Operating Systems

- Review Syllabus
  - read the warning about the size of the project
  - make sure you get the 4th edition of the book
- Program #0 Handout
  - its due in less than one week
  - purpose is to get familiar with the compiler/debugger
- Discussion Sections
  - will focus on the project
  - did not meet on Monday
    - my apologies the the 9:00 section for not posting a note
- Reading
  - Chapter 1 (sections 1.1 to 1.6)
  - Chapter 2

What is an Operating System?

- Resource Manager
  - Resources include: CPU, memory, disk, network
  - OS allocates and de-allocates these resources
- Virtual Machine
  - provides an abstraction of a larger (or just different machine)
  - Examples:
    - Virtual memory - looks like more memory
    - Java - pseudo machine that looks like a stack machine
    - IBM VM - a complete virtual machine (can boot multiple copies of an OS on it)
- Multiplexor
  - allows sharing of resources and protection
  - motivation is cost: consider a $40M supercomputer

What is an OS (cont)?

- Provider of Services
  - includes most of the things in the above definition
  - provide “common” subroutines for the programmer
    - windowing systems
    - memory management
- The software that is always loaded/running
  - generally refers to the Os *kernel.*
    - small protected piece of software
- All of these definitions are correct
  - **but** not all operating have all of these features

Closely Related to an Operating System

- Hardware
  - OS is managing hardware resources so needs to know about the ugly details of the hardware
    - interrupt vectors
    - page tables
    - I/O registers
  - some features can be implemented either in hardware or the OS
    - Example: page tables on MIPS
- Languages
  - can you write an OS in any language?
    - No: need to be able to explicitly layout data structures to match hardware

OS Related Topics (cont)

- Language Runtime systems
  - memory management requirements
    - explicit heap management
    - garbage collection
    - stack layout
  - concurrency and synchronization
  - calling convention (how are parameters passed)
- Data Structure and Algorithms
  - efficient access to information in an OS
    - for most things need linear time and space
    - for many things want log or constant time

Usability Goals

- Robustness
  - accept all valid input
  - detect and gracefully handle all invalid input
  - should not be possible to crash the OS
- Consistency
  - same operation should mean the same thing
    - read from a file or a network should look the same
    - a “-” flag should be the same in different commands
  - conventions
    - define the convention
    - **follow the convention when adding new items**

Usability Goals (cont)

- Proportionality
  - simple, common cases are easy and fast
    - good default values
  - complex, rare cases are possible but more complex and slower
    - “rm *” should give a warning
    - formatting the disk should not be on the desktop next to the trash can

Cost Goals

- Good Algorithms
  - time/space tradeoff are important
  - use special hardware where needed
    - smart disk controllers, memory protection
- Low maintenance cost
  - should not require constant attention
- Maintainability
  - most of cost in OS is in maintenance so make it easy to maintain the software base

Adaptability Goals

- Tailored to the environment
  - server vs. workstation
  - multi-media vs. data entry
- Changes over time
  - added memory
  - new devices
- Extensible
  - third parties can add new features
    - database vendors often need custom features
  - end customers can extend the system
    - new devices
    - new policies