

# **CSE 451: Operating Systems**

## **Winter 2026**

### **Module 20**

### **Review**

**Gary Kimura**

# Today's Agenda

- One last hard lesson learned
- Quick recap of topics covered
- Open discussion on any topic
- Finally, some last words

But first, I'm being watched



“Are those kibbles in your pocket?”

# **CSE 451: Operating Systems**

## **Hard Lessons Learned**

### **Windows**

### **Generic Table Package using**

### **Splay Tree**

**Gary Kimura**

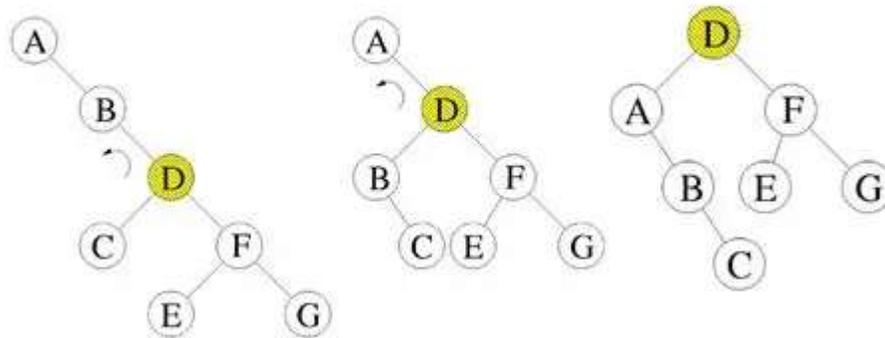
# A simple package to look up keyed data

- Create() a table, specify a generic ordering (i.e., sorting) function
- Add() an entry to the table
- Lookup() an entry based on a key
- Remove() an entry
  
- Great for things like symbol tables in a compiler or tracking opened files
  
- Added a way to enumerate a table from beginning to end, really as a debug tool

# Splay trees: the perfect solution

- Just a binary search tree
- Self adjusting based on lookup

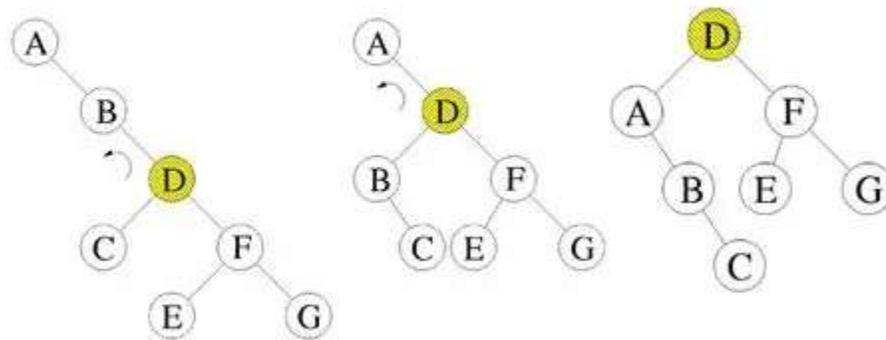
## Splay Tree Example



# Performance gains

- Locality of lookups (temporal locality)

## Splay Tree Example



# What could possibly go wrong?

- My simple solution for enumerating a table linearized the tree. It was a quick hack.
- What was originally meant for simply debugging the package became widely used. Augh!
- Used in the Windows Kernel Timer queue.

## Back to the drawing board.

- Another developer replaced Splay trees with Red Black trees

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# Major Topics

- Hardware Modes
- General Structure, Architecture, and Processes
- Interrupt, Exception, and Syscall
- Locks, Deadlock, and Starvation
- CPU Scheduling
- Memory
- Virtual Memory
- Storage and File Systems

# Obsolescence in design

- Ponder the implications of all the changes that have taken place in last 50+ years regarding computers.
- Word size: 8bit, 12bit, 16bit, 32bit, 36bit, 60bit, 64bit.
- Many things have become bigger and keep getting bigger
- Some things have shrunk
- A lot of things have becoming faster, but some speeds haven't changed
- And a lot more things...

# Pet Peeves

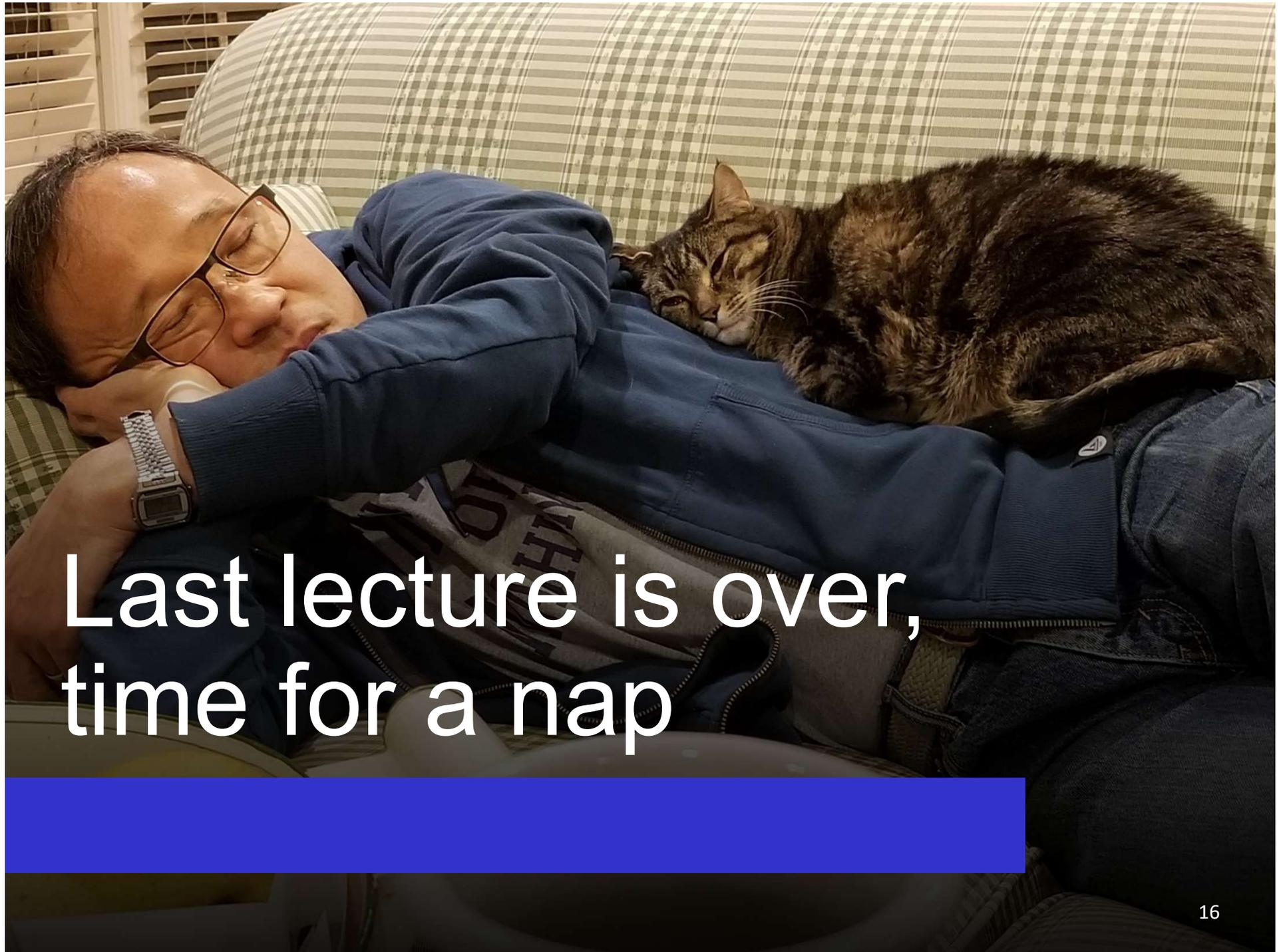
- Overly complex design (Keep It Simple)
- Poorly commented code
- Undocumented Tribal knowledge
- Picking a solution because it works well on some contrived data sets. Sorting is an example
- The job interview and selection process in the tech industry
- And the list goes on...

# Wrap up

- OS design is not magic
- But the OS is a whole lot of stuff all tied together in sometimes unobvious, convoluted, and messy ways
- Hot OS topics? Research versus Industry
- What I hope you got out of this class
  - A more complete understanding of the OS environment that will make you better programmers and computer users
  - And when you stumble upon a bug in Windows you'll know who to blame

# Penultimate slide

- ~~• One last hard lesson learned~~
- ~~• Quick recap of topics covered~~
- Open discussion on any topic
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Last lecture is over,  
time for a nap