

Exercise 3

Technology Basics II

Mobile Business I (WS 2019/20)

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- Exercise 1: L08 – Smartcards and Related Application Infrastructures
- Exercise 2: L09 – Mobile Devices
- Exercise 3: L10 – Concepts of Mobile OSs

a) What is a smartcard?

Smartcards – Examples



- Small computers with **memory, operating system, software, processor, I/O and access control**
- **Chip protected against manipulation**
- After being **initialised with keys** and other data smartcards are distributed to their users.

b) Why are the smartcards used?

- Used when **security** of data (e.g. for keys, signatures, physical access control, payment) is needed in **insecure environments**
- Examples:
 - Phone cards of Deutsche Telekom
 - Smartcard applications for PC
 - Smartcards for mobile communication (SIMs)

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a) What are Personal Area Networks (PANs)?

Personal Area Network (PAN)

- Personal environment, short range
- ***Purpose***: Connection of devices in short range, for example mobile device and printer.
- Replaces cable-connections:
 - Infrared Communications
 - Bluetooth
 - Near Field Communication (NFC)

b) How has the evolution of mobile devices been when it comes to device capabilities?



- **Development of device capabilities**
 - Near-field communication (NFC) module
 - Multimedia applications (MP4, radio, video, TV, etc.)
 - Possibility to execute 3rd party software
 - Sensors (microphone, camera, GPS, ...)
 - Data Services (Internet connectivity)
 - Short Message Service (SMS)
 - Interactive Voice Response (IVR)
 - General telephony capabilities

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a) What is a process?

- A process is a program “in operation”.
- A process uses resources, such as CPU time, and memory.
- The resources of a process are allocated while it is created or when it is running.
- The operating system has to manage the process (creation, resource distribution, etc.).

b) Describe the advantages of multi-programming.

▪ **Advantages:**

- Maximisation of the CPU usage
 - Enabling users to operate several programs simultaneously
 - Enabling several users to work on the same machine simultaneously
- On a CPU only one process is running at a time.
 - The process switching must be fast, to enable the user to interact with all running programs.
 - Queues are used to handle this task.

c) Describe the following scheduling algorithms:

- First Come, First Serve
- Shortest Job First
- Priority Scheduling
- Round Robin Scheduling

First Come, First Serve (FCFS)

- Processes are executed by the CPU one after another in order of their occurrence.
- FIFO-principles (First In First Out)
- ***Pros/Cons:***
 - The throughput is not optimal.
 - Average response time is very high
 - No optimal utilisation of the CPU (Convoy-Effect)
 - Not appropriate for Time-Sharing-Systems

- The processes are executed in order of their execution time.
- Processes that can be finished fast are executed first.
- ***Pros/Cons:***
 - *Optimal* with regard to the average latency time
 - Not fair ➡ Complex processes can “starve to death”.

- Processes get an assigned priority number.
 - Process execution in the order of the assigned priority.
 - Deadlocks or “starvation” of processes with low priority numbers is possible.
- ➡ Aging: Gradually raising the priority of a process

- Especially used for Time-Sharing-Systems and one of the simplest scheduling algorithms
- Similar to FCFS, assigning time slices of a time interval to a process being held in the scheduling queue.
- After the time slice of a process is expired, the CPU is revoked from the process and the process is placed at the end of the scheduling queue.

- This set of slides is based upon the following lectures:
 - **Lecture 8:** Smartcards and Related Application Infrastructures
 - **Lecture 9:** Mobile Devices
 - **Lecture 10:** Concepts of Mobile OSs

Thank you!

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