

Hello world!

오상준

Hardware

CPU

RAM, SSD and HDD

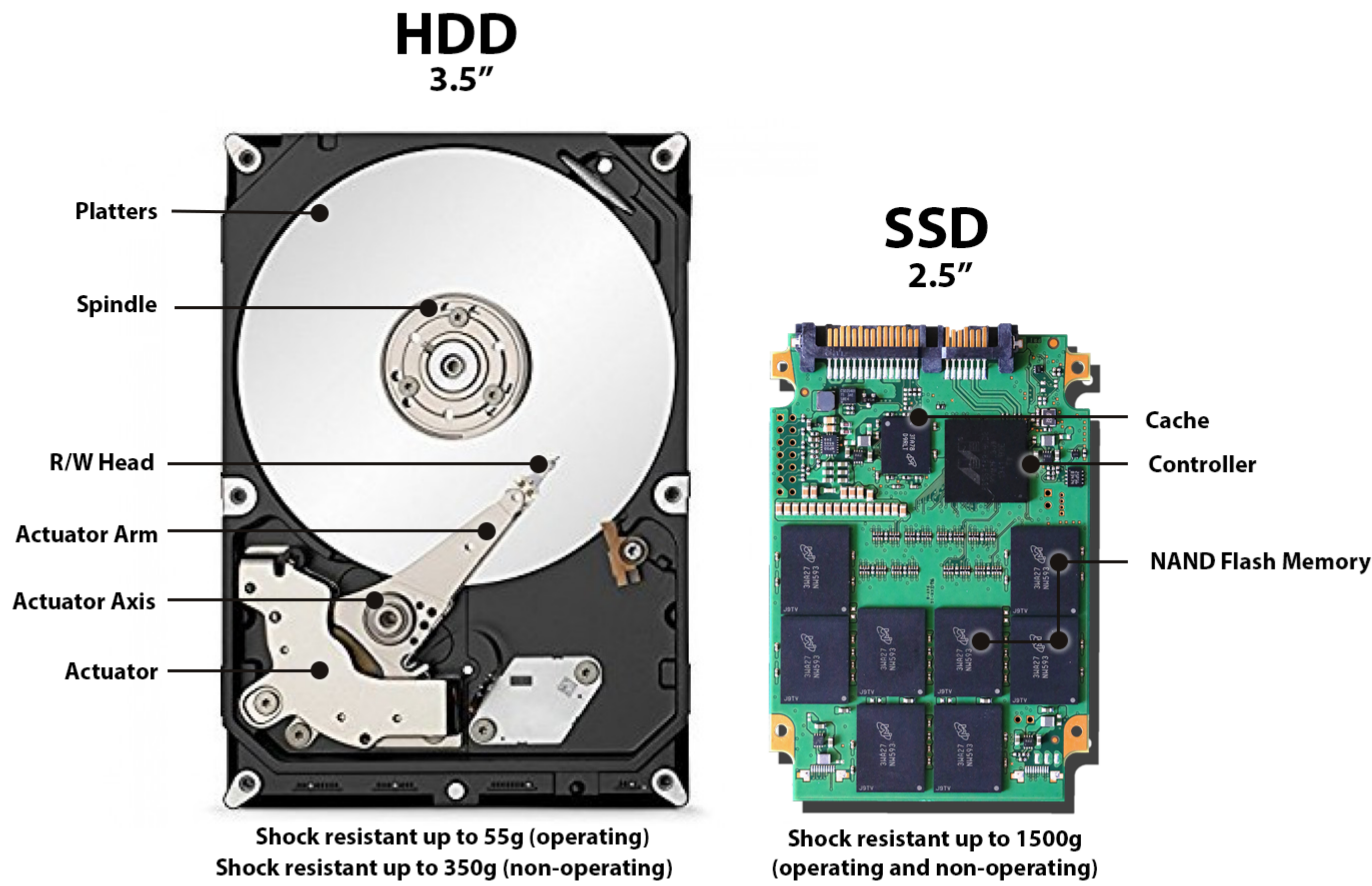
Others

CPUs

- Cores and hyperthreading
- Clock rate: 4Ghz power wall
- Instruction sets: x86(Intel), x86-64(AMD), RISC(ARM)
- Caches: L1-L3



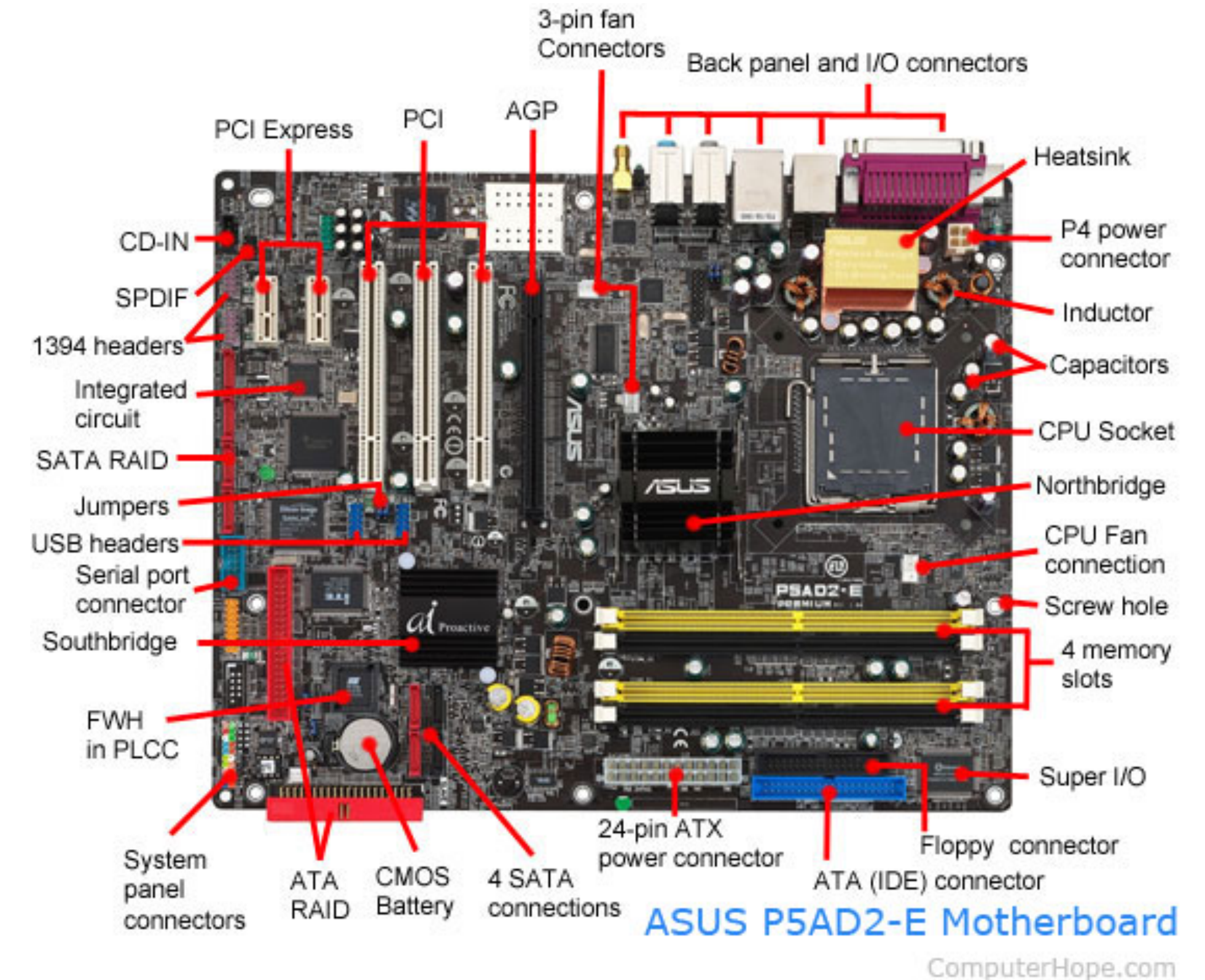
RAMs, SSDs, and HDDs



System Event	Actual Latency	Scaled Latency
One CPU cycle	0.4 ns	1 s
Level 1 cache access	0.9 ns	2 s
Level 2 cache access	2.8 ns	7 s
Level 3 cache access	28 ns	1 min
Main memory access (DDR DIMM)	~100 ns	4 min
Intel Optane memory access	<10 μs	7 hrs
NVMe SSD I/O	~25 μs	17 hrs
SSD I/O	50–150 μs	1.5–4 days
Rotational disk I/O	1–10 ms	1–9 months
Internet call: San Francisco to New York City	65 ms ^[3]	5 years
Internet call: San Francisco to Hong Kong	141 ms ³	11 years

Others

- The mainboard (motherboard)
- Graphical Processing Units (GPUs)
- Power supply



Software

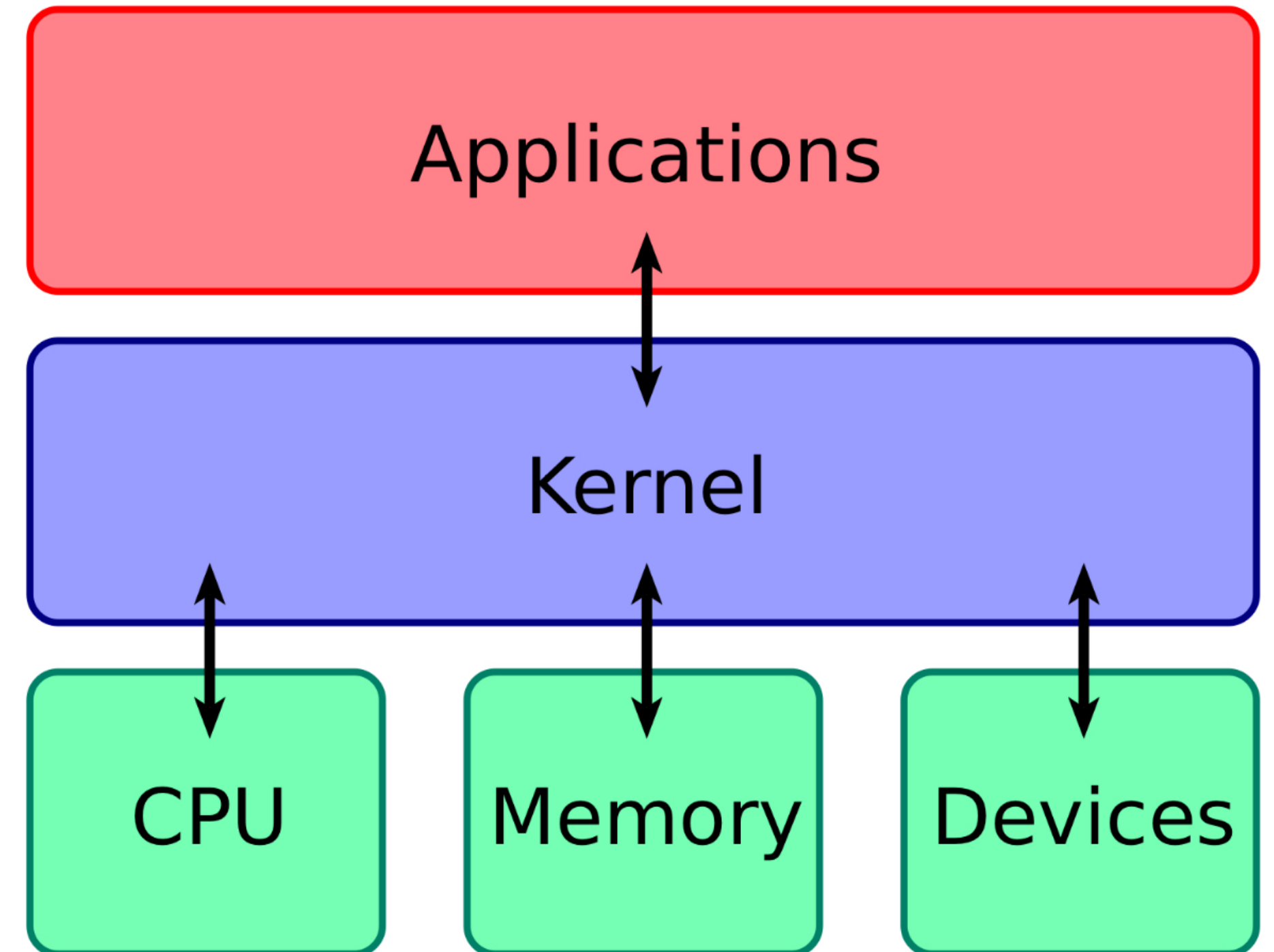
Operating Systems (OS)
The kernel and the shell
Processes and threads
Programming languages

Operating Systems (OS)

- UNIX (IEEE standard POSIX-compliant)
 - FreeBSD, macOS, ...
- UNIX-like
 - Linux (Ubuntu, Ubuntu GNOME, CentOS, RHEL, ...)
- Windows

The kernel and the shell

- The kernel
 - resource management
 - process scheduling
 - user permissions



The kernel and the shell

- The shell
 - Command Line Interface (CLI)
 - sh, bash, zsh, csh, fish, ...
 - terminal emulators: Gnome terminal, iTerm2, Putty, ...
 - Graphical User Interface
 - Linux: X11 + desktop environment (GNOME, Unity, KDE, Xfce, ...)

The kernel and the shell

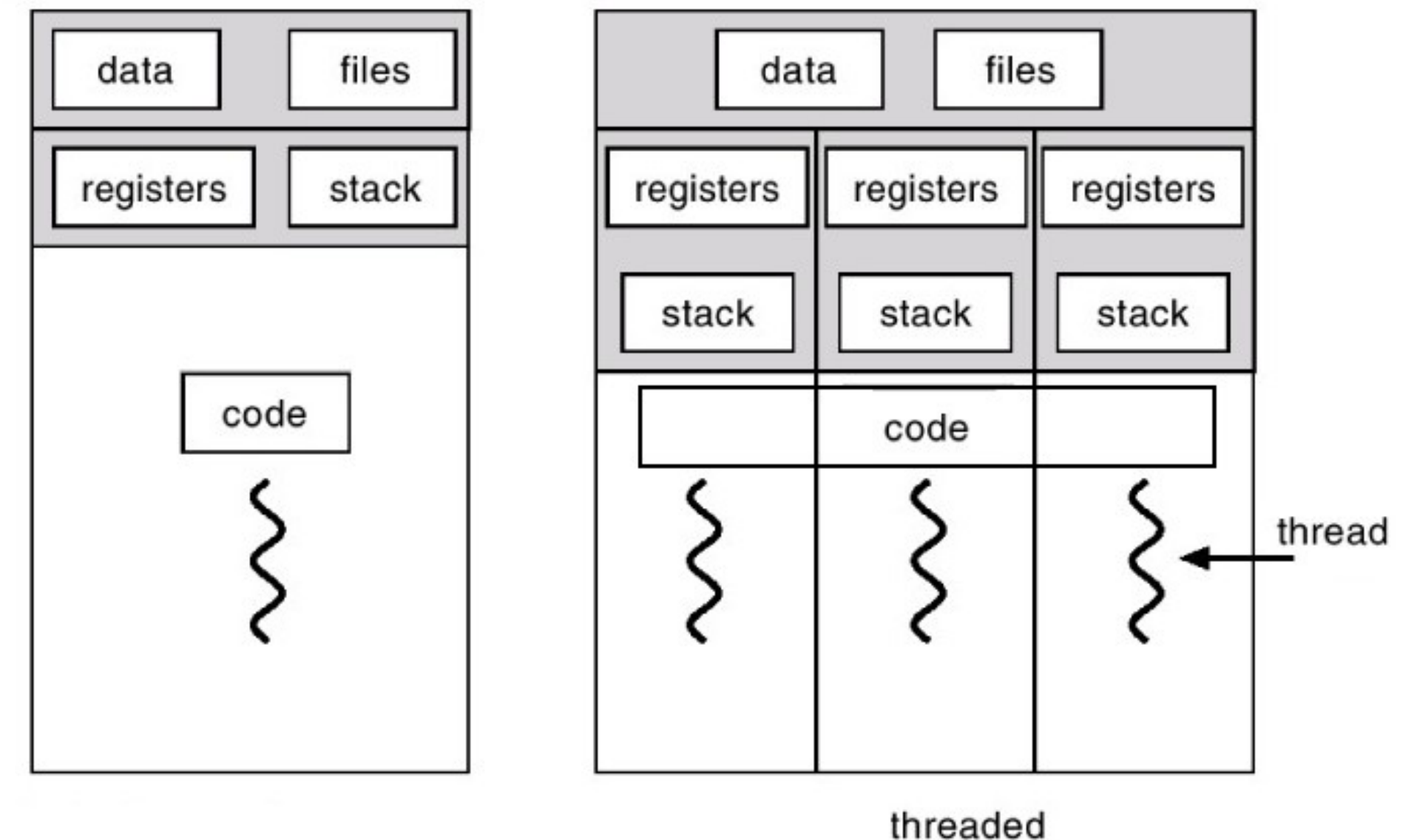
- 만화로 배우는 리눅스 시스템 관리

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man, ls -lah, cd, cp, mv, rename, find -name -maxdepth -exec, mount,  
ssh, scp, ln -s, cat, head, tail -f, wc -l, sort, uniq, comm, grep -irv,  
cut -d -f, sed, top, ps -ef, jobs, fg, bg, kill, pkill, history, less,  
vi, tar -cf -xf, xargs -I -P, tmux
```

Processes and threads

threads \in *processes*

- A process has 1 or more threads
- A core executes 1 thread at a time
- Threads of the same process share address space
- Processes need Inter-Process Communications (IPC) to talk to each other



Programming languages

- Compiled (C, C++, Go) and interpreted languages (Java, Python, Javascript)
 - Virtual Machines (VM)
 - Just-In-Time compiling
 - Garbage Collection (GC)
 - Python's Global Interpreter Lock (GIL)
- Paradigms
 - Object-Oriented Programming
 - Functional Programming