## **Unix & HW4 overview**

Computer Systems Programming, Spring 2023

**Instructor:** Travis McGaha

TAs:

Kevin Bernat Jialin Cai

Mati Davis Donglun He

Chandravaran Kunjeti Heyi Liu

Shufan Liu Eddy Yang



What is your primary OS?



What do you think is the most used OS?



Any particular topics you would like me to cover in a future lecture?



Any questions from previous lectures?

## Logistics

HW4 Posted

Due Thursday 4/20 @ 11:59

- Project Partner Sign Up: Due Tonight at midnight
  - Project spec is up
  - Project to be released after sign up is due

 Recitation tomorrow teaches something not covered in lecture. Very useful for HW4 and the Final project

## Logistics

- Final Exam Scheduling:
  - 96 hours (4 days)
  - Opens Tuesday May 2<sup>nd</sup> @ Noon
  - Closes Saturday May 6<sup>th</sup> @ noon
- Travis' Office hours this Friday will be shortened to be from 11am-12pm.
  - Will host more OH next week to make up for this

### **Lecture Outline**

- Brief History
- UNIX Shell & Commands
- HW4 Demo

#### **Multics: The Precursor**

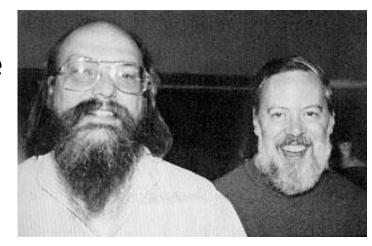
#### Multiplexed Information and Computing Service

- Early time-sharing operating system
  - Time sharing: the sharing of a computer (mainframe) across multiple users at the same time
  - Necessary pre personal computers (~1975)
- Started development in 1964
  - funded in part by Bell labs
- Bell Labs pulls out of Multics in 1969



#### "Unics"

- Ken Thompson and Dennis Ritchie lead the development of Unix
  - Both worked on Multics under Bell Labs



- Took some inspiration from Multics
  - Hierarchical file system
  - Text command line shell
  - The name:
    - Multics: Multiplexed Information and Computing Service
    - Unics: Uniplexed Information and Computing Service
    - At some point "Unics" became "Unix"
  - Unix rejected the overcomplexity of Multics

#### **UNIX**

Originally (1970) was

 a singletasking system,
 without name or backing,
 and written in PDP assembly



- Functionality and multitasking added as other departments in Bell Labs needed them
- Departments kept adopting UNIX instead of built in OS's.

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 As a result, a support team was created, a UNIX Programmer's Manual was written, and man pages were created

#### **UNIX** and **C**

- B programming language by Ken Thompson
  - Was intended for writing UNIX utilities



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- Dennis Ritchie modified B to make New B
  - Added things like types! (int, char, etc.)
- More features were added to New B, heavily influenced by its use in UNIX
- UNIX was soon re-written in C
  - One of the first operating systems (re)written in a higher-levellanguage (aka, not assembly)

# **Unix Adoption**

- 1973: Unix was first presented formally outside of Bell Labs. Leading to many requests for the system
- Due to a 1956 decree, Bell System could not turn UNIX into a commercial product.
  - Bell had to license the product to anyone who asked
  - Code was "open source" of sorts.
- UNIX was continually updated, and C was as well.
  - Included the addition of pipes and other features
  - These updates made UNIX more portable to other systems.

## **UNIX Design Philosophy**

- Philosophy behind development of UNIX that spread to standards for developing software generally.
  - Arguable more influential than UNIX itself
- Short version:
  - Programs should "Do One Thing And Do It Well."
  - Programs should be written to work together
  - Write programs that handle text streams, since text streams is a universal\* interface.
- Extra short version: "Keep it Simple, Stupid."

#### **GNU**

- In 1983, Bell Systems split up due to anti-trust laws.
  - A successor (AT&T) then turned UNIX into a commercial product, limiting rights to distribute/change/adapt/etc. UNIX
- Later that year, GNU is founded by Richard Stallman
  - GNU Not Unix
  - Copyleft
  - Goal: create a complete UNIX compatible system composed entirely of free software
  - Developed many required programs (libraries, editors, shell, compilers ...) but missing low level elements like the kernel

### Linux

- By 1991, a UNIX-like kernel that was
   Free Software did not exist
- Linus Torvalds was studying operating systems and wrote his own called Linux
  - This would be published under GPL 2 (GNU Public License)
- Blew up in popularity due to being free and open source





#### **Unix-Like**

- Almost all operating systems are UNIX related
  - "Genetically" related with historical connection to the original code base
  - Through the UNIX trademark once a system meets the Single UNIX Specification and is certified
  - Through "functionally" being UNIX-like. Behaving in a manner that is consistent with UNIX design and specification
    - Linux falls under this one
- Most Operating systems are Unix Like
  - Linux, macOS, iOS, Chrome OS, Android, etc.

### **Lecture Outline**

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- HW4 Demo

#### **Unix Shell**

- A <u>user level</u> process that reads in commands
  - This is the terminal you use to compile, and run your code
- Commands can either specify one of our programs to run or specify one of the already installed programs
  - Other programs can be installed easily.
- There are many commonly used bash programs, we will go over a few and other important bash things.



- "/" is used to connect directory and file names together to create a file path.
  - E.g. "workspace/595/hello/"
- "." is used to specify the current directory.
  - E.g. "./test\_suite" tells to look in the current directory for a file called "test\_suite"
- ".." is like "." but refers to the parent directory.
  - E.g. "./solution\_binaries/../test\_suite" would be effectively the same as the previous example.

## Common Commands (Pt. 1)

- "1s" lists out the entries in the specified directory (or current directory if another directory is not specified
- "cd" changes directory to the specified directory
  - E.g. "cd ./solution\_binaries"
- "exit" closes the terminal

- "mkdir" creates a directory of specified name
- "touch" creates a specified file. If the file already exists, it just updates the file's time stamp

## Common Commands (Pt. 2)

- "echo" takes in command line args and simply prints those args to stdout
  - "echo hello!" simply prints "hello!"
- "wc" reads a file or from stdin some contents. Prints out the line count, word count, and byte count
- "cat" prints out the contents of a specified file to stdout.
  If no file is specified, prints out what is read from stdin
- "head" print the first 10 line of specified file or stdin to stdout

# Common Commands (Pt. 3)

- "grep" given a pattern (regular expression) searches for all occurrences of such a pattern. Can search a file, search a directory recursively or stdin. Results printed to stdout
- "history" prints out the history of commands used by you on the terminal
- "cron" a program that regularly checks for and runs any commands that are scheduled via "crontab"
- "wget" specify a URL, and it will download that file for you

#### **Unix Shell Commands**

- Commands can also specify flags
  - E.g. "ls -l" lists the files in the specified directory in a more verbose format

- Revisiting the design philosophy:
  - Programs should "Do One Thing And Do It Well."
  - Programs should be written to work together
  - Write programs that handle text streams, since text streams is a universal interface.

These programs can be easily combined with UNIX Shell operators to solve more interesting problems

## **Unix Shell Control Operators**

- cmd1 && cmd2, used to run two commands. The second is only run if cmd1 doesn't fail
  - E.g. "make && ./test suite"
- cmd1 | cmd2, creates a pipe so that the stdout of cmd1 is redirected to the stdin of cmd2
  - E.g. "history | grep valgrind"
- cmd > file, redirects the stdout of a command to be written to the specified file
- Complex example:

```
cat ./input.txt | ./numbers > out.txt
&& diff out.txt expected.txt
```





Which of the following commands will print the number of files in the current directory?

cd: change directory

1s: list directory contents

- A. ls > wc
- B. cd. && Is wc
- C. Is | wc
- D. Is && wc

- wc: reads from stdin, prints the number of words, lines, and characters read.
- E. The correct answer is not listed
- F. We're lost...



Which of the following commands will print the number of files in the current directory?

```
A. Is > wc

B. cd. && Is wc

Correctly gets the number of files, but not ONLY the number of files

D. Is && wc

Is | wc -1 would be preferred.

F. We're lost...
```

#### **HW4 Demo**

- In HW4, you will be writing your own shell that reads from user input
  - Each line is a command that could consist of multiple programs and pipes between them
  - Your shell should fork a process to run each program and setup the pipes in between them
- Some sample programs provided to help with implementation ideas.

## **Unix Shell Control Operators: Pipe**

- cmd1 | cmd2, creates a pipe so that the stdout of cmd1 is redirected to the stdin of cmd2
  - E.g. "history | grep valgrind"

#### **HW4 Demo**

- In HW4, you will be writing your own shell that reads from user input
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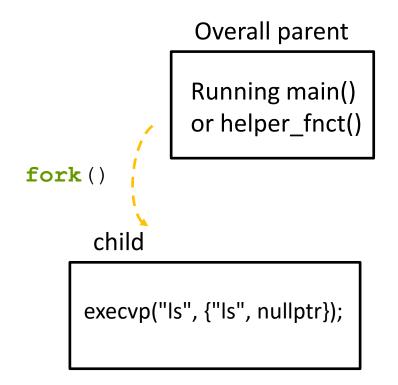
- Can run a sample solution with:
  - ./solution\_binaries/pipe\_shell

## **Suggested Approach**

- HIGHLY ENCOURAGED to follow the suggested approach
  - Write a program that acts similarly to stdin\_echo.cc
  - Write a program that can handle commands with no pipes
    - "ls"
  - Add support for command line arguments
    - "ls -l"
  - Add support for commands with ONE pipe
    - "ls -1 | wc"
  - Generalize to add support for any number of pipes
    - "ls -l | wc | cat"

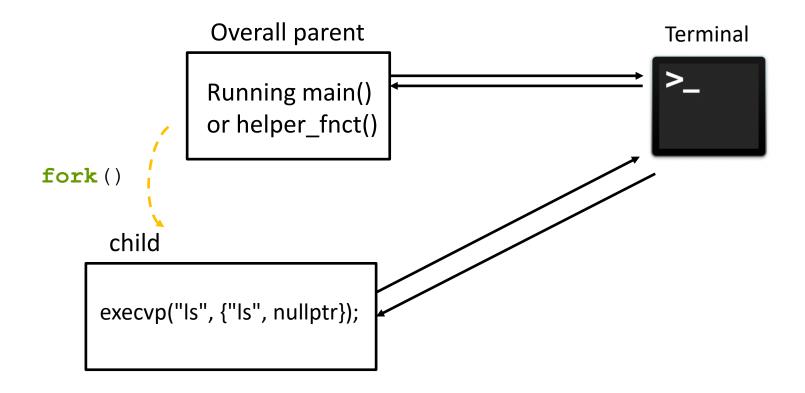
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- Consider the case when a user inputs
  - "ls"



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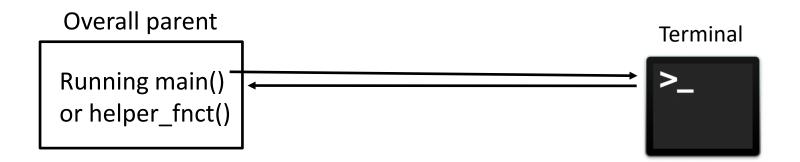
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#### **HW4 Hints**

- If there are n commands in a line, there should be n-1 pipes
- Each pipe should be written to by exactly one process
- Each pipe should be read by exactly one process
  - Different than the one writing
- There are three cases to consider for commands using pipes
  - The first process, which reads from stdin and writes out to a pipe
  - The last process, which reads from a pipe and writes to stdout
  - Processes in between which read from one pipe and write to another
- More hints when HW is posted

## **HW4 Example Line 1**

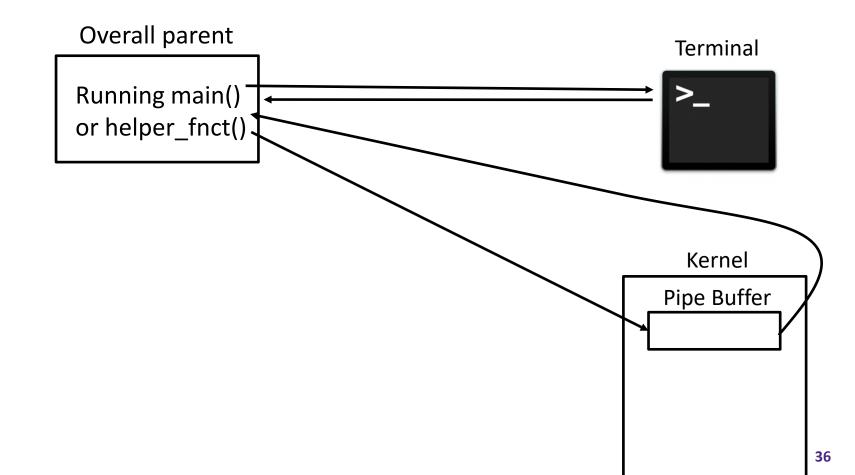
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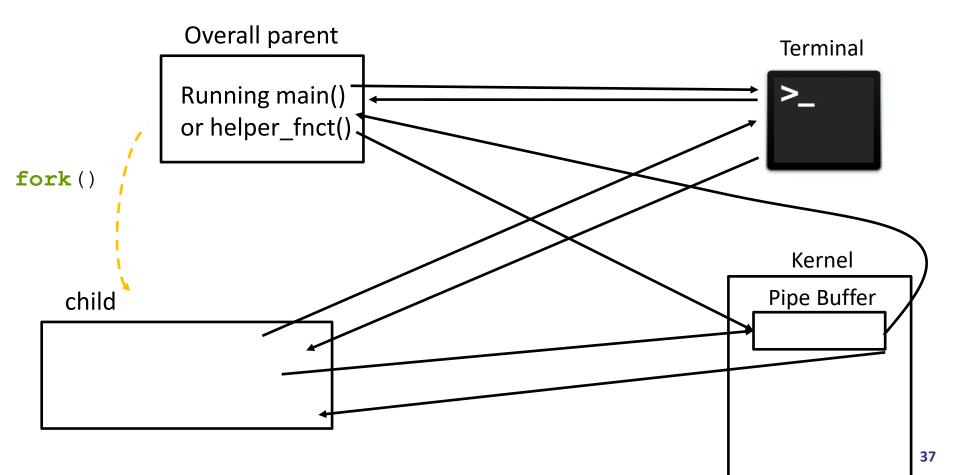
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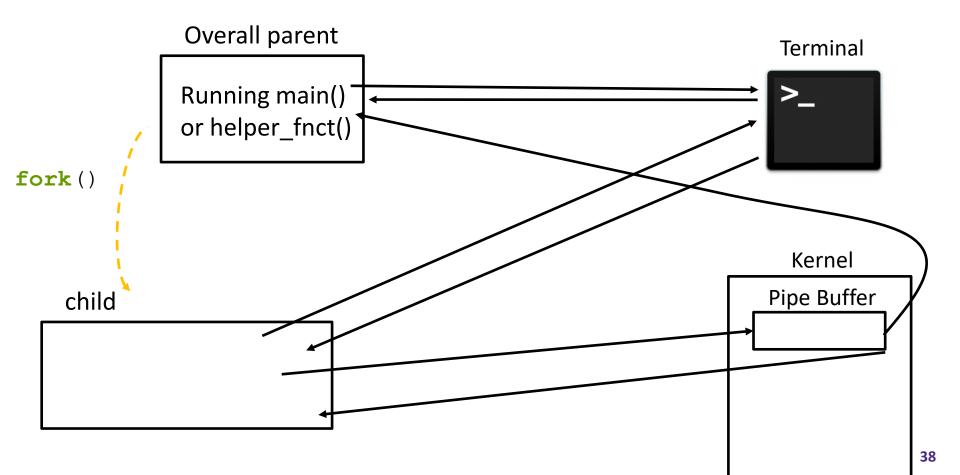


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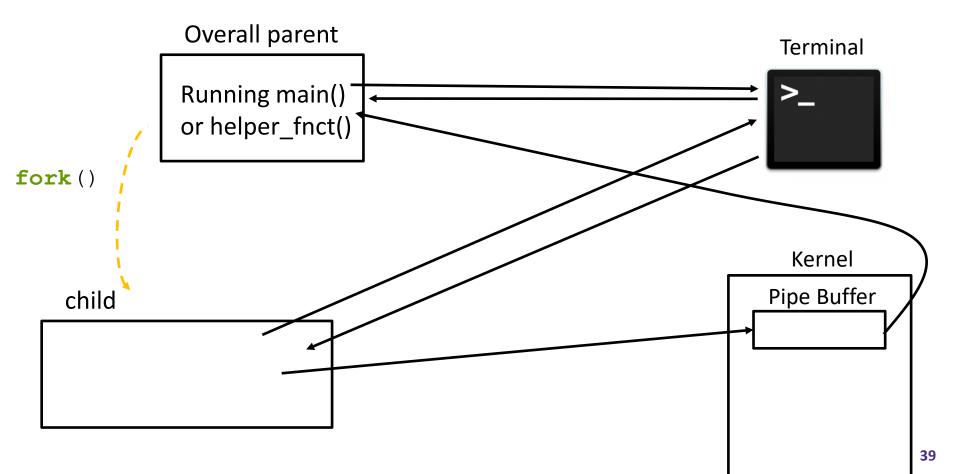
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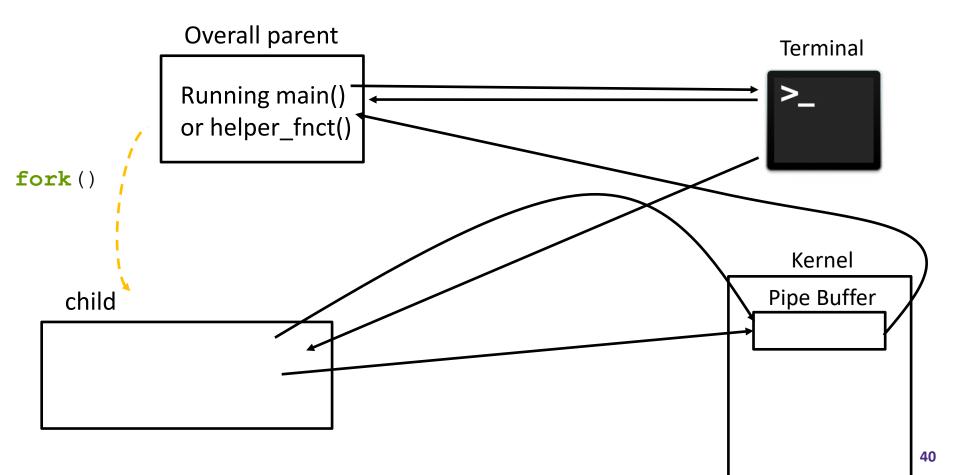
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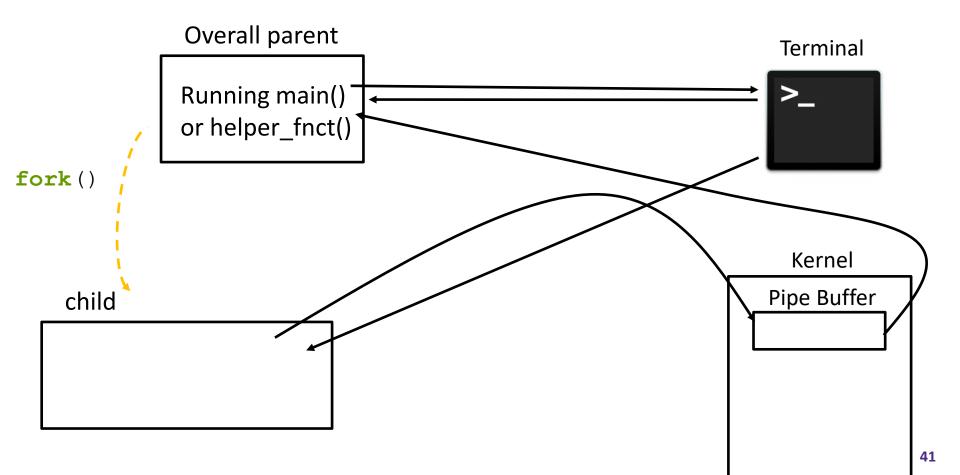
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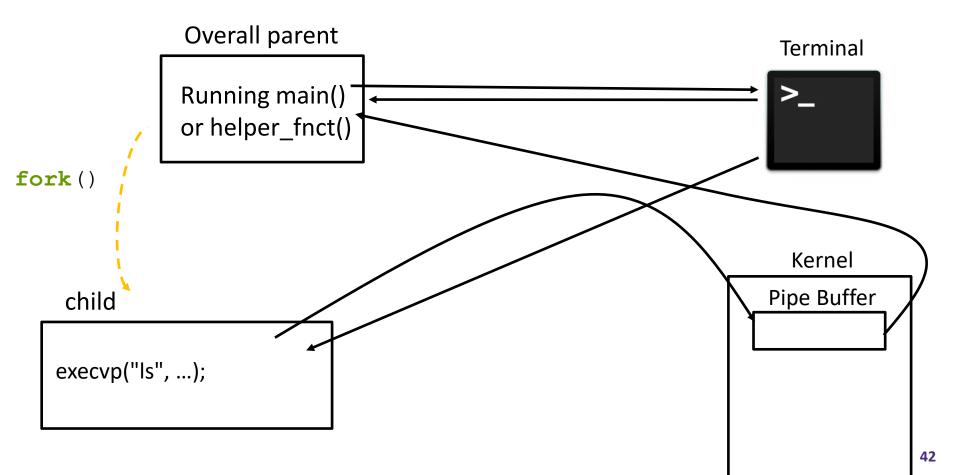
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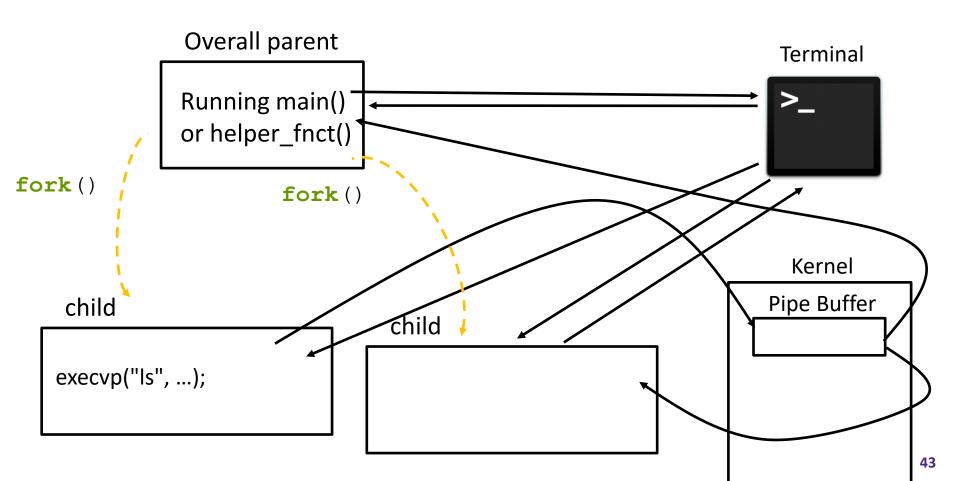
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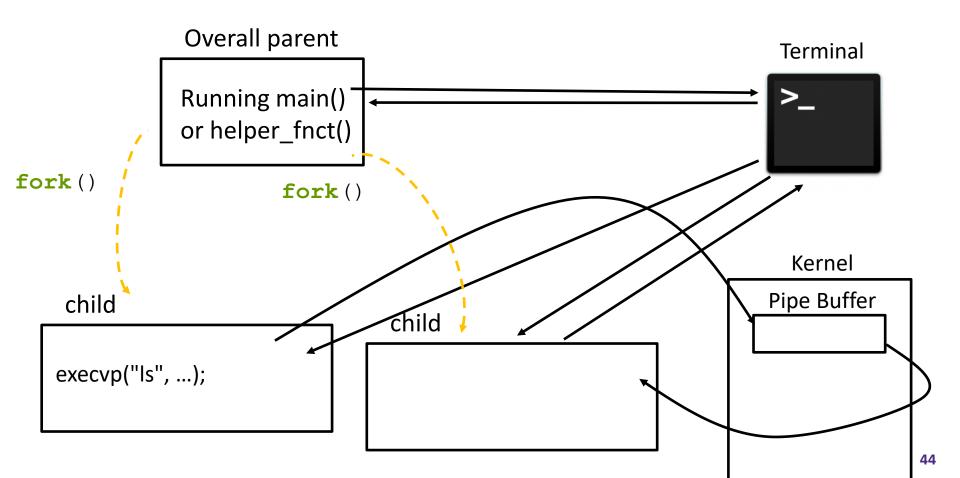
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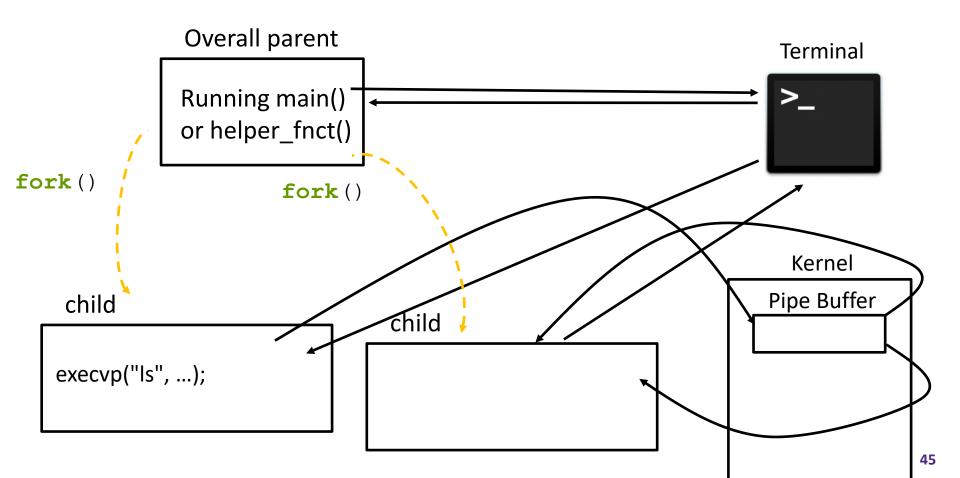
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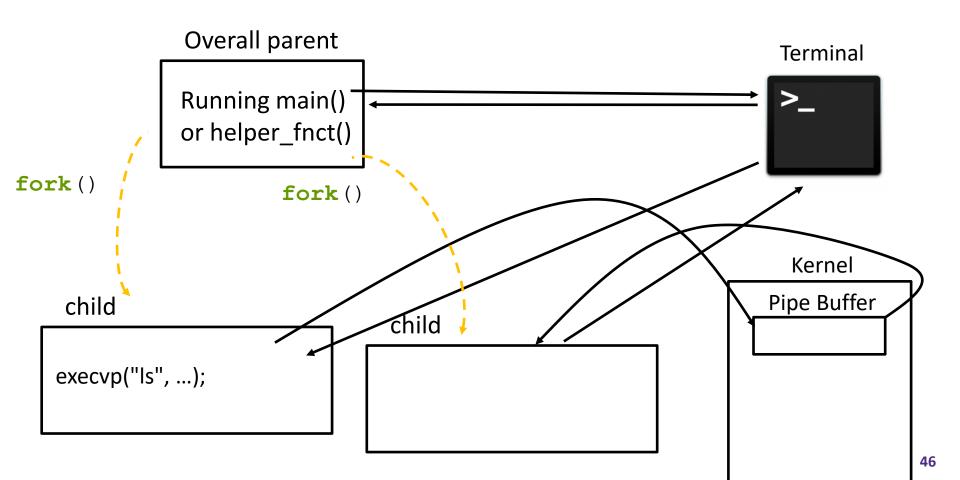
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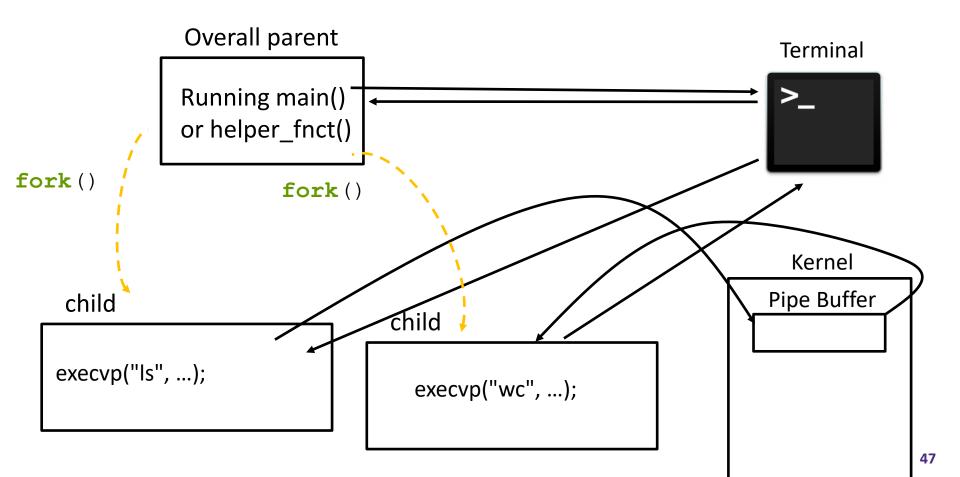
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- Consider the case when a user inputs
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- Consider the case when a user inputs
  - "ls | wc | cat"

