

Operating Systems (CS3000)

Lecture – 1 (Course Overview)



INDIAN INSTITUTE OF INFORMATION TECHNOLOGY,
DESIGN AND MANUFACTURING,
KANCHEEPURAM

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Course Evaluation Components

- Mid Sem: 25 (1st week October 2024)
- End Sem : 55 (4th week November)
- Assignments : 20

Course Administration (3000)

- **Prior knowledge:** C, Data Structures, Computer Organization and Design
- Lecture slides will be available on moodle after lecture.
- Some reading material will be provided before/after the lecture.
- **Discussion Time:** Anytime except when we have class or laboratory (prior email is preferable).
- **Lab:** Once a week (Good Learning Experience).
- Easiest way to get a good grade in CS3000 is to pay attention in the class.
- 85% attendance is mandatory.
- Total = 42 Lectures, 14 Tutorials

CS3000			
L	T	P	Credits
3	1	0	4

Time Table

Monday – 11:00 AM – 11:50 AM

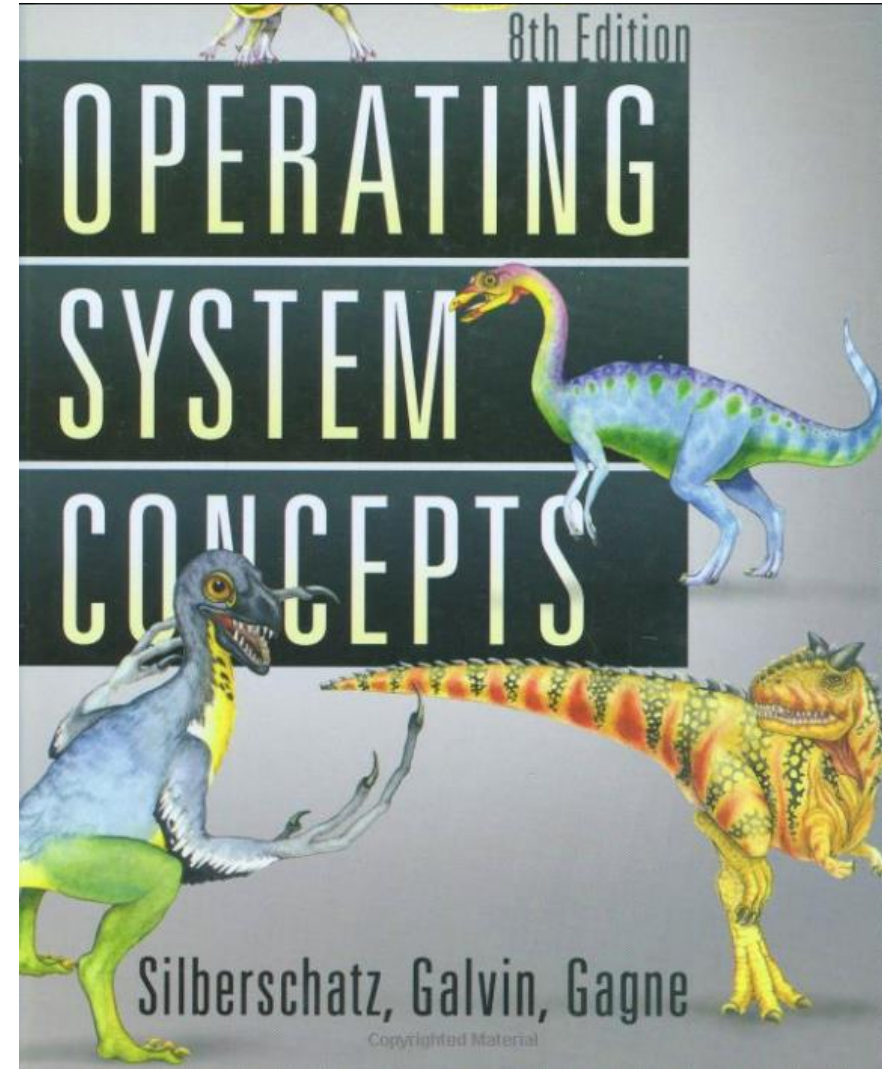
Tues – 8:00 AM – 8:50 AM

Wed – 12:00 PM – 12:50 PM

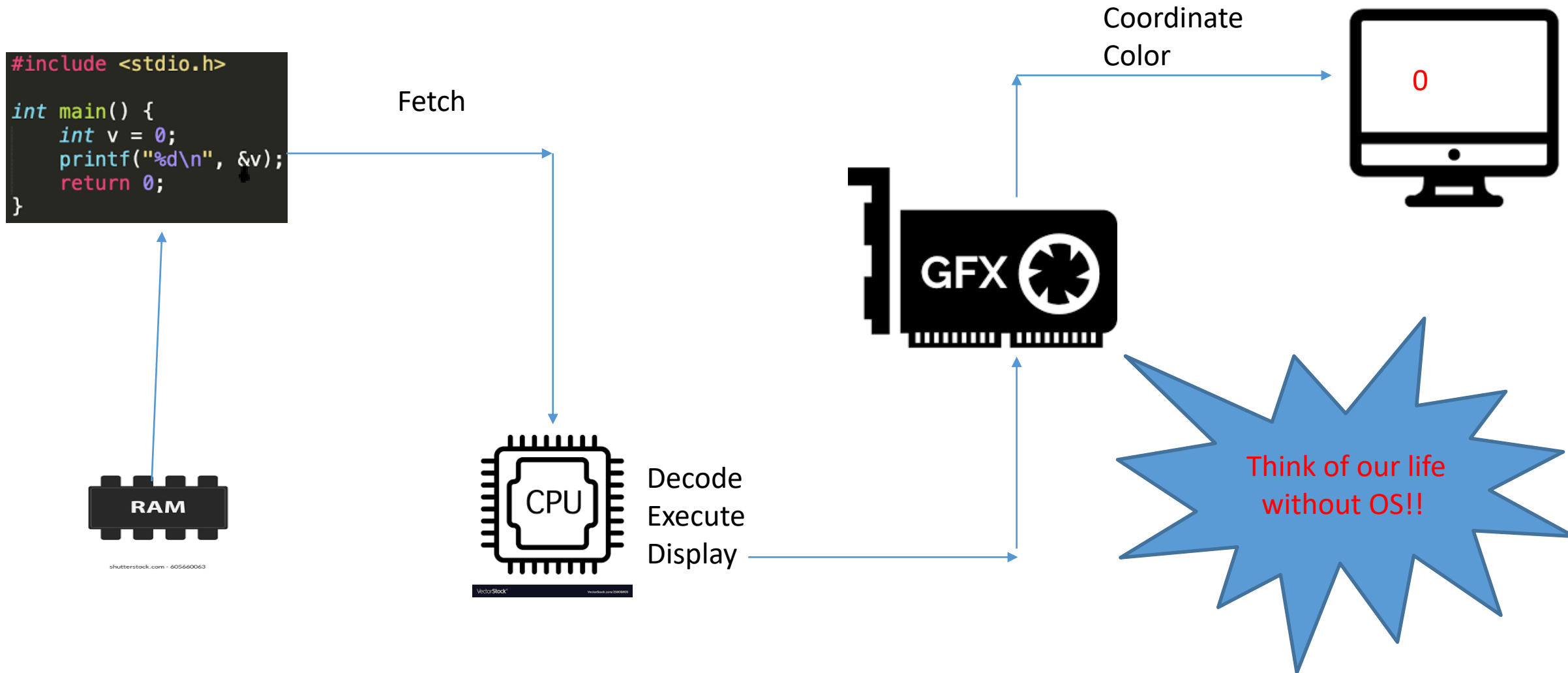
Thurs – 09:00 AM – 09:50 AM

Books & Reference Materials

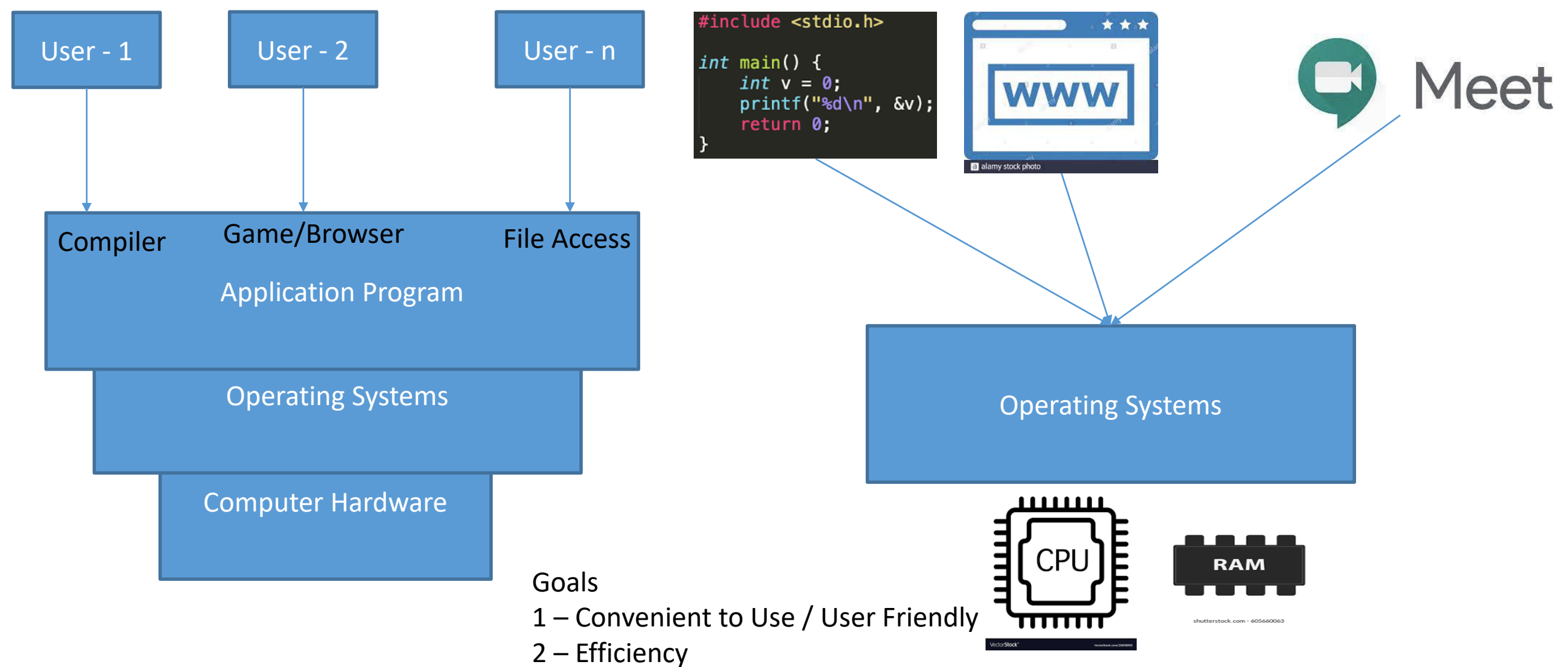
1. Operating System Concepts, 8th Edition by Silberschatz et.al.
2. Operating Systems: Internals and Design Principles, 8th Edition by William Stallings
3. Online Resources



Why Operating Systems Required?



Goal of OS



Usages of Operating System

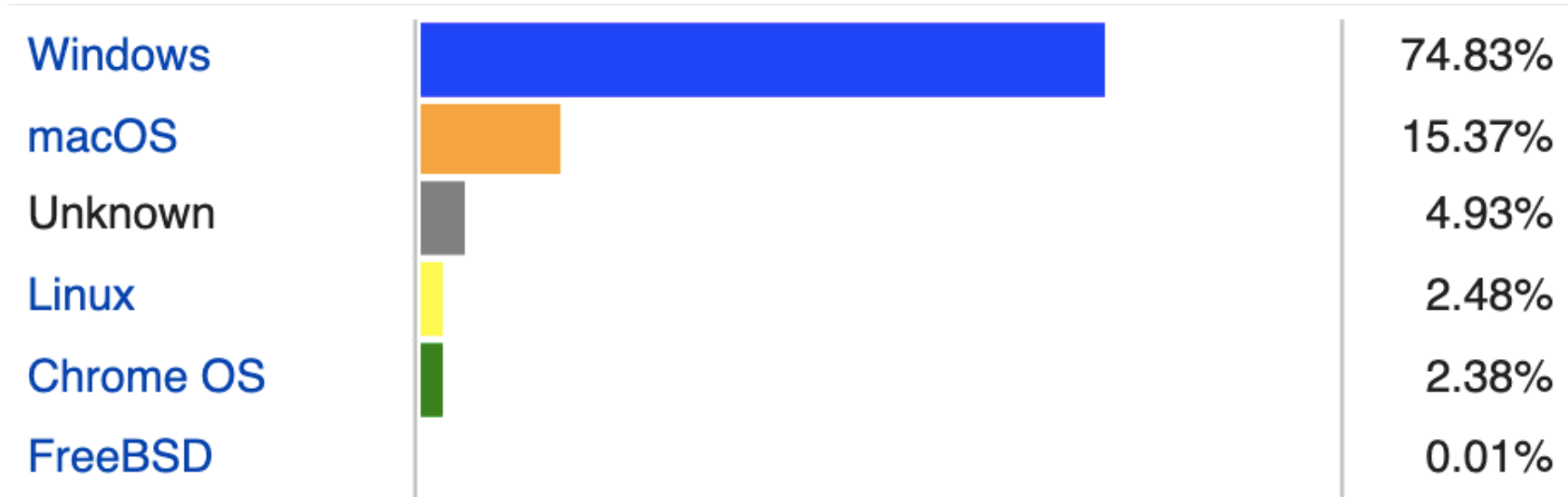
- OS Provide Abstraction
- Easy to program
 - No more small details are required
- Reusable functionality
 - Different programs can use the OS functionality
- Portable
 - OS interface are consistent. The program does not change when the hardware changes
- OS as a Resource Manager
- OS must manages CPU, memory, secondary memory(hard disk), network, etc.
- Resource Management
 - Allows multiple programs to share resources
 - Protect programs from each other
 - Improved the utilization of resources



Why this Course?

- Most Essential Part of a Computer System
- A program that acts as an intermediary
 - between a user of a computer and the computer hardware
- A program that is a resource manager
 - Memory, CPU, I/O
- Acts like Government
 - No useful function by itself
 - Sets up environment for other applications to achieve their tasks
- Time/Deadline Based
- Event Driven
- Challenges in the OS design
- Tradeoffs in OS design

Operating System Market Share



Source:StatCounter

Types of OS (Types of Applications)

- Desktops
- Servers
- Embedded OS
- Mobile OS
- RTOS
- Secure Environment
- Mac OS, Windows, Ubuntu
- Windows Server, Redhat
- Contiki OS
- Android, iOS
- RTLinux
- SeLinux

Course Contents

- Structure of Operating System
- Functionalities & Services of an Operating System
 - Process Concept - System Calls & Management
 - Process Synchronization
 - Process Scheduling
 - Deadlock
 - Memory Management
 - I/O Management

Types of OS

- Batch OS

- Transistors
- Starts another job only after the present job is **completed entirely**
- both CPU and IO Parts to be completed

- Poor CPU Utilization

- Low Throughput (Efficiency Aspect)

Every Job or Task has -

- CPU Time
- IO Time

No of Jobs or Tasks completed
per unit time

- Stored Program Architecture
- Multiple Programs or Jobs are allowed to be in Main Memory

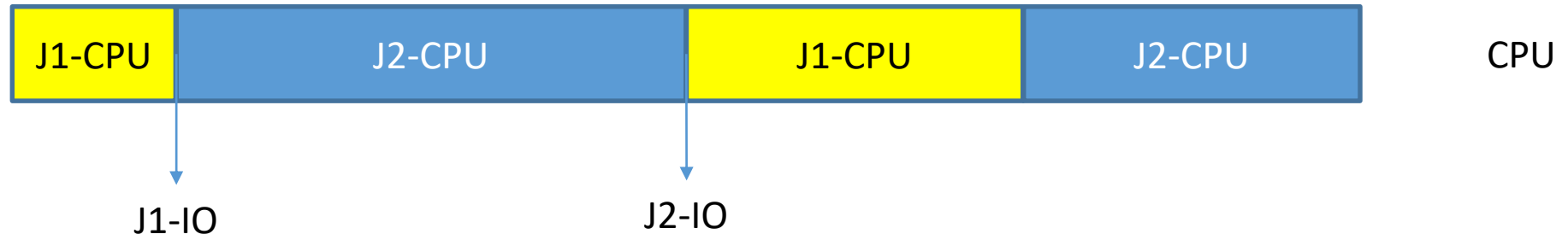


Types of OS

- Multi Programming OS

- Overlapped execution of CPU and IO Operations Tasks
- When CPU is idle, switch to other Job
- Better CPU Utilization – when J1 is busy on IO; J2's CPU part is allowed
 - Better Throughput

J1 – CPU, IO, CPU
J2 – CPU, IO, CPU



Types of OS

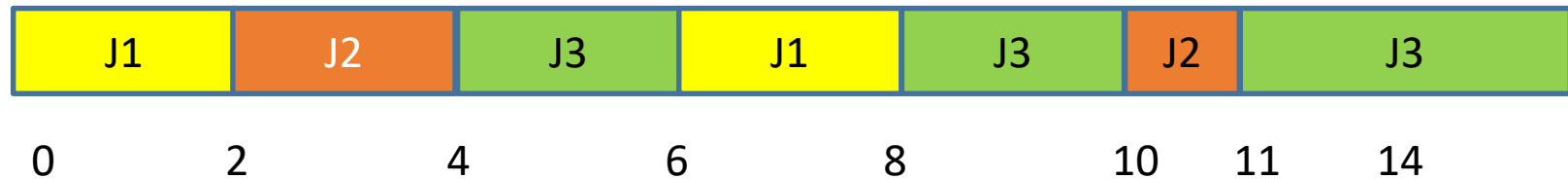
- Multi Tasking OS

- Based on the concept of Time Sharing (= 2sec)
- Time Sliced Execution of Tasks
- **Illusion of Simultaneous Execution of Tasks**

J1 – 4 Sec

J2 – 3 Sec

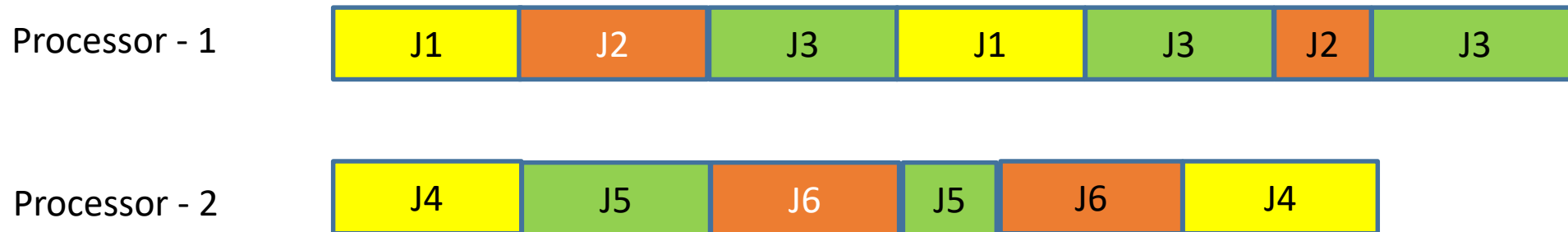
J3 – 7 Sec



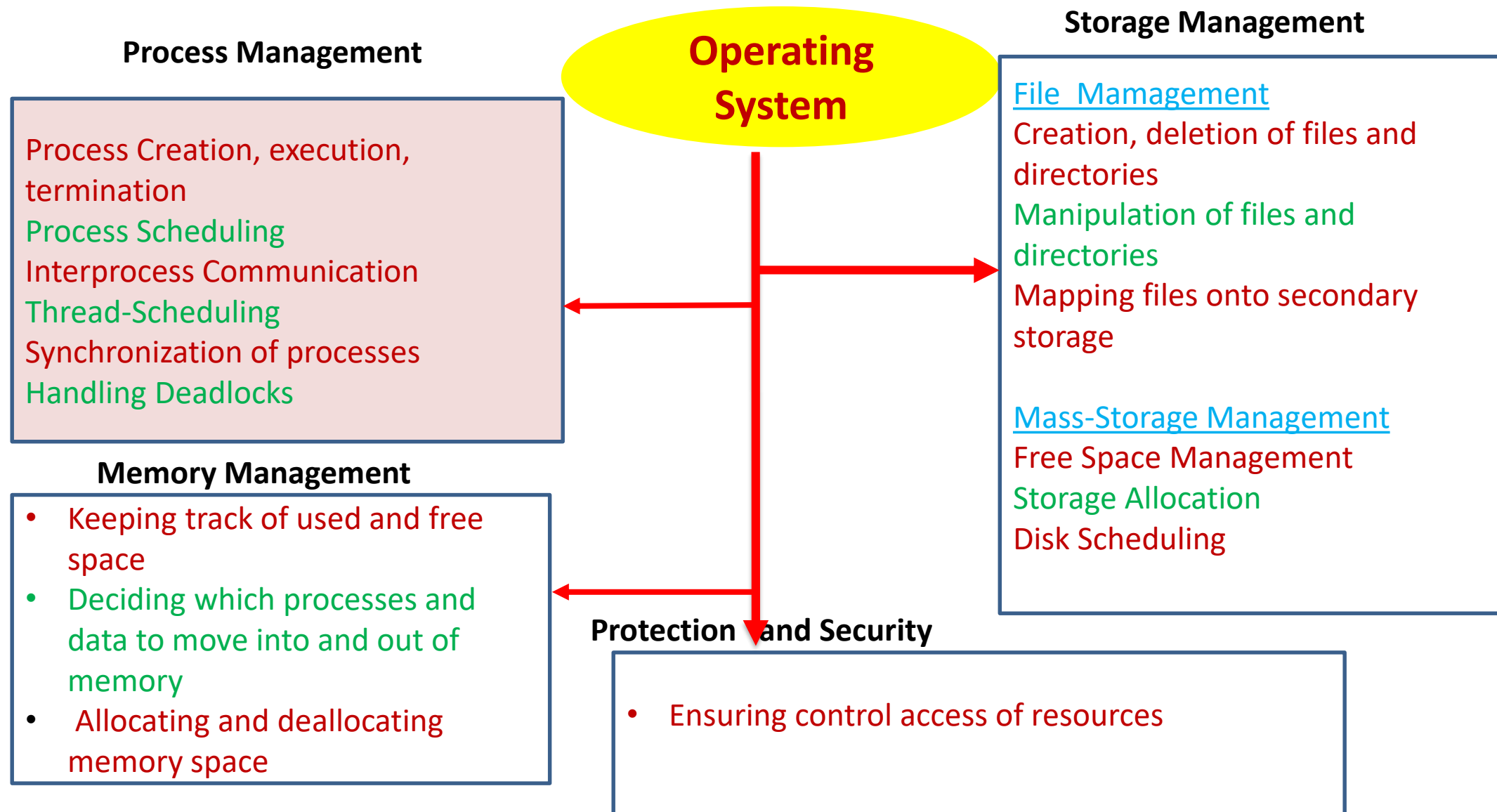
Types of OS

- Multi Processing OS

- More than 1 Processor
- Modern day Multicore Systems
- True Simultaneous or Parallel Processing
- High Throughput
- High Reliability – Fault Tolerant Systems
- Economical – from a user and application management view



Functionalities or Services of OS



Thank You
Any Questions?

