



CentraleSupélec



COMPUTER ARCHITECTURE AND SOFTWARE EXECUTION PROCESS

OPERATING SYSTEMS - OS

🎓 Bachelor in Artificial Intelligence, Data and Management Sciences

🏛️ CentraleSupélec and ESSEC Business School - 2023/2024



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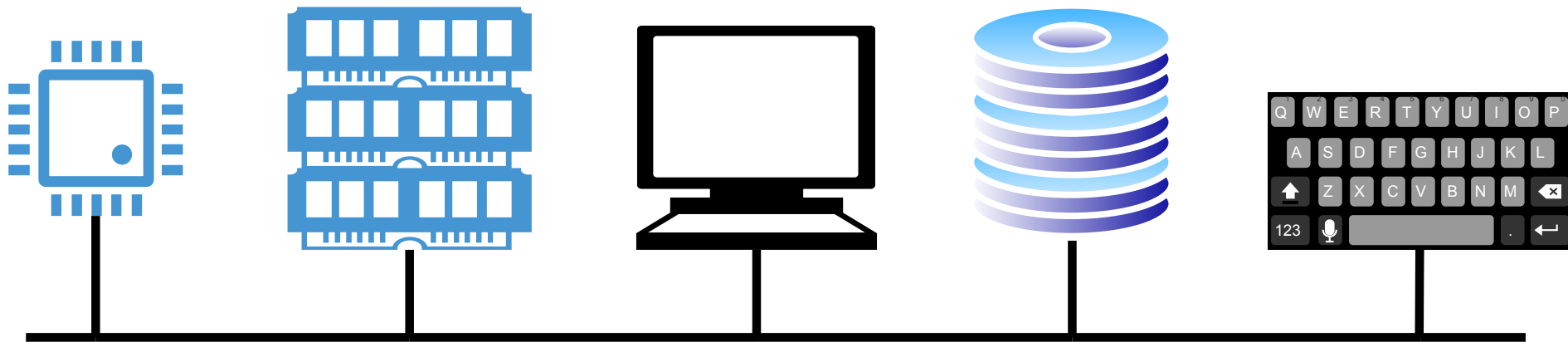
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OUTLINE

- What is an Operating System?
- Operating System roles
- Structure of an Operating System
- Loading an Operating System

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HOW DOES THE COMPUTER WORK?



It's all just electrical wires...
... that we turn **ON** and **OFF**.

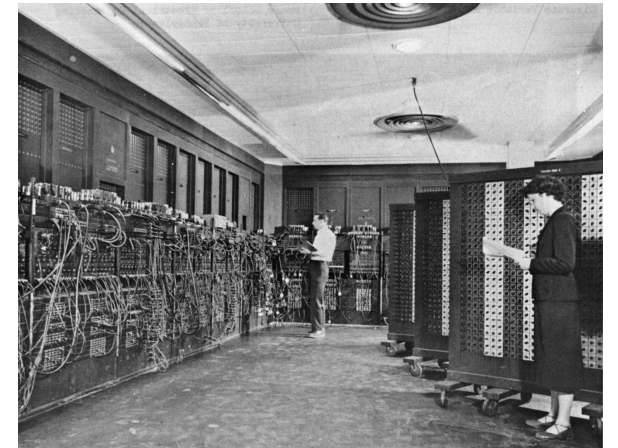
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FORMERLY: ENIAC

- First **fully electronic** computer.
- **Programming** was done directly **in machine language**.
- **Only one program** can run at a time.
- The lack of an operating system forced the programmer to **manually load the program**.

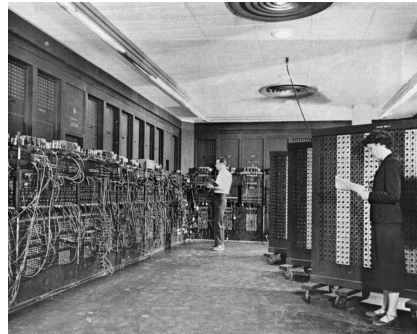


FORMERLY: IBM RAMAC 305



- The **First hard disk computer** (the **IBM 350**) was marketed in **September 1956** by **IBM**.
- It consists of the following elements: processing unit, printer, console, power supply, hard drive, and 5MB memory.
- **The processing unit** is based on a magnetic drum where the program is stored.
- **An operator** programs using **punched cards** and writes the data onto the drum.

AUTOMATE TASKS



- How to **automate the tasks** of operators and programmers?
- Write a **computer program** that:
 - ➡ decides who does what and when.
 - ➡ bridges software applications and hardware

DEFINITION

“An operating system is a set of programs providing the interface between hardware and users.”

- manages the hardware part.
- serves as a base for software applications

Applications



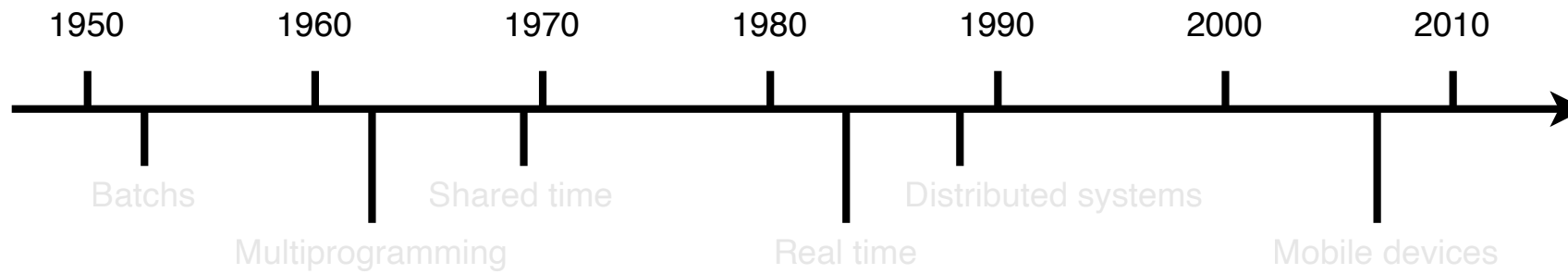
Operating system



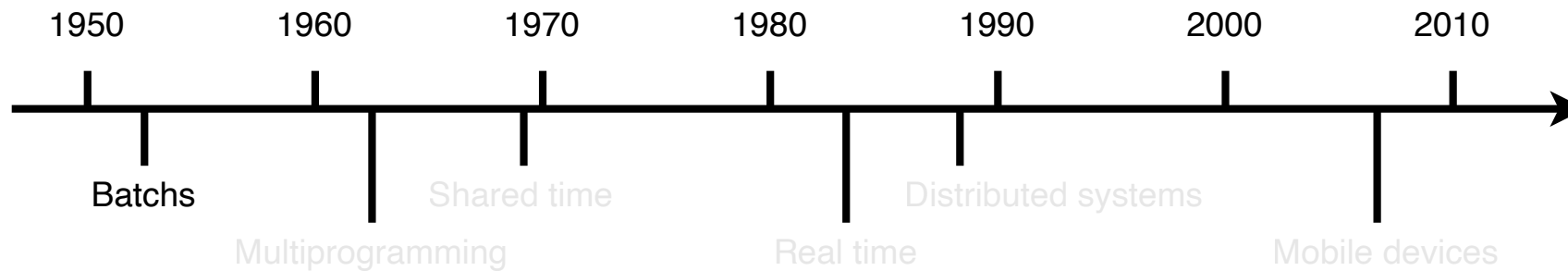
Hardware arch.



HISTORY/TYPES OF OS

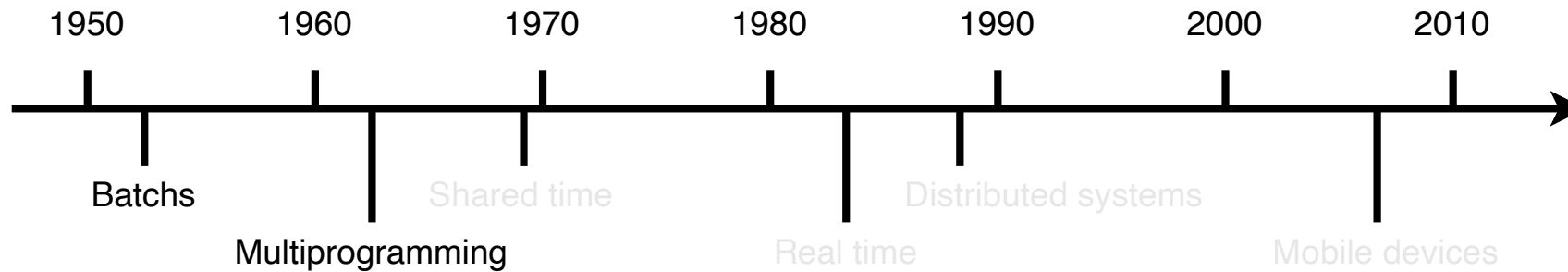


HISTORY/TYPES OF OS



- **Batch systems** are based on two programs:
 1. **the loader**: loads the programs into the main memory from punch cards.
 2. **the processing monitor**: executes the sequence of tasks one by one in place of the operator.

HISTORY/TYPES OF OS

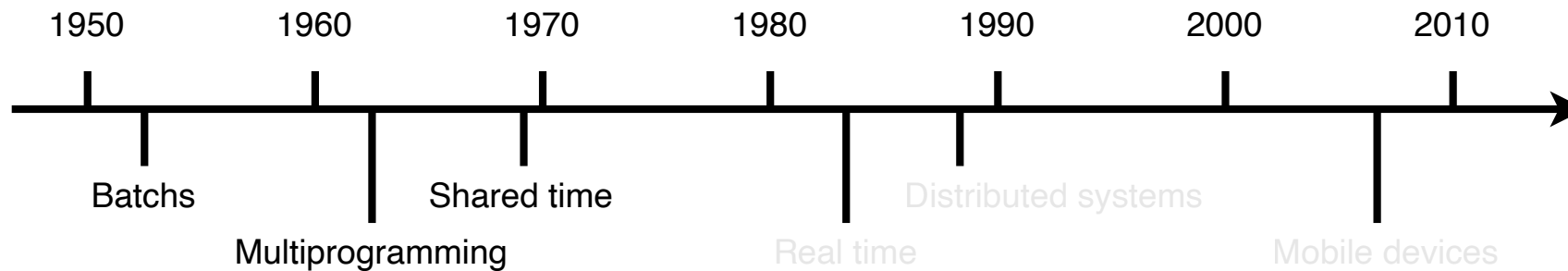


Use multiple components in parallel, which requires:

- **Priority management** (*which process can use the resource*)
 - ➡ scheduling
- **Shared memory** (*manage information from multiple processes*)
 - ➡ addressing and memory

Example : MULTICS

HISTORY/TYPES OF OS

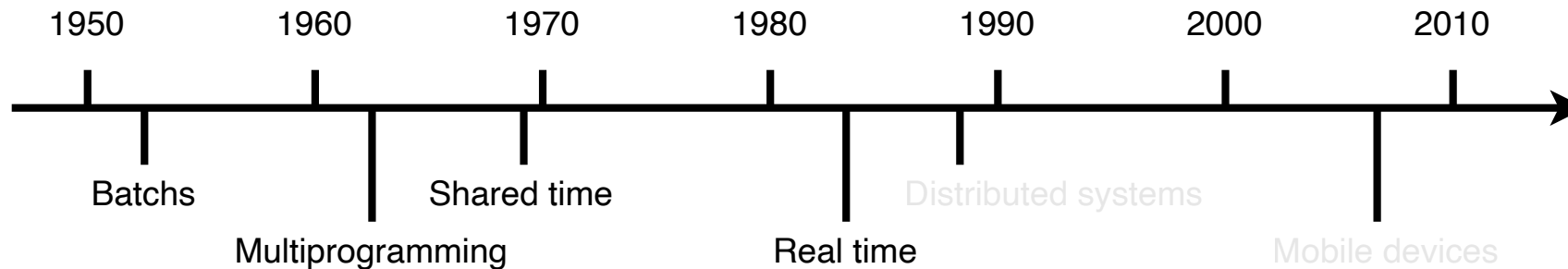


Multiple active processes alternating on the processor

- Interrupt management
- Process synchronization and concurrent programming

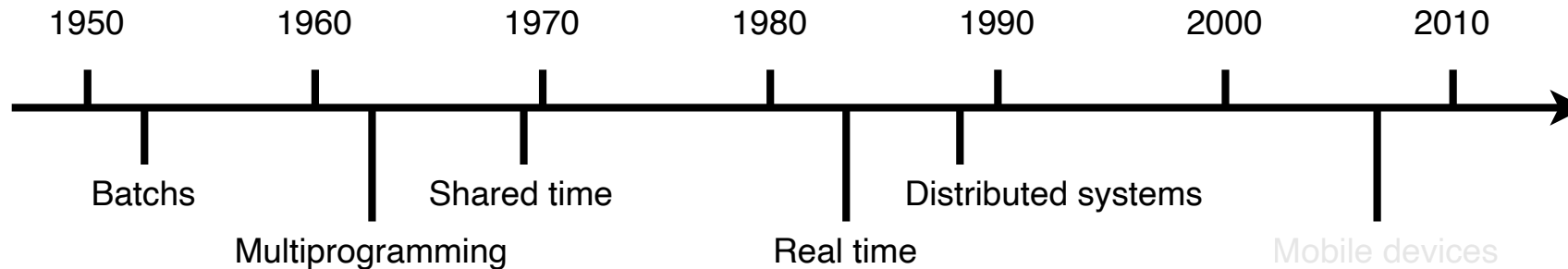
Example : **UNICS** or **UNIX**

HISTORY/TYPES OF OS



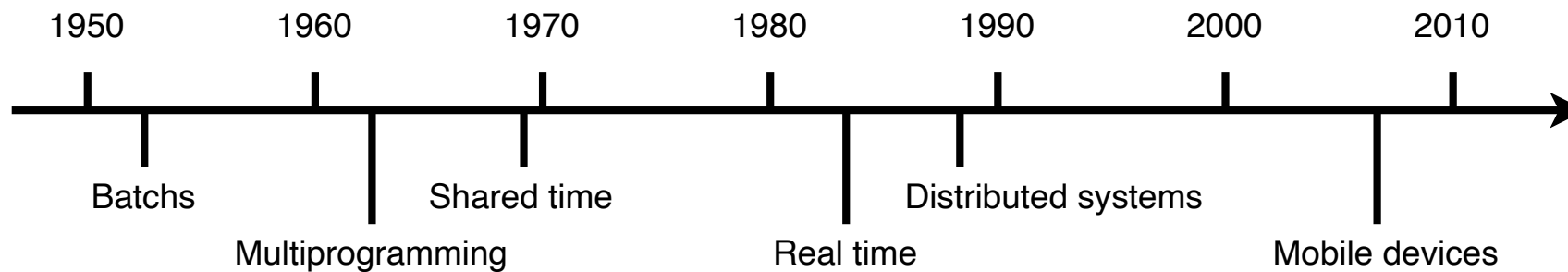
- **Deadline management: response time** constraint
 - ▢ processes must respond quickly
- Development of **microcomputers**
 - ▢ CP/M → IBM PC (MSDOS)
- Appearance of **graphical user interfaces**
 - ▢ Xerox → Apple Macintosh 1984, Windows 95, Linux 1991

HISTORY/TYPES OF OS



- **Computers communicate** to exchange data!
 - **Arpanet** (1967) designed by **DARPA**
 - **E-mail** (1972) designed by **Ray Tomlinson**
 - **TCP/IP** (1972)
 - **Client-server** → **NFS - Network File System** (**Sun**, 1984)
 - **Arpanet** opened late 80s → **Web** early 90s (**CERN** , **Tim Berners-Lee**)

HISTORY/TYPES OF OS



- **Mobile devices** (or handheld computers) have existed since the 80s.
 - 1986 : PDA → PalmOS
 - 2007 : smartphones → android OS
 - 2007 : iPhone → iOS

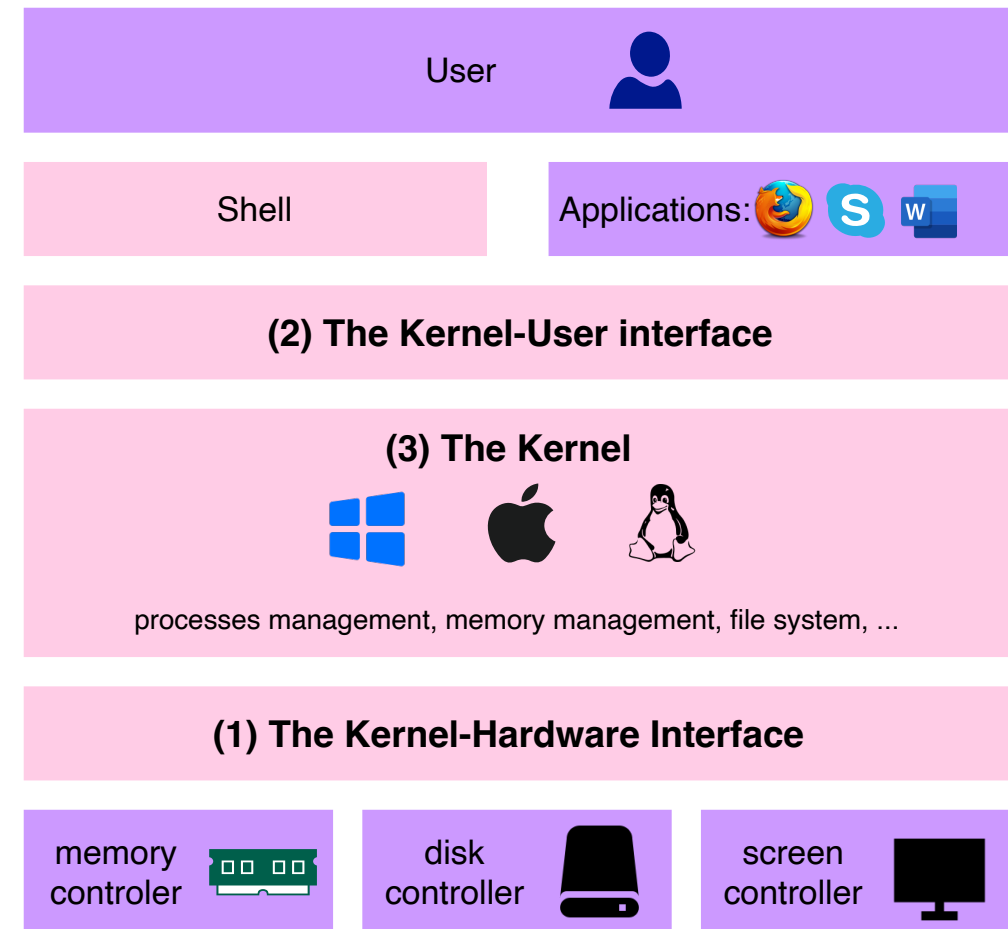
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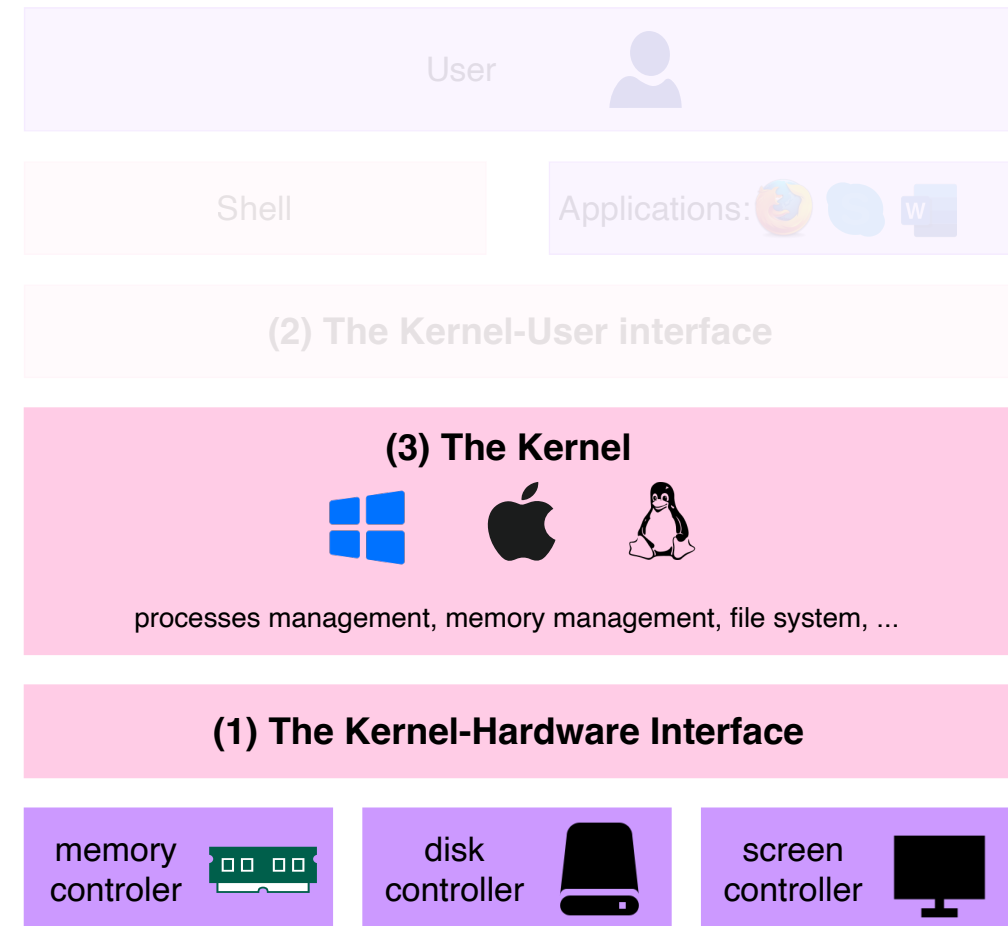
OPERATING SYSTEM ROLES

1. **The kernel-hardware interface** supports the management and sharing of machine resources.
2. **The kernel-user interface** provides an easier-to-use and more user-friendly virtual machine.
3. **The kernel** provides several significant functionalities.



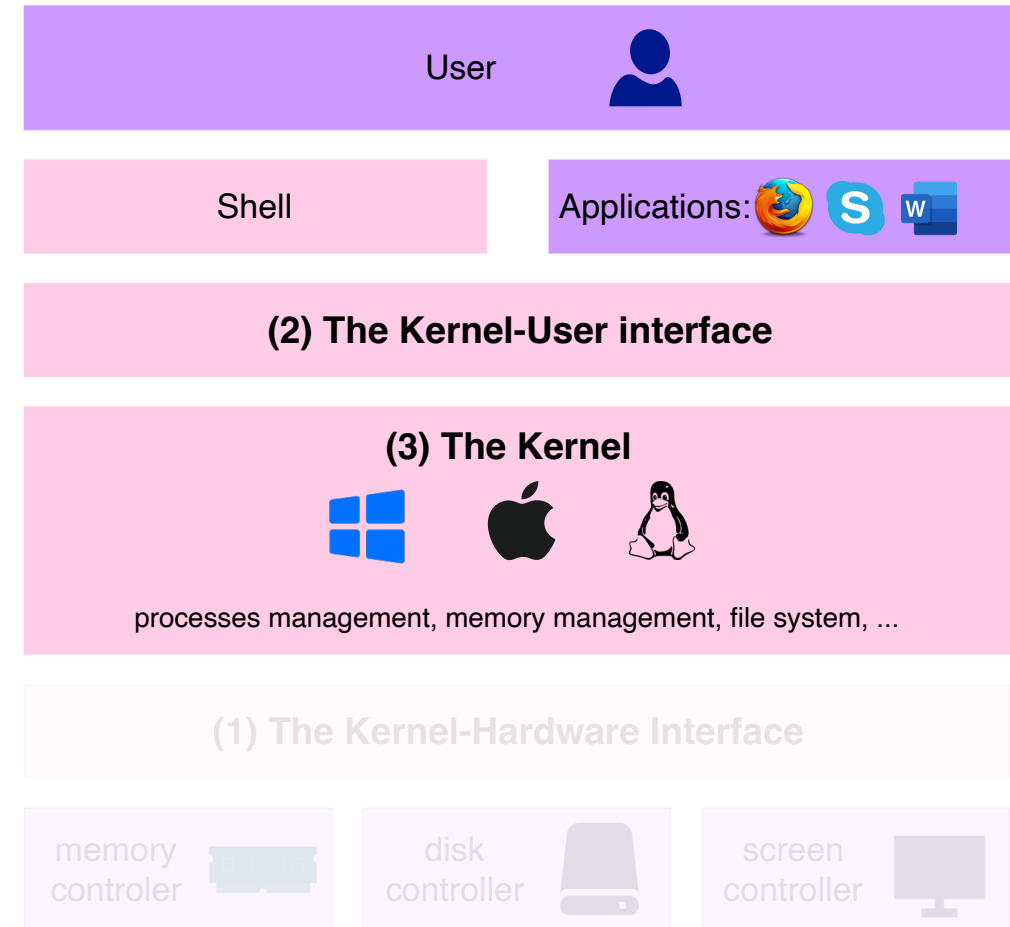
THE KERNEL-HARDWARE INTERFACE

- **Manage access and sharing** of hardware resources.
 - processor
 - memory
 - peripheral devices
 - ...
- This management must ensure:
 - **equity** of access to hardware
 - **protecting** access to hardware
 - **consistency** of hardware states



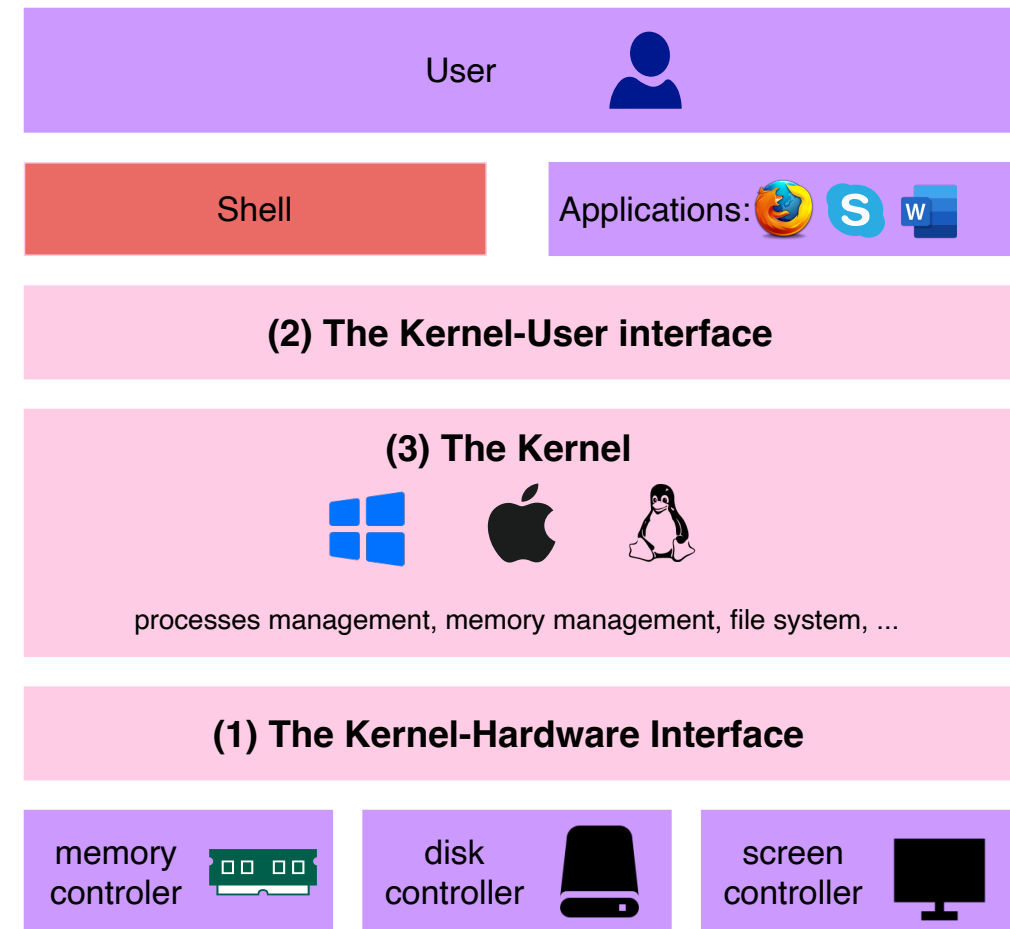
THE KERNEL-USER INTERFACE

- Provide an **interface** between hardware and software applications.
➡ a **simplified and unified interface**.
- Present above the physical machine, a more straightforward and more user-friendly **virtual machine**.
- Create **the illusion of real physical resources** (processor, memory, peripheral...).



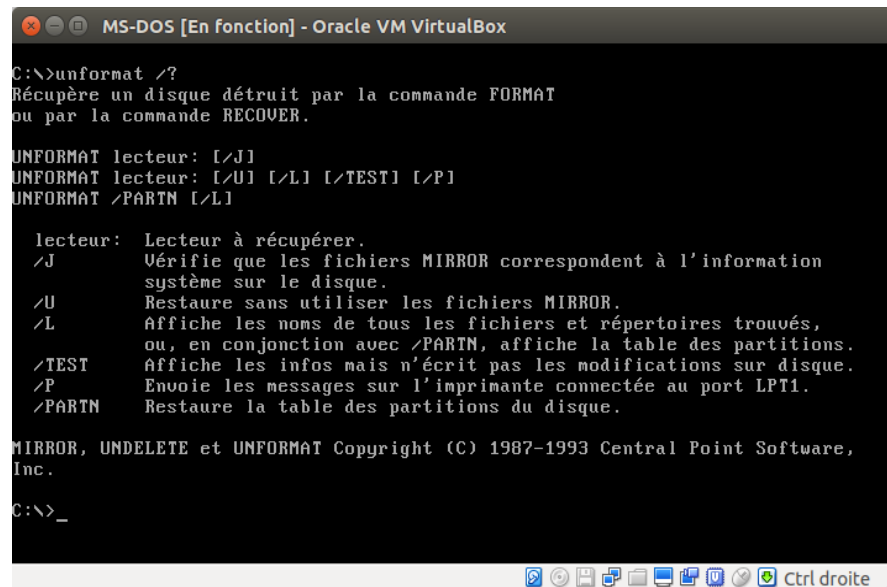
COMMAND INTERPRETER (SHELL)

- **Command language:**
the user interface with the operating system.
- **Command Interpreter:**
Execute **user commands** by calling the proper **system routine**.



COMMAND INTERPRETER (SHELL)

- Each operating system has its **own command language**:
 - **MSDOS/Unix** : console + keyboard
 - **Mac/Windows** : mouse + keyboard
 - **iOS/Android** : buttons + touch screen



The screenshot shows a terminal window titled "MS-DOS [En fonction] - Oracle VM VirtualBox". The command prompt is at "C:\>". The user has entered "unformat /?". The output shows instructions for using the "unformat" command. The user then enters "unformat lecteur: [/J]", "unformat lecteur: [/U] [/L] [/TEST] [/P]", and "unformat /PARTN [/L]". The output shows the results of these commands, including a list of files and directories found on the disk. The prompt is now "C:\>_".

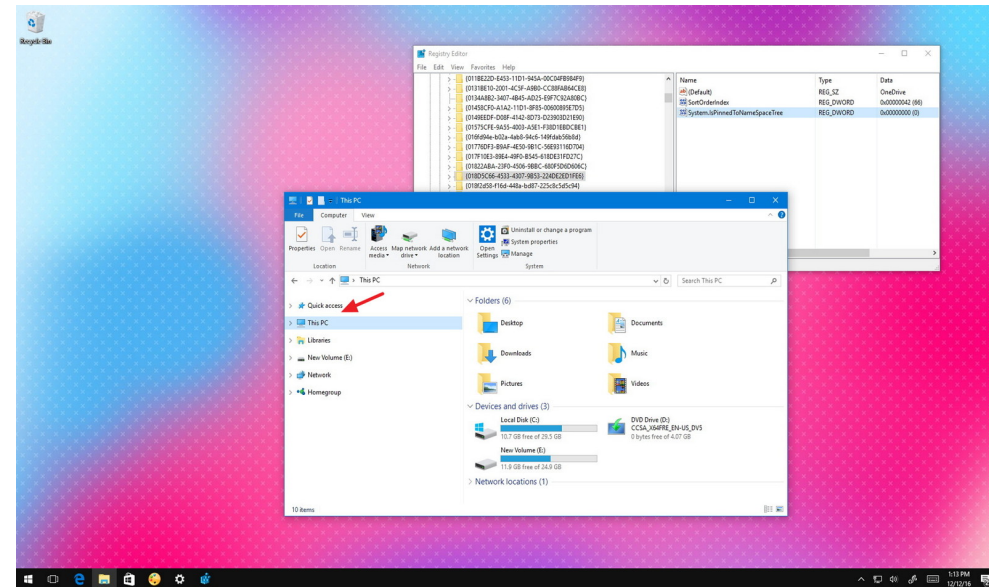
```
C:\>unformat /?
Récupère un disque détruit par la commande FORMAT
ou par la commande RECOVER.

UNFORMAT lecteur: [/J]
UNFORMAT lecteur: [/U] [/L] [/TEST] [/P]
UNFORMAT /PARTN [/L]

lecteur: Lecteur à récupérer.
/J Vérifie que les fichiers MIRROR correspondent à l'information
système sur le disque.
/U Restaure sans utiliser les fichiers MIRROR.
/L Affiche les noms de tous les fichiers et répertoires trouvés,
ou, en conjonction avec /PARTN, affiche la table des partitions.
/TEST Affiche les infos mais n'écrit pas les modifications sur disque.
/P Envoie les messages sur l'imprimante connectée au port LPT1.
/PARTN Restaure la table des partitions du disque.

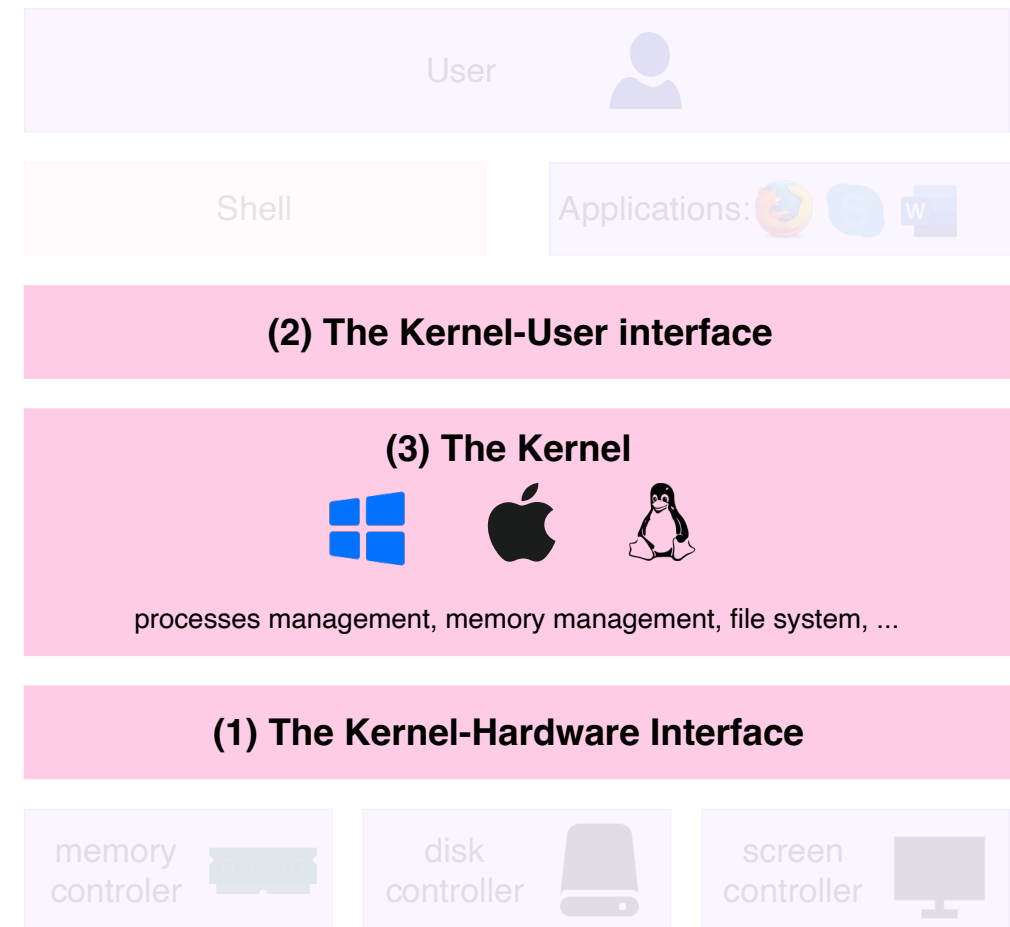
MIRROR, UNDELETE et UNFORMAT Copyright (C) 1987-1993 Central Point Software,
Inc.

C:\>_
```



THE KERNEL OF AN OPERATING SYSTEM

- **Process management**
 - scheduling, synchronization, ...
- **Memory management**
 - allocation, space management, ...
- **Secondary storage management**
 - file system, ...
- **Input/output management (I/O)**
 - controllers, drivers, ...
- **Security management**



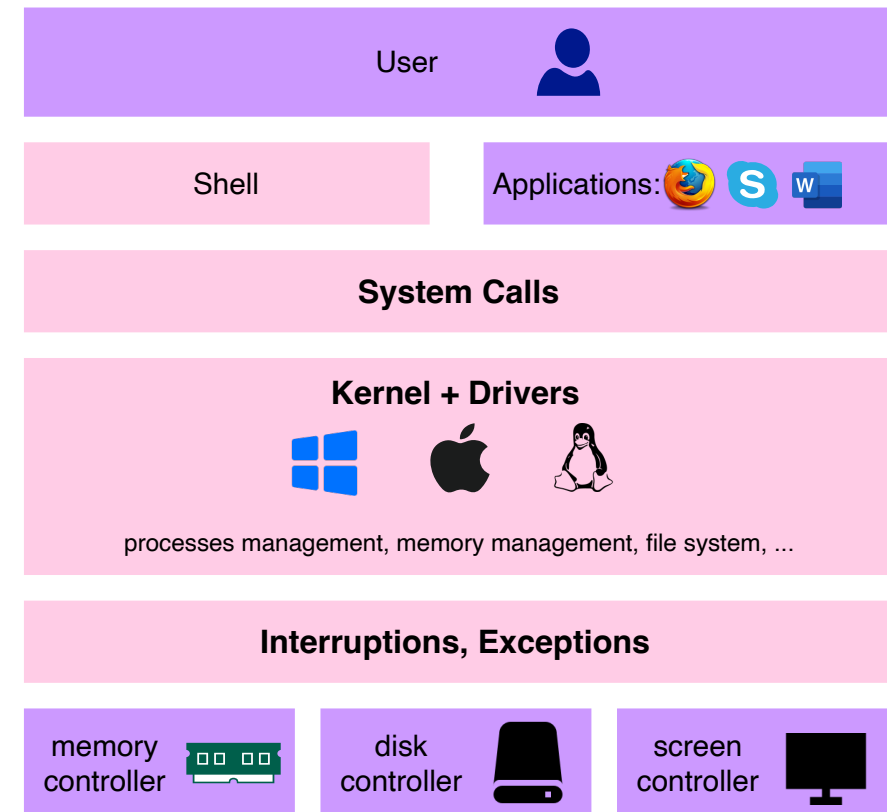
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GENERAL STRUCTURE OF AN OS

- **System Calls**: functions allowing user applications to request kernel services.
- **Kernel**: a set of programs providing general services.
- **Drivers**: programs allowing the kernel to interact with external devices.
- **Interruptions** : events produced by the hardware and triggering kernel services.
- **Exceptions** : events produced by the processor and triggering kernel services.



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LOADING AN OS

- The **OS** is the **first program executed** when the computer is turned **ON** after booting (**boot**).
- The **boot** (**bootstrap**) defines the **successive stages of startup**.

THE BOOT STEPS

1. the **POST** test - **Power On Self Test**

- after a start or a reset operation, the processor loads the **first instructions** located at the address **FFFF0** from the **BIOS ROM** memory.
- instructions for **triggering** a **BIOS** program that **initializes and tests hardware functions**.

2. loading the **MBR** - **Master Boot Record**

- if the **POST** test succeeds, it will consult **RAM CMOS** to identify the **system disk** whose first sector is called **MBR**.
- the **MBR** code tests the partition table to load the partition containing the boot sector with **IPL** - **Initial Program Load**.
 - ➡ the **IPL** loads the **OS** or **bootmanager** into RAM.
 - ➡ the **OS** is launched

THANK YOU

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