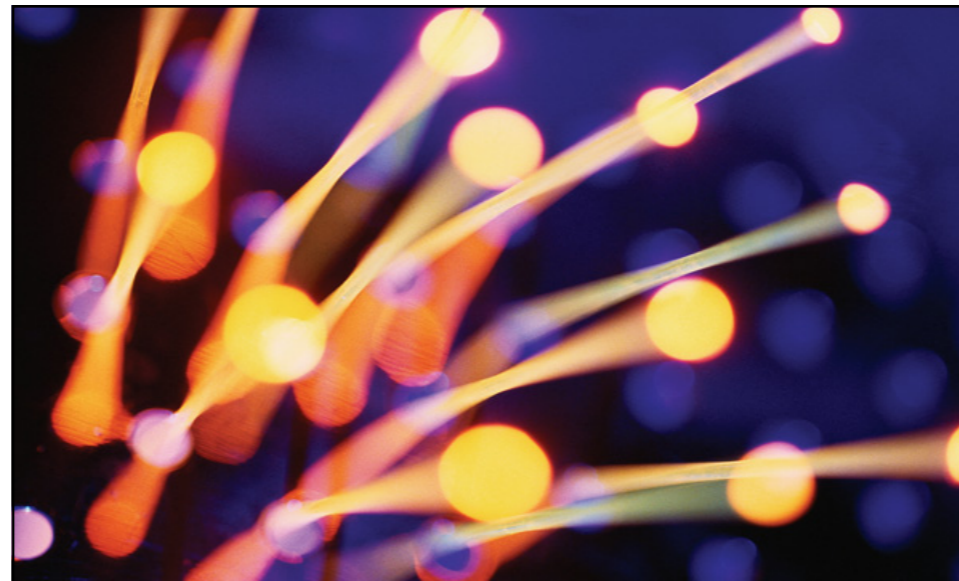


OS: a bird's-eye view

Part 1



Operating Systems

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Last time

A brief history of operating systems

Last time

**Operating system: a
layer of software
between applications
and hardware**

Last time

**The OS provides an API
to the applications
above, and manages
shared resources**

Required: Three Easy Pieces

Chapter 2: Introduction to Operating Systems

What is an operating system?

The application developer's (or user's) view: "top-down"

OS designed to provide an Application Programming Interface (API) to make using hardware resources easier (called *system calls*, or *syscalls*)

Hides details via **good abstractions**

The system's view: **resource manager** ("bottom-up")

OS manages possibly conflicting requests for resources, such as CPU cycles, memory, and storage

It **virtualizes** physical resources

OS as an API (a standard library)

Why is such an abstraction important?

Otherwise, application writers must program all device accesses directly

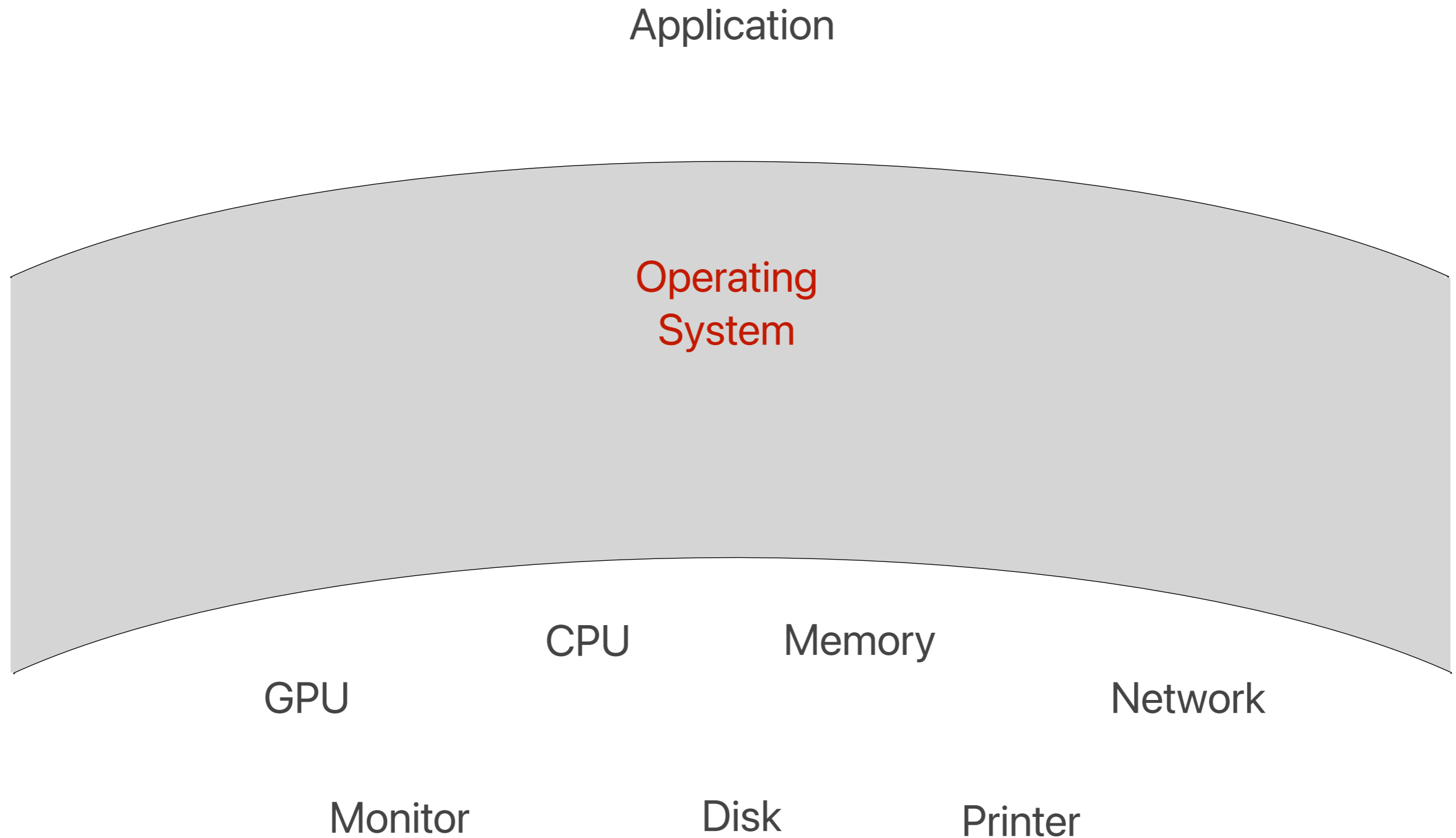
- Load device command codes into device registers

- Handle initialization and timing for physical devices

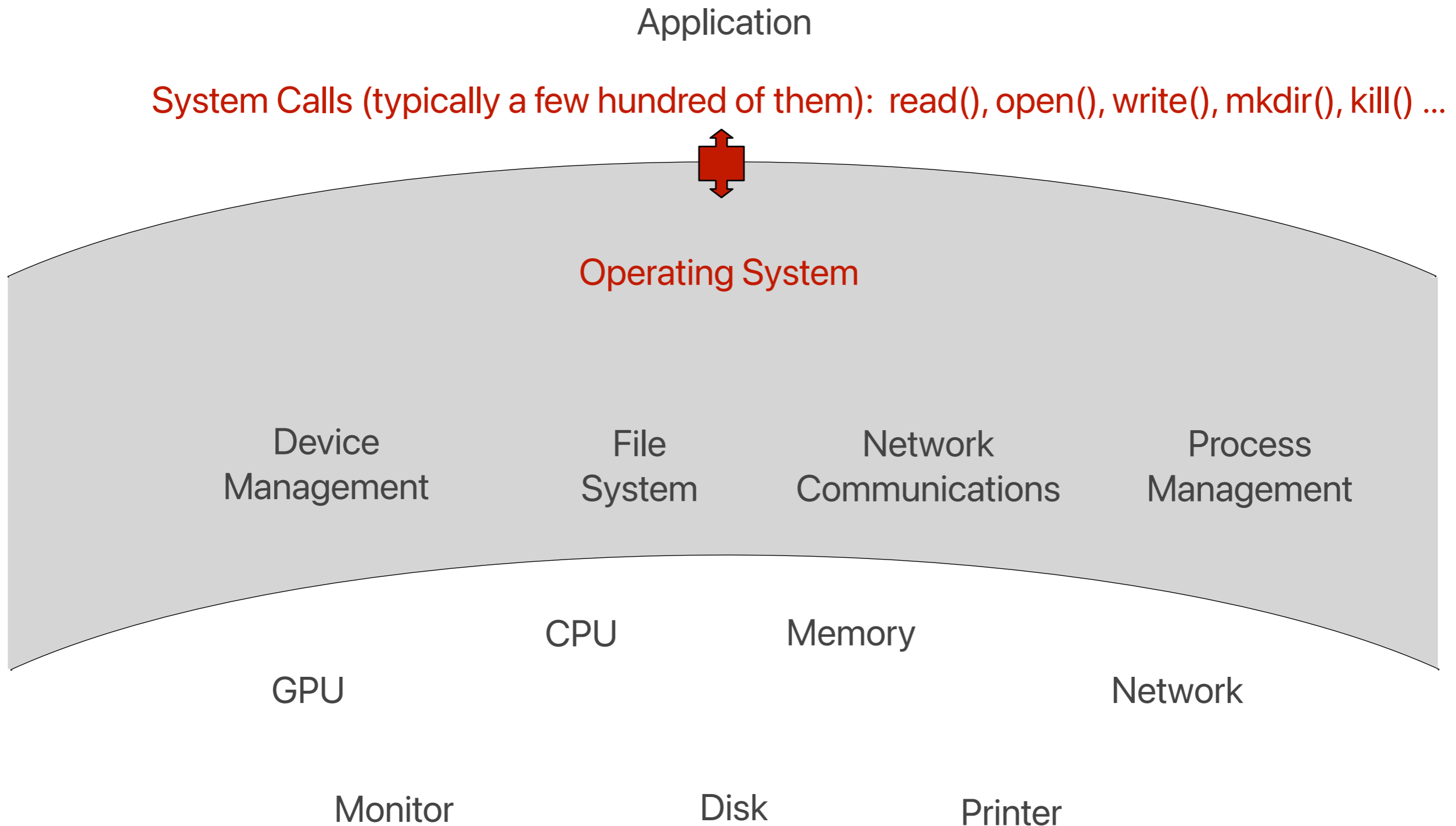
- Interpret return codes

Hard to maintain and upgrade code

Providing an API via system calls



Providing an API via system calls



OS as a resource manager

Shares resources across applications

Sharing a resource (CPU) over time

Sharing a resource (disk, memory) over space

Makes efficient use of a limited resource

Improves utilization and performance

Minimizes overhead

Protects applications from each other

Enforces boundaries

The OS *virtualizes* resources
— **the OS takes a physical resource (CPU, memory, or a disk) and makes it easier to use.**

**Three “easy” pieces
(main themes) in this
course: virtualization,
concurrency, and
persistence**

Theme #1

Virtualization: The OS takes a physical resource (CPU and memory) and transforms it into an easy-to-use virtual form of itself

**To the applications, the OS
is a virtual machine**

**The big question: how
does the OS virtualize
resources? —
mechanisms and
policies**

Demo: Virtualizing the CPU