Chapter 0: Course Info.

Course Info.

- Prerequisites
 - Data Structures
 - Computer Organization
- 4 credits, 64 hrs
 - 64 Teaching hrs

Course Info. (cont.)

- Liang, Hongliang (梁洪亮)
 - hliang@bupt.edu.cn
- Teaching Asistant
 - Zhao, Weihao & Li, Yuxiang
- Course slides and other materials, homework assignments:
 - https://gitee.com/hliang-bupt/os23
 - Register at gitee.com and Join our repo. via the below link:
 - https://gitee.com/hliangbupt?invite=e0df03c66e3bb306e4351a1ad72673f9903d60c671d5794e 8e7cde0b62298f89172428136f0b63ce3671cbf78fc6ee1b233666ac7d74 887e108234d13d970cb1

About Me

- Now
 - Associate Professor @ School of Computer Science, BUPT
 - Tutor of PhD and Master students
- Education
 - 1999.09 –2002.03 Ph.D. @ Chinese Academy of Sciences
- Research
 - Trusted Software, Intelligent System
 - Operating systems for desktop/server, embedded, real-time, mobile devices.

Catalog

PART I OVERVIEW

- CH.1 Introduction
- CH.2 OS Structures

PART II PROCESS MANAGEMENT

- CH.3 Processes
- CH.4 Threads
- CH.5 Process Synchronization
- CH.6 CPU Scheduling
- CH.7 Deadlocks

Catalog

PART III MEMORY MANAGE.

- CH.8 Main Memory
- CH.9 Virtual Memory

PART IV STORAGE MANAGE.

- CH.10 Mass-Storage Structure
- CH.11 File-System Interface
- CH.12 File-System Implement.
- CH.13 I/O Systems

Books

- Textbook:
 - Avi Silberschatz et al, Operating System Concepts, Ninth Edition, John Wiley & Sons, 2012
- Reference:
 - Operating Systems: Three Easy Pieces
 - Computer Systems: A Programmer's Perspective

Why you should study OS!

- Build, modify, or administer an operating system.
- Understand design decisions
- Understand system performance
- Enables understanding of complex systems
- Turns you into a better (systems) programmer

What is most important for you

- Practice makes perfect
- Learning by doing
- 10000 hrs Law
- 100,000 lines of code

Grading

- 40 pts Labs (Programming)
 - Accurate date/time at Gitee.com
 - Late Lab submission will NOT be accepted.
- 60 pts Final Exam
- Points may vary later.

No Cheating

- Never have a copy of someone else's program in your possession and never give your program to someone else.
- Discussing an assignment without sharing any code is generally okay.
- Helping someone to interpret a compiler error message is an example of permissible collaboration. However, if you get a significant idea from someone, acknowledge them in your assignment.
- These rules apply to homeworks and projects. No discussion in exams, of course.
- Otherwise, both sides will be punished (zero points).

End of Chapter 0