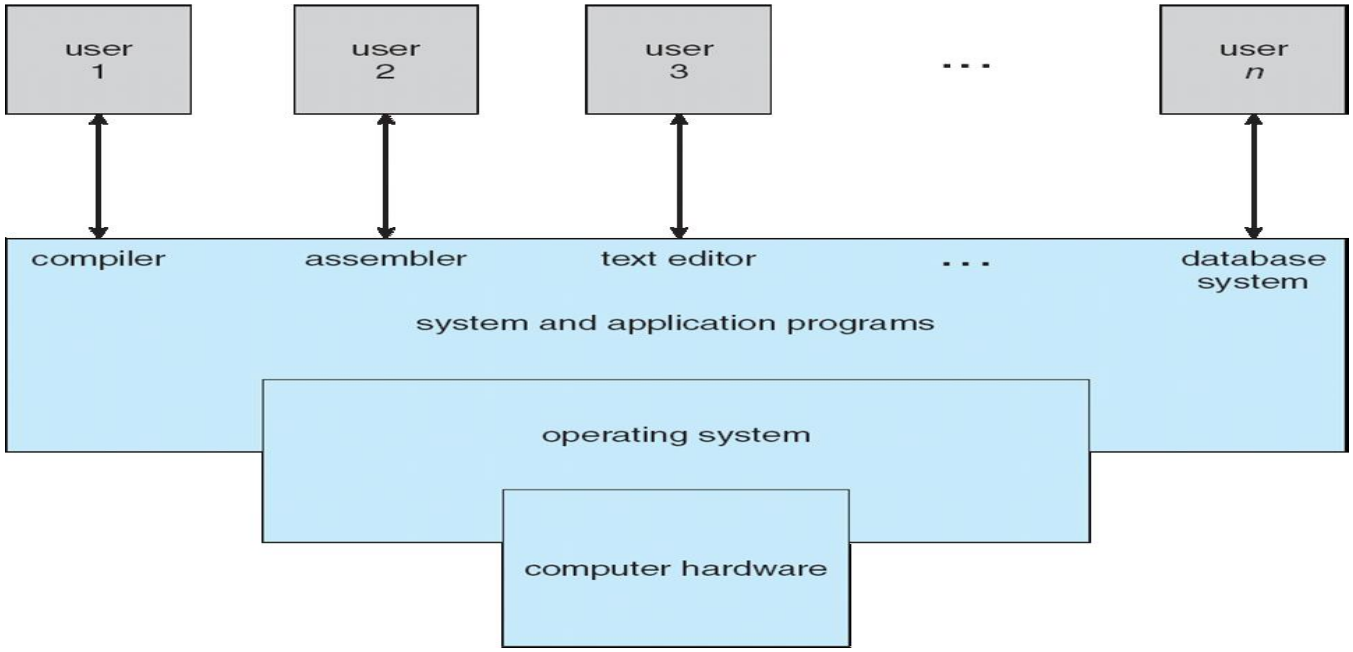
PreCAT-Operating System Day 1

PPT's Compiled by :
Mrs. Akshita. S. Chanchlani
SunBeam Infotech
akshita.chanchlani@sunbeaminfo.com

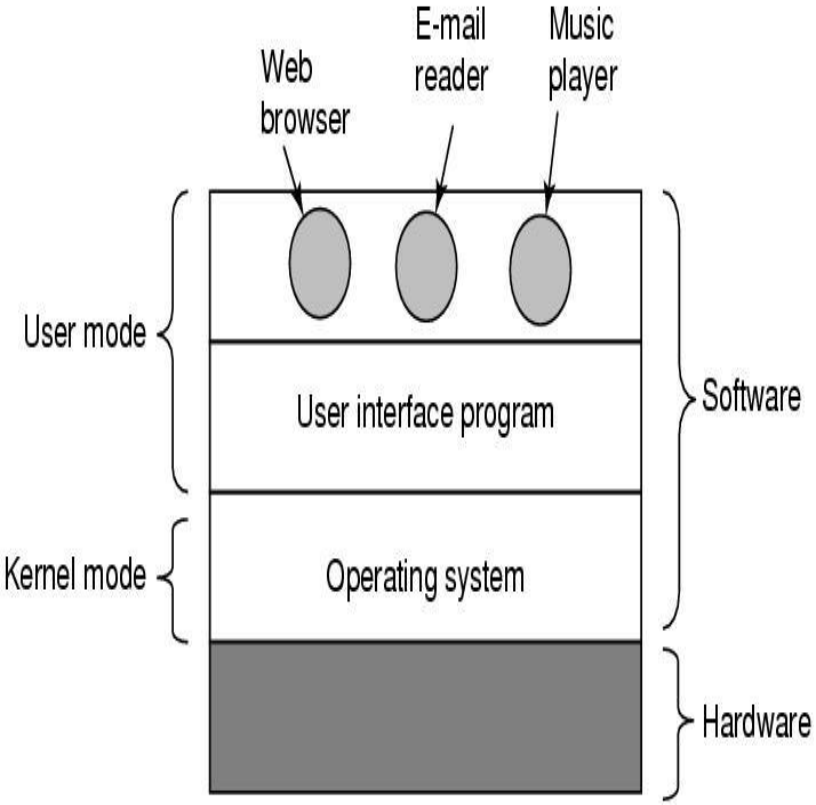
Abstract View of Computer System

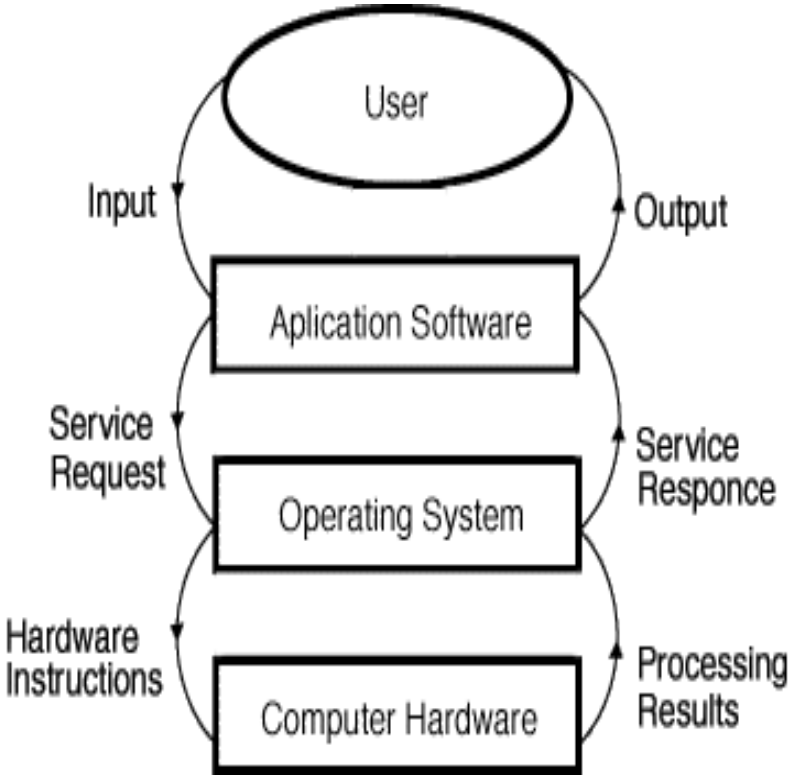


Hardware	Application Programs	Operating System
• CPU • Memory • IO Devices	• Word Processors • Spreadsheets • Web browser	• Controls and coordinates among various applications

The fundamental goal of a Computer System is to execute user programs and to make tasks easier.

Where OS Fit In????





Need of OS:

- Managing Application programs
- Managing Input-Output unit
- Consistent user interface

Operating System

- A program that controls the execution of application programs.
- It is a system software(i.e. collection of system programs) which acts as an interface between user and hardware.
- OS has two viewpoints:
  - User view
  - System View
- A modern computer consists of:
  - One or more processors
  - Main memory
  - Disks
  - Printers
  - Various input/output devices.

Managing all these varied components requires a layer of software – the Operating System (OS).

Operating System also knows as....

OS as a resource Allocator

- It allocates required resources (like main memory, cpu time and i/o devices access) to all running programs.

OS as Resource Manager

- It manages available resources among all running programs.
- controlling and allocating resources

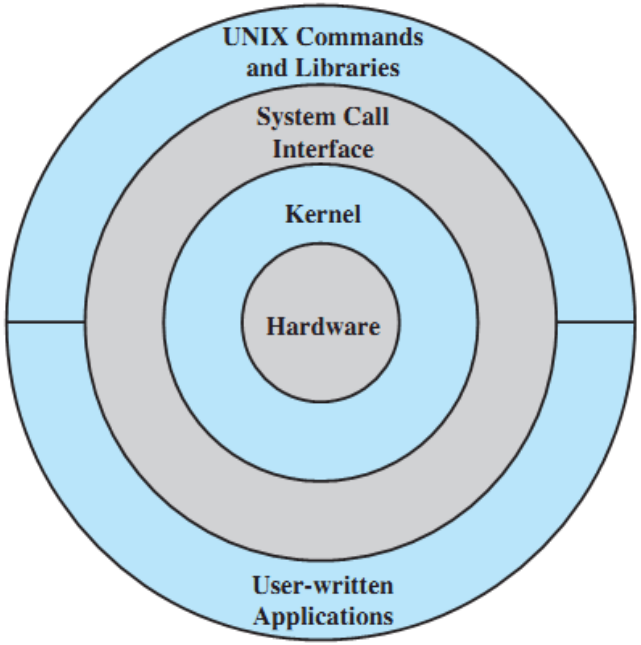
OS as Control Program

- OS not only controls an execution of all programs, it also controls all hardware device connected to the system

Kernel the one program running at all times on the computer.

OS Elements:

1. User Interface
2. "kernel"
   - it is a core part/program of an operating system which runs continuously into the main memory .
   - "kernel is OS or OS kernel
   - Kernel Interacts with the IO Devices.
3. File Management System
   - Organizes and manages files.

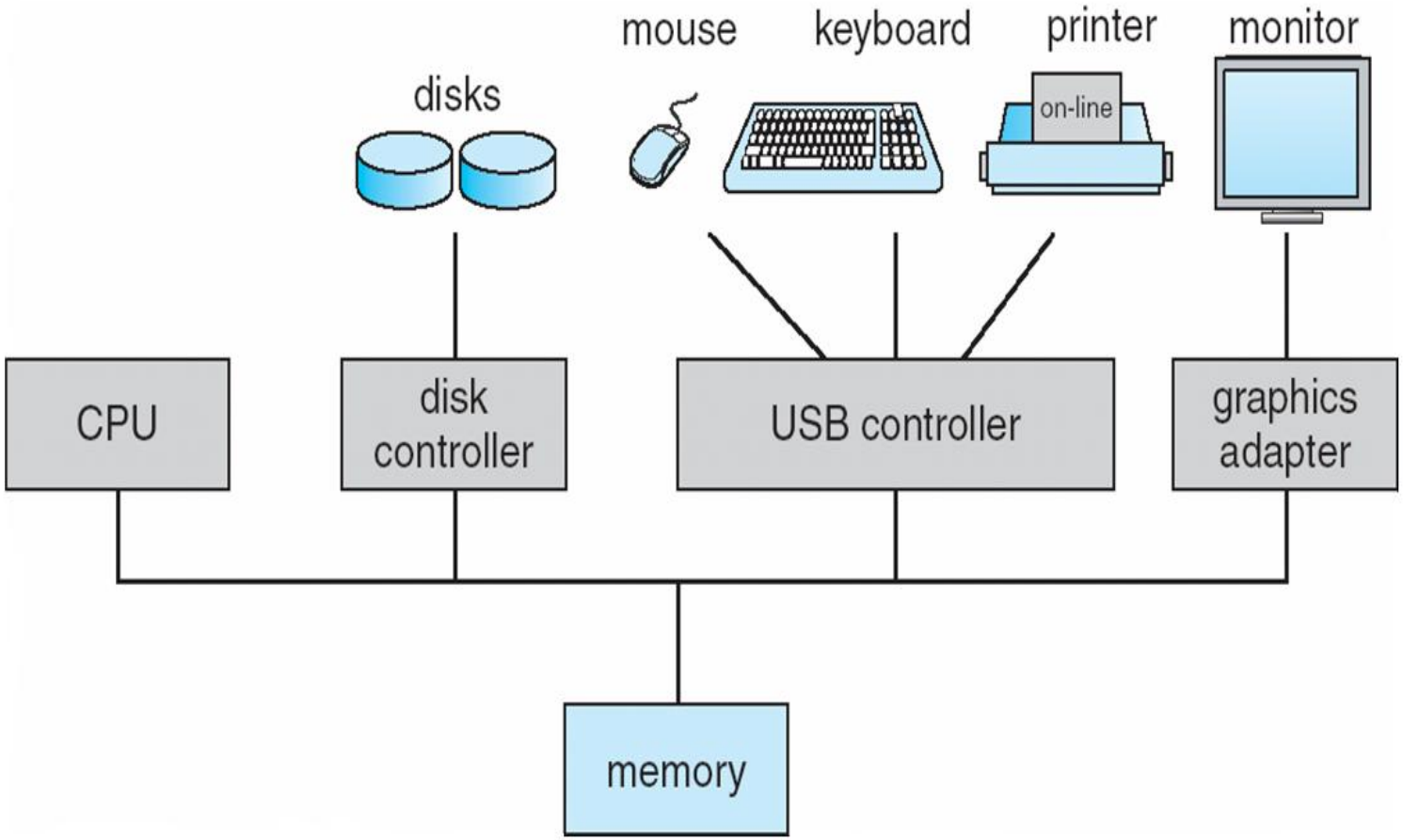


Layered Architecture

OS Functions

- Basic Functionalities:
  - File and IO Management
  - Hardware Abstraction
  - Process Management
  - Memory management
  - CPU scheduling
- extra utility functionalities:
  - protection and security
  - user interfacing
  - Networking

A Computer System

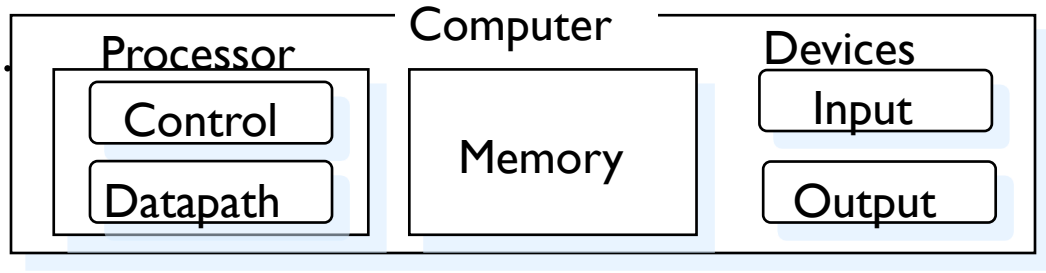


What is computer?

- **Computer is a machine/hardware which does different tasks for the user efficiently and effectively.**
- Since the 1940's, computers have 5 classic components
- Input devices
  - Keyboard, mouse, …
- Output devices
  - Display, printer, …
- Storage devices
  - Volatile memory devices: RAM, DRAM, SRAM, …
  - Permanent storage devices: Magnetic, Optical, and Flash disks, …
- Data path (ALU)
- Control (ROM)

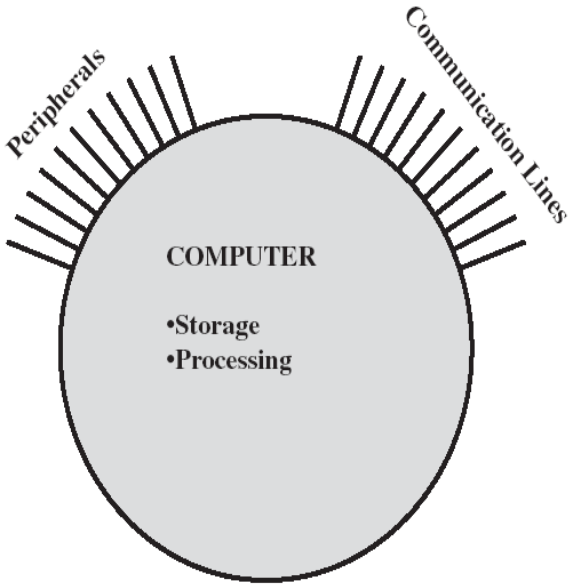
  } Together, they are called the Processor

- Newly added 6th component: Network
  - Essential component for communication in any computer system



Top level structure of computer

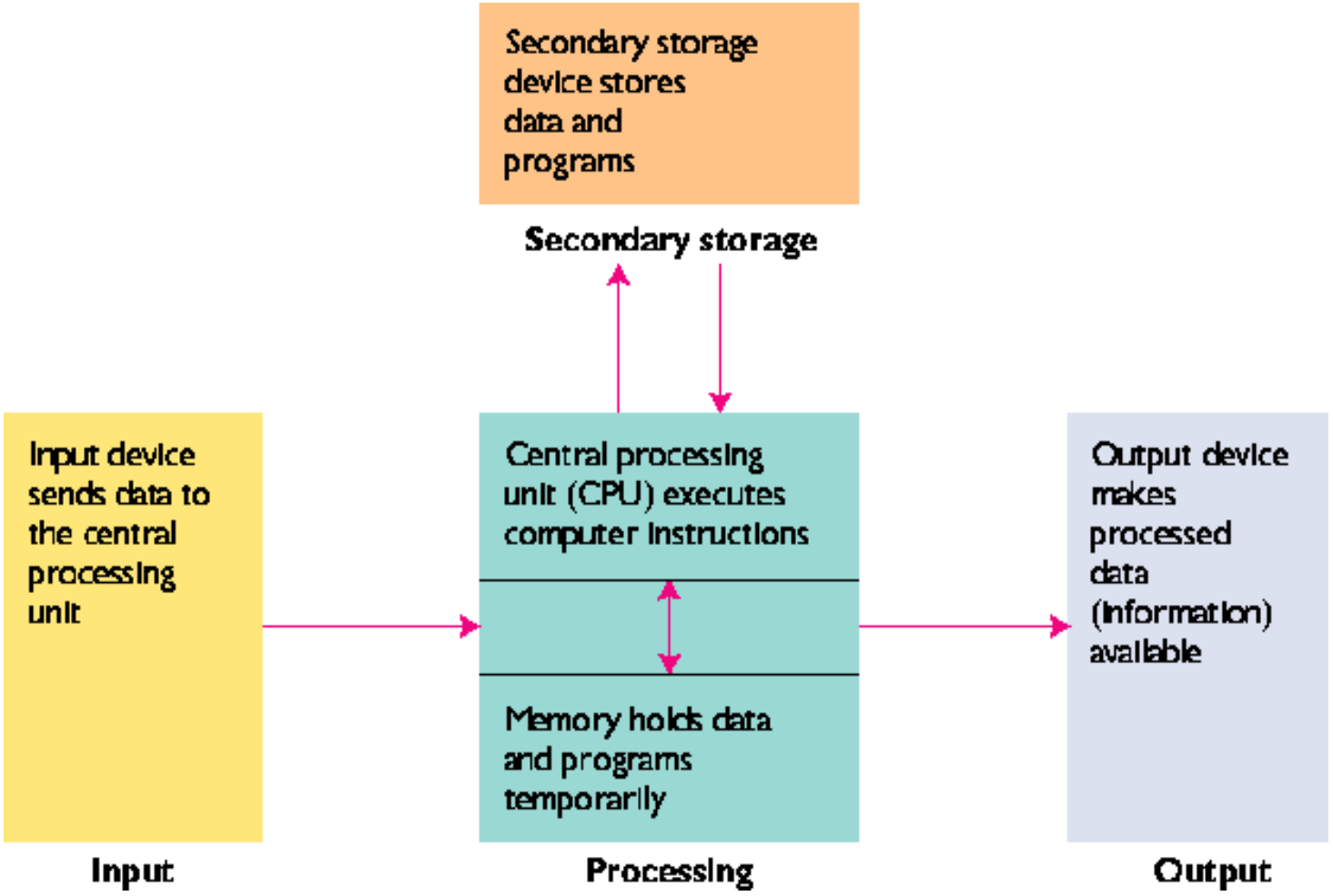
- The Computer has:
  - **CPU**
    - Controls the operation of the computer and performs its data processing functions.
  - **Main memory**
    - Stores data
  - **I/O**
    - Moves data between the computer and its external environment
  - **System interconnection**
    - Provides for communication among CPU, main memory, and I/O



Computer System Components

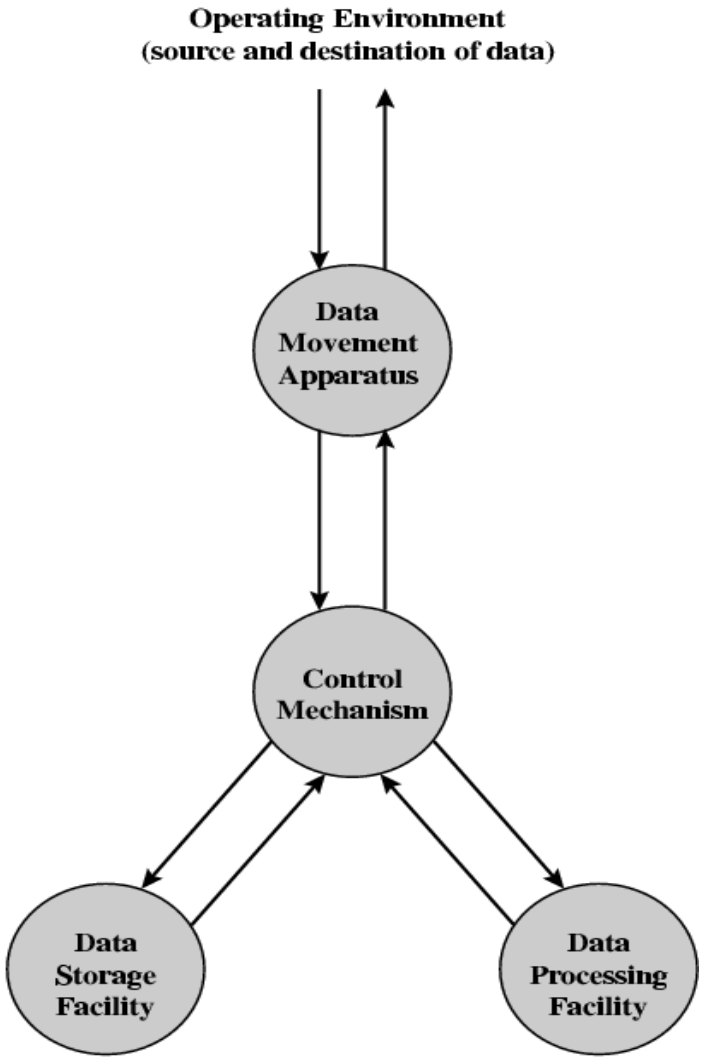
1. **Hardware** – provides basic computing resources (CPU, Memory, I/O devices, Communication).
2. **Operating System** – controls and coordinates use of the hardware among various application programs for various users.
3. **System & Application Programs** – ways in which the system resources are used to solve computing problems of the users (Word processors, Compilers, Web browsers, Database systems, Video games).
4. **Users** – (People, Machines, other computers).

Parts of Computer



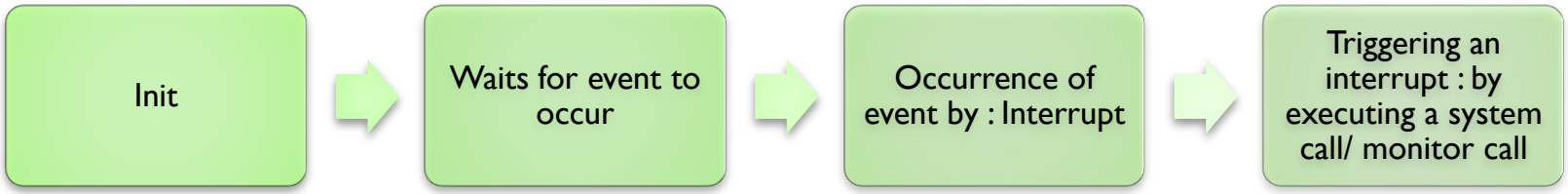
Computer Functions

- Data Storage
- Data Processing
- Data Movement
- Control



What happens when we start a computer?? (Booting Process)

- Hardware doesn't know where the operating system resides and how to load it.
- **Bootstrap Program :**
  - Initial program to run a system
  - Locating and Loading OS Kernel in main memory
- Where it is stored ??? ROM
- What it does???
  - Initialize the system from CPU registers, device controllers and memory controllers



•If any storage device/partition contains one special program called as **"bootstrap program"** in its first sector i.e. in a boot sector then such a device/partition is referred as **bootable device/partition.**

•e.g. hard disk drive, pen drive, CD/DVD

Steps of Booting

1. Machine Boot

- When we switch on the power current gets passed to the motherboard and one program gets invoked named as **"BIOS"** which is exists in the ROM memory on motherboard.
- BIOS -- Basic Input Output System -- which is **a micro-program.**
- A micro-program is a program which is smaller in size and can be stored into the memory with its all possible set of input values.
- first step of BIOS is **"POST" - Power On Self Test**, under POST BIOS checks whether all peripherals are connected properly or not and their working status.
- **"peripherals or peripheral devices"** -- devices which are connected to the motherboard externally are called as peripherals.
- after POST BIOS executes **"bootstrap loader",** bootstrap loader searches for available bootable devices and selects any one out of it as per the defined priorities.

Steps of Booting Cont...

2.System boot:

- if hard disk drive got selected as a bootable device and if it contains multiple OS's have installed on it, then "**bootloader**" program gets executes.
- **Boot loader program** displays list of operating system installed onto the machine, so that user can select any one at a time from and it invokes bootstrap program of selected operating system.
- Bootstrap program locates the kernel and load it into the main memory.

Program

- It is a set of instructions given to the machine to do specific task.

User programs

- Programs written by users by using various programming languages
- e.g. demo.c, demo.java,demo.py etc....

Application Programs

- Program that directs computer to do specific task
- Text processing (Microsoft Word), mathematical operation (Microsoft Excel), database management.
- E.g. notepad, eclipse, ms excel etc...

System Programs

- All program related to computer operation coordination.
- Eg : Operating System- Windows 98, Mac OS, Unix, Linux, MS Dos
- Utility programs –file management , compiler, interpreter
- e.g. device driver, interrupt handler, scheduler etc

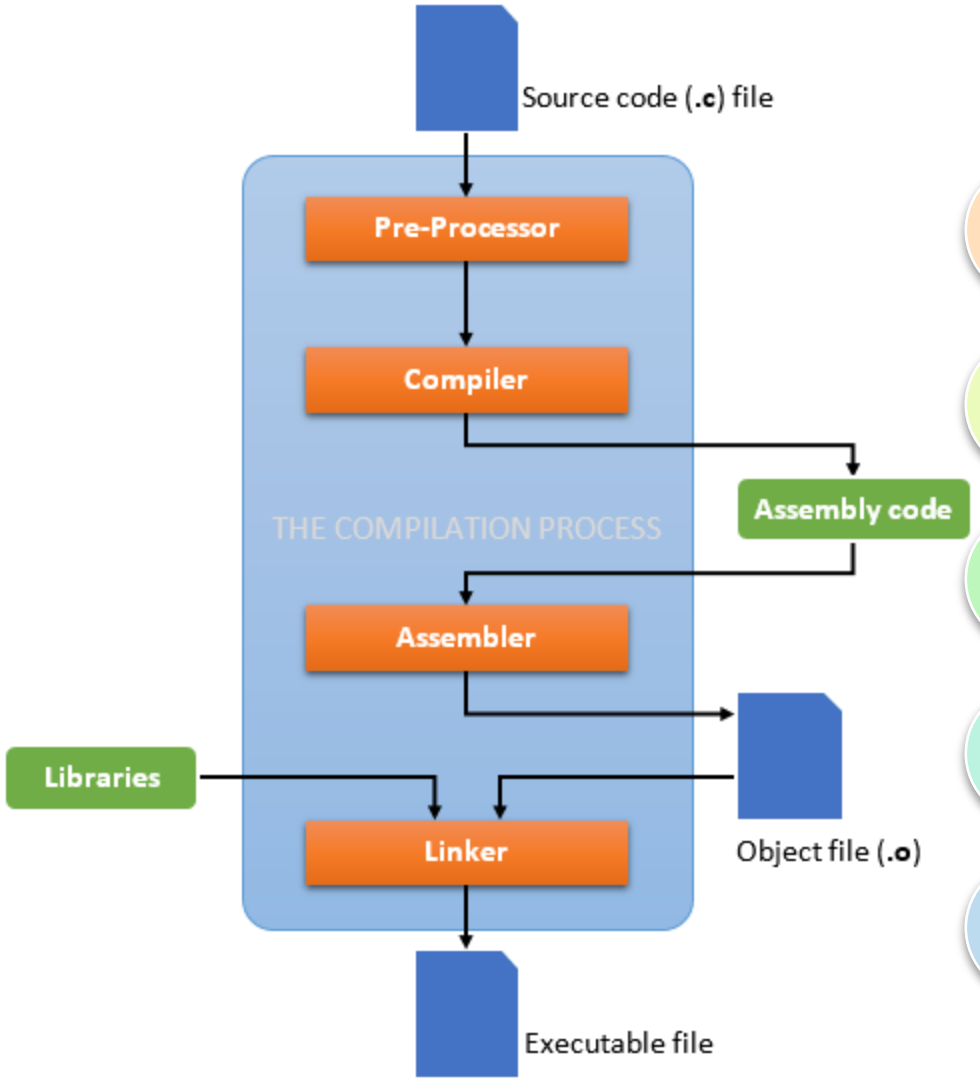
- **Program (Passive Entity)**
- **Program Counter**
- **Process (Active Entity)**

Programs Examples

BANKING SYSTEM	AIRLINE RESERVATION	ADVENTURE GAMES	APPLICATION PROGRAMS
COMPILERS	EDITERS	COMMAND INTERPRETER	SYSTEM PROGRAMS
OPERATING SYSTEM			
MACHINE LANGUAGE			HARDWARE
MICROPROGRAMMING			
PHYSICAL DEVICES			

- **To write a program we can use either Text Editor or IDE (Integrated Development Environment).**
- **IDE contains tools like:**
  - **Source code editor**
  - **Compiler**
  - **Debugger**
  - **Assembler etc**

Program Compilation Flow



[source code editor] -→program.c

[preprocessor] --> progrm.i

[compiler] --> program.s/.asm

[assembler] --> program.o/.obj

Executable File

Editor , Pre-processor and Software

editor

- It is an application program can be used to write a source code
- e.g. notepad, vi editor, gedit etc...

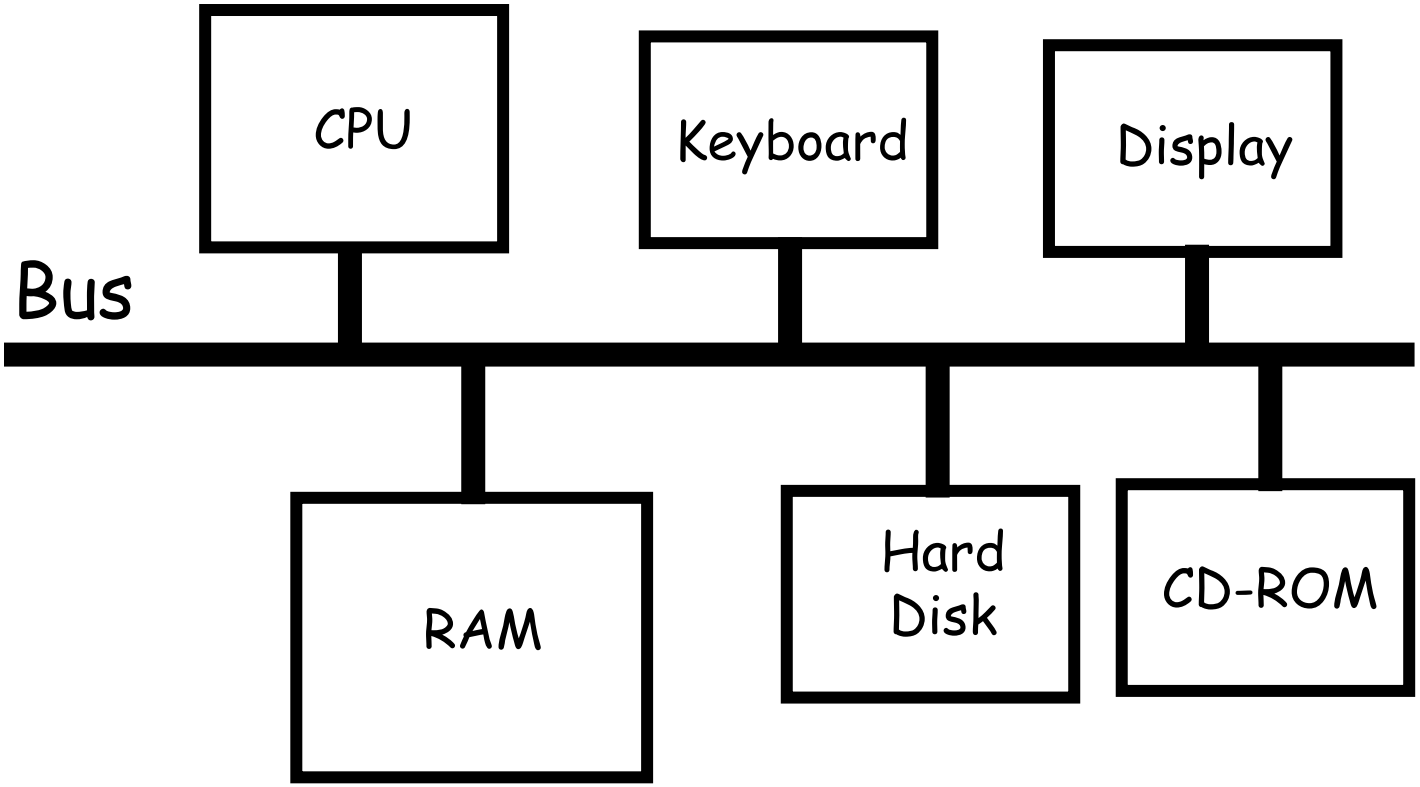
preprocessor

- it is an application program executes before compilation does following tasks:
- 1)removes all comments from the source code, and
- 2)executes all preprocessor directives
- - output of preprocessor is an intermediate code, as due to the inclusion of contents of header file into the source file size of an intermediate file gets expanded and hence it is also called as "expanded source code".

software

- It is collection of programs

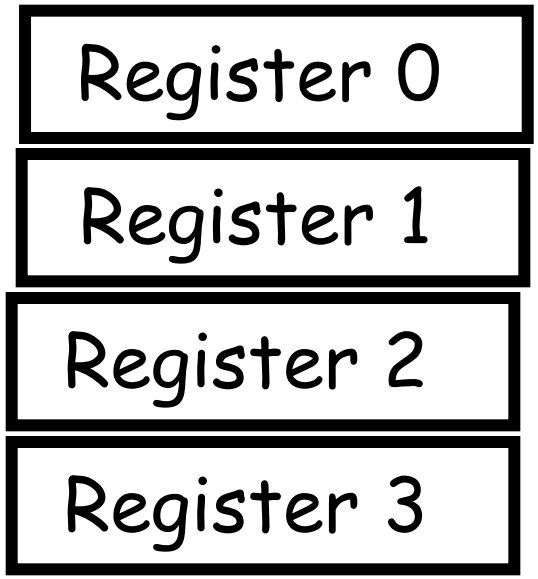
Computer Fundamentals



It is a system concept integrating software and hardware to specify the design of computing systems

CPU

Memory Registers



Temporary Memory. Computer "Loads" data from RAM to registers, performs operations on data in registers, and "stores" results from registers back to RAM

For doing basic Arithmetic / Logic Operations on Values stored in the Registers

Arithmetic / Logic Unit

Instruction Register

To hold the current instruction

Instr. Pointer (IP)

To hold the address of the current instruction in RAM

Control Unit (State Machine)

Bus,CU,ALU,Memory

Bus

- It is a simplified way for many devices to communicate to each other.
- It is internal arrangement of computer system which includes design of the processor , memory and input/output units.

Control Unit

- Control is responsible for determining what action is to be performed on what data.
- controls all operations and it controls devices which are connected to the computer system by coordinating with device controllers.
- Fetch-Decode-Execute

ALU (Arithmetic Logic Unit)

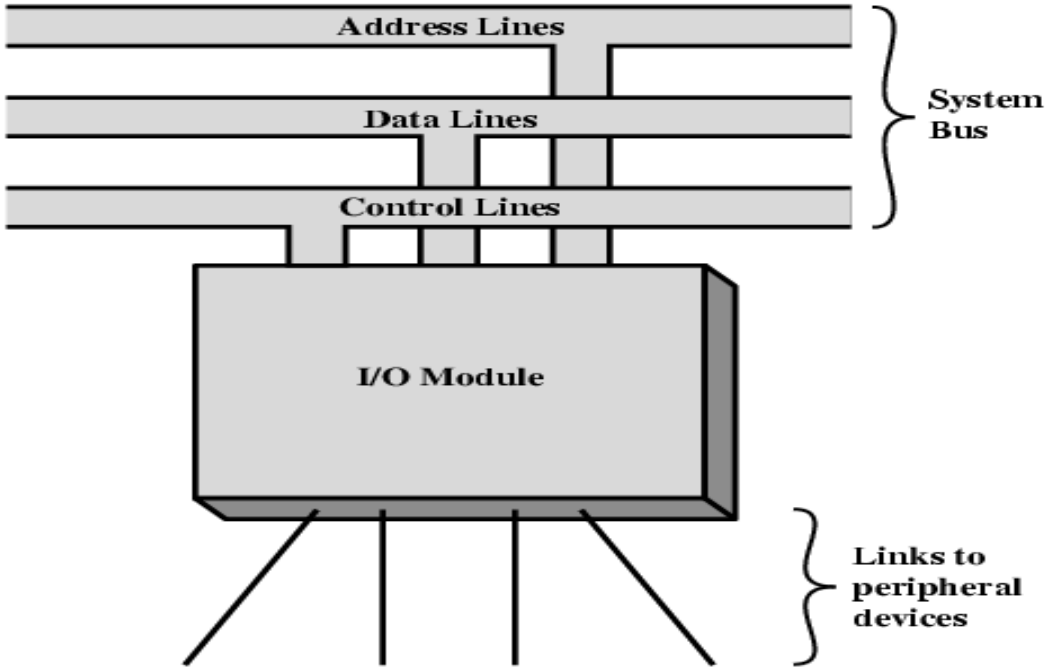
- ALU is mainly comprised of **logic gates**, circuits made from transistors that take inputs.
- ALU performs all arithmetic and logical operations.

Memory

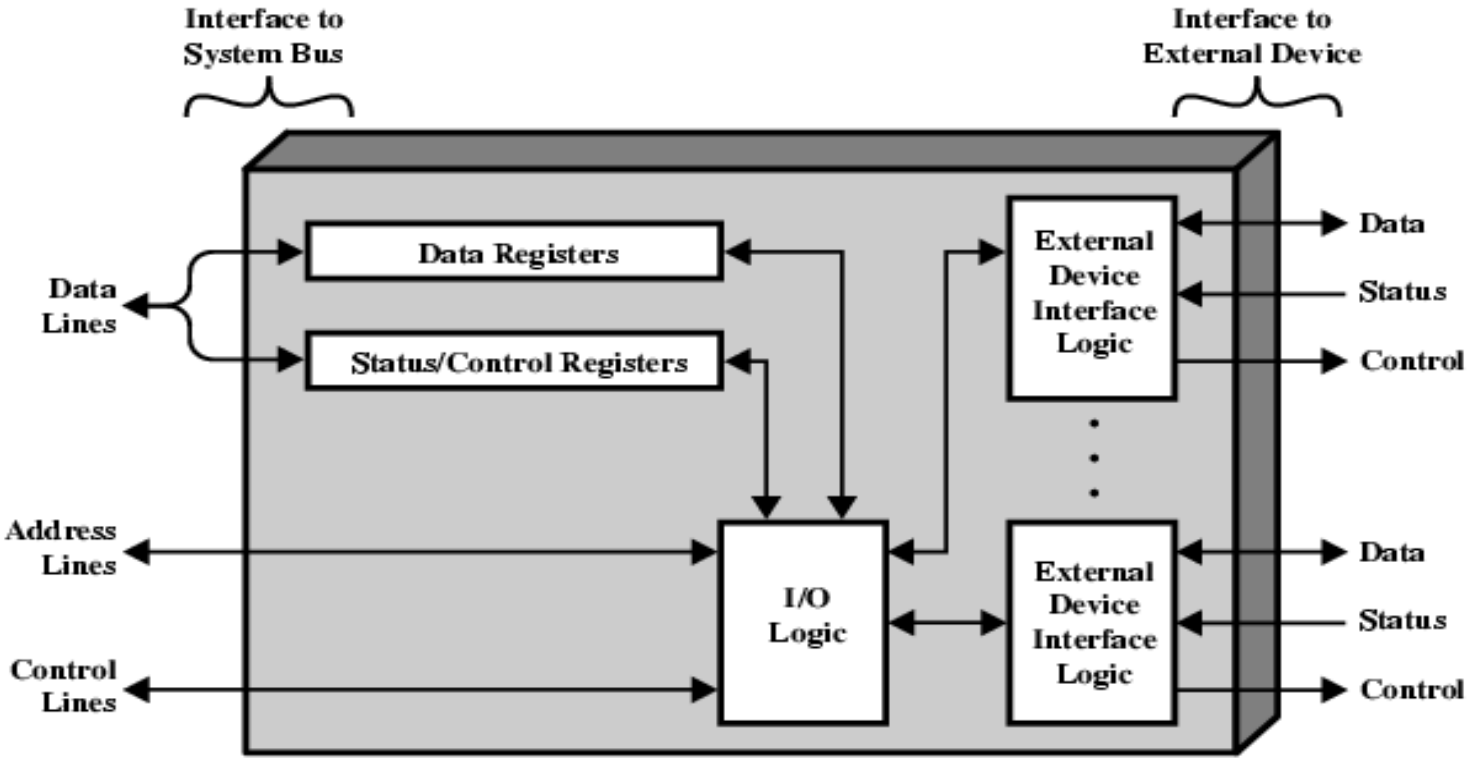
- Memory consists of circuits whose primary purpose is to **hold information**, but only temporarily.
- When you talk about the memory of a computer, most often you're talking about its RAM.

Input/Output

- The Input unit allows programs and data to be entered into the computer.
- The Output unit allows the results of processing to be exported to the outside world or other devices or saved to be used later.



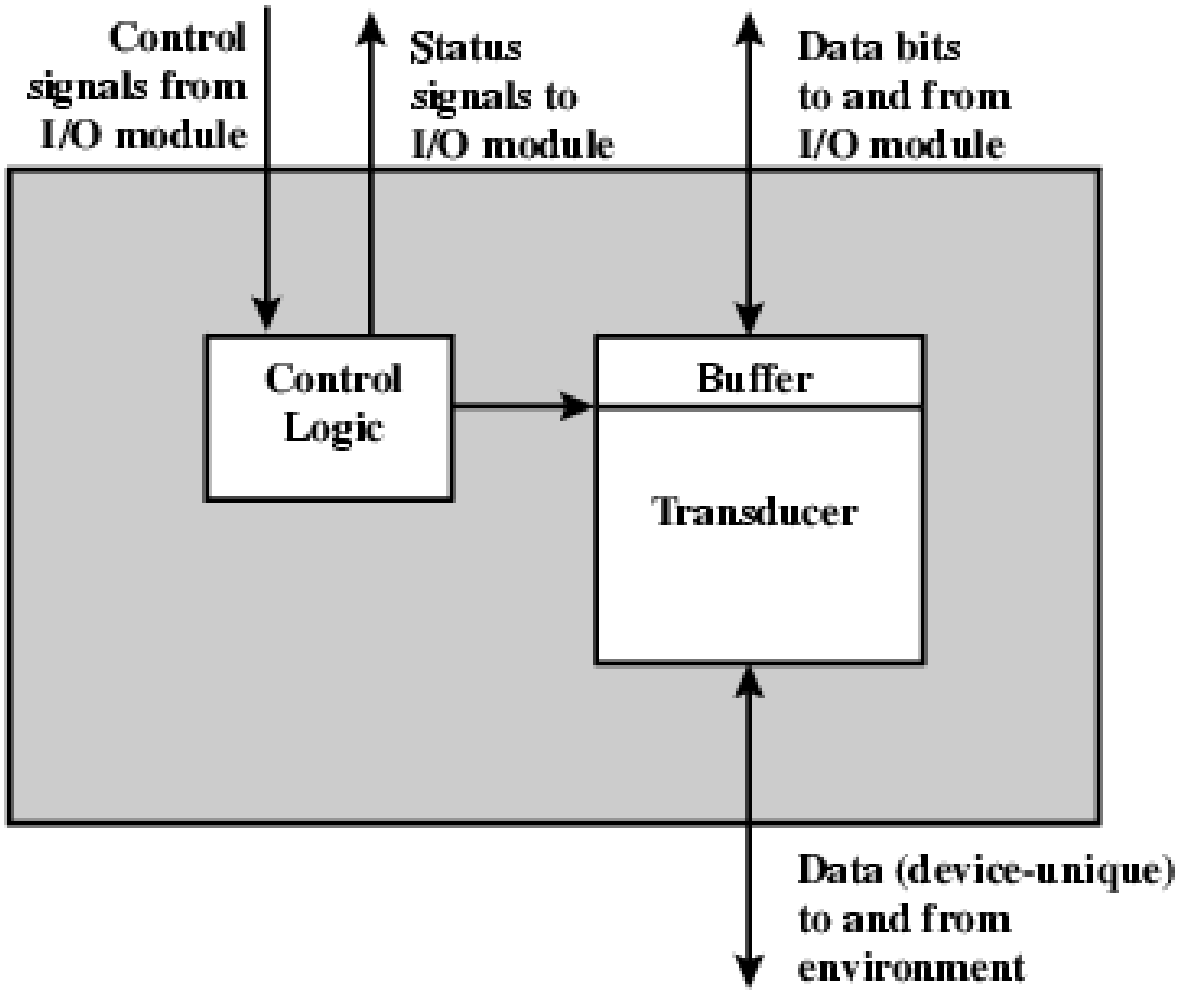
IO Module Diagram



IO Module Functions and Steps

- IO Module Functions
  - Control & Timing
  - CPU Communication
  - Device Communication
  - Data Buffering
  - Error Detection
- IO Steps
  - CPU checks I/O module device status
  - I/O module returns status
  - If ready, CPU requests data transfer
  - I/O module gets data from device
  - I/O module transfers data to CPU

External Device Interface Components



Device Interface Components

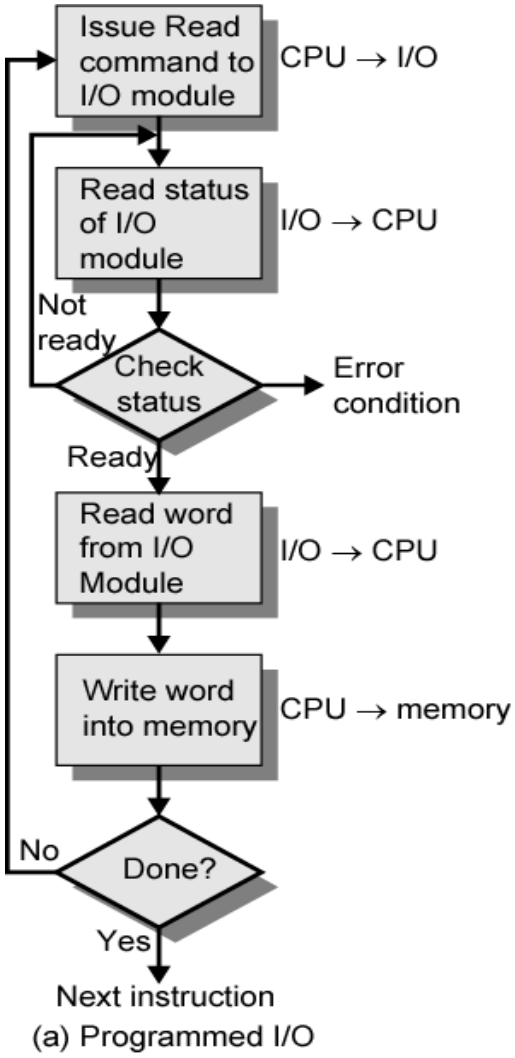
- The **control logic** is the I/O module's interface to the device
- The **data channel** passes the collected data from or the data to be output to the device. On the opposite end is the I/O module, but eventually it is the processor.
- The **transducer** acts as a converter between the digital data of the I/O module and the signals of the outside world.
  - Keyboard converts motion of key into data representing key pressed or released
  - Temperature sensor converts amount of heat into a digital value
  - Disk drive converts data to electronic signals for controlling the read/write head

Input Output Techniques

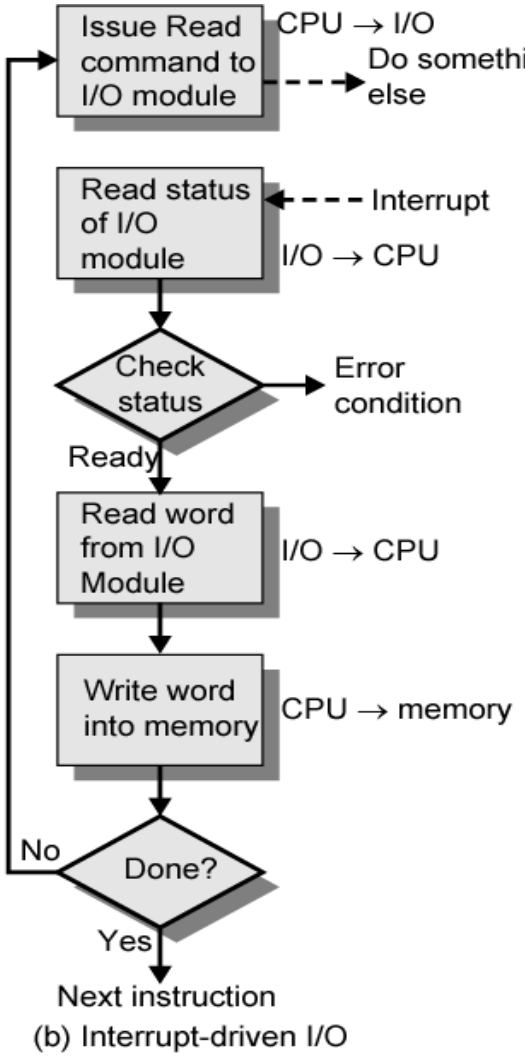
- Communication between memory and IO devices.

- IO Techniques:
  - Programmed IO:
    - CPU waits for IO operations to be completed
    - As CPU is faster so time is wasted
  - Interrupt driven IO
    - CPU issues a command, and proceed for its work until interrupt by IO device
  - Direct Memory Access (DMA)
    - transferring data within main memory and external device without passing it through the CPU.

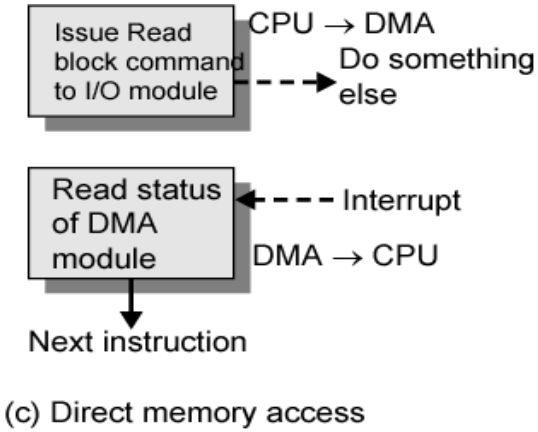
IO Techniques for Input of a Block of Data



(a) Programmed I/O



(b) Interrupt-driven I/O



(c) Direct memory access

Programmed I/O

- CPU has direct control over I/O
  - Sensing status
  - Read/write commands
  - Transferring data
- CPU waits for I/O module to complete operation
- Four IO Commands : Control, Test, Read, Write

CPU requests I/O operation

I/O module performs operation

I/O module sets status bits

CPU checks status bits periodically

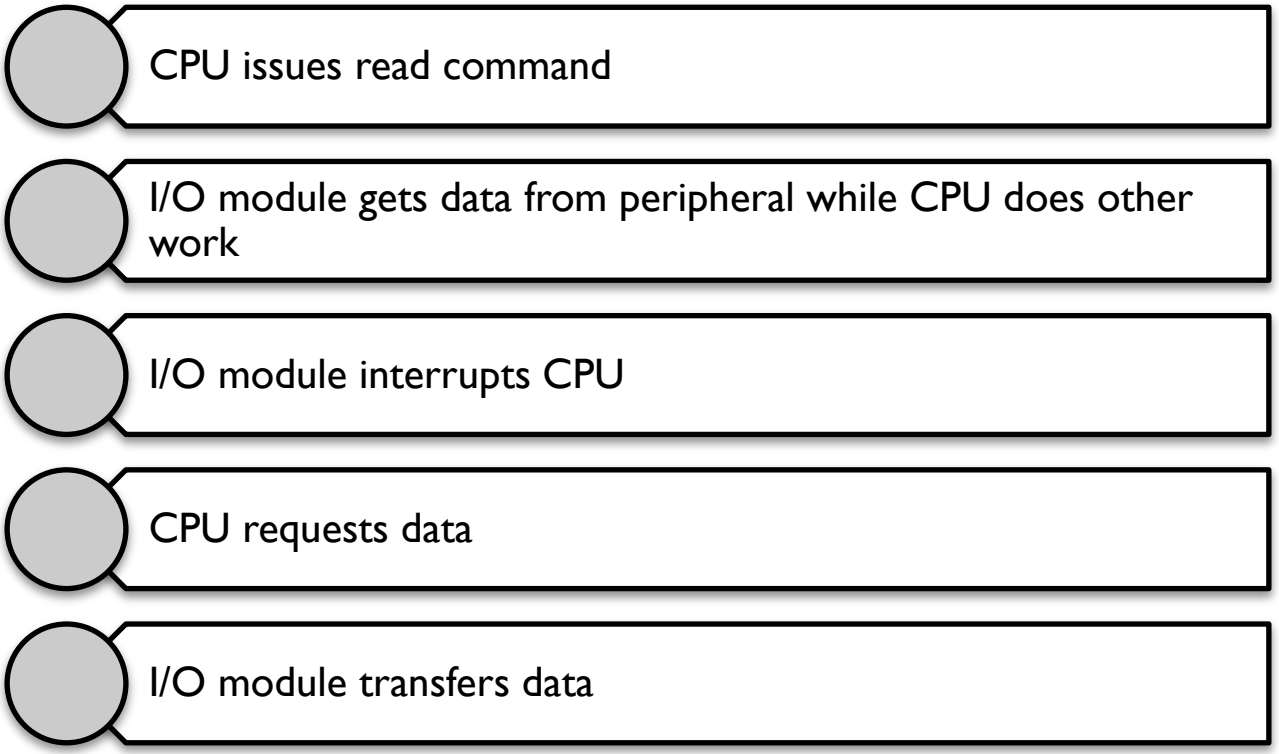
I/O module does not inform CPU directly

I/O module does not interrupt CPU

CPU may wait or come back later

Interrupt Driven I/O

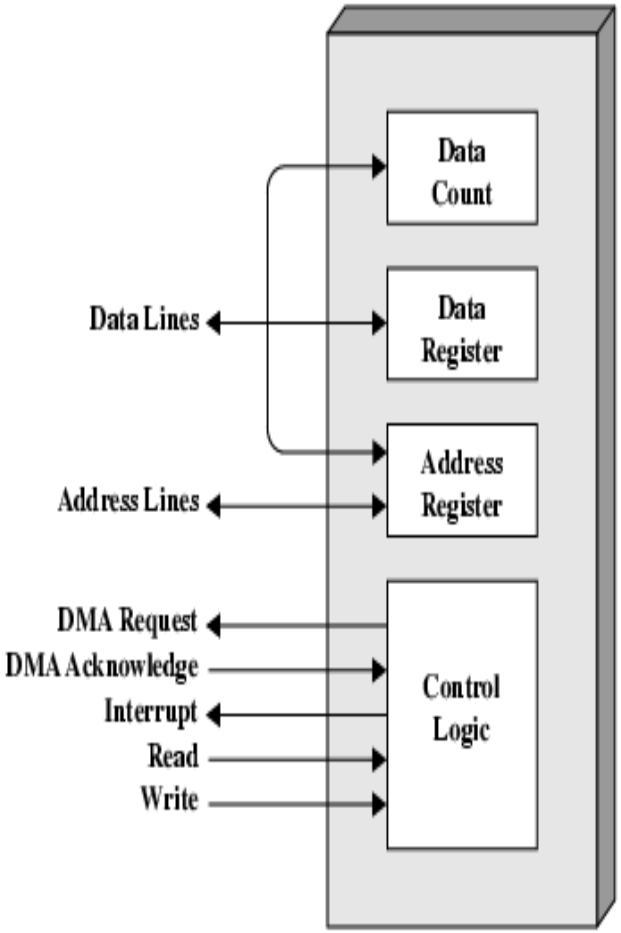
- Overcomes CPU waiting
- No repeated CPU checking of device
- I/O module interrupts when ready
- ISR (Interrupt Service Routine)
  - the processors enter an ISR
- **IVT and ISR**



Direct Memory Access

- Interrupt driven and programmed I/O require active CPU intervention
  - Transfer rate is limited
  - CPU is tied up
- DMA Operations:
  - When the processor wishes read or send a block of data, it issues a command to the DMA module by sending some information to DMA module.
  - The information includes:
    - read or write command, sending **through read and write control lines**.
    - number of words to be read or written, communicated on the **data lines** and stored in the **data count register.**
    - starting location in memory to read from or write to, communicated on data lines and stored in the **address register**.
    - **address of the I/O device** involved, communicated on the **data lines**.

  When the transfer is complete, the DMA module sends an interrupt signal to the processor to inform that it has finish using the system bus



Thank you