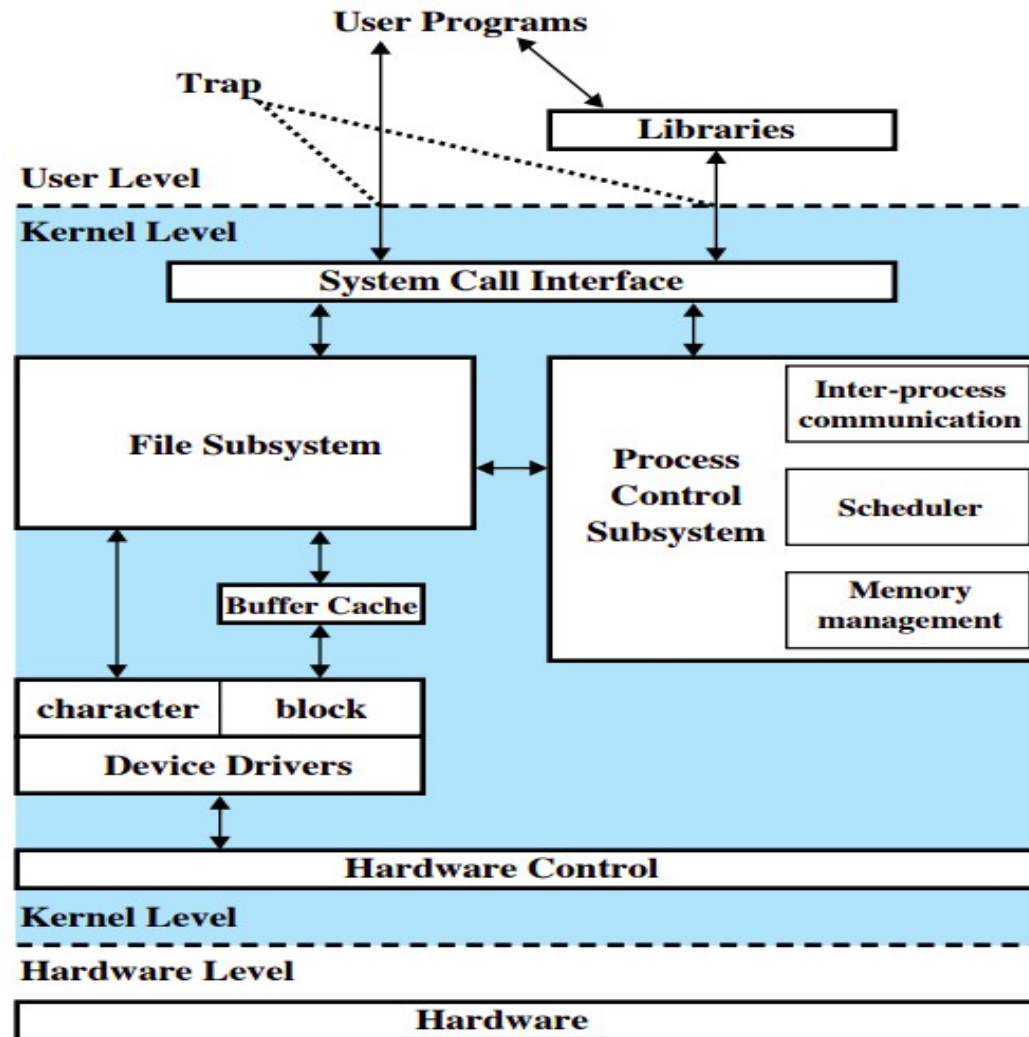
UNIX Operating System:

- UNIX: UNICS – **Uniplexed Information & Computing Services/System.**

- UNIX was developed at **AT&T Bell Labs** in US, in the decade of 1970's by Ken Thompson, Denies Ritchie and team.
- It was first run on a machine **DEC-PDP-7** (Digital Equipment Corporation – Programmable Data Processing-7).
- UNIX is the first **multi-user, multi-programming & multi-tasking** operating system.
- UNIX was specially designed for developers by developers
- System architecture design of UNIX is followed by all modern OS's like Windows, Linux, MAC OS X, Android etc..., and hence UNIX is referred as mother of all modern operating systems.



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- Kernel acts as an interface between programs and hardware.
- Operating System has subsystems like **System Call Interface, File subsystem, Process Control Subsystem(IPC, Memory Management & CPU Scheduling), Device Driver, Hardware Control/Hardware Abstraction Layer.**
- There are two major subsystems:
 1. Process Control Subsystem
 2. File Subsystem
- In UNIX, whatever is that can be stored is considered as a file and whatever is active is referred as a process.
- **File has space & Process has life.**



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- From UNIX point of view all devices are considered as a file
- In UNIX, devices are categorised into two categories:

1. Character Devices: Devices from which data gets transferred character by character --> character special device file

e.g. keyboard, mouse, printer, monitor etc...

2. Block Devices: Devices from which data gets transferred block by block --> block special device file

e.g. all storage devices.

- **Device Driver:** It is a program/set of programs enable one or more hardware devices to communicate with the computer's operating system.



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- Hardware Control Layer/Block does communication with control logic block i.e. controller of a hardware.

System Calls: are the functions defined in a C, C++ & Assembly languages, which provides interface of services made available by the kernel for the user (programmer user).

- If programmers want to use kernel services in their programs, it can be called directly through system calls or indirectly through set of library functions provided by that programming language.

- There are 6 categories of system calls:

- 1. Process Control System Calls:** e.g. fork(), _exit(), wait() etc...

- 2. File Operations System Calls:** e.g. open(), read(), write(), close() etc...

- 3. Device Control System Calls:** e.g. open(), read(), write(), ioctl() etc...



4. Accounting Information System Calls: e.g. getpid(), getppid(), stat() etc...

5. Protection & Security System Calls: e.g. chmod(), chown() etc...

6. Inter Process Communication System Calls: e.g. pipe(), signal(), msgget() etc...

- In UNIX 64 system calls are there.
- In Linux more than 300 system calls are there
- In Windows more than 3000 system calls are there

