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3400-01

Assignment 2

Class Work

2.14. The code could write to main memory after running a certain section of code. The time it takes for each section to run could be calculated by seeing the time between write to main memory. By having this knowledge, we could identify bottlenecks of a program, allowing us to optimize these parts of the code.

2.19. Having a process be separate from a policy provides flexibility. It allows us to redefine the policy while still utilizing the same mechanism i.e IP blocking.

2.20. A system with two processors, could encounter an issue where it is not clear how to layer components. Let's say Processor A has some memory modifications that haven't been written to disk yet. Processor B is expecting these modifications to have been applied, before accessing that memory, but there is a possibility those modifications haven't happened yet.

2.21. The main advantage to microkernel architecture is simpler kernel design. User and program services interface with the kernel through message passing or shared memory. Other advantages include allowing users to add services without modifying the kernel - thus making the system safer. The disadvantage is overhead, because of services having to use to wait to interface with the kernel (by message passing or shared memory)