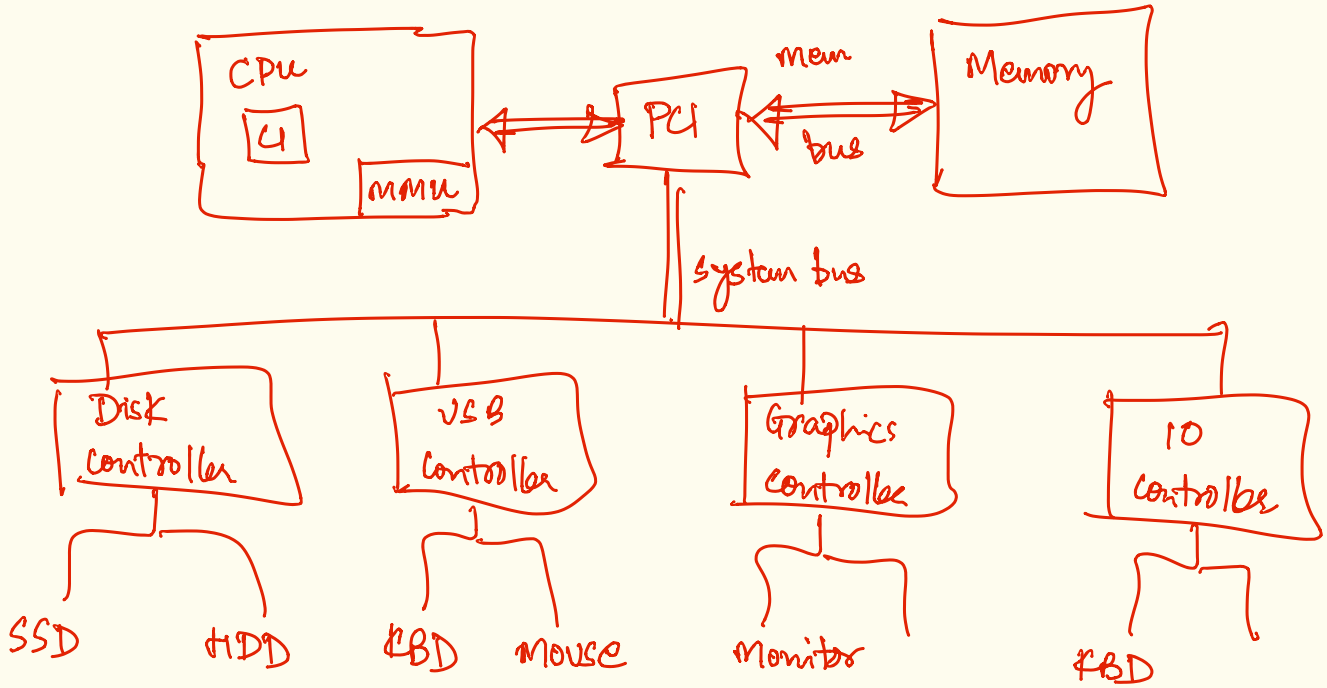


Lecture 2 2/2/08

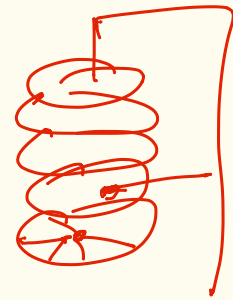
- recap: abstractions, virtualization, processes, interfaces, general purpose computing

1) Architecture & view of a computer.

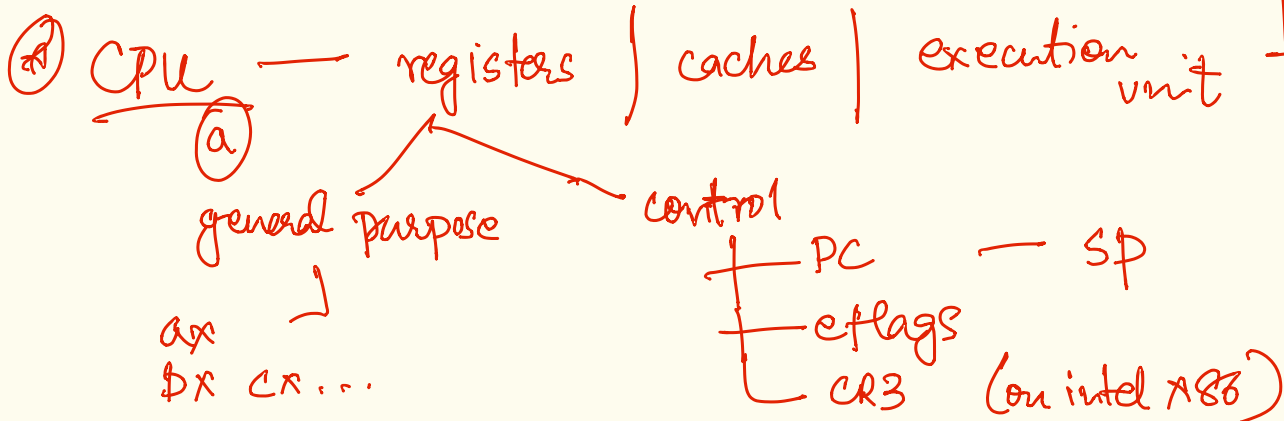


2) Disk controller:

- controls physical access (& actions req) for a disk & provides an abstraction of linearly indexed blocks.
- consumed by device drivers.



5) von Neumann model



⑧ OS abstractions:

files, process, windowing system,

per-process/program

~~personal~~

memory, network endpoints.

per-process CPUs, ...

requirements:

~ isolation

~ resource management

~ uniform interface

fair

robust.

~ failure of one program should not crash the machine.

⑧ two key building blocks of OS design.

(i) privileged modes of execution on the CPU.

(ii) interrupts/interrupt-driven execution.