

UNIX/Linux

Introduction

Summary



OS objectives



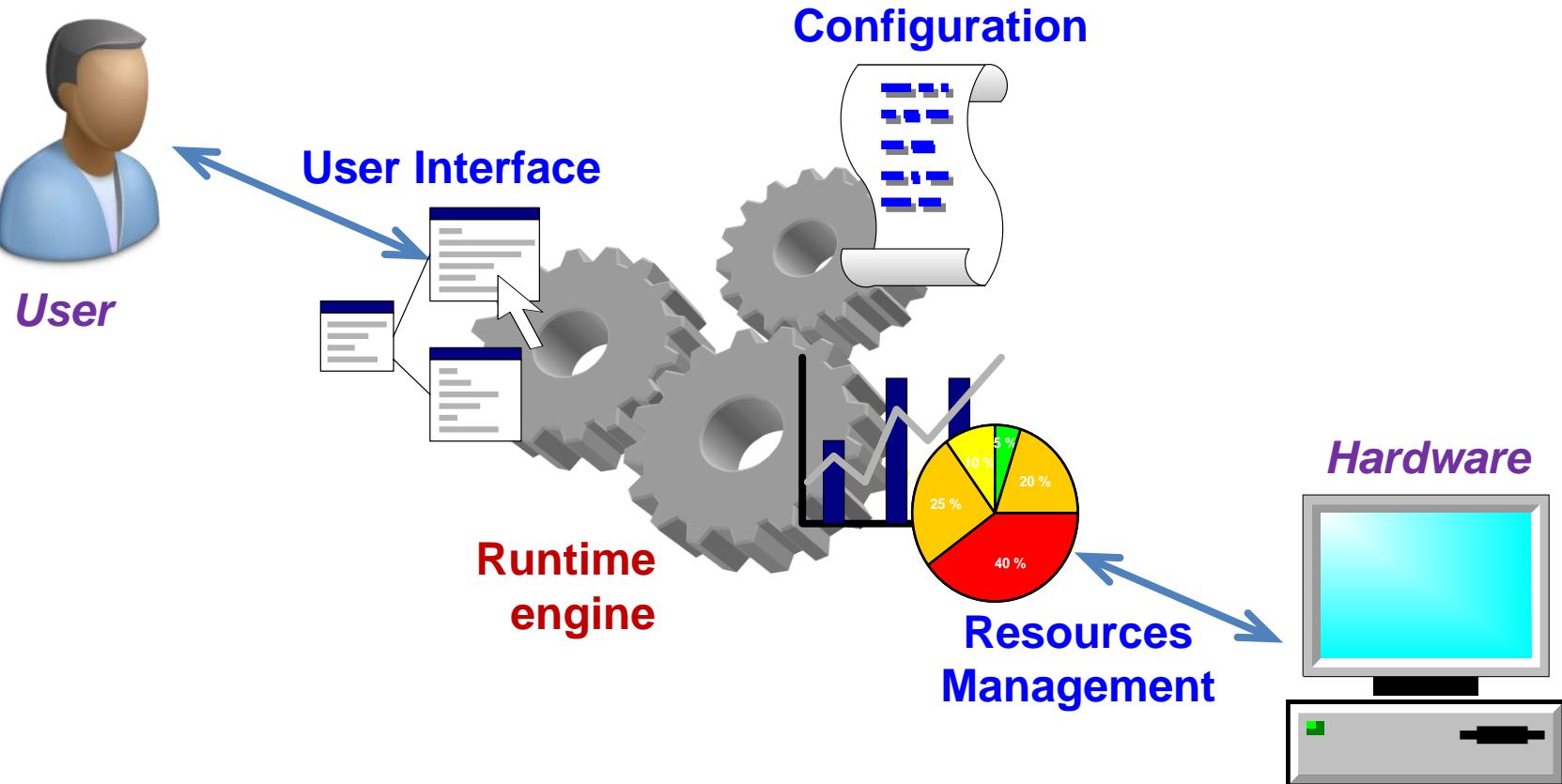
OS types



LINUX genesis



OS ?

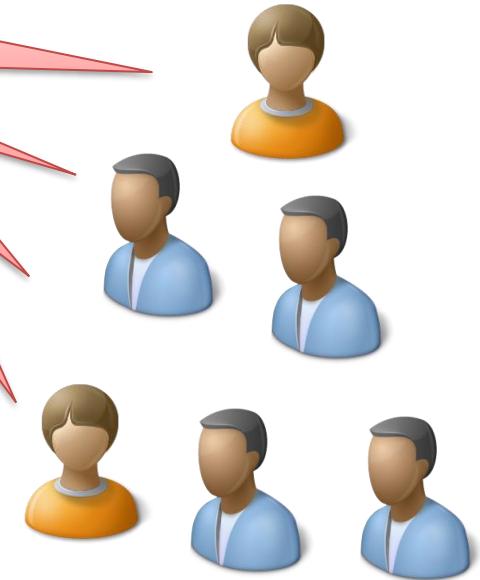


60's - One machine = One user

Mac-OS Debian
Windows Ubuntu
OpenSUSE BSD
Red-Hat Fedora
Ubuntu Mint
Android
MS-DOS

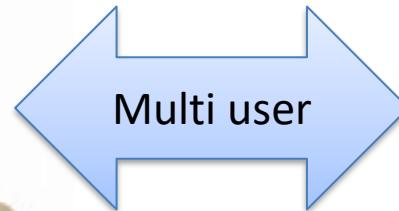


Hurry up!!



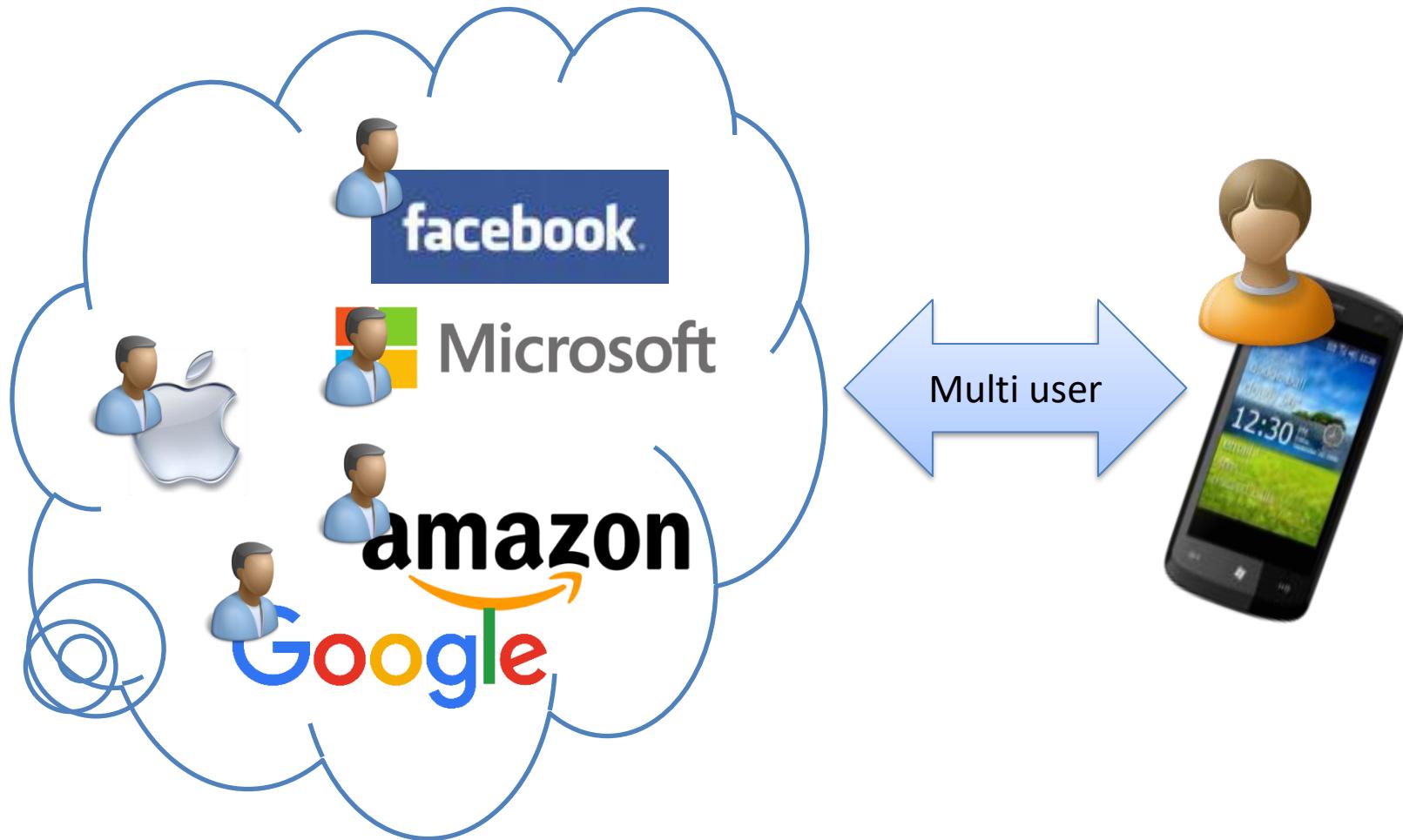
70's – Time sharing

Mac-OS Debian
Windows Ubuntu
OpenBSD FreeBSD
BSD-DragonFly
Red-Hat Gentoo
NetBSD Mandriva
FreeBSD Gentoo
Android MS-DOS



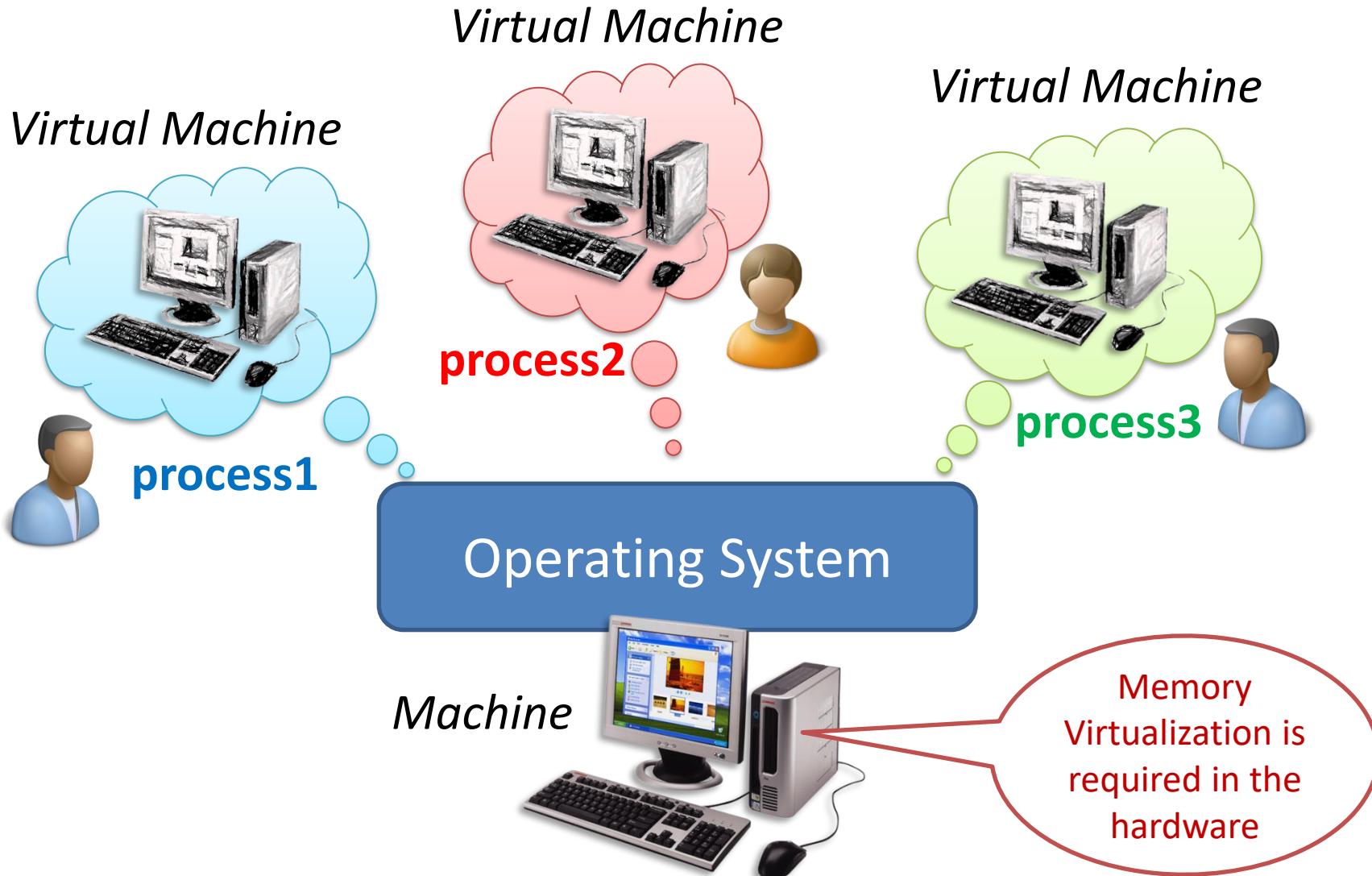
2010 - Mobile

Mac-OS
Debian
Windows
Ubuntu
OpenSUSE
BSD
Fedora
Red-Hat
SuSE
Mandriva
Mint
Android
MS-DOS



OS sharing mechanism

Mac-OS Debian
Windows Ubuntu
OpenSUSE BSD
Fedora Red-Hat
Ubuntu Mint
CentOS
Fedora
Android
MS-DOS



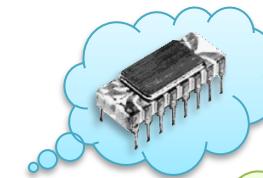
Role of an OS

Mac-OS Debian
Ubuntu
Windows
Linux
BSD
Red-Hat
Fedora
CentOS
Ubuntu
Android
MS-DOS



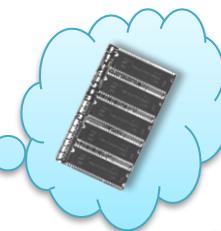
Virtual CPU

→ Schedule tasks



Virtual RAM

→ MMU



Virtual I/O

- File system
- Byte streams
- User interface

→ Driver management



OS Layers

SOFT



User environment

TTY shell

GUI shell

Developer environment

System API (LIBC, POSIX, Win32 ...)

OOP framework (JAVA, .NET ...)

Virtualized I/O

Persistence → HDD, SSD, File System ...

IPC → pipes, sockets ...

Peripherals & Stacks → Serial, USB, Ethernet ...

Memory

- MMU → processus → protection

Execution

- Scheduler → thread → synchronization

HARD

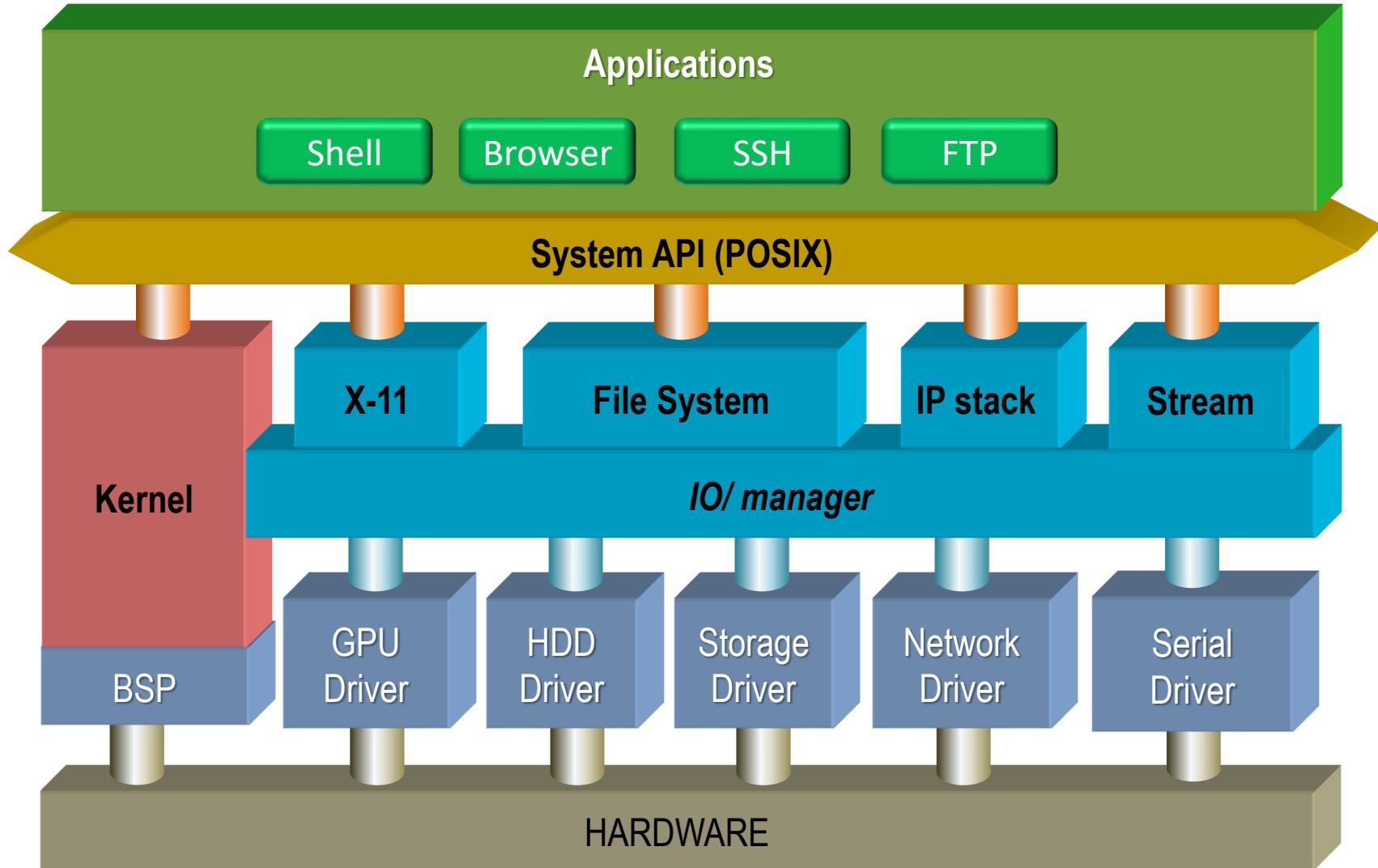
Mac-OS
Debian
Windows
Ubuntu
OpenSUSE
BSD
Fedora
Red-Hat
Netware
Android
MS-DOS

Services

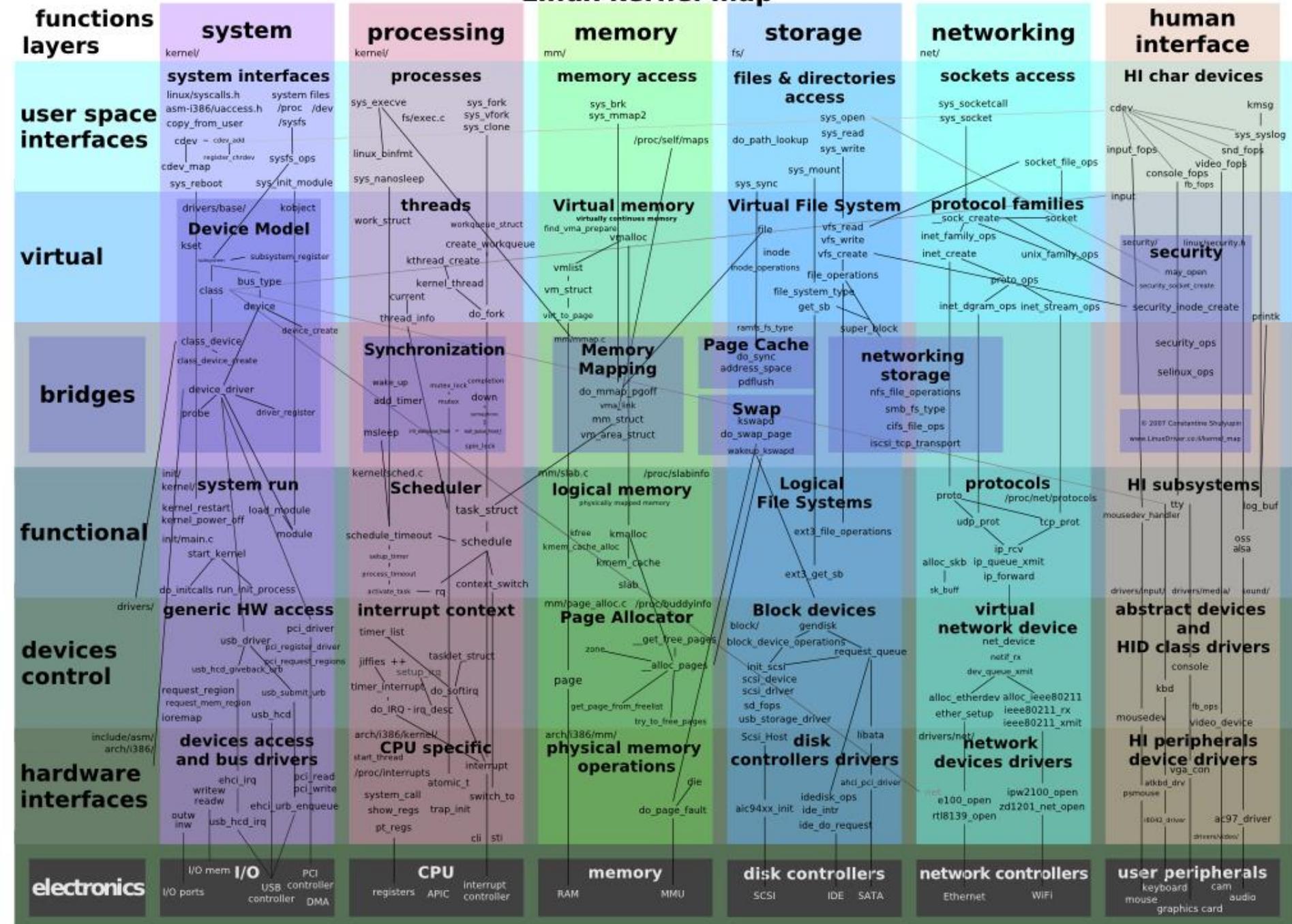
Drivers

Kernel

OS logical organization



Linux kernel map



OS landscape



- Universal → *Kernel + Drivers + Services*
 - Unix / Linux
 - Windows



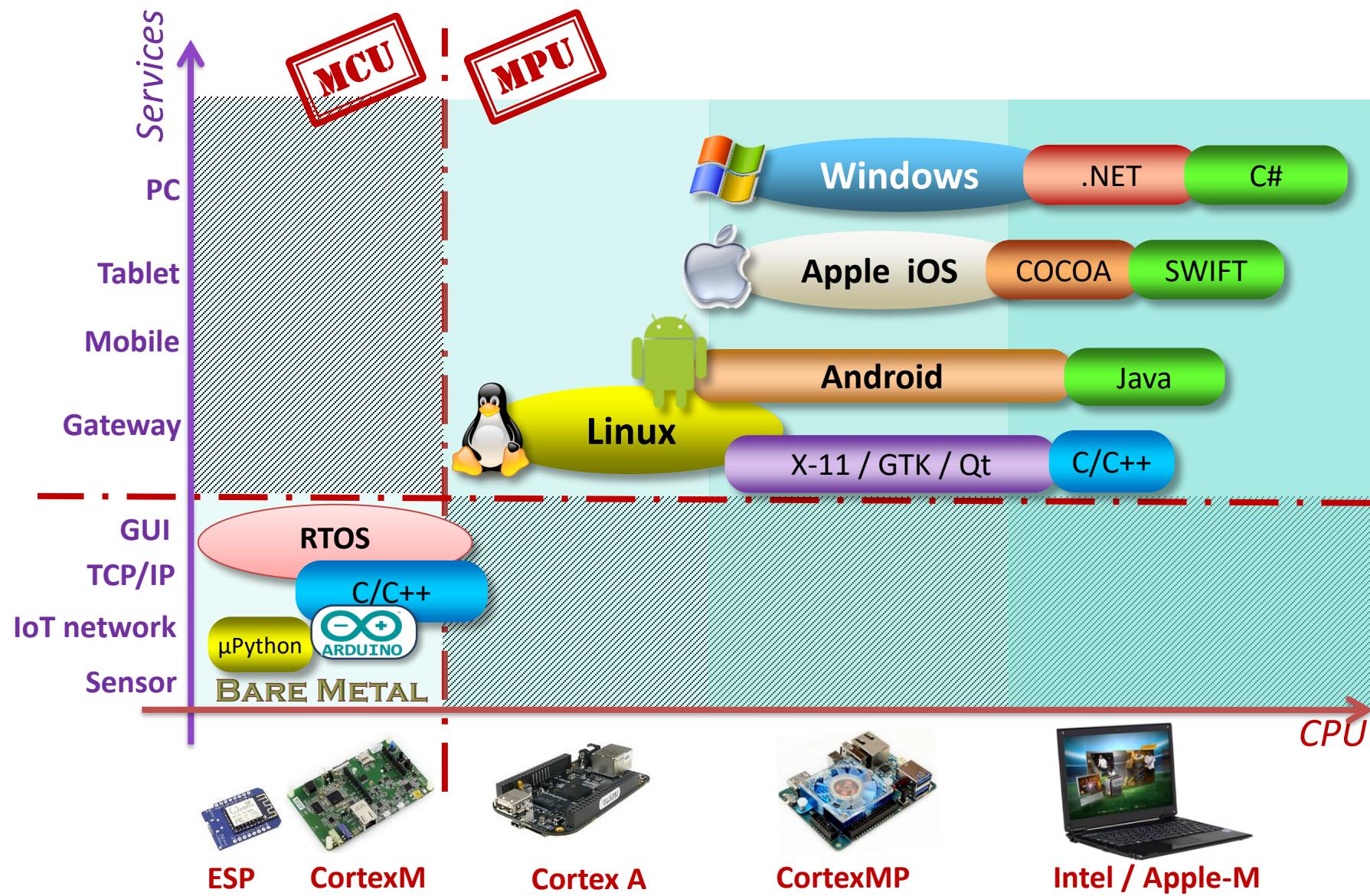
- Embedded → *Kernel + (Drivers + Services)*
 - Yocto
 - QNX



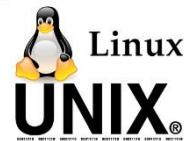
- RTOS → *Kernel (+ Drivers)*
 - FreeRTOS
 - ThreadX
 - Nucleus



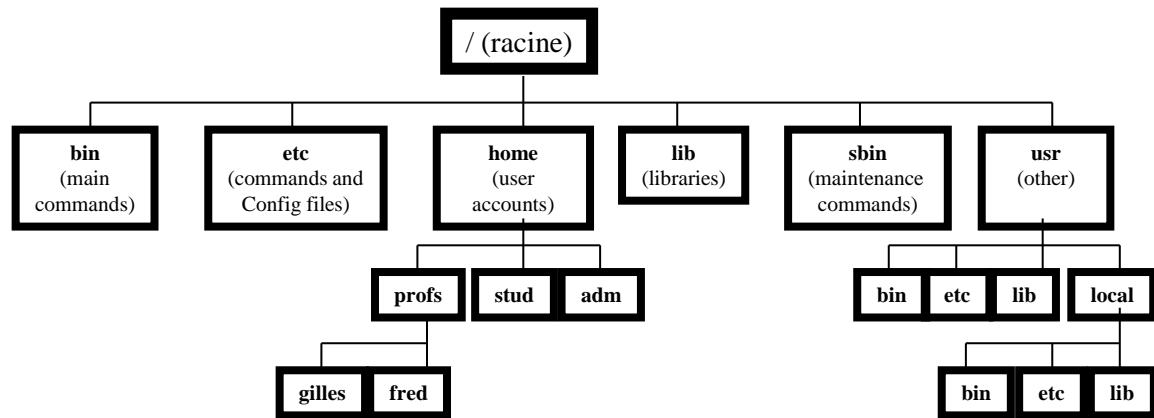
General HARD/SOFT landscape



Linux from a user perspective



- File system



- Command shell & Packages
 - BASH, APT
- Graphical interface
 - X11, GTK, Qt, etc.
 - Browser,

OS from a developer perspective



Specific Optimized

Firmware/RTOS





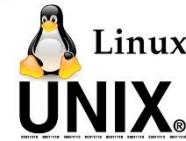
Dedicated software

Openness (SDK) Portability

os



Unix from a developer perspective



- **Developer toolchain**
 - GCC, G++, GDB, make, cmake, etc.
 - objdump, pmap, ldd, git etc.
- **System API**
 - C library (`printf`, `fork`, etc.)
 - Prototypes definitions (includes)
 - POSIX extensions (`pthread_t`, `mmap`, etc.)
 - includes and libraries (`pthread`, etc.)