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Software -- Operating Systems.

[1] Xinu (Computer operating system).

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This book is Volume 1 of the series, FYSOS: Operating System Design, and will take the reader from the point the computer boots up, through the boot code, through the file system loader, and then to the kernel. It explains in detail, each step of what it takes to create a minimum working, multi-threading operating system. Includes chapters on how to retrieve information from the BIOS, find partitions on the media, move to 32-bit protected mode, creating a memory manager, a task scheduler, and other necessities of operating system design. The available CD-ROM (upon request) contains complete source code of this minimal operating system, and many utilities for use in your development. This book also includes suggestions, examples, and other source code to help you build your operating system. This book, and its continued series of books, does not expect you to build the next great wonder of the computer world. It simply will help you with your interest in controlling the computer's hardware, from the point the BIOS releases execution to your boot code to the point of a fully working Graphical User Interface. It is not required that you know much about operating system design, though a strong knowledge of x86 Assembly Language programming and a moderate knowledge of an Intel(r)/AMD(r) x86 computer's hardware is expected to use this book.

Over the past two decades, there has been a huge amount of innovation in both the principles and practice of operating systems Over the same period, the core ideas in a modern operating system - protection, concurrency, virtualization, resource allocation, and reliable storage - have become widely applied throughout computer science. Whether you get a job at Facebook, Google, Microsoft, or any other leading-edge technology company, it is impossible to build resilient, secure, and flexible computer systems without the ability to apply operating systems concepts in a variety of settings. This book examines the both the principles and practice of modern operating systems, taking important, high-level concepts all the way down to the level of working code. Because operating systems concepts are among the most difficult in computer science, this top to bottom approach is the only way to really understand and master this important material.

This book is an introduction to the design and implementation of operating systems using OSP 2, the next generation of the highly popular OSP courseware for undergraduate operating system courses. Coverage details process and thread management; memory, resource and I/0 device management; and interprocess communication. The book allows students to practice these skills in a realistic operating systems programming environment. An Instructors Manual details how to use the OSP Project Generator and sample assignments. Even in one semester, students can learn a host of issues in operating system design.

This book is designed for a one-semester operating-systems course for advanced undergraduates and beginning graduate students. Prerequisites for the course generally include an introductory course on computer architecture and an advanced programming course. The goal of this book is to bring together and explain current practice in operating systems. This includes much of what is traditionally covered in operating-system textbooks: concurrency, scheduling, linking and loading, storage management (both real and virtual), file systems, and security. However, the book also covers issues that come up every day in operating-systems design and implementation but are not often taught in undergraduate courses. For example, the text includes: Deferred work, which includes deferred and asynchronous procedure calls in Windows, tasklets in Linux, and interrupt threads in Solaris. The intricacies of thread switching, on both uniprocessor and multiprocessor systems. Modern file systems, such as ZFS and WAFL. Distributed file systems, including CIFS and NFS version 4. The book and its accompanying significant programming projects make students come to grips with current operating systems and their major

operating-system components and to attain an intimate understanding of how they work.

This in-depth look at the OSF/1 operating system describes the design components of OSF/1. It covers OSF/1's scheduling subsystem; OSF/1's memory management subsystem; file management; XOPEN transport interface facility; sockets; security extensions; kernel startup and configuration; and more.

Publisher Description

"This book is organized around three concepts fundamental to OS construction: virtualization (of CPU and memory), concurrency (locks and condition variables), and persistence (disks, RAIDS, and file systems"--Back cover.

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