

Homework 2

CPE 434

1. Assembly, being closely linked to a system's architecture, may provide the power for greater optimization in some cases.

2. a) 6

b) The three threads inside each process still share address space and data, but not between processes.

pg. 102 c) 2 of each.

d) 6 of each.

pg. 107 3. a) User-level threads can be used on a kernel that does not support threads.

□ User-level threads with blocking system calls halts all of the threads.

□ Kernel threads do not require any new nonblocking system calls.

□ Kernel threads have more complexity handling signals.

4. a) I would use spinwait for access to data I know will be very quickly available.

□ I would use semaphores as a synchronization tool between processes.

□ I would use mutexes to lock access to a resource between threads/processes such as file I/O.

□ I would use pipes for monodirectional IPC. Such as a tool that delivers data to other processes which parse it and write to file.

□ I would use shared memory for multiple processes that need to share information in read/write.

5. Separate document.

pg. 107 6. Text 2;21

User space threads have one stack per process.

Kernel space threads have one stack per thread.

7. Text 2;45

□ It indicates that the philosopher i is hungry and requires a fork.