

# Introduction to Operating Systems and Execution Management

Week 1

SDB

Autumn 2025

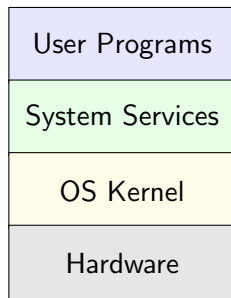
# Agenda

- ① What is an Operating System?
- ② Types and Evolution of OS
- ③ Execution Management in OS
- ④ Kernel vs User Mode
- ⑤ Real-World Relevance and Case
- ⑥ Questions & Summary

# What is an Operating System? I

## Definition

An **Operating System (OS)** is a foundational software layer that manages computer hardware and software resources, and provides a consistent interface for users and applications to interact with the system.



## Core Responsibilities of an OS:

- **Managing Programs:** Starts, stops, and coordinates applications (processes and threads).
- **Handling Memory:** Allocates and tracks memory usage for efficient and safe execution.
- **Controlling Devices:** Manages input/output devices like keyboards, disks, and printers.

# What is an Operating System? II

- **Organizing Files:** Provides file systems to store, retrieve, and secure data.
- **Ensuring Security:** Protects system resources and user data from unauthorized access.
- **Scheduling Tasks:** Decides which tasks run and when, optimizing performance.

## Did You Know?

The first widely used OS was GM-NAA I/O, developed in the 1950s for IBM mainframes. Today, OSES power everything from supercomputers to smartwatches.

# Types of Operating Systems

- **Batch OS** – Executes batches of jobs with minimal user interaction. (e.g., *IBM 7094*)
- **Time-Sharing OS** – Allows multiple users to share system resources simultaneously. (e.g., *UNIX*)
- **Real-Time OS (RTOS)** – Guarantees response within strict time constraints. (e.g., *VxWorks, FreeRTOS*)
- **Distributed OS** – Coordinates multiple machines to appear as a single system. (e.g., *Amoeba, Plan 9*)
- **Network OS** – Provides services to computers connected over a network. (e.g., *Novell NetWare*)
- **Mobile/Embedded OS** – Optimized for low-power, resource-constrained devices. (e.g., *Android, iOS, Zephyr*)

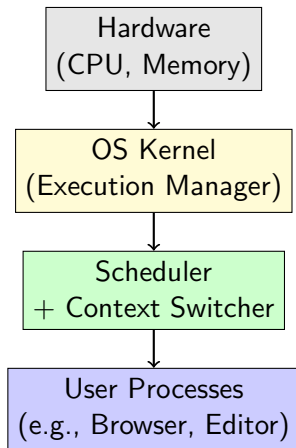
## Did You Know?

UNIX, developed in the 1970s at Bell Labs, laid the foundation for many modern OSes including Linux and macOS.

# Execution Management Responsibilities

## Key functions of an OS during program execution:

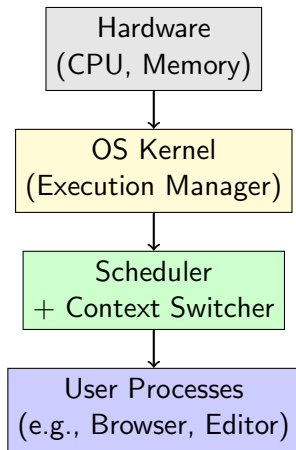
- **Process Lifecycle:** Creating, scheduling, and terminating processes.
- **CPU Scheduling:** Allocating CPU time fairly and efficiently.
- **Context Switching:** Saving and restoring process states.
- **Thread Management:** Coordinating concurrent execution within processes.



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## Example

When you open a browser, the OS creates a process, assigns it CPU time, and switches between it and other tasks like music playback.

# Modes of CPU Operation

- **User Mode:** Limited access — used for running application code. Cannot directly access hardware or critical memory.
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## Why do we need separate modes?

To protect the system from accidental or malicious interference by user programs.

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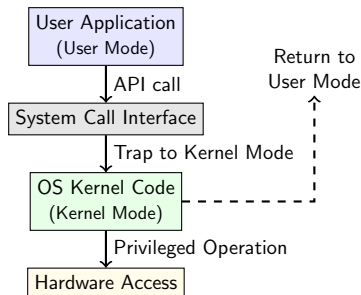
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## Questions to Ponder

- ▶ What could happen if a video game could directly access your disk or memory?
- ▶ Why is it dangerous to allow user programs to execute privileged instructions?
- ▶ How does the OS enforce this separation in modern CPUs?

# System Call and Mode Switch

A **system call** is a controlled request from a user program to the OS for services like file access or memory allocation. It triggers a **switch** from *user mode* to *kernel mode* to safely execute privileged operations.



## Analogy

A system call is like ringing a service bell at a hotel desk. You (the guest) can't go behind the desk (kernel), but you can request help through a formal channel.

## Questions to Ponder

- ▶ Why is direct hardware access by user programs unsafe?
- ▶ What ensures only valid system calls are executed?
- ▶ How does the OS return control safely to user mode?

# Case Study: Running a Program I

**What happens when you run `gcc file.c` in a Linux shell?**

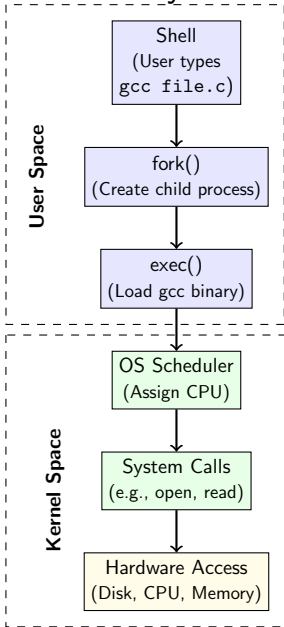
## Step-by-step Breakdown:

- ① **User Input:** The user types `gcc file.c` in the shell. The shell parses the command and prepares to execute it.
- ② **Process Creation – `fork()`:** The shell uses the `fork()` system call to create a new child process. This child is an exact copy of the shell process, including its memory space.
- ③ **Program Replacement – `exec()`:** In the child process, the shell calls `exec()` to replace its memory image with that of the `gcc` compiler. This loads the binary code of `gcc` into memory and begins execution from its entry point.

## Case Study: Running a Program II

- ④ **Scheduling and Execution:** The OS scheduler places the new process in the ready queue. When the CPU is available, the process is scheduled for execution. The OS performs a context switch to load the process state into the CPU.
- ⑤ **System Calls and Mode Switching:** During execution, gcc makes system calls (e.g., to read the source file, write output, allocate memory). Each system call triggers a switch from user mode to kernel mode, allowing the OS to safely perform privileged operations.
- ⑥ **Completion and Exit:** Once compilation is complete, the process calls `exit()`, and the OS reclaims its resources. The parent shell process is notified via `wait()`.

# Case Study: Running a Program III



## Analogy

Think of this like a relay race: the shell hands off control to a new runner (the compiler), who then takes over the track (CPU) and uses tools (system calls) to complete the job.

## Try This!

Run `strace gcc file.c` in a terminal to see the actual system calls made during execution.

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**Hint:** Consider implications for:

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## Discussion Extension

How do modern OSes prevent this? What role do device drivers and permission models play?

# Why Execution Control Matters

**Execution control is not just academic — it powers real-world systems:**

- **Multicore CPUs:** OSes manage thousands of threads across cores for responsiveness.
- **Real-Time Systems:** In robotics and automotive, timing is critical (e.g., ABS braking).
- **Cloud Computing:** OS-level scheduling underpins Kubernetes and container orchestration.
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## Did You Know?

NASA's Mars rovers run on real-time operating systems to ensure precise control and fault tolerance.

# Wrap-up and Summary

## Key Takeaways:

- The OS manages execution through processes, threads, and CPU scheduling.
- Kernel mode enables privileged operations; user mode ensures safety and isolation.
- System calls are the bridge between user programs and kernel services.
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## Reflect

Can you think of a real-world failure caused by poor execution control or lack of isolation?

# Next Week Preview: System Calls and OS Structures

## Coming Up:

- Deep dive into `fork()`, `exec()`, `wait()`, and `exit()`.
- Explore OS architectures: Monolithic, Layered, Microkernel.
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### Prep Activity

Try running `ps -ef --forest` on a Linux system to preview how processes are structured.

# Outline

- 1 Appendix



# Quiz: Test Your Understanding

**Choose the correct answer or discuss briefly:**

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- ⑤ **Challenge:** Describe a real-world scenario where poor execution control could lead to system failure.

# Quiz: Apply What You've Learned

**Challenge your understanding with these deeper questions:**

- ① **Scenario:** A real-time system controlling a robotic arm misses a deadline due to a delayed context switch. *What OS-level mechanisms could prevent this?*

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- ⑤ **Discussion:** Compare execution control in a general-purpose OS (like Linux) vs. a real-time OS (like FreeRTOS).

# Exercise: Simulating a Context Switch

**Objective:** Understand what happens during a context switch and what data the OS must manage.

## Task

Write pseudocode or a flowchart to simulate a context switch between two processes. Identify what information must be saved and restored by the OS.

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## Challenge

Can you identify a real-world scenario where context switching is critical (e.g., gaming, real-time control)?