## Southern Methodist University Bobby B. Lyle School of Engineering Department of Computer Science CS 7343/5343 Operating Systems and System Software

- Include a front page with course title, your name, Student ID, your e-mail address, and the course number (e.g. CS 5343 or CS 7343). You must also indicate whether you are a distance student or an in-person student.
- Each answer should begin in a new page.
- Note:
  - There will be 10 points deduction if this information is missing.
  - Late Homework submission must be sent directly to the grader via email.
  - All students who are signed for this course at the CS 7343 must answer all questions.
  - All students who are signed for this course at the CS 5343 must answer exactly four questions.
- 1. Consider the following program:

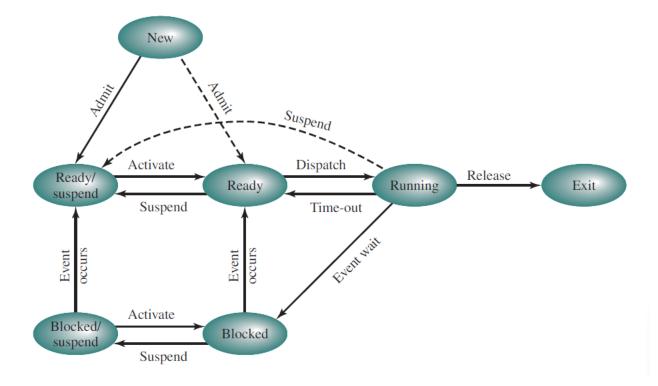
```
const int n = 50;
int tally;
void total()
{
   int count;
   for (count = 1; count <= n; count++) {
      tally++;
   }
}

// void main()
{
   tally = 0;
   parbegin (total (), total ());
   write (tally);
}</pre>
```

The key word **Parabegin** indicates that both calls to the function total are executed concurrently. Determine the proper lower bound and upper bound on the final value of the shared variable **tally** output by this concurrent program. Assume processes can execute at any relative speed and that a value can only be incremented after it has been loaded into a register by a separate machine instruction. You must explain how you've arrived to the final answer.

 Examine the following pseudo code in which p and q, defined as shown below. A, B, C, D, and E atomic (indivisible) statements. Assume that the main program execute these two processes concurrently.

- a. Show all possible execution paths of this program. For example, a possible execution path would be ABCDE.
- b. Show al impossible that paths of this program. For example, an impossible path would be EDABC.
- 3. For each of the following thread state transitions, say whether the transition is legal *and* how the transition occurs or why it cannot.
  - a. Change from thread state BLOCKED to thread state RUNNING
  - b. Change from thread state RUNNING to thread state BLOCKED
  - c. Change from thread state RUNNABLE (i.e., in the ready queue) to thread state BLOCKED
- 4. Consider an environment in which there is an equivalence mapping between user-level and kernel-level threads (i.e. that is we have a one-to-one mapping between user threads and kernel threads) that allows one or more threads within a process to issue blocking system calls while other threads continue to run. Will this approach make multithreaded programs run faster than their single-threaded counterparts on a uniprocessor computer?
- 5. Consider the figure below. Show all possible transitions and give a scenario in which each transition could occur.



- 6. Consider the Shell sort algorithm as explained in <a href="https://www.youtube.com/watch?v=ddeLSDsYVp8">https://www.youtube.com/watch?v=ddeLSDsYVp8</a> Is it possible to use two or more threads to implement this algorithm. Explain why/why not.
- 7. Suppose a process P spawns one or more threads. If the process P terminates and exits, will these threads continue to run? Explain.