

*Faculty of Computer Science & Engineering*

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# Operating Systems

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302-B9

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# Course overview

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- ❖ What we will learn?
  - ❖ System Programming Techniques
  - ❖ Concurrency
  - ❖ Synchronization
  - ❖ Communication
  - ❖ Scheduling
  - ❖ Memory Management
- ❖ Environment: \*nix systems (CentOS, Ubuntu, Mac OS?)



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# Assessments

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- ❖ Assessments
  - ❖ Exams: 50%
  - ❖ Assignments: 30%
  - ❖ Lab works + Exercise: 20%



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# About me

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- ❖ Research interests:

- ❖ High Performance Computing
- ❖ Distributed Systems
- ❖ Machine learning, deep learning, Data analysis...



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# Introduction to \*nix OS

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# Kernel

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- ❖ A kernel is a program that allocates and controls hardware resources in a system
- ❖ Note: Linux is a kernel, not an Operating System
- ❖ Linux Distributions (RedHat, Fedora, Debian, etc.) are operating system made from a software collection which based upon the Linux kernel and a package of management system (often GNU utilities)



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# Shell

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- ❖ Shell is a command-line interpreter that allows users to direct the operation of the computer by entering commands as text.
- ❖ The most popular Shell today in \*nix OS is bash (Bourne Again SHell)
- ❖ Other shells: Shell C (csh), Shell Korn (ksh), zsh, etc.
- ❖ Syntax: `<command> <option> <argument>`
- ❖ Exercise:
  - ❖ `date`
  - ❖ `clear`
  - ❖ `echo hello, world!`
  - ❖ `man date`



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# File System

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- ❖ Everything in \*nix systems is file.
- ❖ \*nix uses an hierarchical, unified file system. Root (/) is the parent of all files
- ❖ File name is unique and described by the path from root
  - ❖ /home, /bin, /boot/, /etc ...
- ❖ Exercise: Specify the path to /phd



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# File System

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- ❖ Some special notations:
  - ❖ “.” Working (or current) directory
  - ❖ “..” Parent directory of current directory
  - ❖ “~” Home directory
- ❖ Exercise: run and guess the functionality of following commands
  - ❖ pwd
  - ❖ ls
  - ❖ ls -a
  - ❖ ls --help
  - ❖ cd ..
  - ❖ cd /



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# File System

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- ❖ Other useful commands
  - ❖ mkdir : Create new directory
  - ❖ mv : Move or change the name of a file (?)
  - ❖ cp : Copy file
  - ❖ rm : Remove file
  - ❖ rmdir : Remove empty directory



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# File System

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- ❖ Wild cards: used as a substitute for any of a class of characters
  - ❖ \* represent a group of characters including null.
  - ❖ ? only one characters
  - ❖ [..] range matching



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# Users

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- ❖ Each user has his own identifier consisting of
  - ❖ UID (user ID): username
  - ❖ GID (group ID): the group in which user belongs to
- ❖ Get information about current user: type id
- ❖ Exercise:
  - ❖ who
  - ❖ whoami



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# Permission

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- ❖ Each file belongs to only one user. Owner of a file has the right to allow or prevent other users from accessing, changing the content or executing his/her files.
- ❖ Three basic operations on files
  - ❖ Read (r): read a file; list file in directory
  - ❖ Write (w): write on file; create, rename, delete files in a directory
  - ❖ Execution (x): file can be executed; run execution file in a directory, read, write in a directory
- ❖ Permission are granted to 3 classes:
  - ❖ Owner of the file
  - ❖ Group of owner
  - ❖ Other (users)



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# Permission

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- ❖ Permission of a file is represented by 9 bits:
  - ❖ First 3 bits: Owner permission
  - ❖ Next 3 bits: Group permission
  - ❖ Last 3 bits: Other permission
- ❖ In each of 3-bit group:
  - ❖ First bit: read permission
  - ❖ Second bit: write permission
  - ❖ Last bit: execution permission
- ❖ Using `ls -l` to see permission of files in a directory:
  - ❖ w: file can be written
  - ❖ r: file can be read
  - ❖ x: file can be executed
  - ❖ -: specific permission has not been assigned



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# Redirection

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- ❖ Data direction could be treat as stream of characters. \*nix systems have three standard input/output streams:
  - ❖ stdin: standard input, often comes from keyboard
  - ❖ stdout: standard output, often comes to screen
  - ❖ stderr: standard error output, often comes to screen
- ❖ Standard I/O direction could be redirected by using operators:
  - ❖ <      Redirect input direction
  - ❖ >      Redirect output direction
  - ❖ >>     Redirect output direction and append the output data to existing file (instead of clear the old content)



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# Pipe

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- ❖ \*nix systems allow data stream to go through multiple process for making efficient execution.
- ❖ Data go through processes in a pipe, the output of a process is the input of another.
- ❖ We use operator “|” to create a pipe which make data flow from the process on its left side to the process on its right side.
- ❖ Example:
  - ❖ `ls -l /etc | grep “sys” | wc -l`
- ❖ Exercise: explain the meaning of the command above.



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# Make File

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- ❖ The *makefile* directs *make* on how to compile and link a program.
- ❖ When a source file is changed, it must be recompiled. If a file has changed, each source file that depend on this file must be recompiled to be safe.
- ❖ Rules:
  - ❖ target: dependencies  
system command(s)



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# Make File

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❖ Example:

hello: main.o factorial.o hello.o

g++ main.o factorial.o hello.o -o hello

main.o: main.cpp functions.h

g++ -c main.cpp

factorial.o: factorial.cpp functions.h

g++ -c factorial.cpp

hello.o: hello.cpp functions.h

g++ -c hello.cpp

clean:

rm edit main.o factorial.o hello.o



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# Learning materials

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- ❖ Paul Cobbaut, “Linux System Administration” (free ebook)
- ❖ Evi Nemeth et al, “UNIX and Linux System Administration Handbook”, Pearson Education, Inc., 2011
- ❖ Steve Parker, “Shell Scripting”, John Wiley & Sons, Inc., 2011
- ❖ Arnold Robbins and Nelson H. F. Beebe, “Classic Shell Scripting”, O’Reilly Media Inc., 2005



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# Homeworks

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1. Write a script to save your name (input) and system information into text file (ex1.txt)
  - ❖ `$ ./ex1.sh <your name>`
  - ❖ Check null input.
2. Write simple Makefile:
  - ❖ File: main.c, sum.h, sum.c, sub.h, sub.c



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# End

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Thanks!