Operating Systems
(운영체제)

Spring 2020

차호정
연세대학교 컴퓨터과학과

Lecture 1: Introduction

Servers, Desktop, Mobile, Embedded System, …





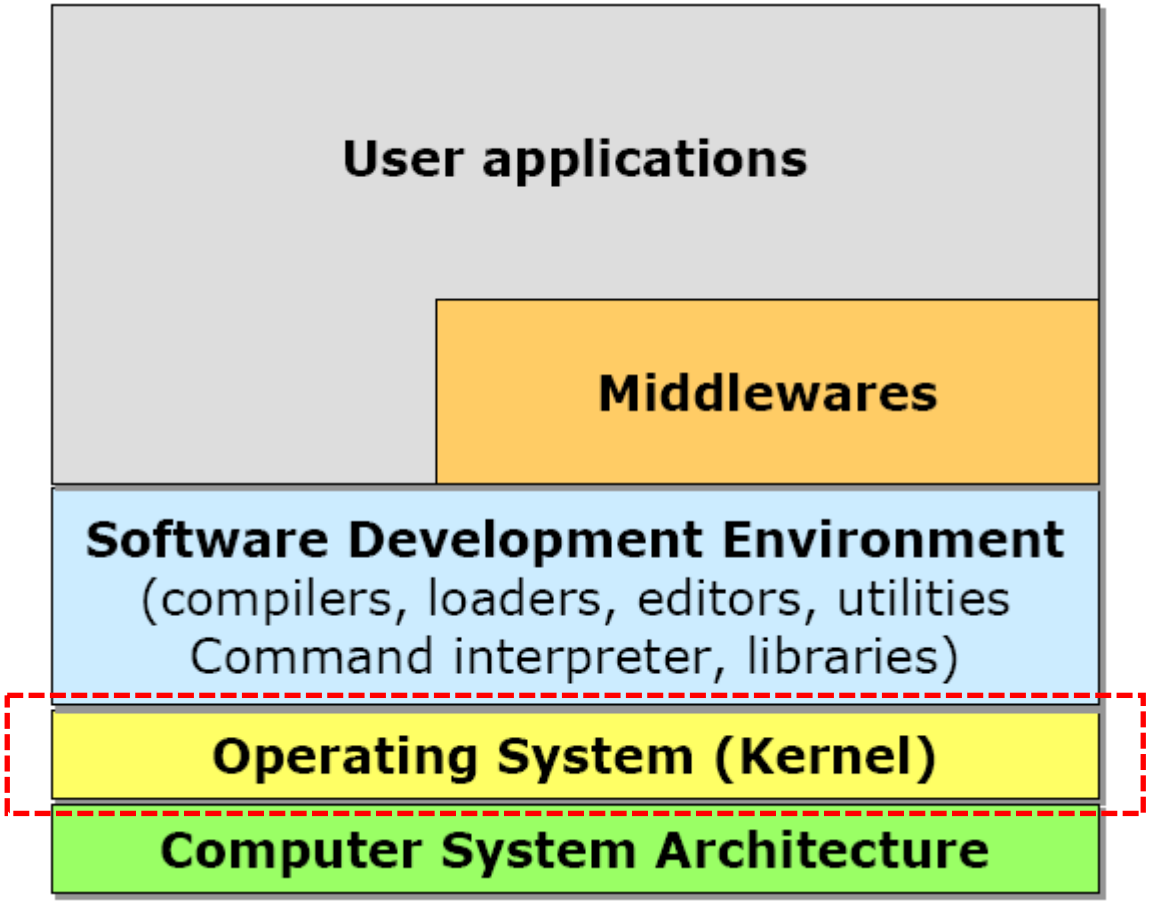






VM/MVS, DOS, Win95/98/2000/XP/Vista/7/8/9/10/11, Minix, FreeBSD, Linux, Solaris, MacOS, Mach, PalmOS, uCOS, TinyOS, RETOS, Symbian, iOS, Android, Tizen, NuttX, ChibiOS, Contiki, QNX, …

Hardware & Software: a Big Picture



What is the Operating System ?

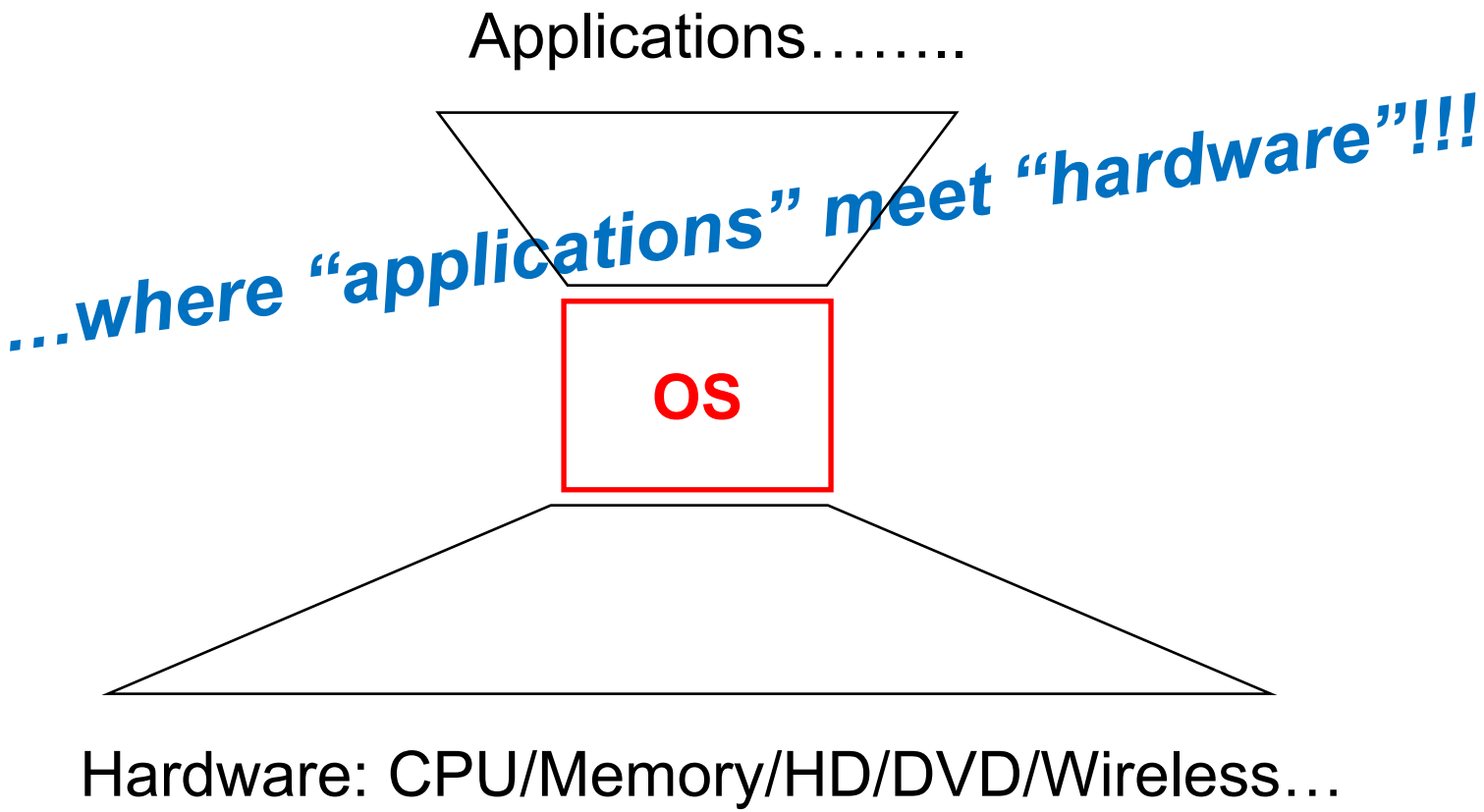
- Definition
  - A. Silberschatz: *"A program that acts as an intermediary between a user of a computer and the computer hardware."*
  - Dietel: *"Programs that make the hardware usable."*

- Why learn OS?
  - To make a new hardware up and running.
  - To add, modify, and enhance a functionality
  - To fine-tune the performance

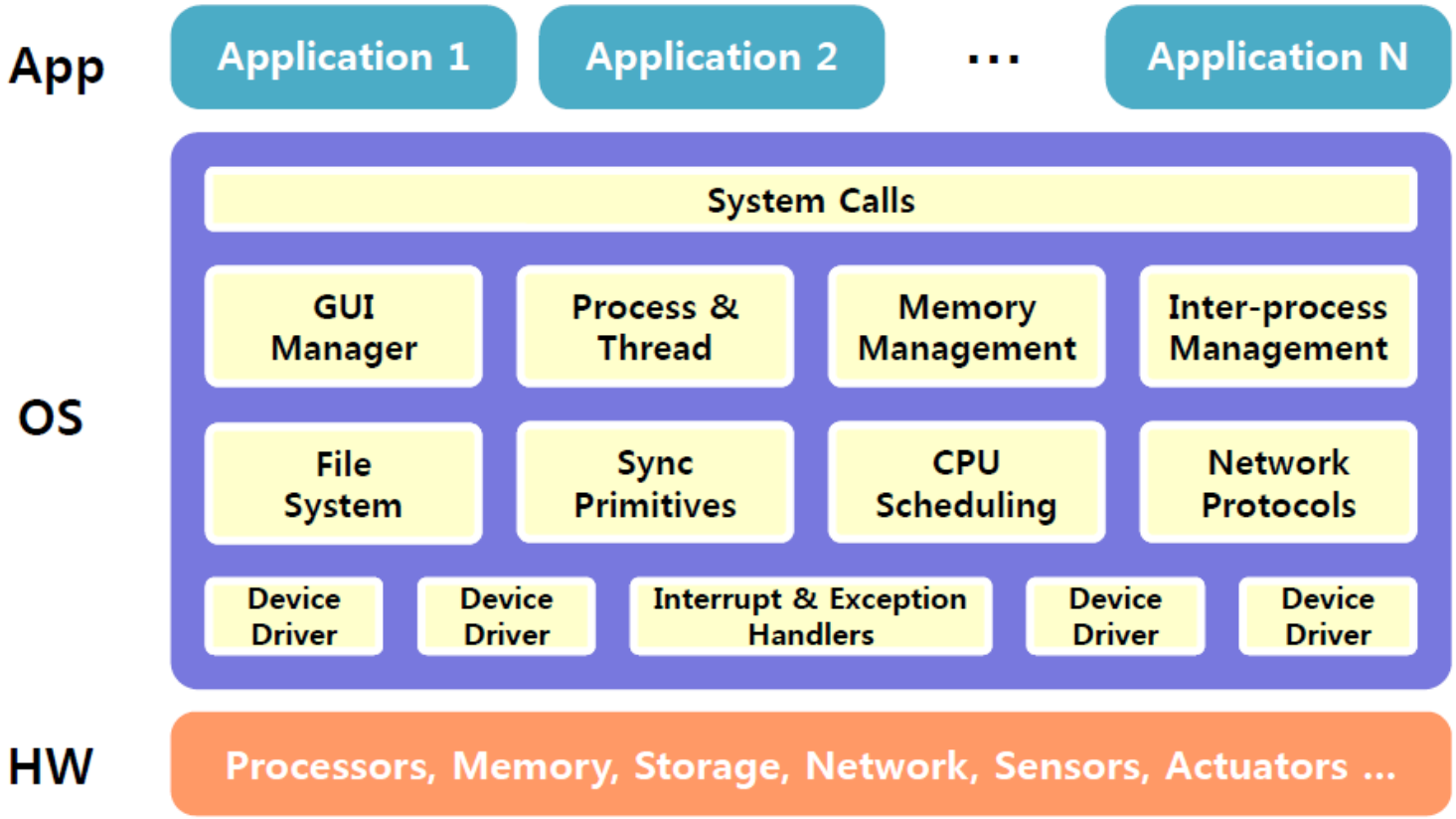
Operating Systems Goals

- Efficient Use of Resources
  - Avoid bottlenecks that affect performance
  - Keep all components as busy as possible
- Convenience and Productivity for Users
  - The user costs more than the machine
  - Deliver function as efficiently as possible
- Availability and Reliability
  - Computer systems are critical
  - A failed system can mean a failed company

Operating Systems: Abstract View

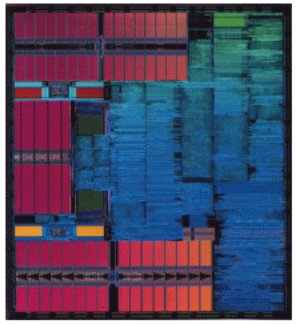


Operating Systems: Detailed View



Operating Systems should provide "*Abstraction*"

Physical



Logical

CPU

CPU

CPU

Processes, CPU Scheduling, Process Synchronization

Physical

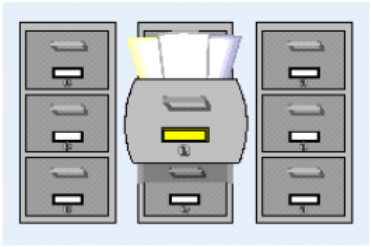
Logical

Memory with infinite capacity

Memory Management, Virtual Memory

Physical

Logical



File system, I/O system, Storage System

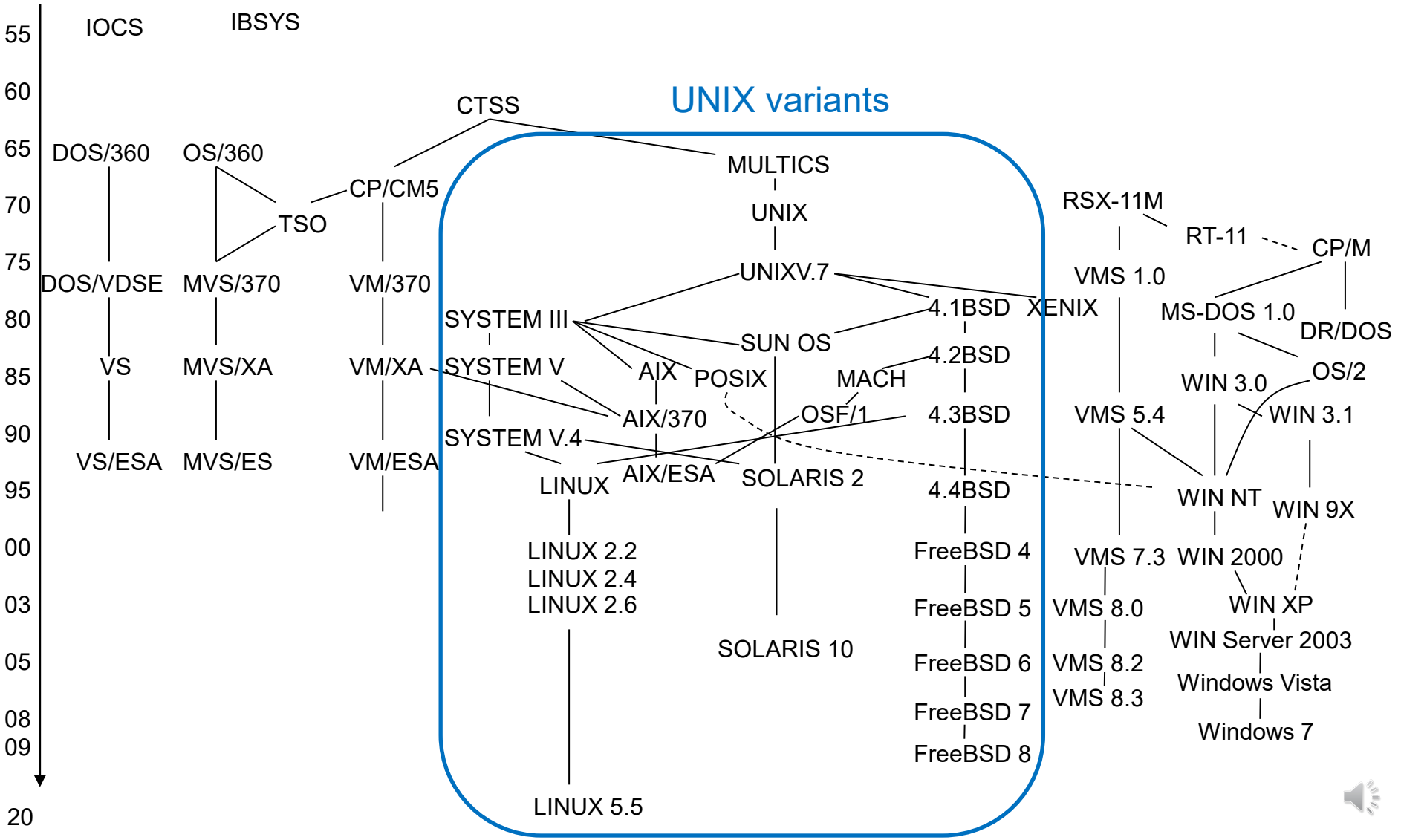
Automobile

Handle, brake, accelerator, ...

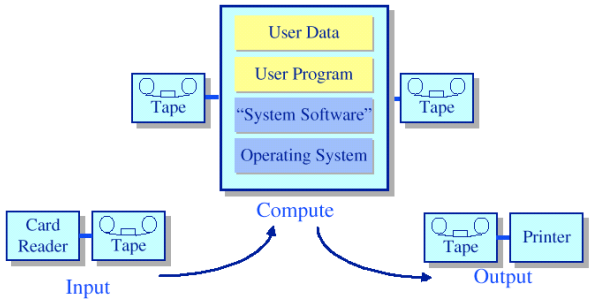
Computer

A set of well-defined system functions

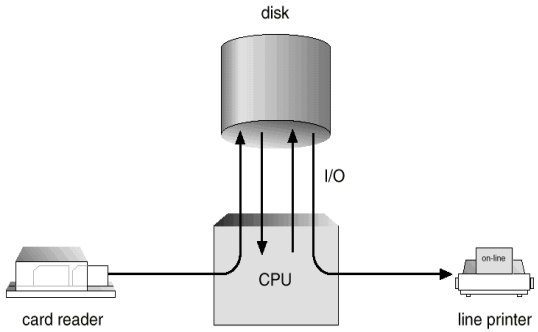
Brief History of Operating Systems



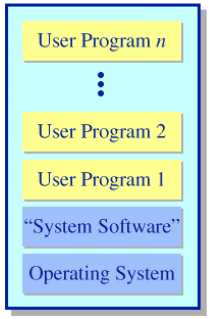
Evolution of Operating Systems

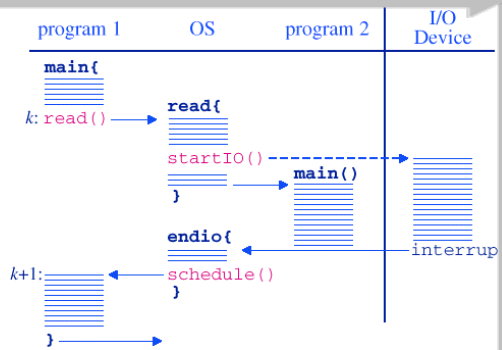


Simple Batch Systems

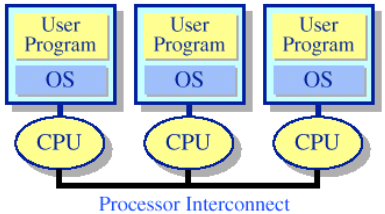


Batch with spooling

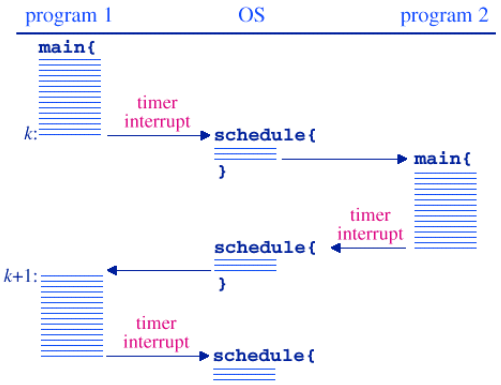




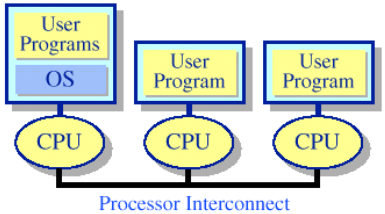
Multiprogrammed Batch Systems



Personal Computer Systems



Time-Sharing Systems



Parallel Systems

```
Example: Digital video playout

/* Main processing loop */
   loop
      data          = read( network)
      video_frame   = decompress(data)
      write( frame_buffer, video_frame)
   end loop

Timing constraint: Execute loop once every 33 ms.
```

Real-Time Systems

Modern Computing Paradigms

- Traditional computing
  - Number crunching
- Web-based computing
  - Information processing
- Embedded computing
  - Target-specific Hardware/Software systems
  - Example: handheld mobile devices
    - Limited memory
    - Slow processors
    - Small display screens
    - Battery

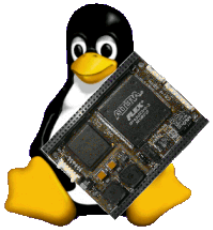
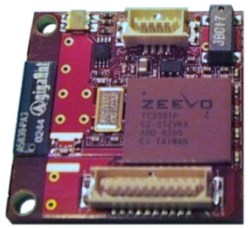
Embedded Systems

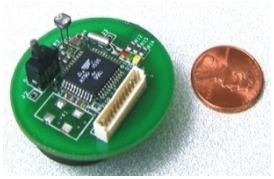
- Mobile & Wearable devices
- Gaming and entertainment systems
- Infrastructure
  - Monitoring and sensing equipment
- Transportation
  - Cars, planes, trains
- Medical devices / implants



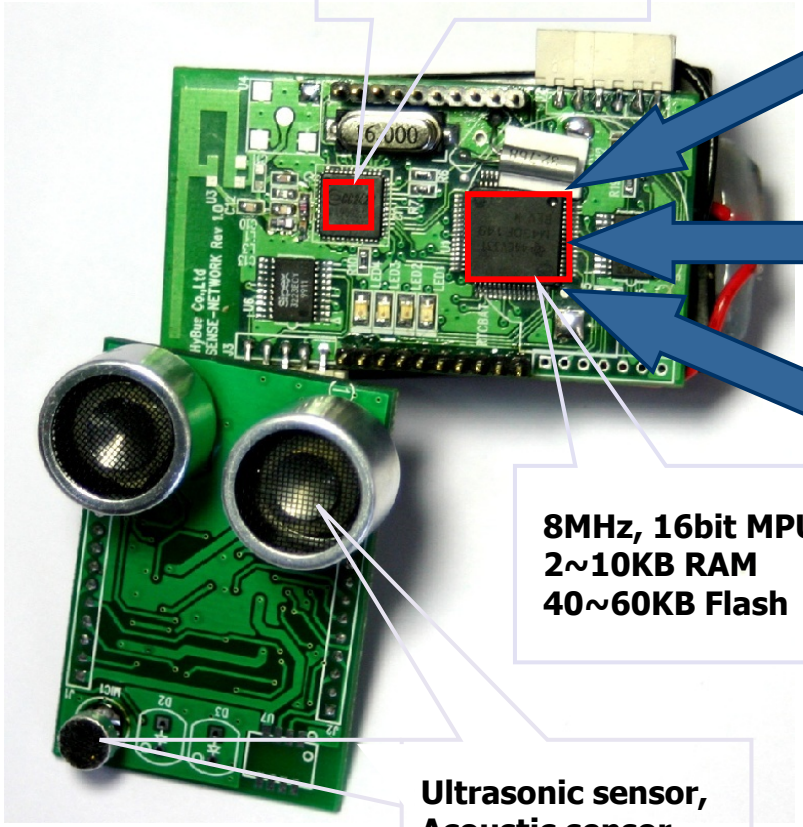






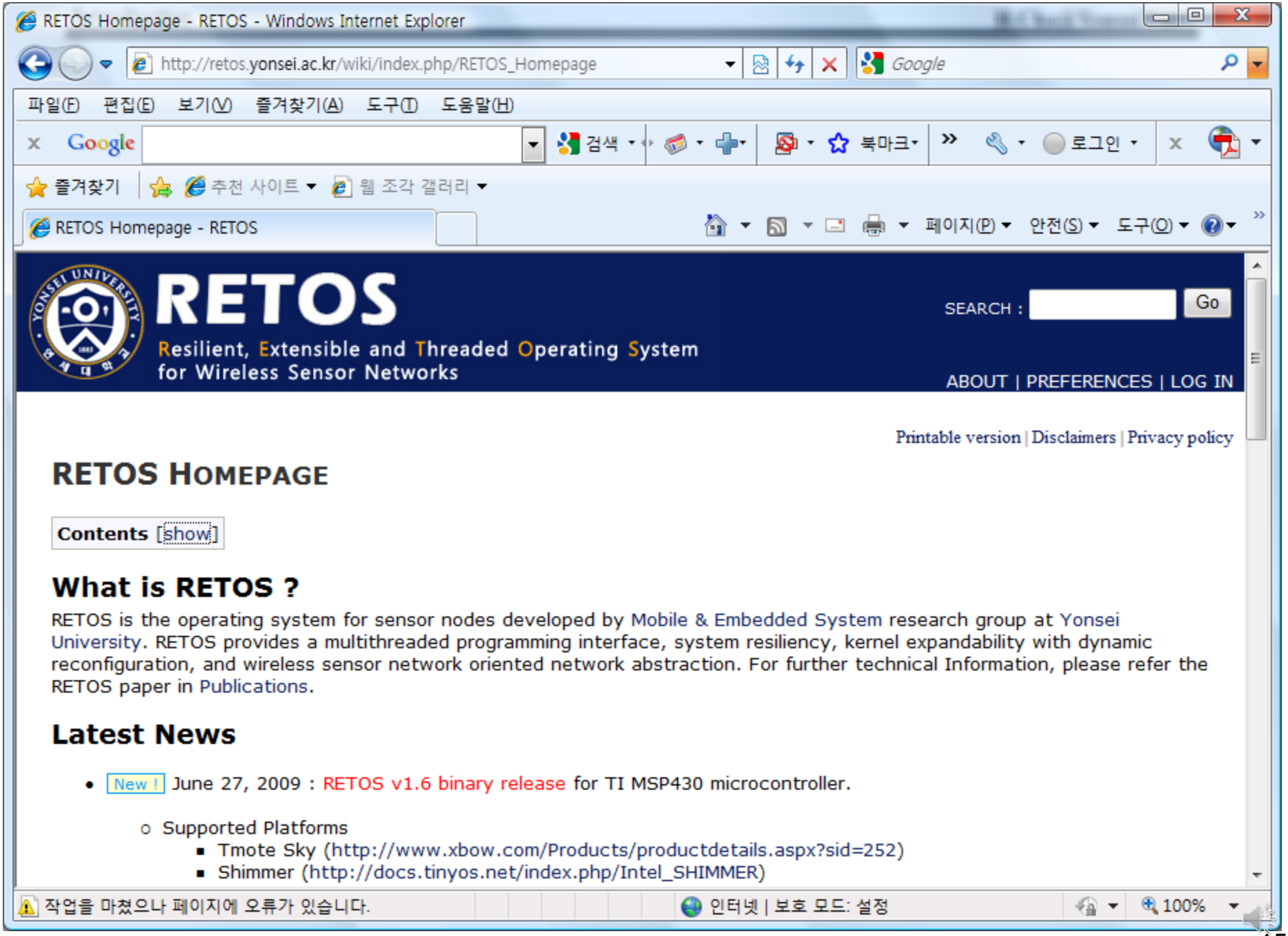

Deeply Embedded/Networked Systems



센서네트워크 응용

- 저전력 무선통신 소프트웨어 모듈
- 센서제어 소프트웨어 모듈
- 시스템 소프트웨어 라이브러리

- 센서노드 운영체제
  - “초경량 운영체제”
  - “초소형 운영체제”
  - “스마트센서 운영체제”
  - “나노 임베디드 운영체제”


RETOS Homepage - RETOS - Windows Internet Explorer
http://retos.yonsei.ac.kr/wiki/index.php/RETOS_Homepage
Google
파일(F) 편집(E) 보기(V) 즐겨찾기(A) 도구(T) 도움말(H)
검색
북마크
로그인
즐겨찾기
추천 사이트
웹 조각 갤러리
RETOS Homepage - RETOS
페이지(P)
안전(S)
도구(O)
RETOS
Resilient, Extensible and Threaded Operating System for Wireless Sensor Networks
SEARCH :
Go
ABOUT | PREFERENCES | LOG IN
Printable version | Disclaimers | Privacy policy
RETOS HOMEPAGE
Contents [show]
What is RETOS ?
RETOS is the operating system for sensor nodes developed by Mobile & Embedded System research group at Yonsei University. RETOS provides a multithreaded programming interface, system resiliency, kernel expandability with dynamic reconfiguration, and wireless sensor network oriented network abstraction. For further technical Information, please refer the RETOS paper in Publications.
Latest News
New ! June 27, 2009 : RETOS v1.6 binary release for TI MSP430 microcontroller.
Supported Platforms
Tmote Sky (http://www.xbow.com/Products/productdetails.aspx?sid=252)
Shimmer (http://docs.tinyos.net/index.php/Intel_SHIMMER)
작업을 마쳤으나 페이지에 오류가 있습니다.
인터넷 | 보호 모드: 설정
100%

Mobile Phones

- **Basic phone**
  - Basic voice communication + SMS

- **Feature phone**
  - Marketing phones featuring specific functionalities
  - Application development is not possible, or limited

- **Smartphone**
  - Voice + PDA functionality
  - Ability to download application and run it!
  - Operating System (Symbian, Windows Mobile, Android, iPhone, Blackberry, Tizen, WebOS, …)

Smartphone OS (*2020*)

OS	Developer	Kernel	Latest Release	Source	License	Application Store	Programming
Android	**Google, Open Handset Alliance**	**Linux**	**2019.9 (10.0)**	**Free and Open Source**	**Apache 2.0 GPLv2**	**Google Play**	**C/C++ Java Kotlin**
iPhone (iOS)	Apple	Hybrid (Apple Darwin)	2020.1 (13.3.1)	Closed	Proprietary Software	App Store	C/C++ Objective C Swift
~~Symbian~~	~~Nokia~~	~~EPOC Kernel Architecture 2 (EKA2)~~	~~2012.10 (Nokia Belle)~~	~~Closed~~	~~Proprietary Software~~	~~Ovi Store~~	~~C/C++~~
Windows 10 Mobile	Microsoft	Hybrid (Windows NT)	2020.1 (10.0.15254.603)	Closed	Microsoft EULA	Microsoft Store	C/C++ C#
WebOS	~~HP palm~~ LG Electronics (2013.02)	**Linux**	2012.1 (3.0.5)	Open	Apache 2.0 GPLv2	HP App Catalog	C/C++ Qt
Blackberry 10	BlackBerry Limited	Real-time microkernel (QNX)	2018.4 (10.3.3.3216)	Closed	Proprietary	BlackBerry World	C/C++ Qt
Tizen	Linux Foundation, Tizen Association, Samsung, Intel	**Linux**	2019.9 (4.0.0.7)	Open Source and Proprietary	Apache License, BSD, LGPL, Flora License,GPLv2 (SDK: Freeware)	Tizen Store	HTML5 C/C++

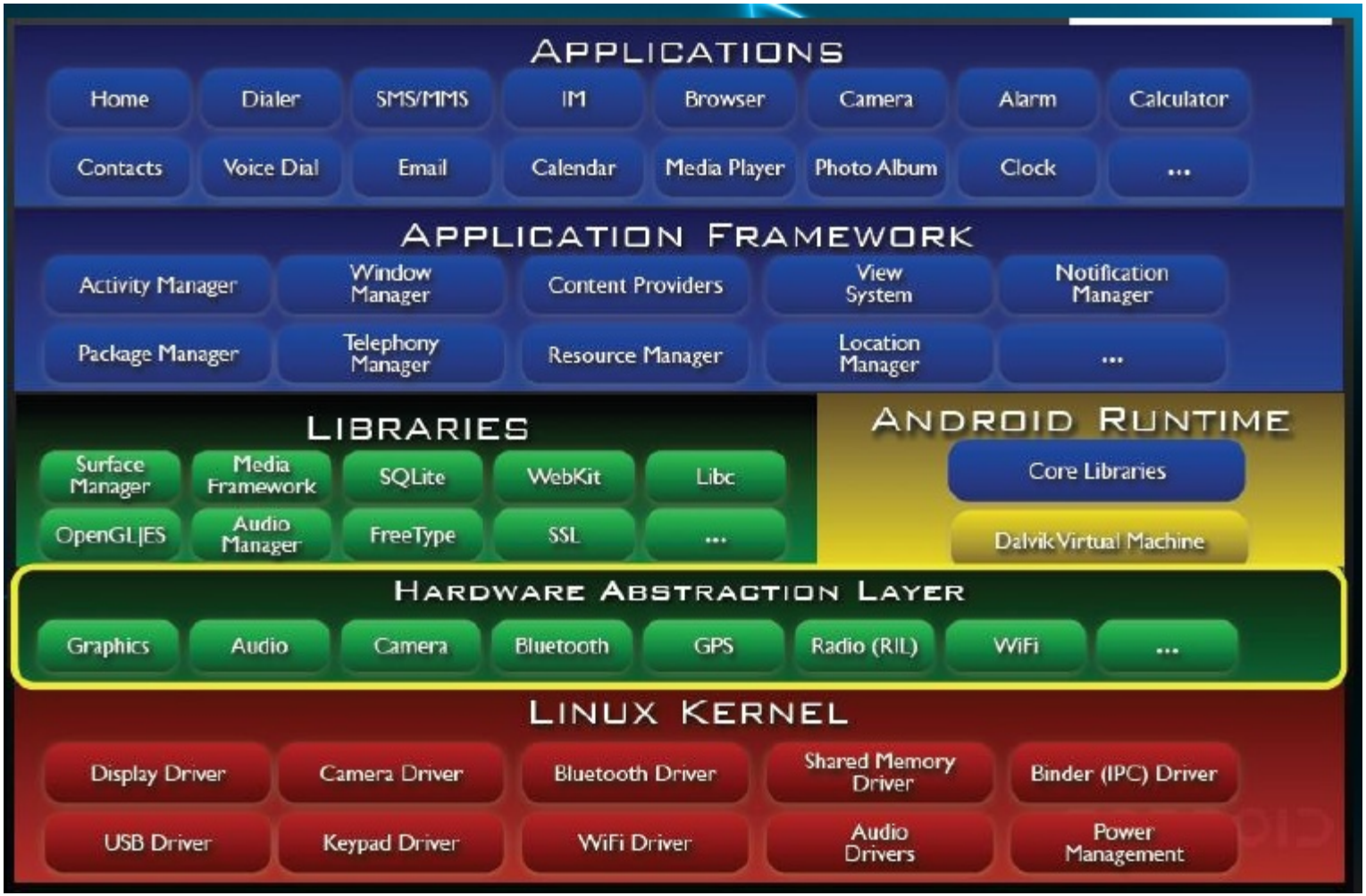
The Android Stack

Phone users (JAVA)

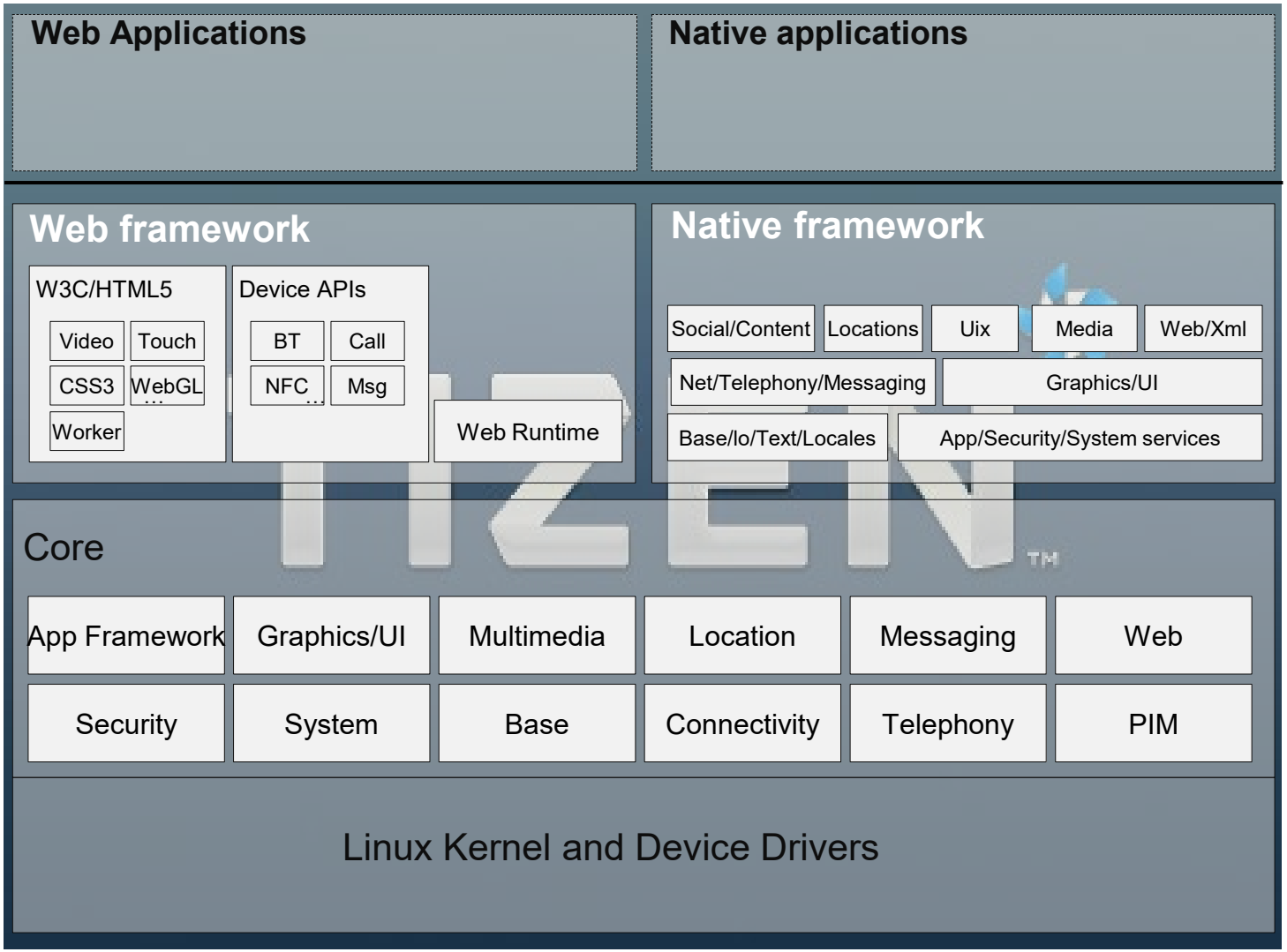
Application Developers (JAVA)

Programmers (C, C++)

Hardware Developers (Kernel, C)



The TIZEN Stack



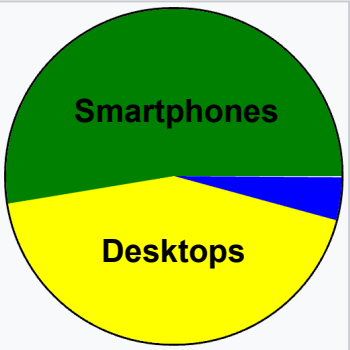
Linux Usage Share

Desktop/Laptop operating system browsing statistics

Windows	87.76%
macOS	9.61%
Linux	2.06%
Unknown	0.38%
Chrome OS	0.18%
BSD	0.01%

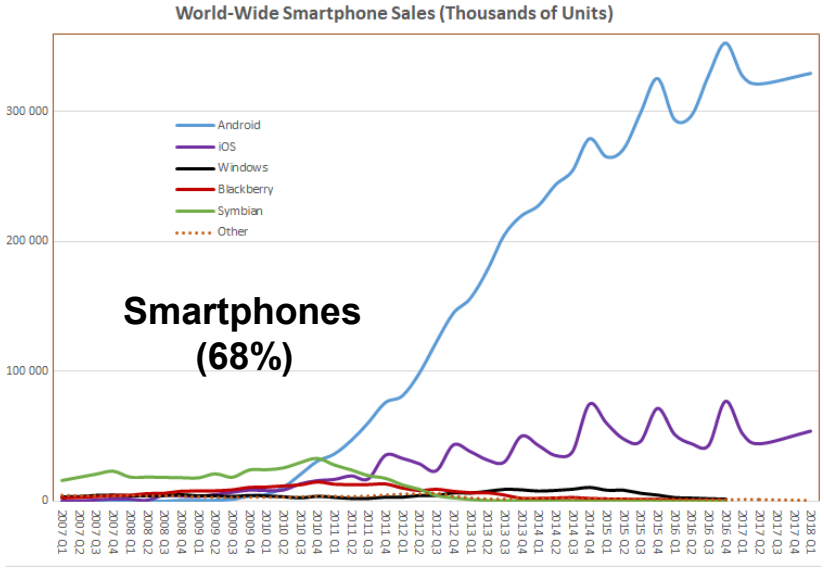
Desktops (<3%)

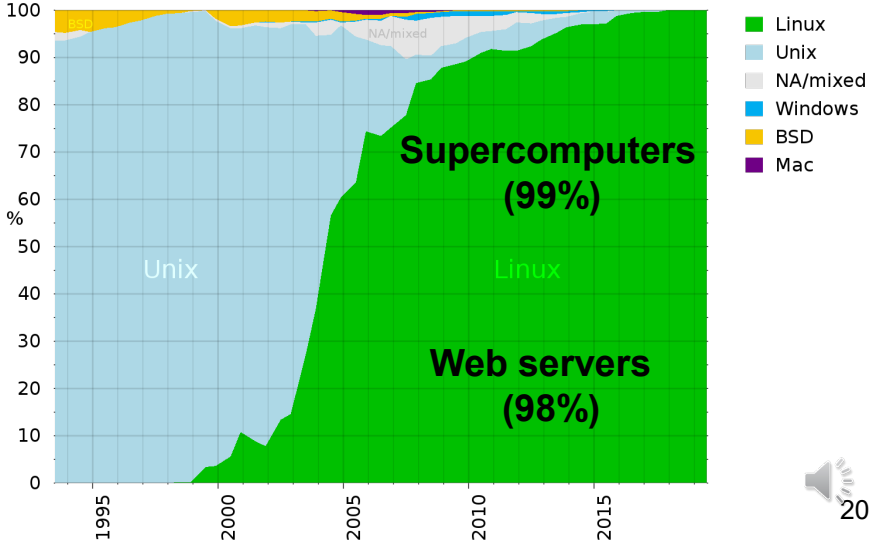
Desktop OS market share according to NetMarketShare for September 2019.[63] Chrome OS is also based on the Linux kernel.



Since mid-2018, the world uses mobile computers more than desktop (including laptop)

- Smartphones (52.61%)
- Desktops/Laptops (43.15%)
- Tablets (4.13%)





https://en.wikipedia.org/wiki/Usage_share_of_operating_systems

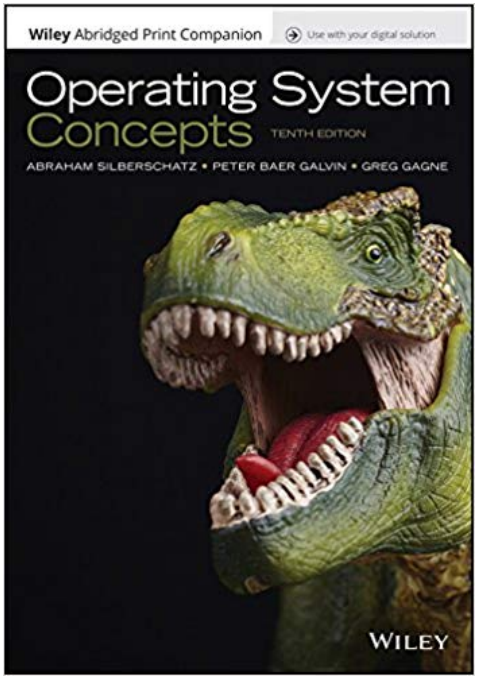
Course Information (1)

- Goals
  - The aim of this course is to learn various aspects of modern computer operating systems. Topics will include operating system structures, process management, memory management, storage management and I/O subsystems.
  - A good background on computer architecture, algorithms, and programming languages will be helpful.
  - *The principles of the Linux operating system will be covered as supplementary topics in the course.*

Course Information (2)

- Course Outline
  - Computer Systems & Operating System
  - Processes and Threads
  - CPU Scheduling
  - Process Synchronization
  - Deadlocks
  - Memory Management
  - Virtual Memory
  - File System Interface
  - File System Implementation
  - Mass-storage systems

Materials



- Lecture slides
- Main textbook
  - A. Silberschatz, P. Galvin and G. Gagne *Operating System Principles*, 10th edition, Wiley Asia Student Edition, 2018.
- References
  - William Stallings, *Operating Systems*, 9th Edition, Prentice Hall, 2017.
  - Remzi Arpaci-Dusseau, *Operating Systems: Three Easy Pieces*, 2014, pdf.
  - Tanenbaum, Bos, *Modern Operating Systems*, 4rd Edition, 2014
  - Daniel P. Bovet and Marco Cesati, *Understanding the Linux Kernel*, O'Reilly, 3rd Edition (2006)

Administrivia

- Professor
  - Hojung Cha, Dept. of Computer Science
  - hjcha@yonsei.ac.kr
- Teaching Assistant
  - **박성훈, 박준범** (D814)
- Lecture Hours
  - Monday 4:00 P.M. ~ 5:50 P.M. (C040)
  - Wednesday 12:00 P.M. ~ 1:50 P.M. (B040)
- Copies of the slides will be available in YSCEC

Assessments

- Exams (60%)
  - Midterm: May 4, 2019 (tentative)
  - Final: June 22, 2019 (tentative)
- Programming Assignments (30%)
  - 3 programming assignments on the Linux platform
  - Although the programming projects are accounted 30% of the final grade, unsatisfactory achievements will impose penalty. *(You will not get 'A' grade without fulfilling the programming projects.)*
- Class Participation (10%)
  - Missing more than 1/3 of class will mandate 'F' grade.

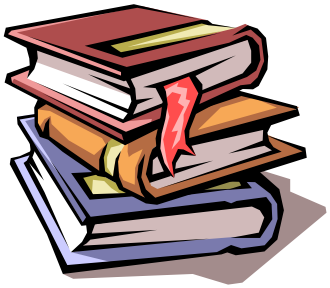
Academic Dishonesty Policy

- Plagiarism and Cheating: very serious academic offences!!!
  - Copying all or part of another person's work are forms of cheating and will not be tolerated.
  - A student involved in an incident of cheating will be notified by the instructor and the following policy will apply:
    - 'zero' grade to the subject work,
    - For serious offenses, F grade for the course.
- Rules
  - Can discuss lectures, tools, concepts with your classmates
  - Cannot discuss “solutions” with your classmates

Expectation from Students

- Get motivated!
  - Learn the details by yourself.
    - Read books on OS (there are many good books on OS)
    - Get real knowledge with hand-on experience.
  - Do not wait till the last minute to start the assignment.
    - The assignments will *require* your efforts.

Work hard!



자기소개서 (free form)

- 내용
  - 이름, 학번, 소속, 사진
  - 자기소개
  - 기타 하고 싶은 얘기 아무거나 (본인의 컴퓨터 지식 backgrounds, 수강하면서 걱정되는 부분, …)
- 제출일
  - 3월 30일, 조교 연구실 앞 박스

Assignment #1

- Install the Linux operating system on your desktop/notebook
  - Choose any Linux distribution (Ubuntu, Fedora, …)
  - Upgrade the kernel to the *latest longterm release*
  - Learn how to use shell, makefile, editor, …
  - Detailed description on the assignment: course homepage
  - You will learn:
    - Kernel compilation & application porting
    - UNIX system management
- Project deadline
  - April 1, 6:00P.M.
  - Deadline will strictly be enforced.