

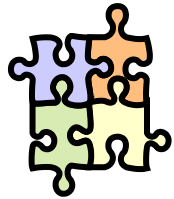
UNIX/Linux

Introduction

Summary



OS objectives



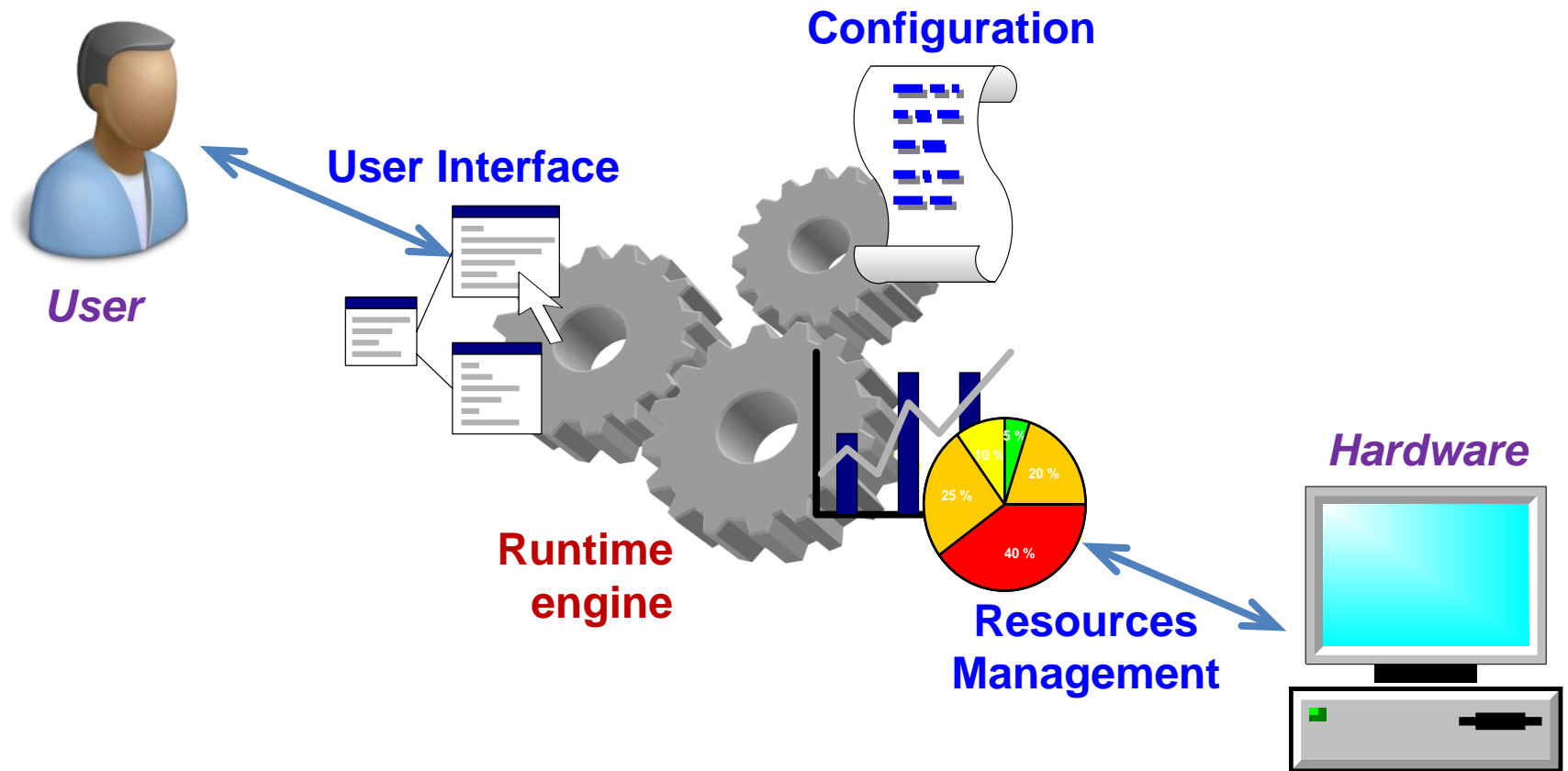
OS types



LINUX genesis



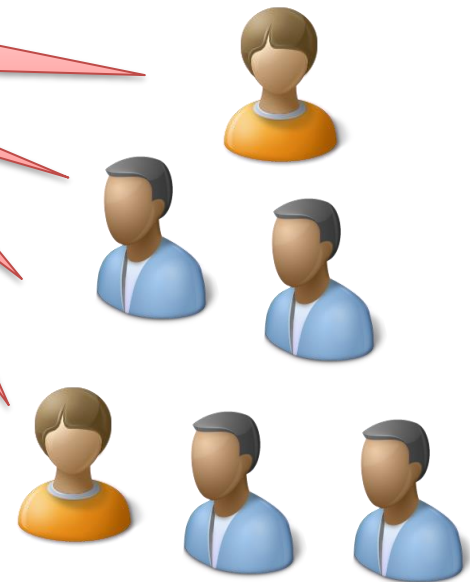
OS ?



60's - One machine = One user

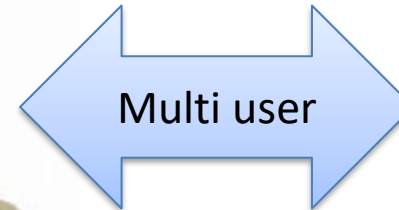


Hurry up!!



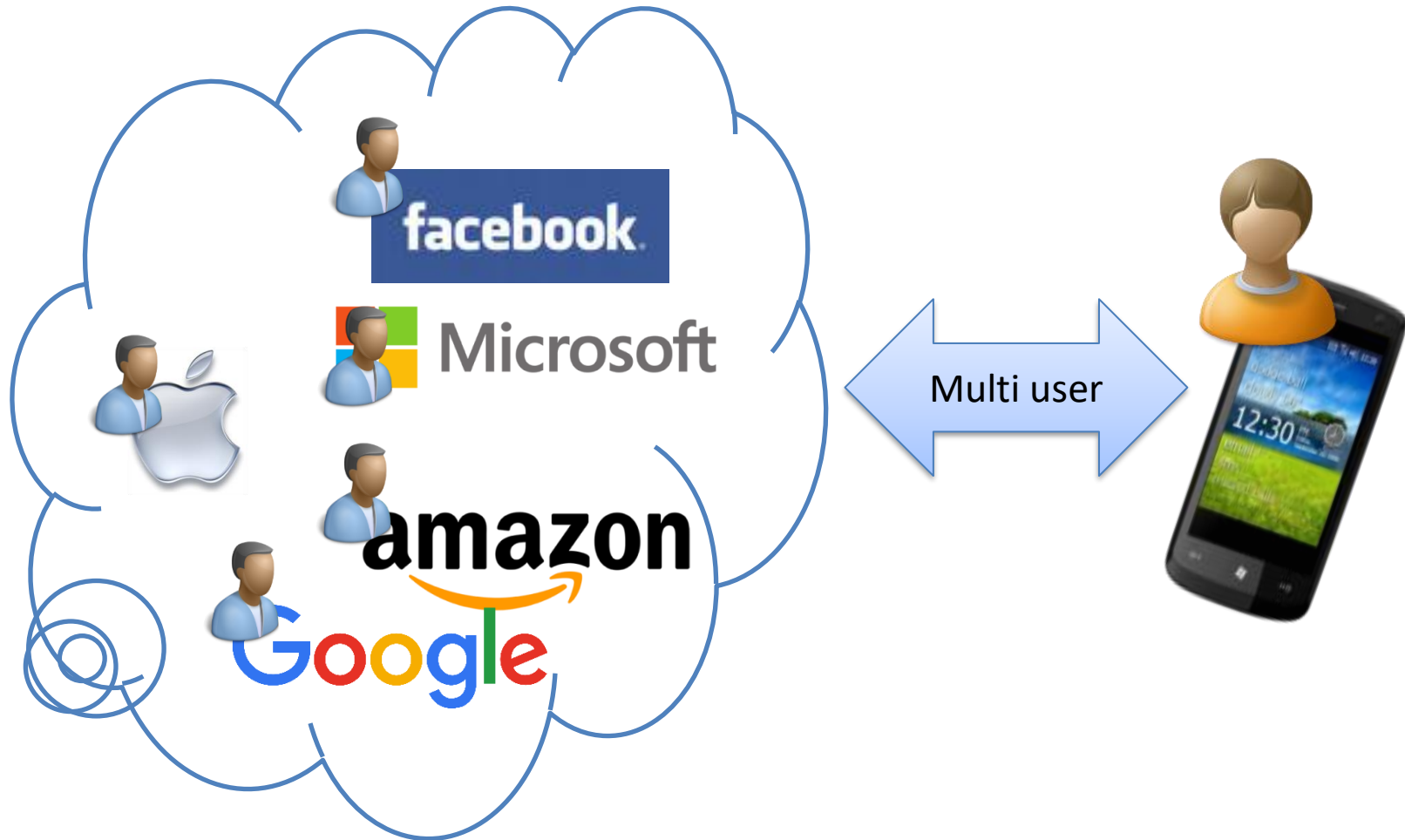
70's – Time sharing

Mac-OS
Debian
Ubuntu
Windows
BSD
Red-Hat
HP-UX
Linux
Android
MS-DOS

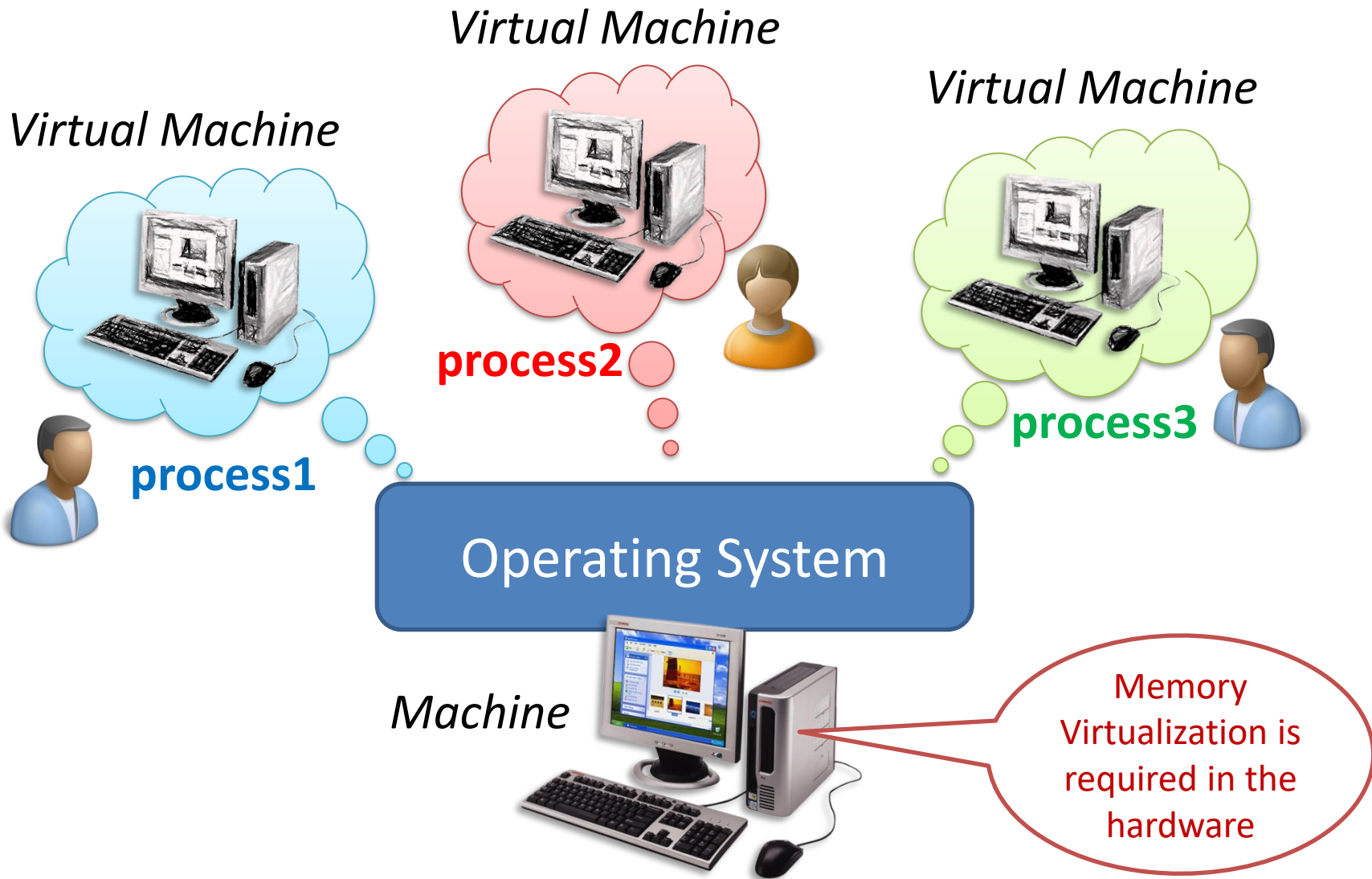


2010 - Mobile

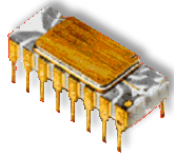
Mac-OS
Debian
Ubuntu
Windows
BSD
Red-Hat
HP-UX
Linux
Android
MS-DOS



OS sharing mechanism

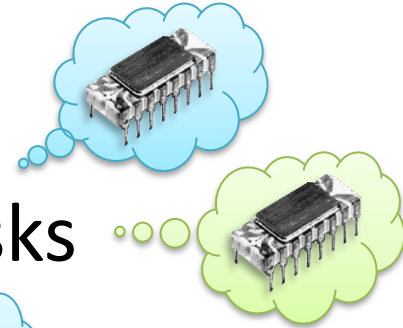


Role of an OS



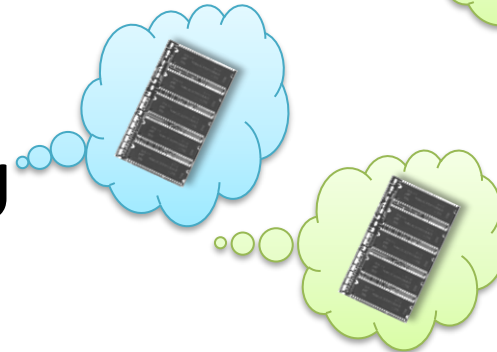
Virtual CPU

→ Schedule tasks



Virtual RAM

→ MMU



Virtual I/O

→ Driver management

- File system
- Byte streams
- User interface



OS Layers



SOFT



HARD

User environment

TTY shell

GUI shell

Developer environment

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

OOP framework (JAVA, .NET ...)

Services

Virtualized I/O

Persistence → HDD, SSD, File System ...

IPC → pipes, sockets ...

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

Drivers

Memory

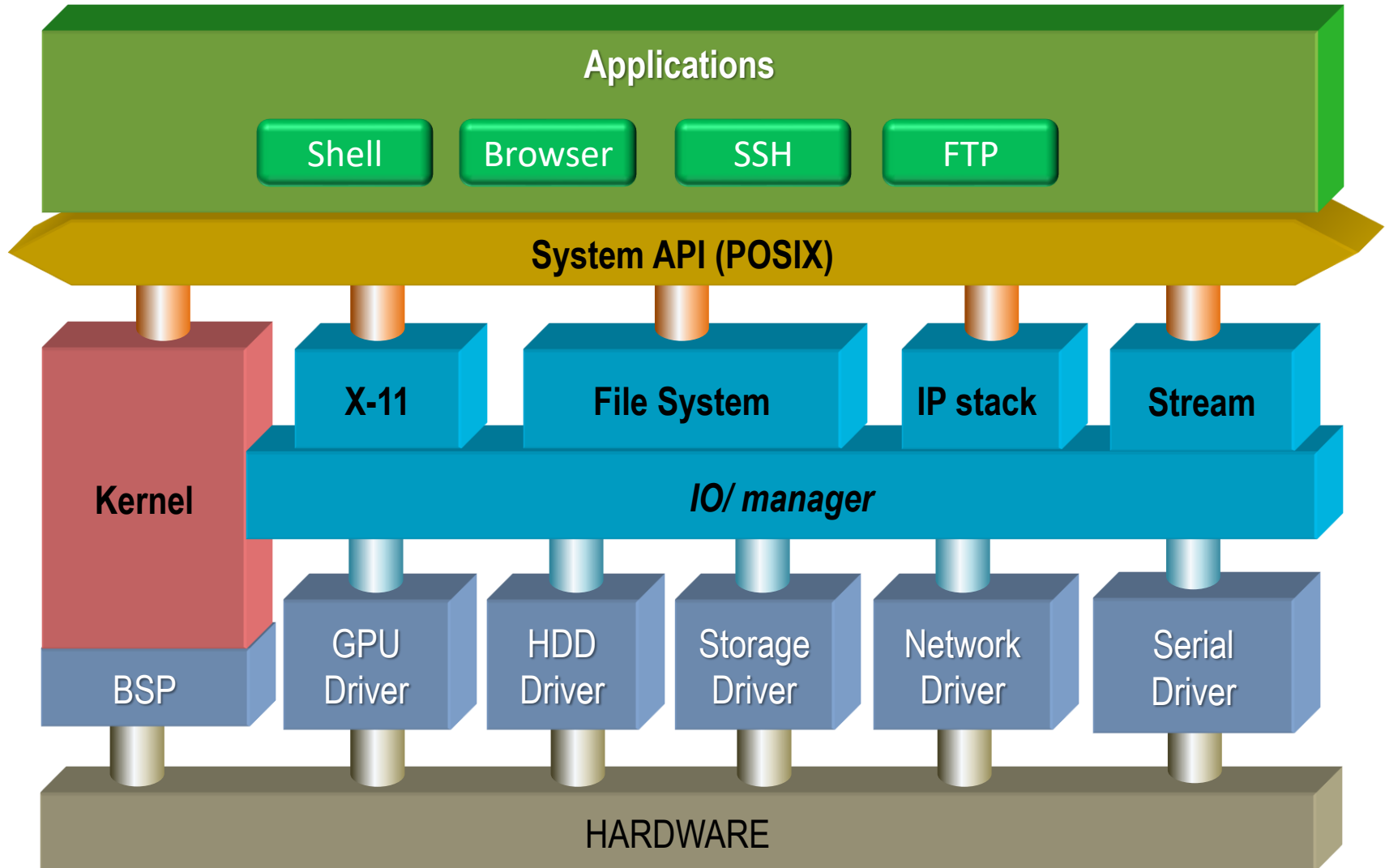
- MMU → processus → protection

Execution

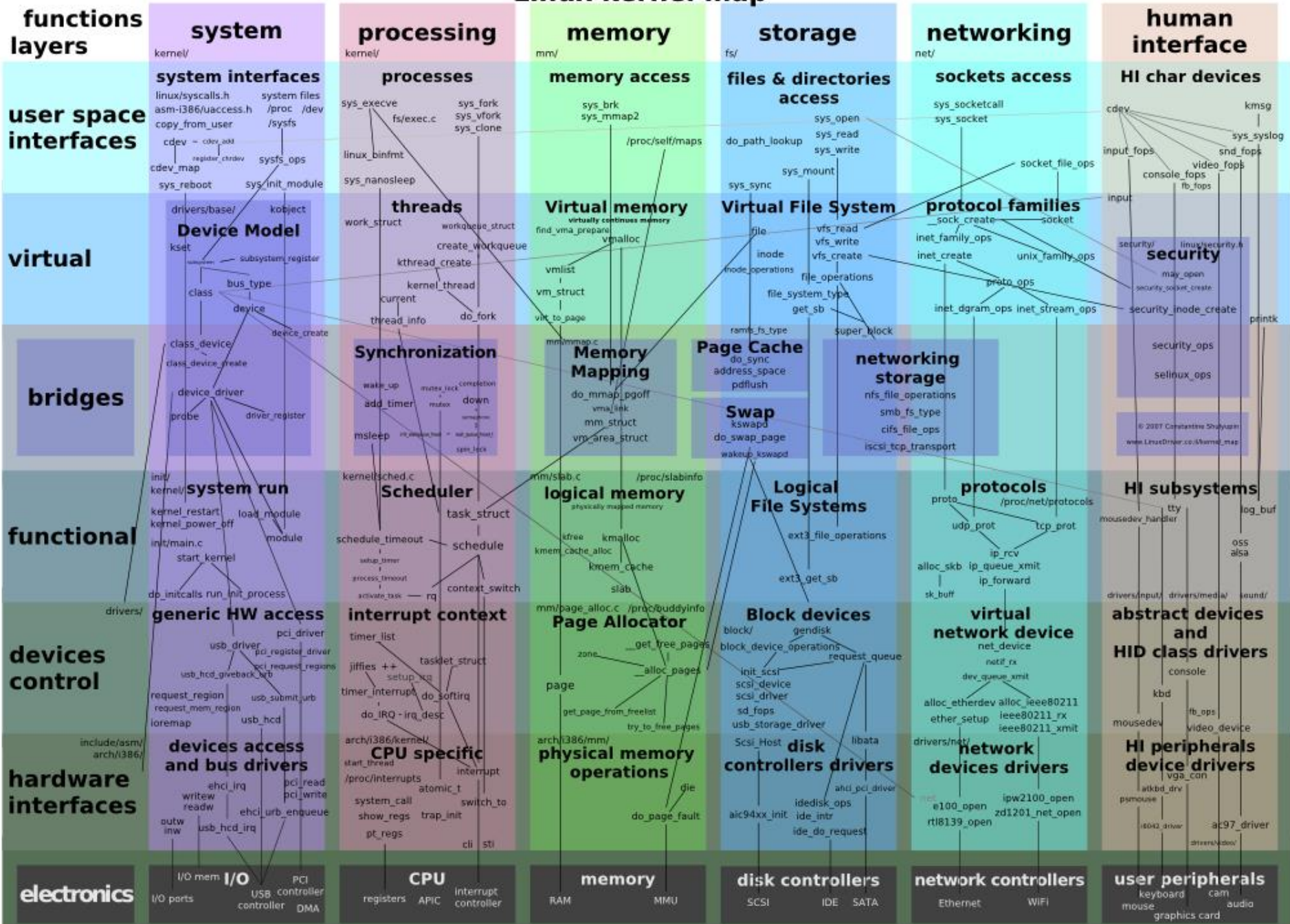
- Scheduler → thread → synchronization

Kernel

OS logical organization



Linux kernel map



OS landscape



- Universal → *Kernel + Drivers + Services*

- Unix / Linux
- Windows



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

- Yocto
- QNX

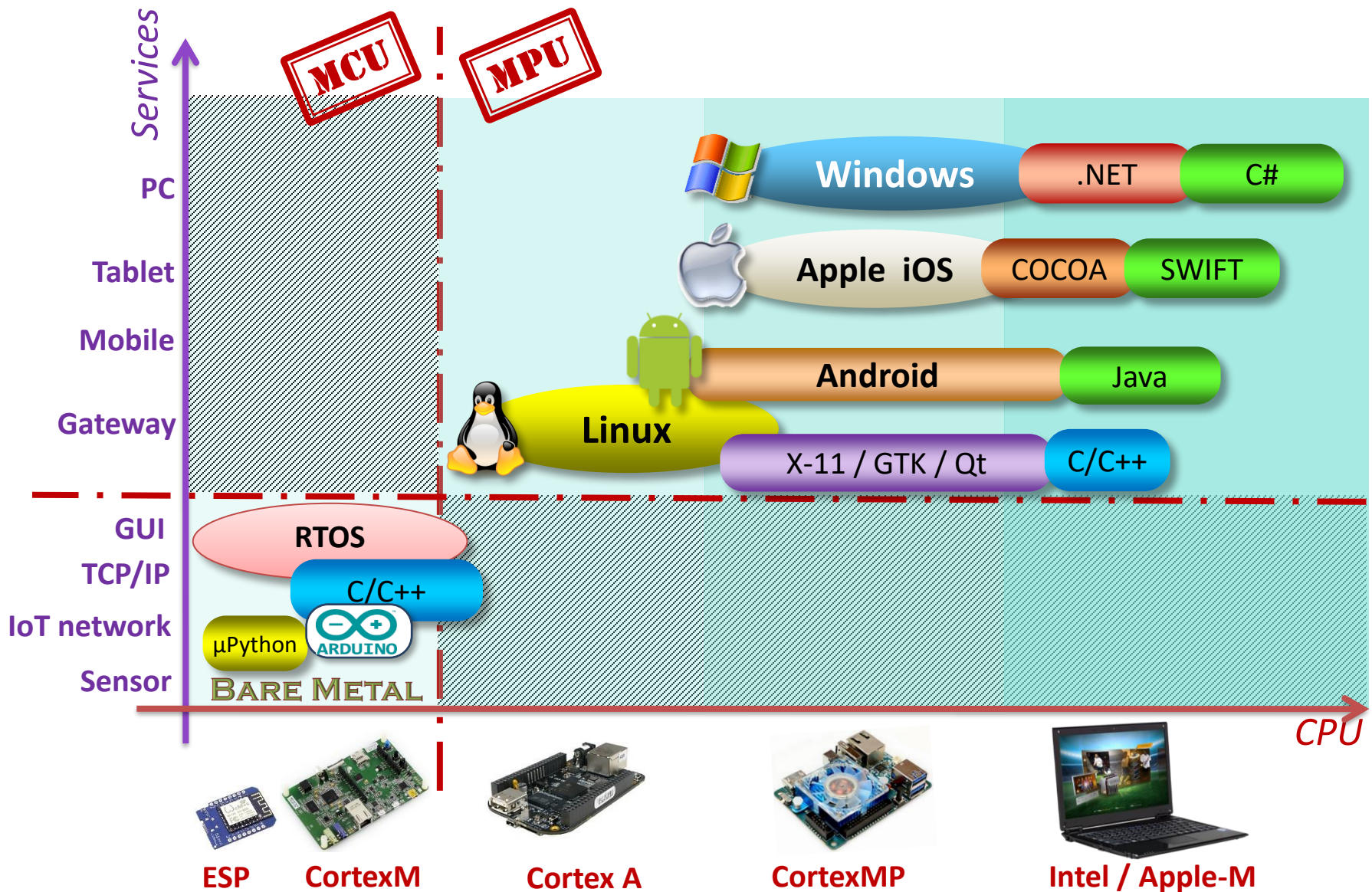


- RTOS → *Kernel (+ Drivers)*

- FreeRTOS
- ThreadX
- Nucleus



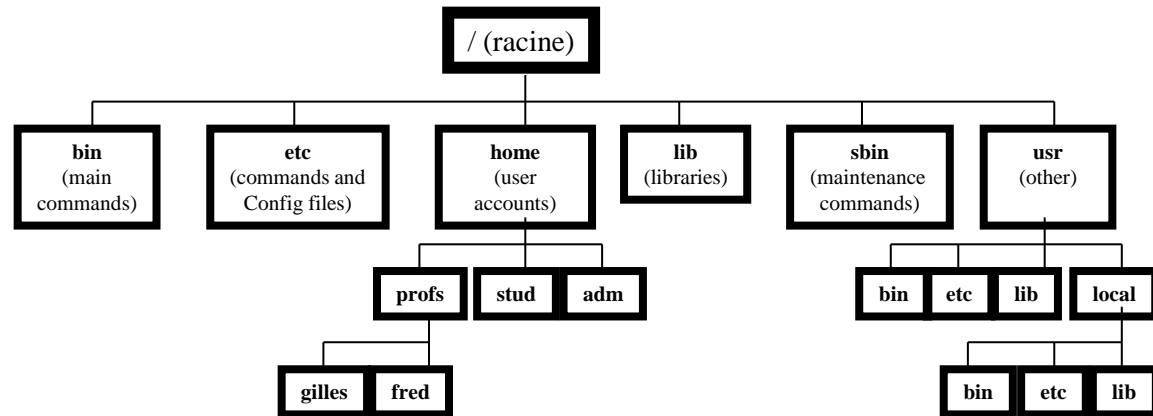
General HARD/SOFT landscape



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



Portable software

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.)