## **GSI018 – SISTEMAS OPERACIONAIS**

## Operating Systems – William Stallings – 7th Edition Chapter 04 – Processes and Threads

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## **PROBLEMS**

- **4.1** It was pointed out that two advantages of using multiple threads within a process are that (1) less work is involved in creating a new thread within an existing process than in creating a new process, and (2) communication among threads within the same process is simplified. Is it also the case that a mode switch between two threads within the same process involves less work than a mode switch between two threads in different processes?
- **4.2** In the discussion of ULTs versus KLTs, it was pointed out that a disadvantage of ULTs is that when a ULT executes a system call, not only is that thread blocked, but also all of the threads within the process are blocked. Why is that so?
- **4.4** Consider an environment in which there is a one-to-one mapping between user-level threads and kernel-level threads that allows one or more threads within a process to issue blocking system calls while other threads continue to run. Explain why this model can make multithreaded programs run faster than their single-threaded counterparts on a uniprocessor computer.
- 4.5 If a process exits and there are still threads of that process running, will they continue to run?
- **4.7** Many current language specifications, such as for C and C++, are inadequate for multithreaded programs. This can have an impact on compilers and the correctness of code, as this problem illustrates. Consider the following declarations and function definition:

```
int global_positives = 0;
  typedef struct list {
    struct list *next;
    double val;
} * list;

void count_positives(list I) {
    list p;
    for(p = I; p; p = p -> next )
        if( p -> val > 0.0 )
        ++global_positives;
}
```

Now consider the case in which thread A performs "count\_positives(<list containing only negative values>)" while thread B performs "++global\_positives".

- a. What does the function do?
- b. The C language only addresses single-threaded execution. Does the use of two parallel threads create any problems or potential problems?