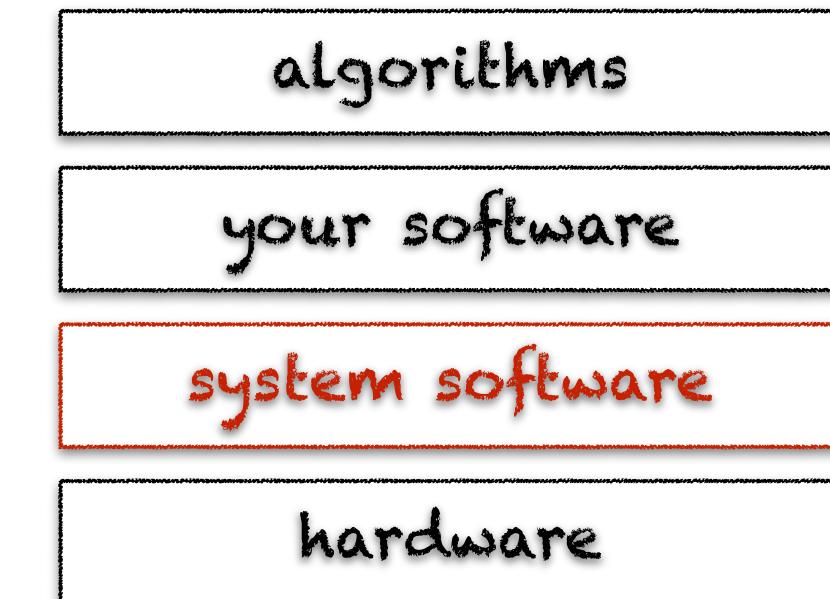


system
software



learning objectives



- understand the role of an operating system
- understand the role of interpreters and compilers
- understand the role of runtime systems & libraries

what's system software?

application software consists in programs that help to solve a particular computing problem, e.g., write documents, browse the web, etc.

system software consists in programs that sit between application software and the hardware, providing common services to application software

examples of system software

- operating systems, game engines
- virtual machines and interpreters
- language runtimes, standard libraries

bits of history

1940s
1950s

no system software

1960s batch systems

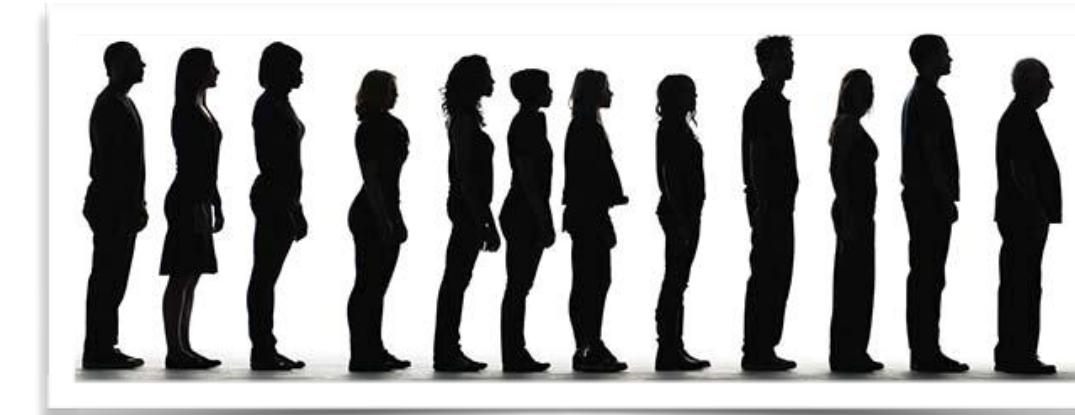
1970s multi-user & time-sharing

1980s personal desktop computers

1990s distributed systems

2000s mobile systems

2010s ubiquitous systems



the waiting era



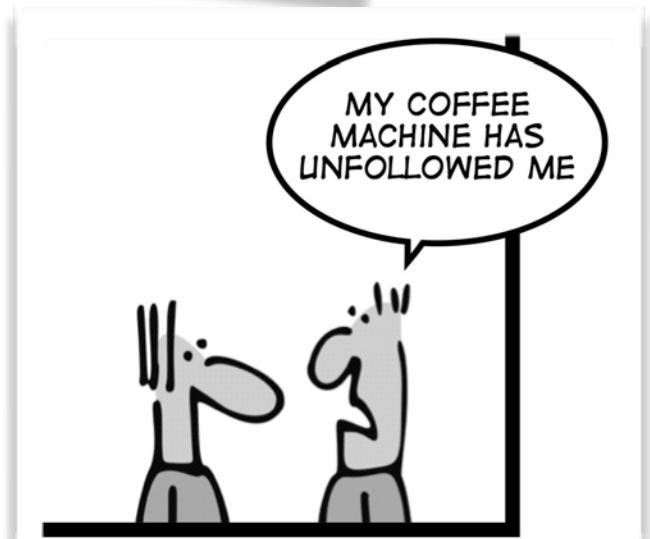
the sharing era



the personal era



the communication era

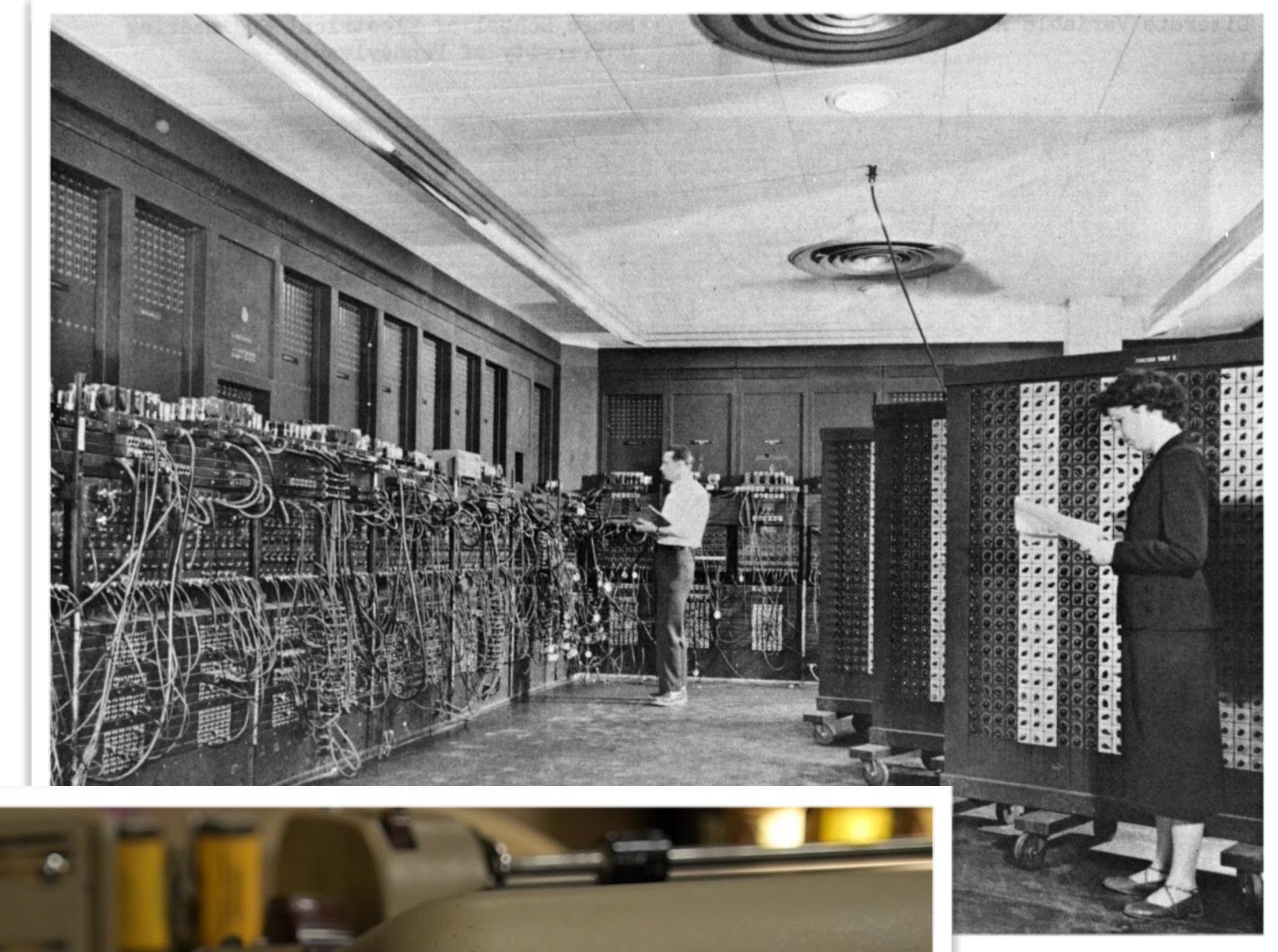
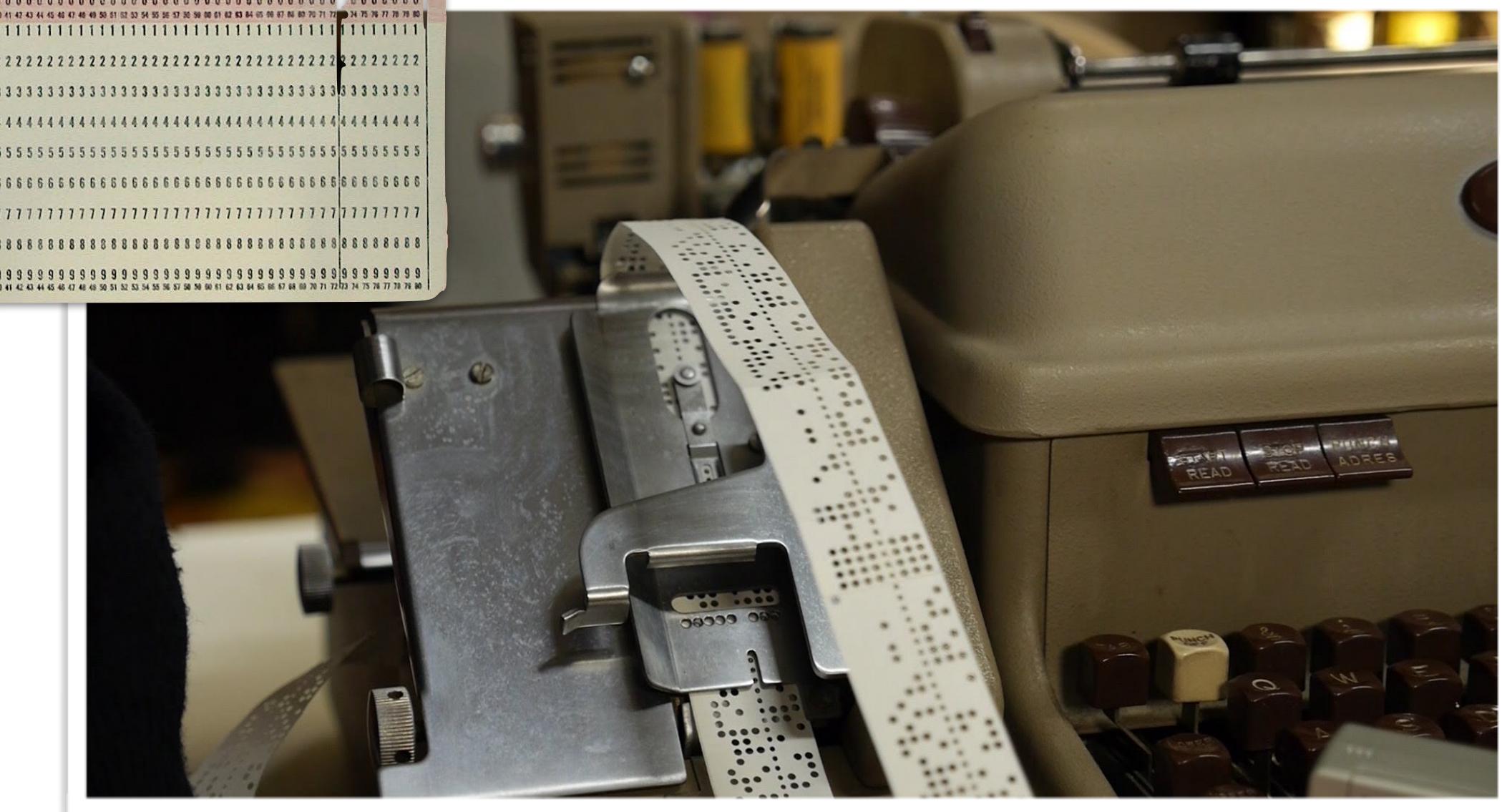
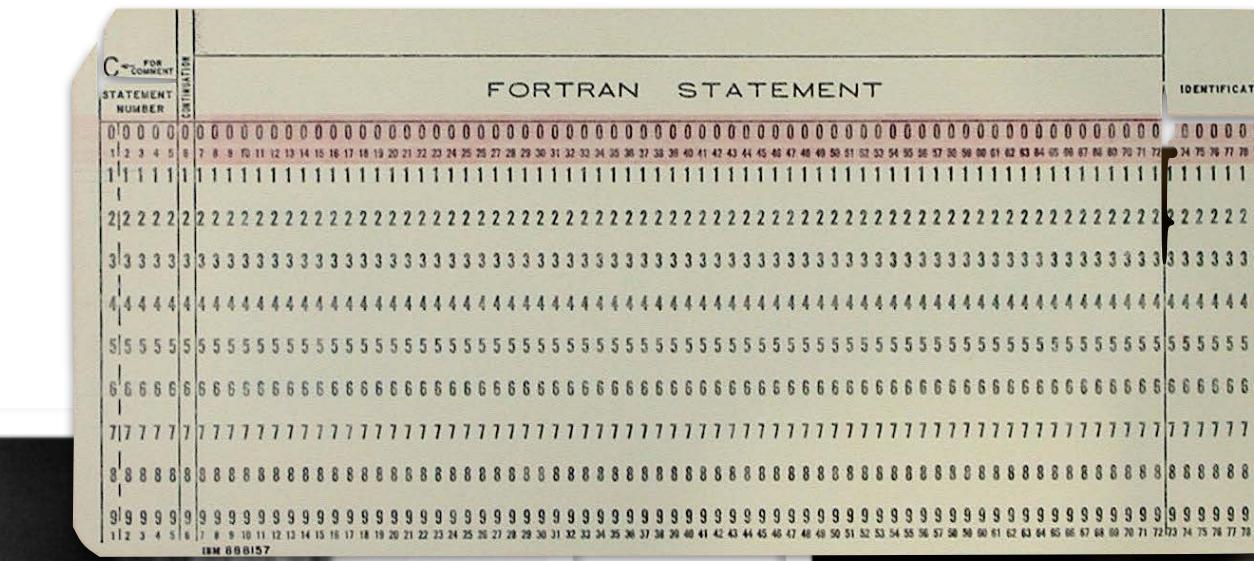
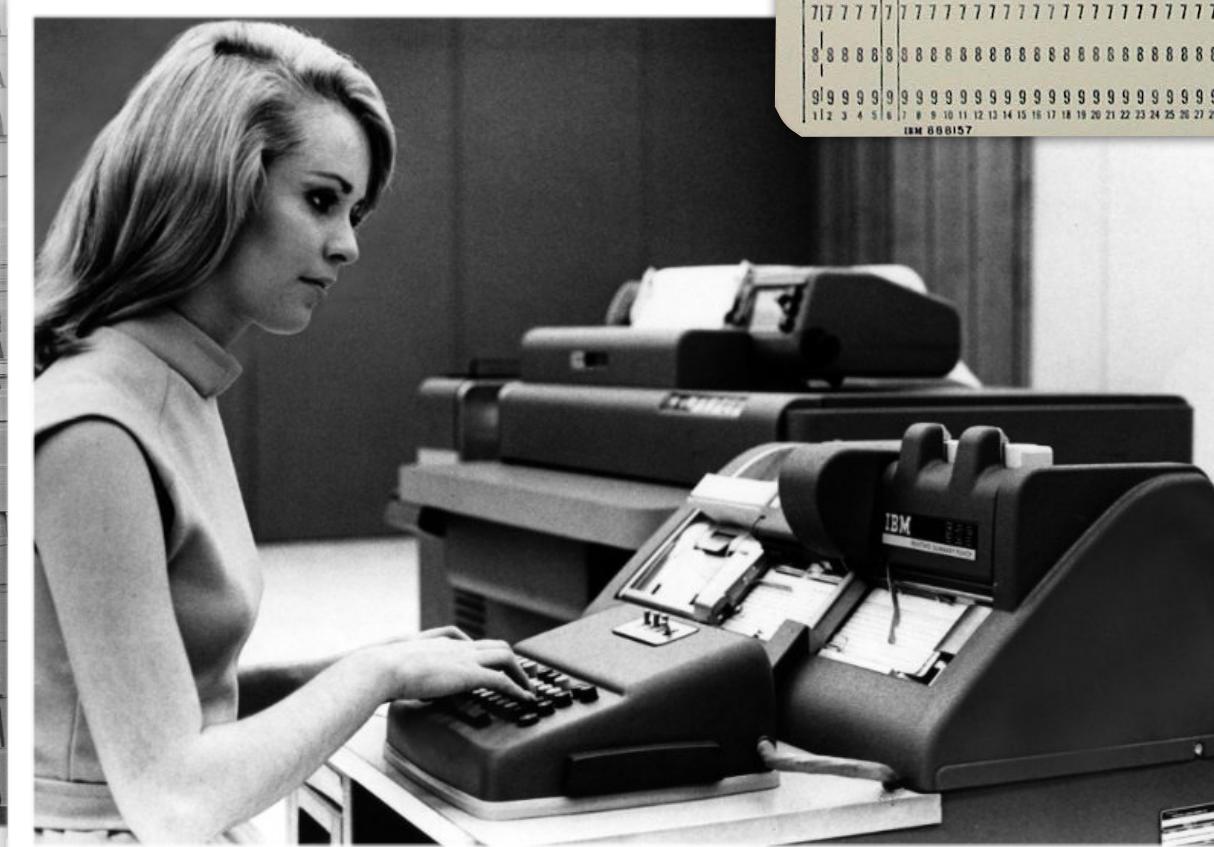


the digital transformation era

no systems software

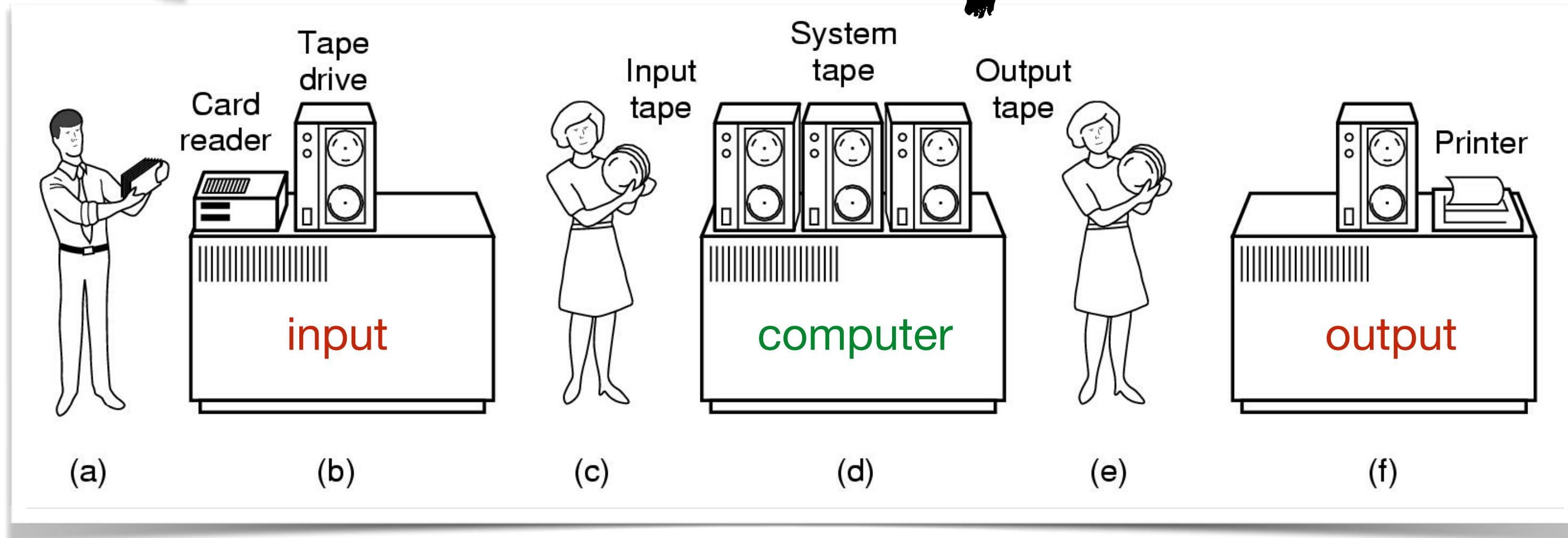
ENIAC: 30 tons, 200 kilowatts

- ◆ 1940s: programming based on dials & switches
 - ◆ 1950s: single user, punched cards, paper tape

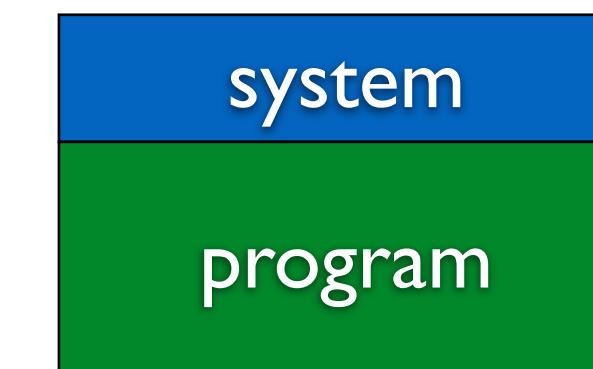


1960s

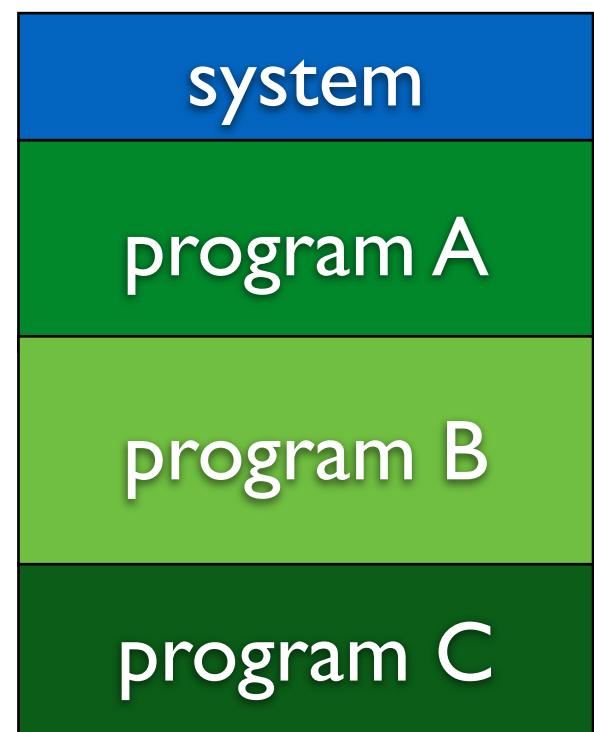
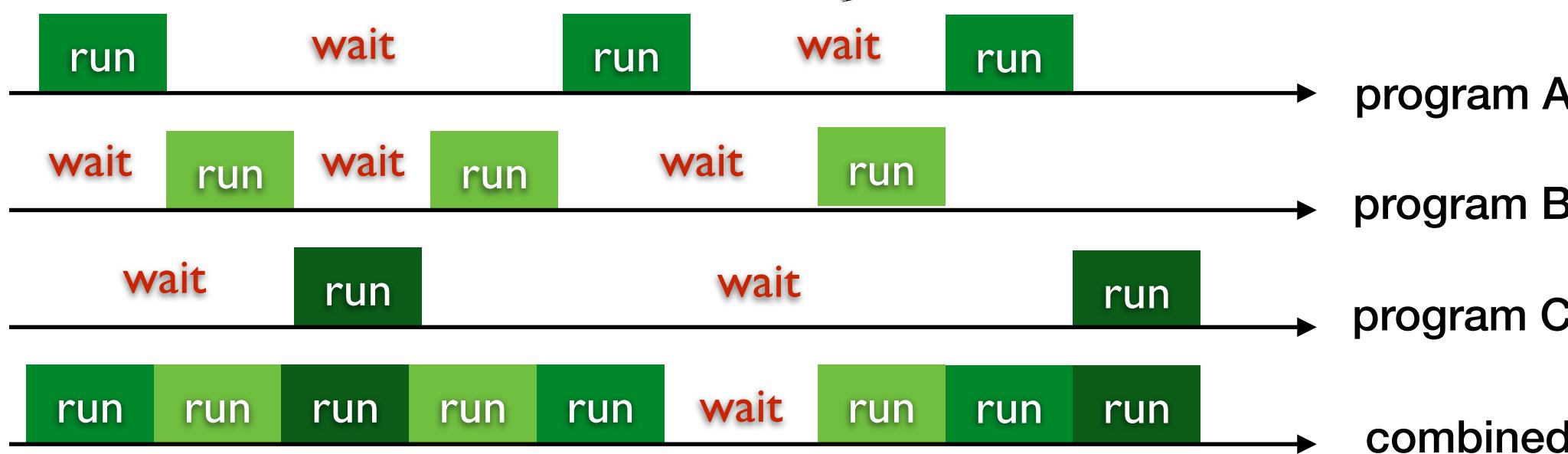
batch systems



◆ first uni-programmed batch systems



◆ then multi-programmed batch systems



1970s

multi-user & time-sharing

from

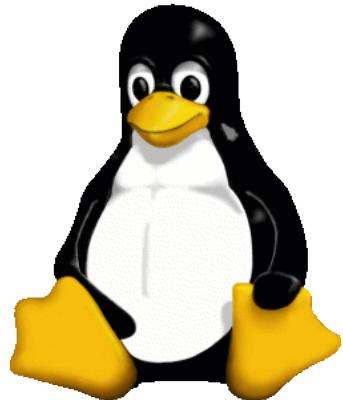


◆ 1960s: disasters... but great learning & innovations

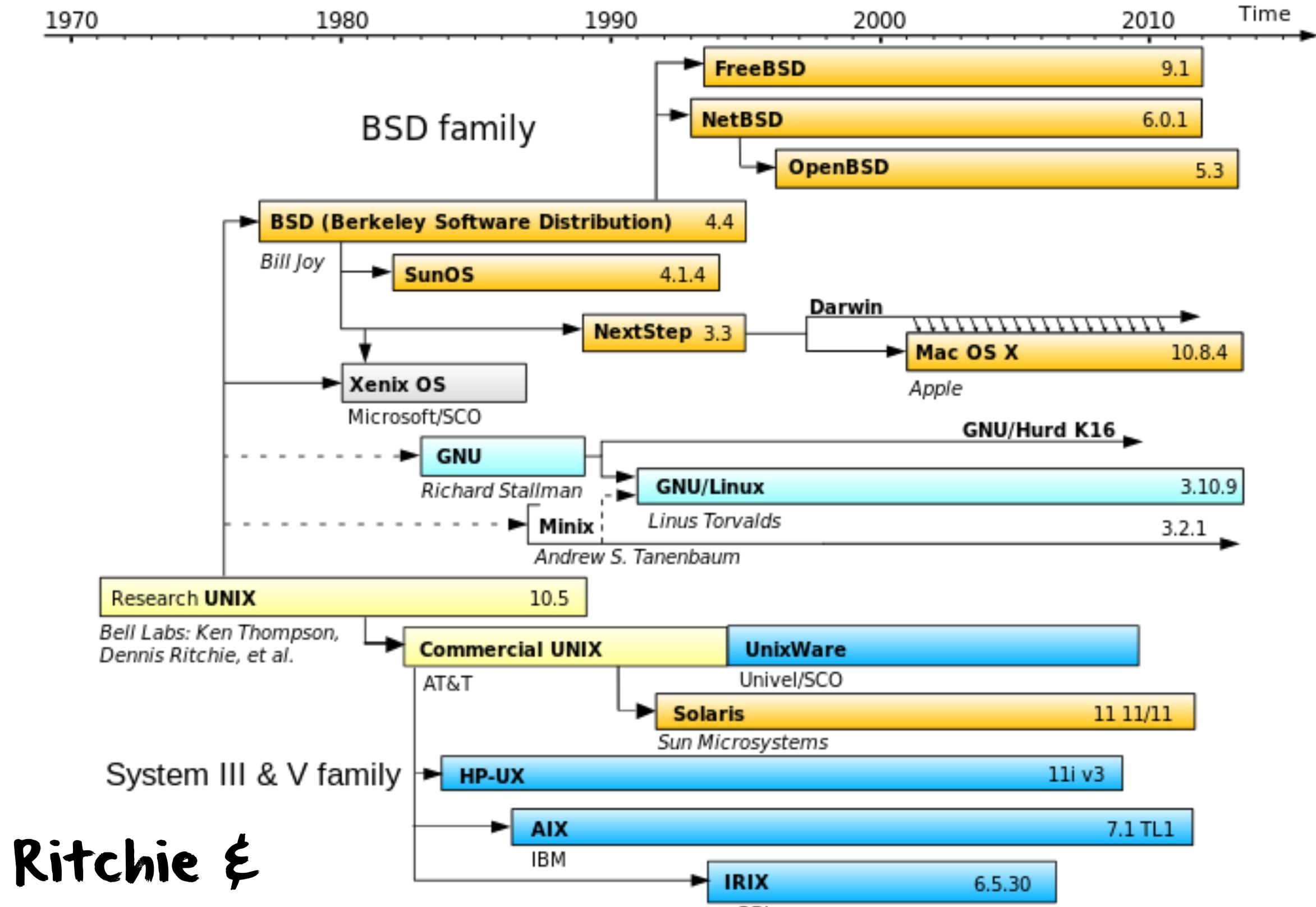
- OS/360: years behind schedule, shipped with 1000 known bugs
- Multics: started in 1963, working in 1969, far too complex

◆ 1970s: finally mastering complexity thanks to:

- higher level structured languages (Algol, C, Pascal, etc.)
- portable operating systems code (C was invented for that)
- stacking layers (kernel, compilers, libraries, etc.)



Unix



- ◆ after the Multics “disaster”, Ken Thompson, Dennis Ritchie & others decided to redo the work on a much smaller scale at Bell Labs
 - ◆ in 1972, Unix was rewritten from assembly language to C programming language, resulting in the first portable operating system
 - ◆ in 1975, Ken Thompson was on sabbatical at Berkeley and worked with Bill Joy, then a graduate student, which eventually lead to BSD Unix
 - ◆ in 1980, the DARPA project chose BSD Unix as basis for DARPA Net
 - ◆ in 1982, Bill Joy joined Sun Microsystems six months after its creation as full co-founder and extended BSD Unix to make it a networked operating system



how did we get
there?

the invention of
the microprocessor



IBM System/360



DEC PDP-11



DEC PDP-II Processor



microprocessors & Moore's law

a **microprocessor** is a computer processor integrating all functions of a central processing unit on a single chip

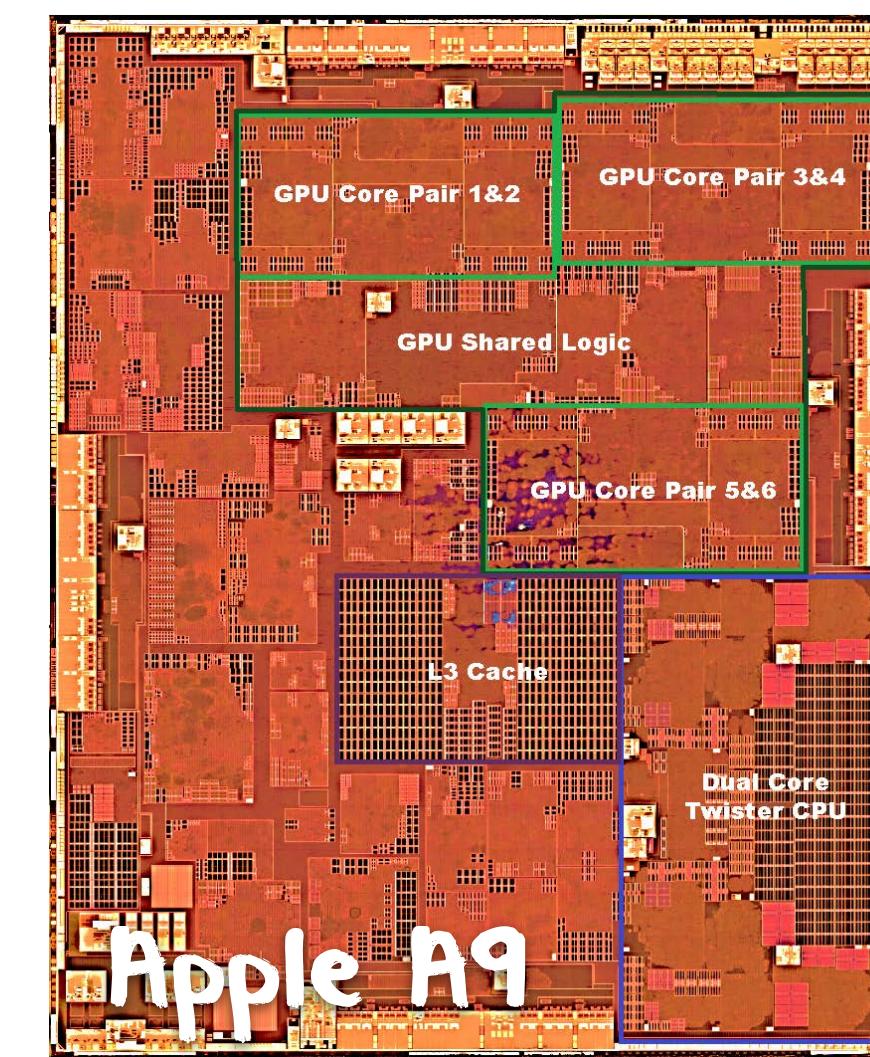
the number of transistors in a dense integrated circuit **doubles approximately every two years**

- ◆ this is unique across all engineering fields
 - ◆ transportation increased speed from 20 km/h (horse) to 2'000 km/h (concorde) in **200 years** but the computer industry has been doing this **every decade** for the past 60 years
 - ◆ the advent of the microprocessor triggered the decline of mainframes and led to the **personal computer revolution**

writing system software is about mastering exponential complexity

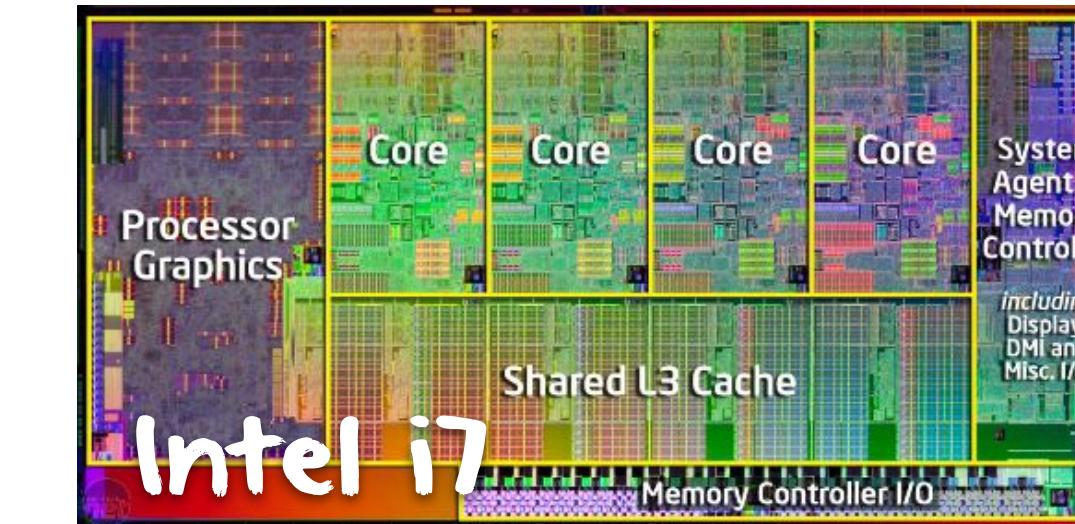
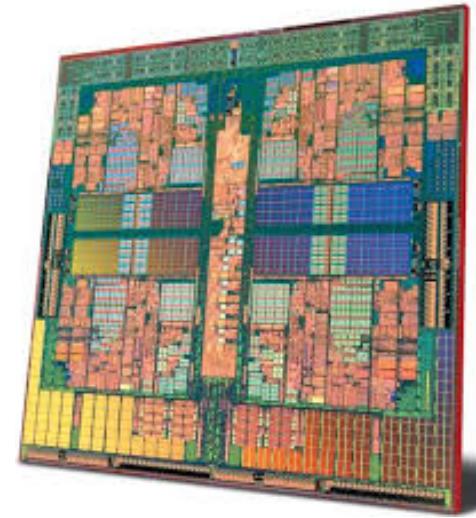
As long as there were no machines, programming was no problem at all; when we had a few weak computers, programming became a mild problem and now that we have gigantic computers, programming has become an equally gigantic problem. In this sense the electronic industry has not solved a single problem, it has only created them - it has created the problem of using its products.

the industry
is now going
multicore

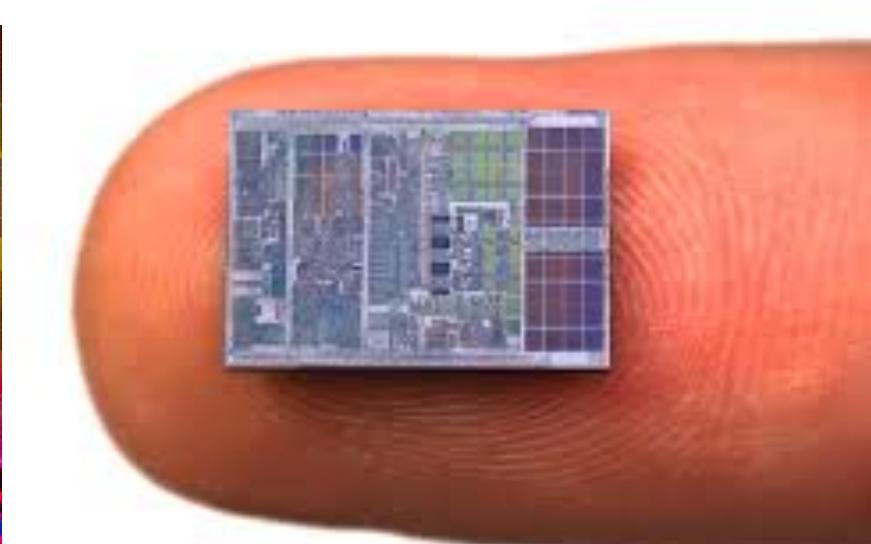


Apple A9

Edgster Dijkstra, The Humble Programmer. Communication of the ACM, vol. 15, no. 10. October 1972. Turing Award Lecture.



Intel i7



acceleration



1980



1990



2000



2010

1980s: one man, one computer

- o workstation, personal computers
- o graphical user interfaces

2000s: my phone is my computer

- o smartphones & tablets as computers
- o generalization of wireless networks

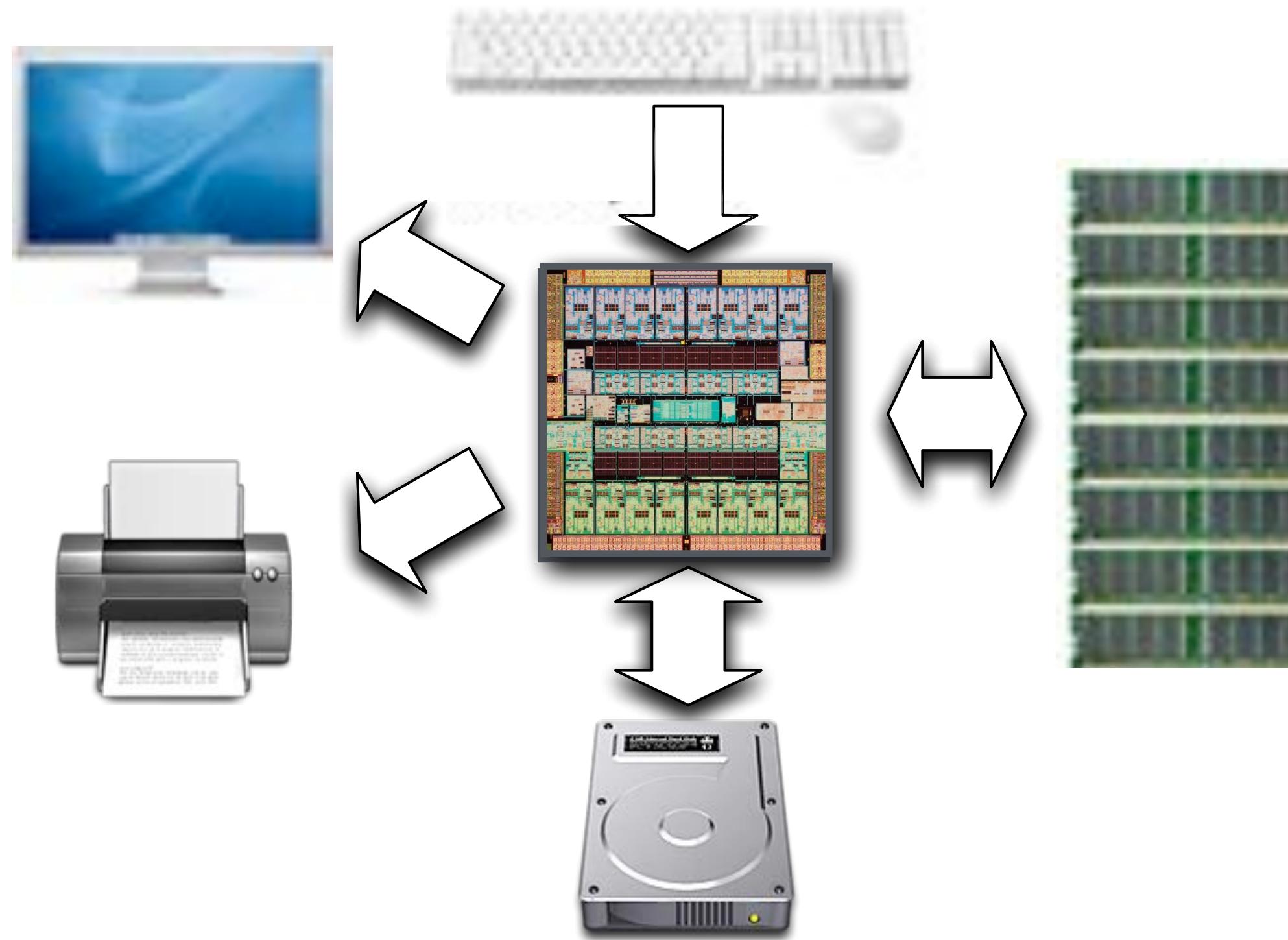
1990s: the network is the computer

- o the Internet accessible to all
- o distributed operating systems

2010s: everything is a computer

- o smart objects & the Internet of things
- o personal networks connected to the cloud

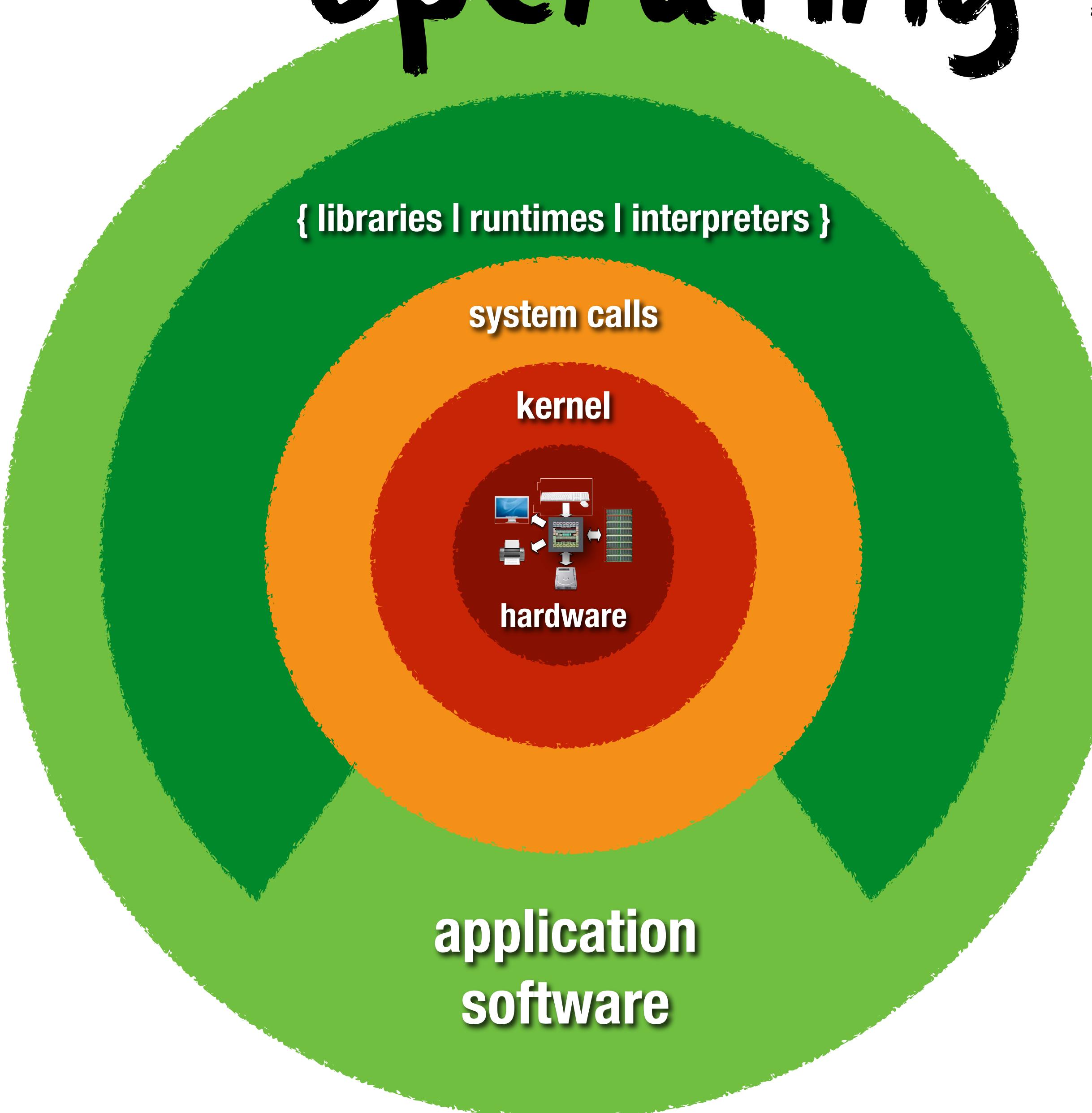
operating system



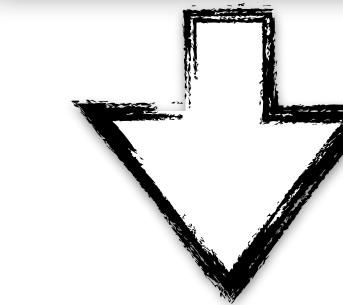
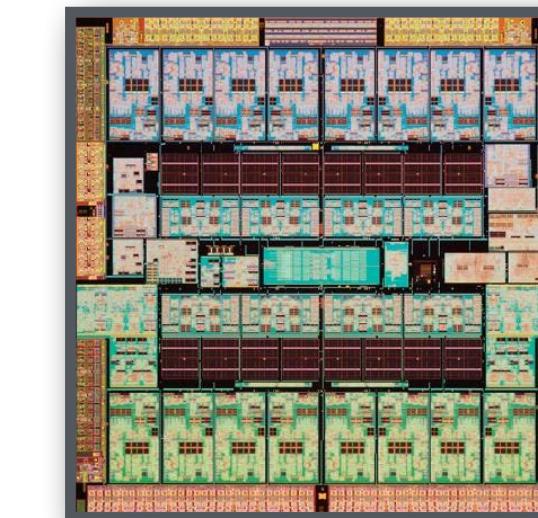
controls the access to hardware resources

(cpu, memory, input/output devices, etc.) and acts as
an interface with application software

operating system



- processor modes
- ◆ kernel mode (system)
 - ◆ user mode (application)



memory protection



user space
accessed in
user mode

kernel space
accessed in
kernel mode

operating system

resource management

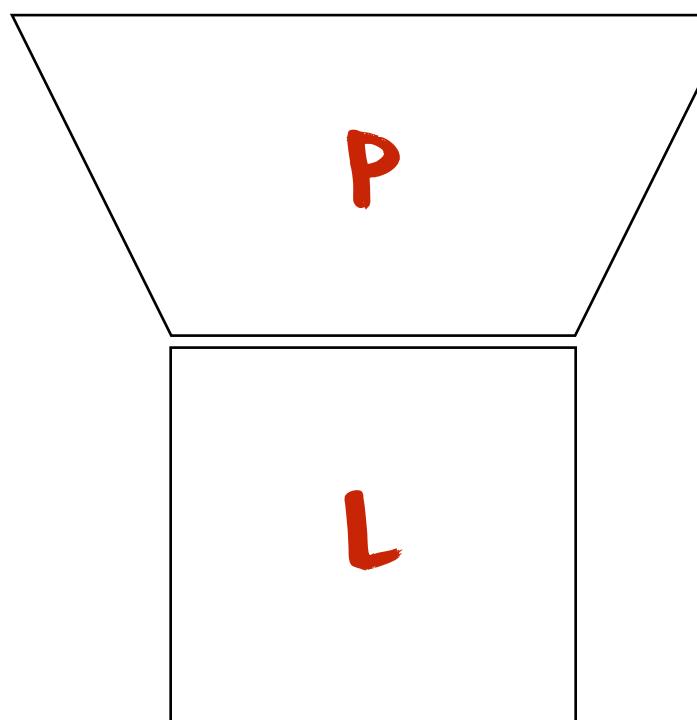
- **cpu:** process management
 - **memory:** memory management
 - **input/output:** i/o management
 - **storage:** storage and file management
- keyboard, mouse, display
 - touch screen, haptic interface, network
 - printer, audio device, connectors (usb, dvi, etc.)
 - compass, accelerometer, global positioning system
 - etc...

	reality (physical resources)	abstraction (virtual resources)
CPU	<i>n parallel cores</i>	<i>m concurrent threads, with m ≫ n</i>
memory	<i>subset of 2^k addressable memory on a k bits machine, e.g., for k = 64, this is typically 8 to 32 gigabytes</i>	<i>full 2^k addressable memory for k = 64, this is 16 exabytes $\cong 16 \times 10^6$ terabytes $\cong 16 \times 10^9$ gigabytes</i>
	<i>in addition, each thread can access the full 2^k addressable memory as if it was for its exclusive use</i>	
storage	<i>hard disk drive (hdd), solid state drive (ssd), usb keys, etc...</i>	<i>file system offering persistency</i>
network	<i>i network interfaces, e.g., wifi, ethernet</i>	<i>j network connections, with j ≫ i</i>

executions and interpreters

concept

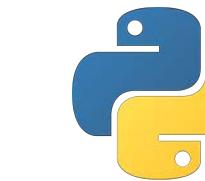
program P
written in
language L



examples

an addition
written in

python



$i \leftarrow i + 1$

$i = 0$
 $i = i + 1$

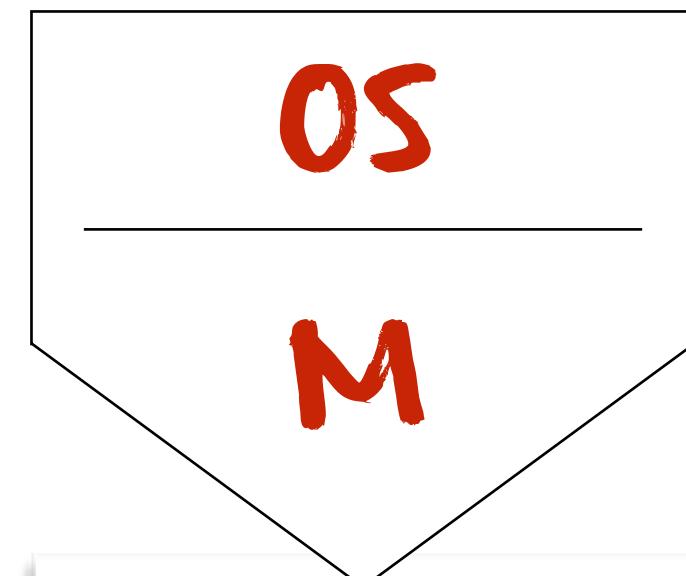
java



$i \leftarrow i + 1$

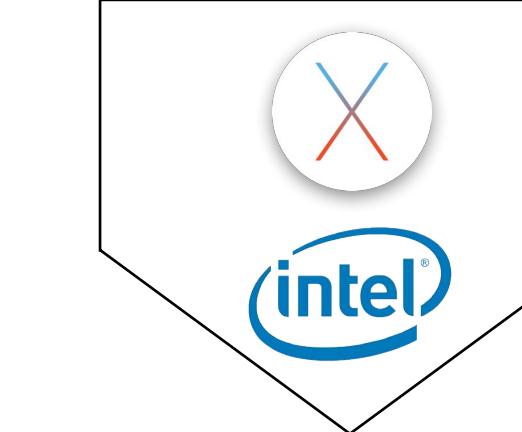
`int i = 0;
i = i + 1;`

operating system OS
controlling machine
executing language M



ARM®

Samsung S7
running Android
on ARM



intel

MacBook Pro
running OS X
on Intel



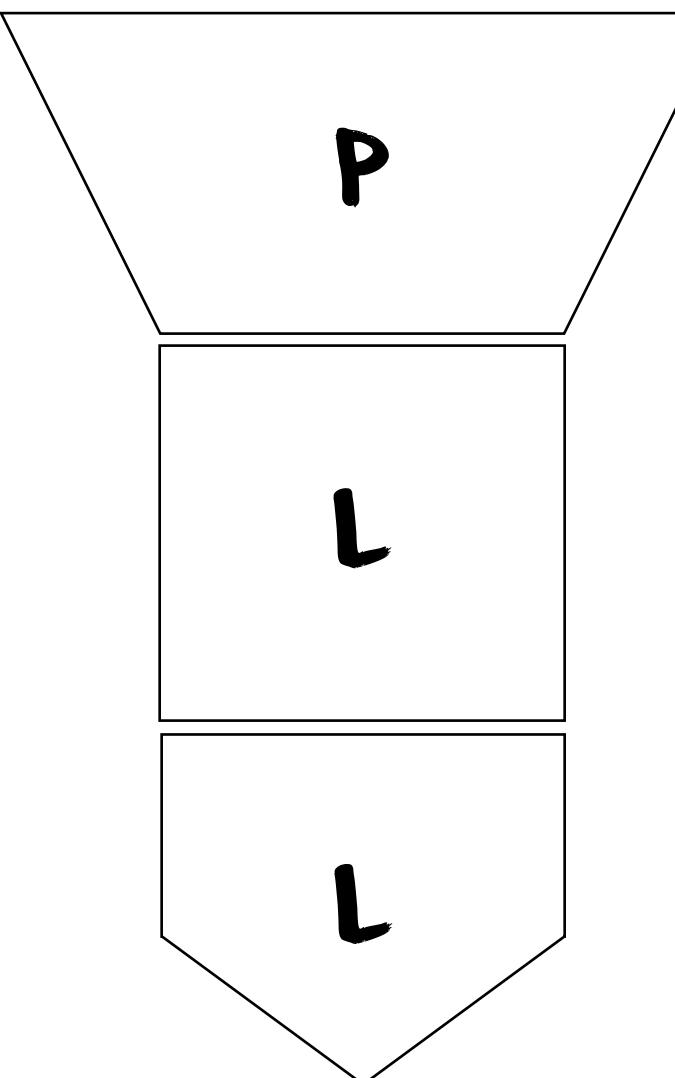
Oracle Server
running Solaris
on SPARC

machine language M \leftrightarrow instruction set \leftrightarrow byte code

executions and interpreters

concept

program P
written in
language L
running on
machine L



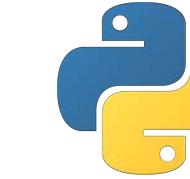
program language must
match machine language

we forgot about the
operating system for now

examples

an addition
written in

python



java



$i \leftarrow i + 1$

$i = 0$
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ARM®



intel



solaris
SPARC

Samsung S7
running Android
on ARM

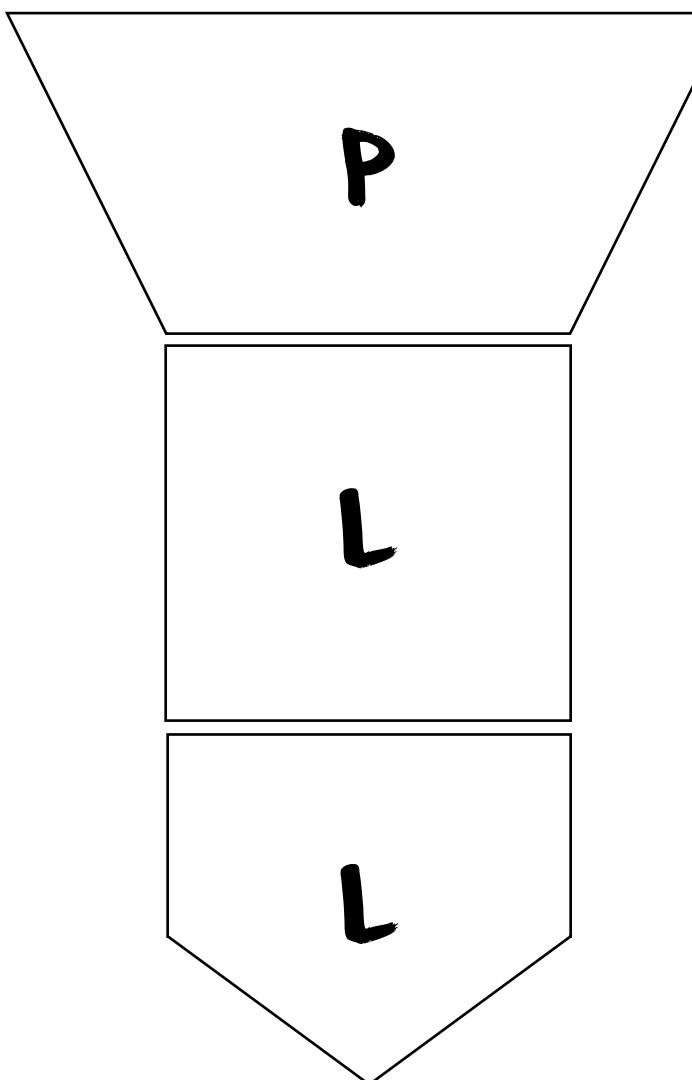
MacBook Pro
running OS X
on Intel

Oracle Server
running Solaris
on SPARC

executions and interpreters

concept

program P
written in
language L
running on
machine L



program language must
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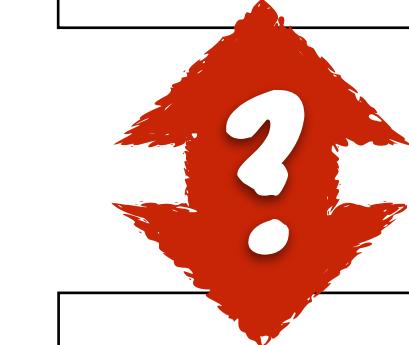
an addition
written in

python



$i \leftarrow i + 1$

`i = 0
i = i + 1`

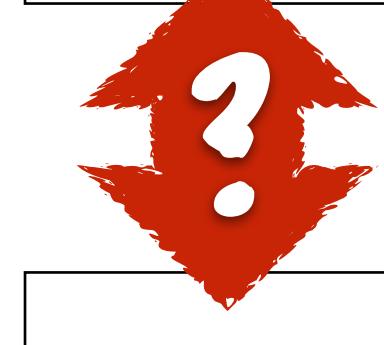


java



$i \leftarrow i + 1$

`int i = 0;
i = i + 1;`



SPARC

problem!

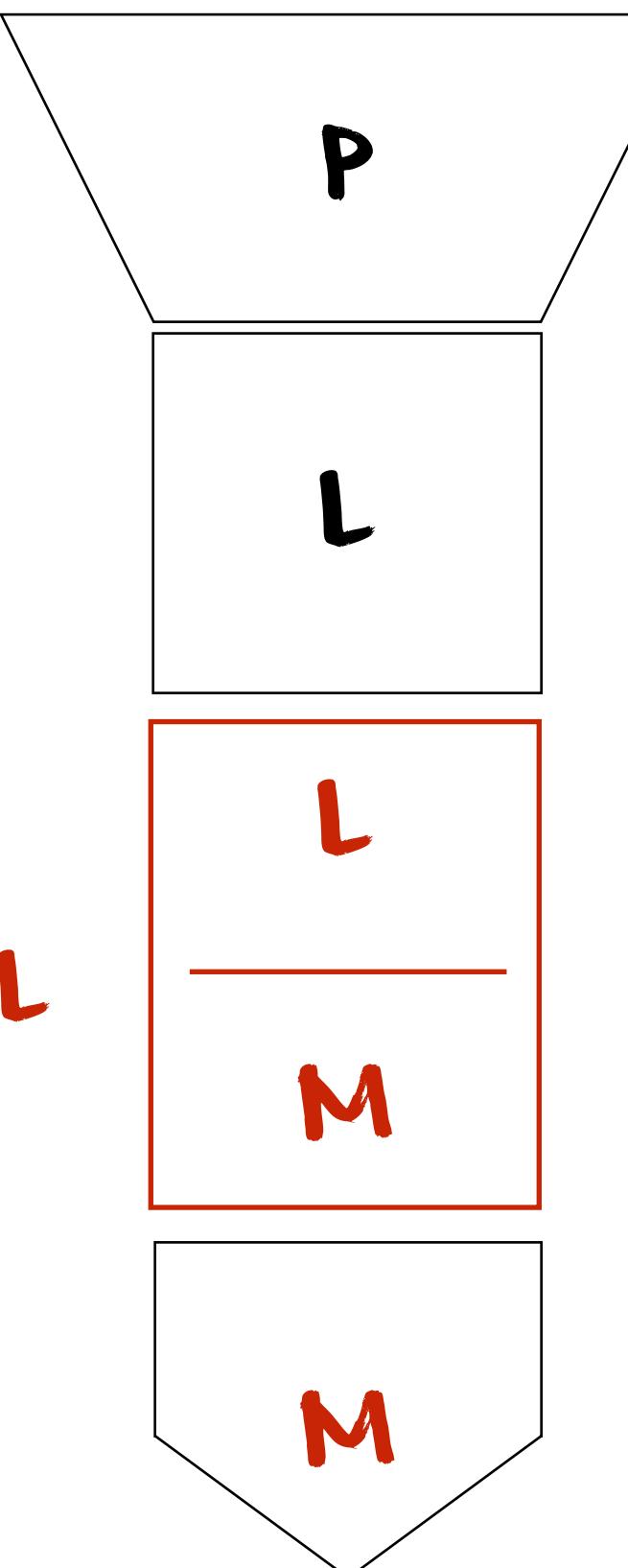
executions and interpreters

concept

program P
written in
language L

running on
interpreter L

running on
machine M



an interpreter dynamically translates
language L into language M

examples

$i \leftarrow i + 1$

$i = 0$
 $i = i + 1$

python



an addition
written in

java



$i \leftarrow i + 1$

`int i = 0;
i = i + 1;`



SPARC

solution!

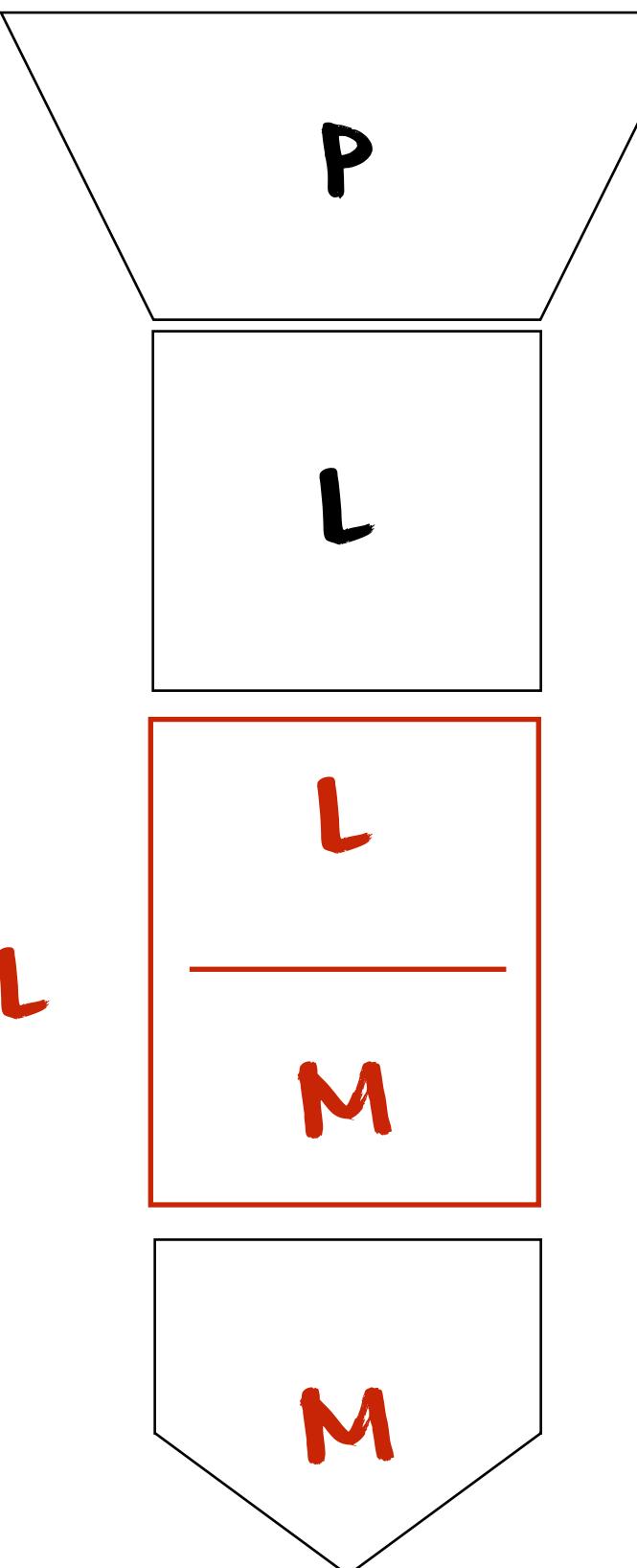
executions and interpreters

concept

program P
written in
language L

running on
interpreter L

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machine M



an interpreter dynamically translates
language L into language M

examples

an addition
written in

python



$i \leftarrow i + 1$

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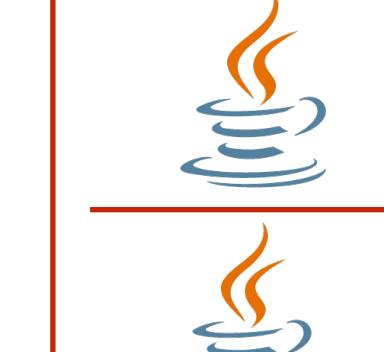


java



$i \leftarrow i + 1$

`int i = 0;
i = i + 1;`



Java bytecode



Java bytecode

SPARC

java
virtual
machine

interpreter \Leftrightarrow emulator
 \Leftrightarrow virtual machine



what's a compiler

a program that translates
human-understandable **source code** to
machine-understandable **byte code**

```
public class Shopping
{
    private int id;
    private static int
    private ArrayList<String> foods;
    private ArrayList<String> drinks;
    private double balance = 0.0;

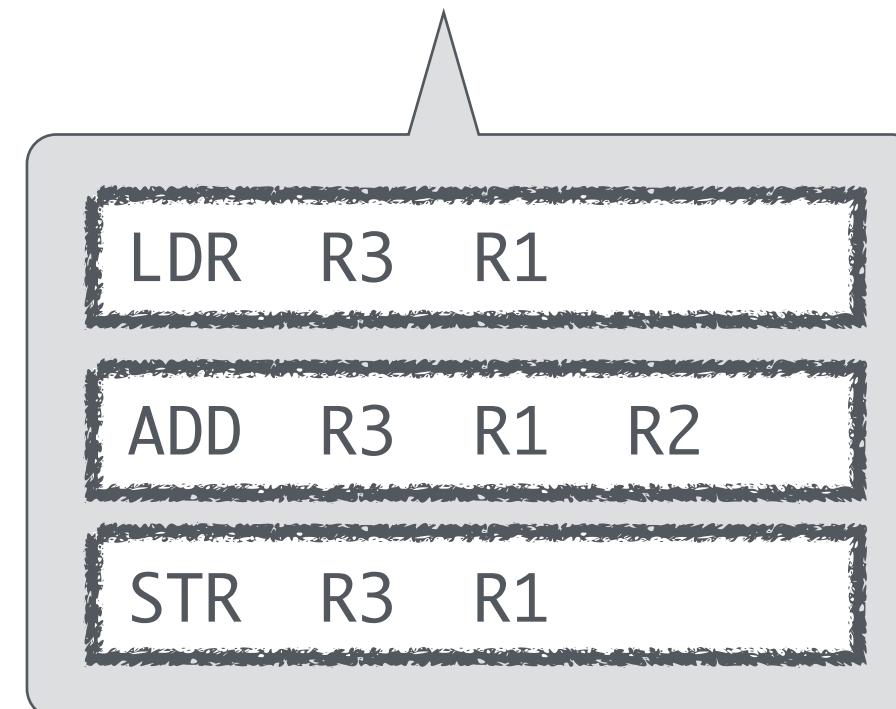
    public ShoppingCart() {
        this.id = ++count;
        this.foods = new ArrayList<>();
        this.drinks = new ArrayList<>();
    }

    public double emptyShoppingCart() {
        foods.clear();
        drinks.clear();
        double tmp = balance;
        balance = 0.0;
        return tmp;
    }

    public double getBalance() {
        return balance;
    }
}
```



00100101001010110001001010110011001110011111001101010...

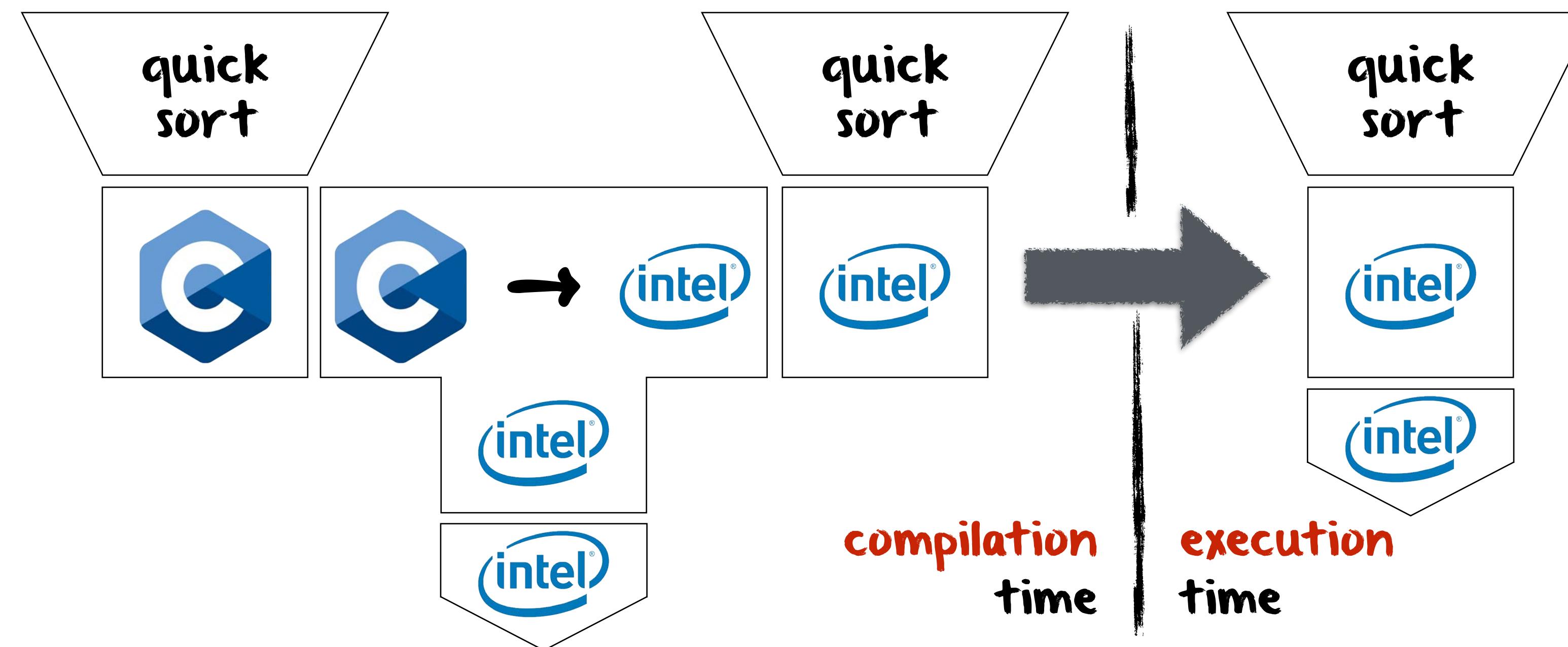
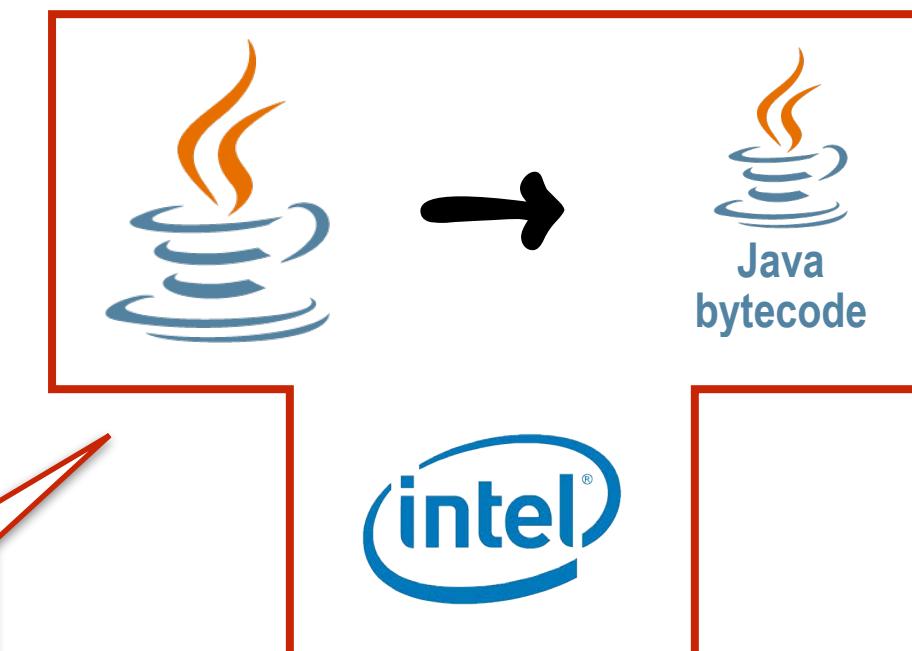
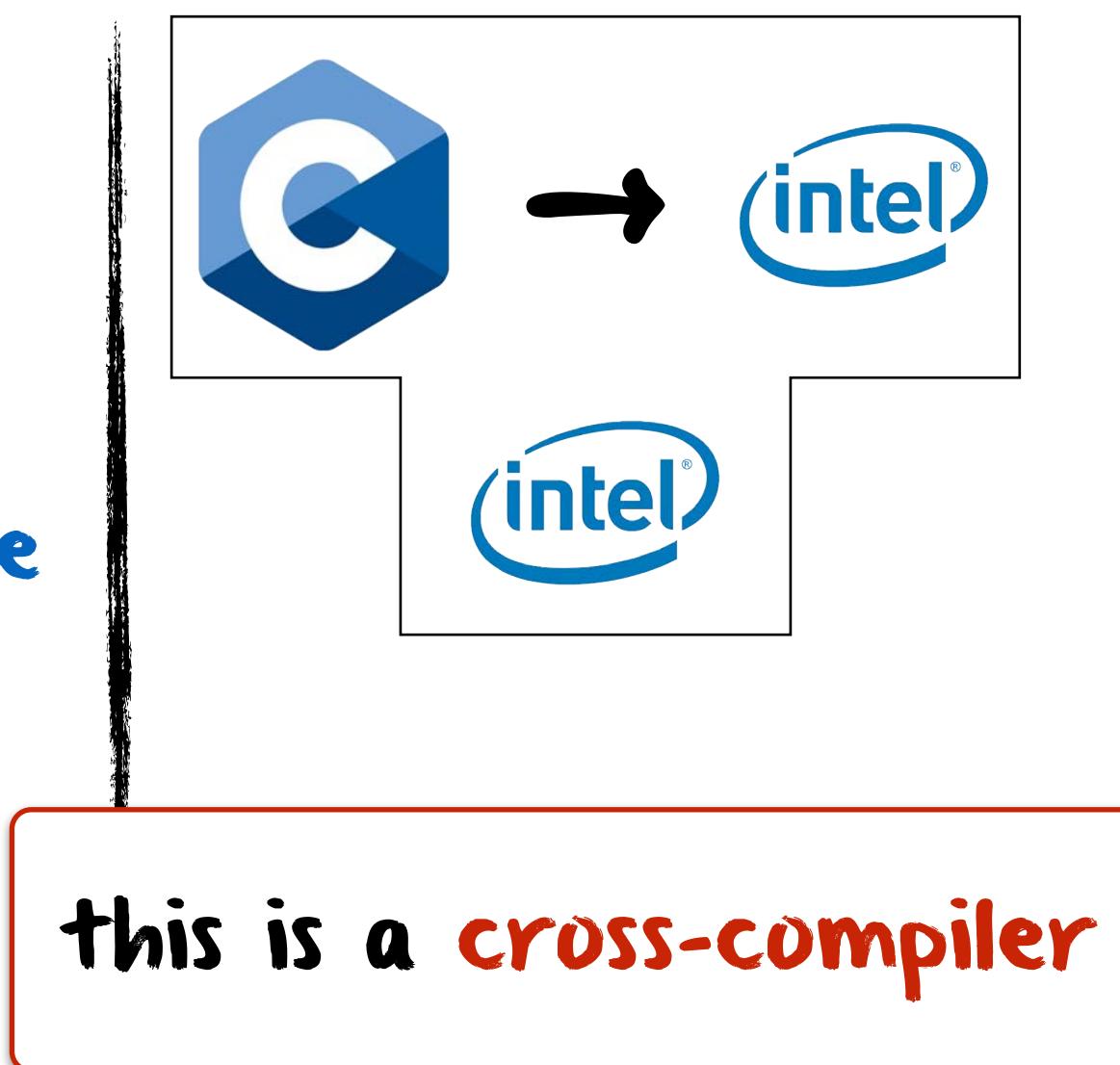
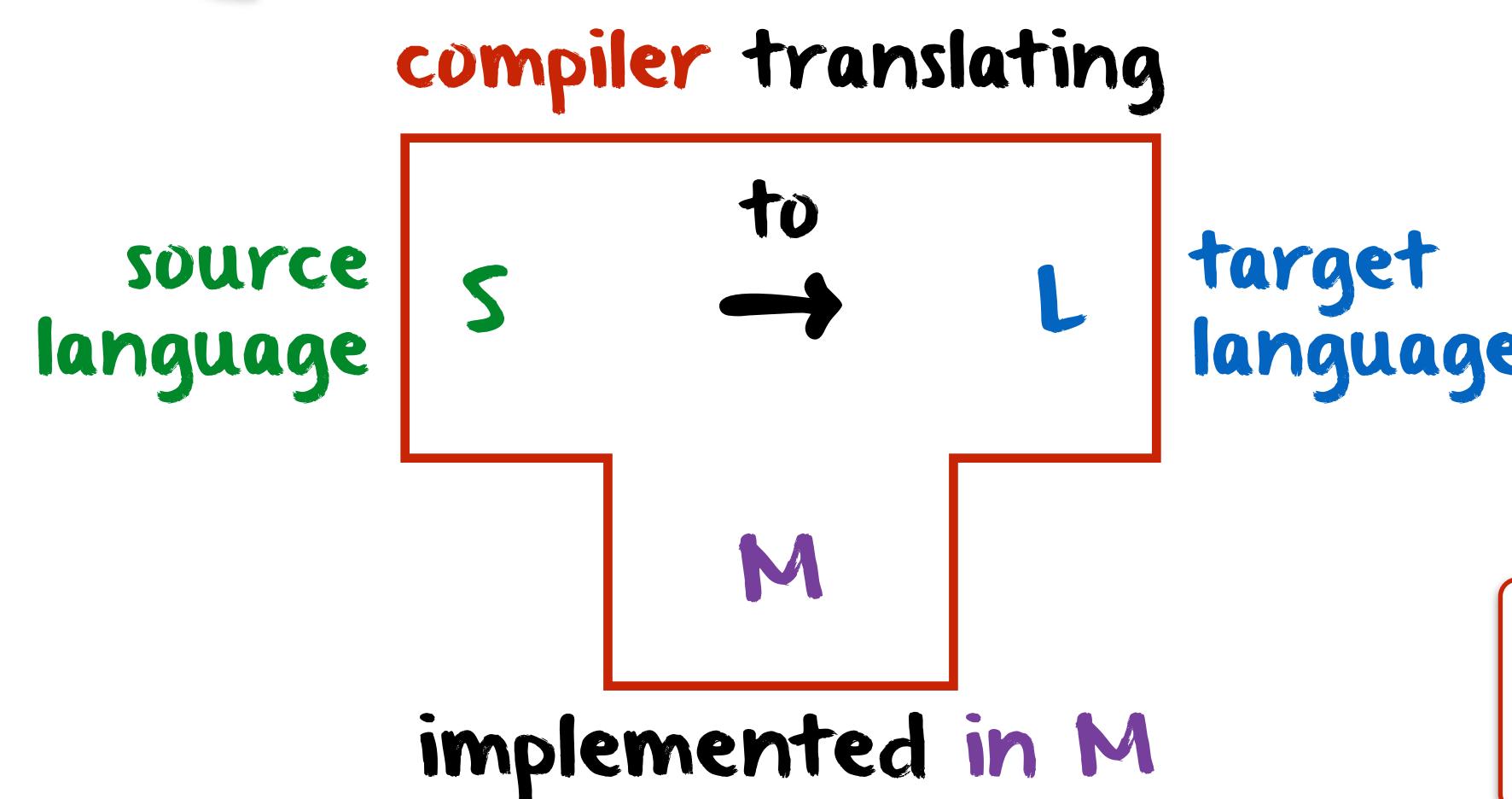


Java bytecode

what's a compiler

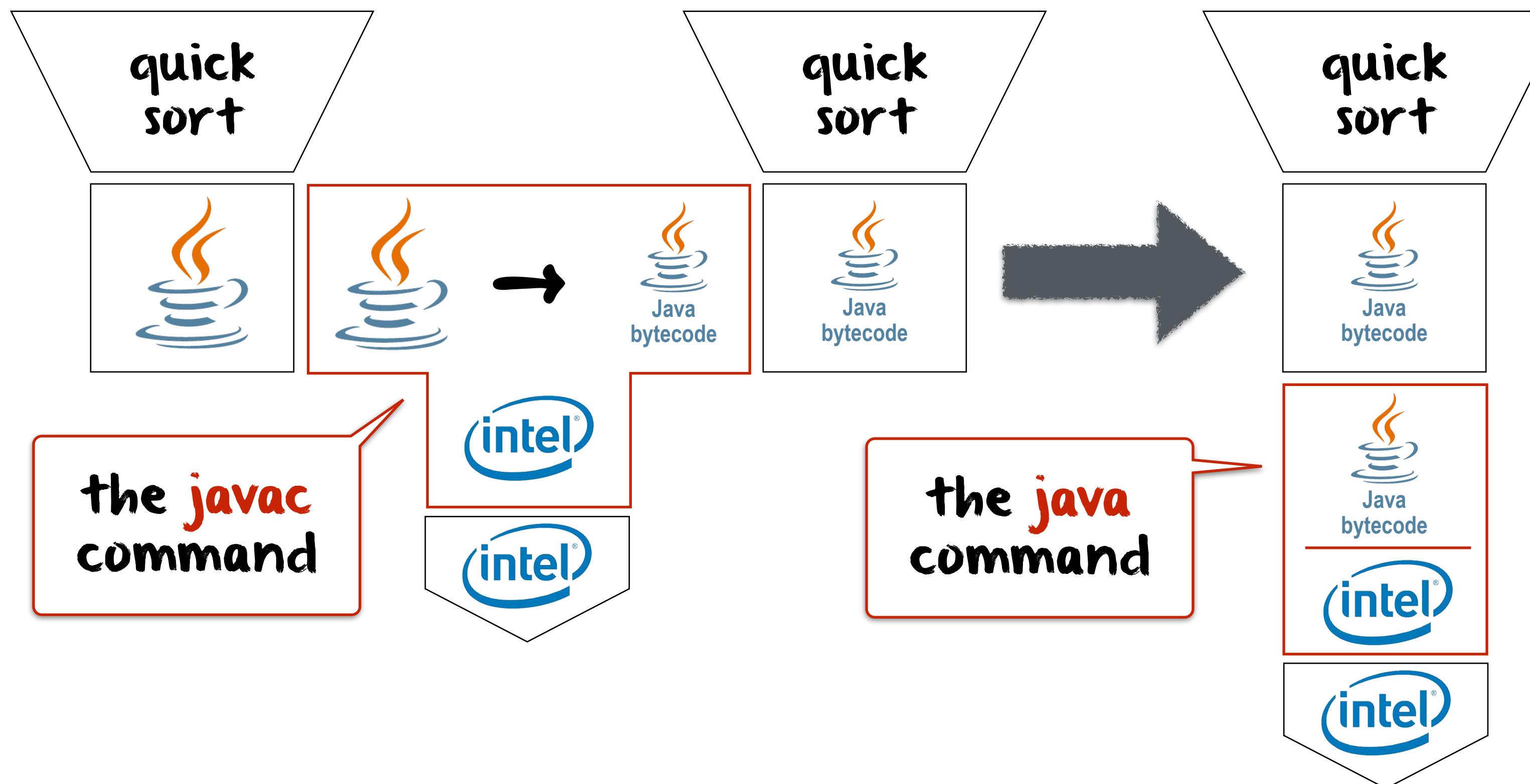
concept

examples



what's a compiler

the example of java



static vs. dynamic

TRANSLATION

the `javac` command

the translation occurs at **compile time, before the execution**, while the program is **static**

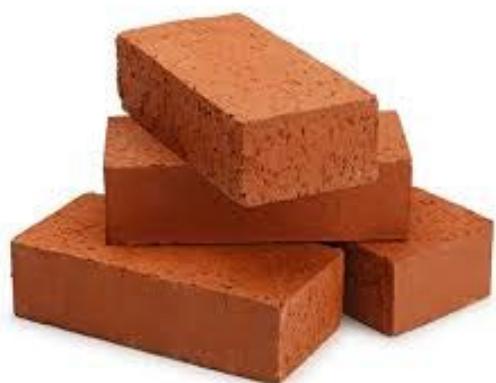
the `java` command

INTERPRETATION

the interpretation occurs at **run time, during the execution**, while the program is **dynamic**



what are runtime systems & libraries?



a library contains **predefined bricks** (functions, objects, etc.) that help create software, e.g., strings, dates, lists, input/output functions, etc.



a runtime system is the **mortar** that glues the various parts of software **during execution**

where does `System.out` come from?

```
public class HelloWorld {
```

where does `String` come from ?

```
    public static void main(String[] args) {
```

where is `args` stored?

```
        System.out.println("Hello World!");
```

how is "Hello, world!" passed to `println(...)`?

what are runtime systems & libraries?



where does System.out come from?

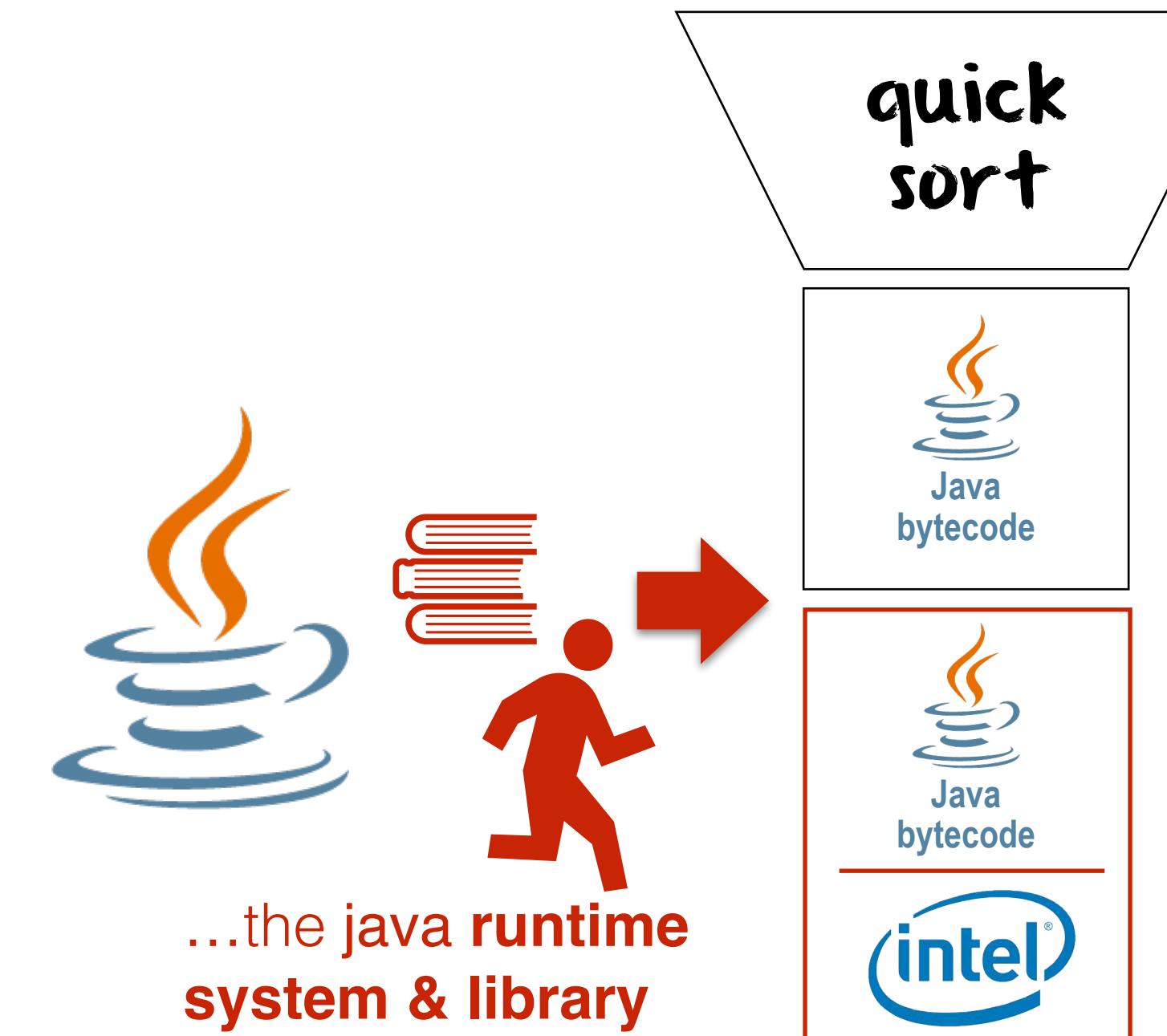
```
public class HelloWorld {  
    public static void main(String[] args) {  
        System.out.println("Hello World!");  
    }  
}
```

where does String come from?

where is args stored?

how is "Hello, world!" passed to println(...)?

the answer is...



filesystems & command shells

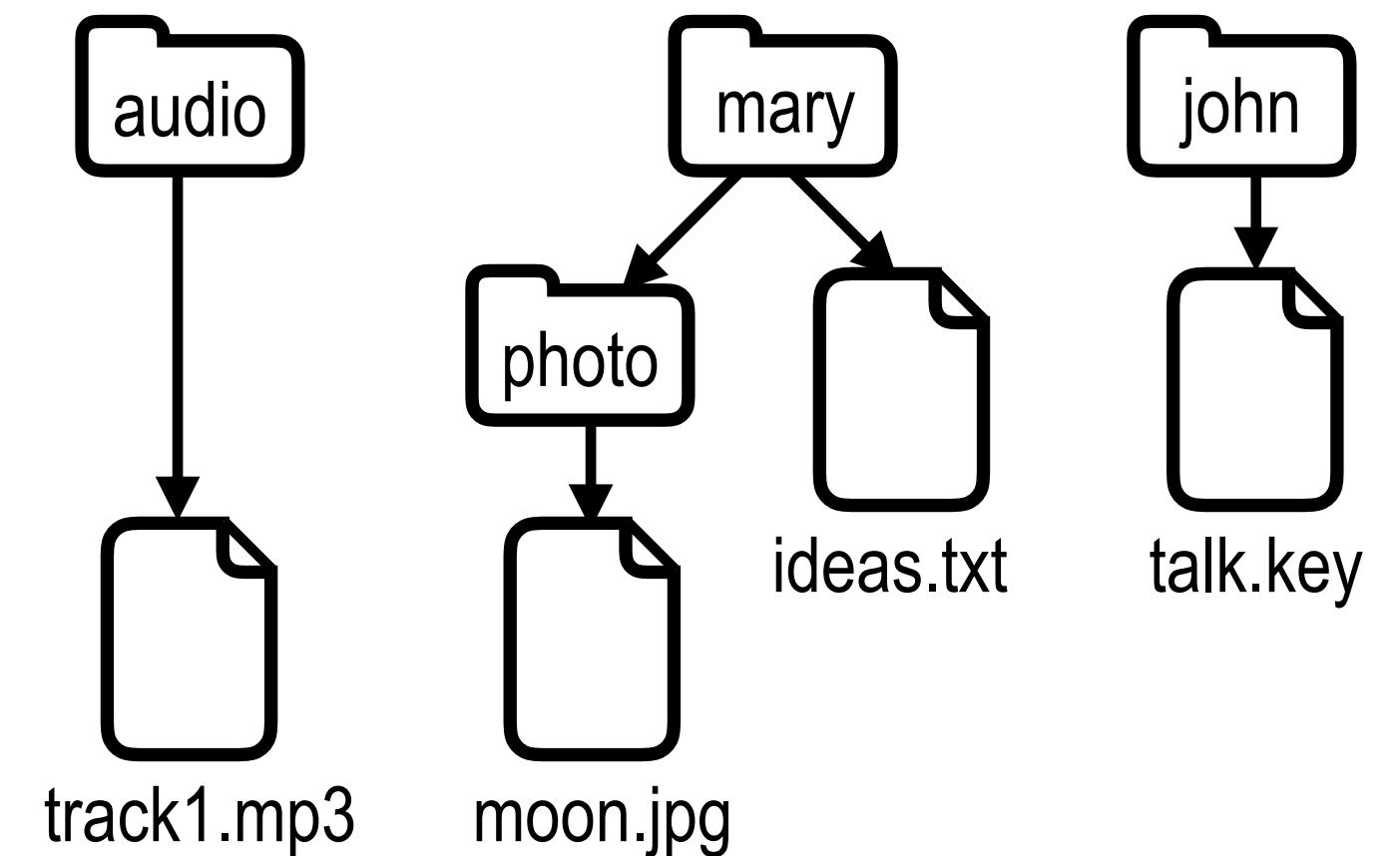
a **filesystem** is a part of the operating system that allows users to manipulate data stored on some **persistent storage**, typically a disk

a **terminal** is a program that allows users to interact with the operating systems using a **command line interface** known as a **shell**

a **shell** is an interpreter for a specific **scripting language** that can be used **either interactively**, via a terminal, or launched as a **program** by providing it with a **script file** containing commands

filesystems

a **filesystem** is based on the abstractions of **files** and **directories**, which are organized and accessed via **paths** in a **namespace**



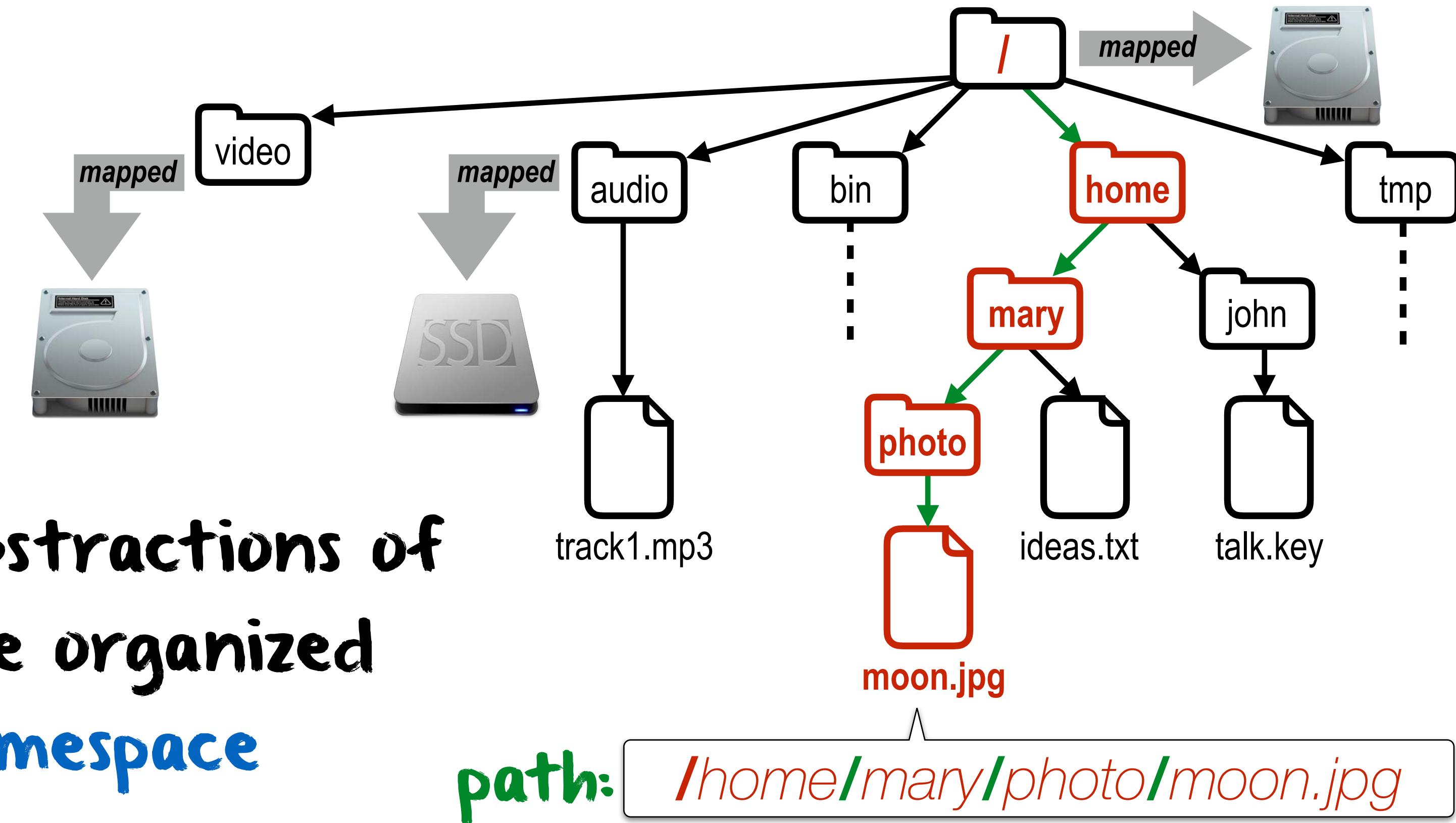
a **file** is an abstraction representing a **sequence of bits** stored on some persistent storage; this sequence of bits is the **content of the file**

a **directory** is an abstraction representing a **group of files and directories**; the references to those files and directories constitute the **content of the directory**

in addition to their **content**, **files and directories** contains **attributes**, among which their **name**, **their type**, **their size**, **their access rights**, etc.

filesystems

a **filesystem** is based on the abstractions of **files** and **directories**, which are organized and accessed via **paths** in a **namespace**



a **namespace** maps files and directories to their physical location (disk) on the persistent storage, via a **hierarchy of names** organized as a **tree**

a **path** is a sequence of names (separated by some special character) that specifies a **unique location** in the filesystem, starting from the **root of the namespace tree**

command shells

```
wallace-palace:~ garbi$ ls
Applications           Development
Arcade                 Documents
Archives               Downloads
Arts                  Dropbox
Creative Cloud Files   Entrepreneurship
Culture                Events
Desktop                FCE
Icon?
LaTeX
Library
Luniistore
Manuals
Matchmore
Misc
Movies
Music
PhD Students
Pictures
Products
Public
Research
Resources
Scanning
Science
Sites
Stacks
SwitchDrive
Teaching
Technology
Traveling
Videos

wallace-palace:~ garbi$ cd Development/
wallace-palace:Development garbi$ ls
butter          flutter
wallace-palace:Development garbi$ ls
butter          flutter
wallace-palace:Development garbi$ mkdir TestJava
wallace-palace:Development garbi$ ls
TestJava        butter          flutter
wallace-palace:Development garbi$ cd TestJava/
wallace-palace:TestJava garbi$ ls
wallace-palace:TestJava garbi$ pwd
/Users/garbi/Development/TestJava
wallace-palace:TestJava garbi$ ls
wallace-palace:TestJava garbi$
```

Basic Bash Commands

ls	list files and directories in the current working directory
ls -la	list all files and directories with details in the current working directory
cd <i>directory</i>	change the working directory to be <i>directory</i>
cd ~	change the working directory to be your home directory
cd ..	change the working directory to be the parent directory
pwd	print the current working directory
mkdir <i>directory</i>	create a new directory named <i>directory</i>
more <i>textfile</i>	display the content of the file named <i>textfile</i> one page at a time
man <i>command</i>	display help about the command named <i>command</i>