CSc 284 Fall 2003

Introduction to Operating Systems

Instructor : Fikret Ercal - Office: CS 314, Phone: 341-4857 E-mail & URL : ercal@umr.edu http://web.umr.edu/~ercal

Office Hours : 1:45-2:45 Tuesdays and 2:00-5:00 pm Wed. or by appointment

**If the instructor is late for the class, students are expected to wait ~5 minutes before they leave the classroom.

Grader : Brian Sea - Ofc: CS-208, E-mail: sea@umr.edu Office Hrs: (see the course website)

Textbook : Operating Systems, 4th Ed., William Stallings

An Introduction to Unix, Paul S. Wang

Objectives Learn the major attributes of an operating system, its structure, process management,

synchronization, critical sections, semaphores, deadlock handling, memory management.

Learn in detail the major components of Unix (processes, pipes, filters, threads,

sockets, etc.) through hands-on projects

CLASS POLICIES

• Students are expected to attend all classes unless they have a reasonable excuse for being absent.

- It is assumed that you have taken a course in computer organization and an advanced course in computer programming.
- Students are expected to know C Language reasonably well. If needed, you may get help at: http://www.strath.ac.uk/IT/Docs/Ccourse/ and http://www.cs.cf.ac.uk/Dave/C/
- Class Notes, course syllabus, homework assignments, projects, announcements, and other related materials can be accessed on the WWW at the address:

http://web.umr.edu/~ercal/284/284.html

Make sure that you regularly check this address for announcements and course related materials.

- Class will be taught using power point slides. Before each class, students are expected to obtain a hardcopy of the slides which will be made available on the website.
- Projects and homeworks must be an individual effort unless stated otherwise. Cheating will not be tolerated.
- The instructor may drop a student from this class if one of the following things happen:
 - The student has less than 60% attendance
 - The student has not turned in 50% of the assignments.
 - Midterm grade is less than 30% of the total.
- Late assignments: Unless there is a reasonable excuse, late homeworks and assignments will be penalized as follows: 1-3 days late $\Rightarrow 25\%$ off, 4-7 days $\Rightarrow 50\%$ off. More than 7 days $\Rightarrow 80\%$ off.

GRADING:

Midterm (250 points); Final (250 points)

Programming Assignments: 1-9 (50 points each), Attendance quizes (50 points).

Letter grades will be assigned as follows:

A (900-1000), B (790-899), C (660-789), D (500-659), F (0-500)

Topics	Approximate No. of Classes
Syllabus and introductions Chapter 1: Basic structure of a processor, hardware elements, memory hierarchy, cache, etc.	2
Introduction to UNIX. Writing shell scripts, process handling, I/O Redirection, Wang 1, 5, 6, 7, Appendix 5	1
Chapter 2: Evolution of operating systems, history, processes, context switch, modern UNIX systems	1
Processes in UNIX. Fork(), exec(). Wang 11.7-11.14	1
Chapter 3: process states, process control and manageme	nt 2
Interrupts and Signals in UNIX: signal(), kill(). Wang	11.15 1
Chapter 4: Threads, SMP, and Microkernels	1
<pre>Solaris Thread Library Essentials: sample programs thr_create(), thr flags, thr_join(), thr_kill, etc.</pre>	1
Chapter 5: Concurrency, mutual exclusion, synchronizati semaphores, monitors, message passing, producer/con and readers/writers problems, cond_signal(), cond_w mutex, mutex_lock, mutex_trylock, mutex_unlock, et	sumer, ait,
MIDTERM and solutions	2
UNIX pipes: Wang 12.1 - 12.4	1
Interprocess Communication using Sockets, TCP/IP, Project 8, Wang 12.5-12.11	2
Chapter 6: Deadlock and starvation, algorithms to detect and avoid deadlock, dining philosophers	t 2
Chapters 7,8: Memory Management, paging and segmentatio virtual memory, principle of locality, page tables, TLB, replacement policies, UNIX/LINUX mem.managemen	n, t 2
VIDEO: Triumph of the Nerds (or Pirates of Silicon Vall	ey) 2
Chapters 9, 10: Uniprocessor/Multiprocessor/Real-Time Scheduling	2
Chapters 11, 12: I/O management, disk scheduling, file management, UNIX file management, I-nodes, etc	. 2
FINAL	1