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The programmer who has to write applications for the machine does not want to have to know the details of the hardware: think portability (c.f. von Neumann's model)

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- How do I prod this hardware to get it to do what I want?
- How should I deal with interrupts?
- And so on

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Early programmers, before OSs, had to do it all themselves

Much better to let someone else do the hard work (A common theme in Computer Science)

Having an expert do this stuff once and provide a standard interface to it for us to use is much better for us

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- The expert is better at it and (presumably) understands the hardware well
- The expert is a better programmer than us and can get better performance out of the hardware
- The programmer knows more Computer Science than us and knows the many pitfalls and necessary tricks that OS programming involves

They do it so we don't have to

Layer Abstraction:

Hardware

PC, phone, PVR, SatNav

Layer Abstraction:

OS

Hardware

Linux, OS X, Windows, Android

PC, phone, PVR, SatNav

Layer Abstraction:

System libraries Maths, graphics, sound

OS Linux, OS X, Windows, Android

Hardware PC, phone, PVR, SatNav



#### Layer Abstraction:

G)UI

Command line, windowing, touch

Maths, graphics, sound

Linux, OS X, Windows, Android

Hardware

PC, phone, PVR, SatNav

#### Layer Abstraction:

Applications				
	(G)UI			
	System libraries			
OS				
Hardware				

Browser, word processor, game

Command line, windowing, touch

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Linux, OS X, Windows, Android

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#### **Important Point**

Reemphasising a very important point:

The GUI is not part of the OS

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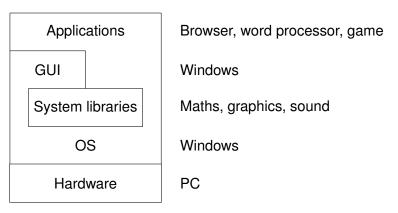
The GUI is just another program that uses the OS

There was a time when certain OS vendors tried to tie the GUI into the OS (to gain speed and commercial advantage)

#### Bad Layer Abstraction:

Applications	Browser, word processor, game	
GUI	Windows	
System libraries	Maths, graphics, sound	
os	Windows	
Hardware	PC	

#### Very Bad Layer Abstraction:



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It was an easy way to circumvent the security the OS provides, thus allowing attackers to access the machine

Only a small number of CPU cycles in the world deal with GUIs or windows: the PC is far from being the most common type of computer

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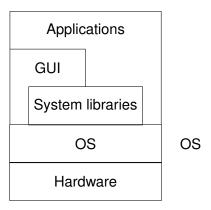
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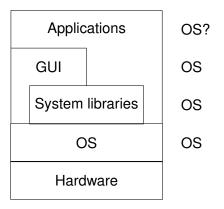
It quite possible to have similar-looking GUIs running on different OSs

But we must be careful as some people don't realise the difference between an OS and everything else

#### CS view:



#### Marketer's view:



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- 1. It should be efficient and lightweight: every CPU cycle that the OS uses is one that is taken away from the user's programs
- 2. It should be flexible and not get in the way of the programmer

So a perfect OS would be completely invisible!