# CSE 451: Operating Systems
# Winter 2003

## Lecture 1
## Course Introduction

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# Today's agenda

- Administrivia
  - overview of course
    - projects, assignments, exams, …
    - sections
  - overloading
- OS overview
  - functional
    - resource mgmt, major issues
  - historical
    - batch systems, multiprogramming, time shared OS's
    - PCs, networked computers

# Course overview

- Everything you need to know will be on the course web page:

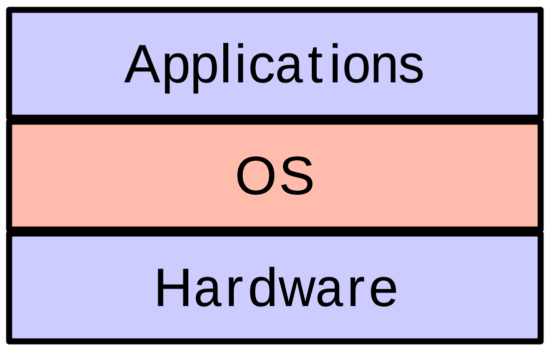
http://www.cs.washington.edu/education/courses/451/CurrentQtr

# Overloading

- If you intend on dropping this course
  - please do it soon!
- If you want to get into this course
  - plan for the worst case (i.e. you don’t get in)
  - but, make sure you’ve sent me email

# What is an Operating System?

- An operating system (OS) is:
  - a software layer to abstract away and manage details of hardware resources
  - a set of utilities to simplify application development




  - "all the code you didn't write" in order to implement your application

# The OS and Hardware

- An OS mediates programs' access to hardware resources
  - Computation (CPU)
  - Volatile storage (memory) and persistent storage (disk, etc.)
  - Network communications (TCP/IP stacks, ethernet cards, etc.)
  - Input/output devices (keyboard, display, sound card, etc.)
- The OS abstracts hardware into logical resources and well-defined interfaces to those resources
  - processes (CPU, memory)
  - files (disk)
    - programs (sequences of instructions)
  - sockets (network)

# Why bother with an OS?

- Application benefits
  - programming simplicity
    - see high-level abstractions (files) instead of low-level hardware details (device registers)
    - abstractions are reusable across many programs
  - portability (across machine configurations or architectures)
    - device independence: 3Com card or Intel card?
- User benefits
  - safety
    - program "sees" own virtual machine, thinks it owns computer
    - OS protects programs from each other
    - OS fairly multiplexes resources across programs
  - efficiency (cost and speed)
    - share one computer across many users
    - concurrent execution of multiple programs

# The Major OS Issues

- **structure**: how is the OS organized?
- **sharing**: how are resources shared across users?
- **naming**: how are resources named (by users or programs)?
- **security**: how is the integrity of the OS and its resources ensured?
  - **protection**: how is one user/program protected from another?
- **performance**: how do we make it all go fast?
- **reliability**: what happens if something goes wrong (either with hardware or with a program)?
- **extensibility**: can we add new features?
- **communication**: how do programs exchange information, including across a network?

# More OS issues…

- **concurrency**: how are parallel activities (computation and I/O) created and controlled?
- **scale**: what happens as demands or resources increase?
- **persistence**: how do you make data last longer than program executions?
- **distribution**: how do multiple computers interact with each other?
- **accounting**: how do we keep track of resource usage, and perhaps charge for it?

# OS History

- In the very beginning…
  - OS was just a library of code that you linked into your program; programs were loaded in their entirety into memory, and executed
  - interfaces were literally switches and blinking lights
- And then came **batch systems**
  - OS was stored in a portion of primary memory
  - OS loaded the next job into memory from the card reader
    - job gets executed
    - output is printed, including a dump of memory (why?)
    - repeat…
  - card readers and line printers were very slow
    - so CPU was idle much of the time (wastes $$)

# Spooling

- Disks were much faster than card readers and printers
- Spool (Simultaneous Peripheral Operation On-Line)
  - while one job is executing, spool next job from card reader onto disk
    - slow card reader I/O is overlapped with CPU
  - can even spool multiple programs onto disk
    - OS must choose which to run next
    - job scheduling
  - but, CPU still idle when a program interacts with a peripheral during execution

# Multiprogramming

- To increase system utilization, multiprogramming OSs were invented
  - keeps multiple runnable jobs loaded in memory at once
  - overlaps I/O of a job with computing of another
    - while one job waits for I/O completion, OS runs instructions from another job
  - to benefit, need asynchronous I/O devices
    - need some way to know when devices are done
      - interrupts
      - polling
  - goal: optimize system throughput
    - perhaps at the cost of response time…

# Timesharing

- To support interactive use, create a timesharing OS:
  - multiple terminals into one machine
  - each user has illusion of entire machine to him/herself
  - optimize response time, perhaps at the cost of throughput
- Timeslicing
  - divide CPU equally among the users
  - if job is truly interactive (e.g. editor), then can jump between programs and users faster than users can generate load
  - permits users to interactively view, edit, debug running programs (why does this matter?)
- MIT Multics system (mid-1960's) was the first large timeshared system
  - nearly all OS concepts can be traced back to Multics

# Distributed OS

- distributed systems to facilitate use of geographically distributed resources
  – workstations on a LAN
  – servers across the Internet
- supports communications between jobs
  – interprocess communication
    - message passing, shared memory
  – networking stacks
- sharing of distributed resources (hardware, software)
  – load balancing, authentication and access control, …
- speedup isn't the issue
  – access to diversity of resources is goal

# Parallel OS

- Some applications can be written as multiple parallel threads or processes
  - can speed up the execution by running multiple threads/processes simultaneously on multiple CPUs
  - need OS and language primitives for dividing program into multiple parallel activities
  - need OS primitives for fast communication between activities
    - degree of speedup dictated by communication/computation ratio
  - many flavors of parallel computers
    - SMPs (symmetric multi-processors)
    - MPPs (massively parallel processors)
    - NOWs (networks of workstations)
    - computational grid (SETI @home)

# Embedded OS

- Ubiquitous computing
  - cheap processors embedded everywhere
  - how many are on your body now?  in your car?
  - cell phones, PDAs, network computers, …
- Typically very constrained hardware resources
  - slow processors
  - very small amount of memory (e.g. 8 MB)
  - no disk
  - typically only one dedicated application

# CSE 451

- In this class we will learn:
  - what are the major components to most OSs?
  - how are the components structured?
  - what are the most important (common?) interfaces?
  - what policies are typically used in an OS?
  - what algorithms are used to implement policies?