

CMP321: OPERATING SYSTEMS.

Date . . No.

Exam - 60%.

Tests - 30%.

ATTENDANCE + 10%.

NO ASSESSMENT.

CONCURRENCY JOINTNESS

Occurs when there are several process threads running in parallel.

MESSAGE PASSING - communication method running process threads use to communicate.

CONCURRENT PROCESSES
WITH SIMILAR PROCESSES.

INTERLEAVING

OVERLAPPING

FACTORS: handling of interrupts.

other processes' activities.

scheduling of processes.

Non-Atomic: operation depending on other processes.

Atomic: run independently of other processes.

13/10/2020

Date . . No.

COMPONENTS - Processes

Memory Management

Operations (Process) - Creation.

Scheduling

Execution

Deletion

GMP 313: AUTOMATA THEORY, COMPUTABILITY
FORMAL LANGUAGES.

Language: any notation for communication of ideas or information. It doesn't need to be verbal i.e. spoken. It can be a signal e.g. spread the wave of a hand "Good bye".

However, a programming language is a special notation for communicating with the computer system.

LANGUAGE AND SYNTAX

Every language displays instructions called its Grammar or syntax e.g. a correct sentence always consist a subject followed by a predicate predicate.

Sentence = Subject + PREDICATE.

Subject = "Triniby" | "Esther"
 Predicate = "eats" | "Talks"

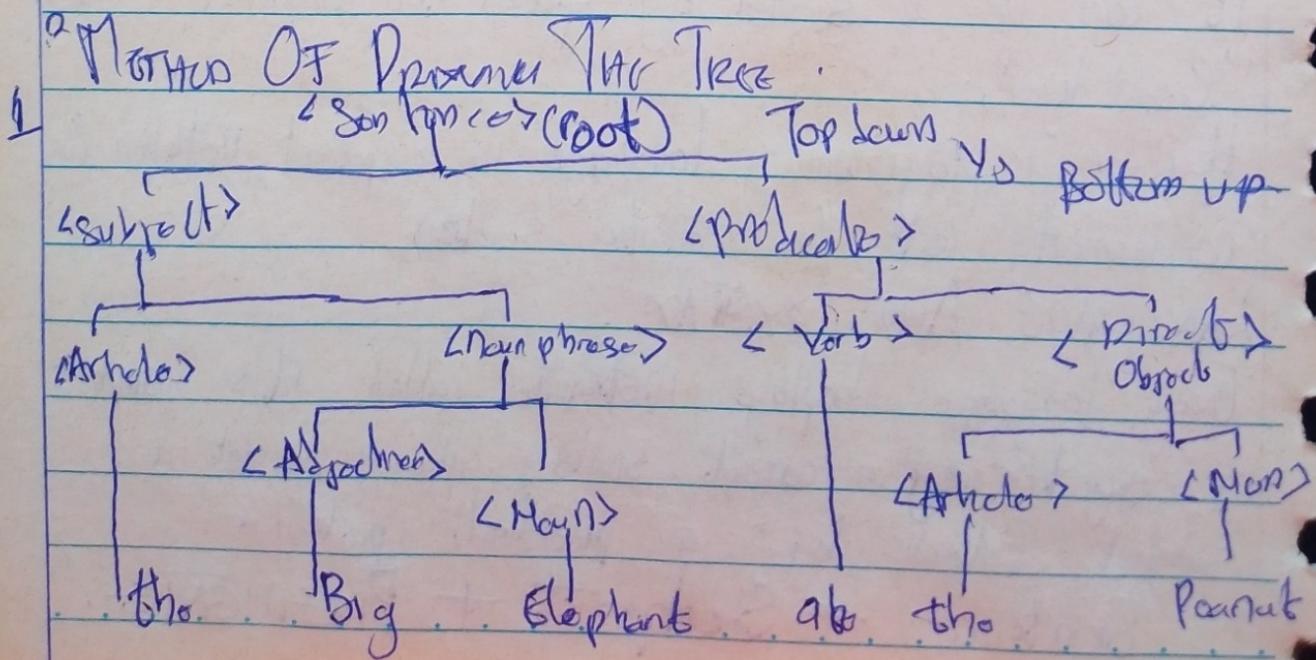
Lexicon: Is the list of verbal words in a particular language.

Syntax: the rules that govern the combination of valid words in a language.

Semantics: is the meaning associated with a particular syntactic entity.

Syntax Tree: tree like diagram that describes the structure of a sentence by ~~that~~ ~~breaks it down~~ breaking it down into its constituent parts.

"The big elephant ate the Peanut"



Properties Of Syntax Tree:

- Roots are labelled by a start symbol.
- Each leaves is labelled by a terminal symbol or null symbol usually " Σ ".
- Each internal node is labelled by a non-terminal symbol.

- It consist of one or more nodes.

- There is a production for non-terminal node labelling some internal nodes e.g. :

If "A" is a non-terminal node with $x_1, x_2, x_3, \dots, x_n$ internal nodes

Then $A \rightarrow x_1, x_2, \dots, x_n$ {Production}.

Hence, we see that < Sentence > is composed by
< Subject > and < Predicate >

while < Subject > is composed by < Article > and < Noun phrase >

So,

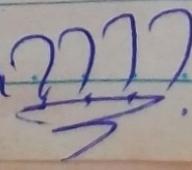
is the Syntax Tree

elements of a Syntax tree is a syntax entity.

META LANGUAGE : language used to describe the structure of other languages.

E.g English used to teach French, hence.

English is a meta language.

N.B. Computer trees are always inverted .

However, in computing "Backus Naur Form (BNF)
 it is a notation for writing grammar that is commonly
 used to specify the syntax of programming languages.
 it is used to describe a programming language

Cmp 323

-Revisit Data Structures & Algorithms

JAVA is platform independent bcs it relies on
 virtual machines.

~~Semantics~~ {32 bits per process cycle}.

SEMANTICS: is the meaning of associated with
 specific syntactic entities.

Syntax: Structure.

Semantics: Meaning.

Compiling (ANALIS)

16

87

AB

21

Java code

node

HTML

Interpreting (ANALIS)

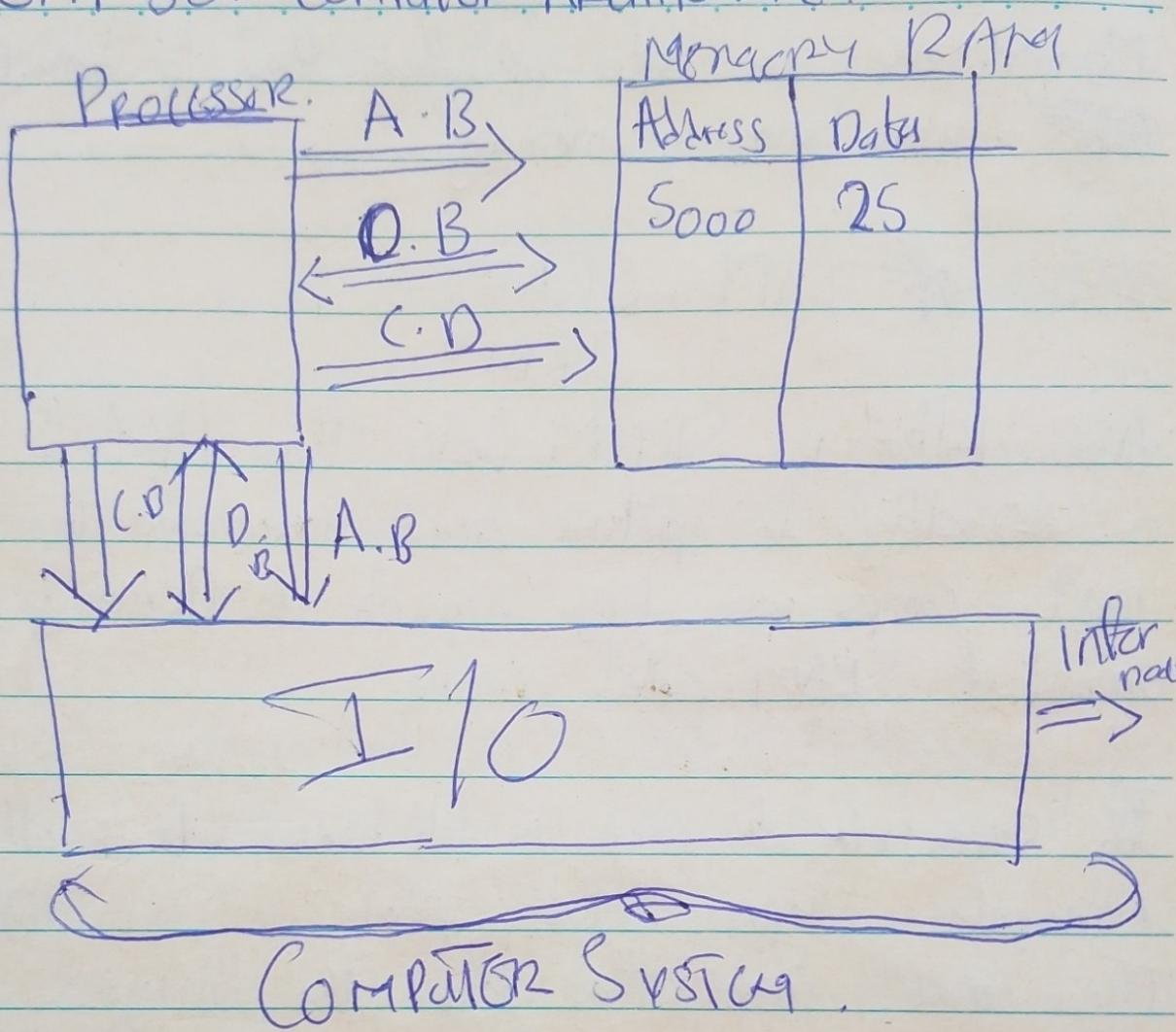
2 Theory & 3 Theory

Static websites / Dynamic Websites.

fff

CMP 301: Computer Architecture

Date . . . No.



Comp. Arch is the art and science of selecting by interconnecting hardware components to create computers that meet s. functions, performance and cost goals.

It is the process of choosing a system component to meet user-desired needs.

Computer can be broadly classified into 3 basic components: I/O units who send data into and interact from the system.

~~Memory~~ used to store programs b/w data files
~~Internal~~ primary memory

2 Types of RAM : SRAM
DRAM

Ass: 1) hig is SRAM faster than DRAM
 , (2) hig do pictures occupy more space than songs.
 most comps use large amounts of DRAM b/w small
 amount of SRAM called cache.

The screen of a comp is filled divided into small
 rectangular shapes called pixels.

The more pixel, the clearer the image.

For colored pictures, different numbers of pixels
 representing colors are used. To store bits of pixels,
 power of 2's are used. Eg 6 stars a 2-bit pixel
 for 2 bit pixel.

2 bits pixel 2^2 - 4 bits are used.

Processor: Fetches instruction, decodes it b/w executes
 if-

Bus: set of lines used to transfer data / information
 b/w of computers. memory

Types Of Buses: Address bus
Control bus

Data bus

Address: gives ~~the~~^{that} address of location where data is to be stored

Data: puts data into the selected address location.

Control: carries data in & out of the memory.

Sends instruction of what to be done with the data in & out of memory.

2 basic functions: read & write from memory.

Processor History. 1985

28086, 80186, 80286

80386, 80486

3. 8088: Pentium I

P II, P III, P IV, C20, C13

C15, C17, C19

CMP313.

Date . . . No. . .

ALPHABET: finite set of symbols

(NB Comp. has only 2 alphabets {0, 1})

Alphabet can be a character or digit.

(NB Alphabet can also be called S)

A FINITE STRING is a finite sequence of letters in an alphabet.

(Kleene star) denotes a set of all finite strings over the alphabet.
(Kleene Star(Σ))

Also, Σ^* denotes the set of all infinite sequences.
E.g. Alphabet (0, 1) generates strings (ε, 0, 100, 11, 01, 10, 000, 001, 010 ... etc.) will be a Kleene star
E-null

FORMAL THEORY????

Let Σ alphabet (Σ) and a non-empty finite set / string. The elements of Σ are all symbols or characters. A string or word over an alphabet (Σ) is any finite sequence of characters formed from Σ .

If $\Sigma(0, 1) = (0 \mid 1)$ then 0101 is a string over Σ . The length of an alphabet is the number of characters: n. that string. An empty string ε has

length zero.

Set Of Strings

If V is a set of strings, then V^* denotes the set of all finite strings of V , including the empty string. However if V is a set, then V^+ denotes set of all finite elements except ϵ .

Also two strings (words) can be concatenated

$$1. \text{ e } \Sigma(0,1)(a,b,c)$$

$$\Rightarrow (0a, 0b, 0c, 1a, 1b, 1c)$$

BACRUS Naur Form {BNF}.

In BNF, symbols " \Rightarrow " or used to denote "composed by"

Also Syntactic Variable are specified using $< >$ ands " $/ \backslash$ " means "Or".

Example.

Use BNF as a meta language for the Syntax tree above. $\text{Sentence} \Rightarrow \text{Subject} \text{Verb} \text{Object}$

$\text{Subject} \Rightarrow \text{Article} \text{NounPhrase}$ - rule 2

$\text{NounPhrase} \Rightarrow \text{Adjective} \text{Noun}$ - rule 3

$\text{Phrase} \Rightarrow \text{Verb} \text{Object}$ - rule 4

$\text{DirectObject} \Rightarrow \text{Article} \text{Noun}$ - rule 5

$\langle \text{Label} \rangle \Rightarrow \text{The}$

rule 6

$\langle \text{Adj} \rangle \Rightarrow \text{big}$

rule 7

$\langle \text{Noun} \rangle \Rightarrow \text{ato}$

rule 8

$\langle \text{Noun} \rangle = \{\text{elephant}/\text{Peanut}\}$

rule 9.

Using production rules we can detect the length of a given alphabetical string.

- 1 A CFG grammar can contain more than one rule defining a syntactic object
- 2 The length $|x|$ of a given string
- 3 The purpose of grammar is to describe all the rules of the language.

Gram

$\langle \text{Sentence} \rangle \Rightarrow \langle \text{Subject} \rangle \langle \text{predicate} \rangle$

$\langle \text{Subject} \rangle \Rightarrow \text{Noun}/\text{F}$

$\langle \text{predicate} \rangle \Rightarrow \text{vn/sv/ato}$

webApp???

built using paystack and word press

$\langle \text{Sentence} \rangle \Rightarrow \langle \text{Subject} \rangle \langle \text{predicate} \rangle$

$\langle \text{Subject} \rangle \Rightarrow \langle \text{Article} \times \text{Noun phrase} \rangle$

$\langle \text{predicate} \rangle \Rightarrow \text{Verb} \times \text{Subject}$

$\langle \text{Article} \rangle \Rightarrow$

$\langle \text{Noun phrase} \rangle \Rightarrow \langle \text{Adjective} \rangle \langle \text{Noun} \rangle$

Cmp 321:

Deadlock vs Blocking

Bounce back - speed people leave the website.

size of dimension should be considered first when building a website as it increases bandwidth cost

Name, members, business idea. build website using wordpress; one laptop at optimal performance for use.

Wamp

Create an account on paystack.

Search engine optimisation

4-5 max per group.

+1 for hosting the website.

CMP 325

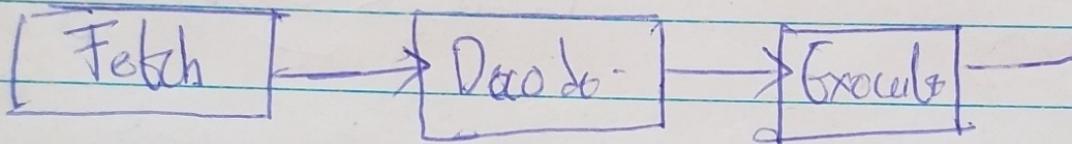
Date . . No.

Multi-Threading

- Data Structures \Rightarrow Algorithms, stacks, queues \Rightarrow Sorting
 - Design Patterns (MNC)
- * Java Spring Framework * project based

CMP 301 : Computer Architecture : Buses
Instruction Cycle

Matrix
referencing



Basic Gates, Logic Gates

Logic gates are basic building blocks for any digital system. It is an electronic circuit having one more input \Rightarrow only 1 output.

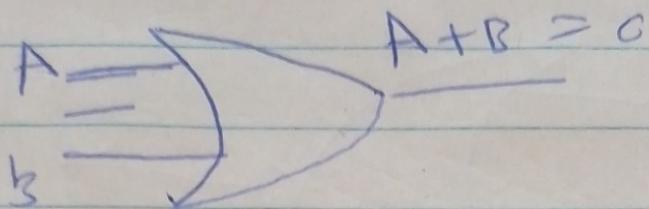
Basic Logic Gates : AND, OR, NOT

AND $A \rightarrow D$ $AB = C$ Truth Tab.

T	T	T	1
1	0	0	0
0	1	0	0
0	0	1	0

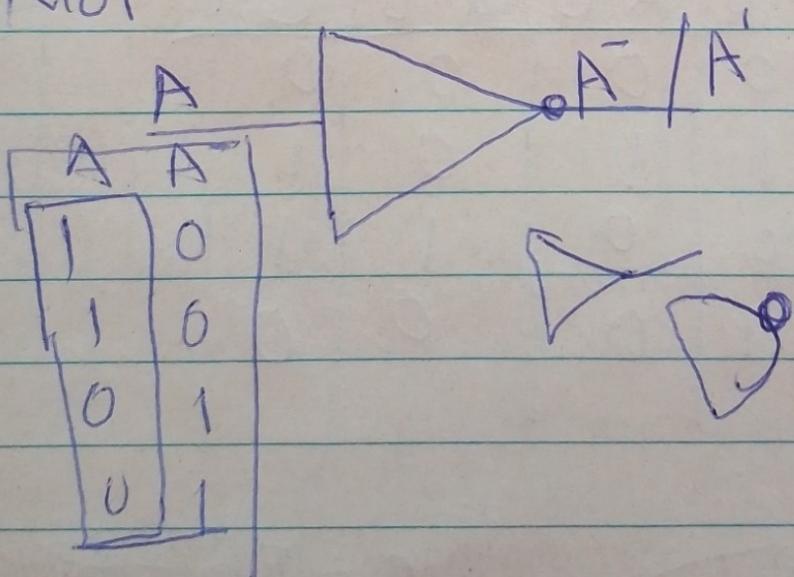
T	T	T
T	F	F
F	T	F
F	F	T

OR

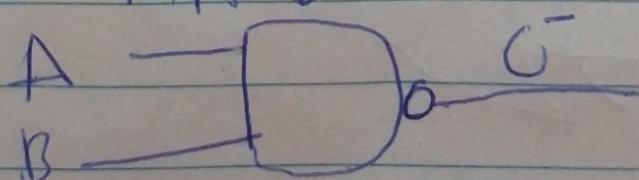


A	B	$A + B = C$
1	0	1
1	1	1
0	1	1
0	0	0

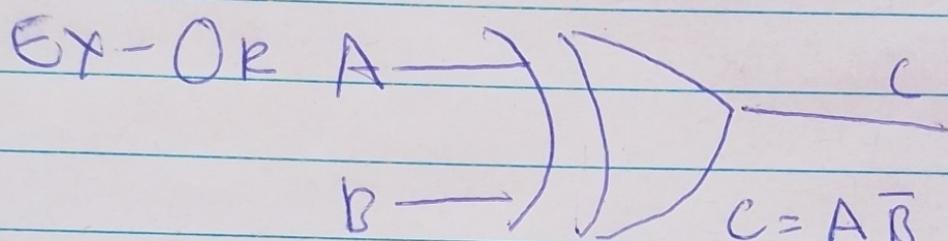
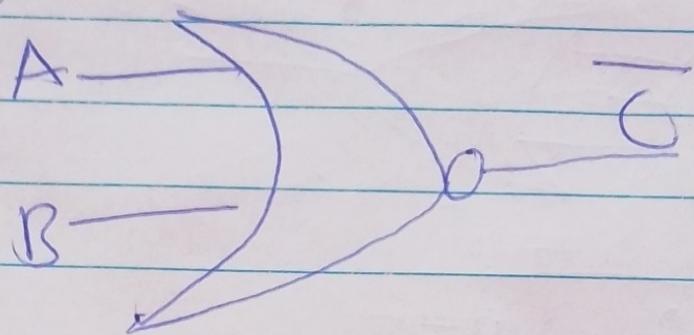
NOT



OTHERS: NAND

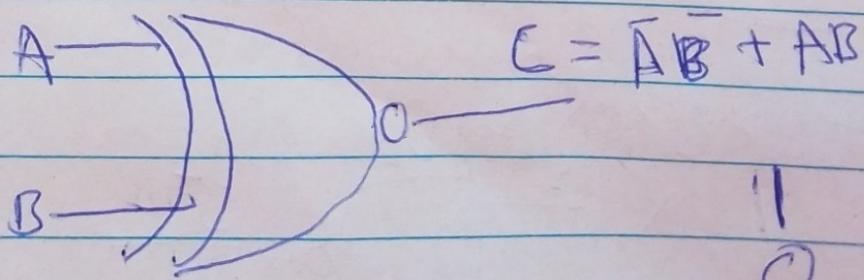


NOR GATE

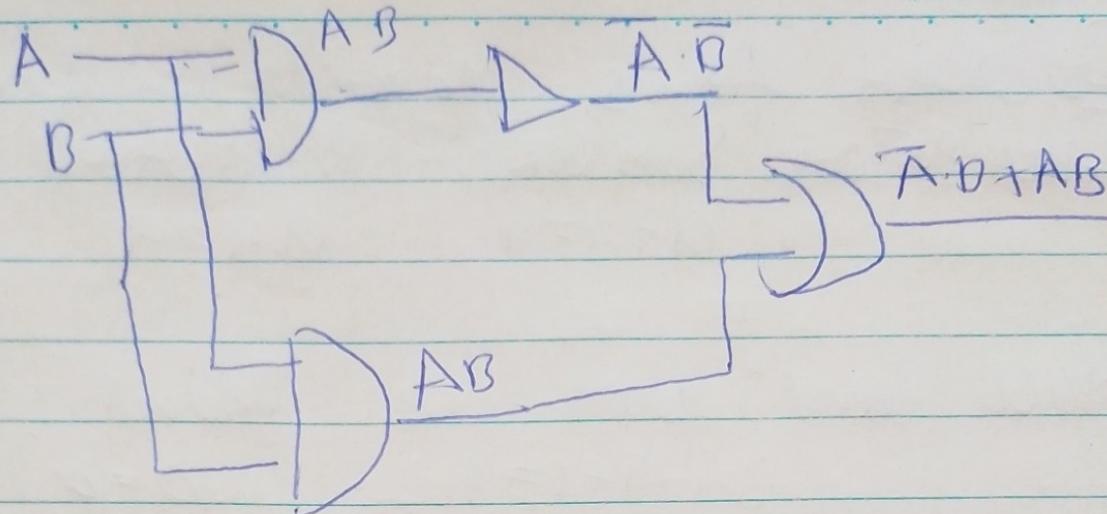


A	B	\bar{A}	\bar{B}	$A \cdot \bar{B}$	$\bar{A} \cdot B$	C
1	0	0	1	0	0	0
1	1	0	0	1	0	1
0	1	1	0	0	1	1
0	0	1	1	0	0	0

Ex - NOR



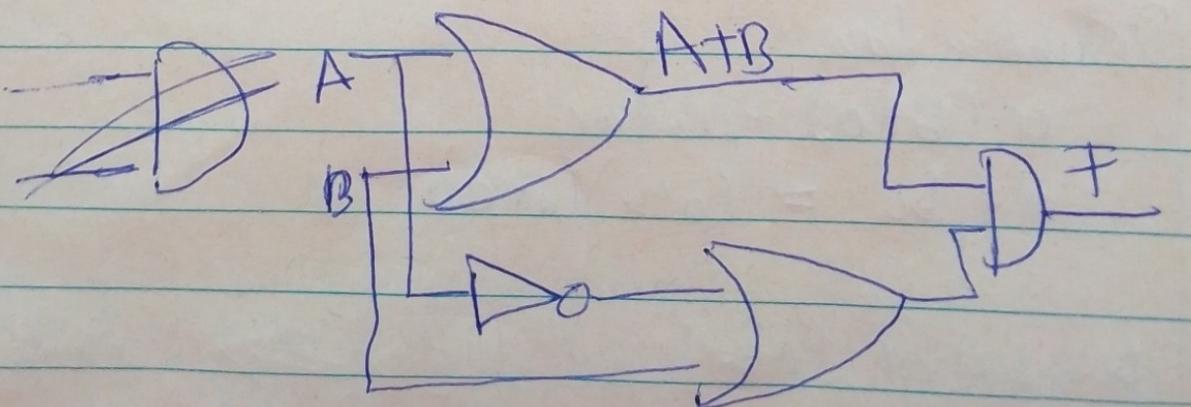
1
0
0
1



Example.

$$F = (A+B) \cdot (A'+B)$$

A	B	$A' + B$	$A + B$	$A + D$	$(A+B)(A'+D)$
1	1	0	1	1	1
1	0	0	0	1	0
0	1	1	1	1	1
0	0	1	1	0	0



Boolean Laws: no need to prove all laws.

Important Sums (OR) Product (AND)

$$a + a = a$$

$$a \cdot a = a$$

2 Null Law: Sum Product

$$a + 1 = 1$$

$$a \cdot 0 = 0$$

3 Identity Law

$$a + 0 = a$$

$$a \cdot 1 = a$$

4 Commutative Law

$$a + b = b + a$$

$$ab = ba$$

5 Associative Law

$$(a+b)+c = a+(b+c)$$

$$(ab)c = a(bc)$$

6 Distributive Law

$$a(b+c) = ab+ac$$

$$a + bc = (a+b)(a+c)$$

7 Absorption Law

$$a + ab = a$$

$$a(a+b) = a$$

8 Complement law

$$a + \bar{a} = 1 \quad a \cdot \bar{a} = 0$$

9 De Morgan's Law

$$\overline{(a+b)} = \bar{a} \cdot \bar{b}$$

$$\overline{(a \cdot b)} = \bar{a} + \bar{b}$$

10 Inverse

$$(a')' = a$$

Simplification Of Boolean Expression

(Expt 313): Given the production rules below,
use canonical parse tree, check if this
sentence is a valid word.

Rules : $\langle \text{Decimal.no} \rangle \Rightarrow \langle \text{point} \rangle \langle \text{number} \rangle$

$\langle \text{no} \rangle \Rightarrow \langle \text{point} \rangle \langle \text{no} \rangle$

$\langle \text{Number} \rangle \Rightarrow \langle \text{digit} \rangle$

$\langle \text{Number} \rangle \langle \text{digit} \rangle$

$\langle \text{digit} \rangle \Rightarrow 0/1/2/3/4/5/6/7/8/9$

$\langle \text{point} \rangle \Rightarrow *$

(33) 142

Parse

Date . . No.

3.142

$\langle \text{No} \rangle = 3$

$\langle \text{point} \rangle \Rightarrow .$

$\langle \text{Number} \rangle \Rightarrow 142$

$\langle \text{digit} \rangle \langle \text{No} \rangle \langle \text{Point} \rangle \Rightarrow 142$

$\langle \text{No} \rangle \langle \text{point} \rangle \langle \text{digit} \rangle 42$

$\langle \text{No} \rangle \langle \text{point} \rangle \langle \text{digit} \rangle \langle \text{digit} \rangle 2$

$\langle \text{No} \rangle \langle \text{point} \rangle \langle \text{digit} \rangle$

GRAMMAR is a set of rules by which valid sentences are connected.

Formal Grammar (G) is designed to be a set of quadruple (V, T, S, P)

where V is a set of non-terminal symbols

T is a set of terminal symbols

S is a start symbol

P is a production rules

~~Ex:~~ Examples: 2nd $\langle \text{No} \rangle \Rightarrow \langle \text{No} \rangle \langle \text{Point} \rangle$
~~1st~~ $\langle \text{Digit} \rangle$

$\langle \text{No} \rangle \Rightarrow 2 \langle \text{No} \rangle \langle \text{Digit} \rangle / \langle \text{digit} \rangle$

~~1st~~ $\langle \text{Digit} \rangle \Rightarrow 0/1/2/3/4/5/6/7/8/9$

$\langle \text{digit} \rangle \Rightarrow 13151719$

From \leftarrow above, symbols on the left side \nsubseteq
 those inside the bracket or non-terminal symbols \vee ,
 symbols on the right, not in bracket are terminal
 represented by T ,
 NB any production rule that start the production is a
 start symbol, S
 and the four lines are the rules the guide the
 generation of the sentence (P).

NB: Sometimes, apart from BNF induction, Roman
 letters are used as non-terminal symbols while small
 alphabets are used as terminal symbols.

$$S \Rightarrow AB$$

$$A \Rightarrow A/a$$

$$B \Rightarrow B/b/b$$

$S, A \nsubseteq B$ are non-terminal symbols while
 a, b , are terminal symbols.

DERIVATION OF GRAMMAR

Let \mathcal{G} be a gram which says

\mathcal{N} is a direct derivation of \mathcal{S}

$$\therefore \mathcal{N} \xrightarrow{\mathcal{G}} \mathcal{S}$$

$V \Rightarrow \alpha U \gamma$
 $\alpha \Rightarrow u w \gamma$

α is a direct derivation of V .

$\mathcal{L} \Rightarrow P$ (Direct derivation with 1 product)

$\mathcal{L} \Rightarrow {}^+ P$ (One or more production rules)
 + (many other products)

$\mathcal{L} \Rightarrow * P$ (0 or more productions)

$\mathcal{L} \Rightarrow P$

$V \Rightarrow a, b, c$

$P \Rightarrow V$

Types Of Grammar

According to Chomsky, there are 4 basic types
 of grammar: Type 0

Type 1 ↗ Assignment

Type 2 ↗ AOTG

Type 3 ↗ Example

GURU-KRISHNA
BHUL20/04/05/0094

CMP 313: AUTOMATA THEORY.

Type 0: include all formal grammars. Its grammar is Unrestricted i.e. the productions have no restrictions. Type-0 generates recursively enumerable languages.

Production can be in form of $\alpha \rightarrow \beta$

where α - string of terminals by non-terminals with at least 1 non-terminal and α cannot be null.
- Understood by a Turing machine.

β - string of terminals and non-terminals.

EXAMPLE

$$S \rightarrow A(aB)$$

$$Bc \rightarrow aCB$$

$$CB \rightarrow DB$$

$$aD \rightarrow D_b$$

Type 1: generates context-sensitive languages. Production must be in the form.

$$\alpha\beta \rightarrow \gamma\beta$$

where $\alpha \in N$ (i.e. α are non-terminal)

$\gamma \in \Sigma^*$ (Σ is the set of terminals)

Strings $\alpha \beta$ may be empty, but γ must be non-empty.

- Understood by a linear bounded automaton

EXAMPLE

$$AB \rightarrow AbBc$$

$$A \rightarrow bcA$$

$$B \rightarrow b$$

Type 2: generates context-free languages. The Production must be in the form.

$$A \rightarrow Y$$

where A is non-terminal

and Y is a string of terminals by non-terminals.

E.g. $S \rightarrow Xa$

$$X \rightarrow a$$

$$X \rightarrow aX$$

$$X \rightarrow abc$$

$$X \rightarrow \epsilon$$

- Understood by non-deterministic pushdown automata.

Type 3: generates regular languages. The production must be in form

$$X \xrightarrow{\quad} a \text{ OR}$$

$$X \longrightarrow a Y$$

∴ Type 3 grammars must have a single non-terminal on the left-hand's right having a single terminal or a single bracket followed by a non-terminal