

**UNIT I****Chapter 1 : Overview of Operating System 1-1 to 1-42**

**Syllabus :** Operating System Objectives and Functions, The Evolution of Operating Systems, Developments Leading to Modern Operating Systems, Virtual Machines. BASH Shell scripting : Basic shell commands, shell as a scripting language.

1.5	OS Design Considerations for Multiprocessor and Multicore Architectures.....	1-12
1.5.1	Symmetric Multiprocessor (SMP) OS .....	1-12
1.5.2	Multicore OS .....	1-13
1.6	Virtual Machines.....	1-14
1.6.1	History.....	1-15
1.6.2	Benefits of Creating Virtual Machines.....	1-16
1.6.3	Simulation .....	1-17
1.6.4	Para-Virtualization.....	1-17
1.6.5	Implementation of Virtual Machine .....	1-17
1.6.6	Examples of Virtual Machines .....	1-17
1.7	Bash Shell Scripting : Basic Shell Commands, Shell as a Scripting Language .....	1-20
1.7.1	Shell Scripts .....	1-20
1.7.2	History of Shells .....	1-21
1.7.3	Features of Shell Programming .....	1-21
1.7.4	Features of the Shell Environment .....	1-21
1.7.5	Advantages of Bash .....	1-21
1.7.6	Special Characters in Shell .....	1-21
1.7.7	Execution of Commands .....	1-23
1.7.8	Input/Output Redirection.....	1-23
1.7.9	File Tests .....	1-24
1.7.10	Security Issues in Shell Scripts .....	1-25
1.7.11	Shell Commands.....	1-25
1.7.12	Programs on Shell Script.....	1-26

**UNIT II****Chapter 2 : Process Description and Control****2-1 to 2-55**

**Syllabus : Process :** Concept of a Process, Process States, Process Description, Process Control (Process creation, Waiting for the process/processes, Loading programs into processes and Process Termination), Execution of the Operating System.

**Threads :** Processes and Threads, Concept of Multithreading, Types of Threads, Thread programming Using Pthreads.

**Scheduling :** Types of Scheduling, Scheduling Algorithms, and Thread Scheduling.

2.1	Introduction of Process.....	2-1
2.1.1	Concept of a Process .....	2-1
2.1.2	Context Switch .....	2-2
2.1.3	Process States.....	2-2
2.1.4	Process Description .....	2-3
2.1.4(A)	Control Structures of OS .....	2-3
2.1.4(B)	Control Structures of Process.....	2-4
2.1.5	Process Control Block.....	2-4
2.2	Process Control.....	2-6
2.2.1	Execution Modes.....	2-6
2.2.2	Process Creation.....	2-6
2.2.3	Fork() System Call.....	2-7
2.2.4	Process Switching .....	2-7
2.2.5	Change of Process State (Process Switch) .....	2-8
2.2.6	Loading Programs into Processes.....	2-8
2.2.7	Process Termination .....	2-8
2.3	Execution of the Operating System .....	2-9

2.3.1	Noprocess Kernel.....	2-9
2.3.2	Execution within User Process .....	2-9
2.3.3	Process-Based Operating System.....	2-9
2.4	Threads.....	2-10
2.4.1	Introduction of Thread .....	2-10
2.4.2	Processes and Threads.....	2-10
2.4.3	Concept of Multithreading.....	2-11
2.4.3(A)	Multithreading Models .....	2-11
2.4.4	Types of Threads .....	2-13
2.4.4(A)	User Level Threads .....	2-13
2.4.4(B)	Kernel Level Threads .....	2-14
2.4.4(C)	Hybrid Implementations.....	2-14
2.4.5	Thread States.....	2-14
2.5	Thread Programming using Pthreads .....	2-14
2.5.1	POSIX Thread API .....	2-14
2.5.2	Thread Creation .....	2-15
2.5.3	Thread Termination .....	2-15
2.5.4	Thread Management .....	2-16
2.5.4(A)	Pthread_join().....	2-16
2.5.4(B)	Mutex Variables.....	2-18
2.5.4(C)	Conditional Variable .....	2-22
2.6	Scheduling .....	2-25
2.6.1	Scheduling Queues and Schedulers.....	2-25
2.6.1(A)	Long-term Scheduler.....	2-26
2.6.1(B)	Short-term Scheduler .....	2-26
2.6.1(C)	Medium-term Scheduler .....	2-27
2.6.1(D)	Comparison between Long Term, Short Term and Medium Term Schedulers .....	2-27



2.6.2	Types of Scheduling.....	2-27
2.7	Scheduling Algorithms.....	2-28
2.7.1	Scheduling Criteria .....	2-28
2.7.2	Scheduling Algorithms.....	2-28
2.8	Examples on Scheduling Algorithms .....	2-34
2.9	Thread Scheduling .....	2-51
2.9.1	Load Sharing .....	2-51
2.9.2	Gang Scheduling.....	2-52
2.9.3	Dedicated Processor Assignment.....	2-52
2.9.4	Dynamic Scheduling.....	2-52

**UNIT III**

---

<b>Chapter 3 : Concurrency Control</b>	<b>3-1 to 3-38</b>
--	--------------------

---

<b>Syllabus :</b> Process/thread Synchronization and Mutual Exclusion	and	Mutual Exclusion
: Principles of Concurrency, Requirements for Mutual Exclusion, Mutual Exclusion : Hardware Support, Operating System Support (Semaphores and Mutex), Programming Language Support (Monitors).		
<b>Classical synchronization problems :</b> Readers/Writers Problem, Producer and Consumer problem, Interprocess communication (Pipes, shared memory : system V).		
<b>Deadlock :</b> Principles of Deadlock, Deadlock Modeling, Strategies to deal with deadlock : The Ostrich Algorithm, Deadlock Prevention, Deadlock Avoidance, Deadlock detection and recovery, An Integrated Deadlock Strategy, Example : Dining Philosophers Problem.		

3.1	Process / Thread Synchronization and Mutual Exclusion .....	3-1
3.1.1	Principles of Concurrency .....	3-1

3.1.2	Process/Thread Synchronization .....	3-3
3.1.2(A)	Critical Section Problem .....	3-3
3.1.2(B)	Race Condition .....	3-4
3.2	Mutual Exclusion.....	3-5
3.2.1	Requirements for Mutual Exclusion.....	3-5
3.2.2	Mutual Exclusion Conditions .....	3-6
3.2.3	Hardware Support.....	3-6
3.2.4	Operating System Support.....	3-7
3.2.4(A)	Semaphores and Mutex.....	3-7
3.2.4(B)	Peterson Solution .....	3-8
3.2.5	Programming Language Support : (Monitors) .....	3-10
3.3	Classical Synchronization Problems.....	3-11
3.3.1	Readers/Writers Problem.....	3-11
3.3.2	Producer and Consumer Problem.....	3-13
3.3.2(A)	Producer Consumer Problem Using Semaphore .....	3-14
3.3.3	Interprocess Communication (IPC) .....	3-15
3.3.4	UNIX IPC .....	3-17
3.4	Deadlock.....	3-17
3.4.1	Principles of Deadlock .....	3-17
3.4.2	Strategies to Deal with Deadlock .....	3-18
3.4.2(A)	The Ostrich Algorithm .....	3-18
3.4.2(B)	Necessary Conditions .....	3-18
3.4.3	Deadlock Modelling (Resource Allocation Graphs) .	3-19



3.4.4	Deadlock Prevention.....	3-20
3.4.5	Deadlock Avoidance .....	3-22
3.4.5(A)	Safe and Unsafe States.....	3-22
3.4.5(B)	Deadlock Avoidance Algorithms .....	3-23
3.5	Solved Examples on Deadlock Avoidance .....	3-26
3.6	Deadlock Detection and Recovery .....	3-31
3.6.1	Deadlock Detection.....	3-31
3.6.2	Deadlock Recovery .....	3-32
3.7	An Integrated Deadlock Strategy.....	3-34
3.8	Dining Philosopher Problem .....	3-34

**UNIT IV****Chapter 4 : Memory Management****4-1 to 4-44**

<b>Syllabus :</b>	<b>Memory Management :</b> Memory Management Requirements, Memory Partitioning: Fixed Partitioning, Dynamic Partitioning, Buddy System, Relocation, Paging, Segmentation.
<b>Virtual Memory :</b>	Hardware and Control Structures, Operating System Software.

4.1	Introduction of Memory Management .....	4-1
4.1.1	Memory Management Requirements.....	4-2
4.2	Memory Partitioning.....	4-4
4.2.1	Monoprogramming .....	4-4
4.2.2	Multiprogramming.....	4-4
4.2.2(A)	Multiprogramming with Fixed and Variable Partitions (Contiguous Allocation) .....	4-4

4.2.2(B)	Difference between Internal and External Fragmentation .....	4-6
4.2.3	Dynamic Partitioning Technique .....	4-6
4.2.4	Compaction .....	4-7
4.3	Dynamic Loading.....	4-8
4.4	Overlays.....	4-8
4.5	Swapping .....	4-9
4.6	Relocation .....	4-10
4.7	Memory Allocation Strategies.....	4-10
4.8	Buddy System .....	4-12
4.9	Paging.....	4-13
4.9.1	Basic Operation of Paging.....	4-13
4.9.2	Memory Protection and Sharing .....	4-15
4.9.3	Translation Look Aside Buffer (TLB).....	4-16
4.9.4	Effect of Page Size on Performance.....	4-16
4.9.5	Hardware Support for Paging .....	4-16
4.10	Segmentation .....	4-18
4.10.1	Difference between Paging and Segmentation .....	4-20
4.11	Segmentation with Paging.....	4-21
4.12	Virtual Memory .....	4-21
4.13	Hardware and Control Structures .....	4-22
4.13.1	Demand Paging.....	4-22
4.13.2	Thrashing .....	4-24
4.13.3	Locality (Working Set Model).....	4-24



4.13.4 Structure of Page Tables.....	4-25
4.13.4(A) Hierarchical Paging.....	4-25
4.13.4(B) Hashed Page Table .....	4-26
4.13.4(C) Inverted Page Table.....	4-27
4.14 Operating System Software.....	4-29
4.14.1 Page Replacement Strategies.....	4-29
4.15 Examples on Page Replacement Algorithms.....	4-33

**UNIT IV****Chapter 5 : Input/output and File Management****5-1 to 5-46**

<b>Syllabus : I/O Management and Disk Scheduling :</b> I/O Devices, Organization of the I/O Function, Operating System Design Issues, I/O Buffering, Disk Scheduling(FIFO, SSTF, SCAN, C-SCAN, LOOK, C-LOOK), Disk Cache.
<b>File Management :</b> Overview, File Organization and Access, File Directories, File Sharing, Record Blocking, Secondary Storage Management.

5.1 I/O Management and Disk Scheduling.....	5-1
5.1.1 Overview.....	5-1
5.1.2 I/O Devices .....	5-1
5.1.3 Organization of the I/O Function .....	5-2
5.1.4 Operating System Design Issues.....	5-5
5.1.4(A) Design Objectives.....	5-5
5.1.4(B) Logical Structure of the I/O Function.....	5-5
5.1.5 I/O Buffering .....	5-6
5.1.5(A) Single Buffer .....	5-8

5.1.5(B) Double Buffer.....	5-9
5.1.5(C) Circular Buffer.....	5-9
5.1.5(D) The Utility of Buffering.....	5-9
5.2 Disk Scheduling.....	5-9
5.2.1 Disk Scheduling Algorithms .....	5-10
5.2.1(A) FCFS Scheduling Algorithm.....	5-10
5.2.1(B) Shortest-Seek-Time-First (SSTF) Scheduling Algorithm .....	5-11
5.2.1(C) SCAN Scheduling Algorithm .....	5-11
5.2.1(D) C-SCAN Scheduling .....	5-12
5.2.1(E) LOOK Scheduling .....	5-13
5.3 Solved Examples on Disk Scheduling Algorithms ...	5-13
5.4 Disk Cache .....	5-22
5.5 File Management .....	5-23
5.5.1 Files and File Systems.....	5-23
5.5.2 File Naming .....	5-24
5.5.3 File Structure .....	5-25
5.5.4 File Types .....	5-26
5.5.5 File Attributes.....	5-27
5.5.6 File Operations .....	5-28
5.6 File Organization and Access .....	5-29
5.6.1 File Access .....	5-29
5.6.2 File Organizations .....	5-30
5.7 File Directories.....	5-32
5.7.1 Single-Level Directory Systems .....	5-32
5.7.2 Two-level Directory Systems.....	5-33



5.7.3	Hierarchical Directory Systems .....	5-34	6.1	Concept of System Software .....	6-1
5.8	File Sharing.....	5-35	6.1.1	System Software .....	6-1
5.8.1	Access Rights.....	5-35	6.1.2	Programming Software .....	6-2
5.8.2	Simultaneous Access .....	5-36	6.1.3	Application Software .....	6-2
5.9	Record Blocking.....	5-36	6.1.4	Difference between Application Program and System Program.....	6-3
5.10	Secondary Storage Management.....	5-37	6.1.5	Goals of System Software .....	6-4
5.10.1	File Allocation .....	5-37	6.1.6	Difference between System Program and System Programming .....	6-4
5.10.2	Pre-allocation versus Dynamic Allocation .....	5-37	6.2	Introduction to Language Processors.....	6-4
5.10.3	Portion Size .....	5-37	6.2.1	What are Language Processors ? .....	6-5
5.11	File Allocation Methods.....	5-38	6.2.2	Spectrum of Language Processors.....	6-5
5.11.1	Contiguous Allocation .....	5-38	6.3	Language Processing Activities .....	6-6
5.11.2	Linked List Allocation .....	5-39	6.3.1	Program Generation .....	6-6
5.11.3	Linked List Allocation using a Table in Memory.....	5-40	6.3.2	Program Execution .....	6-6
5.11.4	Indexed Allocation.....	5-41	6.4	Introduction to Various System Programs.....	6-6
5.11.5	I-nodes.....	5-42	6.4.1	Assemblers.....	6-7
5.12	Free Space Management.....	5-43	6.4.1(A)	Different Types of Assemblers .....	6-7
5.12.1	Bit Map or Bit Vector.....	5-44	6.4.2	Loaders .....	6-7
5.12.2	Linked List of Disk Blocks .....	5-44	6.4.2(A)	Functions of a Loader .....	6-8

**UNIT VI****Chapter 6 : Systems Software and Its Importance****6-1 to 6-41**

**Syllabus :** Need of System Software, study of various components of system software.

**Assemblers :** Elements of Assembly Language Programming, A simple Assembly Scheme and pass structure of Assemblers.

6.1	Concept of System Software .....	6-1
6.1.1	System Software .....	6-1
6.1.2	Programming Software .....	6-2
6.1.3	Application Software .....	6-2
6.1.4	Difference between Application Program and System Program .....	6-3
6.1.5	Goals of System Software .....	6-4
6.1.6	Difference between System Program and System Programming .....	6-4
6.2	Introduction to Language Processors.....	6-4
6.2.1	What are Language Processors ? .....	6-5
6.2.2	Spectrum of Language Processors.....	6-5
6.3	Language Processing Activities .....	6-6
6.3.1	Program Generation .....	6-6
6.3.2	Program Execution .....	6-6
6.4	Introduction to Various System Programs.....	6-6
6.4.1	Assemblers.....	6-7
6.4.1(A)	Different Types of Assemblers .....	6-7
6.4.2	Loaders .....	6-7
6.4.2(A)	Functions of a Loader .....	6-8
6.4.2(B)	Types of Loader .....	6-8
6.4.3	Linkers.....	6-8
6.4.3(A)	Various Functions Performed by a Linker .....	6-9
6.4.4	Macro Processors.....	6-9
6.4.4(A)	Types of Macros .....	6-10



6.4.5	Compilers .....	6-10
6.4.5(A)	Applications of Compiler .....	6-11
6.4.5(B)	Phases of Compiler .....	6-11
6.4.6	Interpreters .....	6-11
6.4.6(A)	Difference between Interpreter and Compiler.....	6-12
6.5	Introduction.....	6-12
6.5.1	Advantages of Assembly Language.....	6-12
6.5.2	Disadvantages of Assembly Language .....	6-12
6.6	Elements of an Assembly Language Programming .....	6-13
6.6.1	Basic Feature of an Assembler.....	6-13
6.6.2	Assembly Language Program Contains Three Kinds of Statements .....	6-14
6.6.3	An Assembly Language Program .....	6-14
6.7	Basic Assembler Functions .....	6-17
6.7.1	Essential Assembler Functions.....	6-17
6.7.1(A)	Assembler Directives .....	6-17
6.8	Assembly Scheme .....	6-17
6.9	Pass Structure of Assembler .....	6-18
6.10	Assembler Design.....	6-19
6.10.1	Forward Reference Problem .....	6-19
6.10.2	Phases used by the Assembly Language .....	6-20
6.11	Two Pass Assembler Design.....	6-20
6.12	One Pass Assembler .....	6-31

**Chapter 7 : Introduction to Compilers****7-1 to 7-34**

**Syllabus :** **Introduction to compilers** : Phase structure of Compiler and entire compilation process. Introduction to Macro processors, Macro Definition and call, Macro Expansion Loaders and Linkers. General Loader Scheme, Subroutine Linkages, Relocation and linking Linkages, Relocation and linking

7.1	Evolution of Compilers .....	7-1
7.2	Features of a Compiler.....	7-3
7.3	Compiler Requirements.....	7-3
7.4	Phases of Compiler .....	7-4
7.5	Description of Different Phases of Compilation.....	7-6
7.5.1	Lexical Analysis.....	7-7
7.5.2	Syntax Analysis.....	7-8
7.5.3	Semantic Analysis.....	7-9
7.5.4	Intermediate Code Generation .....	7-9
7.5.5	Code Optimization.....	7-9
7.5.6	Code Generation .....	7-10
7.5.7	Symbol Table Management.....	7-10
7.5.8	Error Detection and Reporting .....	7-10
7.6	Example of Compilation.....	7-11
7.7	Introduction to Macro Processors .....	7-16
7.8	Macro Definition and Call .....	7-16
7.8.1	Functions of MACRO Instructions .....	7-17
7.8.2	Example of Macro Instruction .....	7-18



7.9	Introduction to Linker and Loader .....	7-19	7.13.2	Absolute Loader .....	7-27
7.9.1	Evolution of Linker and Loader .....	7-19	7.13.2(A)	Bootstrap Loader .....	7-29
7.10	Linking vs. Loading.....	7-21	7.13.3	Relocating Loader .....	7-29
7.10.1	Difference between Linker and Loader .....	7-23	7.13.3(A)	Subroutine Linkages .....	7-30
7.11	Functions of Loader.....	7-24	7.14	Linkage Editor .....	7-32
7.12	Relocation and Linking Concept .....	7-24	7.15	Difference between Linking Loader and Linkage Editor .....	7-33
7.13	Different Types of Loaders .....	7-26			
7.13.1	Compile and Go Loader .....	7-26			
7.13.1(A)	General Loading Scheme .....	7-27			