

Operating Systems – EDA093/DIT401

Concluding remarks

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GOTHENBURG

Important before the exam

Click on the header to change sortorder

Course code	Course name Course element:	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...

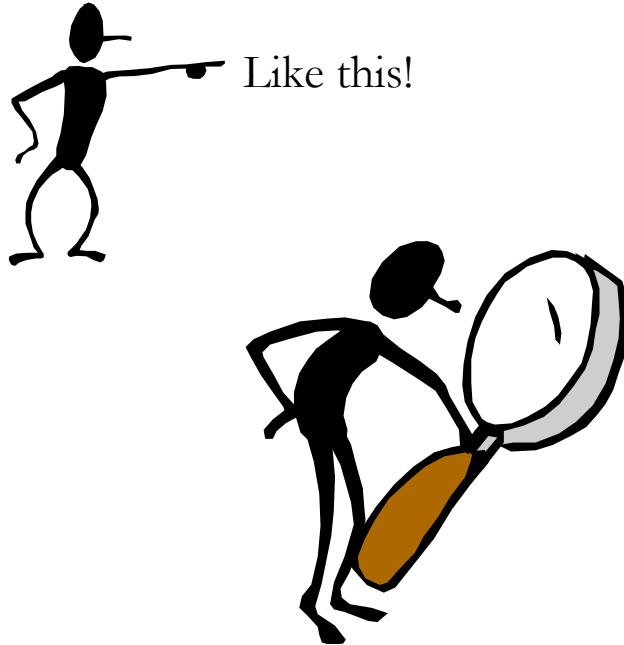
Important before the exam

- **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?



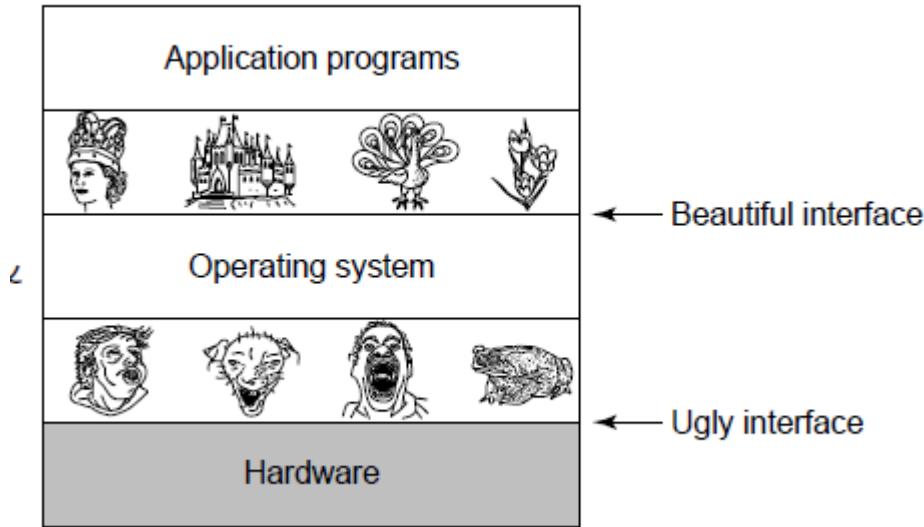
Like this!

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
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- Virtualization

Need to decouple Applications/Users from Hardware



... need to build upon a basic instruction cycle

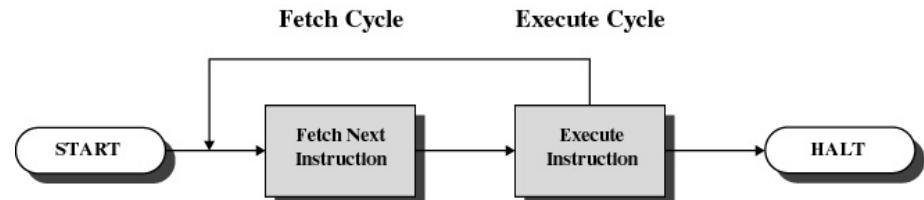
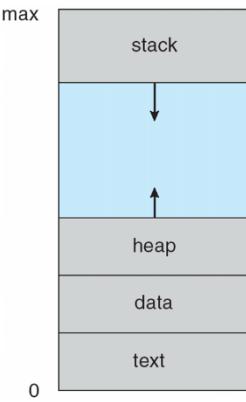


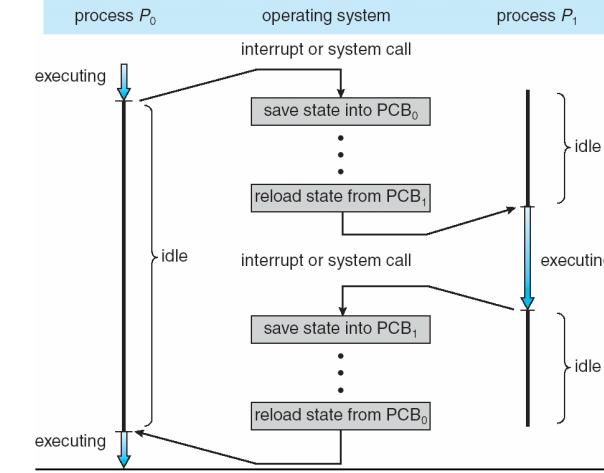
Figure 1.2 Basic Instruction Cycle

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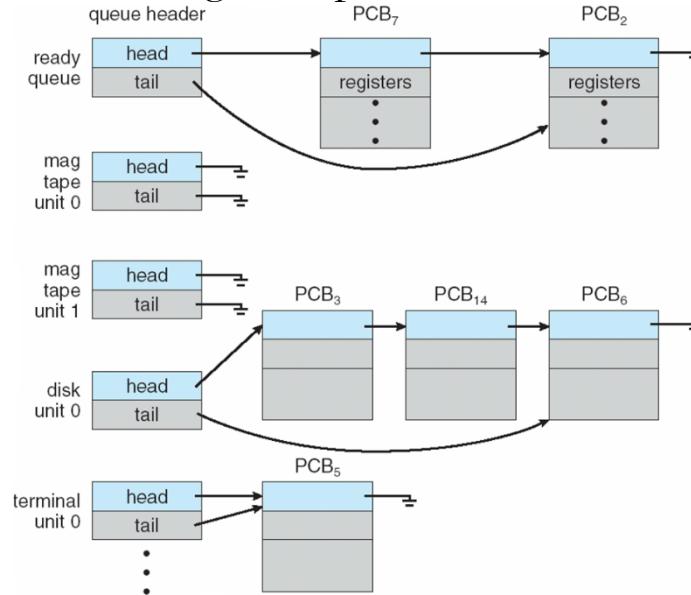
Need to maintain information about processes running in the OS



Need to switch between processes...

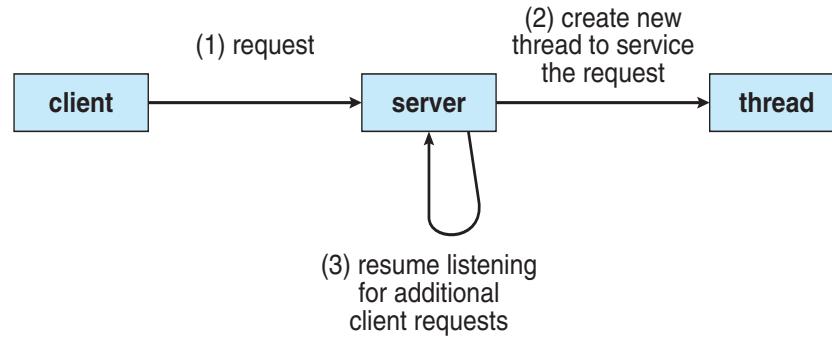


Need to organize processes and devices

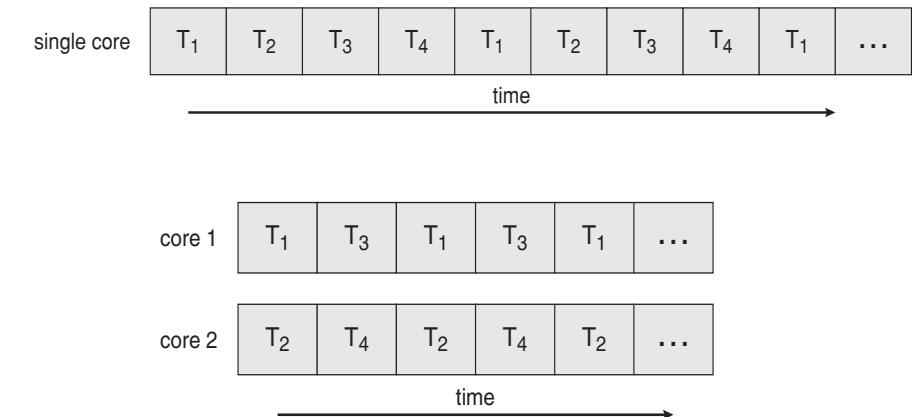
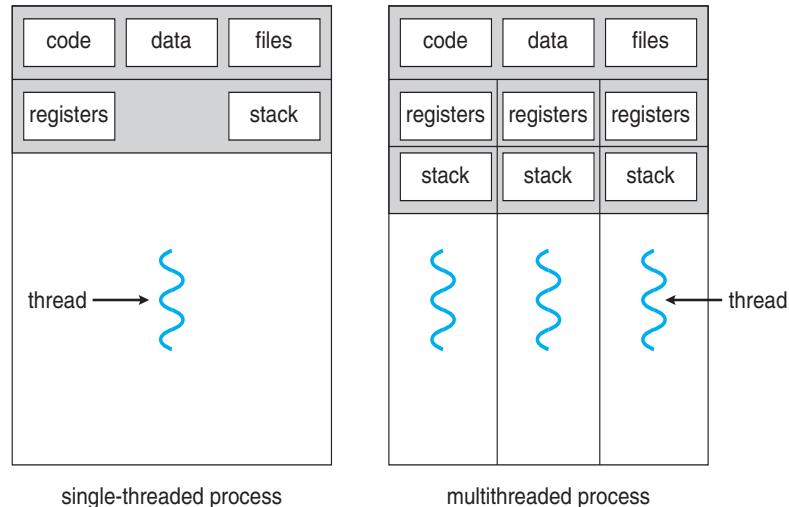


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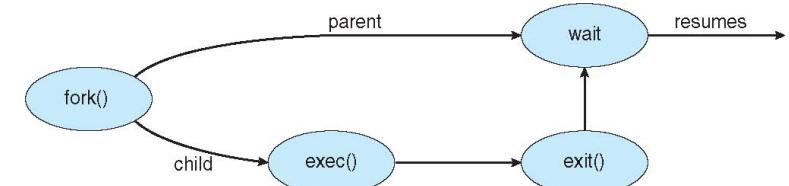
Need mechanisms to improve processes performance / take advantage of hardware



Need to maintain more information...



...and synchronize threads and processes



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Need scheduling at different granularities

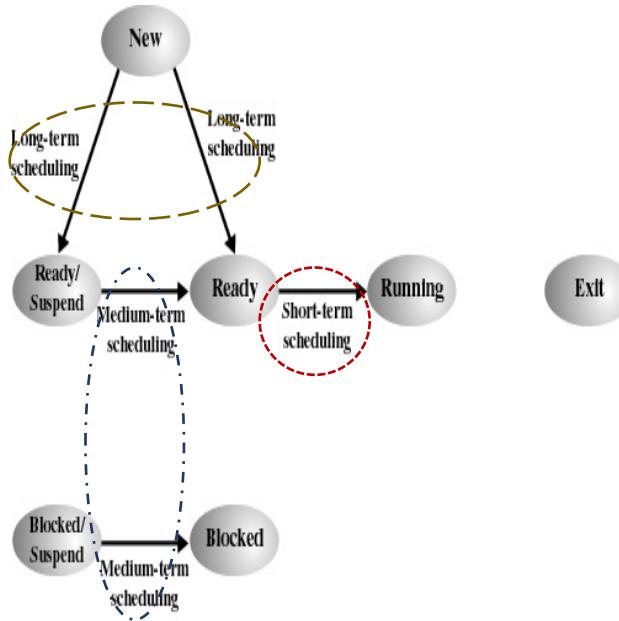


Figure 9.1 Scheduling and Process State Transitions

Need scheduling criteria

CPU utilization

Throughput

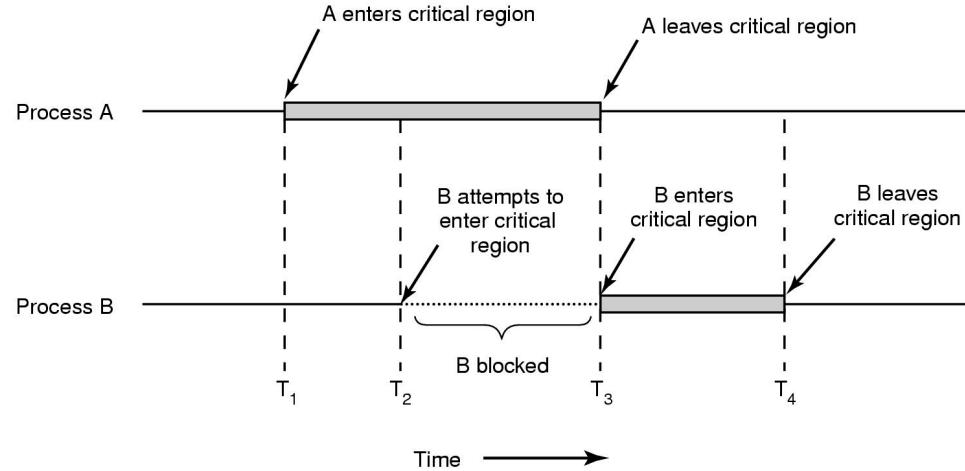
Turnaround/Response time

Fairness

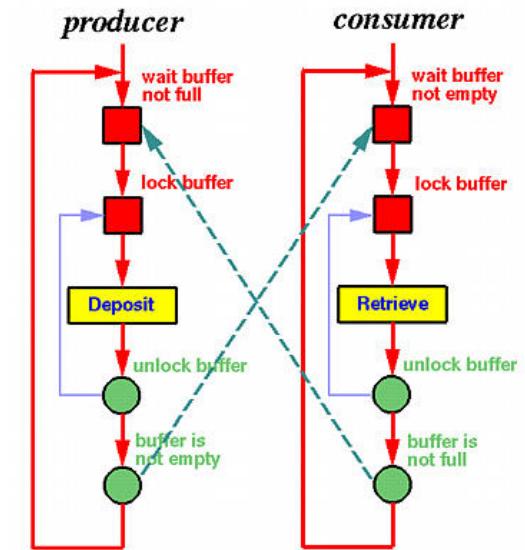
Overhead

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Need to prevent overlapping execution of critical sections

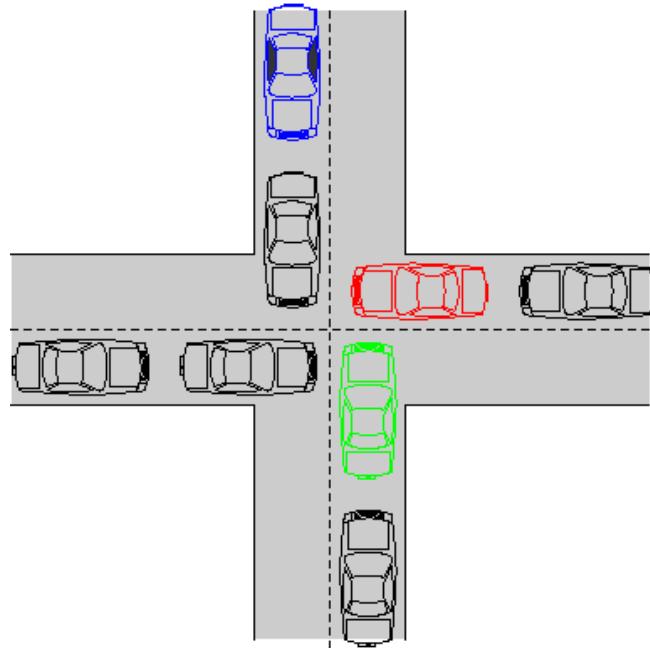


Need to synchronize threads communication



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Need to avoid deadlocks

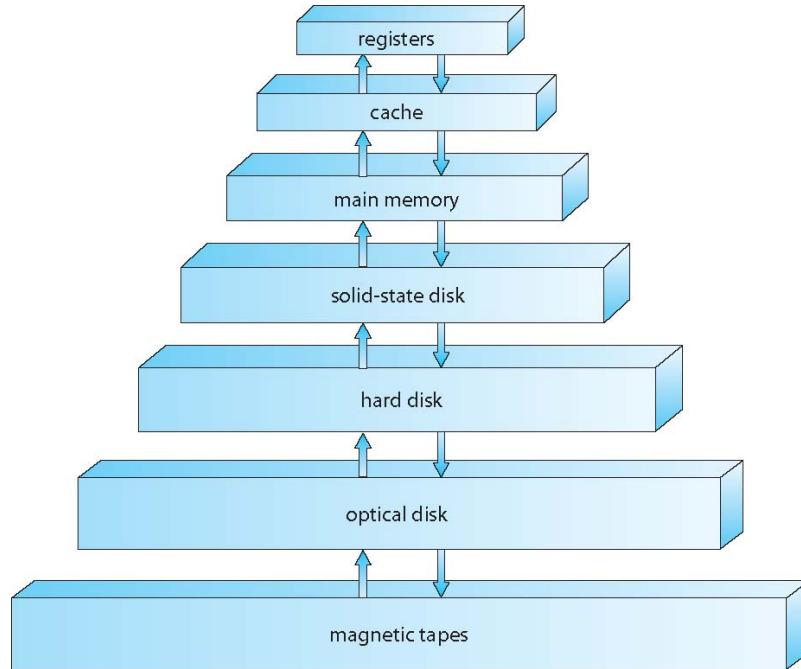


... which can be challenging

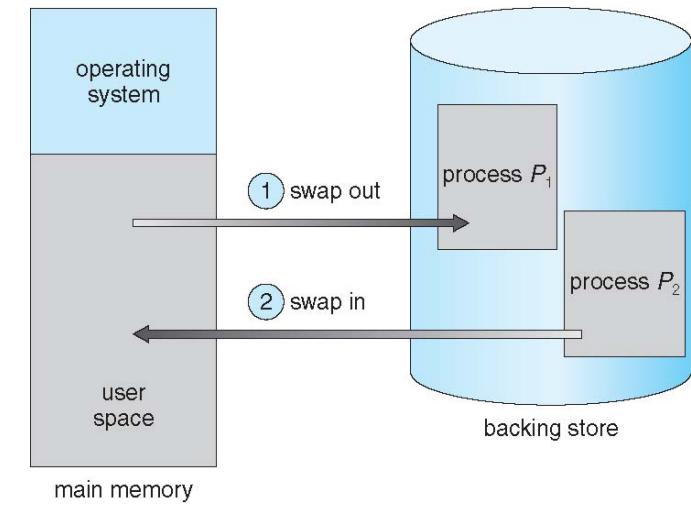


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Need to manage information (read / write) based on the available hierarchy

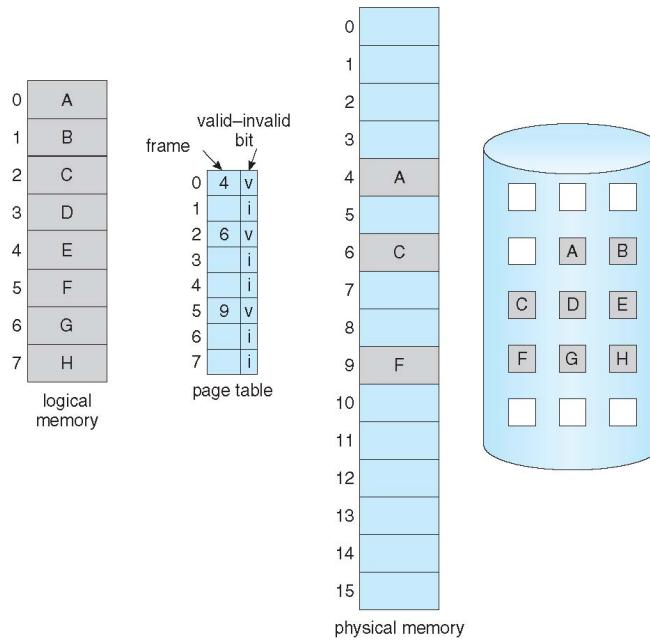


E.g., by swapping processes...

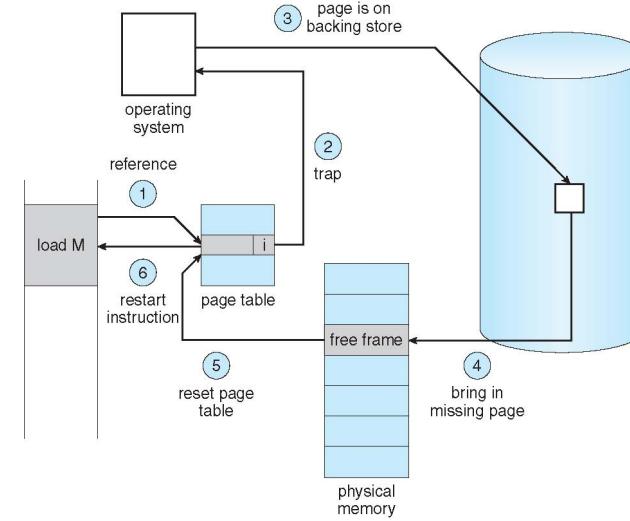


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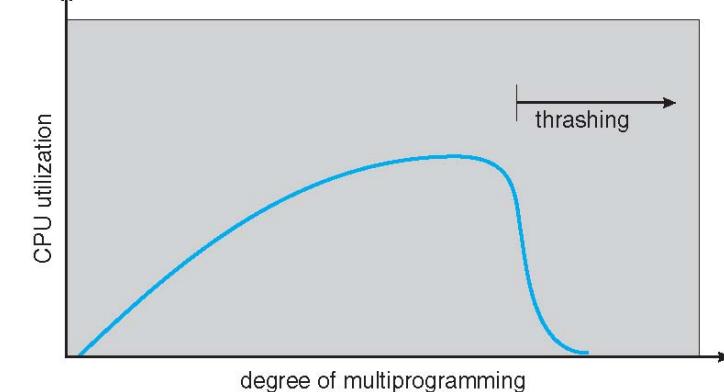
Need to provide more (virtual) memory than available



Need extra overhead to provide that...



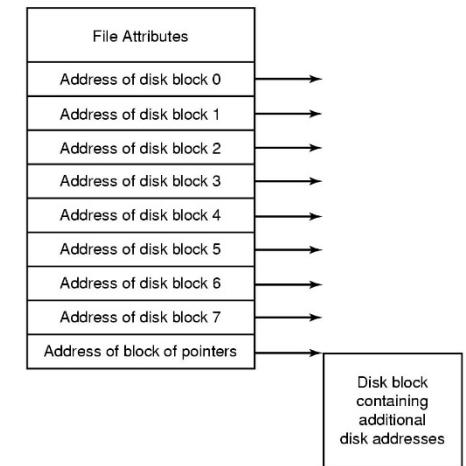
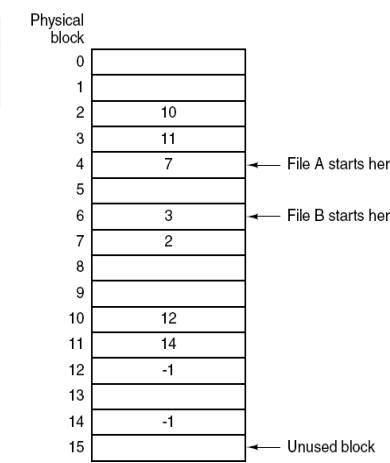
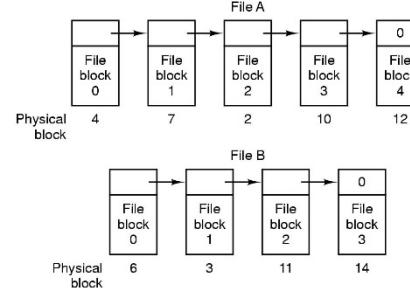
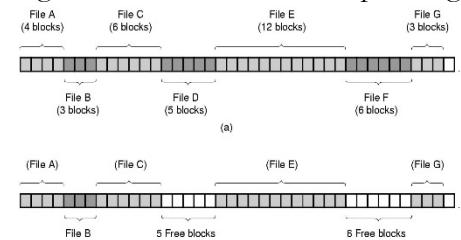
Sometimes (hidden?) complexity leads to unexpected behavior...



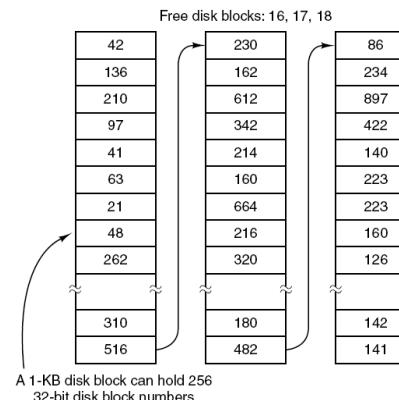
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Need to keep track of where files are

Fig. Tanenbaum, Modern Operating Systems

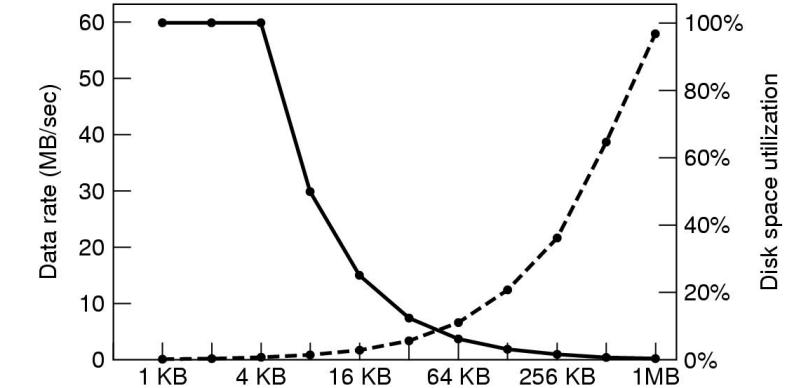


Need to keep track of free space



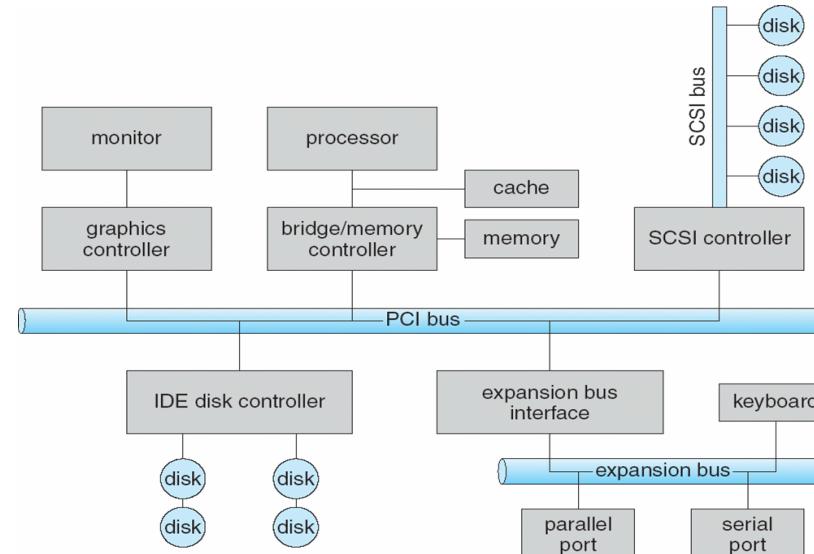
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Need to decide how to use secondary storage

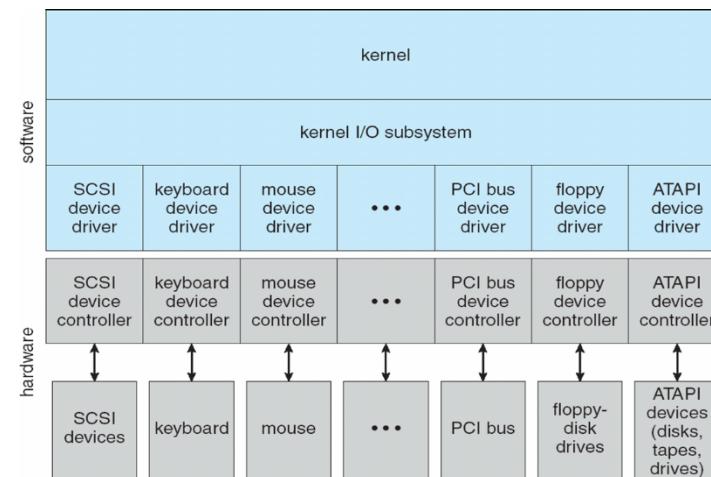


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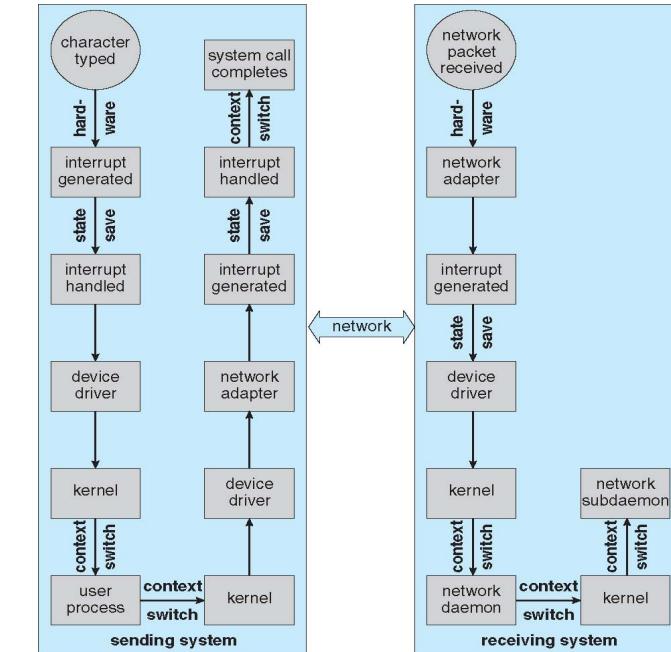
Need to communicate / exchange information with devices



Need to separate applications' and hardware's logic

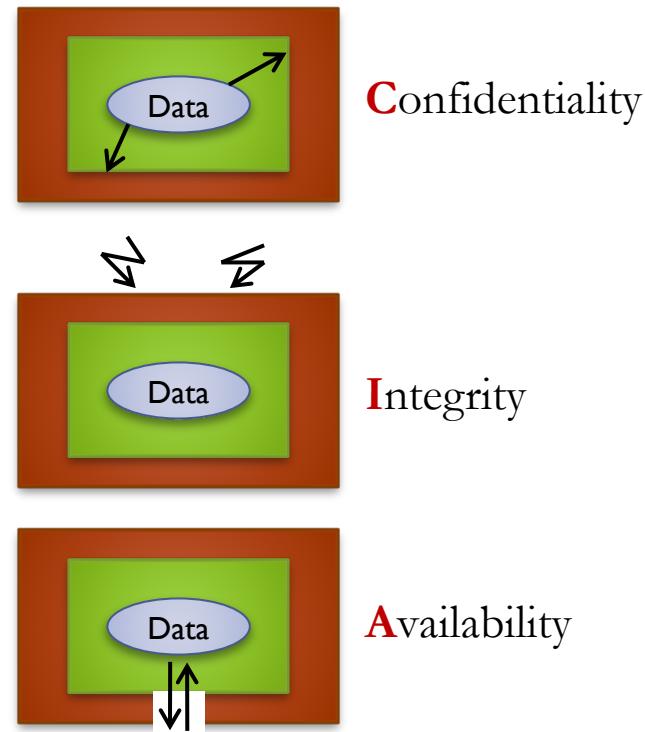


Need good design to increase performance

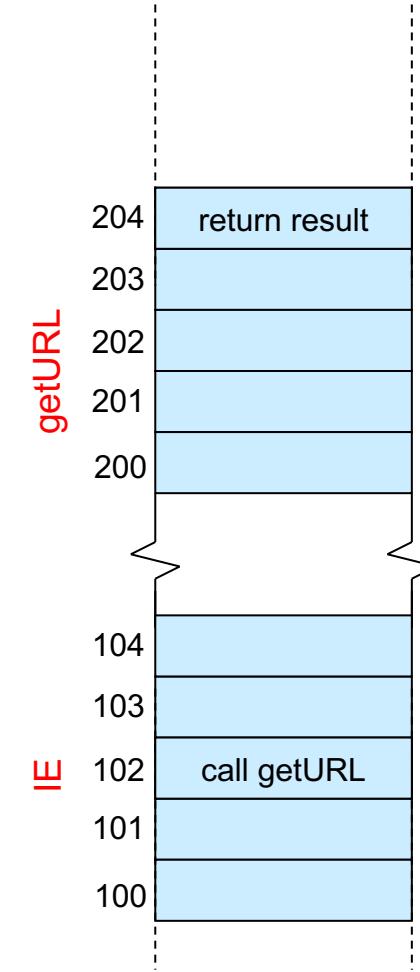


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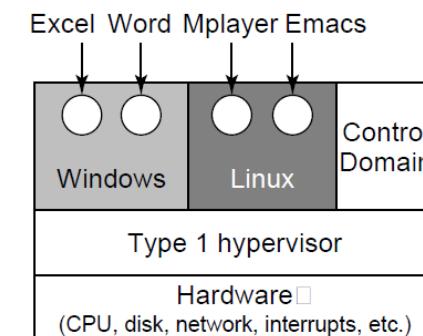
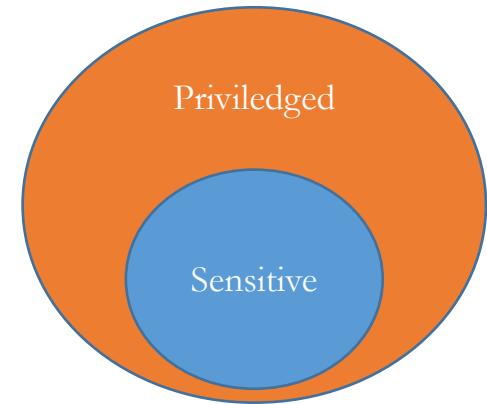
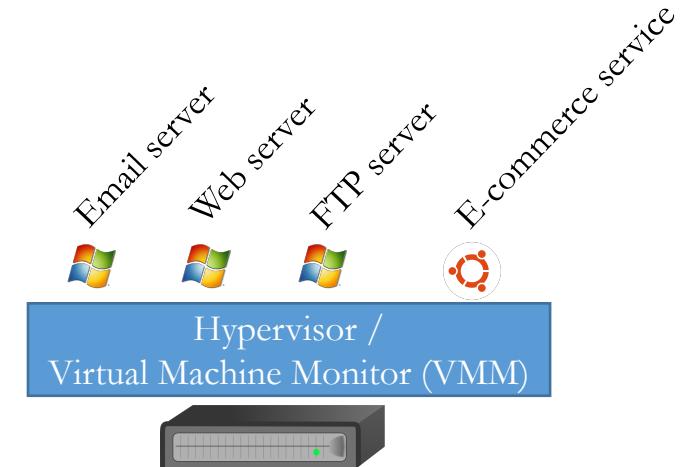
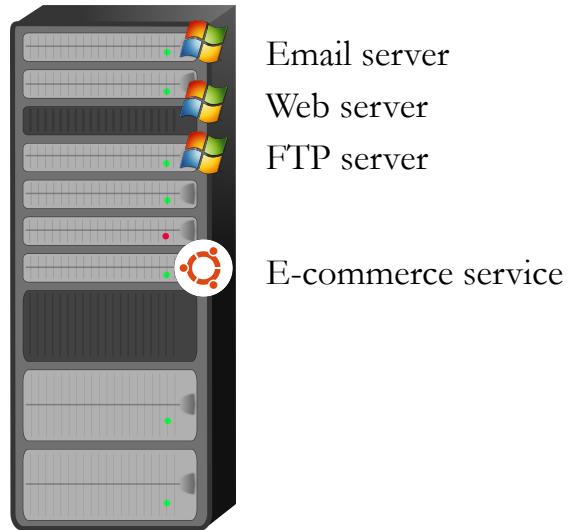
We need mechanisms to protect and share data...



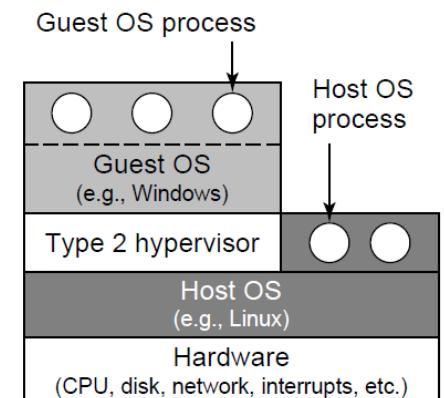
... from programs' vulnerabilities (e.g., buffer overflows)



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(a)



(b)

Thank you for your attention!

...and good luck!