

Administrivia

- A reminder for graduating seniors, from Dr. Myers: The theory class (CSCI 3320) will *not* be offered next spring, so if you haven't already taken (or signed up for, this semester) the course, you might want to add it!

Slide 1

Why Review History?

- To understand roots/development of current operating systems.
- As a way of getting many perspectives on "what do we want an o/s to do, and how do we make it do that?"
- Because history is intrinsically interesting? Try to imagine what using some of those early machines might have been like.

Slide 2

Slide 3

The Early Days (1940s)

- Programming done by making physical connections on a plugboard (!).
- Better than no computer at all, but tedious and inefficient!
- (See "Useful links" page for a picture of the ENIAC.)

Slide 4

The Early Days (1940s – 1950s)

- Key improvements: stored-program concept, punch cards.
- Programming done by encoding machine language into cards.
- Program included code to start up computer, read rest of program into memory, do all input and output, etc. (no operating system).
- One program at a time, machine operated by programmer.
- Better, but still tedious and inefficient!

The Early Days (1950s)

Slide 5

- Key improvements: assemblers and compilers, libraries of commonly-used code, specialists to run machine (operators).
- Programming done in assembly language (or early high-level language), punched into cards.
- Separate steps to translate to machine language, execute.
- One program at a time, but machine operated by specialist.
- Less tedious, less inefficient.
- Still cumbersome for programmers, CPU idle between steps.

Batch Systems (1950s)

Slide 6

- Key improvement: "batch" idea — automate transitions between steps (translate program, execute, translate next program, etc.).
- How to make this work? separate input by "control cards", write primitive operating system to interpret them, manage transitions.
- Less inefficient, but I/O devices slow, so CPU idle a lot — still one program at a time.
- Still cumbersome for programmers — punch program into cards, give to operator, wait for output.

Slide 7

Multiprogramming Systems (1960s – ?)

- Key improvement: “multiprogramming” — more than one program in memory, so when one has to wait another can run.
- How to make this work? requires much more complex operating system — must share memory and I/O devices among programs, switch between them, etc.
- Efficient use of hardware.
- Still cumbersome for programmers — no real changes here.
- (See “Useful links” page for a picture of an IBM mainframe, peripherals.)

Slide 8

Timesharing Systems (1960s – ?)

- Key improvements: “interactive” users (using text terminals), utility programs to support them (shells, text editors, etc.).
- How to make this work? like multiprogramming, but now programs sharing memory are interactive users wanting fast response.
- Efficient use of hardware.
- Much less cumbersome for program development!

Slide 9

Personal Computers (1980s – ?)

- Similar evolution of operating systems — initially very simple, gradually becoming more complex/capable.
- Features from mainframes adopted as hardware permitted.
- A key difference — emphasis on user convenience rather than efficient use of hardware.

Slide 10

Evolution of Operating Systems, Recap

- Increasing hardware capability.
- Increasing o/s functionality and complexity — from simple program loader to complex multitasking system.
- Parallels between evolution of mainframe o/s and PC o/s.

Minute Essay

- What's the most primitive and/or cumbersome system you've personally used to write programs?

Slide 11