

Lec-01-1 Course Overview & Introduction to OS

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Bachelor of Information Technology IN616 – Operating Systems Concepts Semester 1, 2020

About Us

Faisal

- PhD in Computer Science, University of Otago, 2010
- Associate Prof, CSE, University of Dhaka, Bangladesh
- Lecturer, ECE, University of Illinois at Urbana-Champaign, IL, USA
- Nestle, Ingram Micro, Internet Society
- Systems and Security, Software Defined Networks, Internet Congestion Control

Hymie

- PhD in Computer Information Engineering, Massey University, 2010
- WLAN, WBAN, WSN



Contacts

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IN616 OS Concepts



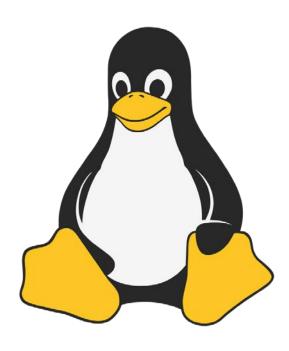
Schedule

Normal housekeeping

- Course directive
- Detailed course overview (mainly assessments)
- Introductions (you) and course expectations
- Course resources

Content

- Operating Systems overview, Intro to Linux
- Linux kernel VS. distributions
- Lab topics:
 - Installation of Ubuntu Server (lab)





Introductions — You!

- Alphabet Linux exercise
 - Get a group (2-3 people)
 - Introduce yourself
 - Write the English alphabet on a piece of paper
 - For each letter, think of a word related to Linux
 - We will discuss as a group after
- Class discussion:
 - What is your name?
 - What semester/year are you in?
 - What is your one Linux word?



Course Directive

Mandatory read through

- Printed handout (please ask if you do not have one)
- Electronic copy available:
- I:\COURSES\ITP\BITY2\IN616 Operating Systems Concepts\
 course directive



Course Assessments

Assessment	Content	Weight
vi Quiz	vi/vim editor quiz	10%
Skills Based Assessment	BASH commands Linux knowledge	15%
Scripting Assignment	BASH scripting	20%
Presentation	Your (Linux) topic choice	10%
Graded Labs	Networking (3/4/5 labs)	15%
Final Exam	Entire course content	30%



Course Assessments: Term1

Assessment	Content	Weight
vi Quiz	vi/vim editor quiz	10%
Skills Based Assessment	BASH commands Linux knowledge	15%
Scripting Assignment	BASH scripting	25%
Presentation	Your topic choice (Linux)	10%
Graded Labs	Linux networking (3/4/5 labs)	15%
Final Exam	Entire course content	25%

SBA

- Week 5
- In class assessment
- **–** 15%

vi Quiz

- Week 8
- In class assessment
- **10%**

Scripting Assignment

- Given in week 5
- Due in week 10 (after break)
- Own time assessment
- 20%
- Term 1: 50% paper done



Course Assessments: Term2

Assessment	Content	Weight
vi Quiz	vi/vim editor quiz	10%
Skills Based Assessment	BASH commands Linux knowledge	15%
Scripting Assignment	BASH scripting	20%
Presentation	Your topic choice (Linux)	10%
Graded Labs	Linux networking (3/4/5 labs)	15%
Final Exam	Entire course content	30%

Presentation

- Weeks 11-14
- In class presentation
- 10%
- Choose a topic

Graded labs

- Weeks 11-14
- In class practical labs
- Linux networking
- **–** 15%

Final exam

- Week 16
- All course topics
- Closed book
- 30%
- Term 2: 50% paper done



Course Assessments





Course Expectations (1)

Skill focused

- We focus on use of Linux in a real-world context
- You should become comfortable navigating and operating Linux

Interactive course

You will learn more from discussions/self-directed research than from me

Documentation is essential

- System operations rely on proper documentation
- The assessments rely on proper documentation (extra marks, makes life easier)

Opportunities

- I welcome suggestions for course content
- Presentation in the later part of course give opportunity to select topic



Course Expectations (2)

Work outside class is assumed

- 64 hours of class time
- 86 hours of self-directed reading, preparation, assessments etc.
- You will be pointed to material not specifically covered in class
- Computers do not always work as expected time and perseverance!
- Labs may (will) be longer than class time allows

Motivation

- Turn up to all classes
- Do all assessments
- Every student that has failed this class missed out on at least one assignment
 Frantz, 2016



Course Resources

Lecture and lab material

Usually a lecture (PowerPoint) and lab (worksheet) each week

Online resources

There are many, provided in lectures and labs

vRealize

- A cloud computing virtualization platform
- We will use this platform heavily in this paper





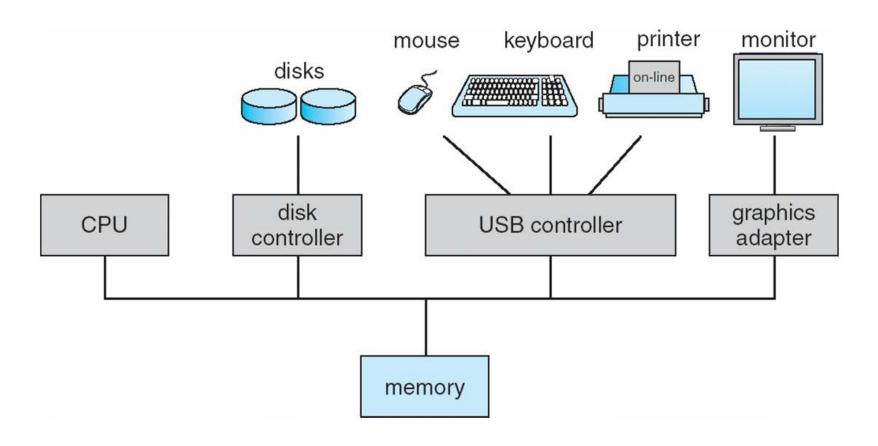
TOPIC:

Introduction to Operating Systems





Why do we need an OS?





Where is the OS?





Applications + System Utilities



Operating System



Drivers







Devices

Memory



Essential purpose of any OS

Abstraction and Arbitration

Abstraction

- Separating lower layers from upper layers
- An example:
 - Writing files is the same whether you write to hard drives, USB sticks or the cloud
- Making life simpler for the user/developer

Arbitration

- Separating programs that run in parallel
- An example:
 - Running your browser should not affect your word processors or IDE
 - None should freeze or affect other applications when it crashes
- Ensuring robust and reliable systems



(Some) Functions of an OS

Management

- Device Management
- User Management
- Memory Management

Operation

- Handling user interactions
- Scheduling of tasks/processes
- Error Handling



What is Linux

An operating system developed by Linus Torvalds

- Released in 1991
- That means it is more than 25 years old!

Derived from UNIX

Proprietary (Bell Labs / AT & T)

Inspired by MINIX

- UNIX-like
- Open source

Linus's reason for Linux

- No suitable operating systems available
- UNIX was too expensive
- MINIX did not allow modification and redistribution



Linus Torvalds



If Microsoft ever does applications for Linux... it means I've won.

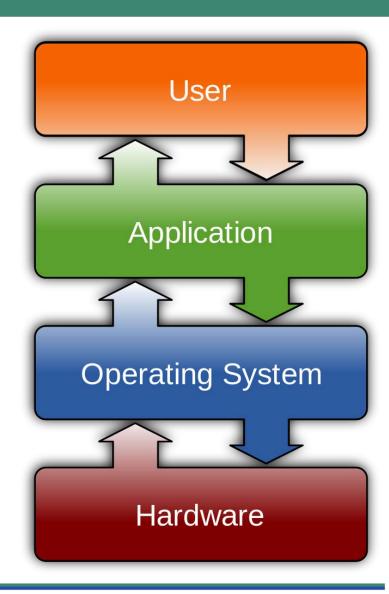
- Linus Torvalds

LOOKS LIKE HE WON!



Is Linux an operating system?

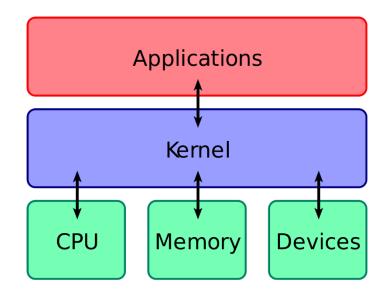
- What is an operating system?
 - Ever general purpose computer needs one
 - Allows other programs/applications to run
 - Low-level software to support a computer's basic functions
 - For example: Controlling hardware
 - For example: Scheduling tasks
- So is Linux an operating system?
- Yes!





Linux: The kernel (1)

- What is a kernel?
- It is not just a Linux thing
- Every operating system has a kernel
- Most fundamental part of an OS
- Provides core functionality
 - Booting
 - Memory management
 - User management
- The kernel talks to hardware/software
- The kernel manages resources
- The only program that runs all the time





Linux: The kernel (2)

- The kernel is the core
- But has no useful functionality by itself
- For example, Android contains:
 - Linux Kernel +
 - User Interface +
 - Applications =
 - A smartphone that is useful !!
- The Linux kernel is freely available
 - www.kernel.org
 - Good introduction: <u>www.kernelnewbies.org</u>





Linux: Market Share

Mobile:

- Android with 71%
- iOS is 26%

Desktop:

- Linux with 1.6%
- Windows is 89% and Mac is 9.5%
- www.netmarketshare.com

Web servers

- Linus accounts for 36% of all webservers
- http://stackoverflow.com/research/developer-survey-2016#technology-desktop-operating-system
- All UNIX-like account for 67% of all webservers
- http://w3techs.com/technologies/overview/operating_system/all

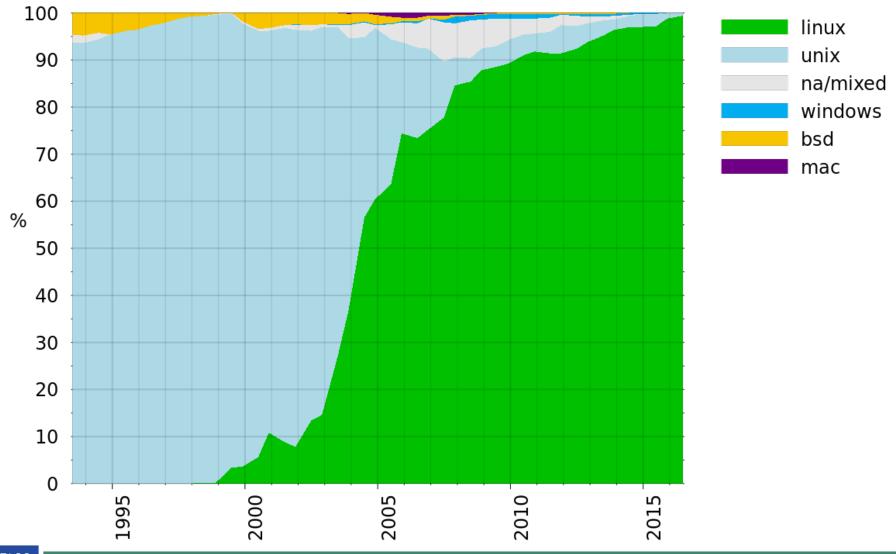
Supercomputers:

- Linux with 99.4%
- http://www.top500.org/statistics/overtime





Linux: Supercomputers







Linux is Everywhere

24 Nuclear submarines



Way back in 2004, Lockheed Martin gave the US government a nuclear submarine powered by Red Hat Linux. Linux is used to power the submarine's on-board sonar systems.

If it was running Windows I don't think I'd be able to sleep as soundly!

Source: https://www.omgubuntu.co.uk/2016/08/25-awesome-unexpected-things-powered-linux





Linux: Kernel or OS or Distribution

• Linux

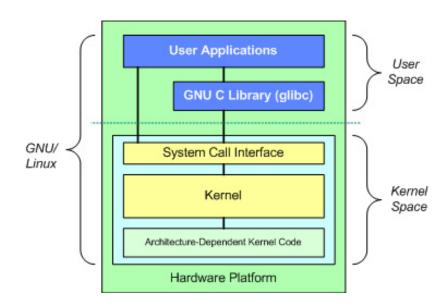
Only kernel without software ecosystem

• GNU/Linux

- A fully-fledged operating system
- Linux kernel + GNU software packages

Distribution

- Specific selection of applications
- Focuses on purpose of distribution
- www.distrowatch.com







Linux: Distributions (Objectives)

- Commercial (Red Hat) biggest commercial contributors to Linux
- Technology preview for Red Hat (Fedora)
- Rolling releases, bleeding edge (ArchLinux)
- Stable (Debian) stable, testing, experimental
- User-centered (Ubuntu)
- Mint (alternative GUI)
- Strongly modular (ArchLinux, Slackware)
- Off the shelf (Ubuntu)
- Security-centric (Kali Linux)
- Media-centric (AVLinux)
- Game-oriented (SteamOS)



IN616: Our Distribution

- Ubuntu server 16.04-4 LTS and higher
 - LTS = Long term support (5 years)
- Server version =
 No Graphical User Interface (GUI)

Why no GUI

- GUIs are beautified interfaces for console commands; only commands (i.e. less powerful)
- GUIs change, the command line doesn't (think about how Windows changed over time)
- GUIs depend on graphic cards (which can fail)
- GUIs require more bandwidth for remote control





Lab-01-1 — Start

Install Ubuntu server 18.04-4 LTS

- Lab worksheet on I:\
- I:\COURSES\ITP\BITY2\IN617 Operating Systems
 Concepts\week1
- This is where all material is shared

GOAL:

- Install Ubuntu server on VMWare Workstation
- We will use this system in the next few classes!





USE LINUX AT HOME!

- Using Linux at home is a key to success!
- Option 1: Virtualization
 - Use a desktop virtualization product
 - VMWare Workstation (get for free from: https://secure.ict.op.ac.nz/vmware/)
 - Oracle VirtualBox (open-source... mostly!)
- Option 2: Run Linux on a physical system
 - You can dual boot (Windows + Linux)
 - You can use a Live Bootable USB-based OS
- You also have access to a TrainingVM all semester long
 - Available on-campus, and off-campus



Next Day

- vRealize setup: https://fthvra01.op.ac.nz/vcac/
 - Check you have access (can log in)
- Request the *TrainingVM*
 - Catalog → IN616 → IN616-TrainingVM (Request one!)

