

CS202-002: OPERATING SYSTEMS

- cs.nyu.edu/~apanda/classes/25fa



INSTRUCTOR: AUROJIT PANDA

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- HAO

- MAX TANG

Do this ASAP:

- Join Campuswire (go to webpage)

- Setup your laptop for class.

TODAY

CLASS GOALS

WHY OPERATING SYSTEMS

COURSE MECHANICS, ADMIN, POLICIES

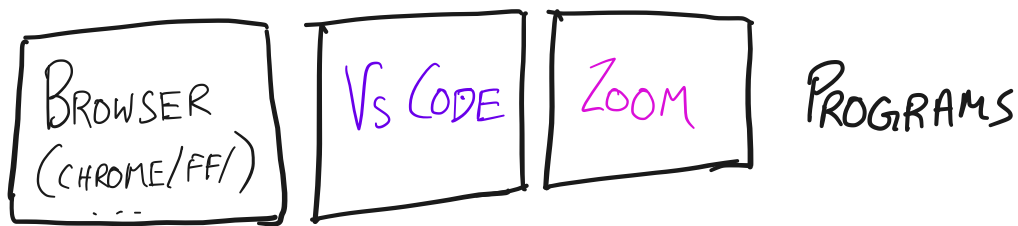
HISTORY

PROCESSES

Files

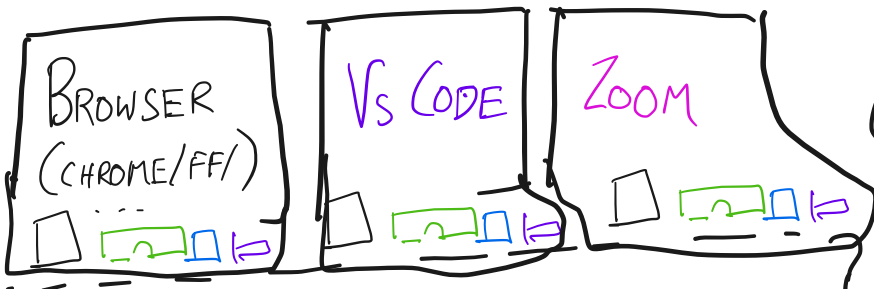
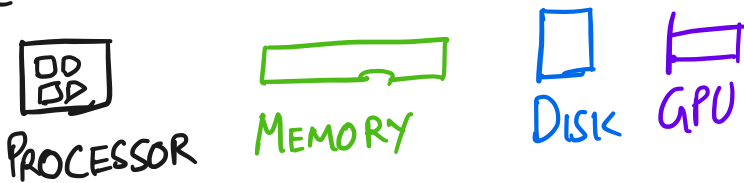
GOALS

- LEARN How SYSTEMS, ESP. OS WORK
- LEARN WHAT ABSTRACTIONS THEY PROVIDE
- UNDERSTAND How THIS AFFECTS EVERYTHING ELSE.



① How to share/multiplex between programs?
Goals?

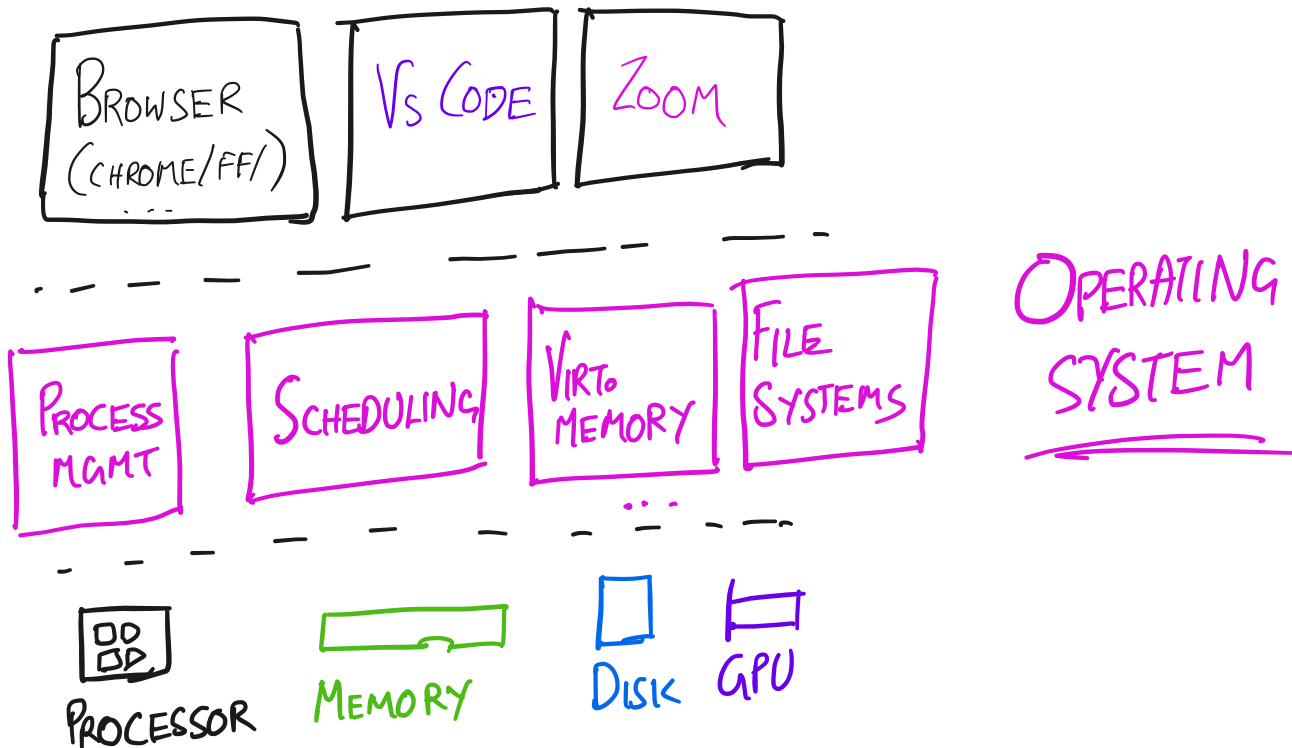
Isolation



② What abstractions (types, interfaces, etc.) are used to interact with hardware.

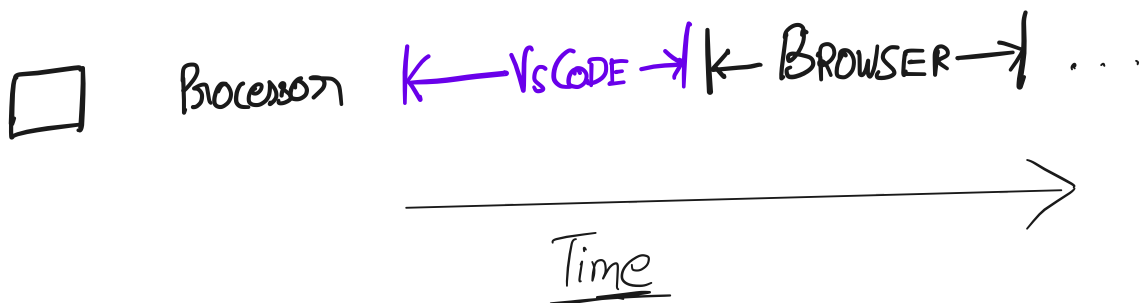
Goals? - Portability
- ???

PROCESSOR MEMORY DISK GPU



SCHEDULING/PROCESS MGMT

- Abstraction
 - Type : process
 - INTERFACE: create (fork), destroy (kill), ...
- Sharing
 - Scheduling/multiplexing

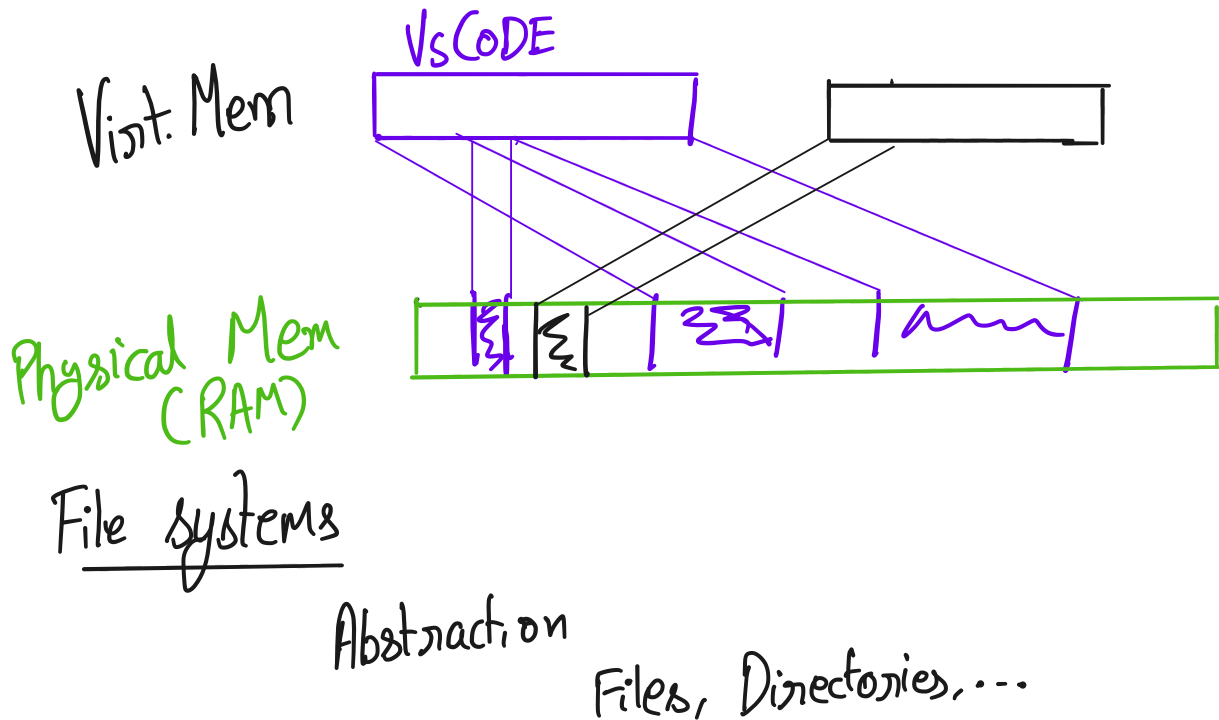


MEMORY

- Abstraction
Type: Virtual memory (process)

Interfaces: Grow (oblk, mmap), Shrink (munmap)

- Sharing



Why study OS?

- Impact correctness, performance of every program.

- Why is reading 1GB taking forever?

- Why do I keep losing data in my script?

- Why can't I allocate enough memory for this dataset.

- Understanding OS helps debug these & other problems
- Need to develop new abstractions & sharing mechs. for new problems.

- Energy

- Smart Phones, Laptops

- Servers (in Datacenters)

- Sharing GPUs

- ...

- Develop an appreciation for what makes abstractions good/bad/ugly.

COURSE MECHANICS

- Lectures

- Tuesday, Thursday

- Not recorded

- Will post

- Notes

- Whiteboard stuff

- Readings

- Do them before class

- Helps prepare you for the lectures

- Quizzes

- 10 throughout the semester

- (See webpage for schedule)

- 10 minutes at the beginning of class

- Focus on material from

- Recent lectures

- Recent readings

- But everything is in scope.

- 20% of grade

- ↳ Will drop lowest 2 scores.

- Labs

- 5 throughout semester

- 15% of grade

- Important for understanding course material.

- LAB 1 is out now.

- Recitation sections: *Announce Soon!*
- Exams
 - Midterm (25%) Oct 23
During class
 - Final Exam (40%)

Getting information & help

- Check webpage for updates
(Daily)



- Asking Questions

- Campus wire

- If posting code
make your post PRIVATE

- Admin/sensitive questions

Email apanda@cs.nyu.edu

- Office Hours

- Will post a schedule shortly
if not then e-mail to set

- Until then: ... things up.
- Working on labs
 - Follow setup instructions linked from webpage ASAP
 - Lab 1 is out - review things from CS201.

Policies

- All the work you turn in must be yours
 - + No collaboration on Labs
 - Write your own code
 - Do not show your code to anyone else
 - Do not copy code you find online.
 - + No collaboration on quizzes or exams
- AI: Copilot, Cursor, Codex, ...

B. D. N. H. H.

- Short version: Do Not Use

- Longer version

- Yes, they can probably do the work

- But, that doesn't help you learn the material.

- Not helpful in the long run

- Course difficulty

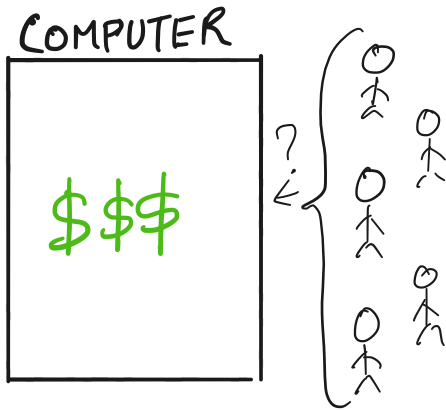
History

Most of this class is based on abstractions developed as a part of UNIX by Thompson & Ritchie 1969.

So historical focus based on that

But really there is a longer history

[but newy more ...
and a richer set of abstractions]



- Batch computing
(HPC - Greene)

- Multiprocessing

→ Many instances

Often designed for
expensive computers

- Mid-1960s

Minicomputers - cheaper (~\$18,500 in 1965)
smaller

+ DEC PDP line

1969: Thompson & Ritchie

Multiprocessing OS for PDP-7

UNIX - Assembly 9000 LOC

1973 UNIX v4 Rewritten in C

- Portable

1980s: Berkeley added tools & utils

(BSD)

Today: Abstractions are widely adopted
Being similar to UNIX (Posix compat)
considered a positive

- Windows - various forms since 1990
- MacOS X (~2000)
- ...

PROCESS

- Instance of a running program

PROCESS

- ABSTRACT MACHINE

- Memory

- CPU

- ...

- Running exactly one program

KERNEL

- Thing to which resources are allocated

- Logic to create

- Interface to
manipulate
abstract
machine &
shared resources

abstract machine

(late October,
later in
the class)

(09/04, 09/05)

Our focus for the next week or so

- PROCESS STATE

Stored in

- Registers:

- Exclusive to the process
- A limited number

- Memory

- For our purpose:

exclusive to the process

- Contains

- The program (the thing
that is running)

- Global variables

- Stack

- Local variables

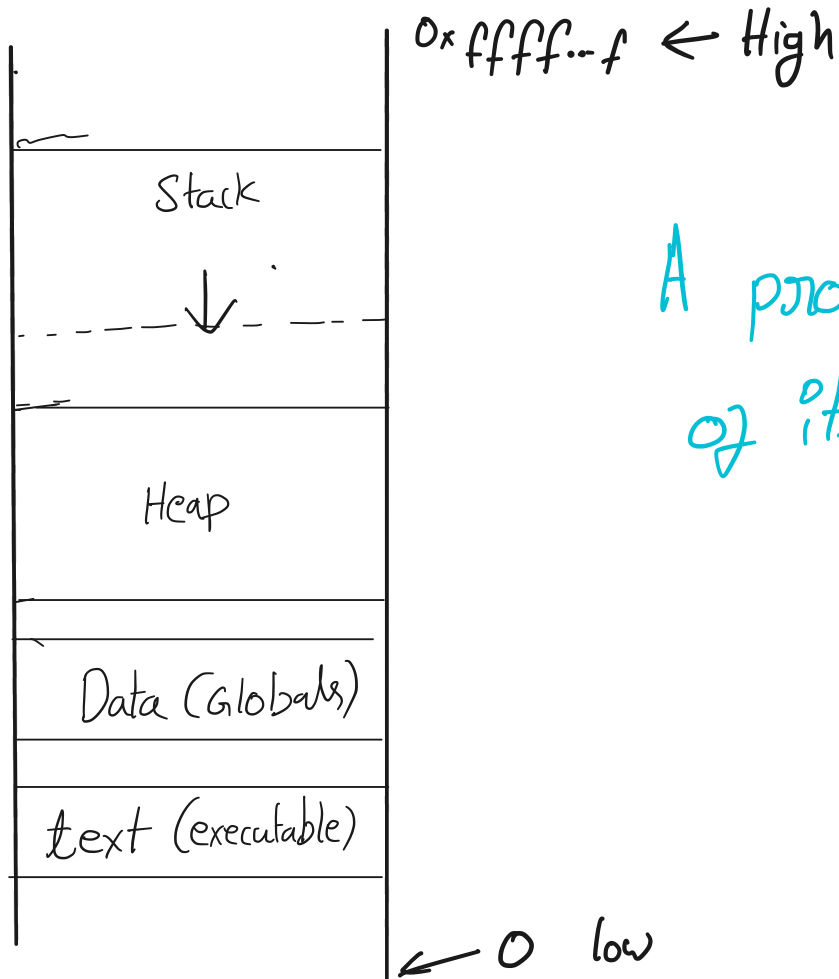
- "Control" info.

- Heap

- CONTROL Flow

- Function calls
- Returns

} Manipulate the
stack + registers



A process's view
of its memory.