



SNS COLLEGE OF TECHNOLOGY

Kurumbapalayam (Po), Coimbatore – 641 107

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Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

COURSE NAME : 23CST202-OPERATING SYSTEMS

II YEAR / IV SEMESTER

Unit 1-OVERVIEW AND PROCESS MANAGEMENT

Topic : Computer System Architecture & Operation

Computer-System Architecture



Most systems use a single general-purpose processor

- Most systems have special-purpose processors as well

Multiprocessors systems growing in use and importance

- Also known as **parallel systems**, **tightly-coupled systems**

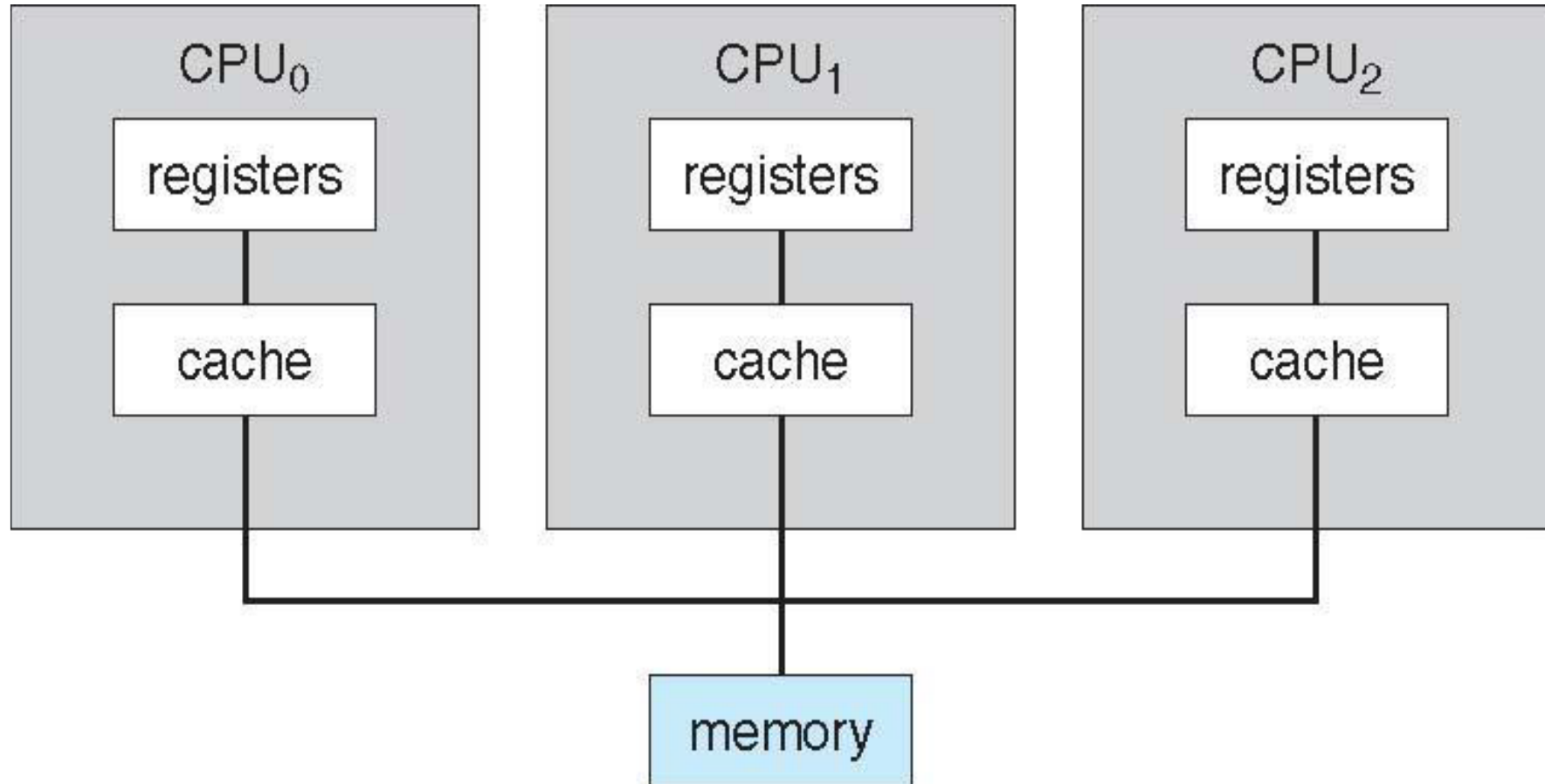
Advantages include:

- 1. Increased throughput**
- 2. Economy of scale**
- 3. Increased reliability** – graceful degradation or fault tolerance

Two types:

- 1. Asymmetric Multiprocessing** – each processor is assigned a specific task.
- 2. Symmetric Multiprocessing** – each processor performs all tasks

Symmetric Multiprocessing Architecture

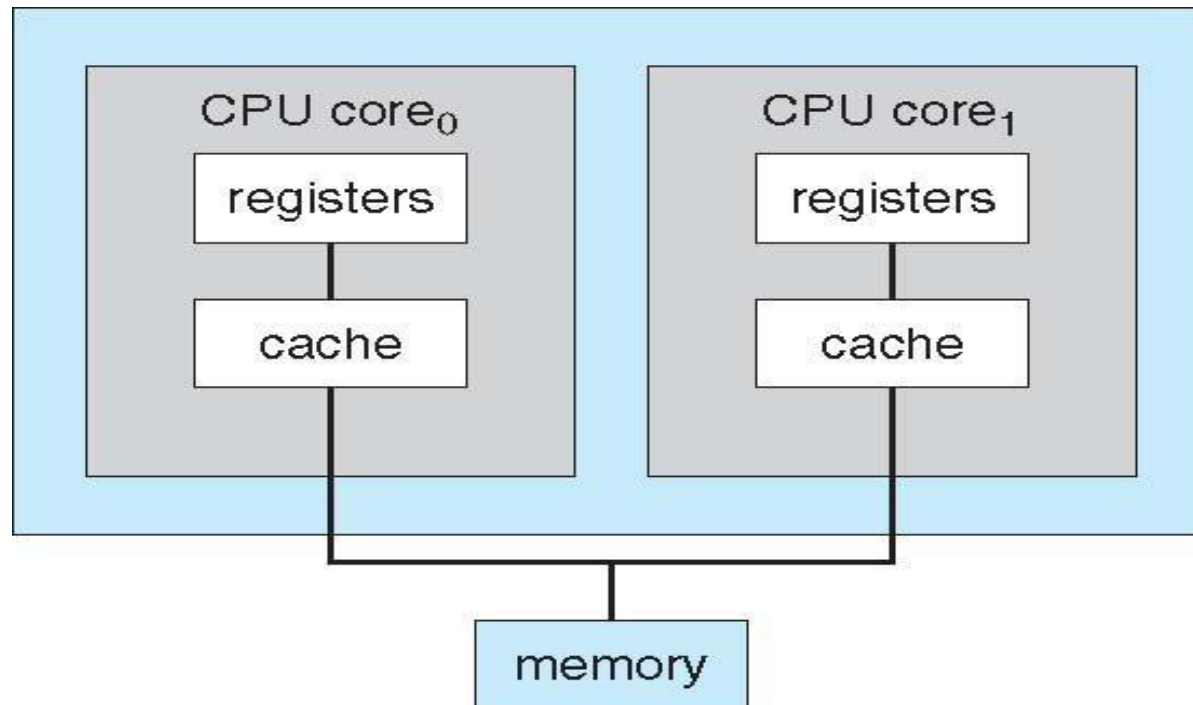


A Dual-Core Design



Multi-chip and **multicore**

- Systems containing all chips
- Chassis containing multiple separate systems



Clustered Systems



Like multiprocessor systems, but multiple systems working together

- Usually sharing storage via a **storage-area network (SAN)**
- Provides a **high-availability** service which survives failures

Asymmetric clustering has one machine in hot-standby mode

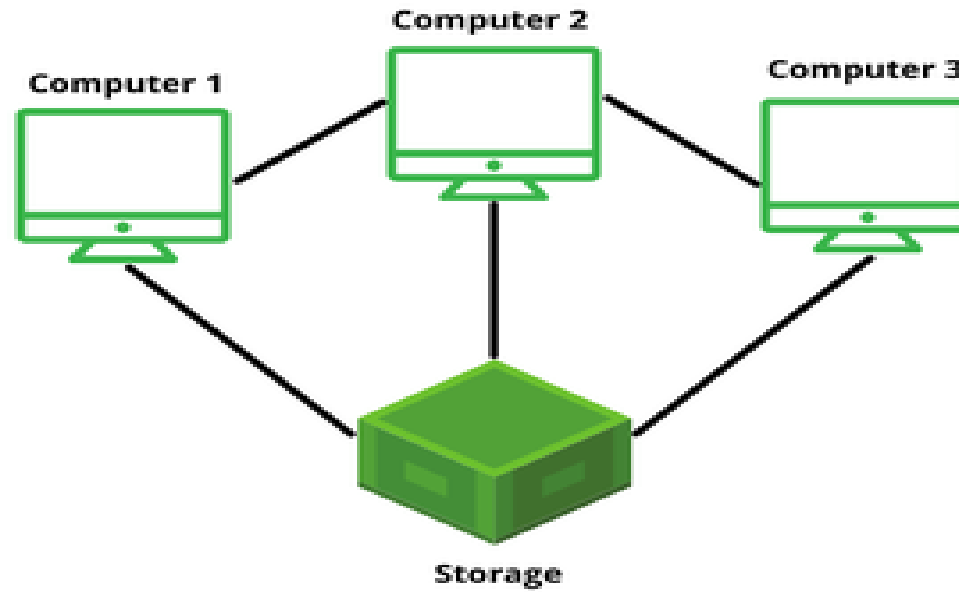
Symmetric clustering has multiple nodes running applications, monitoring each other

- Some clusters are for **high-performance computing (HPC)**

4 Applications must be written to use **parallelization**

- Some have **distributed lock manager (DLM)** to avoid conflicting operations

Clustered Systems



Operating System Structure



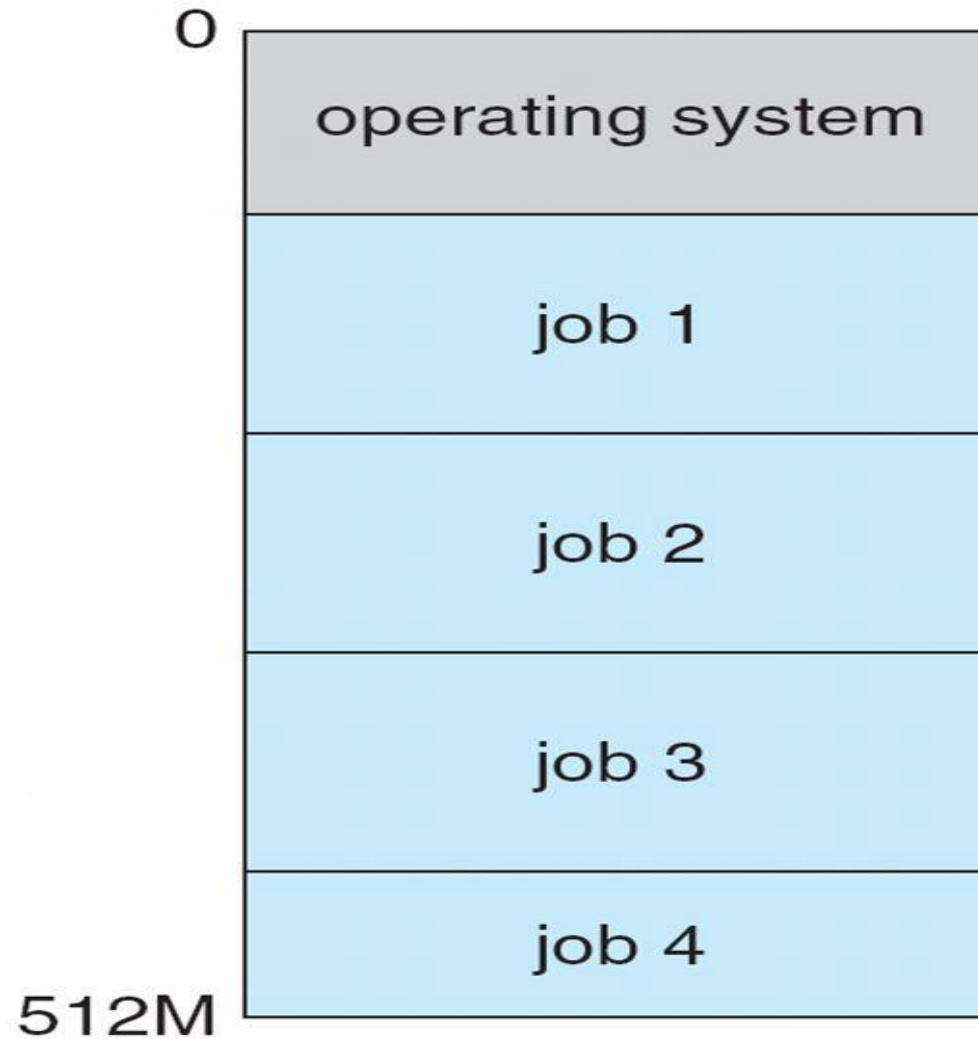
Multiprogramming (Batch system) needed for efficiency

- Single user cannot keep CPU and I/O devices busy at all times
- Multiprogramming organizes jobs (code and data) so CPU always has one to execute
- A subset of total jobs in system is kept in memory
- One job selected and run via **job scheduling**
- When it has to wait (for I/O for example), OS switches to another job
- **Timesharing (multitasking)** is logical extension in which CPU switches jobs

so frequently that users can interact with each job while it is running, creating **interactive** computing

- **Response time** should be < 1 second
- Each user has at least one program executing in memory □ **process**
- If several jobs ready to run at the same time □ **CPU scheduling**
- If processes don't fit in memory, **swapping** moves them in and out to run
- **Virtual memory** allows execution of processes not completely in memory

Memory Layout for Multi programmed System



Operating-System Operations



Interrupt driven (hardware and software)

- Hardware interrupt by one of the devices
- Software interrupt (**exception** or **trap**):
 1. Software error (e.g., division by zero)
 2. Request for operating system service
 3. Other process problems include infinite loop, processes modifying each other or the operating system

Operating-System Operations



Dual-mode operation allows OS to protect itself and other system components

- **User mode** and **kernel mode**
- **Mode bit** provided by hardware

Provides ability to distinguish when system is running user code or kernel code. Some instructions designated as **privileged**, only executable in kernel mode System call changes mode to kernel, return from call resets it to user.

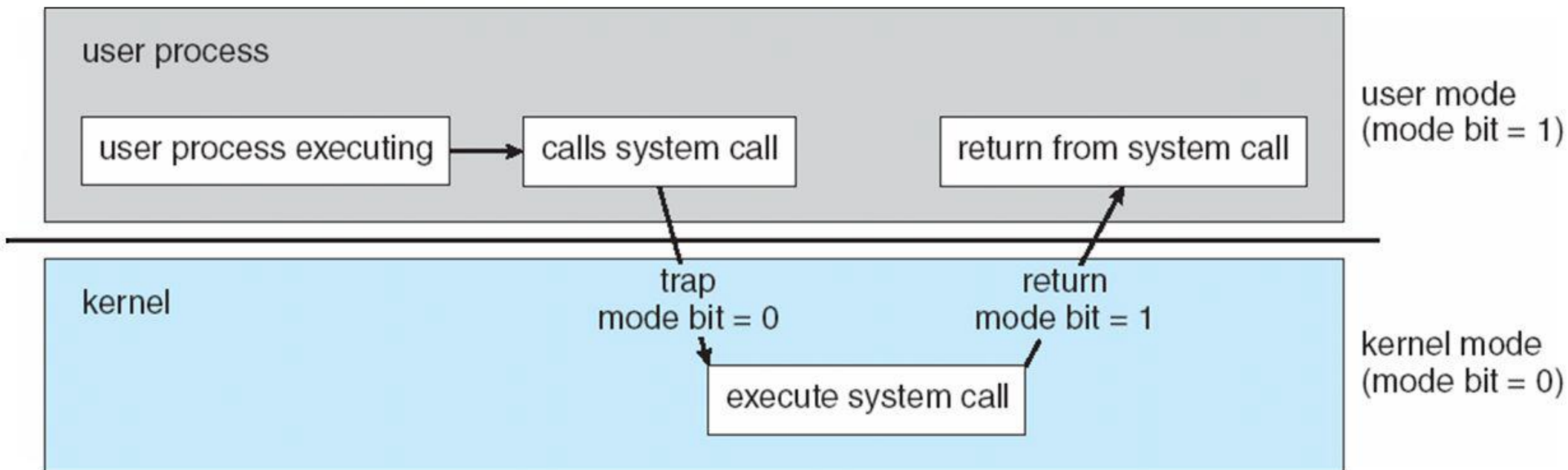
- Increasingly CPUs support multi-mode operations
- i.e. **virtual machine manager (VMM)** mode for guest **VMs**

Transition from User to Kernel Mode



Timer to prevent infinite loop / process hogging resources

- Timer is set to interrupt the computer after some time period
- Keep a counter that is decremented by the physical clock.
- Operating system set the counter (privileged instruction)
- When counter zero generate an interrupt
- Set up before scheduling process to regain control or terminate program that exceeds allotted time





THANK YOU