

OS BASICS

Module 1.2
Richard Newman
University of Florida

WHY AN OPERATING SYSTEM?

- How to load a program onto computer?
 - Mini-toggle switch per bit in data register
 - Mini-toggle switch per bit in address register
 - Button to load data from register into memory
- How to access I/O devices?
 - Use same read/write routines in many programs
- What about running multiple programs?
 - Manage resources
 - Protect private info
 - Facilitate interactions

WHERE OS FITS IN

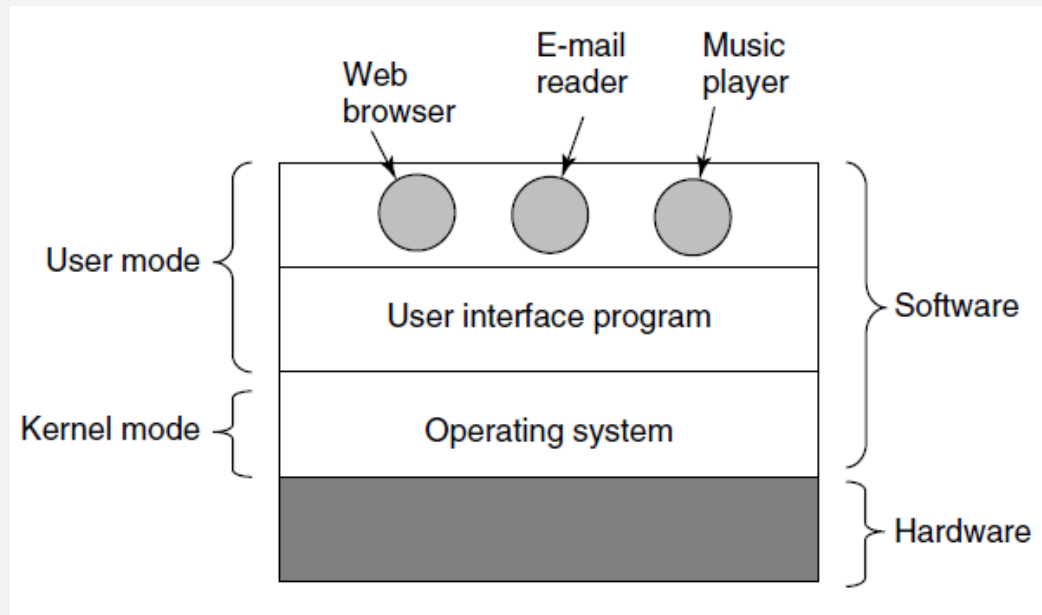


Figure 1-1. Where the operating system fits in.

THE MODERN COMPUTER SYSTEM

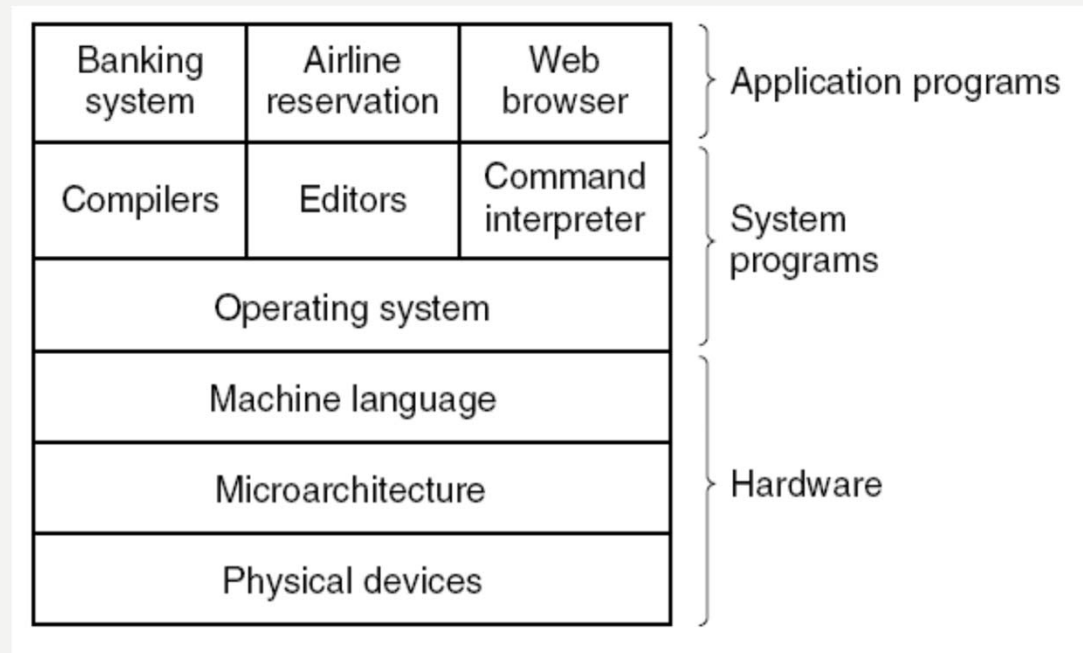


Figure 1.1 A computer system consists of hardware, system programs, and application programs.

THE OPERATING SYSTEM AS AN EXTENDED MACHINE

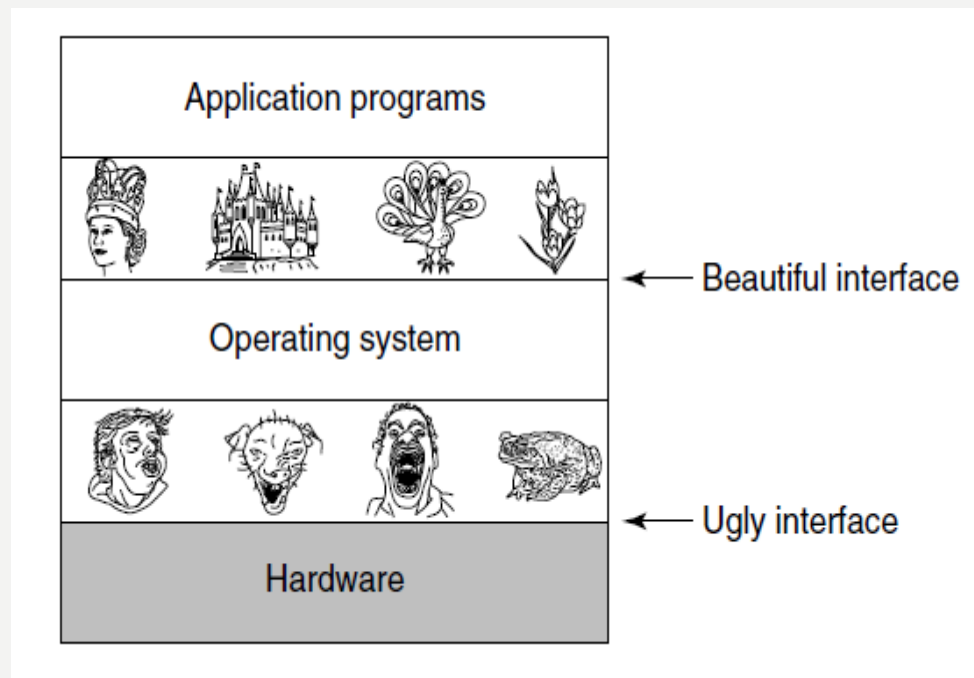


Figure 1-2. Operating systems turn ugly hardware into beautiful abstractions.

WHAT IS AN OPERATING SYSTEM?

- Top down view
 - Provide abstractions to application programs
- Bottom up view
 - Manage pieces of complex system
- Alternative view
 - Provide orderly, controlled allocation of resources

WHAT AN OPERATING SYSTEM IS NOT

- User Interface
 - UI is just another program
- Systems Tools
 - Tools are programs to facilitate development of programs, manage system
- Libraries
 - Libraries are reusable packages of code

THE OPERATING SYSTEM ZOO

- Mainframe Operating Systems
- Server Operating Systems
- Multiprocessor Operating Systems
- Personal Computer Operating Systems
- Handheld Computer Operating Systems
- Embedded Operating Systems
- Sensor Node Operating Systems
- Real-Time Operating Systems
- Smart Card Operating Systems

ONTOGENY RECAPITULATES PHYLOGENY

- Each new “species” of computer
 - Goes through same development as “ancestors”
- Consequence of impermanence
 - Text often looks at “obsolete” concepts
 - Changes in technology may bring them back
- Happens with large memory, protection hardware, disks, virtual memory

Summary

- Role of Operating System
 - Extended machine – layers of abstraction
 - Resource manager
- Types of OS
 - Goals and capabilities depend on environment