

CONTENTS

Online Chapters and Appendices 13

VideoNotes 15

Preface 17

About the Author 27

PART 1 BACKGROUND 29

Chapter 1 Computer System Overview 29

- 1.1 Basic Elements 30
- 1.2 Evolution of the Microprocessor 32
- 1.3 Instruction Execution 32
- 1.4 Interrupts 35
- 1.5 The Memory Hierarchy 46
- 1.6 Cache Memory 49
- 1.7 Direct Memory Access 53
- 1.8 Multiprocessor and Multicore Organization 54
- 1.9 Key Terms, Review Questions, and Problems 58
- 1A Performance Characteristics of Two-Level Memories 61

Chapter 2 Operating System Overview 68

- 2.1 Operating System Objectives and Functions 69
- 2.2 The Evolution of Operating Systems 73
- 2.3 Major Achievements 83
- 2.4 Developments Leading to Modern Operating Systems 92
- 2.5 Fault Tolerance 95
- 2.6 OS Design Considerations for Multiprocessor and Multicore 98
- 2.7 Microsoft Windows Overview 101
- 2.8 Traditional UNIX Systems 108
- 2.9 Modern UNIX Systems 110
- 2.10 Linux 113
- 2.11 Android 118
- 2.12 Key Terms, Review Questions, and Problems 127

PART 2 PROCESSES 129

Chapter 3 Process Description and Control 129

- 3.1 What is a Process? 131
- 3.2 Process States 133
- 3.3 Process Description 148

- 3.4** Process Control 157
3.5 Execution of the Operating System 163
3.6 **UNIX SVR4 Process Management** 166
3.7 Summary 171
3.8 Key Terms, Review Questions, and Problems 171

Chapter 4 Threads 176

- 4.1** Processes and Threads 177
4.2 Types of Threads 183
4.3 Multicore and Multithreading 190
4.4 Windows Process and Thread Management 195
4.5 Solaris Thread and SMP Management 202
4.6 Linux Process and Thread Management 206
4.7 Android Process and Thread Management 211
4.8 Mac OS X Grand Central Dispatch 215
4.9 Summary 217
4.10 Key Terms, Review Questions, and Problems 218

Chapter 5 Concurrency: Mutual Exclusion and Synchronization 223

- 5.1** Mutual Exclusion: Software Approaches 226
5.2 Principles of Concurrency 232
5.3 Mutual Exclusion: Hardware Support 241
5.4 Semaphores 244
5.5 Monitors 257
5.6 Message Passing 263
5.7 Readers/Writers Problem 270
5.8 Summary 274
5.9 Key Terms, Review Questions, and Problems 275

Chapter 6 Concurrency: Deadlock and Starvation 289

- 6.1** Principles of Deadlock 290
6.2 Deadlock Prevention 299
6.3 Deadlock Avoidance 300
6.4 Deadlock Detection 306
6.5 An Integrated Deadlock Strategy 308
6.6 Dining Philosophers Problem 309
6.7 UNIX Concurrency Mechanisms 313
6.8 Linux Kernel Concurrency Mechanisms 315
6.9 Solaris Thread Synchronization Primitives 324
6.10 Windows Concurrency Mechanisms 326
6.11 Android Interprocess Communication 330
6.12 Summary 331
6.13 Key Terms, Review Questions, and Problems 332

PART 3 MEMORY 339**Chapter 7 Memory Management 339**

- 7.1 Memory Management Requirements 340
- 7.2 Memory Partitioning 344
- 7.3 Paging 355
- 7.4 Segmentation 358
- 7.5 Summary 360
- 7.6 Key Terms, Review Questions, and Problems 360
- 7A Loading and Linking 363

Chapter 8 Virtual Memory 370

- 8.1 Hardware and Control Structures 371
- 8.2 Operating System Software 388
- 8.3 UNIX and Solaris Memory Management 407
- 8.4 Linux Memory Management 413
- 8.5 Windows Memory Management 417
- 8.6 Android Memory Management 419
- 8.7 Summary 420
- 8.8 Key Terms, Review Questions, and Problems 421

PART 4 SCHEDULING 425**Chapter 9 Uniprocessor Scheduling 425**

- 9.1 Types of Processor Scheduling 426
- 9.2 Scheduling Algorithms 430
- 9.3 Traditional UNIX Scheduling 452
- 9.4 Summary 454
- 9.5 Key Terms, Review Questions, and Problems 455

Chapter 10 Multiprocessor, Multicore, and Real-Time Scheduling 460

- 10.1 Multiprocessor and Multicore Scheduling 461
- 10.2 Real-Time Scheduling 474
- 10.3 Linux Scheduling 489
- 10.4 UNIX SVR4 Scheduling 492
- 10.5 UNIX FreeBSD Scheduling 494
- 10.6 Windows Scheduling 498
- 10.7 Summary 500
- 10.8 Key Terms, Review Questions, and Problems 500

PART 5 INPUT/OUTPUT AND FILES 505**Chapter 11 I/O Management and Disk Scheduling 505**

- 11.1 I/O Devices 506
- 11.2 Organization of the I/O Function 508
- 11.3 Operating System Design Issues 511

10 CONTENTS

- 11.4 I/O Buffering 514
- 11.5 Disk Scheduling 517
- 11.6 RAID 524
- 11.7 Disk Cache 533
- 11.8 UNIX SVR4 I/O 537
- 11.9 Linux I/O 540
- 11.10 Windows I/O 544
- 11.11 Summary 546
- 11.12 Key Terms, Review Questions, and Problems 547

Chapter 12 File Management 550

- 12.1 Overview 551
- 12.2 File Organization and Access 557
- 12.3 B-Trees 561
- 12.4 File Directories 564
- 12.5 File Sharing 569
- 12.6 Record Blocking 570
- 12.7 Secondary Storage Management 572
- 12.8 UNIX File Management 580
- 12.9 Linux Virtual File System 585
- 12.10 Windows File System 589
- 12.11 Android File Management 594
- 12.12 Summary 595
- 12.13 Key Terms, Review Questions, and Problems 596

PART 6 EMBEDDED SYSTEMS 599

Chapter 13 Embedded Operating Systems 599

- 13.1 Embedded Systems 600
- 13.2 Characteristics of Embedded Operating Systems 605
- 13.3 Embedded Linux 609
- 13.4 TinyOS 615
- 13.5 Key Terms, Review Questions, and Problems 625

Chapter 14 Virtual Machines 627

- 14.1 Virtual Machine Concepts 628
- 14.2 Hypervisors 631
- 14.3 Container Virtualization 635
- 14.4 Processor Issues 642
- 14.5 Memory Management 644
- 14.6 I/O Management 645
- 14.7 VMware ESXi 647
- 14.8 Microsoft Hyper-V and Xen Variants 650
- 14.9 Java VM 651
- 14.10 Linux Vserver Virtual Machine Architecture 652
- 14.11 Summary 655
- 14.12 Key Terms, Review Questions, and Problems 655

PART 3 MEMORY 339

- Chapter 7 Memory Management 339
- 7.1 Memory Protection 340
- 7.2 Memory Redirection 344
- 7.3 Paging 352
- 7.4 Segmentation 358
- 7.5 Summary 360
- 7.6 Key Terms, Review Questions, and Problems 363
- 7.7 Addressing and Interfacing 363

Chapter 8 VIRTUAL MEMORY 370

- 8.1 Hardware and Control Structures 370
- 8.2 Object-Level Software Structures 388
- 8.3 UNIX and Solaris Memory Management 394
- 8.4 Linux Memory Management 413
- 8.5 Windows Memory Management 417
- 8.6 Application Memory Management 418
- 8.7 Summary 420
- 8.8 Key Terms, Review Questions, and Problems 423

PART 4 SCHEDULING 428

- 9.1 Multiprocessor Scheduling 428
- 9.2 Types of Multiprocessor Scheduling 429
- 9.3 Schedulable UNIX Scheduling 430
- 9.4 Scheduling Algorithms 432
- 9.5 Summary 434
- 9.6 Key Terms, Review Questions, and Problems 436

Chapter 10 MULTICORE, MULTICORE SCHEDULING 444

- 10.1 Multicore and Multicore Scheduling 444
- 10.2 Real-Time Scheduling 448
- 10.3 Linux Scheduling 480
- 10.4 UNIX SART Scheduling 482
- 10.5 UNIX FreeBSD Scheduling 494
- 10.6 Windows Scheduling 498
- 10.7 Summary 500
- 10.8 Key Terms, Review Questions, and Problems 502

PART 5 INPUT/OUTPUT AND FILES 502

- 11.1 I/O Devices 506
- 11.2 Organization of the I/O System 507
- 11.3 Object-Level System Design 512
- 11.4 I/O Management 515
- 11.5 Device Communication 520
- 11.6 I/O Primitives 523
- 11.7 I/O Services 526
- 11.8 Summary 528
- 11.9 Key Terms, Review Questions, and Problems 530

Chapter 15 Operating System Security 657

- 15.1** Intruders and Malicious Software 658
- 15.2** Buffer Overflow 662
- 15.3** Access Control 670
- 15.4** UNIX Access Control 678
- 15.5** Operating Systems Hardening 681
- 15.6** Security Maintenance 685
- 15.7** Windows Security 686
- 15.8** Summary 691
- 15.9** Key Terms, Review Questions, and Problems 692

Chapter 16 Cloud and IoT Operating Systems 695

- 16.1** Cloud Computing 696
- 16.2** Cloud Operating Systems 704
- 16.3** The Internet of Things 720
- 16.4** IoT Operating Systems 724
- 16.5** Key Terms and Review Questions 731

APPENDICES**Appendix A Topics in Concurrency A-1**

- A.1** Race Conditions and Semaphores A-2
- A.2** A Barbershop Problem A-9
- A.3** Problems A-14

Appendix B Programming and Operating System Projects B-1

- B.1** Semaphore Projects B-2
- B.2** File Systems Project B-3
- B.3** OS/161 B-3
- B.4** Simulations B-4
- B.5** Programming Projects B-4
- B.6** Research Projects B-6
- B.7** Reading/Report Assignments B-7
- B.8** Writing Assignments B-7
- B.9** Discussion Topics B-7
- B.10** BACI B-7

References R-1**Credits CL-1****Index I-1**

¹Online chapters, appendices, and other documents are Premium Content, available via the access card at the front of this book.