

# Operating Systems Fundamentals

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**The History of  
Operating Systems**

**4 Generations**

# Summary: OS Generations

- First Generation (1945 – 55)  
Vacuum tubes and plugboards
- Generation 2 (1955 – 65)  
Transistors and batch systems
- Generation 3 (1965 – 80)  
Integrated Circuits and multiprogramming
- Generation 4 (1980 – Present)  
Personal computers

# Prediction from 1960's

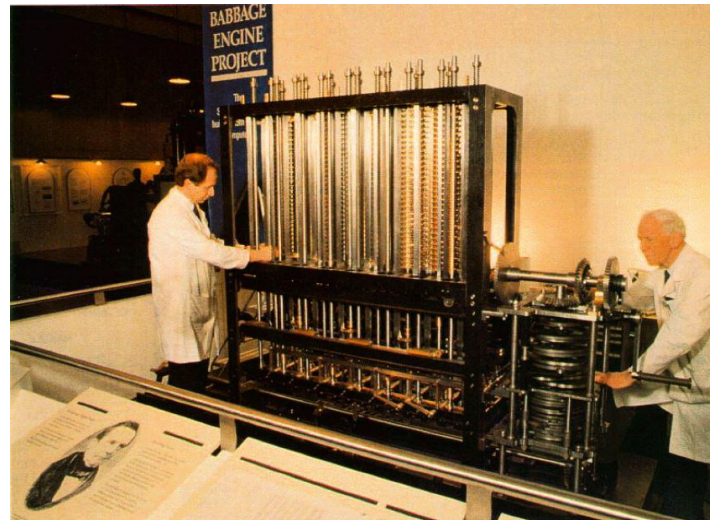
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In your own time, watch

<https://www.youtube.com/watch?v=EC5sbdvnnvQM>

# Early Computers

- Charles Babbage (1791-1871) designed the first true digital computer called the **analytical engine**.
  - That was purely mechanical and intended to do mathematical operations
  - The engine was supposed to be made of brass, and to be steam powered
  - He did not actually build the machine but inspired others in the field.
- Difference engine
  - Finite differences



# Early Computers

- Babbage also thought of the concept of software
- He hired the first programmer (Lady Ada, Countess of Lovelace) [1815 – 1852]

“Enchantress of Numbers”



# **1<sup>ST</sup> GENERATION**

## First Generation: 1945 to 1955

- No operating system  
vacuum tubes, plug boards
- Human operators - Programs were entered by setting some switches
- Very slow and primarily used for scientific calculations



# Who would have guessed!

"I think there is a world market for maybe five computers."

— Thomas Watson, chairman of IBM - 1943





# 2<sup>ND</sup> GENERATION

# Second generation 1955 – 1965

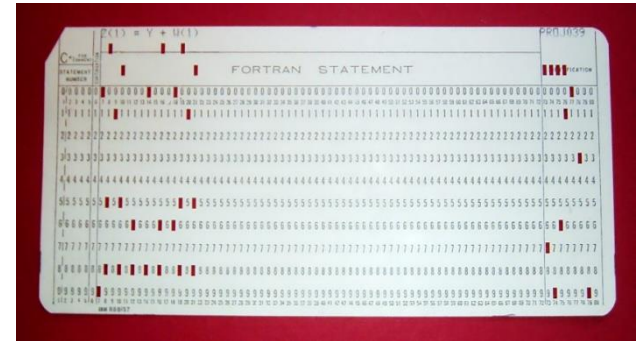
- **Transistors**, batch systems
- Universities started to buy computers (spending millions)
- Punched cards were used
- To run a job (a program or a set of related programs) first punch it and give the deck to the operators and wait for the output (batch operation)
- Computers were single user



IBM STRETCH



DEC  
PDP-1

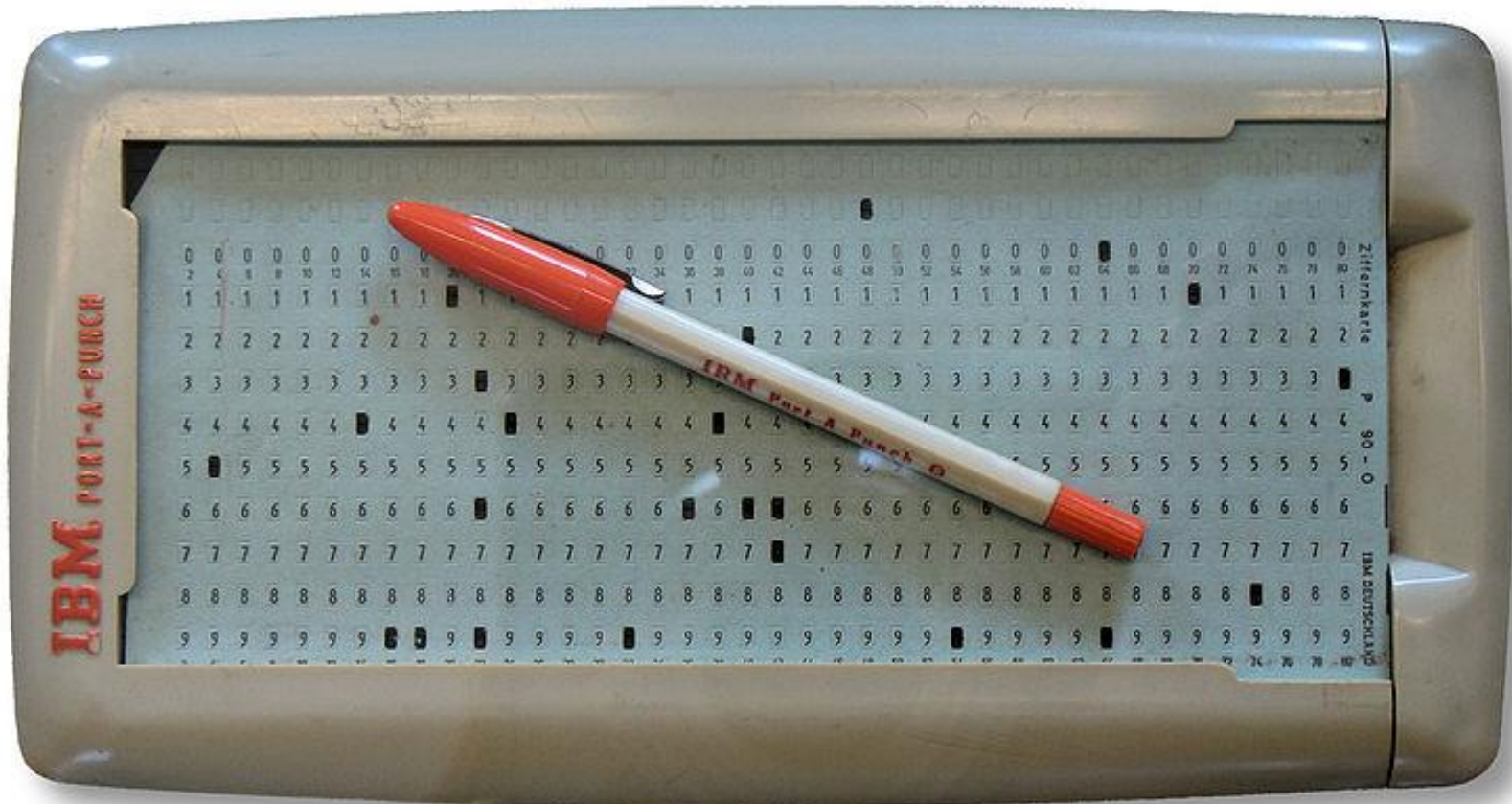


Punch Card

**T** OLLSCOIL TEICNEOLAÍOCHTA  
**DUBLIN** BHAILÉ ÁTHA CLIATH  
TECHNOLOGICAL  
UNIVERSITY DUBLIN



# Second generation 1955 – 1965



# Structure of a typical Fortran Monitoring System job – a 2nd generation operating system

**\$JOB** card specifies:

- The max runtime in minutes
- The account number to be charged
- The programmer's name

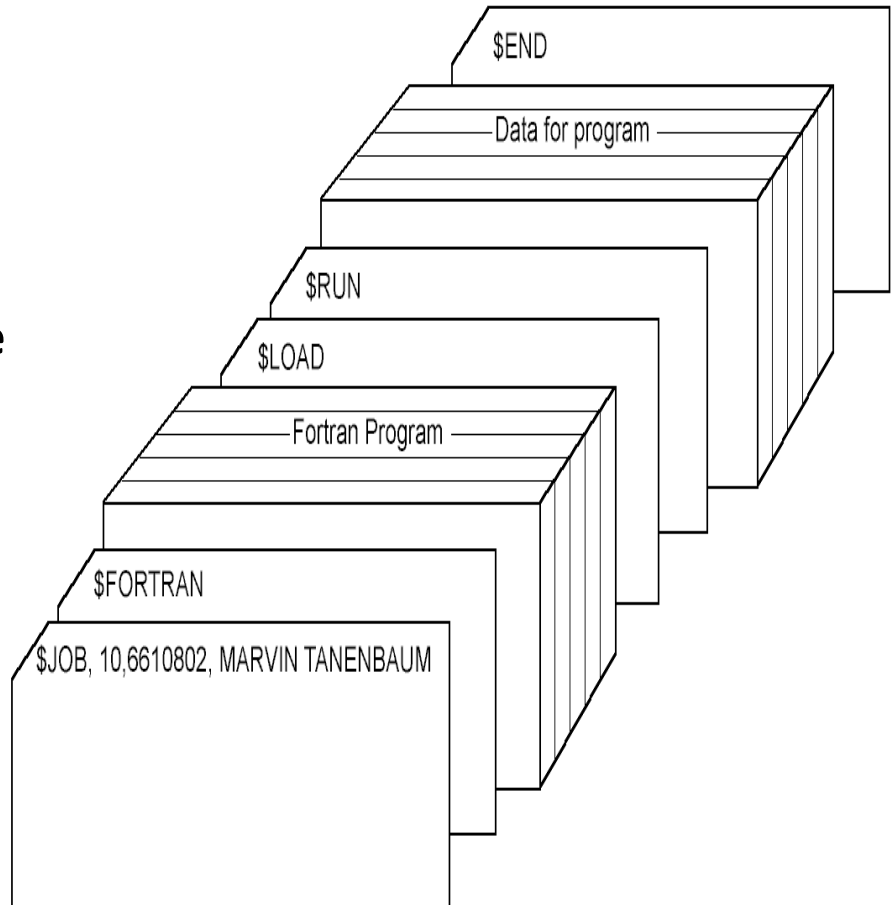
**\$FORTRAN** card:

- tells the operating system to load the Fortran compiler

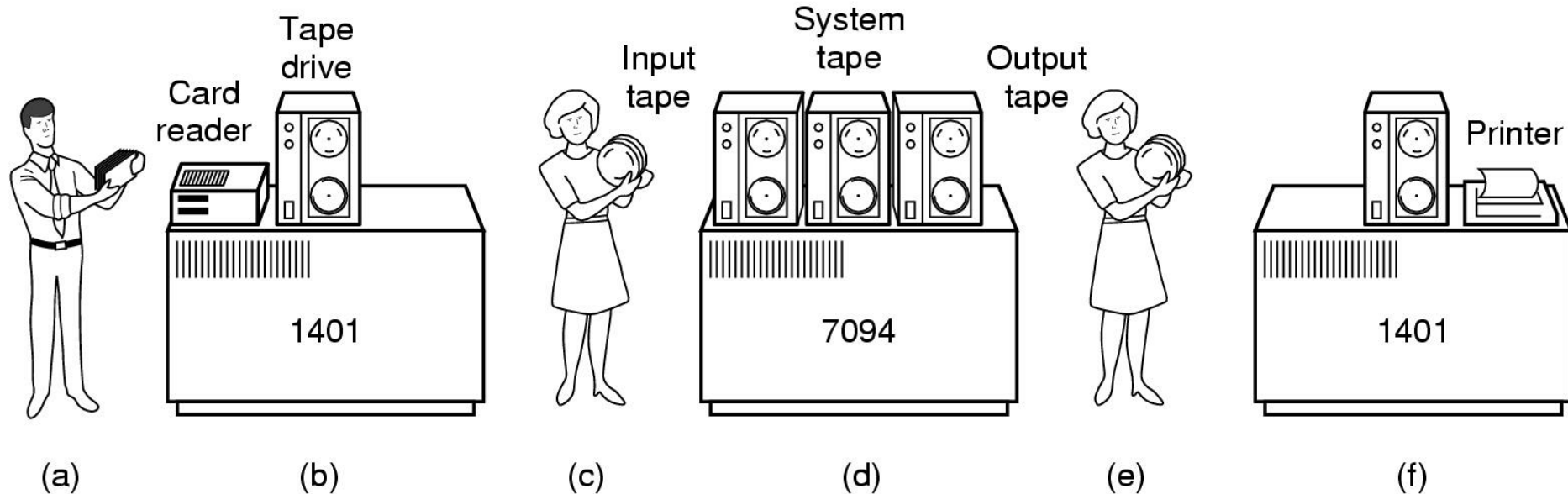
**\$RUN** means

- run the program with the following data

**\$END** end of job .



# Early Batch Systems



- (a) bring cards to IBM 1401 machine (machine for card reading)
- (b) read cards to tape
- (c) put tape on IBM 7094 which does computing
- (d) write output to tape
- (e) put tape on IBM 1401 which prints output offline



# A Famous Remark

**"I have travelled the length and breadth of this country and talked with the best people, and I can assure you that data processing is a fad that won't last out the year."**

**- The editor in charge of business books for Prentice Hall - 1957**

# **3<sup>RD</sup> GENERATION**



# Third generation 1965 – 1980

- Integrated Circuits and Multiprogramming
- System 360 and S/370 family of computers
- Spooling (simultaneous peripheral operation on-line)
- Time sharing, On-line storage for System programs
- User programs and data, Program libraries
- Virtual memory



# Third generation 1965 – 1980 continued..

## Integrated Circuits and Multiprogramming

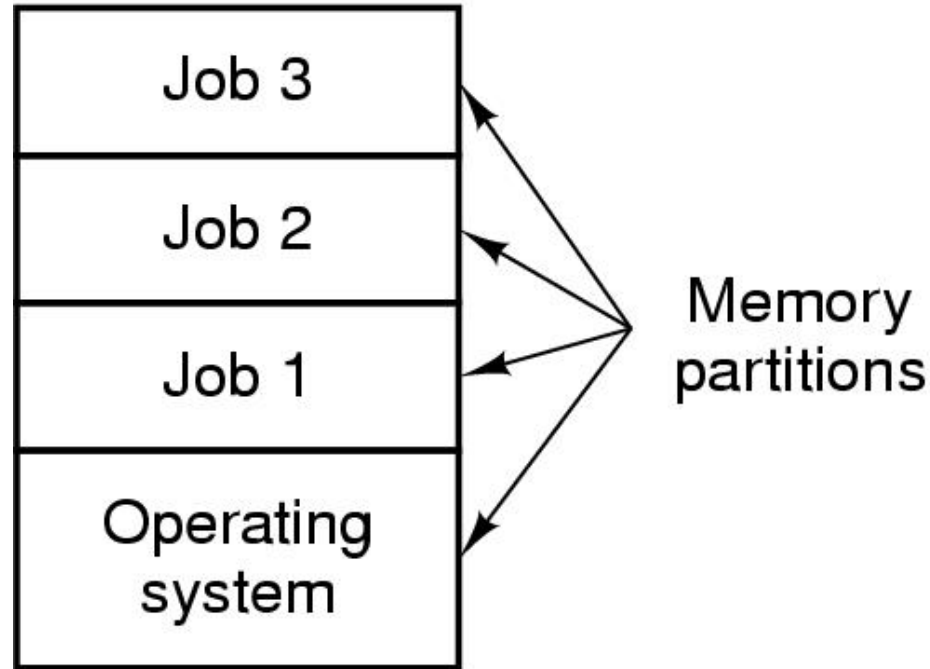
- IBM's System/360 mainframe computer with a standard architecture designed to handle both **scientific** and **commercial** computing



# Third generation 1965 – 1980 continued..

- OS/360 was the operating system of System/360
  - First the single task “**Primary Control Program**” was introduced
  - Then “**Multiprogramming with a Fixed number of Tasks**”
  - Finally “**Multiprogramming with a Variable number of Tasks**”
- In **multiprogramming**, multiple jobs are in the memory and when a job finishes another can start immediately while the free memory partition is being reloaded.

# Third generation 1965 – 1980 continued..



- **Multiprogramming system**
  - three jobs in memory – 3<sup>rd</sup> generation

# Third generation 1965 – 1980 continued..

The concept of **spooling** was introduced by 3<sup>rd</sup> generation operating systems:

- A program is loaded from cards to disk. Whenever a job finished and a memory partition became available, it was loaded directly to memory.

**But** were still not interactive,

- programmers may not be aware of errors until some hours later!

This problem lead to the development of time-sharing systems where the user has an online terminal .

# Third generation 1965 – 1980 continued..

MULTICS, (MULTICS = Multiplexed Information and Computing Service)

A third generation OS introduced the concept of  
**Time-Sharing computing**

Labelled as father of all modern Oss,  
led to the development of **UNIX**

(The name *Unix* (originally Unics) is itself a pun on *Multics*)

UNIX (1970s, AT&T, American Telephone and Telegraph Company)  
became popular with companies and government agencies,  
and people started to develop their own UNIX OS.

*(does 1/1/1970 appear familiar?)*

IEEE (Institute of Electrical and Electronics Engineers)

developed a standard for UNIX-like OSs, called **POSIX** to prevent  
chaos.



# Note re POSIX

- [POSIX](#) is a family of standards, specified by the [IEEE](#), to clarify and make uniform the application programming interfaces (and ancillary issues, such as command line shell utilities) provided by Unix operating systems. When you write your programs to rely on POSIX standards, you can be pretty sure to be able to port them easily among a large family of Unix derivatives (including Linux, but not limited to it!);
- if and when you use some Linux API that's not standardized as part of Posix, you will have a harder time if and when you want to port that program or library to other Unix systems (e.g., Mac OS) in the future.

**"There is no reason anyone would want a computer in their home."**

**- Ken Olson, president, chairman and founder of Digital Equipment Corp. - 1977**



# 4<sup>TH</sup> GENERATION

Andrew S. Tanenbaum wrote a version of UNIX called **MINIX** (mini-UNIX, released in 1987) with POSIX support, for educational use.

A Finnish student Linus Torvalds wrote a free production of MINIX called .....?  
- **Linux** has a slightly different **kernel** design to that of MINIX  
(but that's for another day... Think Android !!)

**XINU**, a UNIX-like OS was originally developed by Dr. Douglas Comer in 1984 at Purdue University as an educational and research tool for computer systems.  
Xinu Is Not Unix! (note the spelling !)

**GNU**, a UNIX-like OS started in 1984 by Richard Stallman (MIT). The aim was to create a completely “free” OS for all. Still not yet fully realised but led to the Free Software Foundation and the GNU General Public Licence (the most widely used free software licence).

# Fourth generation 1980 - present

**Personal computers** were developed after LSI (Large Scale Integration) circuits were invented.

## First Microcomputer:

- Intel 8080 CPU + attached 8-inch floppy disk
- First disk based OS CP/M (Control Program for Microcomputers)



In the 1980s IBM designed the IBM PC and contacted **Bill Gates** for an operating System.

# Fourth generation 1980 - present

Atari 800 - 1979



Commodore VIC 20 - 1980



Commodore 64 - 1982



Sinclair QL - 1984



IBM - 1981



Amstrad - 1986



Apple II - 1977



# Fourth generation continued..

- In the 1980s IBM designed the IBM PC and contacted Bill Gates for an operating System.
- Bill Gates suggested to IBM that they should look at CP/M (Control Program for Microcomputers, one of the most successful OS for microcomputers at that time, created by Gary Kildall)

## Unfortunately

- Kildall did not sign a non-disclosure agreement, and did not make an agreement with IBM
- IBM went back to Bill Gates and signed a contract with him to write an OS for their new home computer (MS-DOS)
- MS-DOS was based on QDOS, the "Quick and Dirty Operating System" written by Tim Paterson of Seattle Computer Products (later renamed to 86-DOS)
- QDOS was based on Gary Kildall's CP/M
- Microsoft bought the rights to QDOS for \$50,000

## Personal computers and workstations

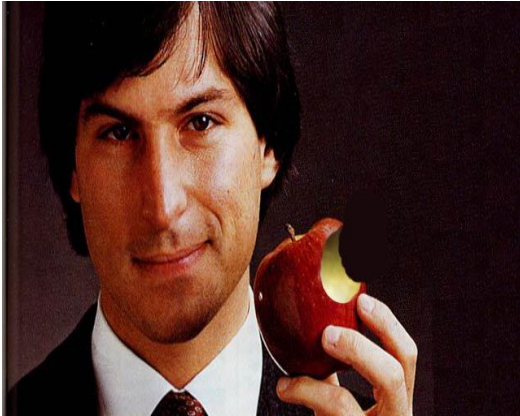
- MS-DOS and Unix
- Massively parallel systems
- Pipelining
- Computer networks
- Distributed computing – Using multiple independent computers to perform a common task.

# Fourth generation continued..

- Early MS-DOS was very primitive but later versions included advanced features taken from UNIX
- The early OS for microcomputers were based on users typing in commands from the keyboard
- Doug EngelBart (Stanford Research Institute) invented the Graphical User Interface (GUI) with windows, icons, menus and mouse



# Fourth generation continued..



- Steve Jobs saw the value of the GUI in a PC and developed the apple computer with GUI (Apple Macintosh) in his garage.



- He was also the co-founder of Pixar which has created many successful animated movies:
  - Toy Story; A Bug's Life, Finding Nemo, Monsters Inc, ..



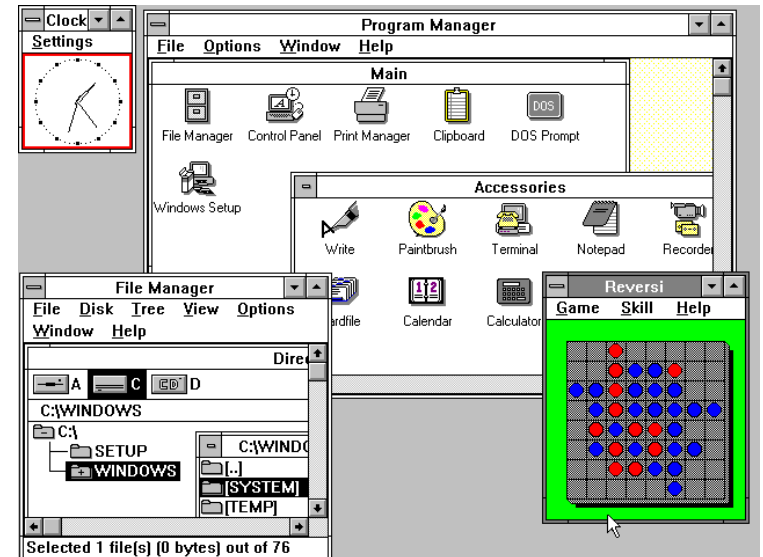
# MS-DOS and Windows

Microsoft developed a GUI-based system called **Windows** which originally ran on top of MS-DOS (just as a GUI to DOS)

```
GRAFTABL COM      11237 03.02.90    13:00
GRAPHICS COM      19758 03.02.90    13:00
GRAPHICS PRO      21232 03.02.90    13:00
EXEZBIN  EXE       8584 03.02.90    13:00
EXPAND  EXE      14835 03.02.90    13:00
JOIN    EXE      17934 03.02.90    13:00
LCD     CPI      10771 03.02.90    13:00
LOADFIX COM       1273 03.02.90    13:00
INFO    TXT      15690 03.02.90    13:00
ANWINFO TXT      10313 03.02.90    13:00
PRINTER SYS      18852 03.02.90    13:00
REPLACE EXE      20194 03.02.90    13:00
SUBST   EXE      18574 03.02.90    13:00
TREE    COM       6974 03.02.90    13:00
COMMAND COM      50031 03.02.90    13:00
DOSSHELL INI      17830 28.05.06    21:18
      83 Datei(en)      2147161 Byte
      26421248 Byte frei

C:\DOS>ver
MS-DOS Version 5.00

C:\DOS>_
```

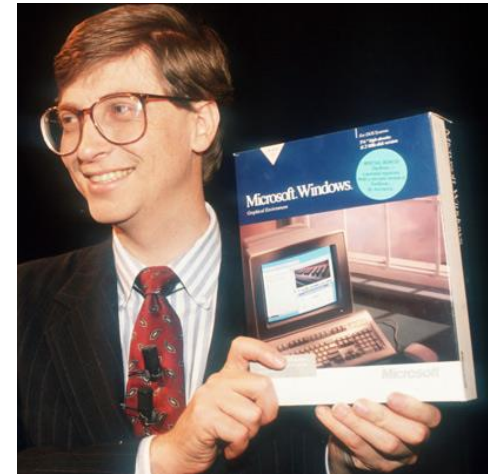


**"We don't see Windows as a long-term graphical interface for the masses."**

**- A Lotus Software Development official, while demonstrating a new DOS version - 1989**

# Fourth generation continued..

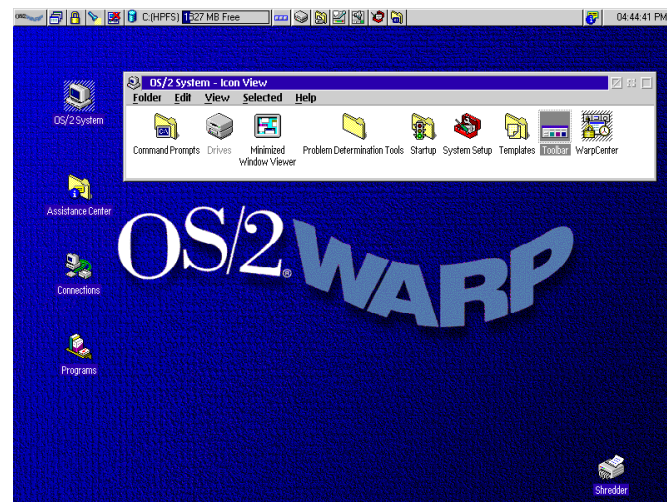
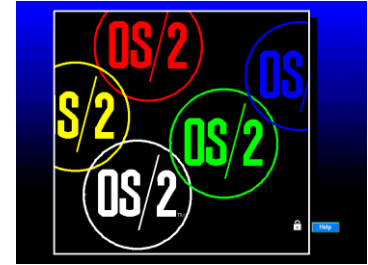
- **Windows 3.0** (an MS-DOS application)
- **Windows 95** and **98** were real GUI based operating systems based on 16 bit Intel assembly language
- **Windows NT** was a 32-bit rewrite from scratch version of Windows 98.
- **Windows 2000** (Windows NT version 5.0)
- **Windows ME** (Millennium Edition)
- **Windows XP** (eXPerience)
- **Windows Vista**
- **Windows 7**
- **Windows 8**
- **Windows 10**
- **Windows 11**



# Fourth generation continued..

- **IBM OS/2**

- Initially a Microsoft/IBM collaboration
- IBM only from 1990 (Microsoft concentrates on Windows)
- 1992 OS/2 2.0
  - "a better DOS than DOS and a better Windows than Windows"
  - Could actually run Windows as a DOS program within OS/2
- 1994 OS/2 Warp
- Internal IBM management problems lead to its demise



# Fourth generation 1980 - present

Compaq

DeskPro386 - 1986



SunOS SPARCstation 1990s



Apple Mac – 1990s



Apple iMac

– 2000 ish



# **SUPER COMPUTERS**

# Power Indices reminder

Prefix	Symbol(s)	Power of 10	Power of 2
yocto-	y	$10^{-24} *$	--
zepto-	z	$10^{-21} *$	--
atto-	a	$10^{-18} *$	--
femto-	f	$10^{-15} *$	--
pico-	p	$10^{-12} *$	--
nano-	n	$10^{-9} *$	--
micro-	$\mu$	$10^{-6} *$	--
milli-	m	$10^{-3} *$	--
centi-	c	$10^{-2} *$	--
deci-	d	$10^{-1} *$	--
(none)	--	$10^0$	$2^0$
deka-	D	$10^1 *$	--
hecto-	h	$10^2 *$	--
kilo-	k or K **	$10^3$	$2^{10}$
mega-	M	$10^6$	$2^{20}$
giga-	G	$10^9$	$2^{30}$
tera-	T	$10^{12}$	$2^{40}$
peta-	P	$10^{15}$	$2^{50}$
exa-	E	$10^{18} *$	$2^{60}$
zetta-	Z	$10^{21} *$	$2^{70}$
yotta-	Y	$10^{24} *$	$2^{80}$

\* Not generally used to express data speed

\*\* k =  $10^3$  and K =  $2^{10}$

## The **HPE Frontier (USA)**

as of January 2024, is ranked number one in the [TOP500](#) list as the fastest supercomputer in the world, with 1.194 exaFLOPS, which is 1.192 quintillion operations per second

It has 8,699,904 Cores.

HPE Cray OS. HPE Cray OS is based on SUSE® Linux Enterprise Server (SLES) with enhancements for high performance computing

The “flop” in exaflop is an abbreviation for floating point operations.

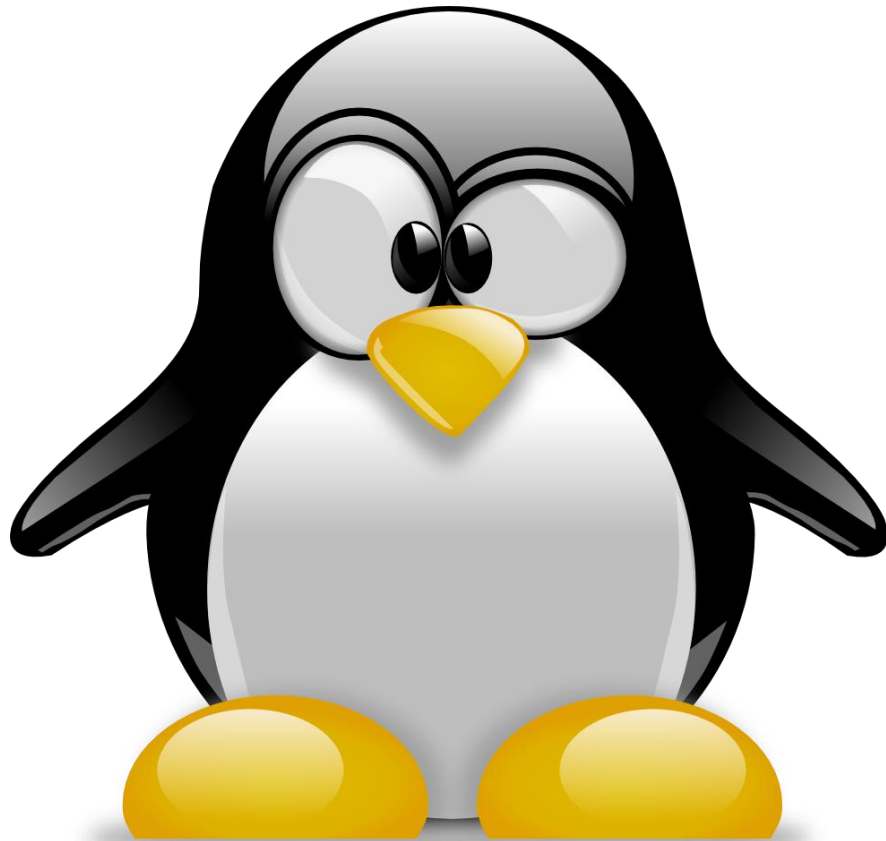
To match what an exaflop computer can do in just one second, a human would have to perform one calculation (operation) every second for 31.6 billion years.



# All .... using what OS ?

All top 10 use .....

LINUX



# Summary: OS Generations

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Personal computers

- **Popular Mechanics, forecasting the relentless march of science, 1949**

**"Computers in the future may weigh no more than 1.5 tons."**