

CS 202

Advanced Operating Systems

Winter 26

Lecture 2: Historical Perspective

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What is an OS?

□ Operating System

- ◆ (of a person) control the functioning of (a machine, process, or system)

"a shortage of workers to operate new machines"

- ◆ a set of things working together as parts of a mechanism or an interconnecting network

"the state railroad system"

- ◆ a set of principles or procedures according to which something is done

"a multiparty system of government"

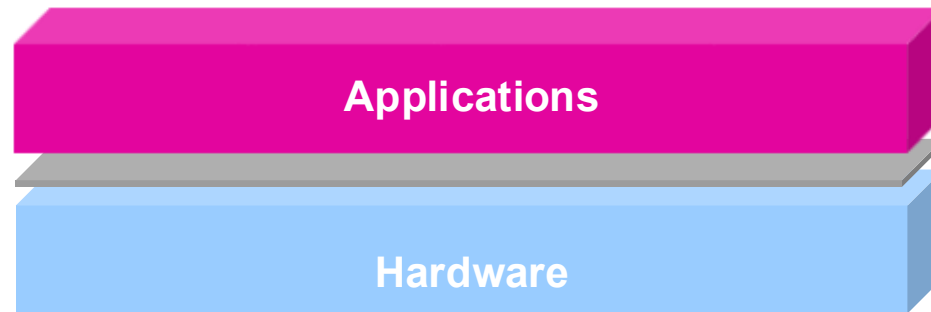
- The software that supports a computer's basic functions, such as scheduling tasks, executing applications, and controlling peripherals.

Topics for today

- What is an operating system?
- Why do we need operating systems?
- What does an operating system need to do?
- Looking back, looking forward.

Why having an OS?

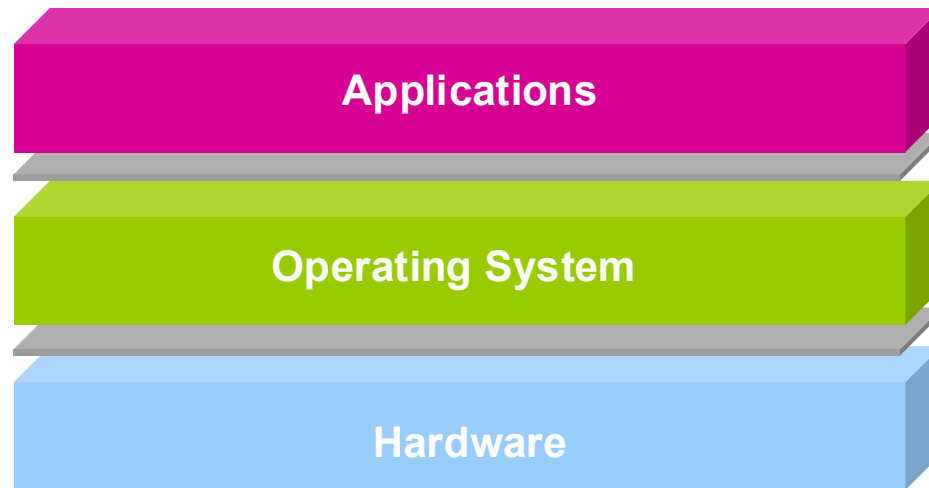
- What if applications ran directly on hardware?



- Problems:
 - ◆ **Portability** → OS Task 1: abstraction
 - ◆ **Resource sharing** → OS Task 2: multiplexing
 - ◆ **Resource management** → OS Task 3: scheduling

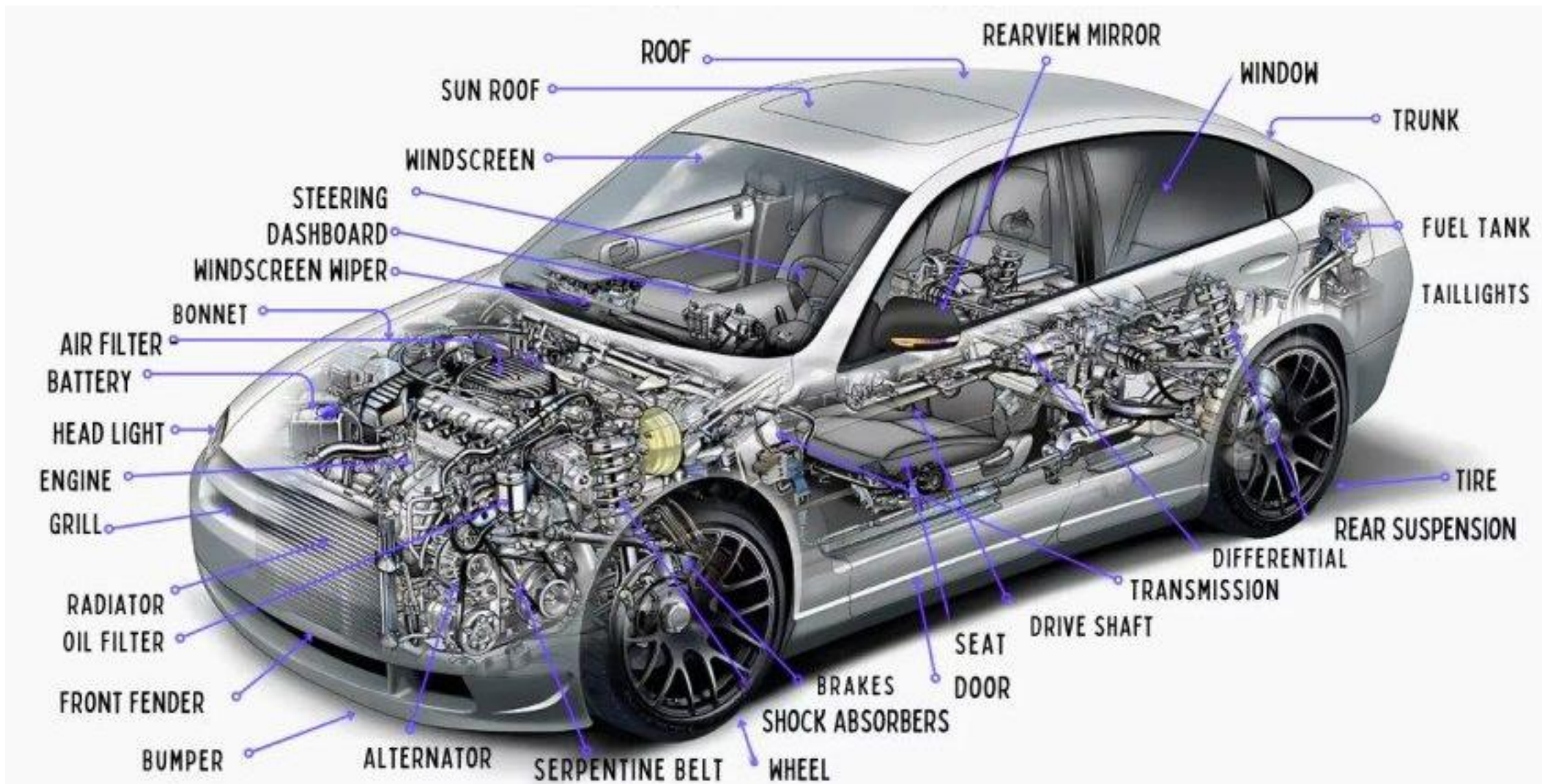
Why having an OS?

- The operating system is the software layer between user applications and the hardware (resources)



The OS is “all the code that you didn’t have to write” to finish your tasks





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Fundamental Issues

- The fundamental issues/questions in this course are:
 - ◆ **Functionality**: how to enable the users/programs to do more?
 - ◆ **Performance**: how to do better?
 - ◆ **Management**: how to allocate and schedule resources for tasks?
 - ◆ **Protections**: how to make sure things won't go wrong?
 - ◆ **Communication**: how to enable collaboration?
 - ◆ **Security**: how to create a safe environment?
 - ◆ **Reliability and fault tolerance**: how to mask failures?

Basic Roles of an OS

- **Abstraction:** defines a set of logical resources (**objects**) and well-defined operations on them (**interfaces**)
- **Virtualization:** isolates and multiplexes physical resources via spatial and temporal **sharing**
- **Control:** who, when, how
 - ◆ Scheduling (when): efficiency and fairness
 - ◆ Permissions (how): security and privacy
- **Persistence:** how to keep and share data

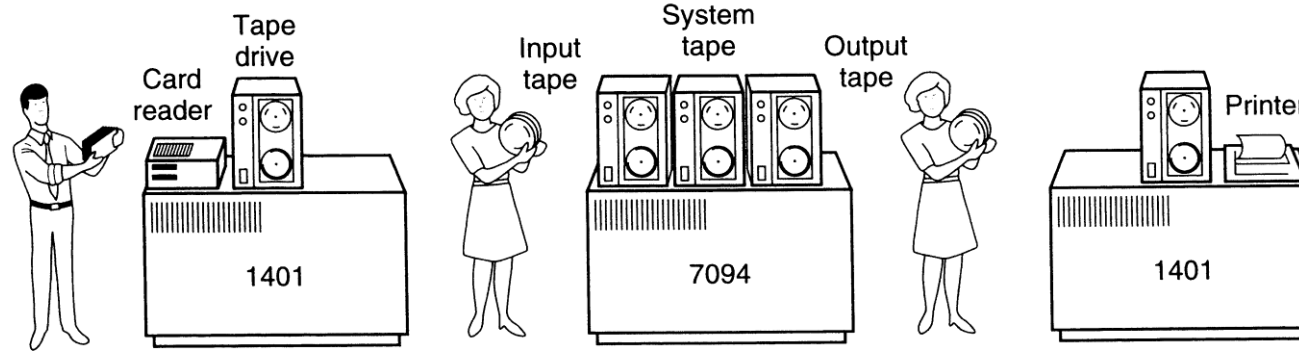
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Phase 0

- In the beginning, OS is just runtime libraries (routines)
 - ◆ A piece of code used/sharable by many programs
 - ◆ Abstraction: reuse magic to talk to physical devices
 - ◆ Avoid bugs
- User scheduled an exclusive time where they would use the machine
- User interface was switches and lights, eventually punched tape and cards
 - ◆ An interesting side effect: less bugs

Phase 1: batch systems (1955-1970)



- Computers expensive; people cheap
 - ◆ Use computers efficiently – move people away from machine
- OS in this period became a program loader
 - ◆ Loads a job, runs it, outputs result, then moves on to next
 - ◆ More efficient use of hardware but increasingly difficult to debug
 - » Still less bugs 😊

Advances in OS in this period

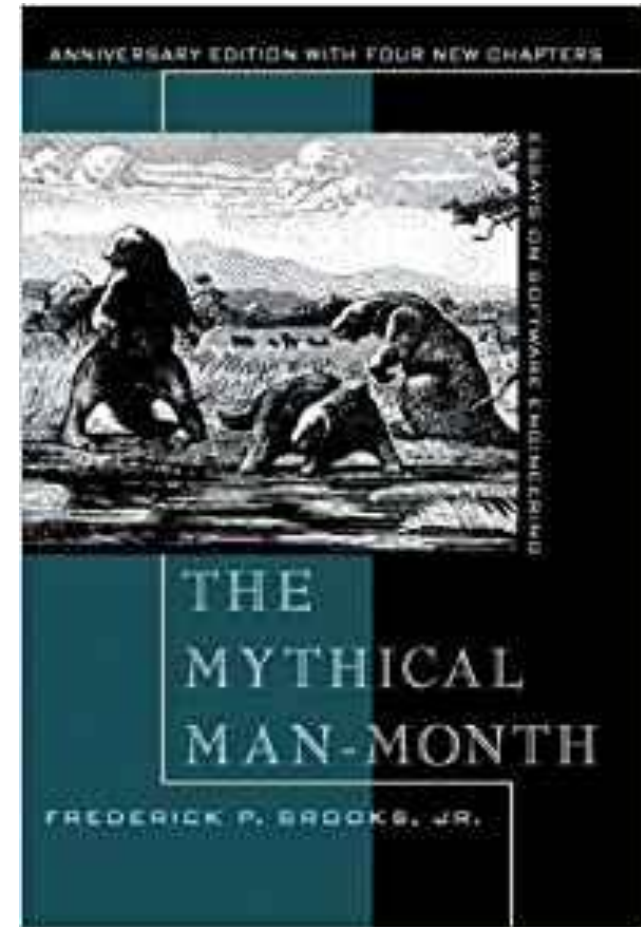
- SPOOLING/Multiprogramming
 - ◆ Simultaneous Peripheral Operations On-Line (SPOOL)
 - » Non-blocking tasks
 - » Copy document to printer buffer so printer can work while CPU moves on to something else
 - ◆ Hardware provided memory support (protection and relocation)
 - ◆ Scheduling
 - ◆ OS must manage interactions between concurrent things
- OS/360 from IBM first OS designed to run on a family of machines from small to large

Multiprogramming

- Discussion: infrastructure to support multiprogramming (THE/nucleus)
 - ◆ Execution
 - ◆ Storage
 - ◆ Synchronization
 - ◆ Correctness (provable termination)
 - ◆ Collaboration / communication

Phase 1, problems

- Utilization is low (one job at a time)
- No protection between jobs
 - ◆ But one job at a time, so what can go wrong?
- Scheduling
- Coordinating concurrent activities
- People time is still being wasted
- Operating Systems didn't really work
 - ◆ The mythical man month
 - ◆ Birth of software engineering



Phase 2: 1970s

- Computers and people are expensive
 - ◆ Help people be more productive
- Interactive time-sharing: let many people use the same machine at the same time
- Emergence of minicomputers
 - ◆ Terminals are cheap
- Persistence: keep data online on fancy file systems

Unix appears

- ▣ Ken Thompson, who worked on MULTICS, wanted to use an old PDP-7 laying around in Bell labs
- ▣ He and Dennis Richie built a system designed by programmers for programmers
- ▣ Originally in assembly. Rewritten in C
 - ◆ In their paper describing UNIX, they defend this decision!
 - ◆ However, this is a new and important advance: portable operating systems!
- ▣ Shared code with everyone (particularly universities)

Unix (cont'd)

- Berkeley added support for virtual memory for the VAX
 - ◆ Unix BSD
- DARPA selected Unix as its networking platform in ARPAnet
- Unix became commercial
 - ◆ ...which eventually lead Linus Torvald to develop Linux

Phase 3: 1980s

- Computers are cheap, people expensive
 - ◆ Put a computer in each terminal
 - ◆ CP/M from DEC first personal computer OS (for 8080/85) processors
 - ◆ IBM needed software for their PCs, but CP/M was behind schedule
 - ◆ Approached Bill Gates to see if he can build one
 - ◆ Gates approached Seattle computer products, bought 86-DOS and created MS-DOS
 - ◆ Goal: finish quickly and run existing CP/M software
 - ◆ OS becomes subroutine library and command executive

Phase 4: 1990s to now?

- Its all about connectivity
- Enables parallelism but performance is not goal
- Goal is communication/sharing/power consumption/...
 - ◆ Requires high speed communication
 - ◆ We want to share data not hardware
- Networked applications drive everything
 - ◆ Web, email, messaging, social networks, ...
 - ◆ Chromebook

New problems

- Large scale
 - ◆ Google file system, map-reduce, ...
- Parallelism on the desktop (multicores)
- Heterogeneous systems, IoT
 - ◆ GPU, FPGA, ...
 - ◆ Real-time; energy efficiency
- Security and Privacy

Phase 5

- New generation?
- Computing evolving beyond networked systems
 - ◆ Cloud computing, edge computing, IoT, wearable devices, drones, cyber-physical systems, autonomous cars, computing everywhere
 - ◆ But what is it?
 - ◆ ... and what problems will it bring?

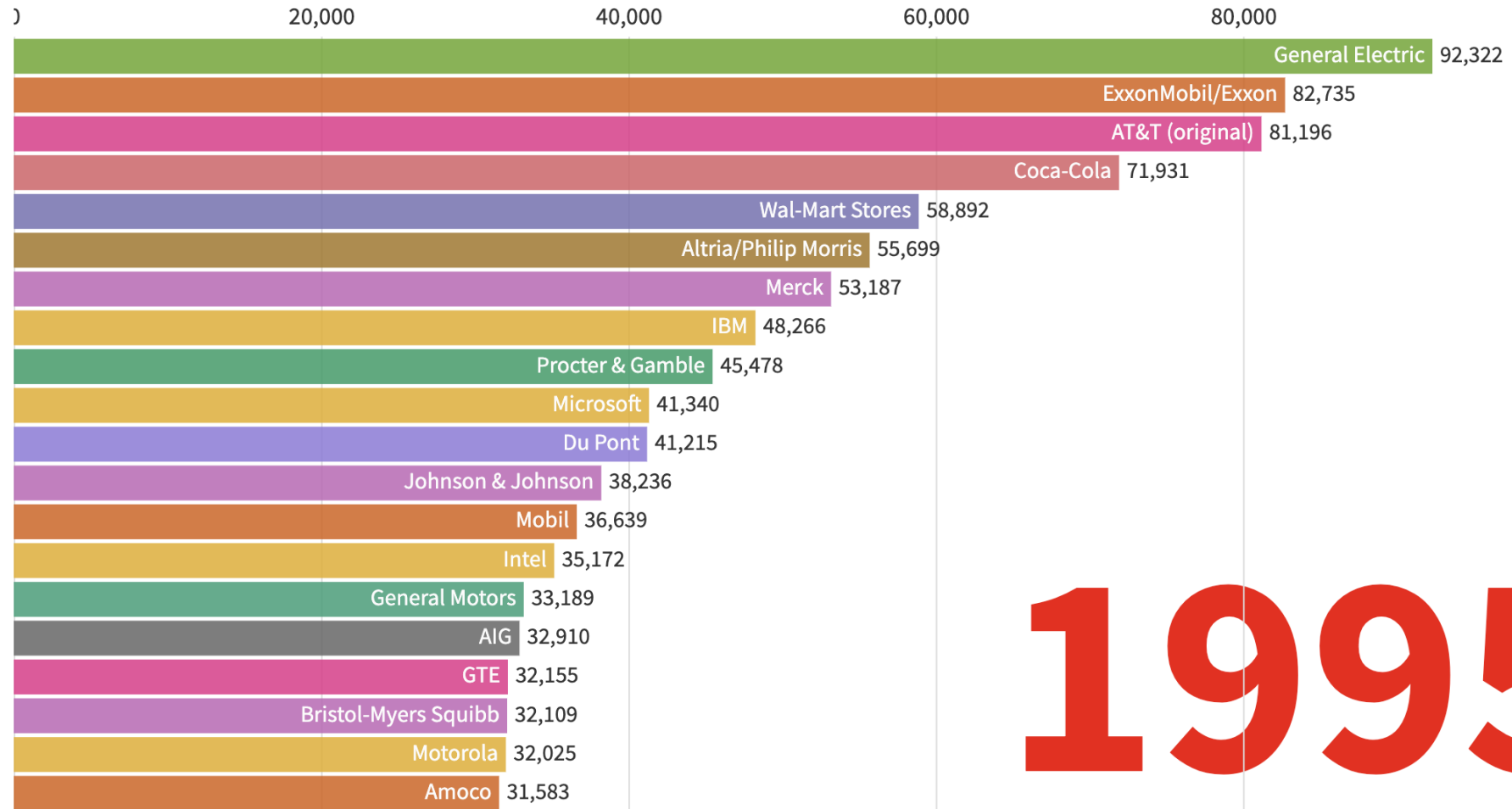
Discussion

- What are the general driving forces behind the evolution of OS?
- What are the impacts of a new (type) of OS?
 - ◆ PC (Windows, Mac)
 - ◆ Web (browsers)
 - ◆ Mobile (iOS, Android)
 - ◆ Cloud (AWS, Azure)
 - ◆ AI?

20 MOST VALUABLE FORTUNE 500 COMPANIES 1995-2020

Market Capitalization in March of each year in Millions of Dollars

Autos Energy Retail Communications Diversified Technology Tobacco Finance Chemicals Household Products
Food & Beverage Aerospace Transportation Health Photography Metals Paper Media Machinery Foodservice Hotels
Materials



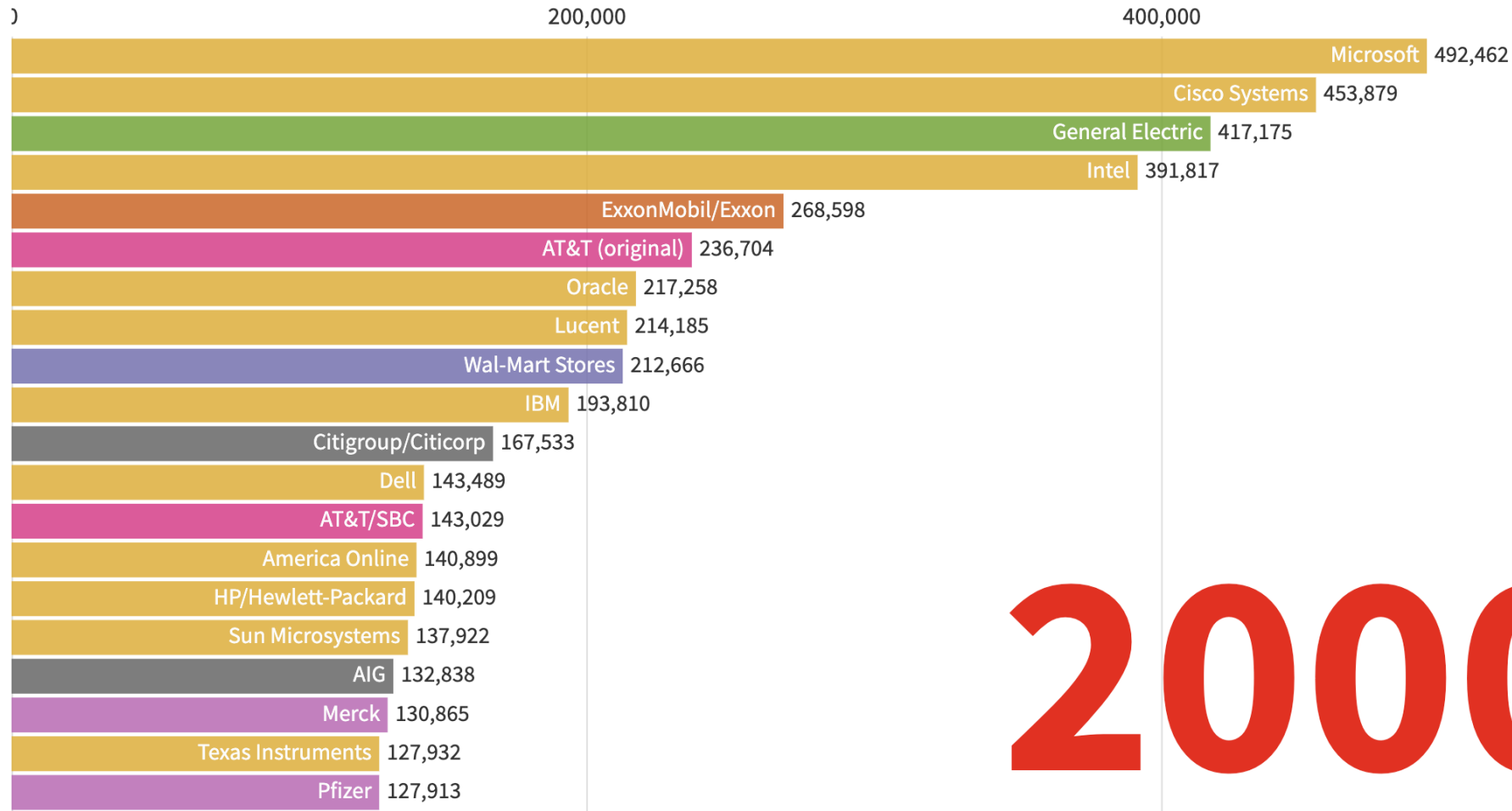
1995



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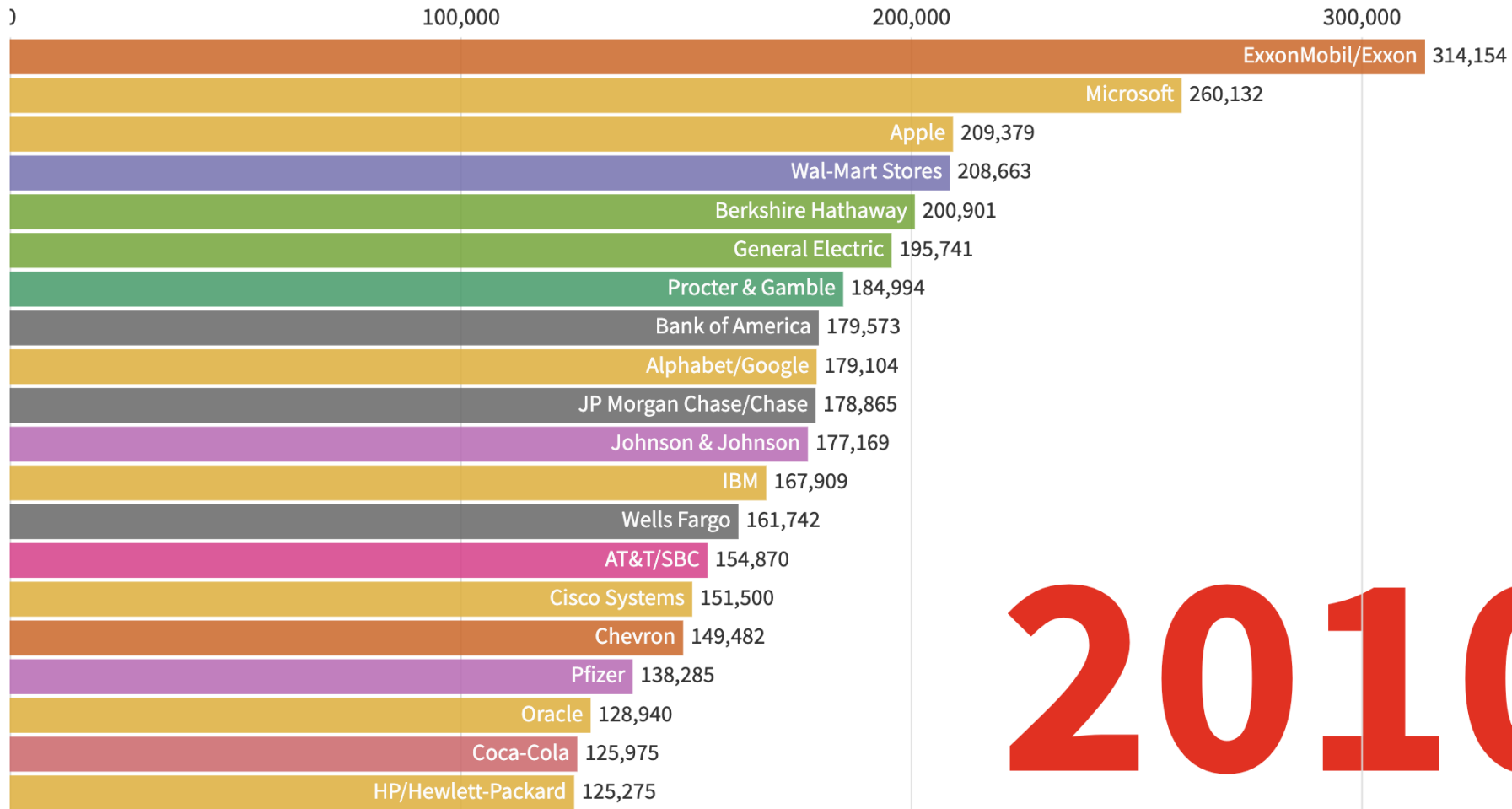


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2010

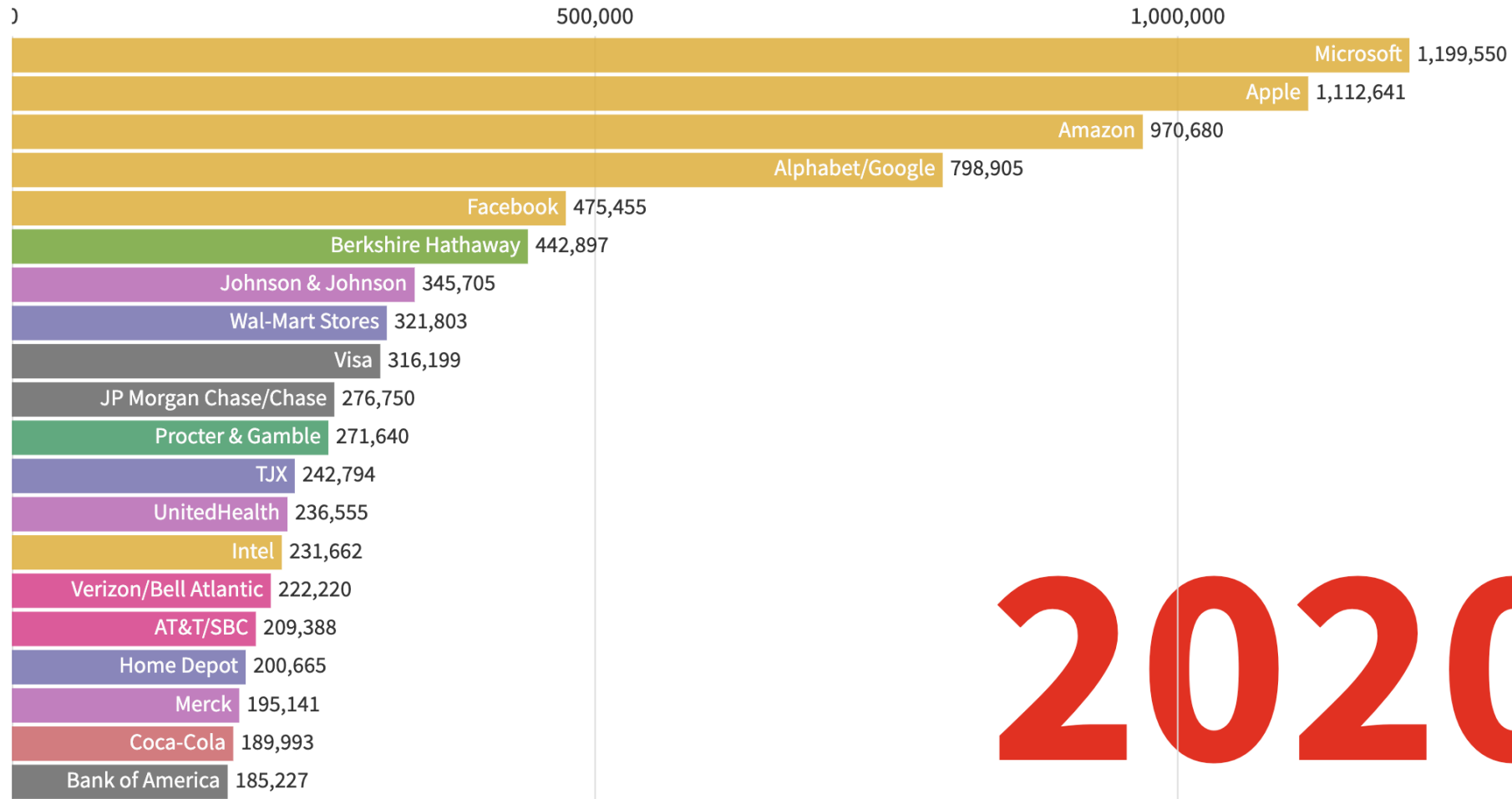


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