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OPERATING SYSTEMS

NOTES FROM TANANBAUM AND CLASSES

Prepared By

P34. Krishnaraj Thadesar

Batch A2

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1 Concurrency Control - What to learn

Process Synchronization: Principles of Concurrency, Requirements for Mutual Exclusion: Hardware Support, OS Support

Classical Synchronization Problems: Readers Writers Problem, Producer and Consumer Problem

Pinciples of Deadlock, Deadlock modelling, prevention, avoidance and stuff.

When 2 processes are running at the same time, when they are interdependent on each other through inputs and outputs, then you would call that concurrency. We aren't doing multiprocessing by choice, here we just gotta do it at the same time somehow.

2 Design Issues in concurrency

1. Communication among processes
2. Sharing and Competition for resources
3. Synchronization of activities of multiple processes
4. Allocation of processor time to processes.

3 Contexts of Concurrency

1. Multiple Applications like Multiprogramming (different programs on a single processor) and Multiprocessing (on different processors)
2. Structured Applications: Some applications can be effectively programmed as a set of concurrent processes. (Principles of modular design and structured programming)
3. OS Structure: OS often implemented as a set of processes or threads.

4 Key terms related to concurrency

1. Atomic Operation: A sequence of one or more statements that appear to be indivisible that is no other process can see an intermediate state or interrupt the operations
2. Critical Section: A section of code within a process that requires access to shared resources and that must not be executed while another process is in corresponding section of code.
3. Deadlock: A situation in which two or more processes are unable to proceed because each is waiting for one of the others to do something.
4. Mutual Exclusion: The requirement that when one process is in critical section that access shared resources, no other processes may be in critical section that accesses any of those shared resources.
5. Race Condition: A situation in which multiple threads/Processes read and write a shared data item and final result depends on relative timing of their execution.
6. Starvation: A situation in which a runnable process is overlooked indefinitely by the scheduler, although it is able to proceed, it is never chosen.

4.1 Race Condition

A race Condition occurs when multiple competing processes or threads read and write data items so that final result depends on the order of execution of instructions in multiple processes. So 2 processes p1 and p2, say they share global variable 'a'. P1 updates a to 1, and p updates it to 2. Thus two tasks are in a race to write variable 'a'. Loser of race is the one that determines the value of 'a'.

5 Difficulties due to concurrency

1. Sharing of global resources: Eg. Two processes both make use of global variable and both perform read and write on that variable, in which read and write are done is critical.
2. Management of resources optimally. Eg. Process has gained the ownership of IO devices but is suspended before using it, thus locking IO device and preventing its use by other processes.
3. Error locating in Program: Results are not deterministic are reproducible.

5.1 Example

```
void echo()
{
    chin = getchar();
    chout = chin;
    putchar(chout);
}
```

1. Uniprocessor multiprogramming, single user environment
2. Many applications can call this procedure repeatedly to accept user input and display on screen.
3. User can jump from one application to other.
4. Each application needs or uses procedure echo.
5. Echo is made shared procedure and loaded into a portion of memory global to all applications
6. Single copy of echo procedure is used, saving space.
7. When echo procedure is invoked by some process, and if the process gets suspended for any reason before completing it, then no other process can invoke echo till process that was suspended gets resumed, and completes echo. Thus other processes are not allowed to access it.
8. It would make more sense if you visualize this in terms of a multi user operating system. So if many people are using a server kind of thing at the same time.

5.2 Example

Say you have global variables that have values $b = 1$, $c = 3$ If P1 executes $b = b + c$
P2 does $c = c + b$

Now if P1 executes first, you would get $b = 3, c = 5$;
If P2 was to Execute first, then $b = 4, c = 3$

This is a problem.

5.3 Process Interaction

- Processes that are unaware of each Other (Competition)
 1. Here Multiprogramming of Multiple indepent Processes
 2. OS Needs to know about competition for resources such as printer, disk, file etc.
 3. Potential Problems: Mutual Exclusion, Deadlock, starvation
- Processes that are indirectly aware of each Other (Cooperation by sharing)
 1. Shared Access to some object such as shared variable.
 2. Cooperation by sharing.
 3. Potential Probelm: Mutual Exclusion, Deadlock, starvation, data coherence etc.
- Processes that are directly aware of each other (Cooperation by communication)
 1. Cooperation by communicatio, communication primitives are available.
 2. Potential control problems: Deadlock and starvation.
 3. Mutual exclusion not a probelm, as both are aware of each other.
 4. DeadLock is possible, and so is starvation.

5.4 Three Control problems

- The need for mutual Exclusion: Two or more processes require access to single non sharable resources such as printer, say. Such a resource is called a critical resource, and the portion of code using it is called as critical section of the program. Mutual Exclusion is when you allow only process to work when its in its critical section.
- A common problem would be deadlock, where say P1 is using the printer, and P2 is using a file, Now P1 has to wait for P2 for using the file, and P2 has to wait for P1 to use the printer.
- Starvation would be like how we schedule the processes, and so periodic access would be given. While one process is using some resource, others have to patiently wait, and so they are starv-ing.

Remember to Examples a whole lot while answering questions of OS

5.4.1 Cooperation among processes by sharing

- Processes that interact with other processes without begin explicitly aware of them, access to shared variables, or files or databases is what is being talked about here.
- Processes may use and update shared data without reference to other processes but know that other processes may have access to same data.

- Processes must cooperate to ensure that the data that they share are properly managed.
- control problems of mutual exclusion, deadlock and starvation are again present.
- Data Items are accessed in 2 Modes: Reading and Writing.
- Writing operations must be mutually exclusive.

5.4.2 Requirements for Mutual Exclusion

- Any facility or capability providing support for mutual exclusion should meet following requirements:
- Mutual Exclusion must be **enforced**. Only one process at a time in the CS, among all processes that have CS for same resource or shared object.
- A process that **halts in its non CS** must do without interfering with other processes.
- A Process requiring access to CS must not be **denied or delayed** indefinitely. So no deadlock or starvation.
- When no process is in its CS, any process that requests an entry to its CS, must be permitted to enter without delay.
- No Assumptions are made about the relative speed of the process.

5.4.3 Approaches to satisfy the requirements of Mutual Exclusion

1. Hardware Approaches
2. Support from the OS or programming language itself.
3. Software Approach (No support from OS or programming language) You have to write it yourself.

5.5 OS or programming language support

1. Semaphore : It is an integer variable that solves critical section problem, after initialization. Its value can only be accessed by 2 atomic instructions.

(a) wait(s)

```
1      wait(s) {  
2          while(s <= 0) {  
3              s --;  
4          }  
5      }  
6
```

(b) signal()

(c) *Internal Working*: Consider if P1, P2, P3, P4 etc are processes that want to go to the critical section.

```
1      do{
2          wait(s);
3          // goes in critical section.
4          signal(s);
5          // remainder section;
6      } while(true);
7
```

Explicitly you cant change the value of semaphore.

2. There are 2 types, Binary and Counting Semaphore.

- Mutex: Mutual exclusion
- Progress
- Bounded Wait

3. Mutex

-

4. Monitors

5.5.1 Problem

Suppose we want to synchronize two concurrent processes P1 and P2 using binary semaphores s and t. The code for the processes P1 and P2 is shown below.

Process P1:

```
while(1)
{
    w: ----
    print '0'
    print '0'
    x: ----
}

while(1)
{
    y = ___
    print(1)
    print(1)
    z = ___
}
```

The required output is "001100110010011" Processes are synchronized using P and V operations on semaphores s and t. Choose the correct options from the following at points w x y and z. While of the following option is correct?

1. P(s) at w, V(s) at x, P(t) at z, s and t initially 0
2. P(s) at w, V(t) at x, P(t) at y, V(s) at z, s initially 1 and t 0
3. P(s) at w, V(s) at x, P(t) at z, s and t initially 0
4. P(s) at w, V(s) at x, P(t) at z, s 1 and t 0

5.6 Producer Consumer Problem

- it is one of the classic problems of Synchronization
- Producer produces an item and adds to a buffer of limited size (bounded buffer)
- Consumer takes out an item from buffer and consumes it.
- Buffer is a shared resource and must be used in a mutual exclusion manner by processes.
- Producers to be prevented from adding into a full buffer.
- Consumers to be stopped from taking out an item from an empty buffer.
- To solve this you have to use the semaphores. And wait and signal will be used.

5.7 Cooperative Processes

- The Processes which are sharing the resources like code, memory, data item, and stuff like that.

```
1 // Here count is used to count number of items present in the buffer.
2 // Assume that the buffer has like 8 items.
3 // initially obviously the value of count would be 0;
4
5 int count = 0;
6 int in = 0; // it is the position where the producer is going to write the newly
   generated data item.
7 void Producer(void)
8 {
9     int itemp;
10    while(true)
11    {
12        Produce_item(itemp);
13        while(count == n)
14        {
15            buffer[in] = itemp;
16            in = in + (1 mod n); // to
17            count = count + 1; // this is then again split into like 3 other commands
   in assembly.
18            // The micro instructions for this line are (in assembly)
19            // load Rp, m[count]
20            // incr Rp
21            // load m[count] Rp
22        }
23    }
24 }
25 void consumer()
26 {
27     int itemc = 0;
28     int out = 0;
29     while(true)
30     {
31         while(count == 0)
32         {
33             itemc = buffer[out]
34             out = out + (1 mod n)
```



```
35         count = count - 1;
36         Consume_item(itemc)
37     }
38 }
39 }
```