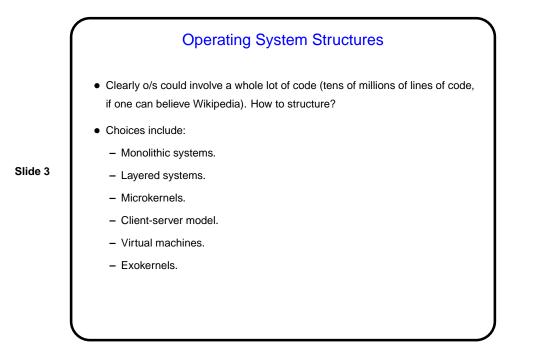
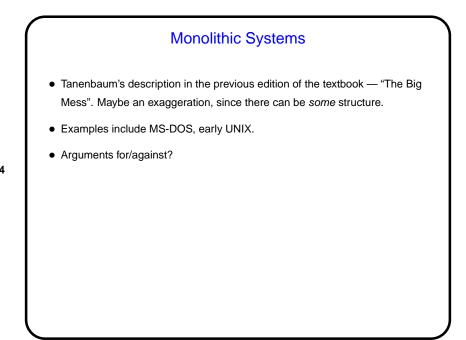
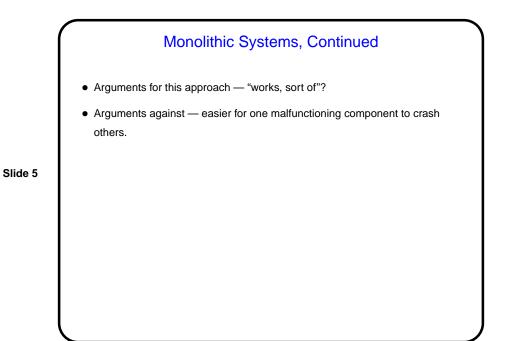


Slide 1

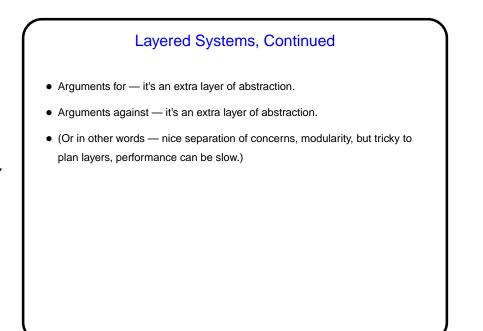
Minute Essay From Last Lecture As suspected, several students did not have or had not looked at the textbook. Those who had done (some) reading mentioned history, overview, o/s are more complicated than thought, interrupts, kernel versus supervisor, "ontogeny recapitulates phylogeny", figure with "monsters" (??), author must be an "interesting chap" with a sense of humor.



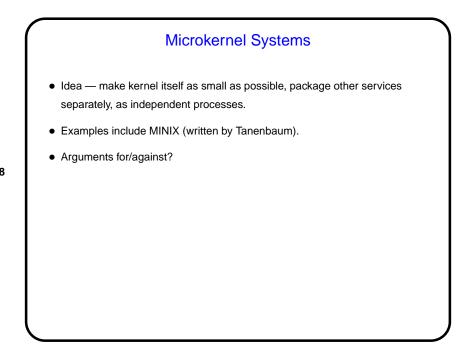


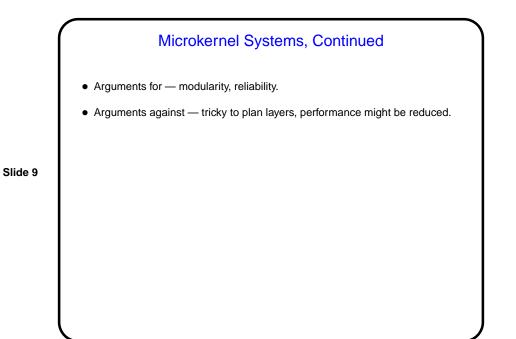


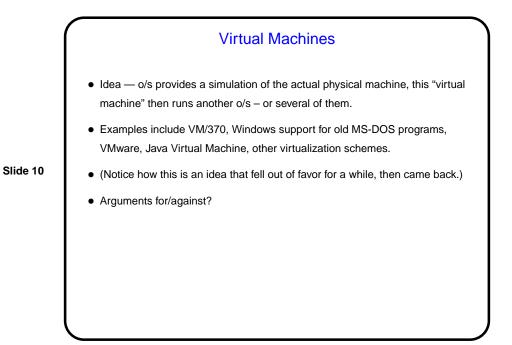
Layered Systems
Idea — use layers of abstraction, just as one structures application programs.
Examples include THE, MULTICS, OS/2, Windows NT (more so in early releases).
Arguments for/against?

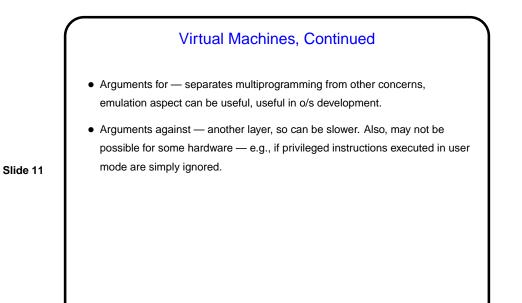


Slide 7









VM/370
Idea — provide multiple "virtual machines", each running its own o/s, which could be:

"Real" o/s such as MVS (another mainframe o/s) — in turn running many processes.
Not-quite-real o/s CMS — interactive single-user system rather like MS-DOS, runs under VM/370 only (not on real hardware).

Allows sharing of physical resources among multiple "client" o/s's:

CPU sharing — similar to multitasking.
I/O device sharing — share physical devices, or allow exclusive use.

