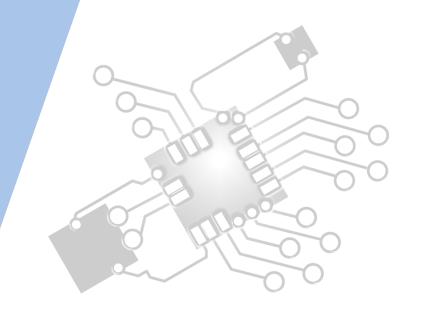


Resource Management

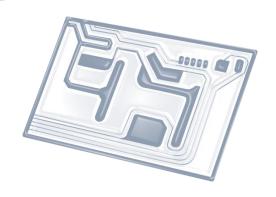
IB Computer Science







HL Topics 1-7, D1-4





1: System design



2: Computer Organisation



3: Networks



4: Computational thinking



5: Abstract data structures



6: Resource management



7: Control



D: OOP



HL only 6 Overview

System resources

- 6.1.1 Identify the resources that need to be managed within a computer system
- 6.1.2 Evaluate the resources available in a variety of computer systems
- 6.1.3 Identify the limitations of a range of resources in a specified computer system
- 6.1.4 Describe the possible problems resulting from the limitations in the resources in a computer system

Role of the operating system

- 6.1.5 Explain the role of the operating system in terms of managing memory, peripherals and hardware interfaces
- 6.1.7 Outline OS resource management techniques: scheduling, policies, multitasking, virtual memory, paging, interrupt, polling
- 6.1.8 Discuss the advantages of producing a dedicated operating system for a device
- 6.1.9 Outline how an operating system hides the complexity of the hardware from users and applications



1: System design

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5: Abstract data structures

6: Resource management



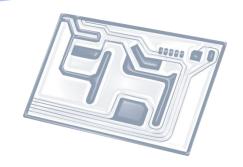


7: Control

D: OOP

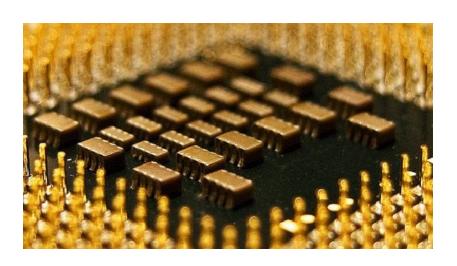






Topic 6.1.3

Identify the **limitations** of a range of resources in a specified computer system





Case study: 3D graphics rendering

 Single processor computers may not be able to render 3D graphics as effectively as multicore/systems with a GPU











What would the consequence be if you had to limit...

- Primary memory?
- Secondary storage?
- CPU speed?
- CPU cores?
- Connectivity?





Would this be a good gaming setup?



What is limiting this system?



Would this be a video editing setup?



What is limiting this system?



Would this be good setup for watching movies?



What is limiting this system?