Exam II

Chapter 6-7 (Unix, Parallel, Threads, Process)

8 Core Scheduling

9 IPC, Processes

Linux: Specify/Control concurrent process, pipe

(A | B) & C

Chapter 8

2) Priority Scheduling:

- Starvation

- Aging

3) Guaranteed Scheduling

- if n processes are running, each gets 1/nth of the cpu time.

4) SRTF/ SJN

* Calculation to guess the time of the process based on old performance and old expected performance.
* Exponentially decaying

A child process is a copy of the parent in another block of memory

Why better thread ?

one copy of the program and data in memory

much smaller overhead to switch between threads than to switch between processes since we are only saving the CPU state.

Avoid heavy overhead of a process context switch.

multiple processes are hard for communicating

By definition, all the threads created by a single process are running in the same address space and share both the code and the data. Therefore interthread communication is trivial- share same variables

Dificulty: threads request same resource at the same time