Today

- What is the course about?
- What are the course expectations?
- What is an Operating System?

General Information

- Lectures:
  - Section 1: Tu/Th 1-2.15 pm
  - Section 10: Tu/Th 4-5.15 pm
- Course Web page: http://www-users.cselabs.umn.edu/classes/Fall-2019/csci4061
  - Also a Canvas page for each Lecture section (for discussion forum, assignments, etc.)
- Instructor Office Hours:
  - Location: KHKH 4-209
  - Section 1: Tu Th 11am-12pm
  - Section 10: Tu 10am-11am, Th 5.15-6.15pm
- Contact: email preferred (Also see course help email)

TA and Contact Information

- 6 TAs for the class
- Will conduct recitation sections and office hrs
  - Details on course website
  - You can go to any TA's office hrs

- Help email: csci4061f19-help@umn.edu
  - Goes to the instructor and all TAs
  - Use this whenever possible – likely to get faster response
Textbooks

- Required:
  - "Unix Systems Programming", 2nd Ed. by Robbins & Robbins

- Optional:
  - "Operating System Concepts Essentials", 2nd Ed. by Silberschatz et al.
  - Can also use: "Operating System Concepts", 9th Ed. by Silberschatz et al.

What is this Course About?

Course Objectives

- Learn Operating System Concepts
- Learn how OS relates to the hardware and user applications
- A "Programmer's view" of Operating Systems
- Focus on external OS interfaces and services
- Strong emphasis on systems programming
- Concepts applicable to non-Unix OS's

Course Objectives (contd.)

- At the end of the course, you should be able to:
  - Understand OS structure, interfaces, utilities
  - Write readable and efficient programs
  - Use several OS APIs, tools, and libraries
  - Understand performance tradeoffs in user programs and the OS
  - Build better programs and systems!
Course Non-Objectives

- This course is NOT:
  - User’s guide to C and Unix
  - Kernel hacking course

- What you won't be taught in this course:
  - C programming: You'll have to pick it up yourself, though you would get some help initially
  - Unix Tools: Some tools would be covered, but this is not a Unix tutorial course
  - OS internals: Some coverage here, but would be covered in depth in 5103

- References available on the course website

Pre-Requisites

- CSCI 2021 (Computer Architecture): Requires good understanding of computer organization and hardware concepts
- Familiarity with Unix environment
- Good programming skills: C would be used in the course, but experience with another language would be helpful too
- Good understanding of data structures and algorithm fundamentals

Course Work and Mechanics

Recitation Sections (Labs)

- Must attend recitation in addition to lectures
- TAs would conduct the recitations
- Discussion of course material
- Hands-on exercises
- Clarifications on Assignments
- Lab exercises/quizzes (submission required)
**Class Discussion Forum**
- On Canvas class site (one for each Lecture section)
- You can post questions, clarifications, discuss ideas, course material
- Try responding to each other as far as possible
- Instructor, TAs will regularly monitor the forum
- However:
  - No irrelevant, abusive postings
  - No posts that break the rules/spirit of honesty
  - Don’t ask for solutions or post parts of your solution

**Readings and Lecture Notes**
- Weekly readings from textbook/external sources on website
- Must keep up to follow lectures/recitations
- Recommended to read before the lecture
- Lecture Notes would be made available online before lecture
- Print your own copies if you need hard copies
- Additional reading material would be online: Links on the class web-page

**Course Requirements**
- Readings from the book and assigned lecture notes and additional material
- 4 Programming Assignments (40%)
  - To be done in teams of 2
  - Each assignment due in 2 weeks
- Exams (50%)
  - 2 Mid-term Exams: In-class (15% each)
  - Final Exam: 2 hrs (20%)
- Lab Exercises/Quizzes (10%):
  - Weekly in recitation section
  - 1% each (Need to submit at least 10)

**Programming Assignments**
- You will be given a set of functional specifications
- Implement a program to satisfy these specs
- Programs must be written in C
- Why C?
  - C provides a closer interface to the OS compared to many other languages (like Java, Python, etc.)
  - C allows more control over program state and performance (e.g., pointers, memory management)
  - C has traditionally been used for systems programming and for building OSes (e.g., Unix/Linux)
Programming Assignments (2/3)

- The programs should be well-documented
- Provide full code, header files, makefiles, test-files, README file
- Online submission by 11:59 pm on due date (via Canvas site)
  - One submission per team
- Late submission policy:
  - 10% penalty for <24 hrs late
  - No submission allowed beyond that

Programming Assignments (3/3)

- The code must be original
  - Not copied or derived from the Web, from past offerings, other students, programmer friend, ...
- No sharing of code across teams
  - Team members should work together
- Ask questions and clarifications on class forum, from TAs or instructor
- Grading: Points for
  - Functionality and correctness
  - Code readability and documentation
  - Read specifications very carefully!

Exams

- Mid-term exams would be the length of a lecture: cover material from previous 6-7 weeks
- Final exam would be comprehensive 2-hour exam
- Make sure to attend the exam in your lecture session (they will be different!)

Lab Exercises

- Exercise to be done and submitted during a recitation section (may have a take-home component)
- Open resource/open collaboration: You may consult textbook, and discuss lab material
- Must be done individually – reflect your own effort and understanding
- No late submission allowed
- Need to submit at least 10 (for a total of 10% of grade)
Grading Policy

- Absolute scale (not grading on a curve)
- [93-100] A
- [90-93) A-
- [87-90) B+
- [83-87) B
- [80-83) B-
- [75-80) C+
- [70-75) C
- [65-70) C-
- [60-65) D+
- [50-60) D
- [0-50) F

Regrading Policy

- Any issues with grading must be resolved within a week from getting back the graded material
  - Except Final exam where there will be a specific time/day for it
- For Prog. Assignments, talk to the TAs first
- For exams, can talk to me

Expectations from you

- Attend lectures and recitations regularly
  - Very important for success in course
- Keep up with weekly readings, exercises
- Start on assignments early!
  - Not going to be trivial, one-day affairs
  - Will run into bugs, problems, questions
- Class etiquette
  - Be attentive, respectful to others
  - Be involved: ask and respond to questions, participate in discussions

Academic Dishonesty

- What does it include?
  - Copying assignments, cheating on exams, plagiarism
  - Programming assignments: Code must be original (not copied or derived from the web, other teams or external sources)
- Can result in serious consequences:
  - Can range from 0 on assignment to F in class or worse
  - U requires report to Office of Student Affairs
- Take this issue very seriously
  - All parties involved in cheating (helper and helpee) will be considered equally culpable
  - If unsure, just ask!
Disability Statement

- If you have, or think you have, a disability, contact Disability Services
- Please get a letter from DS for any special accommodation request on course work
- I will try my best to make the required accommodations

Lecture Sections

- Q: I’m in Lecture 1 (or 2). What does this mean?
- Common across lecture sections:
  - Course website, schedule, lecture notes, weekly readings, programming assignments, TAs
- Specific to individual lectures:
  - Canvas site, discussion fora, exams
- You must:
  - Attend your own lecture and recitation section
  - Work on PAs with partner from same lecture section
- Office hours:
  - Any TA office hrs is fine
  - Professor office hrs – specific to each lecture

What is an Operating System?

- It’s a Fan!
- It’s a Wall!
- It’s a Rope!
- It’s a Snake!
- It’s a Tree!

Image Source: nsjour.wordpress.com
Computer System

- Applications
- Operating System
- Hardware (CPU, Memory, Disks, Devices)

Consider an Example Scenario

- Suppose:
  - You are running a particle physics simulation as part of your Physics homework
  - You are chatting with your friends on a social media platform
  - You are streaming an online video

What’s happening with each app?

- Physics simulation:
  - Reads/writes input and output files
  - Does number crunching (perhaps on multiple CPUs)
- Social media chat:
  - Typing and sending out messages you type
  - Receiving and displaying text, images, etc.
- Video streaming:
  - Downloading, decoding and displaying videos on your screen
  - Must be done at the right frame rate

What’s happening on the computer system?

- Several concurrent activities:
  - Processing: Particle physics computations, Decoding and displaying videos, web pages, etc.
  - User interactions (keyboard, screen, etc.)
  - Data I/O: Reading/writing files from disk, sending/receiving data over the network
How to handle all this activity?

- How to make life simple for the user?
- How to utilize various hardware resources (CPUs, memory, network, disk, etc.) efficiently?
- How to manage concurrent activities correctly and in a timely manner?

What is an Operating System?

- User’s View: Extended Machine
- Programmer’s View: Resource Manager
- System View: Control Program

User’s View

- Extended Machine
- Simple abstraction of hardware resources
  - CPU -> Processes, Threads
  - Memory -> Virtual Memory
  - Disks -> Files
  - Network interfaces -> Sockets
- **Goal**: Simple, easy to use

Programmer’s View

- Resource Manager
- Efficient division of resources among multiple users, programs
  - Multiple processes on same CPU
  - Multiple files on the same disk
  - Multiple connections on same network link
- Arbitrate conflicting demands
- **Goal**: Maximize system performance
System View

- Control Program
- Handle different events, user inputs, etc.
  - User typing commands on keyboard
  - Bytes being read from the disk
  - Packets arriving on the network interface
- Multiple concurrent and asynchronous events
- **Goal:** Ensure correctness and fairness

What services does the OS provide?

- Allows different applications to execute concurrently
  - Processes, Memory management
- Allows access to multiple files, user input, display
  - File system, File I/O
- Allows parallelism and data sharing
  - Threads and synchronization
- Enables communication across machines
  - Networking and sockets

Course Road Map

- Understand different OS components
  - Processes
  - File System
  - Memory Management
  - Threads
- Concurrency and Communication
  - Thread Synchronization
  - Networking and IPC
  - Signals

Some Question We will Answer

- How can multiple users and applications run on the same system?
- How can I find and read data easily?
- Why should I have sufficient memory on my system?
- What if I need to do multiple things at the same time?
- How can I open a URL hosted on a machine in Asia?