Agenda

1. Review
   - 1st book: OS Concepts

2. Few important points from Silberschatz, Galvin (Sp 2012)
   - Proc
   - File

3. First assignment
   - Parallel programs on Unix
   - No email

4. Next class: Ready assignment

5. Next class: Read lab for exam
   - Reduce on Dijkstra
   - Map-Reduce on Distributed
   - MapReduce: Simplification

6. Next class: OS
   - Lecture 8: L. A. Bergroth 
   - Introduction toir Design
   - The Document as Computer

7. Review: OS
   - Acn options: Library or your Google
   - CACM 1974, July 31 Vol. 13, No. 7

8. Ritchie & K. Thompson
   - The Unix Time-Shared System

9. Next class: Ready assignment

10. Next class: Read lab for exam

Large clusters
- MapReduce
- Parallel
- Distributed

CSE 535 AUs 05 (Sp 2012)
OS common design objectives

1. Providing programmer with efficient environment for program development, debugging & execution.
2. Providing a range of problem solving facilities.

Apps

OS

TVW

← Big data, pervasive, parallel distributed

← smartphones, IoT, PC servers.

what kind of services OS should provide?
accountability, ensuring efficient, fault-tolerant, secure, privacy-preserving operations. Adapt to new service environments - capabilities need adaptivity to new technologies.

C++

Road map

Principal

Our game

Penalty

C++

Game Study

Theory

Principal