



!! WELCOME !!

Parts of Unix System
(Kernel), (Shell), (Tools and Apps)

UNIX Operating System

Submitted To:
RAMESH

Submitted By:
Rajan Shrestha

SOFTWAREICA BATCH 19 'A'



Contents

1. History of UNIX
2. What is UNIX
3. Commands
4. File System
5. Memory Management
6. Interrupts
7. Why Use UNIX?
8. Applications

continued

History

1970s

In the 1970s Brian Kernighan coined the project name *Unics* as a **play** on *Mastics*, (Multiplexed Information and Computing Service). Unics could eventually support multiple simultaneous users, and it was renamed *Unix*

History

1980s

AT&T licensed **UNIX System III**, based largely on Version 7, for commercial use, the first version launching in 1982. This also included support for the VAX. AT&T continued to issue licenses for older Unix versions. To end the confusion between all its differing internal versions, AT&T combined them into **UNIX System V** Release 1. This introduced a few features such as the **vi** editor and **curses** from the **Berkeley Software Distribution** of Unix developed at the **University of California, Berkeley**. This also included support for the **Western Electric 3B series** of machines.

History

1990s

In 1990, the **Open Software Foundation** released OSF/1, their standard Unix implementation, based on **Mach** and BSD. The Foundation was started in 1988 and was funded by several Unix-related companies that wished to counteract the collaboration of AT&T and Sun on SVR4. Subsequently, AT&T and another group of licensees formed the group "**UNIX International**" in order to counteract OSF. This escalation of conflict between competing vendors gave rise again to the phrase "Unix wars".

(Brief) History

2000s

In 2000, SCO sold its entire UNIX business and assets to Caldera Systems, which later on changed its name to The SCO Group.

The dot-com bubble (2001–2003) led to significant consolidation of versions of Unix. Of the many commercial variants of Unix that were born in the 1980s, only Solaris, HP-UX, and AIX were still doing relatively well in the market, though SGI's IRIX persisted for quite some time. Of these, Solaris had the largest market share in 2005

What is UNIX?

- The UNIX Operating System (OS) is a large program (mostly coded in C) that turns the computer into a useable machine.
- It provides a number of facilities:
 - management of hardware resources
 - directory and file system
 - loading / execution / suspension of programs



Commands

Directory commands

cd	Change the working directory
find	Find a file by name or by other characteristics
mkdir	Make a directory
rmdir	Remove a directory

File manipulation

commandscat	Concatenate and display a file
cp	Copy a file
grep	Search a file for a specific text string
mv	Move or rename a file
rm	Remove a file

Commands



Display commands

- date** Print the date and time
- ls** List the contents of a directory
- pwd** Display the working directory pathname
- tail** Display the end of a file

Process commands

- exit** Terminate a process
- kill** Terminate or send a signal to a process
- passwd** Create or change a password
- ps** Display the status of a process
- telnet** Connect to a remote system using the Telnet protocol

The UNIX File System

1. An upside-down Tree
2. Some System Directories
3. Pathnames
- 4 Commands and Pathnames

1. An upside-down Tree

- A simplified UNIX directory/file system:



2. Some System Directories

- `/` *root* directory
- `/bin` commands
- `/etc` system data files
(e.g. `/etc/passwd`)
- `/dev` files representing I/O devices

3.Pathnames

- A *pathname* is a sequence of directory names (separated by /'s) which identifies the location of a directory.
- There are two sorts of pathnames
 - absolute pathnames
 - relative pathname

3.1 Absolute Pathnames

- The sequence of directory names between the top of the tree (the *root*) and the directory of interest.

- For example:

/bin

/etc/terminfo

/export/user/home/ad

/export/user/home/s3910120/proj1

3.2 Relative Pathnames

- The sequence of directory names **below** the directory where you are now to the directory of interest.

- If you are interested in the directory `proj1`:

<code>proj1</code>	if you are in <code>s3910120</code>
--------------------	-------------------------------------

<code>s3910120/proj1</code>	if you are in <code>home</code>
-----------------------------	---------------------------------

<code>home/s3910120/proj1</code>	if you are in <code>user</code>
----------------------------------	---------------------------------

4.Commands and Pathnames

- Commands often use pathnames.

- For example:

`/usr/games/fortune`

`cat /etc/passwd` List the password file

Memory Management

Memory

- *Primary memory is a precious resource that frequently cannot contain all active processes in the system
- *The memory management system decides which processes should reside (at least partially) in main memory
- *It monitors the amount of available primary memory and may periodically write processes to a secondary device called the swap device to provide more space in primary memory
- *At a later time, the kernel reads the data from swap device back to main memory

Memory Management

UNIX Memory Management Policies

- Swapping
 - Easy to implement
 - Less system overhead
- Demand Paging
 - Greater flexibility

Memory Management

Swapping

- The swap device is a block device in a configurable section of a disk
- Kernel allocates contiguous space on the swap device without fragmentation
- It maintains free space of the swap device in an in-core table, called **map**
- The kernel treats each unit of the swap map as group of disk blocks
- As kernel allocates and frees resources, it updates the map accordingly

Memory Management

Demand Paging

- Not all page of process resides in memory
- Locality
- When a process accesses a page that is not part of its working set, it incurs a page fault.
- The kernel suspends the execution of the process until it reads the page into memory and makes it accessible to the process

Interrupts

Interrupt

When a process terminates abnormally it usually tries to send a signal indicating what went wrong. C programs (and UNIX) can trap these for diagnostics. Also user specified communication can take place in this way.

Interrupts

Signals are software generated interrupts that are sent to a process when a event happens. Each signal has a default action which is one of the following:

- 1 The signal is discarded after being received
- 2 The process is terminated after the signal is received
- 3 A core file is written, then the process is terminated
- 4 Stop the process after the signal is received

Interrupts

Each signal defined by the system falls into one of five classes:

- 1 Hardware conditions**
- 2 Software conditions**
- 3 Input/output notification**
- 4 Process control**
- 5 Resource control**

Why Use UNIX?

- multi-tasking / multi-user
- lots of software
- networking capability
- graphical (with command line)
- easy to program
- portable (PCs, mainframes, super-computers)

continued

Applications

Storage Consultancy

- Expert advice on all forms of storage technologies.
- Storage management software.
- Solutions that can grow and evolve as your business does.
- Experienced fully trained and accredited consultants.
- Independent recommendations on storage technologies.
- Full project management to implement storage technologies.

Applications

Backup & Recovery Consulting

- Identify inefficiencies with your current backup and recovery environment that may be costing you time and money.
- Ensure your backup and recovery architecture meets your changing production environment and SLAs.
- Configure and optimize all aspects of your backup and recovery environment.

Applications

Middleware & Database Administration

- Installation and configuration of Web Logic and Web sphere application servers in highly available clustering environment.
- Understanding the complexities of infrastructure design and maintenance, analyze architecture and security issues
Hardening productions environments.
- Assisting clients in aspects of deploying J2EE applications and connecting to back end resources.
- Providing development and production environments. Finding performance bottlenecks and tuning of existing Web sphere or Web Logic applications servers.

Thanks for watching !