

[GIE304] OPERATING SYSTEMS

GENERAL INFORMATION

Studies	DEGREE IN COMPUTER ENGINEERING	Subject	?
Semester	1	Course	3
Character	COMPULSORY	Mention / Field of specialisation	
Plan	2022	Modality	Face-to-face
Credits	4,5	Hours/week	4.06
		Language	EUSKARA/CASTELLANO/ENGLISH
		Total hours	73 class hours + 39.5 non-class hours = 112.5 total hours

2030 AGENDA GOALS



PROFESSORS

ROMAN TXOPITEA, IBAI

REQUIRED PREVIOUS KNOWLEDGE

Subjects	Knowledge
(No specific previous subjects required)	(No previous knowledge required)

LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
GIR301 - To Apply the fundamental principles and basic techniques of parallel, concurrent, distributed and real-time programming and knowledge of the functionalities of Operating Systems for the development of applications		x		3,78
G-RTR1 - To develop interdisciplinary projects specific to their specialty and of gradual complexity, - becoming aware of respect for human rights and fundamental rights, and analyzing and assessing the impact of the proposed solutions on the SDGs - to acquire and/or apply basic, advanced and/or avant-garde, demonstrating the ability to work in multidisciplinary teams and/or undertake further studies with a high degree of autonomy		x		0,4
G-RTR2 - To express information, ideas and the arguments that support them in an orderly, clear and coherent manner, orally and in writing, based on quality information, self-made or obtained from different sources, using inclusive and non-discriminatory language		x		0,32

Total: 4,5

KC: Knowledge or Content / SK: Skills / AB: Abilities

SECONDARY LEARNING RESULTS

RG1302 [!] *Comprende la estructura y funcionamiento de los sistemas operativos y cómo gestionan la memoria*

LEARNING ACTIVITIES

	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	2 h.		2 h.
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	9 h.	6 h.	15 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	2 h.	1 h.	3 h.

EVALUATION SYSTEM

Prototype / Product

Comments: Minimum grade: 5

W

100%

MAKE-UP MECHANISMS

Prototype / Product

Comments: Practices: Continuous assessment. It may be asked to redo practises, being 5 the maximum grade achievable.

CH - Class hours: 13 h.

NCH - Non-class hours: 7 h.

TH - Total hours: 20 h.

1RG1391 (1 sem)

Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	18%	Project: There will not be any retake of the individual defense.
Individual written and/or oral tests or individual coding/programming tests	64%	
Prototype / Product	11%	
Comments: Minimum grade: 5 Project evaluation based on technical rubric		

CH - Class hours: 47 h.

NCH - Non-class hours: 27,5 h.

TH - Total hours: 74,5 h.

1RGI390 (1 sem)

LEARNING ACTIVITIES

	CH	NCH	TH
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	3 h.	1 h.	4 h.

EVALUATION SYSTEM

W

MAKE-UP MECHANISMS

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)	
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%		
Prototype / Product	30%		

Comments: Continuous assessment.

CH - Class hours: 3 h.

NCH - Non-class hours: 1 h.

TH - Total hours: 4 h.

1RGI393 (1 sem)

LEARNING ACTIVITIES

	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	3 h.	1 h.	4 h.

EVALUATION SYSTEM

W

MAKE-UP MECHANISMS

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)	
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%		
Prototype / Product	30%		

Comments: Continuous assessment. It may be asked to redo the document.

CH - Class hours: 3 h.

NCH - Non-class hours: 1 h.

TH - Total hours: 4 h.

1RGI394 (1 sem)

LEARNING ACTIVITIES

	<i>CH</i>	<i>NCH</i>	<i>TH</i>
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	3 h.	1 h.	4 h.

EVALUATION SYSTEM

W

MAKE-UP MECHANISMS

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%
Prototype / Product	30%
Comments: Continuous assessment.	

(No mechanisms)

CH - Class hours: 3 h.

NCH - Non-class hours: 1 h.

TH - Total hours: 4 h.

CONTENTS

1. Introduction to operating systems
 - 1.1 Organization, structure and services
2. Process management
 - 2.1 Processes and Threads: State Models
 - 2.2 Concurrency issues
 - 2.2.1 Mutual exclusion and synchronization
 - 2.2.2 Deadlocks and starvation
 - 2.2.3 Archetypal problems: producer/consumer, readers/writers.
 - 2.3 Synchronization mechanisms
 - 2.3.1 Synchronization by means of semaphores
 - 2.3.2 Synchronization through monitors
 - 2.3.3 Synchronization using message queues
3. Memory management and virtual memory
 - 3.1 Segmentation and paging
 - 3.2 Virtual memory

LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources

Subject notes
 Moodle Platform
 Specific Master Software

Bibliography

<https://labur.eus/biblio-GIE304>