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Videos

Overview

Videos and notes from class will be posted here.

Lecture 1: Introduction to the class, including the basics of what an OS does, and the major themes of the course: virtualization, concurrency, and persistence. Overview of how the class works. Finally, introduction to CPU virtualization, and start of discussion on mechanisms to support it. Notes - Video: Part 1 - Part 2 - Part 3

Discussion 1: Introduction to project p1a, some simple Unix utilities. <u>Video</u> - <u>Code</u>

Lecture 2: Recapitulation of mechanisms to support CPU virtualization, and completion of said topic. Introduction to CPU scheduling (policies). Introduction to homeworks for CPU virtualization chapters. Notes - Video: Part 2 - Part 3

Discussion 2: Introduction to project p1b, adding a system call to xv6. <u>Video</u>

Lecture 3: CPU scheduling policy (continued). Focus on multi-level feedback queue (Part 1). Introduction to virtual memory, including simplest mechanism called dynamic relocation (Part 2). Wrap up dynamic relocation, talk about segmentations (Part 3). Notes (1,2) Notes (3) - Video: Part 1 Part 2 Part 3

Discussion 3: Introduction to project p2a, the Unix shell. Video

Lecture 4: Review of dynamic relocation and segmentation, and problems. Intro to paging (Part 1). More on paging mechanisms, and intrinsic problems (Part 2). Introduction to TLBs (Part 3). Notes - Video: Part 1 Part 2 Part 3

Lecture 5: Review of paging and its problems. How to handle the fact that linear page tables are too big? Hint: multi-level page tables (Part 1). How to handle the fact that programs might use more memory than is physically available? Hint: swap to disk. (Part 2). Notes - Video: Part 1 Part 2

Discussion 5: Intro to xv6 scheduler. <u>Video</u>

Lecture 6: Intro to concurrency (Part 1). Understanding a simple data race, the lack of mutual exclusion, and indeterminate outcomes (Part 2). How to build a simple spin lock using atomic exchange, how to add locks to a list or hash table (Part 3). Notes: Part 1 Part 2 - Video: Part 1 Part 2 Part 3

Discussion 6: C fun and games. Video - Code

Lecture 7: More concurrency. Review of spin locks and their problems. Ticket locks, yield(), and park()/unpark() (Part 1). Wrap up of locks (for now). Introduction to condition variables, and the fork/join problem (Part 2). Continued fork/join, intro to bounder buffer (producer/consumer) problem

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(Part 3). Handouts: Fork/Join Producer/Consumer - Notes: Parts 1,2 Part 3 - Video: Part 1 Part 2 Part 3

Discussion 7: Intro to p3. <u>Video</u>

Lecture 8: Remembering producer/consumer (Part 1). Ending producer/consumer, intro to semaphores (Part 2). <u>Notes.</u> Handouts: <u>Semaphores.</u> Video: <u>Part 1 Part 2 Part 3 (Discussion)</u>

Lecture 9: Bugs and deadlock (Part 1). Review (Part 2). Notes. Part 1 Part 2

Review: Notes. Video

Lecture 10: Introduction to Persistence. The Hard Disk Drive. Disk Scheduling. Notes. - Video: Part1 Part2 Part 3

Discussion 10: xv6 and Thread Creation. <u>Video</u>

Lecture 11: RAID. Levels 0, 1, 4, and 5. File System API and Abstractions. Notes: <u>1</u> <u>2</u> - Video: <u>Part 1 Part 2 Part 3</u> and <u>Part 4</u>

Discuss 11: Brief intro to MapReduce. Notes (same as above) - Video: Part 1

Lecture 12: Intro to on-disk file system structures (Part 1). Access methods (Part 2). Caching + Stuff (Part 3). Notes - Video: Part 1 Part 2 Part 3

Discuss 12: Q/A on MapReduce. Video: Part 1

Lecture 13: Intro to crash consistency (Part 1). Crash consistency and journaling (Part 2). Fast File System (Part 3). Notes - Video: Part 1 Part 2 Part 3

Lecture 14: LFS intro (Part 1). More LFS, including garbage collection (Part 2). Flash-based SSDs (Part 3). So-called words of wisdom (Part 4). Notes - Video: Part 1 Part 2 Part 3 Part 4

Review: Notes - Video: Part 1 Part 2

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