

Introduzione

Corso di Sistemi Operativi
Ing. delle Telecomunicazioni
A.A. 2004/2005
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Struttura del Corso

6 ore settimanali
(lunedì, giovedì (16-18) e venerdì)
In media:
4 di teoria
2 di esercitazioni

Libri di Testo

Testo di riferimento

A. Silberschatz, P. Galvin, Greg Gagne, "Sistemi operativi", Sesta edizione, Addison-Wesley 2002.

Testi di consultazione:

D.P.Bovet, M.Cesati, Understanding the Linux Kernel , O'Reilly
M. Bertacca, A. Guidi, Introduzione a Linux , McGraw-Hill

Sito del corso: <http://webuser.unicas.it/molinar>
Forum: <http://it.groups.yahoo.com/group/sisopunicas/>

Modalità d esame

Prova orale
Lavoro di gruppo

Elenco degli argomenti

Strutture dei sistemi operativi - Kernel monolitici e microkernel
I processi
La sincronizzazione dei processi
Lo scheduling della CPU
I deadlocks
La gestione della memoria primaria
La memoria virtuale
L interfaccia del file system
L implementazione del file system
Log-structured e journaled file systems
La struttura della memoria secondaria - strutture RAID
Programmazione di sistema Unix e System Call
Exceptional Control Flow
Server Concorrenti
Introduzione alla programmazione concorrente mediante threads

Chapter 1: Introduction

What is an Operating System?
Mainframe Systems
Desktop Systems
Multiprocessor Systems
Distributed Systems
Clustered System
Real-Time Systems
Handheld Systems
Computing Environments

What is an Operating System?

- A program that acts as an intermediary between a user of a computer and the computer hardware.

Operating system goals:

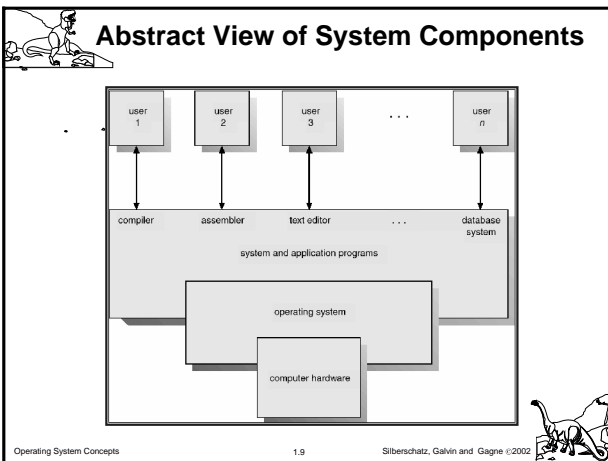
- Execute user programs and make solving user problems easier.
- Make the computer system convenient to use.
- Use the computer hardware in an efficient manner.

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Computer System Components

- 1. Hardware provides basic computing resources (CPU, memory, I/O devices).
- 2. Operating system controls and coordinates the use of the hardware among the various application programs for the various users.
- 3. Applications programs define the ways in which the system resources are used to solve the computing problems of the users (compilers, database systems, video games, business programs).
- 4. Users (people, machines, other computers).

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Operating System Definitions

- Resource allocator manages and allocates resources.
- Control program controls the execution of user programs and operations of I/O devices.
- Kernel the one program running at all times (all else being application programs).

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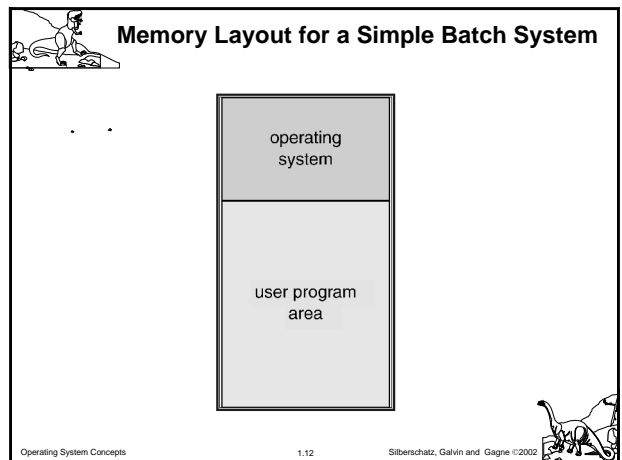
Mainframe Systems

- Reduce setup time by batching similar jobs
- Automatic job sequencing automatically transfers control from one job to another. First rudimentary operating system.

Resident monitor

- initial control in monitor
- control transfers to job
- when job completes control transfers back to monitor

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Multiprogrammed Batch Systems

Several jobs are kept in main memory at the same time, and the CPU is multiplexed among them.

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OS Features Needed for Multiprogramming

- I/O routine supplied by the system.
- Memory management the system must allocate the memory to several jobs.
- CPU scheduling the system must choose among several jobs ready to run.
- Allocation of devices.

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Time-Sharing Systems Interactive Computing

The CPU is multiplexed among several jobs that are kept in memory and on disk (the CPU is allocated to a job only if the job is in memory).

A job swapped in and out of memory to the disk.

On-line communication between the user and the system is provided; when the operating system finishes the execution of one command, it seeks the next control statement from the user's keyboard.

On-line system must be available for users to access data and code.

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Desktop Systems

- Personal computers* computer system dedicated to a single user.
- I/O devices keyboards, mice, display screens, small printers.
- User convenience and responsiveness.
- Can adopt technology developed for larger operating system often individuals have sole use of computer and do not need advanced CPU utilization or protection features.
- May run several different types of operating systems (Windows, MacOS, UNIX, Linux)

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Parallel Systems

- Multiprocessor systems with more than one CPU in close communication.
- Tightly coupled system* processors share memory and a clock; communication usually takes place through the shared memory.
- Advantages of parallel system:
 - Increased throughput
 - Economical
 - Increased reliability
 - graceful degradation
 - fail-soft systems

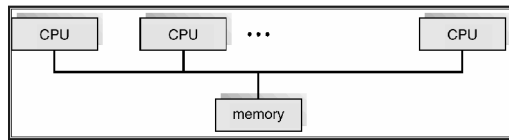
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Parallel Systems (Cont.)

- Symmetric multiprocessing (SMP)*
 - Each processor runs an identical copy of the operating system.
 - Many processes can run at once without performance deterioration.
 - Most modern operating systems support SMP
- Asymmetric multiprocessing*
 - Each processor is assigned a specific task; master processor schedules and allocates work to slave processors.
 - More common in extremely large systems

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Symmetric Multiprocessing Architecture



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Distributed Systems

Distribute the computation among several physical processors.

- *Loosely coupled system* each processor has its own local memory; processors communicate with one another through various communications lines, such as high-speed buses or telephone lines.

Advantages of distributed systems.

- Resources Sharing
- Computation speed up load sharing
- Reliability
- Communications

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Distributed Systems (cont)

Requires networking infrastructure.

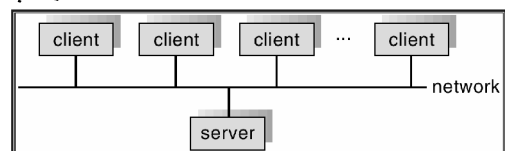
- Local area networks (LAN) or Wide area networks (WAN)
May be either client-server or peer-to-peer systems.

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General Structure of Client-Server



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Clustered Systems

- Clustering allows two or more systems to share storage. Provides high reliability.
Asymmetric clustering: one server runs the application while other servers standby.
Symmetric clustering: all N hosts are running the application.

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Real-Time Systems

Often used as a control device in a dedicated application such as controlling scientific experiments, medical imaging systems, industrial control systems, and some display systems.

- Well-defined fixed-time constraints.
Real-Time systems may be either *hard* or *soft* real-time.

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Real-Time Systems (Cont.)

- **Hard real-time:**
 - Secondary storage limited or absent, data stored in short term memory, or read-only memory (ROM)
 - Conflicts with time-sharing systems, not supported by general-purpose operating systems.
- **Soft real-time**
 - Limited utility in industrial control of robotics
 - Useful in applications (multimedia, virtual reality) requiring advanced operating-system features.

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Handheld Systems

- **Personal Digital Assistants (PDAs)**
- **Cellular telephones**
- **Issues:**
 - Limited memory
 - Slow processors
 - Small display screens.

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Migration of Operating-System Concepts and Features

	1950	1960	1970	1980	1990	2000
mainframes	no software	compilers	time shared	MULTICS	distributed systems	
minicomputers	no software	resident monitors	batch	networked	multiprocessor	fault tolerant
desktop computers	no software	resident monitors	time shared	multuser	networked	clustered
handheld computers		no software	compilers	interactive	multiprocessor	networked

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Computing Environments

- **Traditional computing**
- **Web-Based Computing**
- **Embedded Computing**

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