

Operating Systems – EDA093/DIT401

Concluding remarks

Vincenzo Gulisano
vincenzo.gulisano@chalmers.se



UNIVERSITY OF
GOTHENBURG

Important before the exam

Click on the header to change sortorder

Course code	Course name	Department	Examination date	Begins	Location	Length	First day for sign-up	Last day for sign-up
EDA093	Operating systems Course element: 0117	COMPUTER SCIENCE AND ENGINEERING	24 Oct 2020	8.30 am	Johanneberg	4 hours	17 Aug 2020	11 Oct 2020 ⚠
EDA093	Operating systems Course element: 0117	COMPUTER SCIENCE AND ENGINEERING	04 Jan 2021	8.30 am	Johanneberg	4 hours	24 Nov 2020	14 Dec 2020
EDA093	Operating systems Course element: 0117	COMPUTER SCIENCE AND ENGINEERING	17 Aug 2021	2.00 pm	Johanneberg	4 hours	30 Jun 2021	01 Aug 2021

done using Canvas
most likely done via Canvas
time will tell...

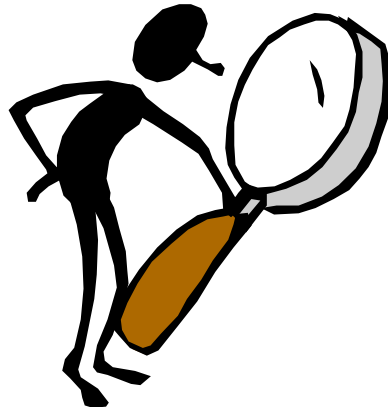
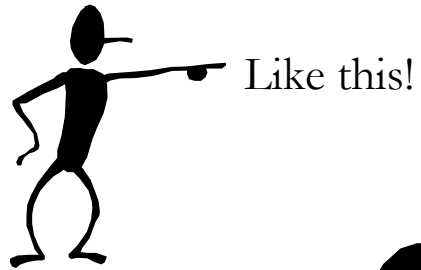
Important before the exam

- Summary study:
- accompany your summary study with the notes received, exercises (those solved in class and others, incl. those in the hard-copy notes) and summary questions at the end of each book chapter
- keep a critical eye in your overview study:
 - why is this so? how does it work?
 - How do the puzzle pieces fit together?
- later: check OS web-page for news

Important before the exam

- Check reading instructions in Canvas page

How do we address a challenge?



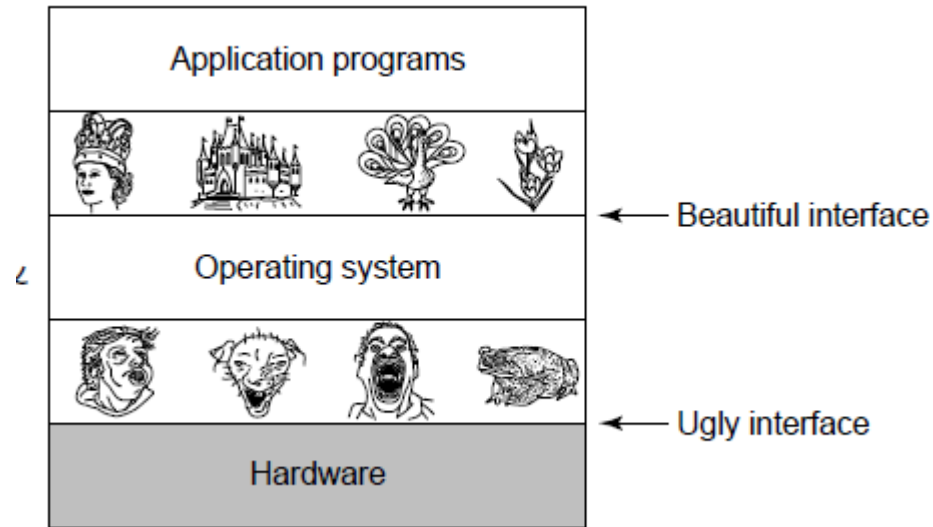
Like this!
Or this!
Or this!
Maybe also like this...
Why not like this... mmm...



- **Introduction / System Structures**

- Processes / Threads
- Multithreaded Programming
- Process scheduling
- Synchronization
- Deadlocks
- Memory Management
- Virtual Memory
- File Systems
- I/O Systems
- Security / Protection
- Virtualization

Need to decouple Applications/Users from Hardware



... need to build upon a basic instruction cycle

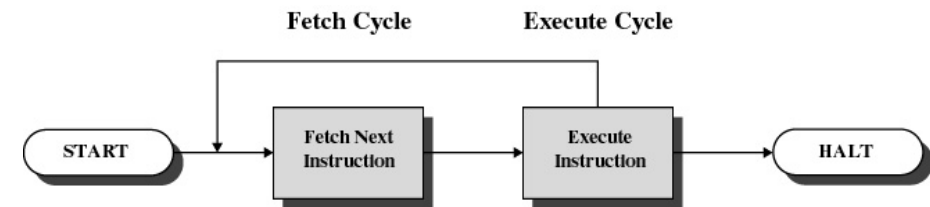


Figure 1.2 Basic Instruction Cycle

- Introduction / System Structures

- **Processes / Threads**

- Multithreaded Programming

- Process scheduling

- Synchronization

- Deadlocks

- Memory Management

- Virtual Memory

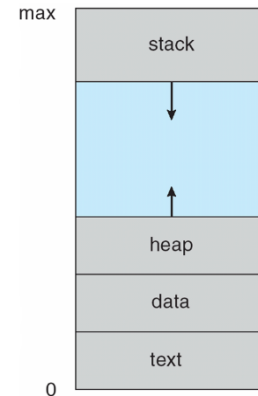
- File Systems

- I/O Systems

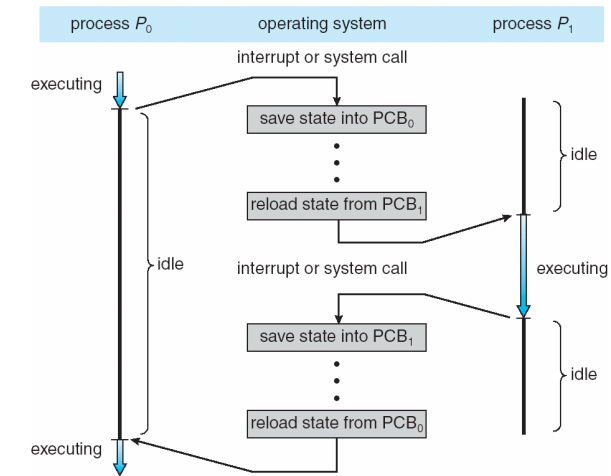
- Security / Protection

- Virtualization

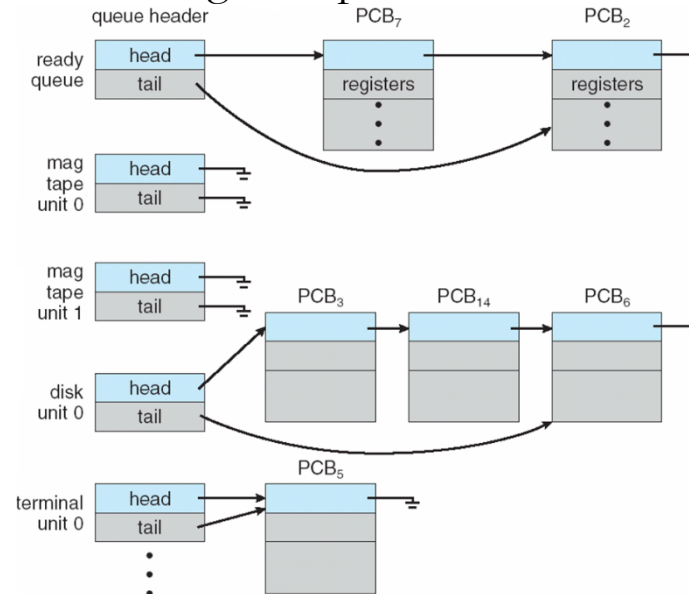
Need to maintain information about processes running in the OS



Need to switch between processes...

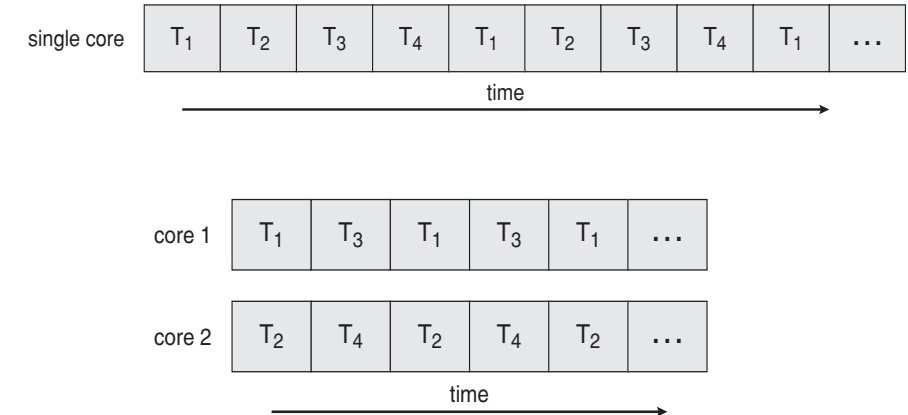
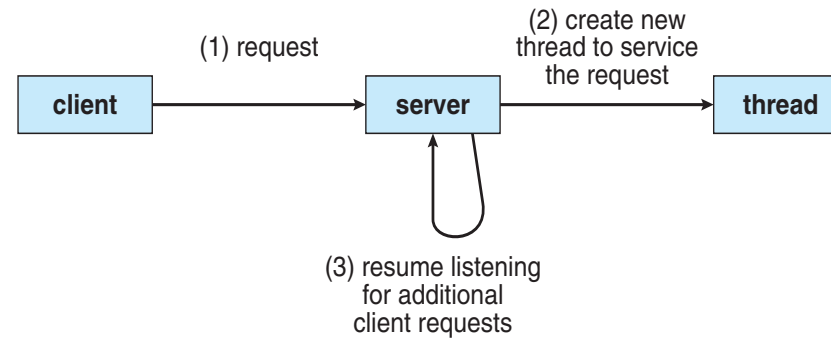


Need to organize processes and devices

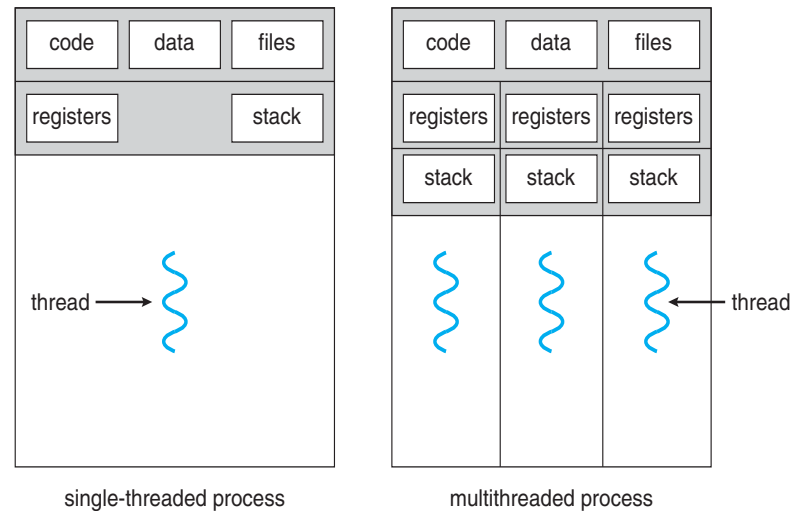


- Introduction / System Structures
- Processes / Threads
- **Multithreaded Programming**
- Process scheduling
- Synchronization
- Deadlocks
- Memory Management
- Virtual Memory
- File Systems
- I/O Systems
- Security / Protection
- Virtualization

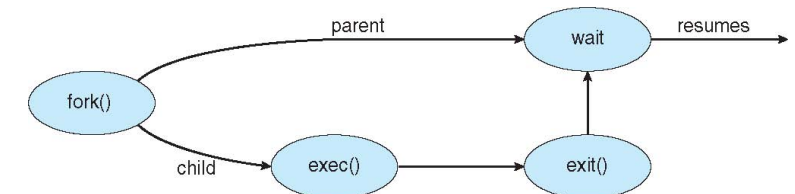
Need mechanisms to improve processes performance / take advantage of hardware



Need to maintain more information...



...and synchronize threads and processes



- Introduction / System Structures
- Processes / Threads
- Multithreaded Programming
- **Process scheduling**
- Synchronization
- Deadlocks
- Memory Management
- Virtual Memory
- File Systems
- I/O Systems
- Security / Protection
- Virtualization

Need scheduling at different granularities

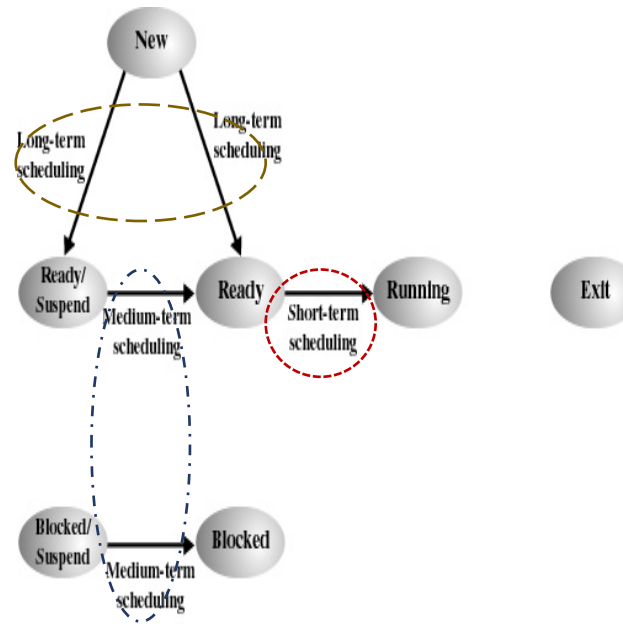


Figure 9.1 Scheduling and Process State Transitions

Need scheduling criteria

CPU utilization

Throughput

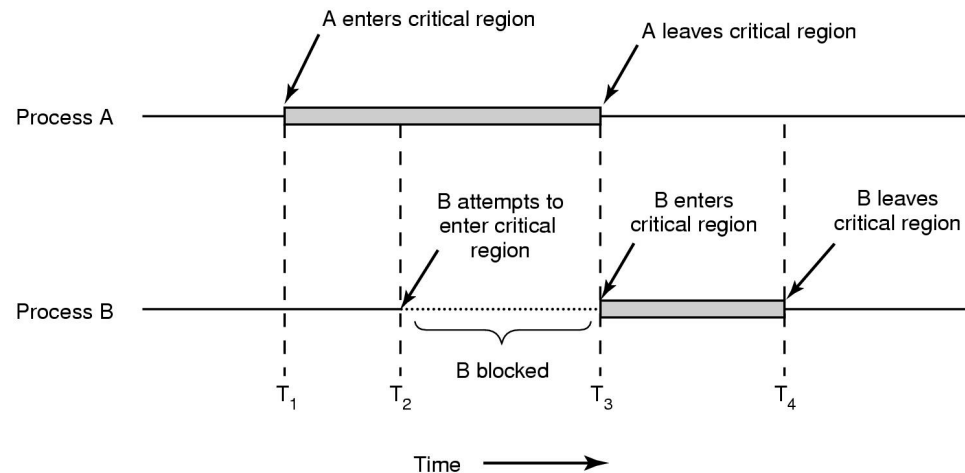
Turnaround/Response time

Fairness

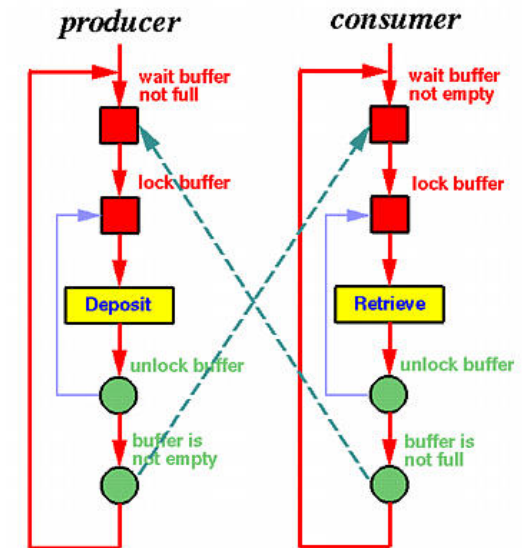
Overhead

- Introduction / System Structures
- Processes / Threads
- Multithreaded Programming
- Process scheduling
- **Synchronization**
- Deadlocks
- Memory Management
- Virtual Memory
- File Systems
- I/O Systems
- Security / Protection
- Virtualization

Need to prevent overlapping execution of critical sections

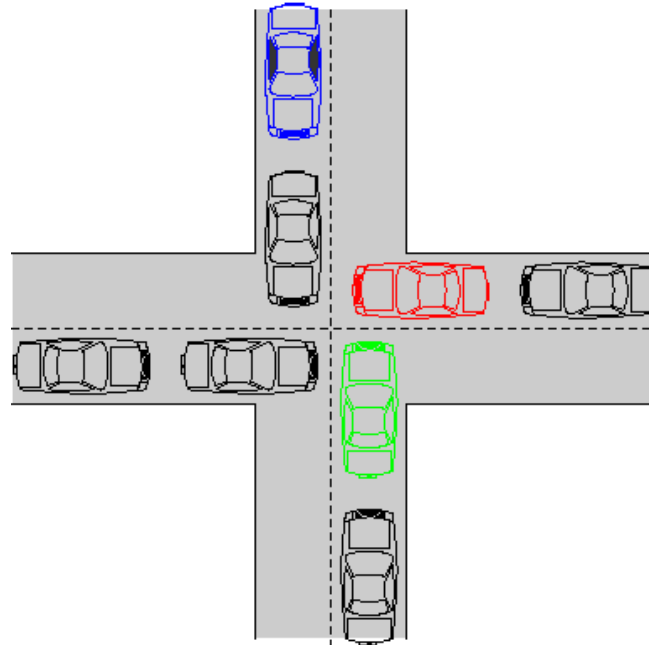


Need to synchronize threads communication



- Introduction / System Structures
- Processes / Threads
- Multithreaded Programming
- Process scheduling
- Synchronization
- **Deadlocks**
- Memory Management
- Virtual Memory
- File Systems
- I/O Systems
- Security / Protection
- Virtualization

Need to avoid deadlocks

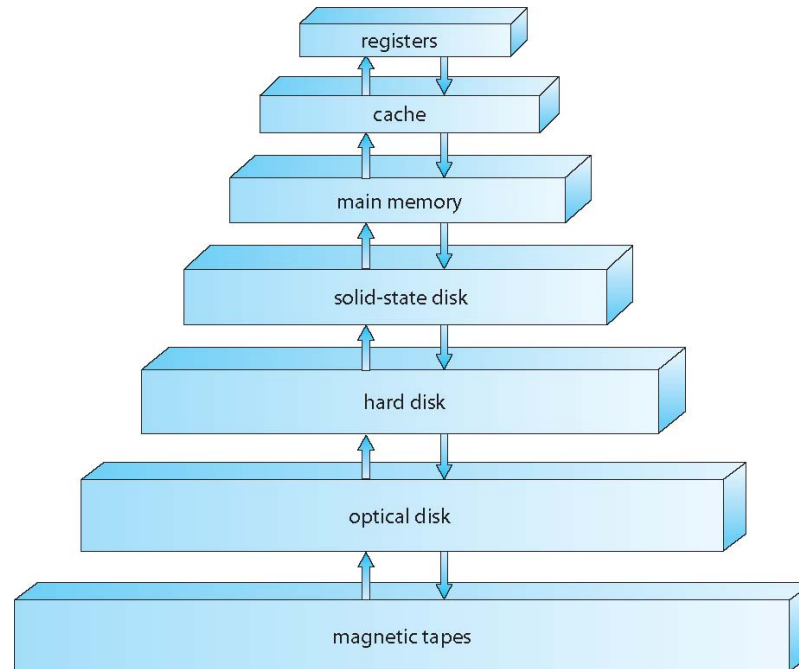


... which can be challenging

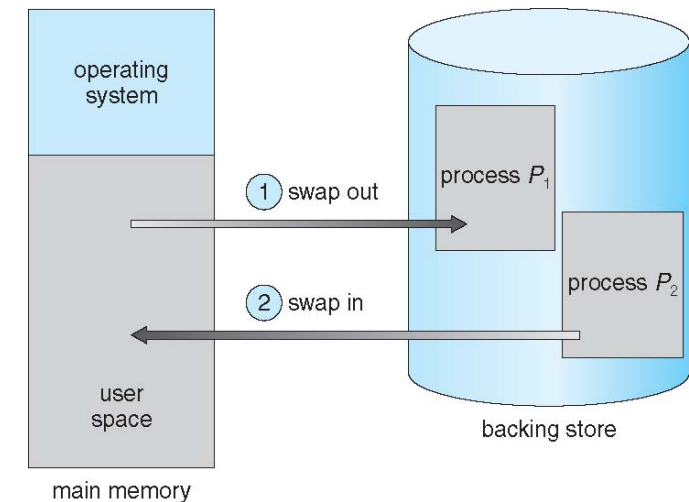


- Introduction / System Structures
- Processes / Threads
- Multithreaded Programming
- Process scheduling
- Synchronization
- Deadlocks
- **Memory Management**
- Virtual Memory
- File Systems
- I/O Systems
- Security / Protection
- Virtualization

Need to manage information (read / write) based on the available hierarchy

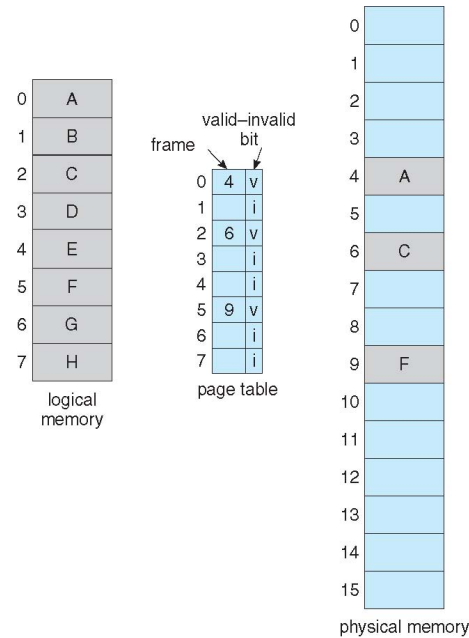


E.g., by swapping processes...

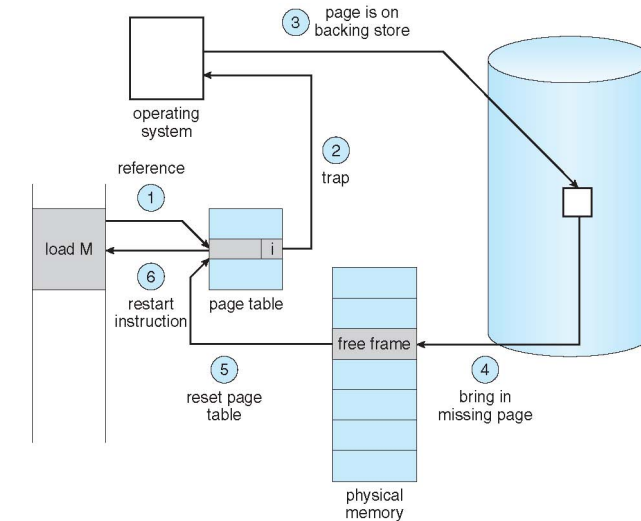


- Introduction / System Structures
- Processes / Threads
- Multithreaded Programming
- Process scheduling
- Synchronization
- Deadlocks
- Memory Management
- **Virtual Memory**
- File Systems
- I/O Systems
- Security / Protection
- Virtualization

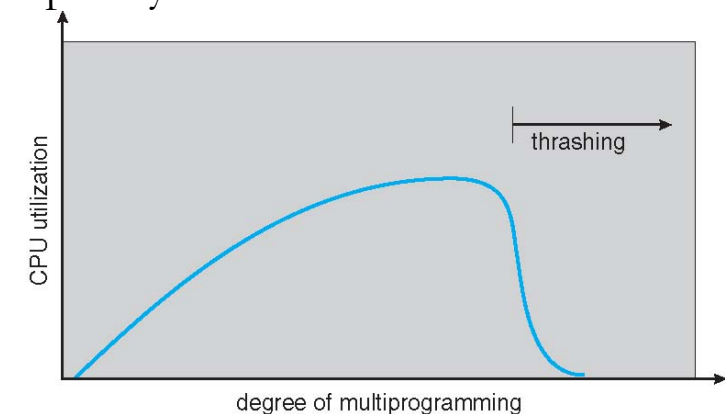
Need to provide more (virtual) memory than available



Need extra overhead to provide that...



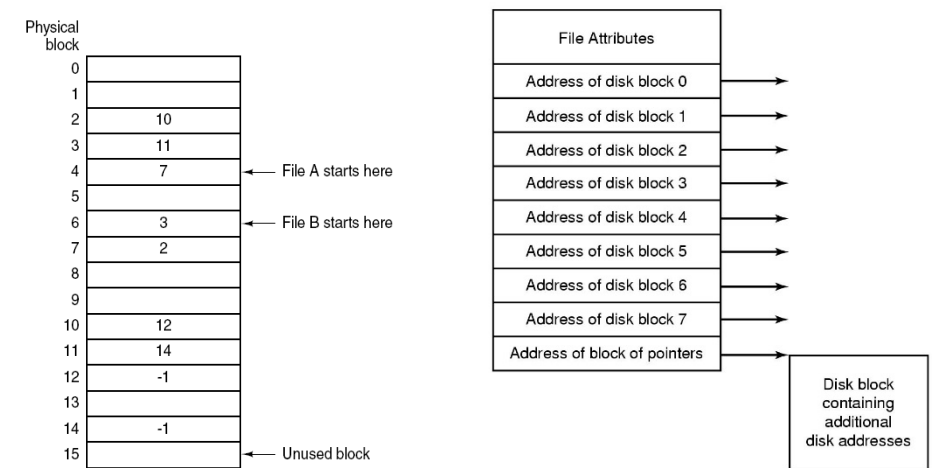
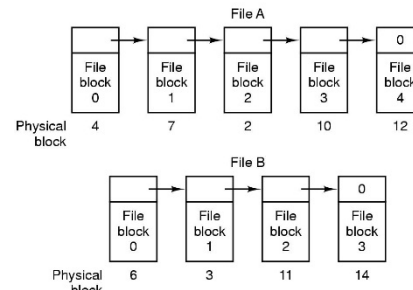
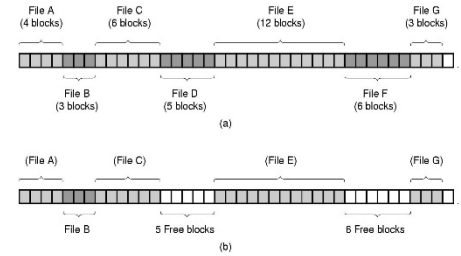
Sometimes (hidden?) complexity leads to unexpected behavior...



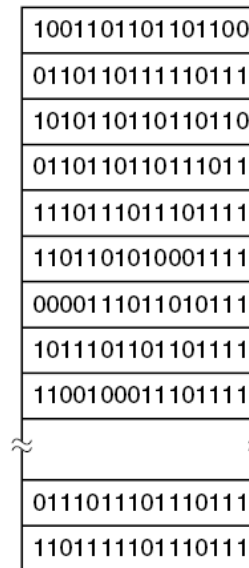
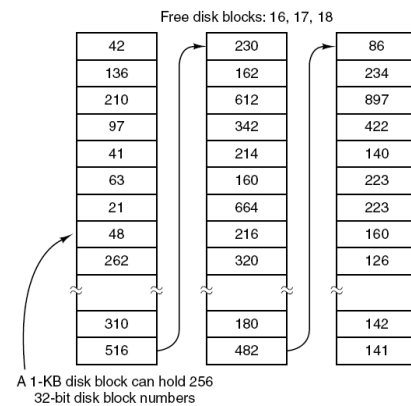
- Introduction / System Structures
- Processes / Threads
- Multithreaded Programming
- Process scheduling
- Synchronization
- Deadlocks
- Memory Management
- Virtual Memory
- **File Systems**
- I/O Systems
- Security / Protection
- Virtualization

Need to keep track of where files are

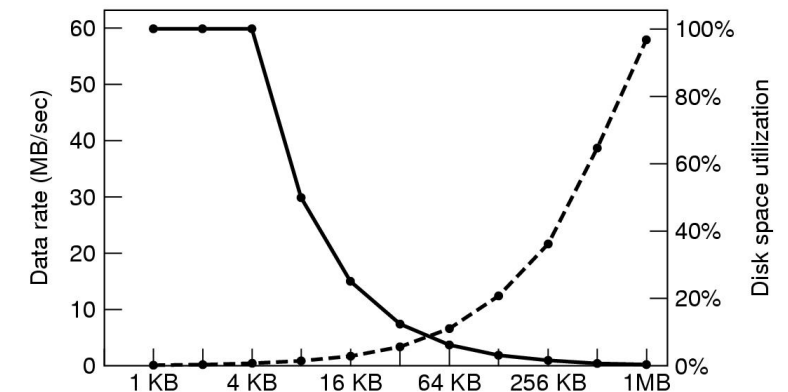
Fig. Tanenbaum, Modern Operating Systems



Need to keep track of free space

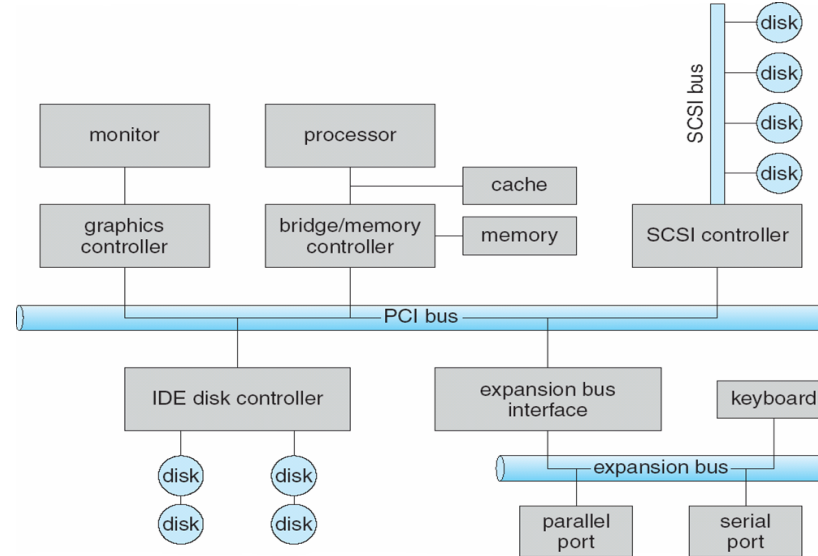


Need to decide how to use secondary storage

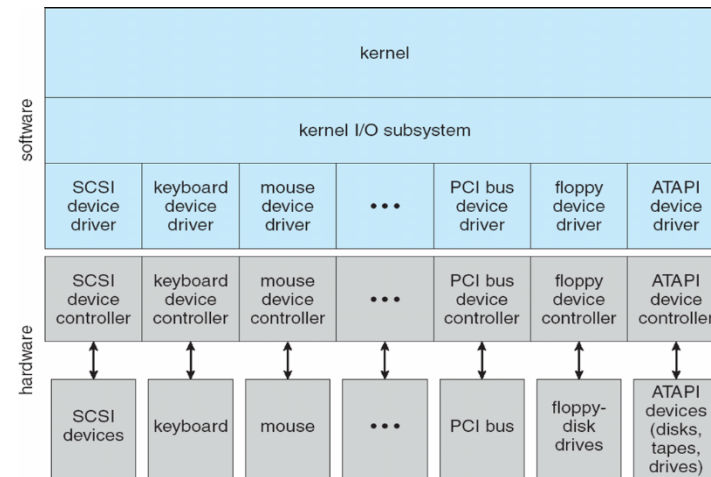


- Introduction / System Structures
- Processes / Threads
- Multithreaded Programming
- Process scheduling
- Synchronization
- Deadlocks
- Memory Management
- Virtual Memory
- File Systems
- **I/O Systems**
- Security / Protection
- Virtualization

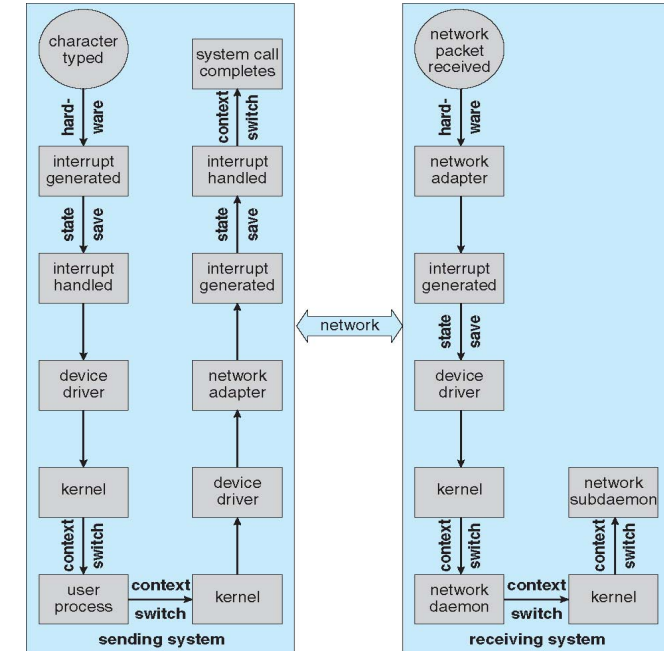
Need to communicate / exchange information with devices



Need to separate applications' and hardware's logic

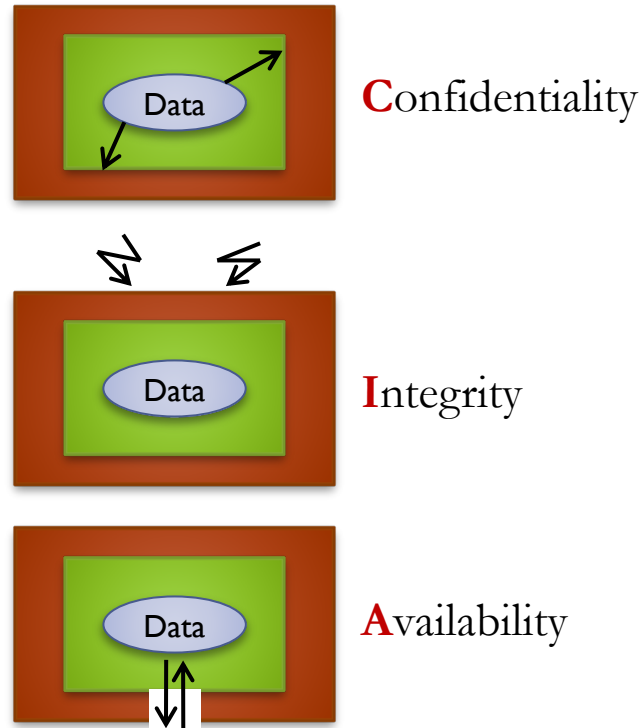


Need good design to increase performance

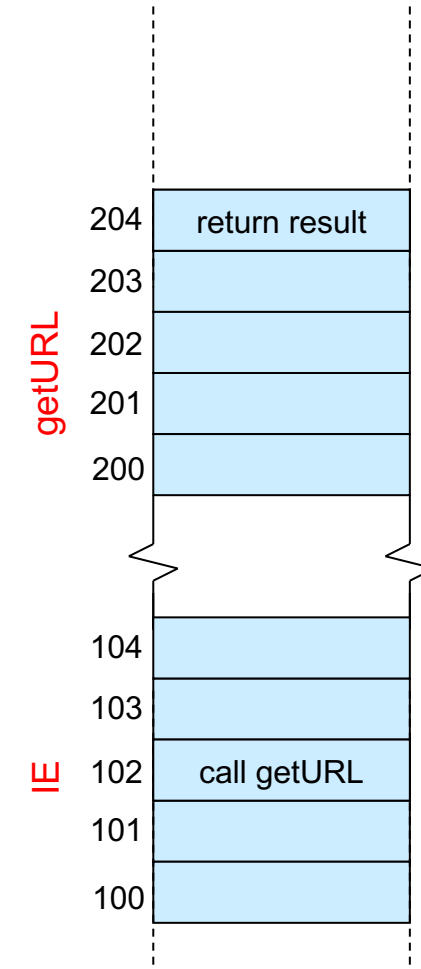


- Introduction / System Structures
- Processes / Threads
- Multithreaded Programming
- Process scheduling
- Synchronization
- Deadlocks
- Memory Management
- Virtual Memory
- File Systems
- I/O Systems
- **Security / Protection**
- Virtualization

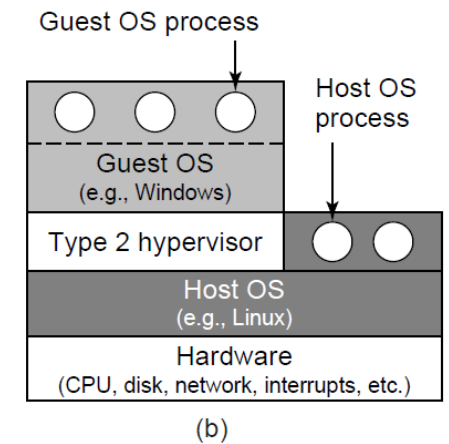
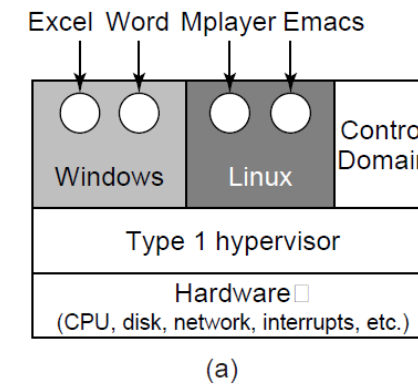
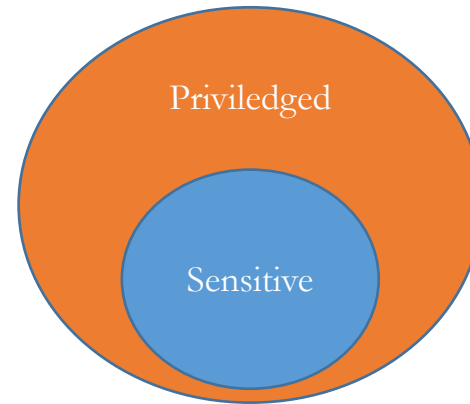
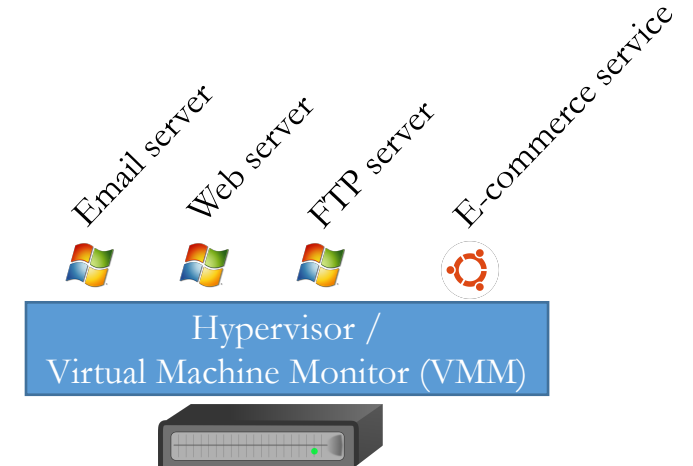
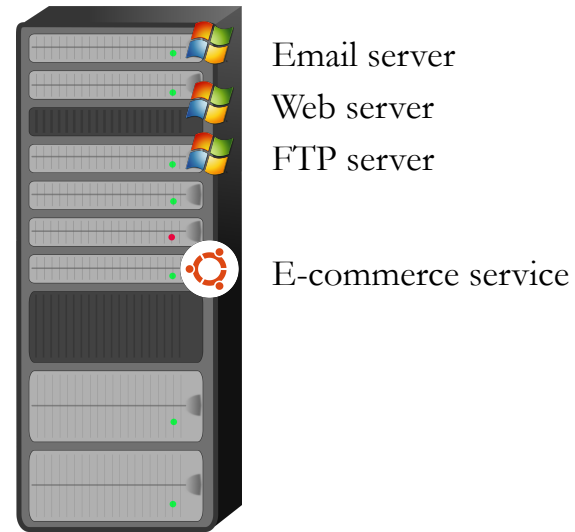
We need mechanisms to protect and share data...



... from programs' vulnerabilities (e.g., buffer overflows)



- Introduction / System Structures
- Processes / Threads
- Multithreaded Programming
- Process scheduling
- Synchronization
- Deadlocks
- Memory Management
- Virtual Memory
- File Systems
- I/O Systems
- Security / Protection
- **Virtualization**



Thank you for your attention!

...and good luck!