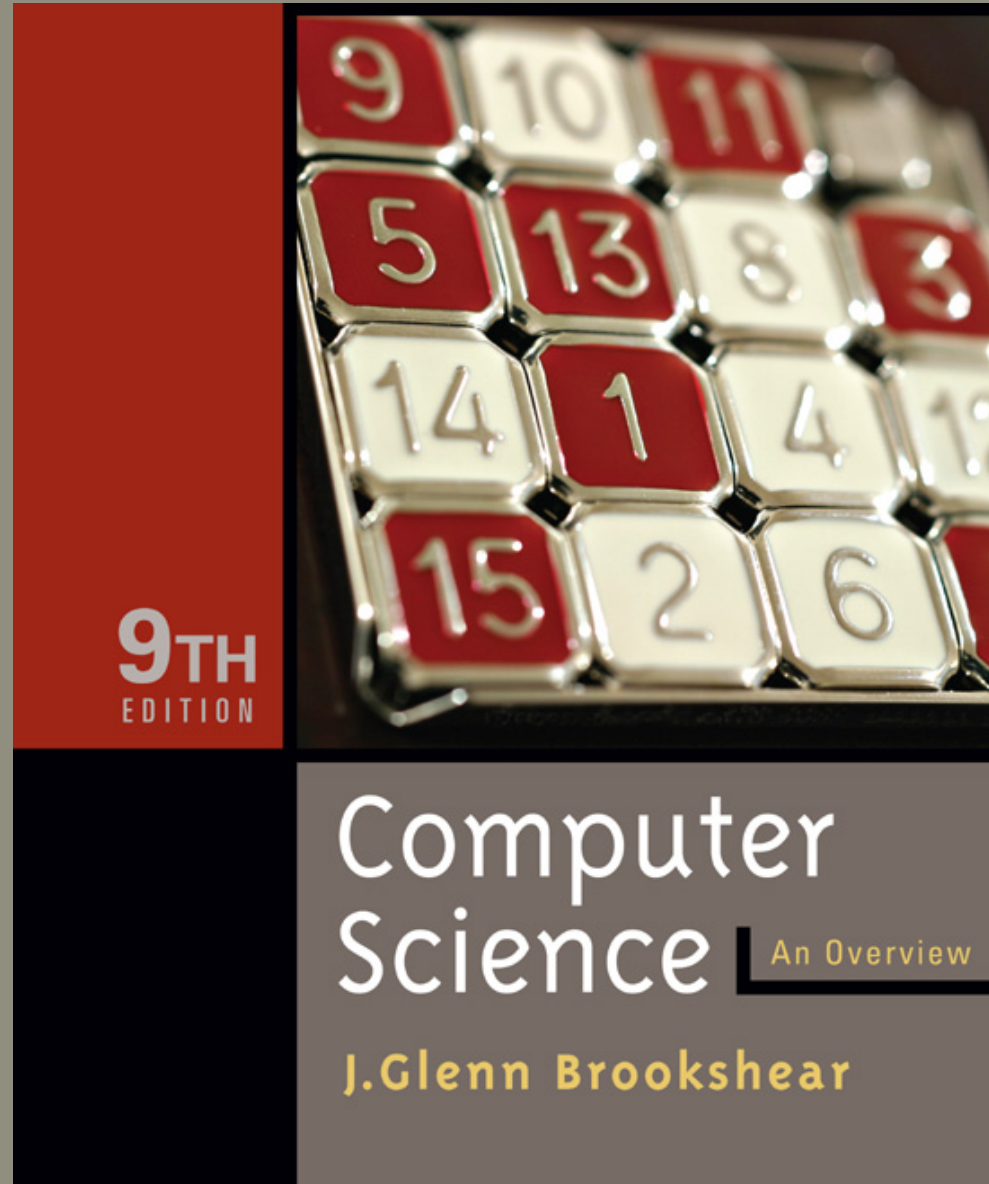


# Chapter 3

## Operating Systems



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# Chapter 3: Operating Systems

- 3.1 The History of Operating Systems
- 3.2 Operating System Architecture
- 3.3 Coordinating the Machine's Activities
- 3.4 Handling Competition Among Processes
- 3.5 Security



# Functions of Operating Systems

- Oversee operation of computer
- Store and retrieve files
- Schedule programs for execution
- Coordinate the execution of programs

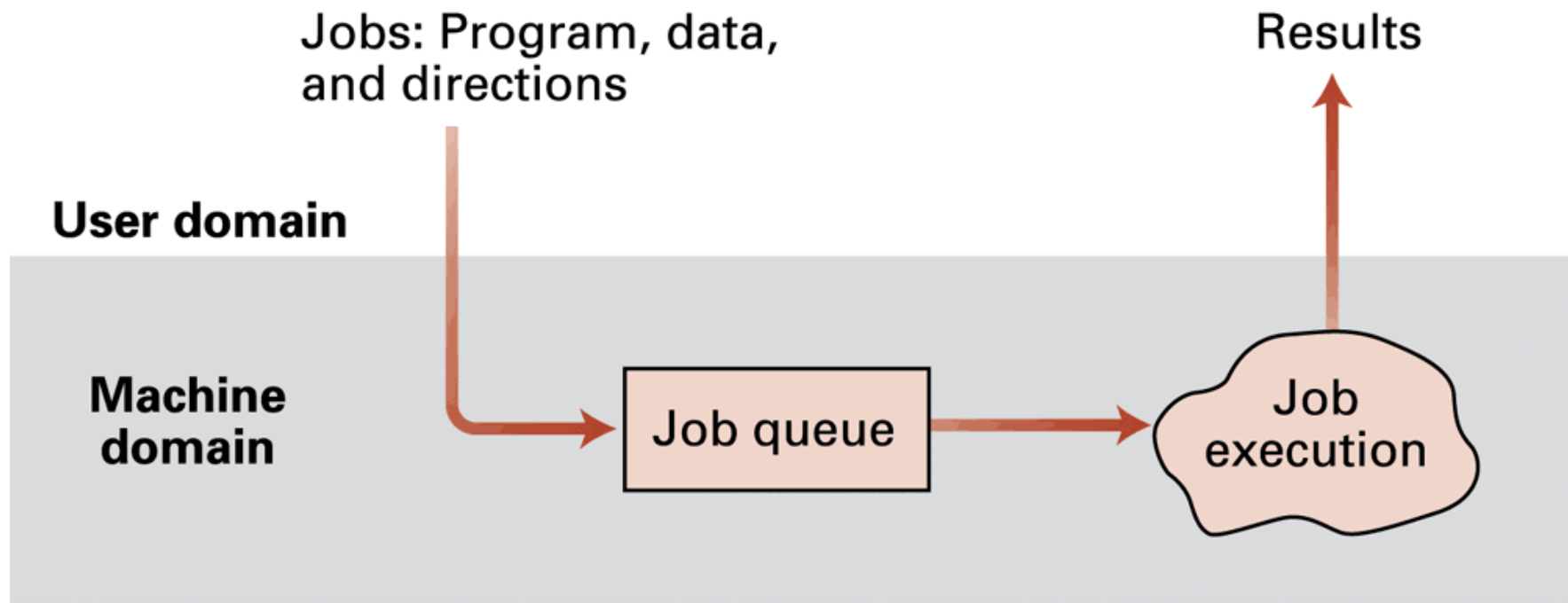


# Evolution of Shared Computing

- Batch processing
- Interactive processing
  - Requires real-time processing
- Time-sharing/Multitasking
- Multiprocessor machines

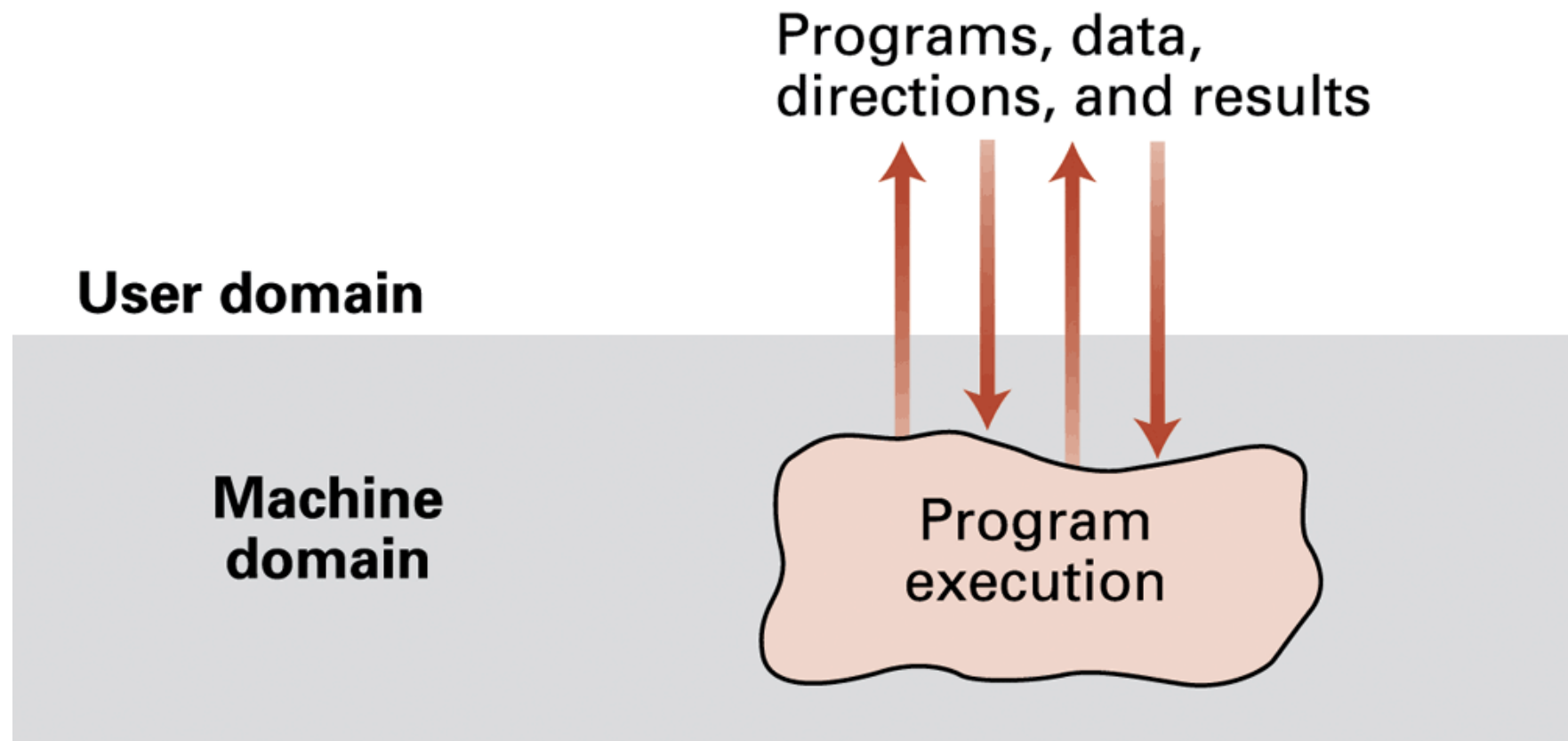


## Figure 3.1 Batch processing





## Figure 3.2 Interactive processing



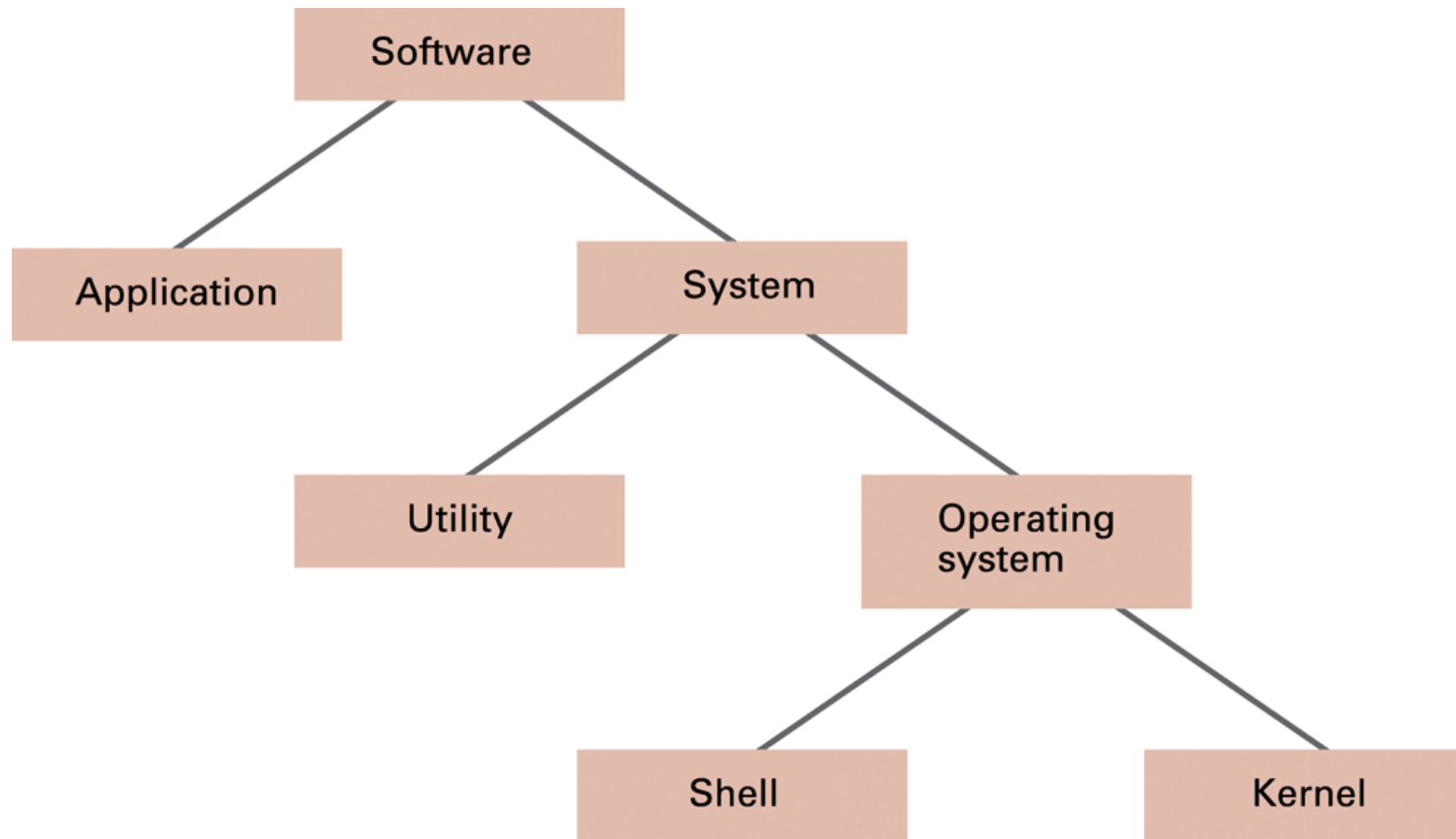


# Types of Software

- Application software
  - Performs specific tasks for users
- System software
  - Provides infrastructure for application software
  - Consists of operating system and utility software



## Figure 3.3 Software classification





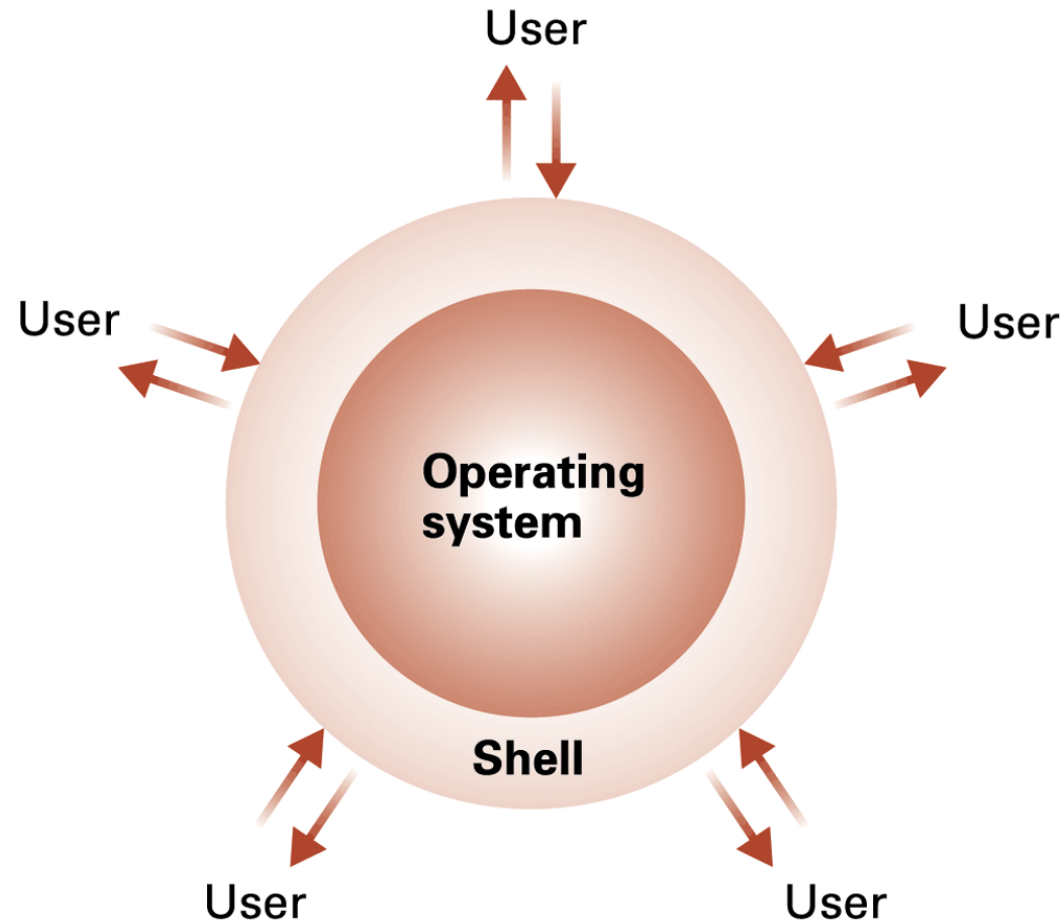


# Operating System Components

- **Shell:** Communicates with users
  - Text based
  - Graphical user interface (GUI)
    - Window manager
- **Kernel:** Performing basic required functions
  - File manager
  - Device drivers
  - Memory manager
  - Scheduler and dispatcher



## Figure 3.4 The shell as an interface between users and the operating system





# File Manager

- **Directory (or Folder):** A user-created bundle of files and other directories (subdirectories)
- **Directory Path:** A sequence of directories within directories



# Memory Manager

- Allocates space in main memory
- May create the illusion that the machine has more memory than it actually does (**virtual memory**) by playing a “shell game” in which blocks of data (**pages**) are shifted back and forth between main memory and mass storage

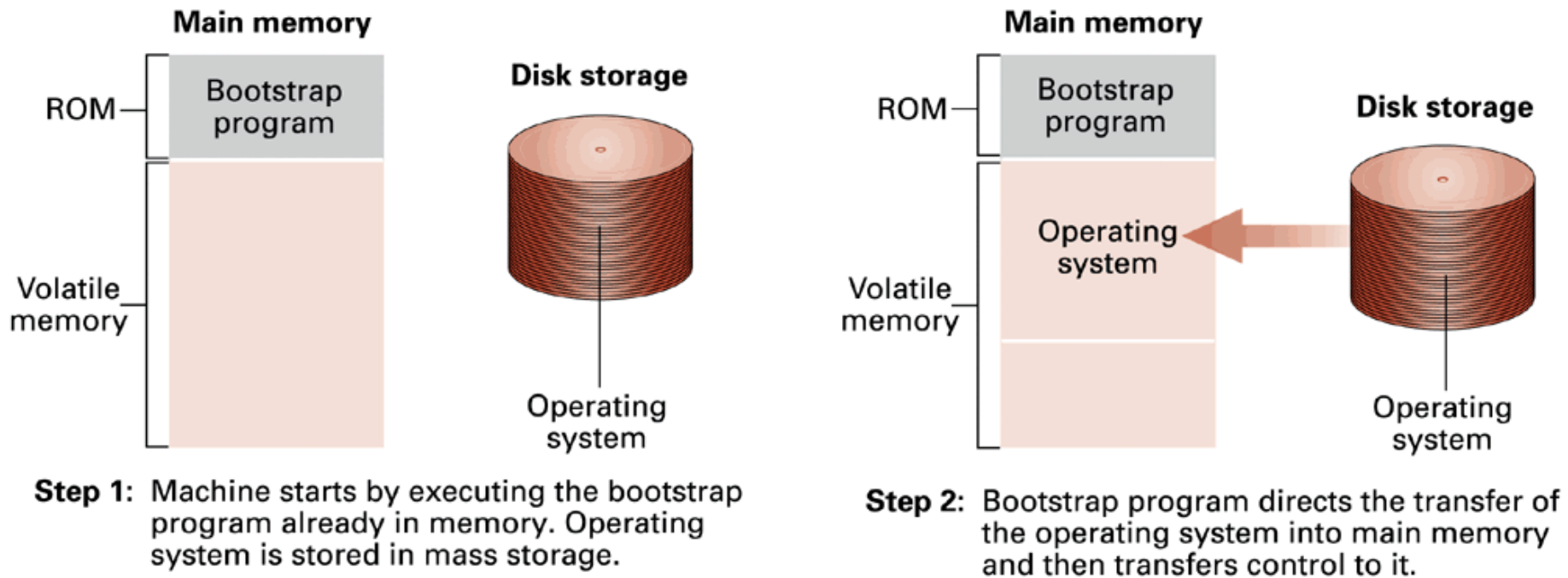


# Getting it Started (Bootstrapping)

- **Bootstrap:** Program in ROM
  - Run by the CPU when power is turned on
  - Transfers operating system from mass storage to main memory
  - Executes jump to operating system



## Figure 3.5 The booting process





# Processes

- **Process:** The activity of executing a program
- **Process State:** Current status of the activity
  - Program counter
  - General purpose registers
  - Related portion of main memory



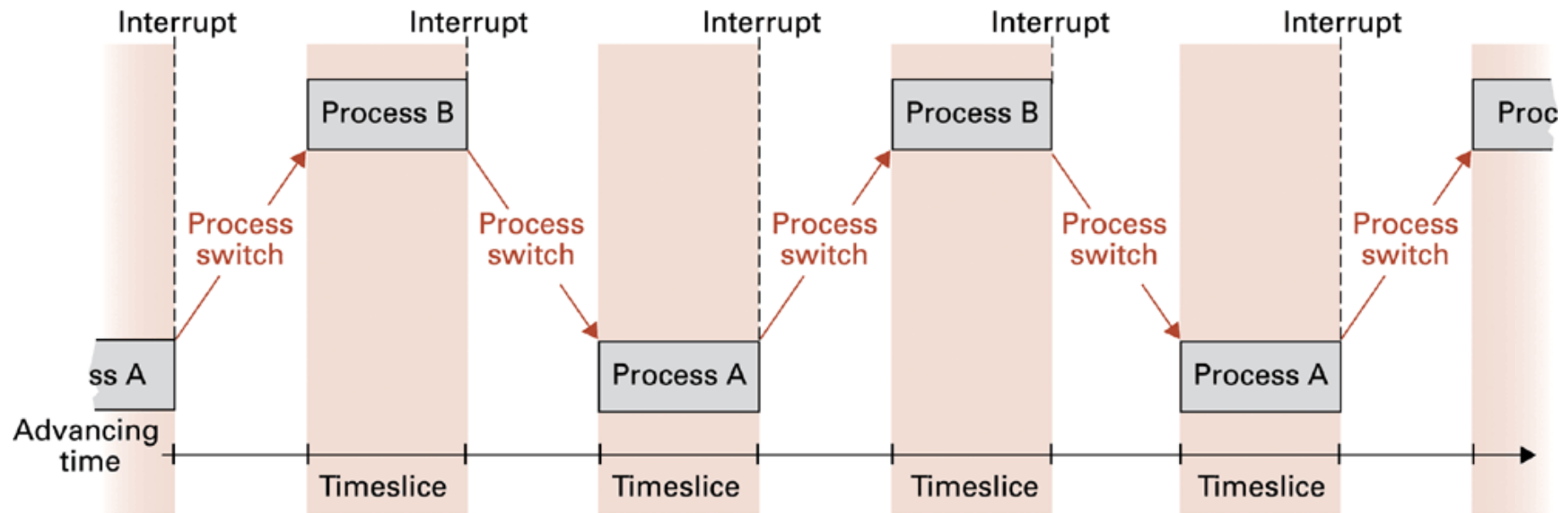
# Process Administration

- **Scheduler:** Adds new processes to the process table and removes completed processes from the process table
- **Dispatcher:** Controls the allocation of time slices to the processes in the process table
  - The end of a time slice is signaled by an interrupt.





## Figure 3.6 Time-sharing between process A and process B





# Handling Competition for Resources

- **Semaphore:** A “control flag”
- **Critical Region:** A group of instructions that should be executed by only one process at a time
- **Mutual exclusion:** Requirement for proper implementation of a critical region

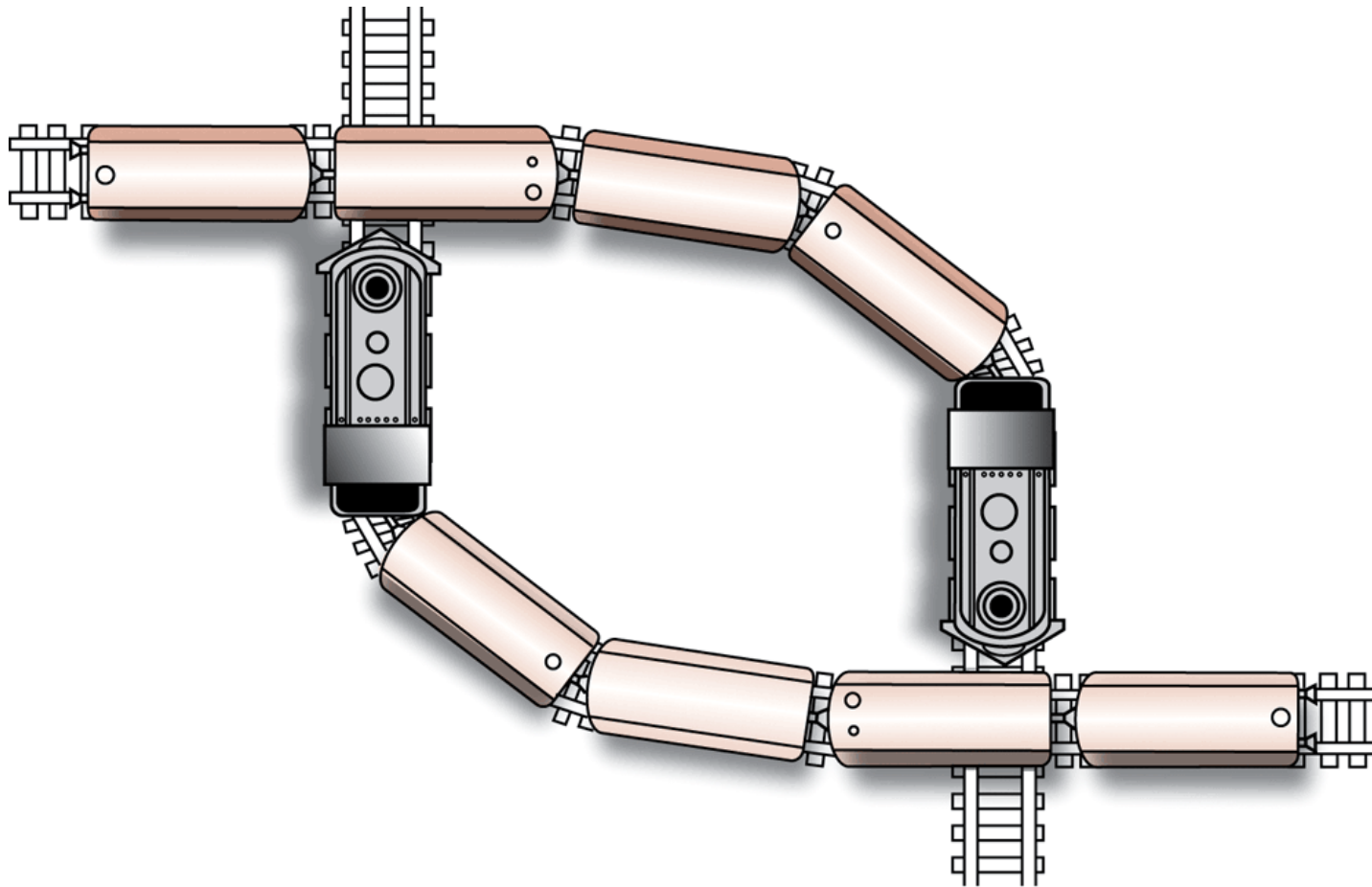


# Deadlock

- Processes block each other from continuing
- Conditions required for deadlock
  1. Competition for non-sharable resources
  2. Resources requested on a partial basis
  3. An allocated resource can not be forcibly retrieved



**Figure 3.7** A deadlock resulting from competition for nonshareable railroad intersections





# Security

- Attacks from outside
  - Problems
    - Insecure passwords
    - Sniffing software
  - Counter measures
    - Auditing software



## Security (continued)

- Attacks from within
  - Problem: Unruly processes
  - Counter measures: Control process activities via privileged modes and privileged instructions