Introduction to OS

Core Problems

Running programs execute instructions. This involves - fetching the instructions from memory - figuring out what the instruction is - doing whatever the instruction specified This happens billions of times per second, on modern CPUs. This basic model of computation is called the *Von Neumann* model. The goal of the operating system is to present an *easy-to-use abstraction*.

Virtualization

This is done primarily through *virtualization* – physical resources are abstracted into more understandable virtual forms. For example, this allows each program to run as through it's the only program, when there may be multiple processes being run and managed concurrently. We can also observe virtualization of memory: two programs can seem to allocate memory at the same address, when really the operating system maps these to different physical addresses.

Concurrency

A second problem focus will be addressing the problems that arise relating to *concurrency*. For example, if we have a process with threads that access shared memory in a loop that increments a value, because the steps are non-atomic (happening all at once) we can end up with unexpected results. This motivates operating system primitives to make writing concurrent programs easier.

Persistence

A final theme that will be addressed is *persistence*. Being able to store data in the face of system crashes or power loss is important to users. Persistence is implemented in both hardware and software, with the software implementation known as the *file system*. Unlike some of the virtualization-related abstractions, the file system mainly facilitates *sharing* of information between processes.

Design Goals

- Building easy-to-use abstractions
- Balance ease-of-use with performance
- Provide protection: malicious processes shouldn't impact others on the system
 - Provide isolation of processes

- Be reliable: if the operating system fails, everything stops
 Energy-efficiency, security, mobility, etc.