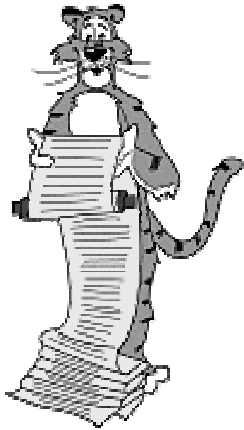


# Lecture P3: Unix



## Overview

### What is an OS?

#### Files

- Abstraction for storage (disks).
- File manipulation commands.

#### Processes.

- Abstraction for processor (CPU).
- Some useful commands.

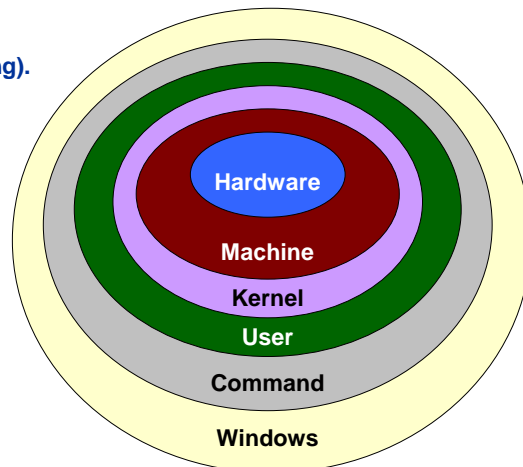
#### Interactions.

- Between files and processes.
- I/O redirection and pipes.

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## Layers of Abstractions in Unix OS

- Bare hardware.
- Machine language.
- Kernel.
- User level (C programming).
- Command level (shell).
- Window system.



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## Operating Systems

### Multics (1965-1970)

- Ambitious OS project at MIT.
- Pioneered most of innovations in modern OS.
  - file system
  - protection
  - virtual machines
- A little ahead of its time.

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## Unix History

Multics (1965-1970).

Unix / Linux (Thompson and Ritchie 1969).

- **Simplicity and elegance.**
  - C language, bootstrapped implementation
  - integrated command structure
  - simplified, integrated file system
  - used by most programmers
- Continued development at AT&T (1970's) and "shepherding it out."
- Berkeley "BSD" (1978-1993): TCP/IP.
- Various flavors of commercial Unix (1980-1990).
- Linux gave it new life (1991 - present).

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## Operating Systems

Multics (1965-1970).

Unix / Linux (Thompson and Ritchie 1969).

DOS.

Macintosh.

Windows.

- OS definition under litigation.

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## Files

**File.**

- Sequence of bits.
- A simple and powerful abstraction for permanent storage (disks).
- Extended for things beyond disks.

"Everything in Unix is a file."

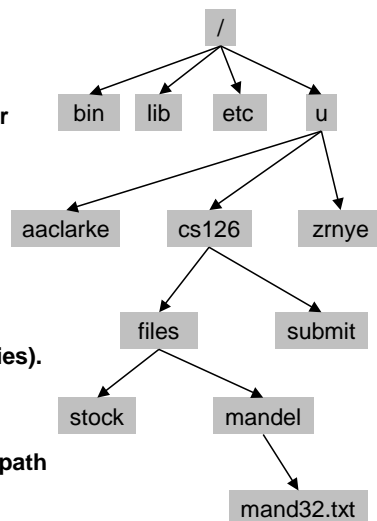
**Directory.**

- Sequence of files (and other directories).

**Filename.**

- Sequence of directory names on the path from "/" to the file.

`/u/cs126/files/mandel/mand32.txt`



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## File Manipulation Commands

`cat, more`  
`% more xx`

show the contents of a file

`cp, rm, mv`  
`% cp xx yy`  
`% rm xx`  
`% rm *`  
`% mv xx yy`

copy, remove, move

copy file xx to yy  
delete file xx  
delete all files in current directory!  
rename file xx to yy

`ls`  
`% ls`  
`% ls *.c`  
`% ls -tr`  
`% ls -l`

list file names

list all files in current directory  
list all files ending in .c  
list all files, reverse-sorted by date  
list all file details (permissions, size)

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## File Manipulation Commands

<code>mkdir, rmdir</code>	make or remove directory
<code>% mkdir hello</code>	make a new directory named hello
<code>pwd</code>	print name of current (working) directory
<code>cd</code>	change directory
<code>% cd ..</code>	to parent directory
<code>% cd ~</code>	to my home directory
<code>% cd ~xx</code>	to xx's home directory
<code>chmod</code>	change read/write permissions
<code>% chmod 600 hello.c</code>	only you can read/write file hello.c
<code>% chmod 700 mandel</code>	for all files in directory mandel
<code>% chmod 644 index.html</code>	all Princeton students can read it

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## Processes

### Process.

- An abstraction for the processor (CPU).
- Almost every command is a process.

### Over 2,500 standard commands.

- Thousand more available.
- EXTENSIBLE: can even add your own.

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## Unix Commands

<code>lpr</code>	send file to printer
<code>% lpr hello.c</code>	print file hello.c
<code>man, apropos</code>	online documentation
<code>% man ls</code>	get help on using ls command
<code>cal, date, xclock</code>	time utilities
<code>% cal 9 2000</code>	display calendar for September, 2000
<code>% date</code>	display current date
<code>bc, xcalc</code>	calculators
<code>% xcalc</code>	graphical version of scientific calculator
<code>maple, matlab</code>	scientific computing

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## Unix Commands: Text Processing

<code>grep, awk, perl</code>	pattern matching
<code>sort</code>	sort the lines of a file
<code>diff</code>	print out any lines where two files differ
<code>emacs, latex</code>	text processing
<code>% emacs hello.c</code>	edit file hello.c
<code>ispell</code>	text processing
<code>% ispell readme</code>	spell-checker

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## Unix Commands: Programming

<code>emacs, xemacs</code>	<b>text processing</b>
<code>% emacs hello.c</code>	<b>edit file hello.c</b>
<code>cc, lcc, gcc,</code>	<b>C compilers</b>
<code>g++, javac</code>	<b>C++, Java compilers</b>
<code>% gcc hello.c</code>	<b>compile C program hello.c</b>
<code>gdb, jdb</code>	<b>C and Java debuggers</b>

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## Unix Commands: Specialized for COS 126

<code>emacs126, xemacs126</code>	<b>use our customizations as default</b>
<code>% xemacs hello.c &amp;</code>	
<code>enscript126</code>	<b>pretty-print C code</b>
<code>% enscript126 hello.c</code>	
<code>gcc126</code>	<b>compile with warnings</b>
<code>% gcc126 hello.c</code>	
<code>submit126</code>	<b>submit COS 126 assignment for grading</b>
<code>% submit126 0 hello.c</code>	

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## Unix Commands: Multimedia

<code>acroread, ghostview</code>	<b>display documents</b>
<code>% ghostview xx.ps</code>	<b>display PostScript file xx.ps</b>
<code>% acroread yy.pdf</code>	<b>display Acrobat file yy.pdf</b>
<code>xv, gs</code>	<b>display graphics</b>
<code>% xv giraffe.gif</code>	<b>display graphics file giraffe.gif</b>
<code>% gs mand.ps</code>	<b>display graphics mand.ps</b>
<code>xfig</code>	<b>create figures</b>
<code>audiotool</code>	<b>play or record music</b>
<code>soffice</code>	<b>StarOffice: free Office clone</b>

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## Unix Commands: Communication

<code>mail, pine</code>	<b>email</b>
<code>rn</code>	<b>read newsgroups</b>
<code>netscape</code>	<b>browse web</b>
<code>telnet, rlogin, ssh</code>	<b>login to remote computer</b>
<code>ftp, sftp</code>	<b>download files</b>

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## Multiprocessing

Abstraction provided by operating system.

- MULTIPLE "virtual" machines for your use.
- Outgrowth of 1960s "time-sharing."

For COS126.

- One window for editor.
- One window for UNIX commands.

```

Unix
% emacs hello.c &
  [1] 18439

% netscape &
  [2] 18434

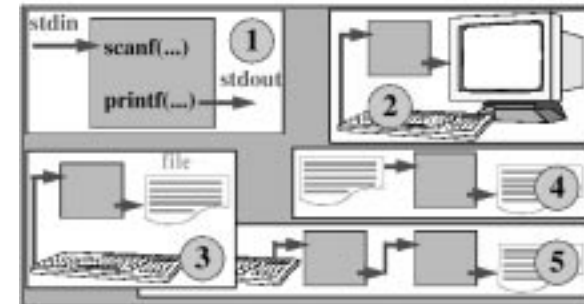
% jobs
  [1] + Running  emacs hello.c
  [2] - Running  netscape
    
```

Ampersand indicates "do this in the background"

Note: can use ctrl-Z and bg instead of &

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## I/O Redirection and Pipes



- 1: "Standard I/O", 2: default attachment, 3: redirect output
- 4: redirect both input and output, 5: pipes

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## Filters and Pipes

Standard input, standard output.

- Abstract files for command interfaces.

Redirection:

- Standard input from file.
- Standard output to file.

```
a.out > saveanswer
sort < myfile > myfilesorted
```

Piping:

- Connect standard output of one command to standard input of the next.

```
ls | wc -l > outputfile
plotprog | lpr
gamblerall | avg
```

Don't confuse redirection and piping.

```
plotprog > lpr
```

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## Shell

Command interface to UNIX.

Just another programming language.

- sequence of instructions
- variables
- branches, loops

```
mv file1 tmp;
mv file2 file1;
mv tmp file2
```

Shell program to annoy Steve with email

```
#!/bin/csh -f
@ n = 0
while ($n < 5)
  printf "Goodbye.\n" |
  mail -s "yo Hal!" hts@princeton.edu
  @ n = ($n + 1)
  sleep 60
end
```

repeat 5 times →

email Shapiro →

wait 1 minute →

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## Shell

**EXTENSIBLE:** add another command.

- rename a.out
- or `chmod 700` a file containing shell commands

```
Unix
% gcc avg.c
% mv a.out avg
% gamblerall | avg | lpr
```

**Primary use.**

- low overhead "programming" to manipulate files and invoke commands

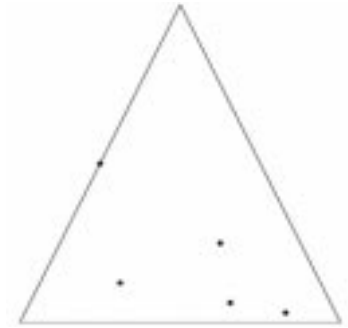
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## Graphics

**ANSI C does not directly support graphical output.**

- Need help from operating system.
- In this course we use "PostScript" to get cool pictures.
- Don't worry about details yet.

```
Unix
phoenix.Princeton.EDU% cat ifs.ps
%!
50 50 translate
0 0 moveto 512 0 lineto
256 512 lineto closepath stroke
/pt {0 360 arc fill} def
125.0 250.0 5.0 pt
312.5 125.0 5.0 pt
156.2 62.5 5.0 pt
328.1 31.2 5.0 pt
414.1 15.6 5.0 pt
showpage
phoenix.Princeton.EDU% gs ifs.ps
```

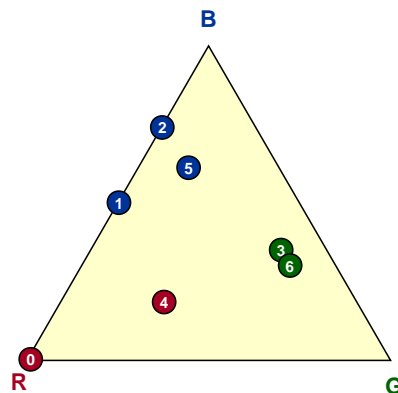


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## Graphics

**Game played on equilateral triangle, with vertices R, G, B.**

- Start at R.
- Repeat the following:
  - pick a random vertex
  - move halfway between current point and vertex
  - draw a "dot" in color of vertex



What picture emerges?

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## Graphics

```
ifs.c
#include <stdlib.h>
#include <stdio.h>
#define N 50000
int randomInteger(int n) { ... }

int main(void) {
    int i, r;
    double x = 0.0, y = 0.0, x0, y0;

    for (i = 0; i < N; i++) {
        r = randomInteger(3);
        if (r == 0) { x0 = 0.0; y0 = 0.0; }
        else if (r == 1) { x0 = 512.0; y0 = 0.0; }
        else { x0 = 256.0; y0 = 512.0; }
        x = (x0 + x) / 2.0;
        y = (y0 + y) / 2.0;
        printf("%f %f\n", x, y);
    }
    return 0;
}
```

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# Graphics

Text output is boring.

- Replace and add `printf()` statements to create PostScript.
- Use `gs` to view PostScript file.

```
ifs.c
. . .
printf("%!\n 50 50 translate\n");
printf("/pt {0 360 arc fill} def\n");
printf("0 0 moveto 512 0 lineto ");
printf("256 512 lineto closepath stroke\n");
for (i = 0; i < N; i++) {
    . . .
    printf("%f %f 1.0 pt\n", x, y);
}
printf("showpage\n");
```

