

# CS370 Operating Systems

## *Midterm Review*

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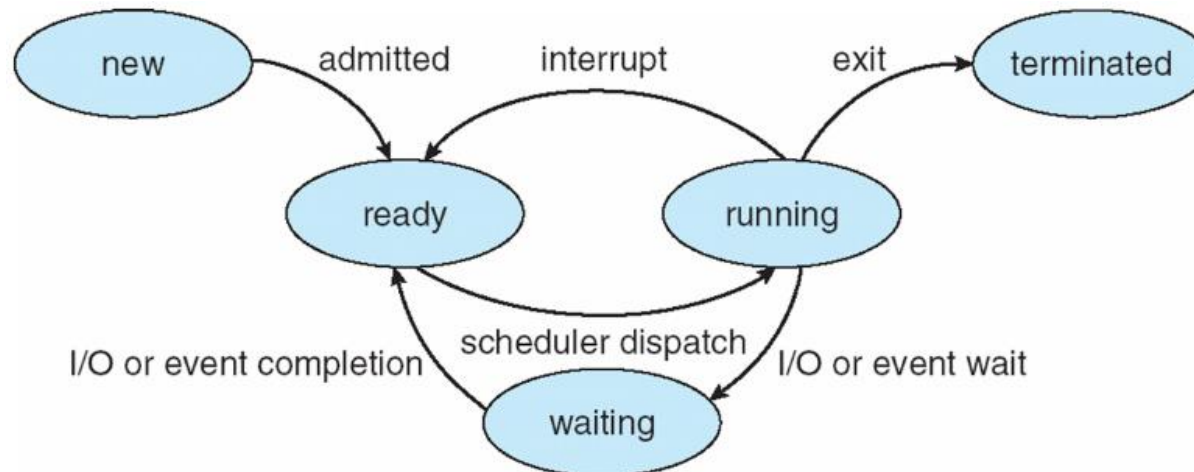


# Computer System Structures

- Computer System Operation
  - Stack for calling functions (subroutines)
- I/O Structure: polling, interrupts, DMA
- Storage Structure
  - Storage Hierarchy
- System Calls and System Programs
- Command Interpreter

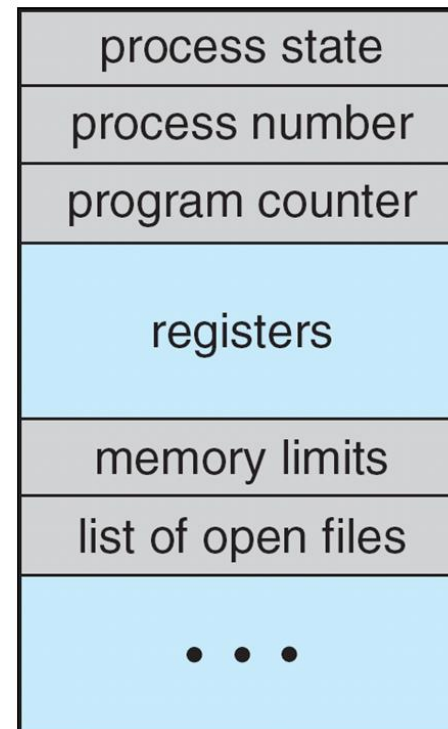
# Process Concept

- Process - a program in execution
  - process execution proceeds in a sequential fashion
- Multiprogramming: several programs apparently executing “concurrently”.
- Process States
  - e.g. new, running, ready, waiting, terminated.

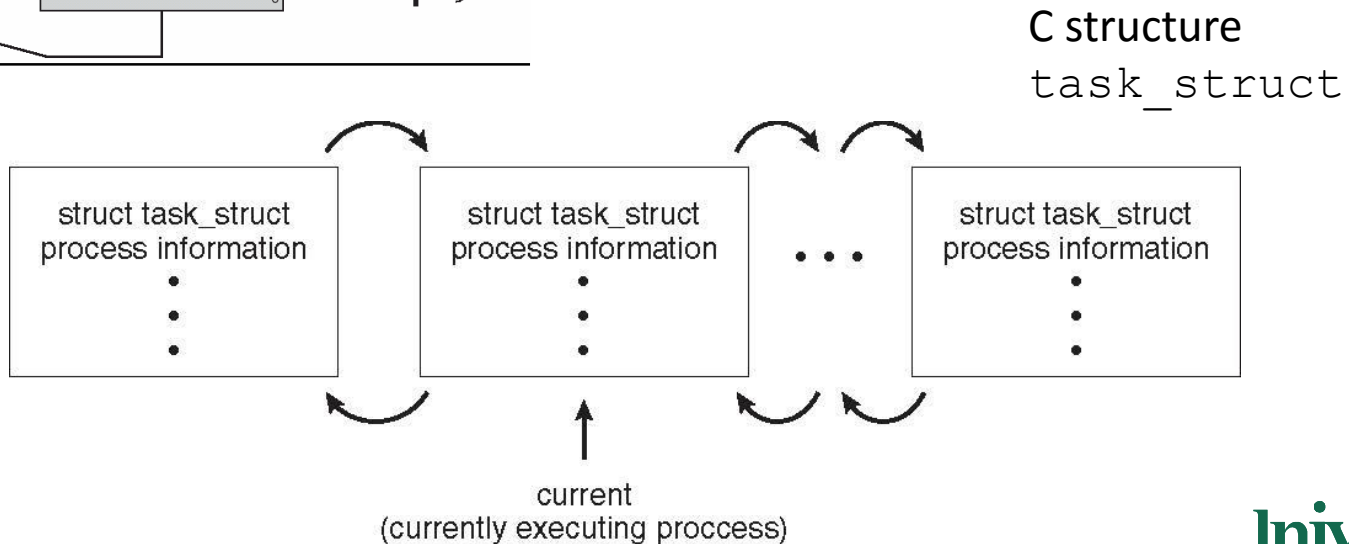
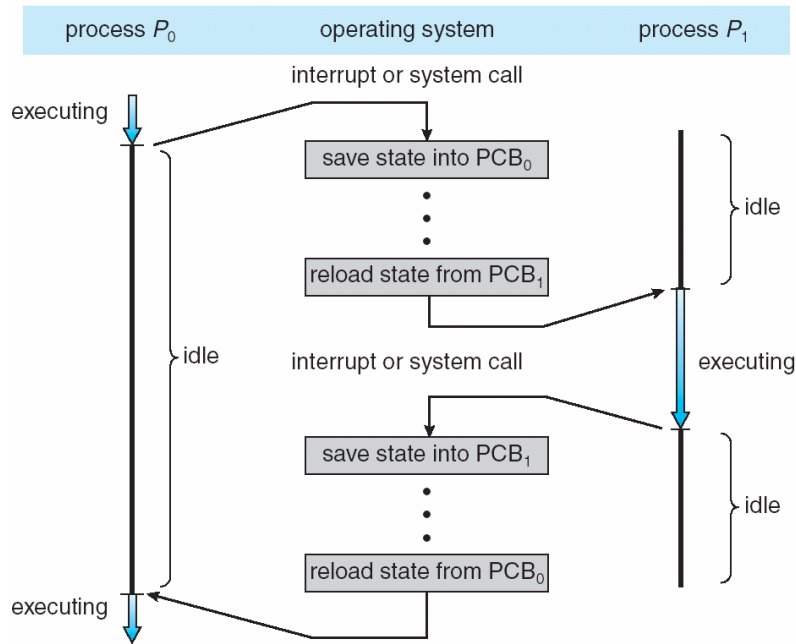


# Process Control Block

- Contains information associated with each process
  - Process State - e.g. new, ready, running etc.
  - Program Counter - address of next instruction to be executed
  - CPU registers - general purpose registers, stack pointer etc.
  - CPU scheduling information - process priority, pointer
  - Memory Management information
  - Accounting information
  - I/O Status information - list of I/O devices allocated

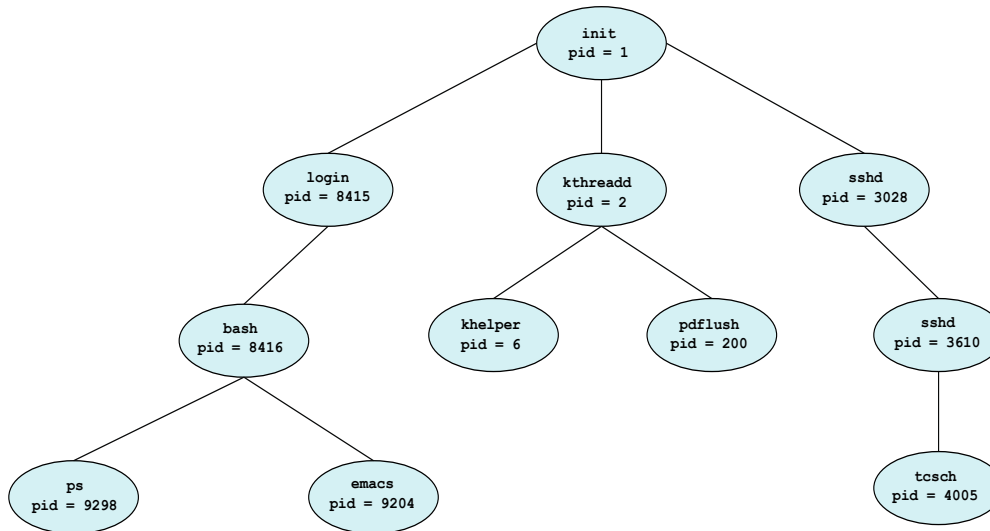
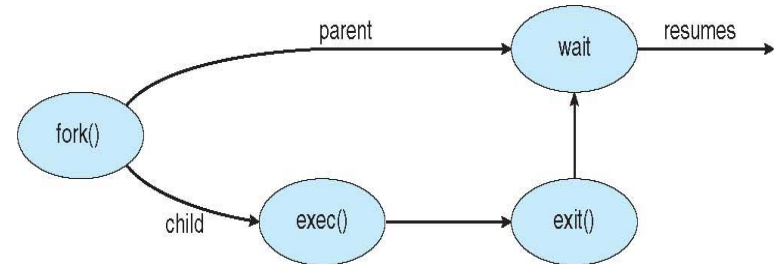


# CPU Switch From Process to Process



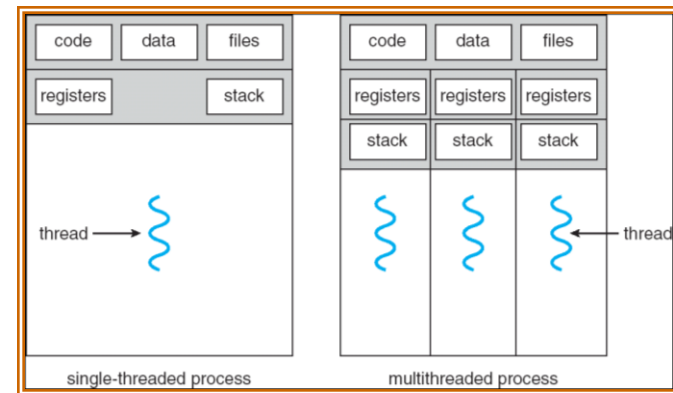
# Process Creation

- Processes are created and deleted dynamically
- Process which creates another process is called a *parent* process; the created process is called a *child* process.
- Result is a tree of processes
  - e.g. UNIX - processes have dependencies and form a hierarchy.
- Resources required when creating process
  - CPU time, files, memory, I/O devices etc.



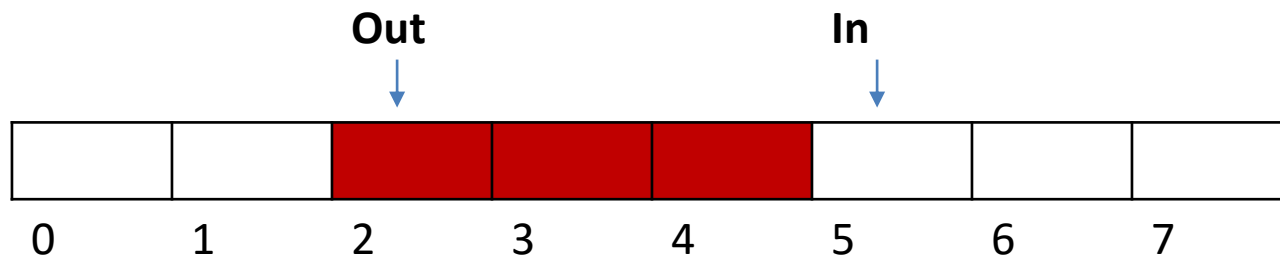
# Threads

- A thread (or lightweight process)
  - basic unit of CPU utilization; it consists of:
    - program counter, register set and stack space
  - A thread shares the following with peer threads:
    - code section, data section and OS resources (open files, signals)
  - Collectively called a task.
- Thread support in modern systems
  - User threads vs. kernel threads, lightweight processes
  - 1-1, many-1 and many-many mapping
- Implicit Threading (e.g. OpenMP)
- Hardware support in newer processors



# Producer-Consumer Problem

- Paradigm for cooperating processes;
  - producer process produces information that is consumed by a consumer process.
- We need buffer of items that can be filled by producer and emptied by consumer.
  - Unbounded-buffer
  - Bounded-buffer
- Producer and Consumer must synchronize.

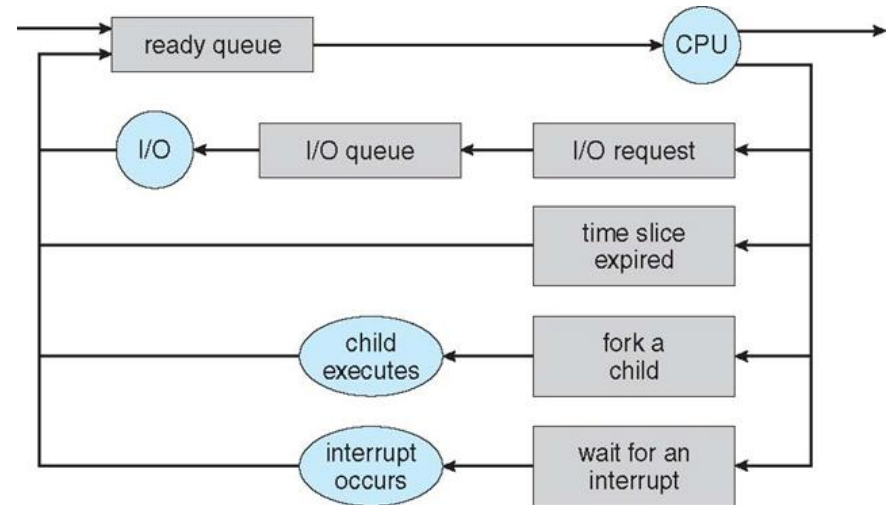




# Interprocess Communication (IPC)

- Mechanism for processes to communicate and synchronize their actions.
  - Via shared memory
  - Pipes
  - Via Messaging system - processes communicate without resorting to shared variables.

# CPU Scheduling



- **CPU utilization** – keep the CPU as busy as possible: **Maximize**
- **Turnaround time** –time to execute a process from submission to completion: **Minimize**
- **Waiting time** – amount of time a process has been waiting in the ready queue: **Minimize**

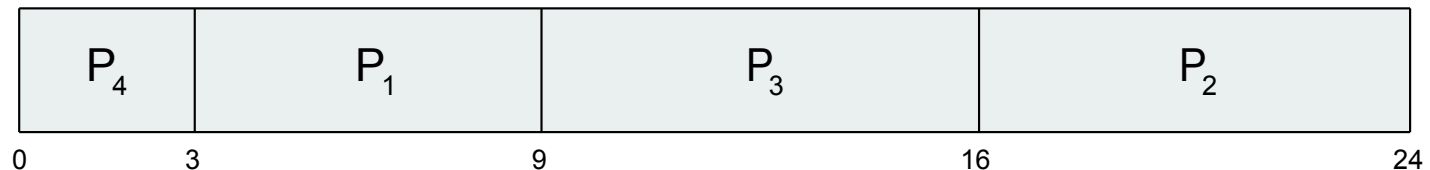
# Scheduling Policies

- FCFS (First Come First Serve)
  - Process that requests the CPU *FIRST* is allocated the CPU *FIRST*.
- SJF (Shortest Job First)
  - Associate with each process the length of its next CPU burst. Use these lengths to schedule the process with the shortest time.
- Shortest-remaining-time-first (preemptive SJF)
  - A process preempted by an arriving process with shorter remaining time
- Priority
  - A priority value (integer) is associated with each process. CPU allocated to process with highest priority.
- Round Robin
  - Each process gets a small unit of CPU time
- MultiLevel
  - ready queue partitioned into separate queues
  - Variation: Multilevel Feedback queues: priority lower or raised based on history

# Example of SJF

<u>Process</u>	<u>Burst Time</u>
$P_1$	6
$P_2$	8
$P_3$	7
$P_4$	3

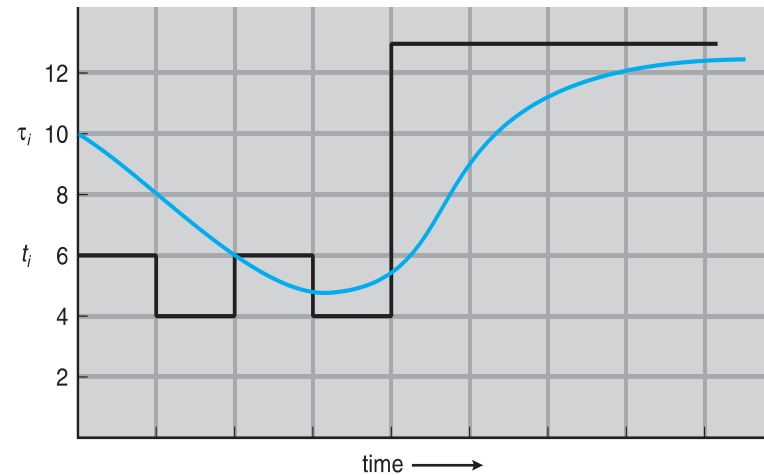
- All arrive at time 0.
- SJF scheduling chart



- Average waiting time for  $P_1, P_2, P_3, P_4 = (3 + 16 + 9 + 0) / 4 = 7$

# Determining Length of Next CPU Burst

- Can be done by using the length of previous CPU bursts, using *exponential averaging*
  - $t_n$  = actual length of  $n^{th}$  CPU burst
  - $\tau_{n+1}$  = predicted value for the next CPU burst
  - $\alpha, 0 \leq \alpha \leq 1$
  - Define :  $\tau_{n+1} = \alpha t_n + (1 - \alpha)\tau_n$ .
- Commonly,  $\alpha$  set to  $\frac{1}{2}$

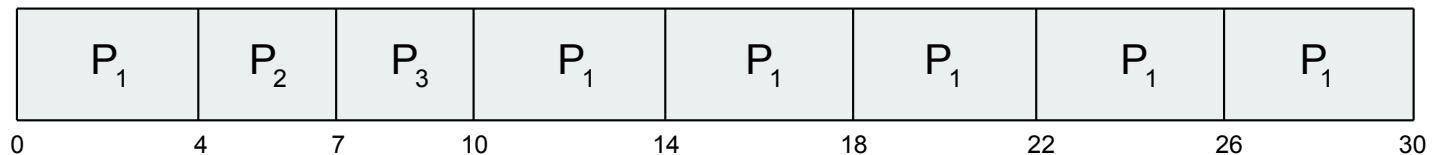


CPU burst ( $t_i$ )	6	4	6	4	13	13	13	...	
"guess" ( $\tau_i$ )	10	8	6	6	5	9	11	12	...

# Example of RR with Time Quantum = 4

<u>Process</u>	<u>Burst Time</u>
$P_1$	24
$P_2$	3
$P_3$	3

- Arrive a time 0 in order  $P_1$ ,  $P_2$ ,  $P_3$ : The Gantt chart is:



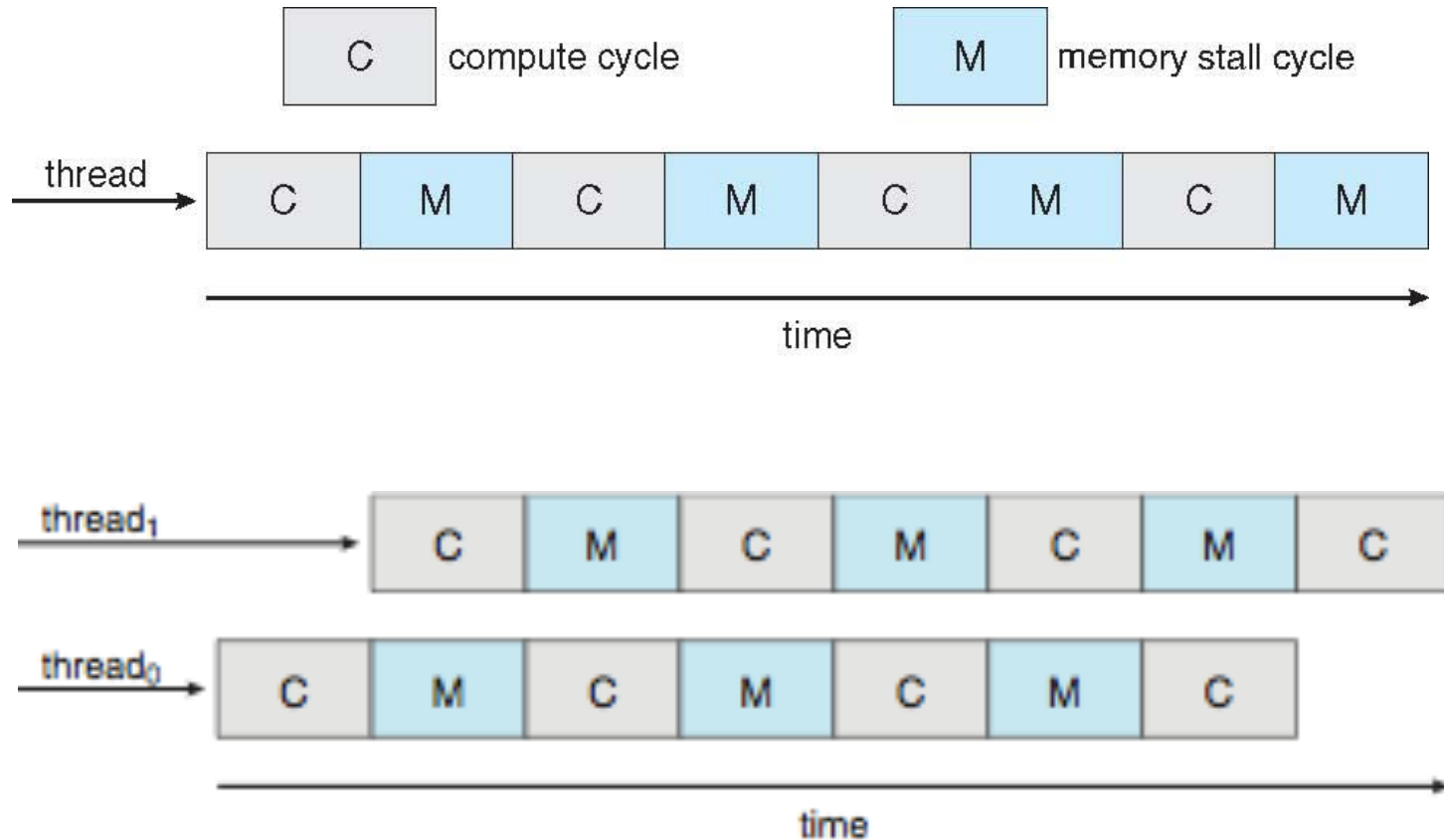
- Waiting times:  $10-4=6$ , 4, 7, average  $17/3 = 5.66$  units
- Typically, higher average turnaround than SJF, but better **response**
- $q$  should be large compared to context switch time
- $q$  usually 10ms to 100ms, context switch overhead  $< 1\%$

Response time: Arrival to beginning of execution  
Turnaround time: Arrival to finish of execution

# Multiple-Processor Scheduling

- CPU scheduling more complex when multiple CPUs are available.
- **Assume Homogeneous processors** within a multiprocessor
- **Asymmetric multiprocessing** – only one processor accesses the system data structures, alleviating the need for data sharing
- **Symmetric multiprocessing (SMP)** – each processor is self-scheduling,
  - all processes in common ready queue, or
  - each has its own private queue of ready processes
    - Currently, most common
- **Processor affinity** – process has affinity for processor on which it is currently running **because of info in cache**
  - **soft affinity**: try but no guarantee
  - **hard affinity** can specify processor sets

# Multithreaded Multicore System



This is temporal multithreading. Simultaneous multithreading allows threads to compute in parallel



# Process Synchronization

- The Critical Section Problem
- Synchronization Hardware
- Semaphores

# Consumer-producer problem

## Producer

```
while (true) {  
    /* produce an item*/  
    while (counter == BUFFER_SIZE) ;  
        /* do nothing */  
    buffer[in] = next_produced;  
    in = (in + 1) % BUFFER_SIZE;  
    counter++;  
}
```

## Consumer

```
while (true) {  
    while (counter == 0);  
        /* do nothing */  
    next_consumed = buffer[out];  
    out = (out + 1) % BUFFER_SIZ  
    counter--;  
    /* consume the item in  
    next consumed */  
}
```

They run “concurrently” (or in parallel), and are subject to context switches at unpredictable times.

# Race Condition

`counter++` could be compiled as

```
register1 = counter
register1 = register1 + 1
counter = register1
```

`counter--` could be compiled as

```
register2 = counter
register2 = register2 - 1
counter = register2
```

They run concurrently, and are subject to context switches at unpredictable times.

Consider this execution interleaving with “count = 5” initially:

S0: producer execute	<code>register1 = counter</code>	{register1 = 5}
S1: producer execute	<code>register1 = register1 + 1</code>	{register1 = 6}
S2: consumer execute	<code>register2 = counter</code>	{register2 = 5}
S3: consumer execute	<code>register2 = register2 - 1</code>	{register2 = 4}
S4: producer execute	<code>counter = register1</code>	{counter = 6}
S5: consumer execute	<code>counter = register2</code>	{counter = 4}

Overwrites!


# The Critical Section Problem

- Requirements
  - Mutual Exclusion
  - Progress
  - Bounded Waiting
- Solution to the critical section problem

```
do {  
    acquire lock  
        critical section  
    release lock  
        remainder section  
} while (TRUE);
```

# Peterson's Algorithm for Process $P_i$

```
do {  
    flag[i] = true;  
    turn = j;  
    while (flag[j] && turn == j); /*Wait*/  
    critical section  
    flag[i] = false;  
    remainder section  
} while (true);
```



Being nice!

- The variable `turn` indicates whose turn it is to enter the critical section
- `flag[i] = true` implies that process  $P_i$  is ready!
- Proofs **for Mutual Exclusion, Progress, Bounded Wait**

# Solution using test\_and\_set()

- Shared Boolean variable lock, initialized to FALSE
- Solution:

```
do {  
    while (test_and_set(&lock)) ; /* do nothing */  
        /* critical section */  
    ....  
    lock = false;  
        /* remainder section */  
    ... ..  
} while (true);
```

# Bounded-waiting Mutual Exclusion with test\_and\_set

```
For process i:
do {
    waiting[i] = true;
    key = true;
    while (waiting[i] && key)
        key = test_and_set(&lock);
    waiting[i] = false;
    /* critical section */
    j = (i + 1) % n;
    while ((j != i) && !waiting[j])
        j = (j + 1) % n;
    if (j == i)
        lock = false;
    else
        waiting[j] = false;
    /* remainder section */
} while (true);
```

Shared Data structures initialized to FALSE

- `boolean waiting[n];`
- `boolean lock;`

The entry section for process i :

- First process to execute TestAndSet will find `key == false` ; ENTER critical section,
- EVERYONE else must wait

The exit section for process i:

Part I: Finding a suitable waiting process j and enable it to get through the while loop,  
or if there is no suitable process, make lock FALSE.

# Mutex Locks

- Protect a critical section by first `acquire()` a lock then `release()` the lock
  - Boolean indicating if lock is available or not
- Calls to `acquire()` and `release()` must be atomic
  - Usually implemented via hardware atomic instructions
- But this solution requires **busy waiting**
  - This lock therefore called a **spinlock**

## •Usage

```
do {  
    acquire lock  
    critical section  
    release lock  
    remainder section  
} while (true);
```

```
acquire() {  
    while (!available)  
        ; /* busy wait */  
}
```

```
release() {  
    available = true;  
}
```



# Semaphore

- Synchronization tool that provides more sophisticated ways (than Mutex locks) for process to synchronize their activities.
- Semaphore **S** – integer variable
- Can only be accessed via two indivisible (atomic) operations

- **wait()** and **signal()**

- Originally called **P()** and **V()**

- Definition of the **wait()** operation

```
wait(S) {  
    while (S <= 0)  
        ; // busy wait  
    S--;  
}
```

- Definition of the **signal()** operation

```
signal(S) {  
    S++;  
}
```

# Implementation with no Busy waiting (Counting Sema)

```
wait(semaphore *S) {
    S->value--;
    if (S->value < 0) {
        add this process to S->list;
        block();
    }
}

signal(semaphore *S) {
    S->value++;
    if (S->value <= 0) {
        remove a process P from S->list;
        wakeup(P);
    }
}
```

```
typedef struct{
    int value;
    struct process *list;
} semaphore;
```