Quizlet

OS Ch3.2 - interprocess communication (IPC)

Study online at quizlet.com/_2g5u93

1.	**direct communication**	processes must call each other clearly EX: send (P, message) - send a message to process P recieve(Q, message) - receive a message from process Q each pair has one link! link made automatically! hard coded - which can be undesirable :(
2.	**indirect communication**	messages are directed and received from MAILBOXES. each mailbox has an id, processes can communicate only if they SHARE a mailbox . send(A, message) - send a message to mailbox A each pair can have multiple links!

3.	**IPC system - Mach**	communications are messaged based! Each task gets two mailboxes (kernel and notify),
		
		send()
		recieve()
		rpc (remote procedure call)
		allocate()

4.	**IPC system - Windows**	...
5.	**local calls**	...
6.	**message passing**	way for processes to communicate and synchronize their actions. 1. send(message) 2. receive(message) there needs to be a link between 1 and 2 (communication link)...links can be complicated to implement (slide 3) Links: direct or indirect synchronus or asychronus automatic or explicit buffering message size: fixed or variable
7.	**message system**	processes communicate without using shared variables
8.	**named pipes**	...
9.	**ordinary pipes**	...
10.	**POSIX**	Portable Operating System Interface for Unix
11.	**producer and consumer**	cant fill last spot, producer puts stuff in buffer and consumer gets stuff from buffer.
12.	**remote procedure calls**	...
13.	**sockets**	...
14.	**synchronization**	1) blocking or 2)non-blocking 1) synchronous: (dependent) (send) cant send until message received (recieve) cant recieve until message available 2)asynchronous (FREEEEEEE) (send) sender sends (receive)reciver recieves