



Syllabus, Learning Goals, and Readings

Learning Goals

Material in this course supports the following departmental learning goals: 1b: (understanding the relationship between computer architecture and software systems) by discussing virtual memory, hardware support for various OS tasks, and interrupt handling; 3a: (ability to communicate ideas effectively) by requiring homework that is graded in part on clarity and proper use of the English language; 3c: (ability to perform competitively on the Computer Science GRE) by exposing them to some of the material on that exam.

Schedule and Readings

Use this schedule as a guide for your reading of the textbook. The schedule is approximate in that we may spend a little more or less time on any given topic. The column labeled "Skipped Sections" indicates which sections of the chapters we will skip. *You are expected to read the chapters that we will cover in class before the class meeting.*

Date	Chapter	Skipped Sections
8/31 9/3	Chapter 1: Introduction	1.2 ¹ , 1.3.1-2 ¹ , 1.3.3, 1.10, 1.12.3-4, 1.13.3-5
9/10 9/14	Chapter 2: Operating System Structures	2.9, 2.10, and 2.11
9/17 9/21	Chapter 3: Processes	3.6
9/24 9/29	Chapter 4: Threads	4.3.2-3, 4.4.3-6, 4.5.1
10/1 10/5 10/8	Chapter 5: CPU Scheduling	5.5, 5.6.2, 5.7
10/14 10/15 10/19	Chapter 6: Process Synchronization	6.3, 6.6.3, 6.7, 6.8.1-2, and 6.9
10/22	Midterm Exam	
10/26 10/29	Chapter 7: Deadlocks	7.5 - 7.7
11/2 11/5	Chapter 8: Main Memory	8.2 and 8.7

1 This may be skipped if you already know ALL of the material.



Date	Chapter	Skipped Sections
11/9 11/12 11/16	Chapter 9: Virtual Memory	9.7 and 9.9
11/19 11/23	Chapter 10: File-System Interface	10.3.1,3,4, 10.5.2-3
11/30 12/3	Chapter 11: File-System Implementation	11.2.3, 11.6 - 11.9
12/7 12/10	Chapter 13: I/O Systems	13.4 - 13.7
