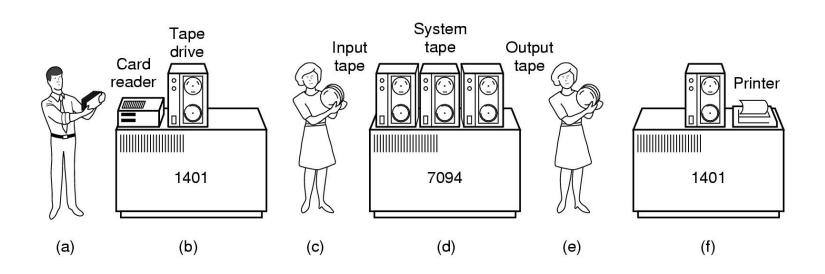
- First generation 1945 1955
 - vacuum tubes, plug boards
- Second generation 1955 1965
 - transistors, batch systems
- Third generation 1965 1980
 - ICs and multiprogramming
- Fourth generation 1980 present
 - personal computers

- First Generation(1945-1955): Vacuum Tubes and Plugboards
 - A single group of people designed, built, programmed, operated, and maintained each machine
 - All programming was done in absolute machine language, often by wiring up plugboards to control the machine's basic functions
 - No prog. Language, no operating system
 - Usual mode of operation
 - A programmer signs up for a block of time on the signup sheet on the wall,
 - Comes down to the machine room,
 - Inserts his plugboard into the computer, and performs the calculations
 - Later, punched cards used instead of plugboards

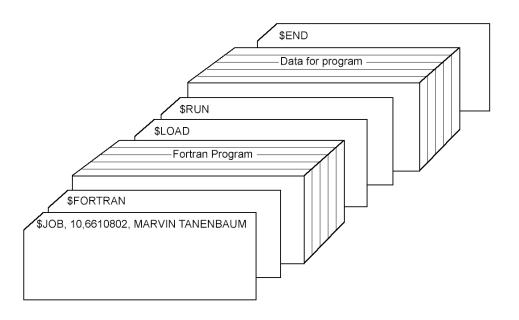
- Second Generation(1955-1965): Transistors and Batch Systems
 - Introduction of transistors
 - Computers(mainframes) could be manufactured and sold to paying customers
 - Separation between designers, builders, operators, programmers, and maintenance personnel
 - To run a job
 - A programmer writes the program on paper, then punches it on cards
 - He brings the card deck to operator in the input room
 - When the job is finished, the operator gets the output from the printer and puts it in the output room, so that the programmer can collect it later

- Second Generation(1955-1965): Transistors and Batch Systems
 - Batch system



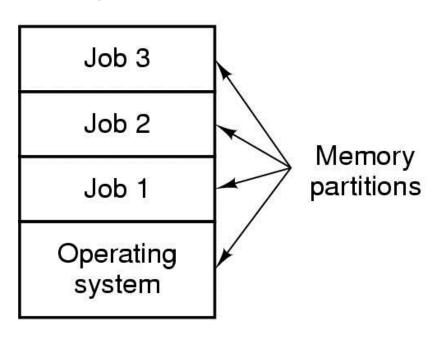
After each job is finished, the operating system automatically read the next job from the tape and began running it.

- Second Generation(1955-1965): Transistors and Batch Systems
 - Structure of a typical FMS job



- Third Generation(1965-1980): IC s and Multiprogramming
 - Two product lines
 - Scientific computers: numerical calculation
 - Commercial computers: sorting and printing
 - IBM System/360
 - A series of software-compatible machines
 - same architecture and instruction set
 - different price and performance(maximun memory, processor speed, number of I/O devices permitted)
 - Used Integrated Circuits(ICs)
 - Enormous and too complex operating systems

- Third Generation(1965-1980): IC s and Multiprogramming
 - Multiprogramming
 - To avoid having the CPU be idle too much
 - Partition memory into several pieces, with a different job in each partition
 - While one job was wating for I/O to complete, another job could be using the CPU



- Third Generation(1965-1980): IC s and Multiprogramming
 - Spooling(Simultaneous Peripheral Operation On Line)
 - Reads jobs from cards onto the disk as soon as they were brought to the computer room
 - Was also used for output
 - Timesharing
 - Each user has an online terminal
 - CPU can be allocated in turn to the jobs that want service
 - CTSS(Compatible Time Sharing System)
 - First serious timesharing system developed at M.I.T.

- Third Generation(1965-1980): IC s and Multiprogramming
 - MULTICS(MULTiplexed Information and Computing Service)
 - MIT, Bell Labs, and General Electric
 - Machine that support hundreds of simultaneous timesharing users
 - Minicomputers
 - DEC PDP-1 in 1961
 - \$120,000 < 5% of 7094 price
 - UNIX
 - Developed by Ken Thomson in Bell Labs from MULTICS project
 - Stripped-down, one-user version of MULTICS running on PDP-7 minicomputer
 - Source code became widely available
 - Two major versions
 - System V from AT&T
 - BSD(Berkeley Software Distribution) from the University of California at Berkeley
 - POSIX standard by IEEE
 - MINIX for education purposes
 - Linux
 - Free production version of MINIX
 - Developed by Finnish student, Linus Torvalds

- Fourth Generation(1980-Present): Personal Computers
 - LSI(Large Scale Integration) circuits
 - Personal Computers(initially called Microcomputers)
 - -8080
 - First general-purpose 8-bit CPU made by Intel in 1974
 - CP/M(Control Program for Microcomputers)
 - Developed by Gary Kildall who later founded Digital Research
 - MS-DOS(Microsoft Disk Operating System)
 - Kildall refused to meet with IBM
 - Bill Gates hired Tim Paterson to revise DOS (from Seattle Computer Products)
 - Developed for 8088-based IBM PC in 1981
 - Quickly dominated the IBM PC market
 - Gates' decision vs. Kildall's attempt
 - Later used on IBM PC/AT with Intel 80286 CPU
 - Many advanced features were taken from UNIX

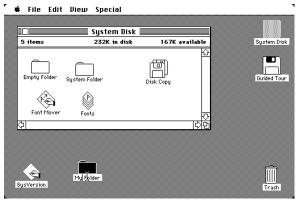
- Fourth Generation(1980-Present): Personal Computers
 - GUI(Graphical User Interface): pronounced "gooey"
 - CP/M, MS-DOS, and other OS for early microcomputers
 - Users type in commands from the keyboard
 - Windows, icons, menus, mouse



First Mouse

- Invented by Doug Engelbart in SRI(Stanford Research Institute) in 1960s
- Adopted by researchers at Xerox PARC
- Lisa by Apple in 1983: First personal computer with GUI. Too expensive.

 Macintosh by Apple in 1984: Also with GUI. Cheaper than Lisa. Huge success





Macintosh Mouse

Macintosh

- Windows 1.0 by Microsoft in 1985
 - Graphical environment on top of MS-DOS : lasted until 1995 for 10 years
- Windows 2.0 for PC/AT released 1987, 3.0 for 386 released in 1990, 3.1, 3.11

- Fourth Generation(1980-Present): Personal Computers
 - Classic Mac OS
 - Up to major revision 9 (1984-2001)
 - "System" (integral to the original Macintosh), "System 6", "System 7", ...
 - Version 7.6 rebranded as "Mac OS"
 - Mac OS 8.1 is the last version running on a Motorola 68k-family Macintoshes

- OS X

- Introduced as "Mac OS X" in 2001, Renamed "OS X" in 2012, Announced to be renamed "macOS" in 2016
- Successor to the classic Mac OS (Mac OS 9)
- Unix operating system based on the NeXTSTEP operating system which Apple acquired after purchasing Steve Jobs' NeXT Computer
- NeXTSTEP operating system
 - Unix OS based on the Mach kernel, and some BSD components
 - Original platform for the development of the Electronic AppWrapper, the first commercial electronic software distribution catalog, a forerunner of the modern "App Store" concept
 - Platform on which Tim Berners-Lee created the first web browser

- Fourth Generation(1980-Present): Personal Computers
 - OS X
 - Supported only PowerPC processors
 - OS X 10.0 "Cheetah" (2001), 10.1 "Puma" (2001)
 - 10.2 "Jaguar" (2002): Address Book, iChat
 - 10.3 "Panther" (2003): New Finder, Exposé (Window manager), Safari, iChat AV
 - Supported both PowerPC and Intel processors
 - 10.4 "Tiger" (2005): Spotlight, Dashboard, Smart Folders, QuickTime 7, Safari 2, Automator, VoiceOver
 - 10.5 "Leopard" (2007): Time Machine, Spaces (virtual desktop), Boot Camp, full support for 64-bit applications
 - Supported only Intel processors
 - 10.6 "Snow Leopard" (2009): Mac App Store
 - 10.7 "Lion" (2011): Brought developments from iOS. Launchpad. Greater use of Multi-touch gestures. Mission Control.
 - 10.8 "Mountain Lion" (2012): Incorporates features in iOS 5, including Game Center, iMessage, Reminders. Storing iWork docs in iCloud. Notification Center
 - 10.9 "Mavericks" (2013): Maps, iBooks.
 - 10.10 "Yosemite" (2014): Redesigned UI skin similar to iOS7. Handoff which enables users with iPhones to answer phone calls, receive/send SMS messages, and complete unfinished iPhone emails on their Mac.
 - 10.11 "El Capitan" (2015): The most recent OS X. Metal API
 - Used as the basis for iOS which is, in turn, the basis of watchOS on Apple Watch and tvOS on Apple TV
 - macOS Sierra (version 10.12)
 - Continuity, iCloud, support for Apple Pay and Siri
 - Will be available to end users in fall 2016

- Fourth Generation(1980-Present): Personal Computers
 - Windows 95/98
 - Transferred nearly all the features from the MS-DOS part to the Windows part
 - Windows NT (New Technology)
 - Lead designer: David Cutler (one of the designers of the VAX VMS operating system)
 - For mission-critical business applications as well as for home users
 - Full 32-bit system
 - Windows NT 3.1 released in 1993, 4.0 in 1996
 - Windows 2000
 - Windows NT 5.0
 - Was intended to be the successor to the Windows 98 and Windows NT 4.0
 - Plug-and-play devices, USB bus, IEEE 1394(FireWire), IrDA, power management, etc.
 - Windows Me (Millennium edition)
 - Yet another version of Windows 98
 - Windows XP
 - Released in 2001. Slightly upgraded version of Windows 2000
 - Windows Vista
 - Released in 2007. Successor to Windows XP. New GUI(Aero,etc.). Drop of performance. Longer boot time.
 - Windows 7
 - Released in 2009. Multi-touch support. Redesigned Windows shell. Performance improvements.
 - Windows 8
 - Released in 2012. UI based on Microsoft's Metro design language with optimizations for touch-based devices such as tablets and all-in-one PCs. Start screen, which uses large tiles. Removal of Start Menu.
 - Windows 10
 - Released in 2015. Return of the Start Menu. Virtual desktop system

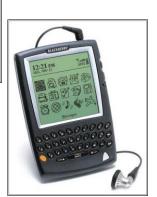
- Fourth Generation(1980-Present): Personal Computers
 - UNIX
 - Strongest on workstations and other high-end computers, such as network servers
 - Popular on machines powered by high-performance RISC chips
 - On Pentium-based computers, Linux is becoming a popular alternative to Windows
 - X Windows system
 - Windowing system developed at M.I.T.
 - GUI such as Motif is available to run on top of the X Windows system
 - Network operating systems
 - Users are aware of the existence of multiple computers and can log in to remote machines and copy files between machines.
 - Distributed operating systems
 - The users should not be aware of where their programs are being run or where their files are located

- Fifth Generation(1990-Present): Mobile Computers
 - Nokia 9000 Communicator
 - Introduced in 1996
 - First smarthphone in the market
 - Literally combined a phone and a PDA
 - Intel 24MHz i386 CPU, 8 MB memory, GEOS 3.0
 - Picture of the later model Nokia 9110 to the right →
 - Later model Nokia 9210 Communicator used Symbian OS



- Introduced in 1999
- Two-way pager with thumb keyboard
- Supported email and limited HTML browsing
- Later model Blackberry 5810 (in 2002) added phone capabilities →
- iPhone and Android
 - will be covered later





- Mainframe operating systems
- Server operating systems
- Multiprocessor operating systems
- Personal computer operating systems
- Real-time operating systems
- Embedded operating systems
- Smart card operating systems

Mainframe operating systems

- Heavily oriented toward processing many jobs at once, most of which need large amounts of I/O
- High-end Web servers, servers for large-scale electronic commerce sites, and servers for business-to-business transactions
- Three kinds of service
 - Batch
 - Processes routine jobs without any interactive user present
 - Claims processing in an insurance company or sales reporting for a chain of stores
 - Transaction processing
 - Each unit of work is small, but the system must handle hundreds or thousands per second
 - Check processing at a bank or airline reservations
 - Timesharing
 - Allows multiple remote users to run jobs on the computer at once
 - Querying a big database
 - Mainframe operating systems often perform all of them.
- IBM OS/390

Server operating systems

- Run on servers (very large personal computers, workstations, or even mainframes)
- Serve multiple users at once over a network and allow users to share hardware and software resources
- Print service, file service, Web service
- UNIX, Windows

Multiprocessor operating systems

- Connect multiple CPUs into a single system to get a major-league computing power
- Variations on the server operating systems, with features for communication and connectivity

Personal computer operating systems

- To provide a good interface to a single user
- Used for word processing, spreadsheets, and Internet access
- Windows, Macintosh, and Linux

- Real-time operating systems
 - Time is a key parameter
 - Hard real-time system
 - The action absolutely must occur within the deadline.
 - E.g. car assembly line, flight control, military device
 - Soft real-time system
 - Missing an occasional deadline is acceptable.
 - E.g. digital audio, multimedia systems
 - VxWorks, QNX

- Handheld computer operating systems
 - PDA(Personal Digital Assistant)
 - Palm OS, Windows Mobile
 - Smartphones
 - Symbian OS, iOS, Android, Windows Phone
- Embedded operating systems
 - TV sets, microwave ovens, cars, DVD recorders, cell phones, MP3 players
 - some characteristics of real-time systems
 - restrictions on size, memory, and power
 - QNX, VxWorks

Sensor node operating systems

- Networks of tiny sensor nodes are being deployed
- The nodes are tiny computers that communicate with each other and with a base station using wireless communication
- Protects the perimeters of buildings, guards national borders, gleans info. about enemy movements on battlefields, etc.
- TinyOS

Smart card operating systems

- Run on smart cards, which are credit card-sized devices containing a CPU chip
- Very severe processing power and memory constraints
- Single function(e.g. electronic payments) or multiple functions on the same smart card
- Some smart cards have JVM on which multiple applets run at the same time.



History of Android



The First iPhone

The First Android Phone HTC Dream

- Android, Inc. was founded in Palo Alto, California, United States in October, 2003 by Andy Rubin, Rich Miner, Nick Sears, and Chris White.
- Google purchased the initial developer of the software, Android Inc., in 2005.
- Google's Android prototype was similar to BlackBerry phone, with no touch screen, and a physical keyboard.
- Apple released its first iPhone(multi-touch gestures, HTML email, Safari web browser, threaded text messaging, YouTube) in January, 2007.
- Google immediately began on re-engineering Android to compete with the iPhone.
- The unveiling of the Android distribution in November, 2007 was announced with the founding of the Open Handset Alliance, a consortium of 86 hardware, software, and telecommunication companies devoted to advancing open standards for mobile devices. Google releases the Android code as open-source, under the Apache License.
- Apple released the iPhone 3G (Assisted GPS, 3G data, App Store) in July, 2008.
- The first Android smartphone called HTC Dream (HTC G1) was released on October, 2008.
- HTC collaborated with Google to release the first Nexus smartphone called Nexus One in January, 2010.
- The Nexus 6P smartphone co-developed by Google and Huawei was released in September, 2015.
- The Nexus 5X smartphone co-developed by Google and LG was released in September, 2015.
- Each major release of Android is named in alphabetical order after a dessert or sugary treat; for example, version 1.5 Cupcake, version 1.6 Donut.
- The latest released version of Android is 7.0 Nougat, which was released in August 22, 2016.
- The iPhone 7 with iOS 10 will be unveiled on September 7, 2016.