Welcome!

- Read the Syllabus
  - read the warning about the size of the project
  - make sure you get the 7th edition of the book (if you bought the 6th talk to me)
- Discussion Sections (start Monday)
  - focus on the project
  - meet only once a week
    - We will have two total per week; you can attend the section of your choice.

Projects

- The best way to understand is by doing
  - So, we will build an operating system that works on bare hardware by extending the GeekOS academic operating system. 7 projects total.
- Project #0 Handout to be posted Friday
  - It will be due Friday next week.
  - It will get you familiar with the bochs simulator and some of the basics of the initial kernel

Class Grades Server

http://grades.cs.umd.edu

- Get your LinuxLab account from here
  - CS computing cluster. Projects must work and be submitted on these machines.
- Complete grade information
- Interface for requesting regrades on exams and projects (with deadline!)
Newsgroup

- Place for discussion about the projects
  - Preferred place to ask questions; then all students will benefit from the answer
  - *Don’t cross the line:* do not to provide direct answers that give away main parts of the project! I.e., don’t post code, pseudocode, etc.

Undergraduate Research

- As a University, we are trying to provide opportunities to undergraduates to do research
- In this class, you will have the opportunity to contribute to research on the new systems programming language Cyclone
- What is Cyclone? Glad you asked ...

Cyclone

- Based on C
  - Low-level control over memory management, data representation, and access to the machine
- But type-safe!
  - Rules out many hard-to-find bugs and security holes
    - Buffer overflows
    - Dangling pointers
  - These bugs have killed many projects

Cyclone in this class

- Required to write a small Cyclone program for project 1
- Optional from then on
  - GeekOS is “Cyclone-enabled”
    - The Makefile will permit you to compile in and run Cyclone code in the kernel and as user programs
  - If you are interested in using it in your projects, or as an independent side project, let me know
- See http://www.cs.umd.edu/projects/cyclone/
Course Material

- Reading
  - Chapter 1 (today, Monday)
  - Chapter 2 (for Monday)

Why Study OSs?

- Understand computer systems
  - From the hardware up to applications
  - Helpful for understanding performance, security, reliability, and other issues of general interest to computer scientists and engineers

Why Study OSs?

- Understand principles of abstraction
  - OSs are large and complex. How do we manage this complexity?
  - Abstraction:
    - Break each piece into self-contained chunks
    - Plug each piece together
  - Different views of service from view of the provider and view of the user
  - These principles will serve you in other software systems projects
    - E.g., thinking about concurrency

Why Study OSs?

- Understand tradeoffs of system design
  - Many types of users (too many!)
    - real-time, desktop, server, etc...
  - Many possible models and abstractions
    - OS researchers are ‘abstraction merchants’
  - There is no perfect OS!
  - It’s fun!
    - the details are interesting (I think so!)
**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

**Operating System Cousins**

- **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

- **Languages**
  - can you write an OS in any language?
    - No: need to be able to explicitly layout data structures to match hardware

**OS Cousins (cont)**

- **Language Runtime systems**
  - memory management requirements
    - explicit heap management
    - garbage collection
    - stack layout
  - concurrency and synchronization
  - calling convention (how are parameters passed)

- **Data Structures 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
Abstract View of System

OS Execution Basics

- The OS kernel is event-driven:
  - It waits for an event to occur, and then responds to that event
- Events represented by the hardware as interrupts
  - Most often from devices
  - But also can arise from software

Computer System Structure

Hardware Interrupts

- Indicate an event has occurred
  - when caused by hardware devices
    • indicates data present or hardware available
  - when caused by software
    • Indicates a system call (or trap)
- Interrupt the CPU to execute a handler
  - saves state about what was happening
  - returns where it left off when finished
**Servicing Interrupts**

- Need to know what device interrupted
  - could ask each device (slow!)
  - instead use an **interrupt vector**
    - array of pointers to functions to handle a specific interrupt
- What happens if an interrupt arrives while we are in an interrupt handler?
  - OS may wish to disable interrupts until handling is complete.

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**Multiprogramming**

- Many jobs active “at once”
  - Each job no longer runs to completion before the next can start
  - Many jobs resident in memory at once; the CPU is shared between them, or they run on multiple CPUs.
- **Job scheduling**
  - which jobs to load into memory

**Multiprogramming OSs**

- Must manage resources
  - Memory
  - I/O devices
  - CPU
  - Want to be fair and efficient
- **CPU scheduling**
  - which memory-resident program to run
- **Protection**
  - Prevent errant job from tainting results of another
Multitasking (Timesharing)

- Like multiprogramming, but **interactive**
  - Switching between tasks is very fast
- **Preemption**: interrupting a job to transfer control to another job
  - **Quantum**: the time slice allocated to a process before it’s preempted. How long should it be?
- Interactivity requires more support
  - Filesystem, virtual memory, synchronization, deadlock avoidance

Contrast: Batch system

- Typical on older mainframes
  - Automate running of user jobs
  - Users submit jobs, OS schedules them, run without preemption
  - OS referred to as a *resident monitor*

Desktop System

- Catered to a single user
- **Goal**: flexibility and responsiveness
  - Support interactive I/O devices
  - May not need to be as efficient as multi-user OS to be more responsive
  - May be less concerned with protection

Multiprocessor System

- Single computer system with several CPUs
  - All share memory, clock, devices
- **Goals**:
  - Better value
    - Increased throughput
  - Lower cost
  - Increased reliability
- **Two flavors**
  - Symmetric and asymmetric
- **Multi-core systems**: multiple processors on one chip
Distributed (Clustered) System
- Many machines joined by a network
  - Loosely coupled: each processor has its own memory; communication via the network
    - OS often implements network protocols
- Goals
  - Value
  - Share distributed resources
- Variants: client-server, peer-to-peer

Real-time Systems
- Control device in a dedicated application
  - Medical imaging, industrial control, etc.
- Well-defined fixed time constraints
- Variants
  - Hard: can never miss a deadline
  - Soft: less stringent. Thus permits unpredictable elements like caches, disks, etc.

Handheld Systems
- PDAs, cell phones, etc.
- Issues
  - Limited memory
  - Slow (power-constrained) processors
  - Small display

Migration of OS features
OS Goals: Usability

- 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 of software 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