

# CSE 330: Operating Systems

Fall 2016

Class: 02

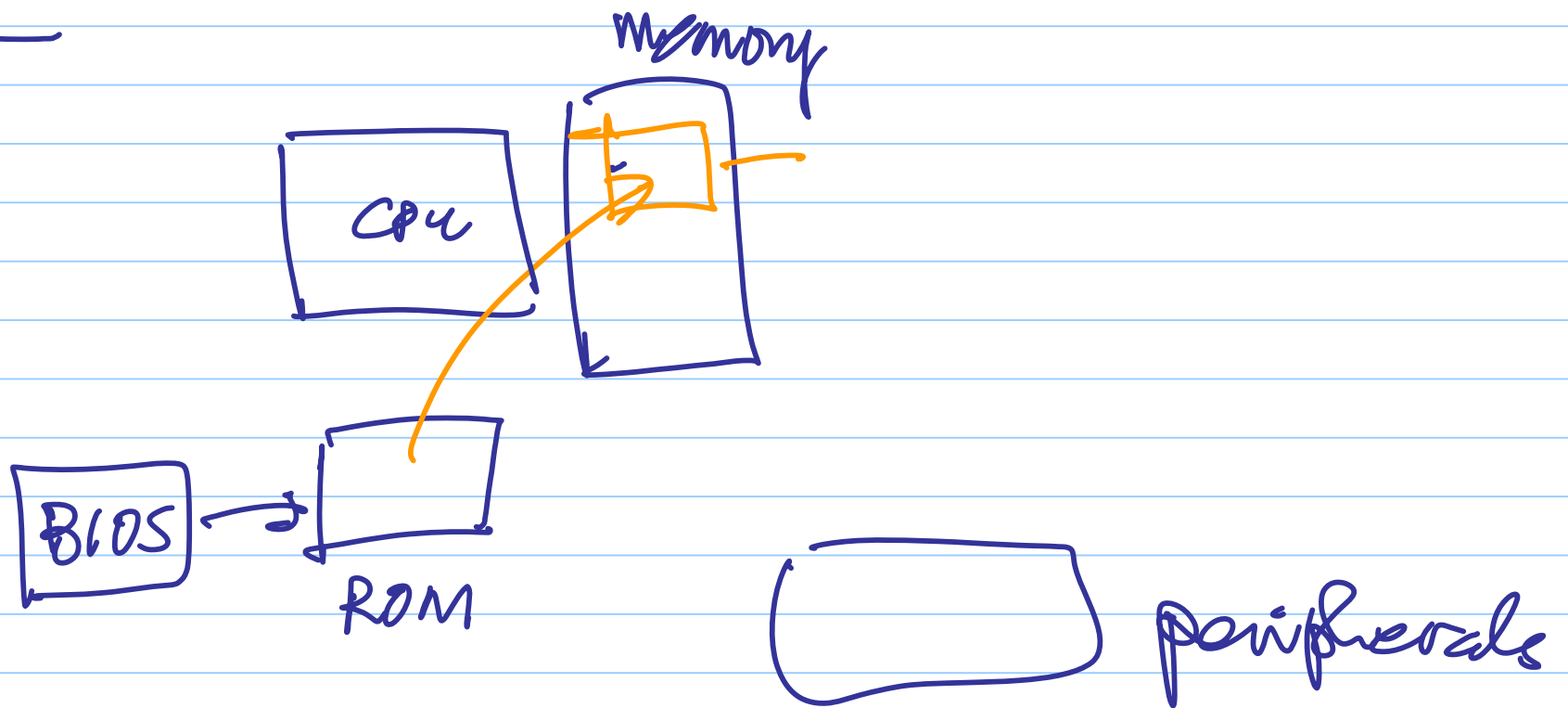
Date: 8/23

Note Title

Book → Blackboard → CONTENTS

Recitation

OS  
—



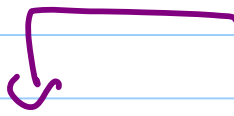
ability to run a program



code written  
by a programmer

?

→ Compile



run a  
compiler



loaded



machine  
code of a prog



execute

Bootstrap loader → a prog that loads other programs.

↳ a program (loader) that loads itself

↳ copy from storage to memory.

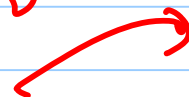
Boot loader → loader →

loads a  
compiler



[executes it

makes the  
PC point to  
the first  
instruction



Compiler

↳ read source code

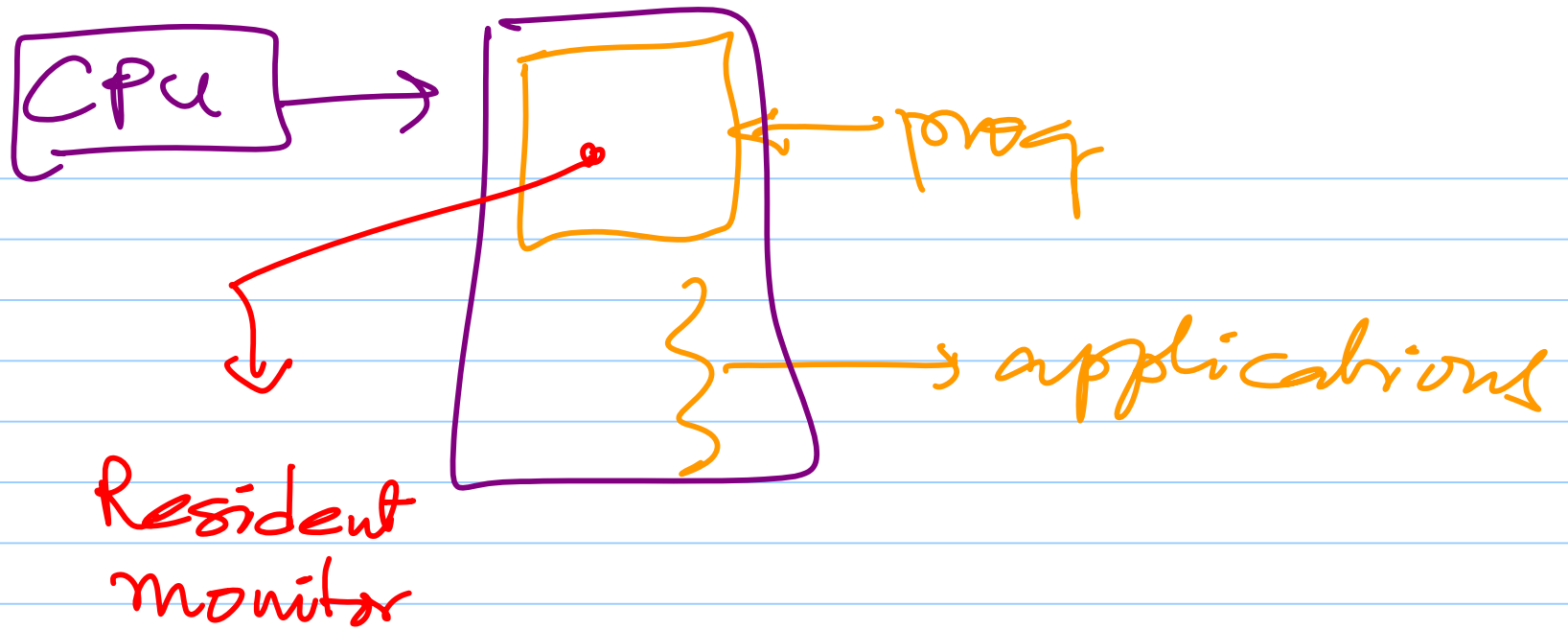
↳ memory

convert to machine  
code

↳ write to disk

call loader





## Resident monitor

→ runs 1 program at a time

→ needs human input

2,

→ also needs protection & control



protection

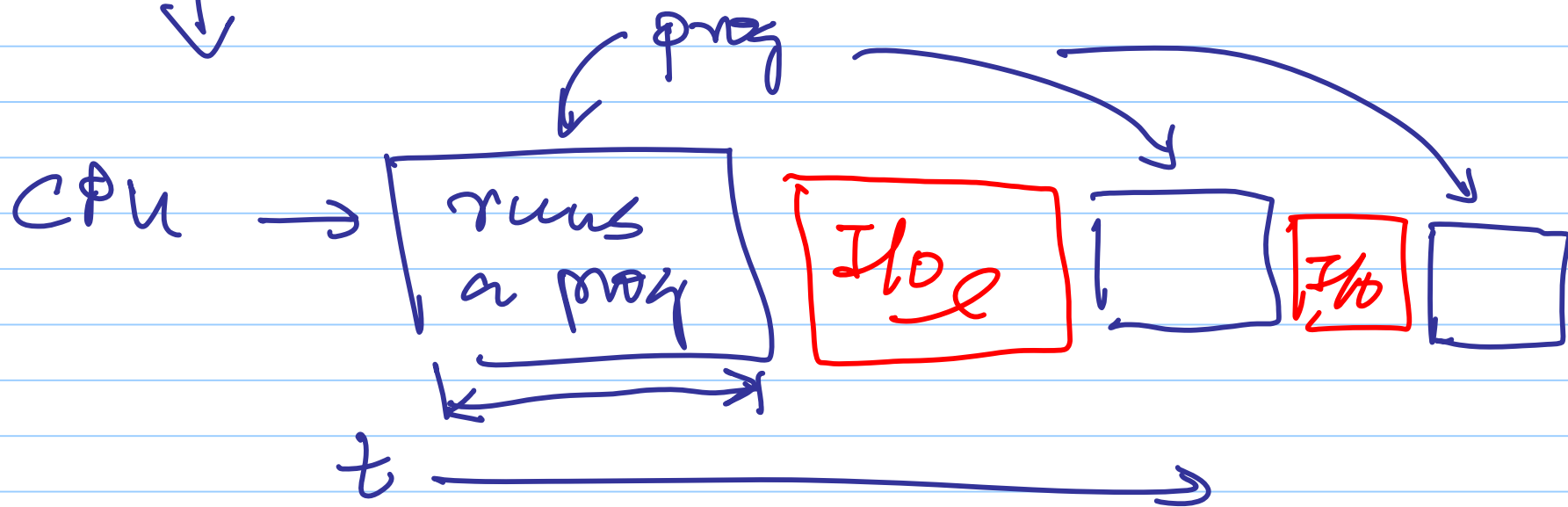
↳ memory protection

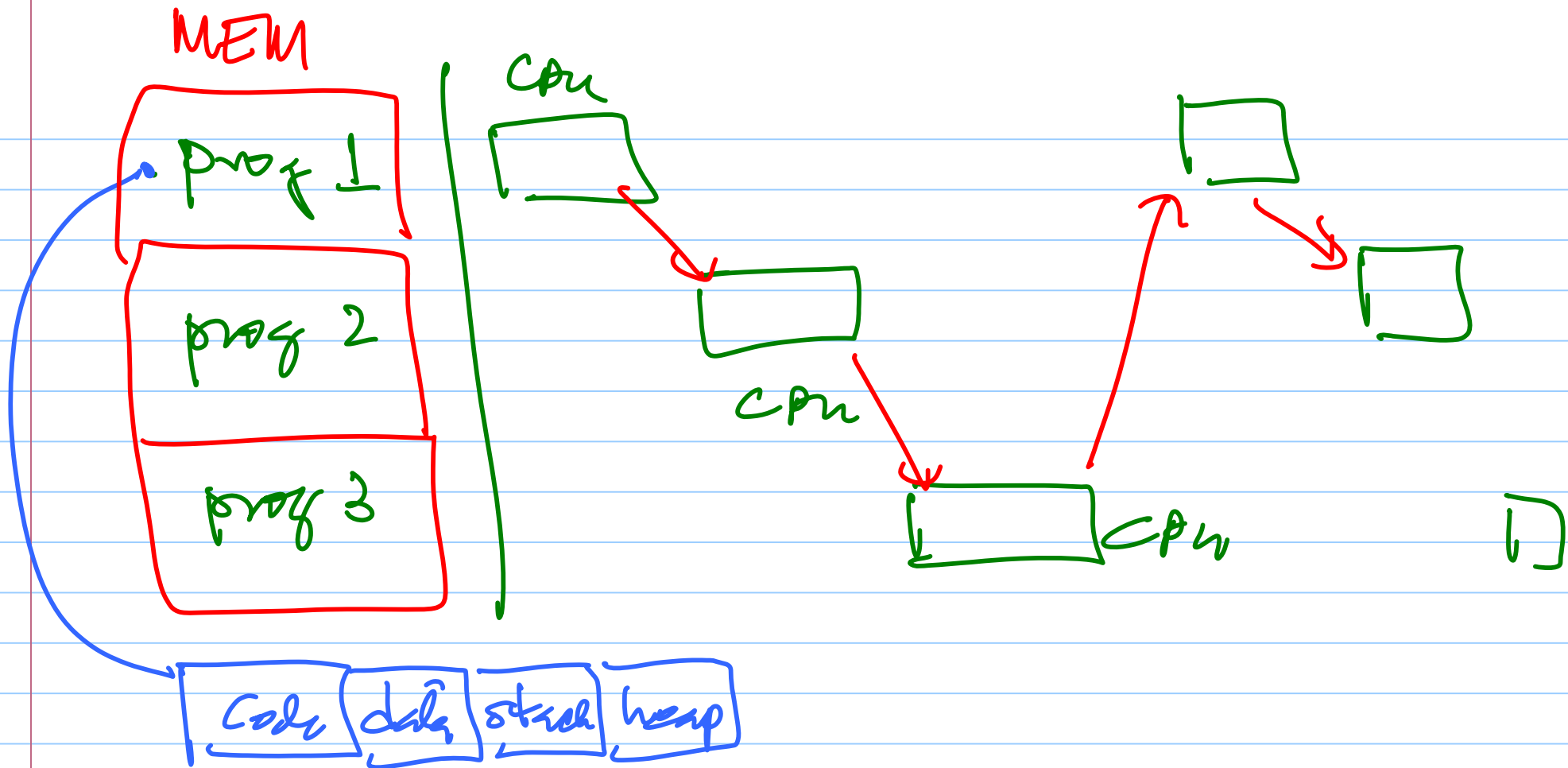
↳ CPU protection

↑  
Supervisory control  
(privileged mode)

- ① protection & control
- ② multiple applications  
+ memory allocation
- ③ caching / buffering / spooling
- ④ file systems

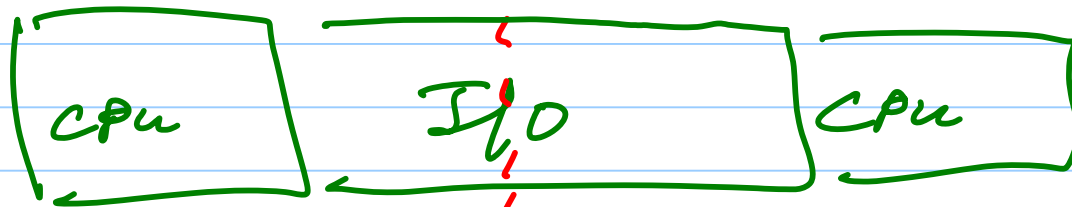
multiple applications (tasks, jobs, processes)





# Buffering

prog 1



done here

CACHE / BUFFER

copy to →

memory

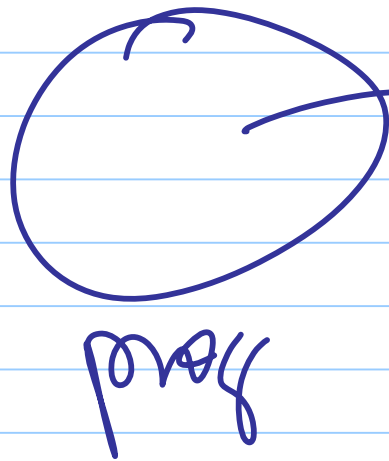
disk

✗ → disk



# SPOOLING

printers



output  
to file

print  
spooler



What is an operating system?

① Software (resident in memory)  
+ support programs  
"KERNEL"

② Set of functions

↳ system calls

↳ interrupt handlers

↳ kernel routines

### ③ Resource Manager

↳ CPU

↳ memory

↳ secondary storage

↳ network

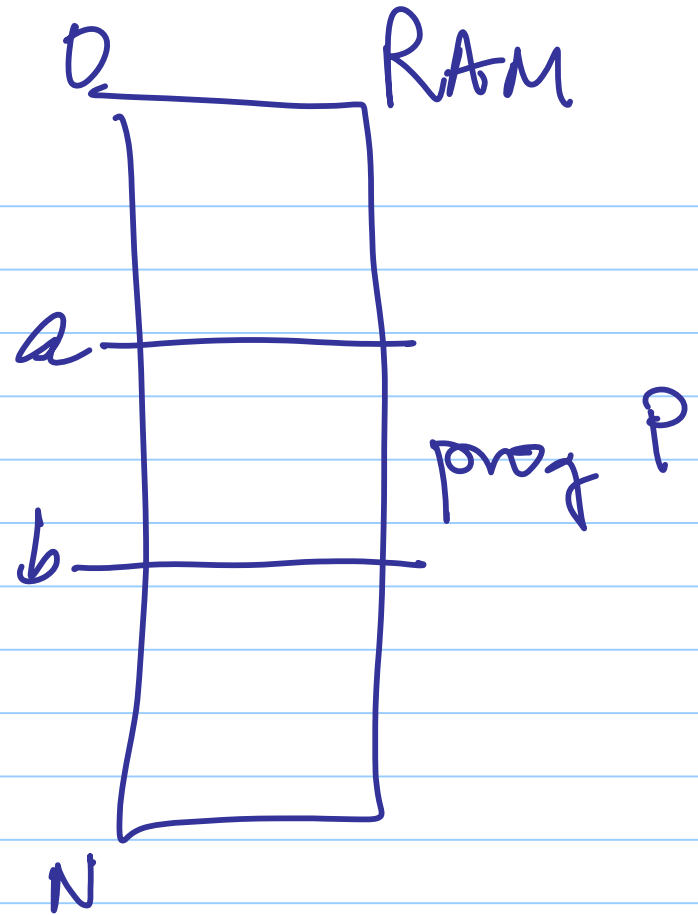
+ ?



# Protection

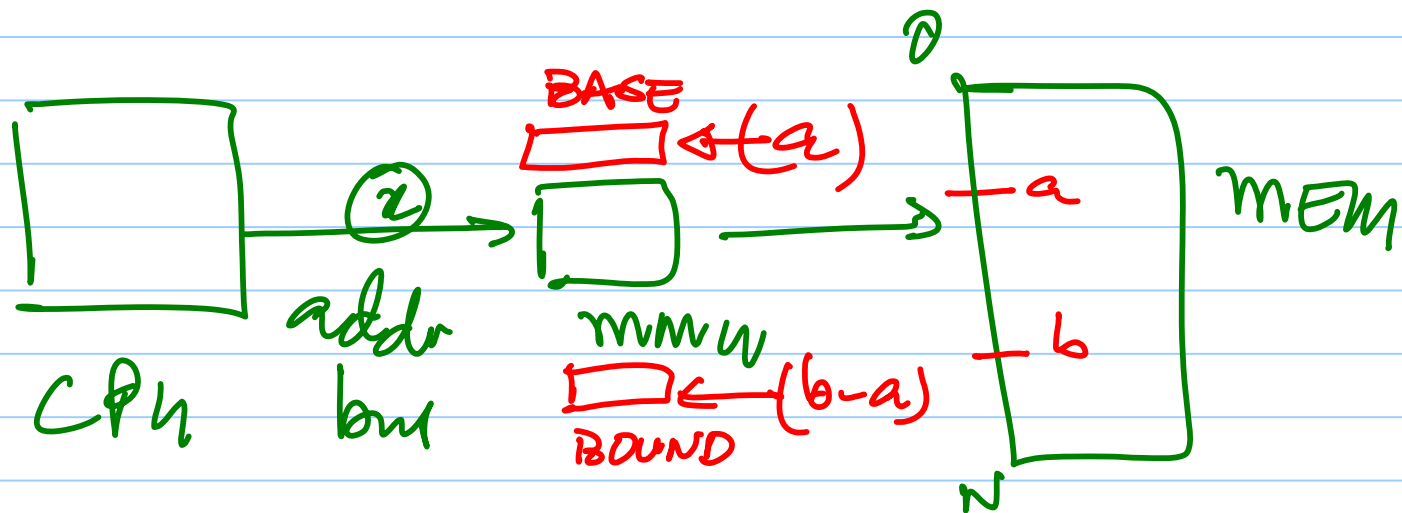
memory protection

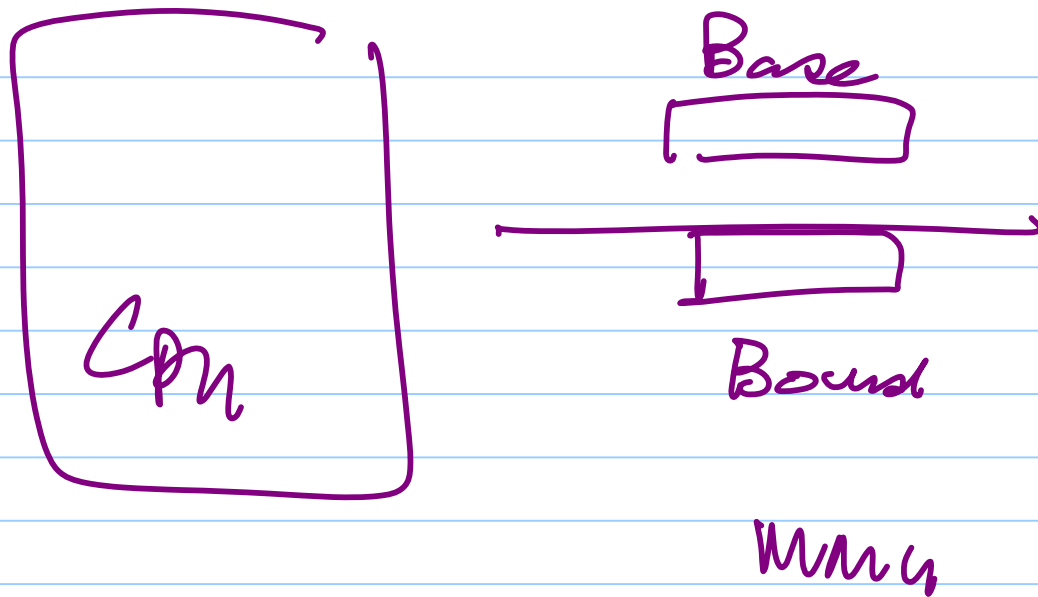
LOAD  $R_1 \leftarrow \text{addr} \rightarrow (\text{x})$   
STO  $R_1 \rightarrow (\text{x})$



Memory protection done by  
Separate hardware (MMU)  
(mem mgmt unit)

Bounds  
checker

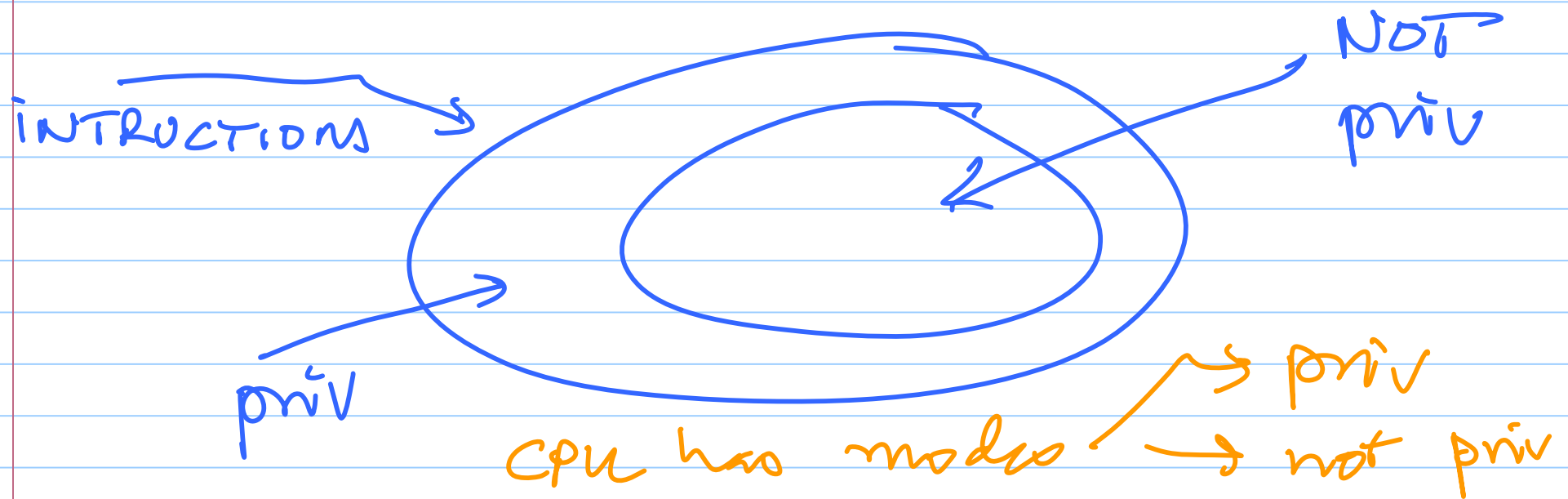


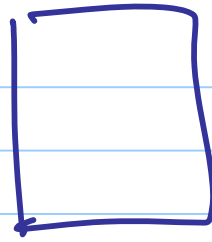


Instruction  $\rightarrow$  "change Base register"

restrict execution of "change base"

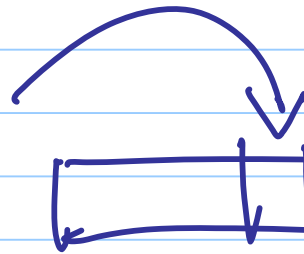
IDEA → privileged instruction



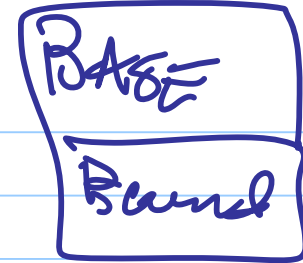


CPU

mode  
bit



STATUS REGISTER



0 → not priv  
1 → priv



INT  
VECTOR

INTERUPT



load IV. PC



load IV. STATUS

