Star System

Introduction

The user interface for EMS was an important factor in the overall design of our system. Since the user interface is the area that the average user will see (and see often), we felt that it should be flexible, aesthetically appealing and easy to use. Many of the early versions of EMS were considered, but were rejected because of the difficulties of implementing such an interface on a machine or platform as the IBM 360/370. We felt that a simple command line interface was a good performer, and that was not too difficult to learn, but better than a more complex one that might be easier to use in an distant area, but more difficult to use in the concrete because of factors like speed, ease of input and display and user friendliness, and the like. Since the input and output interfaces are almost totally isolated from the rest of the system, modifying them to operate in a more friendly fashion would be relatively trivial task in the face of original SMS to met
Apple Macintosh

1984
First commercial
OS GUI
# Chapter 1 – Introduction to Operating Systems

<table>
<thead>
<tr>
<th>Outline</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.1</td>
</tr>
<tr>
<td>1.2</td>
</tr>
<tr>
<td>1.3</td>
</tr>
<tr>
<td>1.4</td>
</tr>
<tr>
<td>1.5</td>
</tr>
<tr>
<td>1.6</td>
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<td>1.7</td>
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<td>1.8</td>
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<td>1.9</td>
</tr>
<tr>
<td>1.10</td>
</tr>
<tr>
<td>1.11</td>
</tr>
<tr>
<td>1.12</td>
</tr>
<tr>
<td>1.12.1</td>
</tr>
<tr>
<td>1.12.2</td>
</tr>
</tbody>
</table>
Chapter 1 – Introduction to Operating Systems

Outline (continued)
1.13 Operating System Architectures
   1.13.1 Monolithic Architecture
   1.13.2 Layered Architecture
   1.13.3 Microkernel Architecture
   1.13.4 Networked and Distributed Operating Systems
Objectives

• After reading this chapter, you should understand:
  – what an operating system is.
  – a brief history of operating systems.
  – a brief history of the Internet and the World Wide Web.
  – core operating system components.
  – goals of operating systems.
  – operating system architectures.
1.1 Introduction

• Unprecedented growth of computing during the past several decades.
• Desktop workstations execute billions of instructions per second (BIPS)
• Supercomputers can execute over a trillion instructions per second
• Computers are now employed in almost every aspect of life.
1.2 What Is an Operating System?

- Some years ago an operating system was defined as the software that controls the hardware.
- Landscape of computer systems has evolved significantly, requiring a more complicated definition.
- Applications are now designed to execute concurrently.
1.2 What Is an Operating System?

• Separates applications from the hardware they access
  – Software layer
  – Manages software and hardware to produce desired results

• Operating systems primarily are resource managers
  – Hardware
    • Processors
    • Memory
    • Input/output devices
    • Communication devices
  – Software applications
1.3 Early History: The 1940s and 1950s

• Operating systems evolved through several phases
  – 1940s
    • Early computers did not include operating systems
  – 1950s
    • Executed one job at a time
    • Included technologies to smooth job-to-job transitions
    • Single-stream batch-processing systems
    • Programs and data submitted consecutively on tape
Look at this size!

IBM's Naval Ordnance Research Calculator (NORC) was the first supercomputer and the most powerful computer from 1954 to about 1963. It took 60 people to assemble it.
ENIAC
1.4 The 1960s

- 1960s
  - Still batch-processing systems
  - Process multiple jobs at once
    - Multiprogramming
    - One job could use processor while other jobs used peripheral devices
    - Advanced operating systems developed to service multiple interactive users

- 1964
  - IBM announced System/360 family of computers
IBM 360
Cards
Tape
1.4 The 1960s

• **Timesharing systems**
  – Developed to support many *simultaneous interactive users*
  – **Turnaround time** was reduced to minutes or seconds
    • Time between submission of job and the return of its results
  – Real-time systems
    • Supply response within certain bounded time period
  – Improved development time and methods
    • MIT used CTSS system to develop its own successor, Multics
  – TSS, Multics and CP/CMS all incorporated **virtual memory**
    • Address more memory locations than actually exist
1.5 The 1970s

- Primarily multimode timesharing systems
  - Supported batch processing, timesharing and real-time applications
  - Personal computing only in incipient stages
    - Fostered by early developments in microprocessor technology

- Department of Defense develops TCP/IP
  - Standard communications protocol
  - Widely used in military and university settings
  - Security problems
    - Growing volumes of information passed over vulnerable communications lines.
IBM PC
1.6 The 1980s

• 1980s
  – Decade of personal computers and workstations
  – Computing distributed to sites at which it was needed
  – Personal computers proved relatively easy to learn and use
    • Graphical user interfaces (GUI)
  – Transferring information between computers via networks
    became more economical and practical
1.6 The 1980s

- Client/server computing model became widespread
  - Clients request various services
  - Servers perform requested services
- Software engineering field continued to evolve
  - Major thrust by the United States government aimed at tighter control of Department of Defense software projects
    - Realizing code reusability
    - Greater degree of abstraction in programming languages
    - Multiple threads of instructions that could execute independently
1.7 History of the Internet and World Wide Web

• Advanced Research Projects Agency (ARPA)
  – Department of Defense
  – In late 1960s, created and implemented ARPAnet
    • Grandparent of today’s Internet
    • Networked main computer systems of ARPA-funded institutions
    • Capable of near-instant communication via e-mail
    • Designed to operate without centralized control
1.7 History of the Internet and World Wide Web

• Transmission Control Protocol/Internet Protocol
  – Set of rules for communicating over ARPANet
  – TCP/IP manages communication between applications
  – Ensure that messages routed properly from sender to receiver
    • Error-correction
  – Later opened to general commercial use
1.7 History of the Internet and World Wide Web

- **World Wide Web (WWW)**
  - Locate and view multimedia-based documents on almost any subject
  - Early development begun in 1989 at CERN by Tim Berners-Lee
  - Technology for sharing information via hyperlinked text documents
  - HyperText Markup Language (HTML)
    - Defines documents on WWW
  - Hypertext Transfer Protocol (HTTP)
    - Communications backbone used to transfer documents across WWW
1.8 The 1990s

- **Hardware performance improved exponentially**
  - Inexpensive processing power and storage
    - Execute large, complex programs on personal computers.
    - Economical machines for extensive database and processing jobs
    - Mainframes rarely necessary
  - Shift toward distributed computing rapidly accelerated
    - Multiple independent computers performing common task
1.8 The 1990s

• Operating system support for networking tasks became standard
  – Increased productivity and communication
• Microsoft Corporation became dominant
  – Windows operating systems
    • Employed many concepts used in early Macintosh operating systems
    • Enabled users to navigate multiple concurrent applications with ease.
• Object technology became popular in many areas of computing
  – Many applications written in object-oriented programming languages
    • For example, C++ or Java
  – Object-oriented operating systems (OOOS)
    • Objects represent components of the operating system
  – Concepts such as inheritance and interfaces
    • Exploited to create modular operating systems
    • Easier to maintain and extend than systems built with previous techniques
1.8 The 1990s

- Most commercial software sold as object code
  - The source code not included
  - Enables vendors to hide proprietary information and programming techniques
- Free and open-source software became increasingly common in the 1990s
  - Open-source software distributed with the source code
    - Allows individuals to examine and modify software
    - Linux operating system and Apache Web server both open-source
- Richard Stallman launched the GNU project
  - Recreate and extend tools for AT&T’s UNIX operating system
  - He disagreed with concept of paying for permission to use software
1.8 The 1990s

• Open Source Initiative (OSI)
  – Founded to further benefits of open-source programming
  – Facilitates enhancements to software products
    • Permits anyone to test, debug and enhance applications
  – Increases chance that subtle bugs will be caught and fixed
    • Crucial for security errors which need to be fixed quickly
  – Individuals and corporations can modify the source
    • Create custom software to meet needs of certain environment
1.8 The 1990s

• Operating systems became increasingly user friendly
  – GUI features pioneered by Apple widely used and improved
  – “Plug-and-play” capabilities built into operating systems
    • Enable users to add and remove hardware components dynamically
    • No need to manually reconfigure operating system
1.9 2000 and Beyond

- **Middleware**
  - Links two separate applications
    - Often over a network and between incompatible machines
  - Particularly important for Web services
    - Simplifies communication across multiple architectures

- **Web services**
  - Encompass set of related standards
  - Ready-to-use pieces of software on the Internet
  - Enable any two applications to communicate and exchange data
Mac OS X
Windows XP
1.10 Application Bases

- IBM PC immediately spawned a huge software industry
  - Independent software vendors (ISVs) market software packages to run under MS-DOS operating system.
  - Operating system must present environment conducive to rapid and easy application development
    - Otherwise unlikely to be adopted widely

- Application base
  - Combination of hardware and operating system used to develop applications
  - Developers and users unwilling to abandon established application base
    - Increased financial cost and time spent relearning
1.10 Application Bases

**Figure 1.1** Interaction between applications and the operating system.
1.11 Operating System Environments

• Operating systems intended for high-end environments
  – Special design requirements and hardware support needs
    • Large main memory
    • Special-purpose hardware
    • Large numbers of processes

• Embedded systems
  – Characterized by small set of specialized resources
  – Provide functionality to devices such as cell phones and PDAs
  – Efficient resource management key to building successful operating system
1.11 Operating System Environments

• Real-time systems
  – Require that tasks be performed within particular (often short) time frame
    • Autopilot feature of an aircraft must constantly adjust speed, altitude and direction
  – Such actions cannot wait indefinitely—and sometimes cannot wait at all
1.11 Operating System Environments

- **Virtual machines (VMs)**
  - Software abstraction of a computer
  - Often executes on top of native operating system

- **Virtual machine operating system**
  - Manages resources provided by virtual machine

- **Applications of virtual machines**
  - Allow multiple instances of an operating system to execute concurrently
  - Emulation
    - Software or hardware mimics functionality of hardware or software not present in system
  - Promote portability
1.11 Operating System Environments

**Figure 1.2** Schematic of a virtual machine.
1.12 Operating System Components and Goals

• Computer systems have evolved
  – Early systems contained no operating system,
  – Later gained multiprogramming and timesharing machines
  – Personal computers and finally truly distributed systems
  – Filled new roles as demand changed and grew
1.12.1 Core Operating System Components

• User interaction with operating system
  – Often, through special application called a shell
  – Kernel
    • Software that contains core components of operating system

• Typical operating system components include:
  – Processor scheduler
  – Memory manager
  – I/O manager
  – Interprocess communication (IPC) manager
  – File system manager
1.12.1 Core Operating System Components

- Multiprogrammed environments now common
  - Kernel manages the execution of processes
  - Program components which execute independently but use single memory space to share data are called threads.
  - To access I/O device, process must issue system call
    - Handled by device driver
    - Software component that interacts directly with hardware
    - Often contains device-specific commands
1.12.2 Operating System Goals

- Users expect certain properties of operating systems
  - Efficiency
  - Robustness
  - Scalability
  - Extensibility
  - Portability
  - Security
  - Protection
  - Interactivity
  - Usability
1.13 Operating System Architectures

- Today’s operating systems tend to be complex
  - Provide many services
  - Support variety of hardware and software
  - Operating system architectures help manage this complexity
    - Organize operating system components
    - Specify privilege with which each component executes
1.13.1 Monolithic Architecture

• Monolithic operating system
  – Every component contained in kernel
    • Any component can directly communicate with any other
  – Tend to be highly efficient
  – Disadvantage is difficulty determining source of subtle errors
1.13.1 Monolithic Architecture

Figure 1.3 Monolithic operating system kernel architecture.
1.13.2 Layered Architecture

- Layered approach to operating systems
  - Tries to improve on monolithic kernel designs
    - Groups components that perform similar functions into layers
  - Each layer communicates only with layers immediately above and below it
  - Processes’ requests might pass through many layers before completion
  - System throughput can be less than monolithic kernels
    - Additional methods must be invoked to pass data and control
1.13.2 Layered Architecture

**Figure 1.4** Layers of the THE operating system.
1.13.3 Microkernel Architecture

• Microkernel operating system architecture
  – Provides only small number of services
    • Attempt to keep kernel small and scalable
  – High degree of modularity
    • Extensible, portable and scalable
  – Increased level of intermodule communication
    • Can degrade system performance
1.13.3 Microkernel Architecture

Figure 1.5 Microkernel operating system architecture.
1.13.4 Networked and Distributed Operating Systems

• Network operating system
  – Runs on one computer
  – Allows its processes to access resources on remote computers

• Distributed operating system
  – Single operating system
  – Manages resources on more than one computer system
  – Goals include:
    • Transparent performance
    • Scalability
    • Fault tolerance
    • Consistency
1.13.4 Networked and Distributed Operating Systems

**Figure 1.6** Client/server networked operating system model.