

CS 202 (-002) OPERATING SYSTEMS

(SORRY, NO MOVIES IN THIS CLASS)

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• COURSE WEBSITE

<https://cs.nyu.edu/~apanda/classes/23fa>

SHOULD ALREADY HAVE RECEIVED CAMPUSWIRE INVITE

TODAY

- GOALS
- WHAT IS AN OPERATING SYSTEM?
- WHY STUDY IT?
- HOW WILL WE STUDY IT?
- MECHANICS, ADMIN, POLICIES
- HISTORY
- PROCESSES

OPERATING SYSTEMS

CHROME

VSCODE

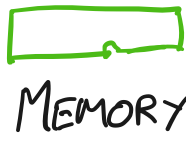
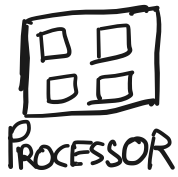
ZOOM

MINECRAFT

PROGRAMS

Q1. How To SHARE HARDWARE RESOURCES B/W PROCESSES?

Q2. How Do PROGRAMS USE RESOURCES ASSIGNED TO THEM?



HARDWARE RESOURCES

CHROME

VSCODE

ZOOM

MINECRAFT

PROGRAMS

SCHEDULER

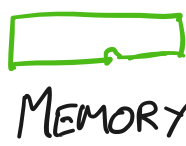
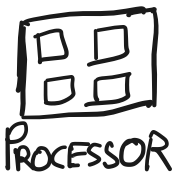
MEMORY MGMT (VM)

FS

N/W

GRAPHICS

OPERATING SYSTEM



HARDWARE RESOURCES

SHARING

↳ ① VIRTUALIZATION MECHANISM : ALLOW MANY PROGRAMS ACCESS

② ISOLATION : BAD PROGRAM CANNOT AFFECT ANOTHER

How ACCESSED

↳ ABSTRACTION: APIs, DATA TYPES

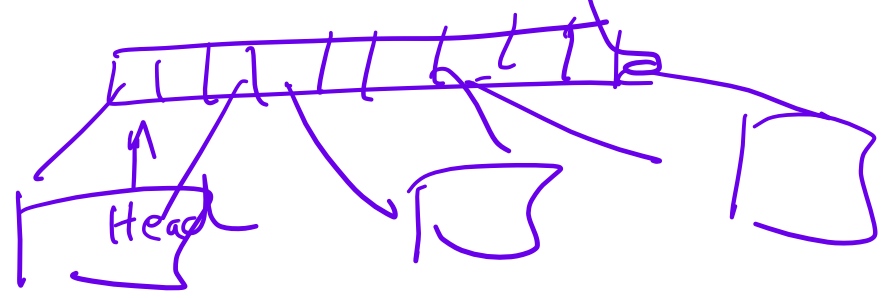
① FILE SYSTEM

↳ VIRTUALIZATION: —

→ ISOLATION: —

→ ABSTRACTION

```
int fd = open("cool", O_RDONLY);  
read(fd, ...);
```



② MEMORY

Covered later in class { VIRTUALIZATION:
ISOLATION:

ABSTRACTION:

③ SCHEDULING

ABSTRACTION:

VIRTUALIZATION:

ISOLATION:

WHY STUDY (OPERATING) SYSTEMS

- Bridge between hardware and programs

→ Determines how your program looks

→ What performance it gets

→ Is it correct?

→ Is it practical?

Thinking about say LLMs

Application evolution & h/w adoption often driven by systems changes

- Ton of emerging problems that need to be solved

- Provides a deeper understanding of anything running on a computer

- How study?

- Course mechanics

Components

- Class Tu-Th.

↳ Recorded & on Zoom (see Brightspace)

→ Strongly encourage attending

→ PLEASE ask & answer questions

→ Provide feedback

↳ Goal is to make it useful for you.

- Reading

- HW

- LABS

- Recitation / Review

↳ First one 09/11 MONDAY

6-7PM

- EXAMS

↳ MIDTERM 10/19 DURING CLASS

→ FINAL

GETTING INFORMATION & HELP

- CHECK WEBSITE (daily)
- QUESTIONS ABOUT LABS & HOMEWORK
 - ↳ POST ON CAMPUSWIRE
 - PLEASE HELP ANSWER WHEN POSSIBLE
- SENSITIVE/ADMIN QUESTIONS
 - CS202-fa23-staff@nyu.edu
- OFFICE HOURS
 - ↳ Schedule on webpage

GRADING

HW	5%
Labs	25%
Midterm	25%
Final	45%

o Policies

↳ All work that you hand in must be yours.

- Code

- What is allowed

→ Copilot & its ilk

→ Bottomline

HISTORY

- BATCH PROCESSING (starting 50s/60s)

- TIME SHARING (coined 1950s, BULL 58-...)

↳ Compatible Time Sharing

→ JOSS

→ MULTICS

- UNIX (1969 AT&T Bell Labs)

↳ Multi-user, Multi-process

→ PORTABLE: Mostly written in C
Starting version 4
(Nov 1973)

(First version with most things
associated with UNIX /
"The Unix Philosophy")

Targets minicomputers

- Parallel: Development of Personal Computers

→ Hobbyist → Apple

→ C64

→ ...

→ For "professionals" — Xerox Parc

— ...

- Merge late 1980s

{ PCs became more powerful,
cheaper

↳ Work stations replace minicomputers

- Berkeley 1980 - 199?

- Tools for UNIX VERSION 5 ON

- vi, csh, ...

- Improved kernel

- Ported to PC

- Eventually ends up in

OSX

- Linux (early 1990s)

- Written from scratch

...

- Lots of undiscussed paths

- LISP machines

- Plan 9

- NT

- Dartmouth

- ...

PROCESSES

int r = fork(); ← Here lies magic

if (r == 0) {

...

} else {

0 0 2

3