E2011: Theoretical fundamentals of computer science Basic concepts about operating systems

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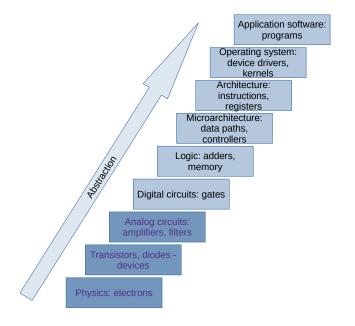
Fac. of Science - RECETOX

Outline

Operating systems

2 Kernel

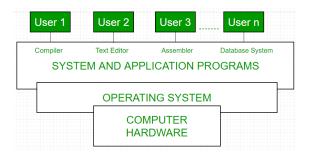
Shell



Operating systems

Why?

- acts as an interface between user/applications and hardware
- resource manager: manages I/O and peripherals
- provide a virtual perspective on the underlying hardware
- manage programs



Main roles of the OS:

- resource sharing:
 - allocate resources for all activities; separate the resources between activities
 - isolation of activties
 - communication between processes/activities
- virtualization
- provide standard services: process management, file systems, network services, etc

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problem has been detected and windows has been shut down to prevent damage be your computer.

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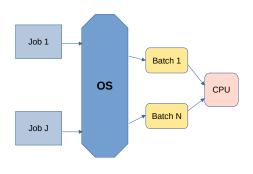
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OS over time

- early OS: set of routines for common procedures; single-user OS
- multi-user OS: \rightarrow batch processing \rightarrow multi-tasking \rightarrow virtual machines
- time-sharing OS: interactive use
- modern OS: usually a kernel+GUI; desktop-level (MacOS, Linux, Windows, etc); smart appliances (Android, iOS, Symbian, etc); server-level: GUI is optional (UNIX-based OSes, etc); etc

Batch OS

- intially, a system in which jobs are run sequentially
- a job monitor supervises execution and manages the job queue
- modern OSes have their own job scheduler(s) allowing for non-interactive, eventually synchronized, execution of jobs



Example of batch OS IBM's

OS/360

- developed in the 1960s
- designed for mainframes
- goal was to maximize hardware utilization
- introduces job control language (JCL)

Examples:

- start a job: job name, accounting information, params //MYJOB JOB (ACCOUNT), 'MY JOB NAME', CLASS=A, MSGCLASS=X
- specify program to execute within job //STEP1 EXEC PGM=MYPROGRAM
- conditional execution //STEP2 EXECPGM=ANOTHERPGM, COND=(0,LT,STEP1)

Multitasking

- "concurrent" exectution of processes (tasks)
- does not imply parallel execution
- multiprogramming OSes: allow context switching between processes
- cooperative multitasking: processes voluntarily ceed time to OS/other process: ealry Windows and MacOS
- preemptive multitasking: OS decides to switch between executing tasks
- real time systems
- multi-threaded systems

Example of multitasking OS

UNIX

- developed in the 1970s at Bell Labs
- implements preemptive multitasking
- time-sharing: CPU time dived among multiple processes
- process management
- system calls for process control: fork, exec, kill, etc

Examples:

- work with files: ls, cp, mv, rm
- traverse filesystem hierarchy: cd, pwd
- control access: chmod, chown
- control processes: ps, kill

Another classification of modern OSes

- Desktop OSes: for personal computers, user-friendly, wide range of applications; ex: Windows, macOS, Linux
- Mobile OSes: for touch interfaces and mobile devices; ex: Android, iOS, HarmonyOS.
- Server OSes: manage and optimize network resources, security, and multi-user services; ex: Windows Server, Linux
- Embedded OSes: for specific hardware and applications; ex: FreeRTOS, Embedded Linux, VxWorks, QNX.
- Real-Time OSes: when immediate response to inputs is critical; ex: RTLinux, FreeRTOS, QNX, LynxOS.
- Mainframe OSes: for high-volume processing; ex: IBM z/OS, Unisys OS 2200, HP NonStop OS.
- Distributed OSes: coordinates multiple computers ex: Apache Hadoop (for data processing clusters), Google's Kubernetes OS (for container management), Plan 9 from Bell Labs.
- **Network OSes:** used for managing networked computers; ex: Novell NetWare, Cisco IOS, Windows Server with Active Directory.

OS Kernel

- kernel: the core of the OS that provides services to all other components of OS
- talks directly to hardware
- ullet usual start-up sequence: power-on o BIOS (Basic I/O System) o kernel loaded into a protected memory space

OS Kernel - main functions

- loading and managing less-critical OS components, such as device drivers
- managing execution threads and various processes spawned by running applications
- scheduling applications
- memory management
- managing and optimizing hardware resources and dependencies
- managing and accessing I/O devices (keyboards, mice, disk drives, USB ports, network adapters and display,...)
- handling device and application system calls using various mechanisms such as hardware interrupts or device drivers

CPU modes to support kernel:

- *kernel mode*: code has unrestricted access to hardware; it is loaded in protected memory space and operates with highest privileges
- *user mode*: applications run with lower privileges; access to resources is made via system calls to kernel

Types of kernels:

- microkernel: delegates user services and processes in different address space; uses message-passing for communication; more flexibility and security (e.g. QNX - UNIX-based, real-time)
- monolithic: implements services in the same address space (e.g. most of UNIX-based kernels, Windows 9x)
- hybrid: tries to combine both (e.g. Windows 10, 11)

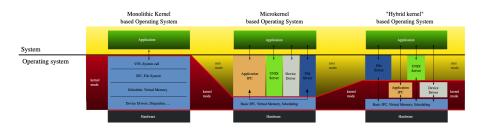
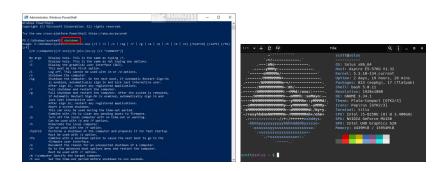


Figure: Comparison of three different kernel types (from Wikipedia)

Shells

- a program that allows users and programs to interact with OS services
- two modes: command line interface (CLI) and graphical user interface (GUI)
- CLI it has a specific language allowing the on line or scripted interaction with OS
- examples of CLI: Windows' Power Shell or UNIX's bash, tcsh, etc

Shells



Questions?

Explorations

- go to https://copy.sh/v86/ and instantiate some machines with Windows, DOS, and Linux and try to find your way around
- alternatively, try https://www.pcjs.org/ for a more diverse selection of OSes (and other older programs)