链滴

Introduction to Operating System

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来源网站：链滴

<h2 id="Concept">Concept</h2>
<h2 id="OS-Elements">OS Elements</h2>

Abstractions

process
thread
file
socket
memory
page

Mechanisms

create
schedule
open
write
allocate(分配)

Policies(策略)

least-recently used(LRU)
earliest deadline first (EDF)

关于 Mechanisms 和 Polices 的区别我其实迷惑了很久。
其实总结出来很简单 Mechanisms 机制 指的是 what to do
Polices 指的是 how to do
也可以这样理解机制是策略的更高一层抽象，策略是指具体如何实现的方式，机制则是我需要这功能，但是不关注实现。
举个例子就是 Linux 内核的调度器（scheduler），提供了任务调度需要的原语操作和结构，并实现了多种调度算法。
<h2 id="Process">Process</h2>
what is a Process : state of a program when executing loaded in memory. (active entity)

instance of an executing program
Synonymous with "task" or "job"

A process is like an order of toys

State of execution

program counter
stack

parts & temporary holding area

data. register state, occupies state in memory

may require special hardware

I/O devices

what does process look like ？

<h2 id="Process-Control-Block">Process Control Block</h2>


PCB created when process is created.
certain fields are update when process state changes
other fields changed too frequently

<h2 id="Context-Switch-上下文切换-">Context Switch(上下文切换)</h2>