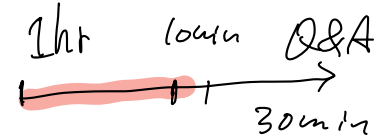


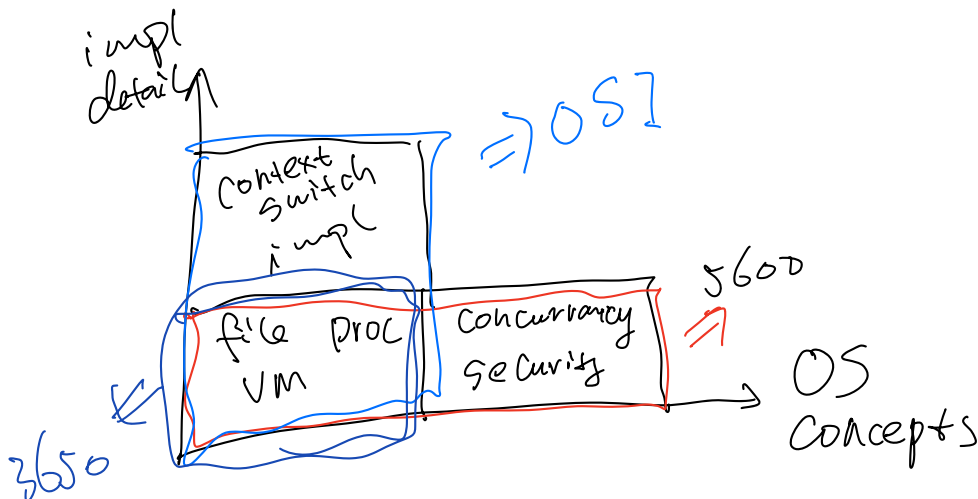
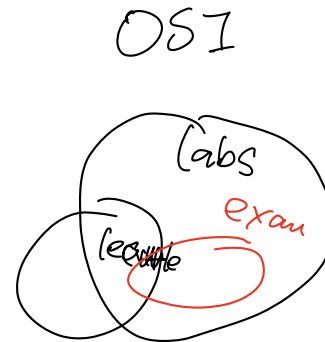
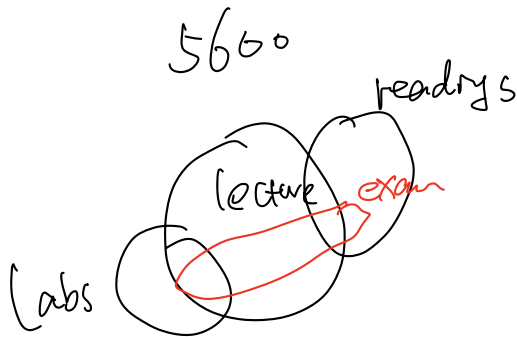
- 0. in-class policies
- 1. Intro to OSI
- 2. What is an operating system?
- 3. Why study OS implementations?
- 4. How will we study operating systems?
- 5. Mechanics and admin



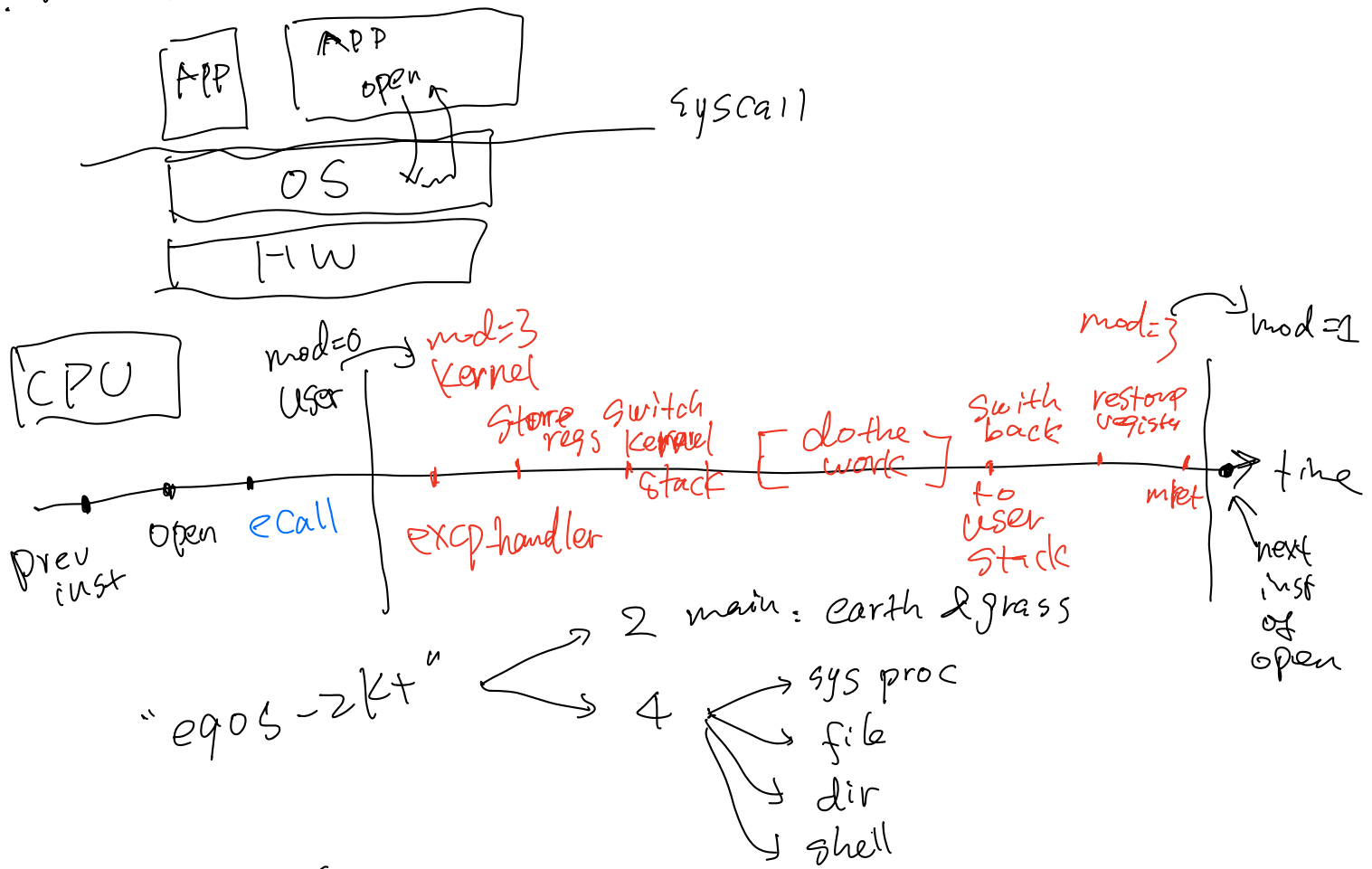
0. policies

- ① no laptop in the first hr
- ② chocolate
- ③ lottery

1. OSI



2. What is an OS?



assumptions:

1. C
2. basic concepts of OS
3. read manual & spec RISC-V
SiFive CPU

What is the purpose of OS?

- a) managing resources
- b) abstracting HW

3. WHY?

- understand actual happening
- like infra
- Care about perf

4. How do we learn OS?

5. Mechanics & Admin

- communication

- Piazza
- staff mailing list ←
- office hours

- lectures

- $\overbrace{\hspace{1cm}}^{1hr}$ $\overbrace{\hspace{1cm}}^{O&A}$
30min
- -1%

- labs

- 70%
- integrity

- exams (week 8)

- midterm. 20%
- final oral, 90%
(week 14, 15)

