CST 334: Operating Systems

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# OSTEP Chapter 29: Locks-based data structures

**Instructions**. Read OSTEP chapter 29 and answer the following questions by editing [chap29](https://drive.google.com/file/d/1t22UKDoha2Fu7SGCPX3FmbumL21UH4Lp/view?usp=sharing).txt.

1. In Figure 29.4, do all threads share the same parameter threshold value? a) yes, b) no, c) it's not possible to tell from the figure.
2. In Figure 29.3, at Time = 6, what would the value of G be if a "precise" counter were used?

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1. True/False. An approximate counter is faster than a precise counter because with an approximate counter the total number of lock and unlock operations is lower.
2. What is the point of adding locks to a data structure to make it thread safe? a) the data structure will be faster, b) the data structure will be more maintainable, c) the data structure will work correctly if used by multiple threads.

**Submission**: Submit your edited chap29.txt on iLearn.

**Grading**: Each problem is worth 10 points.