Universitas Esa Unggul

Smart, Creative and Entrepreneurial

CCJ-123-DASAR PENGEMBANGAN PERANGKAT LUNAK (PERTEMUAN-12)

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Operating Systems Overview

Chapter 2

Operating System

- **Is a program that controls the execution of application programs**
  - OS must relinquish control to user programs and regain it safely and efficiently
  - Tells the CPU when to execute other pgms
- **Is an interface between the user and hardware**
- **Masks the details of the hardware to application programs**
  - Hence OS must deal with hardware details

Services Provided by the OS

- **Facilities for Program creation**
  - editors, compilers, linkers, and debuggers
- **Program execution**
  - loading in memory, I/O and file initialization
- **Access to I/O and files**
  - deals with the specifics of I/O and file formats
- **System access**
  - Protection in access to resources and data
  - Resolves conflicts for resource contention

Services Provided by the OS

- **Error Detection**
  - internal and external hardware errors
    - memory error
    - device failure
  - software errors
    - arithmetic overflow
    - access forbidden memory locations
  - Inability of OS to grant request of application
- **Error Response**
  - simply report error to the application
  - Retry the operation
  - Abort the application

Services Provided by the OS

- **Accounting**
  - collect statistics on resource usage
  - monitor performance (eg: response time)
  - used for system parameter tuning to improve performance
  - useful for anticipating future enhancements
  - used for billing users (on multiuser systems)

Evolution of an Operating System

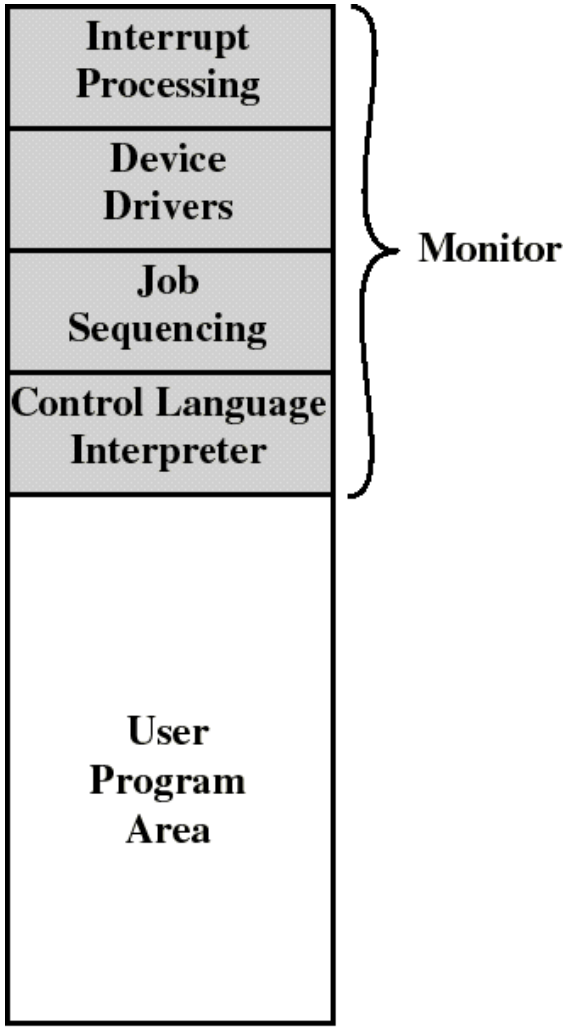
- **Must adapt to hardware upgrades and new types of hardware. Examples:**
  - Character vs graphic terminals
  - Introduction of paging hardware
- **Must offer new services, eg: internet support**
- **The need to change the OS on regular basis place requirements on it's design**
  - modular construction with clean interfaces
  - object oriented methodology

Simple Batch Systems

- Are the first operating systems (mid-50s)
- The user submit a job (written on card or tape) to a computer operator
- The computer operator place a batch of several jobs on a input device
- A special program, the monitor, manages the execution of each program in the batch
- Resident monitor is in main memory and available for execution
- Monitor utilities are loaded when needed

The Monitor

- Monitor reads jobs one at a time from the input device
- Monitor places a job in the user program area
- A monitor instruction branches to the start of the user program
- Execution of user pgm continues until:
  - end-of-pgm occurs
  - error occurs
- Causes the CPU to fetch its next instruction from Monitor



Memory Layout of Resident Monitor

Job Control Language (JCL)

- **Is the language to provide instructions to the monitor**
  - what compiler to use
  - what data to use
- **Example of job format: ------->>**
- **`$FTN` loads the compiler and transfers control to it**
- **`$LOAD` loads the object code (in place of compiler)**
- **`$RUN` transfers control to user program**

```
$JOB
$FTN
...
FORTRAN
program
...
$LOAD
$RUN
...
Data
...
$END
```

Job Control Language (JCL)

- **Each read instruction (in user pgm) causes one line of input to be read**
- **Causes (OS) input routine to be invoke**
  - checks for not reading a JCL line
  - skip to the next JCL line at completion of user program

Batch OS

- Alternates execution between user program and the monitor program
- Relies on available hardware to effectively alternate execution from various parts of memory

Desirable Hardware Features

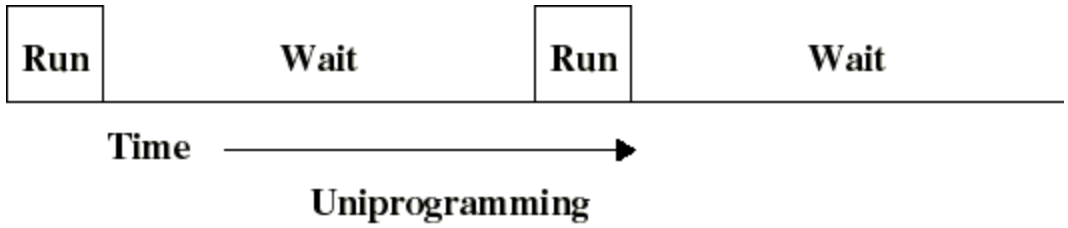
- **Memory protection**
  - do not allow the memory area containing the monitor to be altered by user programs
- **Timer**
  - prevents a job from monopolizing the system
  - an interrupt occurs when time expires

Desirable Hardware Features

- **Privileged instructions**
  - can be executed only by the monitor
  - an interrupt occurs if a program tries these instructions
- **Interrupts**
  - provides flexibility for relinquishing control to and regaining control from user programs

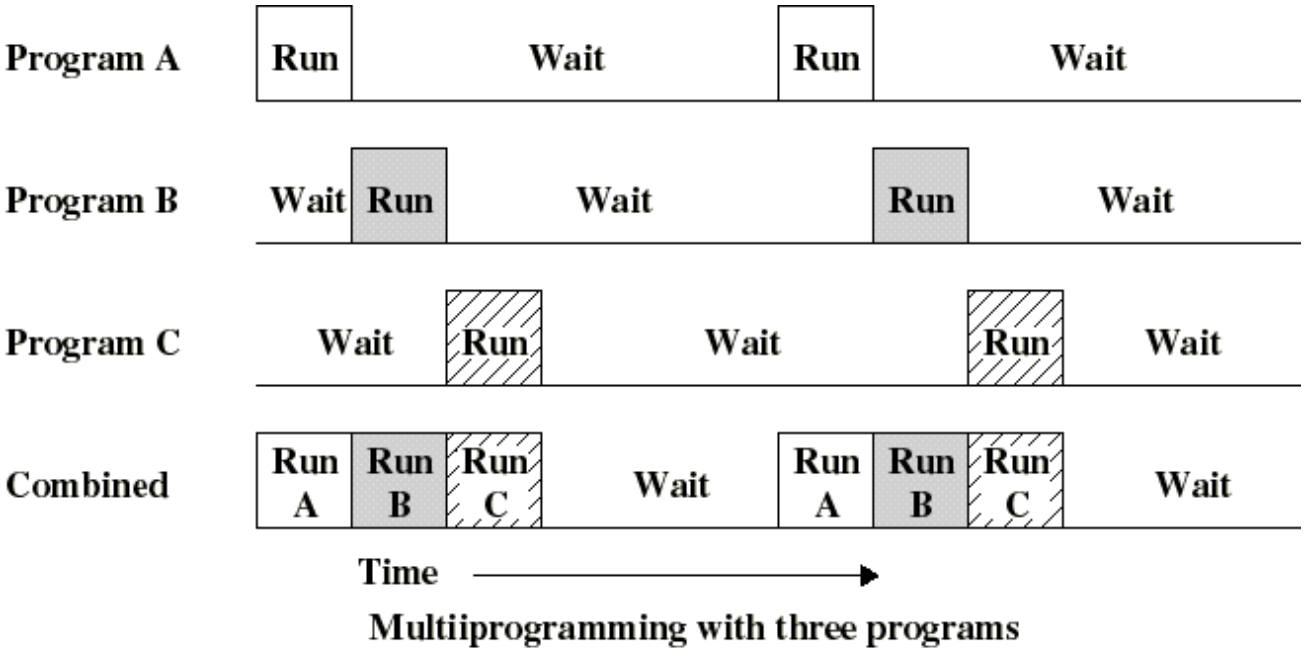
Multiprogrammed Batch Systems

- I/O operations are exceedingly slow (compared to instruction execution)
- A program containing even a very small number of I/O ops, will spend most of its time waiting for them
- Hence: poor CPU usage when only one program is present in memory



Multiprogrammed Batch Systems

- If memory can hold several programs, then CPU can switch to another one whenever a program is awaiting for an I/O to complete
- This is multitasking (multiprogramming)



Multiiprogramming with three programs

Requirements for Multiprogramming

- **Hardware support:**
  - I/O interrupts and (possibly) DMA
    - in order to execute instructions while I/O device is busy
  - Memory management
    - several ready-to-run jobs must be kept in memory
  - Memory protection (data and programs)
- **Software support from the OS:**
  - Scheduling (which program is to be run next)
  - To manage resource contention

Example: three jobs are submitted

	JOB1	JOB2	JOB3
Type of job	Heavy compute	Heavy I/O	Heavy I/O
Duration	5 min.	15 min.	10 min.
Memory req.	50K	100 K	80 K
Need disk?	No	No	Yes
Need terminal	No	Yes	No
Need printer?	No	No	Yes

- **Almost no contention for resources**
- **All 3 can run in minimum time in a multitasking environment (assuming JOB2/3 have enough CPU time to keep their I/O operations active)**

Advantages of Multiprogramming

	Uniprogramming	Multiprogramming
Processor use	17%	33%
Memory use	33%	67%
Disk use	33%	67%
Printer use	33%	67%
Elapsed time	30 min.	15 min.
Throughput rate	6 jobs/hr	12 jobs/hr
Mean response time	18 min.	10 min.

Time Sharing Systems (TSS)

- Batch multiprogramming does not support interaction with users
- TSS extends multiprogramming to handle multiple interactive jobs
- Processor's time is shared among multiple users
- Multiple users simultaneously access the system through terminals

Time Sharing Systems (TSS)

- Because of slow human reaction time, a typical user needs 2 sec of processing time per minute
- Then (about) 30 users should be able to share the same system without noticeable delay in the computer reaction time
- The file system must be protected (multiple users…)

Difficulties with OS Design

- **Improper synchronization**
  - ensure a program waiting for an I/O device receives the signal
- **Failed mutual exclusion**
  - must permit only one program at a time to perform a transaction on a portion of data
- **Deadlock**
  - It might happen that 2 or more pgms wait endlessly after each other to perform an operation.

An example of deadlock

- Program A wants to copy from disk1 to disk2 and takes control of disk1
- Program B wants to copy from disk2 to disk1 and takes control of disk2

- Program A must wait that program B releases disk2 and program B must wait that program A releases disk1
- Program A and B will wait forever

Major Achievements of OS

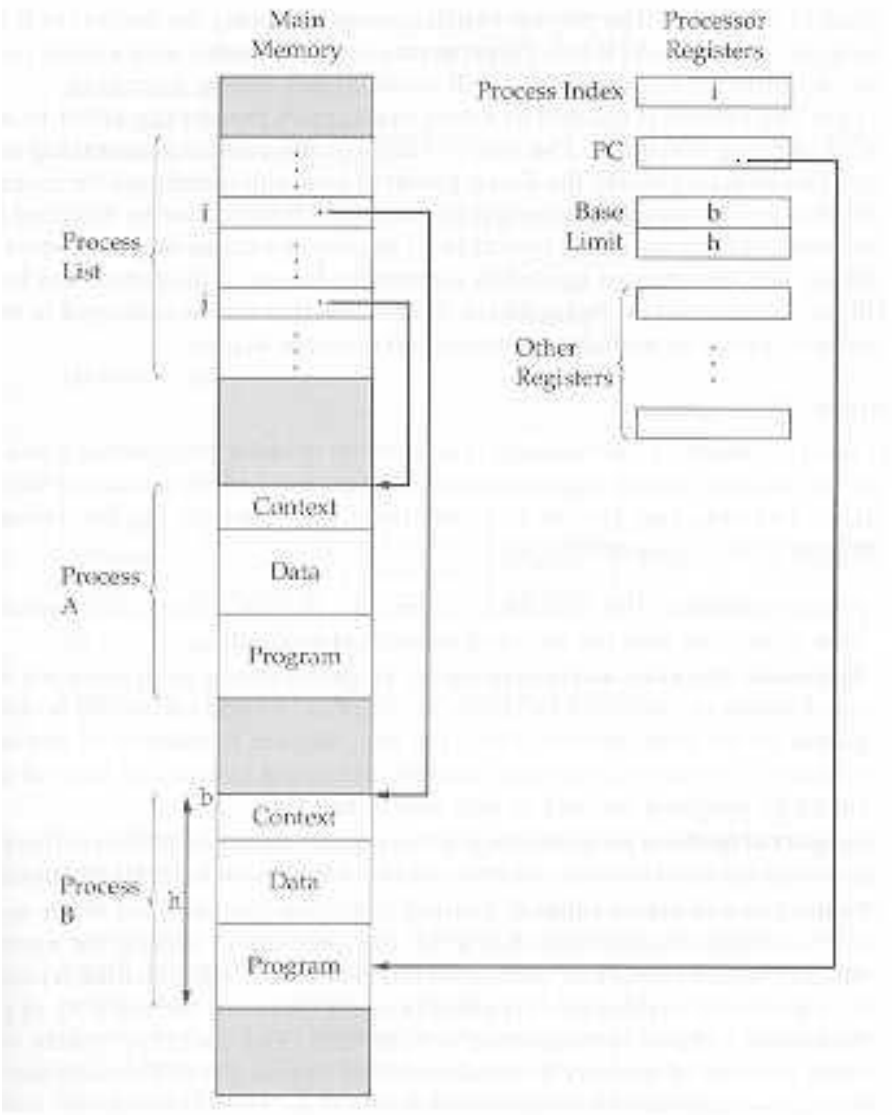
- **To meet the difficult requirements of multiprogramming and time sharing, there have been 5 major achievements by OS:**
  - Processes
  - Memory management
  - Information protection and security
  - Scheduling and resource management
  - System structure

Process

- **Introduced to obtain a systematic way of monitoring and controlling pgm execution**
- **A process is an executable program with:**
  - associated data (variables, buffers…)
  - execution context: ie. all the information that
    - the CPU needs to execute the process
      - content of the processor registers
    - the OS needs to manage the process:
      - priority of the process
      - the event (if any) after which the process is waiting
      - other data (that we will introduce later)

A simple implementation of processes

- The process index register contains the index into the process list of the currently executing process (B)
- A process switch from B to A consist of storing (in memory) B's context and loading (in CPU registers) A's context
- A data structure that provides flexibility (to add new features)



Memory Management

- **The key contribution is virtual memory**
- **It allows programs to address memory from a logical point of view without regard to the amount that is physically available**
- **While a program is running only a portion of the program and data is kept in (real) memory**
- **Other portions are kept in blocks on disk**
  - the user has access to a memory space that is larger than real memory

Virtual Memory

- **All memory references made by a program are to virtual memory which can be either**
  - a linear address space
  - a collection of segments (variable-length blocks)
- **The hardware (mapper) must map virtual memory address to real memory address**
- **If a reference is made to a virtual address not in memory, then**
  - (1) a portion of the content of real memory is swapped out to disk
  - (2) the desired block of data is swapped in

File System

- **Implements long-term store (often on disk)**
- **Information stored in named objects called files**
  - a convenient unit of access and protection for OS
- **Files (and portions) may be copied into virtual memory for manipulation by programs**

Security and Protection

- **Access control to resources**
  - forbid intruders (unauthorized users) to enter the system
  - forbid user processes to access resources which they are not authorized to

Scheduling and Resource Management

- **Differential responsiveness**
  - discriminate between different classes of jobs
- **Fairness**
  - give equal and fair access to all processes of the same class
- **Efficiency**
  - maximize throughput, minimize response time, and accommodate as many users as possible

Key Elements for Scheduling

- **OS maintains queues of processes waiting for some resource**
  - Short term queue of processes in memory ready to execute
    - The dispatcher (short term scheduler) decides who goes next
  - Long term queue of new jobs waiting to use the system
    - OS must not admit too many processes
  - A queue for each I/O device consisting of processes that want to use that I/O device

System Structure

- Because of it's enormous complexity, we view the OS system as a series of levels
- Each level performs a related subset of functions
- Each level relies on the next lower level to perform more primitive functions
- Well defined interfaces: one level can be modified without affecting other levels
- This decomposes a problem into a number of more manageable sub problems

Characteristics of Modern Operating Systems

- **New design elements were introduced recently**
- **In response to new hardware development**
  - multiprocessor machines
  - high-speed networks
  - faster processors and larger memory
- **In response to new software needs**
  - multimedia applications
  - Internet and Web access
  - Client/Server applications

Microkernel architecture

- **Only a few essential functions in the kernel**
  - primitive memory management (address space)
  - Interprocess communication (IPC)
  - basic scheduling
- **Other OS services are provided by processes running in user mode (servers)**
  - device drivers, file system, virtual memory…
- **More flexibility, extensibility, portability…**
- **A performance penalty by replacing service calls with message exchanges between process...**

Multithreading

- A process is a collection of one or more threads that can run simultaneously
- Useful when the application consists of several tasks that do not need to be serialized
- Gives the programmer a greater control over the timing of application-related events
- All threads within the same process share the same data and resources and a part of the process's execution context
- It is easier to create or destroy a thread or switch among threads (of the same process) than to do these with processes

Symmetric Multiprocessing (SMP)

- A computer with multiple processors
- Each processor can perform the same functions and share same main memory and I/O facilities (symmetric)
- The OS schedule processes/threads across all the processors (real parallelisme)
- Existence of multiple processors is transparent to the user.
- Incremental growth: just add another CPU!
- Robustness: a single CPU failure does not halt the system, only the performance is reduced.

Example of parallel execution on SMP