

Introduction to 15-410

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Outline

- People
 - Me, us, you
- Administrative information
 - Academic conduct
- Class goals
- Reading material

Dave Eckhardt

- Buzzword compliance
 - Ph.D., Computer Science, CMU, May 2002
 - “An Internet-style Approach to Managing Wireless Link Errors”
- Building Unix kernels since ~1985
 - PDP-11, Version 7 Unix
 - Not really a BSD bigot
- Don't go here
 - www.cs.cmu.edu/~davide/

Tadashi Okoshi

- Ph.D. Candidate, CS
- Background
 - Real-time operating systems
 - Network protocols
 - Smart cards
 - Mobile and ubiquitous computing

Undergraduate TA's

- Jonathan Giloni
 - Took 15-412 from me in the spring
- Joey Echeverria, Brian Railing
 - Had 15-412 from Greg Kesden
- As a team
 - Strong background
 - Recommended by past 412 TA's

Y'all - Background

- Junior/Senior/other?
- CS/ECE/INI/other?
- Group programming before?
- Done a branch merge before?

Y'all - Reading

- Read a Ph.D. thesis?
- Academic journal article?
- Attended an academic conference?
- Read a non-class CS book last semester?

Y'all – Career plans

- Industry
- Graduate school
- Mountain top?

Information sources

- Web site <http://www.cs.cmu.edu/~410>
- Q: Can I use a linked list for ...?
 - A: academic.cs.15-410.qa
 - Reading this will be to your benefit
- Q: Important announcements from us
 - A: academic.cs.15-410.announce
 - *You are responsible for reading this often*

Information sources

- Q: I have a final exam conflict...
- Q: The license server is down...
- Q: AFS says “no such device”...
 - A: staff-410@cs.cmu.edu

Academic honesty

- See syllabus
- Learning is good
 - ...practices which avoid learning are *double-plus ungood*
- Plagiarism is bad
 - ...credit *must* be given where due

Academic conduct

- Being a partner
 - Responsible
 - I am writing three grad school applications next week
 - Irresponsible
 - [vanish for 1 week, drop class]

The deadline disaster

- “If you wait until the last minute, it takes only a minute!” -- Vince Cate
- Small problem
 - Your grade will probably suffer
- Big problem
 - *Learning* and *retention* require sleep

Course Goals

- Operating Systems
 - What they are
 - Design decisions
 - Actual construction
- Team programming
 - Design, documentation
 - Source control
 - People skills

Course Plan

- Lectures
 - *Many* topics will be covered by text
 - Skipping every lecture will challenge your grade
 - The map is not the terrain, the slides are not the lecture
 - How will you ask questions?

Course Plan

- Projects
 - Bare-machine video game [1-person project]
 - Thread library
 - OS kernel
 - Kernel extension
- Project environment
 - Virtutech Simics™ PC simulator
 - Can also run on real PC hardware

Course plan

- Homework assignments
 - ~3, to deepen understanding of selected topics
- Reading assignment
 - Pick something fun, write a *brief* report
- Mid-term, Final exam
 - Closed-book

Team programming

- Why?
 - *Not* for instructor's convenience!
 - Allows attacking larger problems
 - Teaches *job skills* you will need
 - Very few “individual contributor” jobs, even academia
- Not “software engineering”
 - No requirement analysis
 - No release staging, design for growth, ...
 - Not a complete “life cycle”

Team programming – Styles

- Waterfall model
- Spiral model
- “Extreme Programming”
- “Pair Programming”
 - Williams & Kessler, Pair Programming

Interlude

- What is source code “for”?
 - What do we do with it?

Team programming - Design

- Decomposition into modules
 - (Yes, even in C)
- Design for *team implementation*
 - Parallel effort may require adjustment

Team programming - Documentation

- For the non-compiler consumers of source code
- Doxygen documentation extraction system
 - Embed documentation in comments
 - Generate HTML index
 - Generate LaTeX
 - ...
- We intend to *read your documentation*
- We intend to *read your code*

Team programming - Source control

- Other buzzwords
 - Revision control, configuration management
- Goals
 - Re-create past builds
 - Compare stable states
 - Control inter-developer interference
 - [Manage multiple shipped product versions]

Team programming - Source control

- Even for “small” projects?
 - “It worked 3 hours ago, now it dies on start-up”
 - “I thought I fixed that already!”
- Survey of 15-412 students, 2003-05
 - Q: What should we do differently about source control?
 - A: “Make it mandatory”

Team programming - People skills

- Working with other people is *hard*
 - People think differently
 - People plan differently
- Pre-planning
 - Work style, arrangements
 - Setting milestones
 - Pre-scheduled common time slots
- Handling problems
 - Involving “management” before it's too late

Warning about 15-213

- It's an important class
- We expect you to *know*
 - Byte, word, register, $1 \ll 2$
 - Thread, stack
 - malloc(), free() (when & why)
- Trouble with 213?
 - Expect to spend extra effort on 410

Grading philosophy

- C – all parts of problem addressed
- B – solution is complete, stable, robust
- A – excellent
 - Somebody might want to re-use some of your code
- Numbers
 - A 90-100%, B 80-90%, ... (roughly)
- “Curving”
 - Lots of A's would be *fine with me*

Closing

- comp.risks
 - Developers should read this
 - Managers should read this
 - Journalists should read this
- Textbook
 - Chapters 1, 2, 3
 - Chapter 13.1, 13.2, 13.3.3
- *Start choosing a partner for P2*