### **CS270** Systems Software

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#### **Typical** Computer System

Hardware:

**CPU** 

Bus

RAM/ROM

Disk(s)

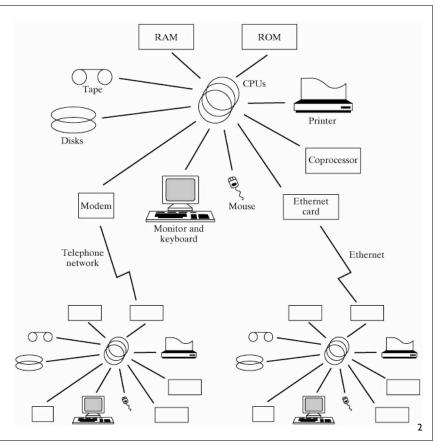
CD-ROM, DVD

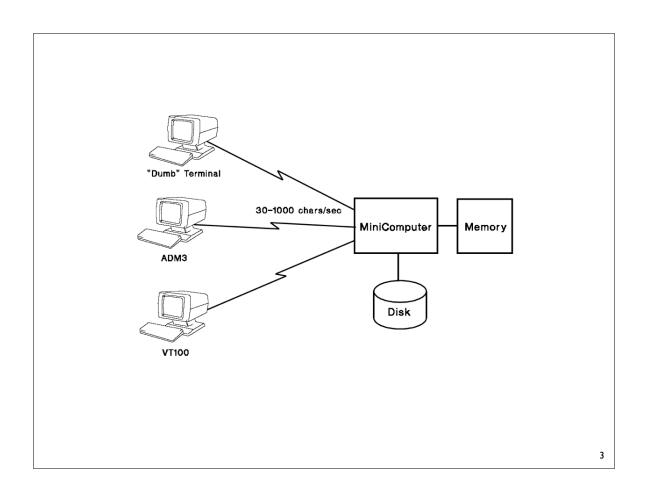
Monitor

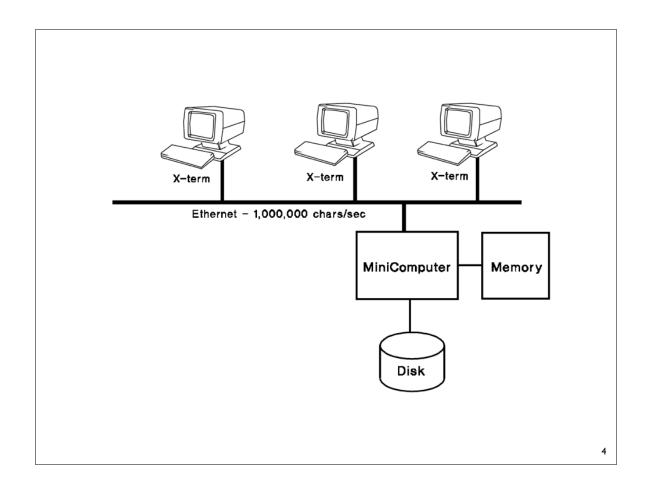
Graphics Card(s)

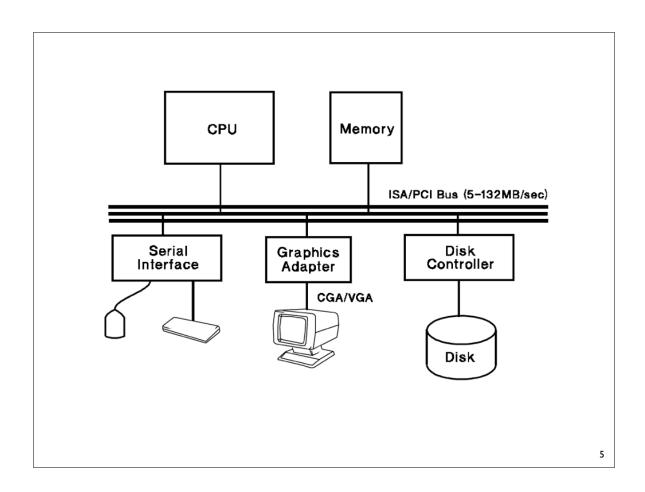
Keyboard Mouse

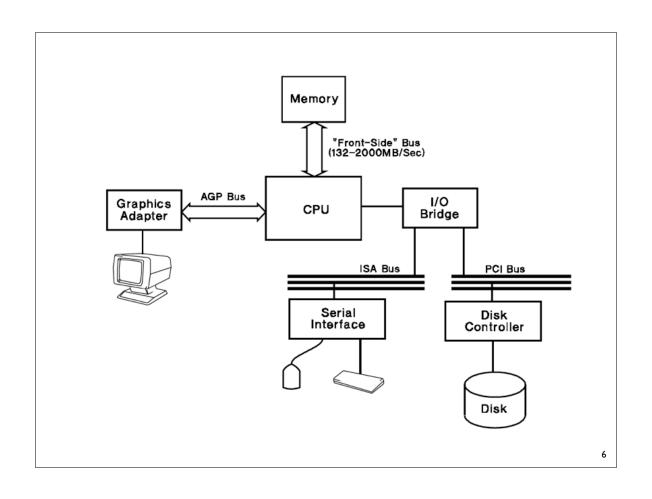
Printer Таре Modem Network int. NIC











# **Operating System**

- Exploits the hardware resources of one or more processors
- Provides a set of services to system users
- Manages secondary memory and I/O devices

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# **Operating System**

- Many different OSs
  - UNIX, Linux, OpenVMS, MacOS, Windows, DOS, ...
- Different OS environments, e.g.
  - general purpose
  - real time
  - distributed

# Operating System

- Linux kernel
  - part of the OS that is running
  - provided core capabilities and interfaces
- Running separately from kernel code
  - commands, editors programs, windowing system, etc.

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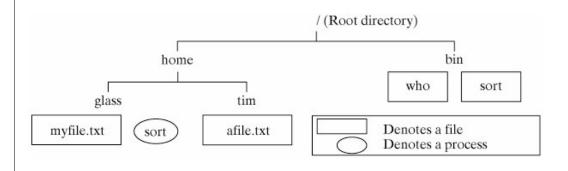
#### Operating System Overview System Processes User ommand Line Programs Accounting/ Login Compilers Editors Logging Manage Application Program System Call Interface Kernel Buffer/Cache Protection/ Interprocess Handling File System Driver Character Device Driver **Block Device Driver Network Driver** TTY Driver **IDE** Driver SCSI Driver Ethernet Driver Ethernet 10

### Software

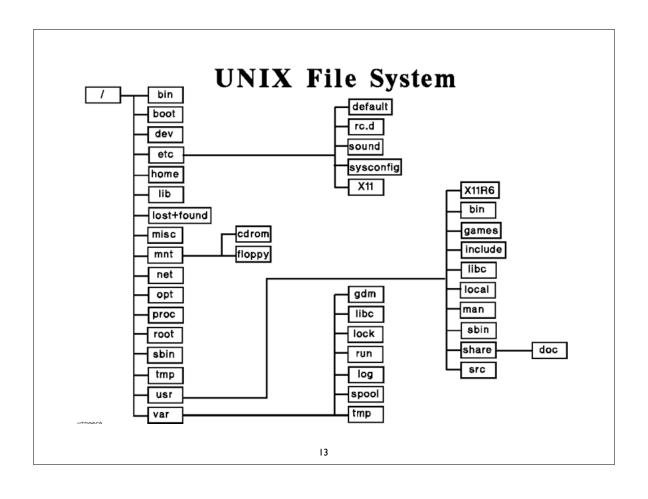
- Hardware provides framework for executing programs and storing files
  - files, directories
  - program
  - start a program -- process
  - owner of file and process
  - protection against unauthorized access
  - attributes

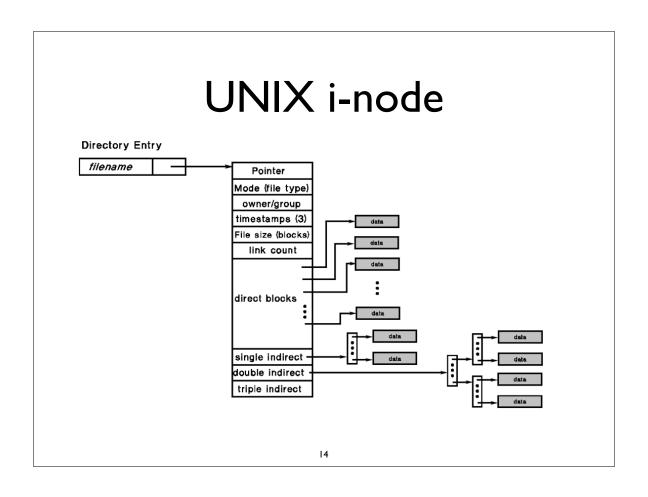
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# Directory Hierarchy



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## Resource Sharing

- CPU
  - time-slicing
- Memory
  - paging
- Secondary Memory (disk)
  - blocks of equal size

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### Communication

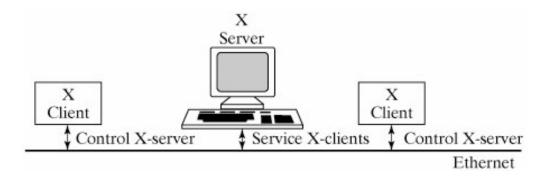
- Not practical to work in isolation: communicate!
  - displaying: process to graphics card
  - input: keyboard or mouse
  - network: email, ftp
  - interprocess communication
  - **–** ...

### Communication

- Different mechanisms, e.g.,
  - pipe: from one process to another
  - socket: two-way high-speed data channel

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### X-server and X-clients



### Standards

- Why do we need standards?
  - portability, portability & portability
  - POSIX 1003.1 is Unix and Unix-like OSs, maintained by IEEE and The Open Group
  - Linux implements POSIX standards
    - http://www.ieee.org
    - http://www.opengroup.org
    - <a href="http://www.unix.org">http://www.unix.org</a>

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