

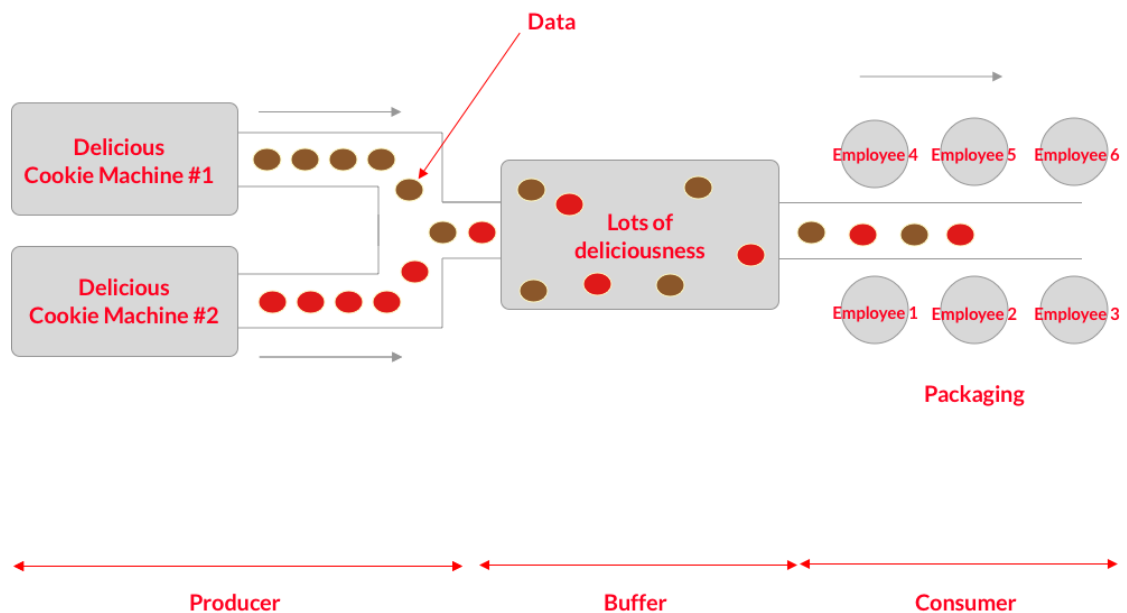
CSC369 Week 3 Notes

Hyungmo Gu

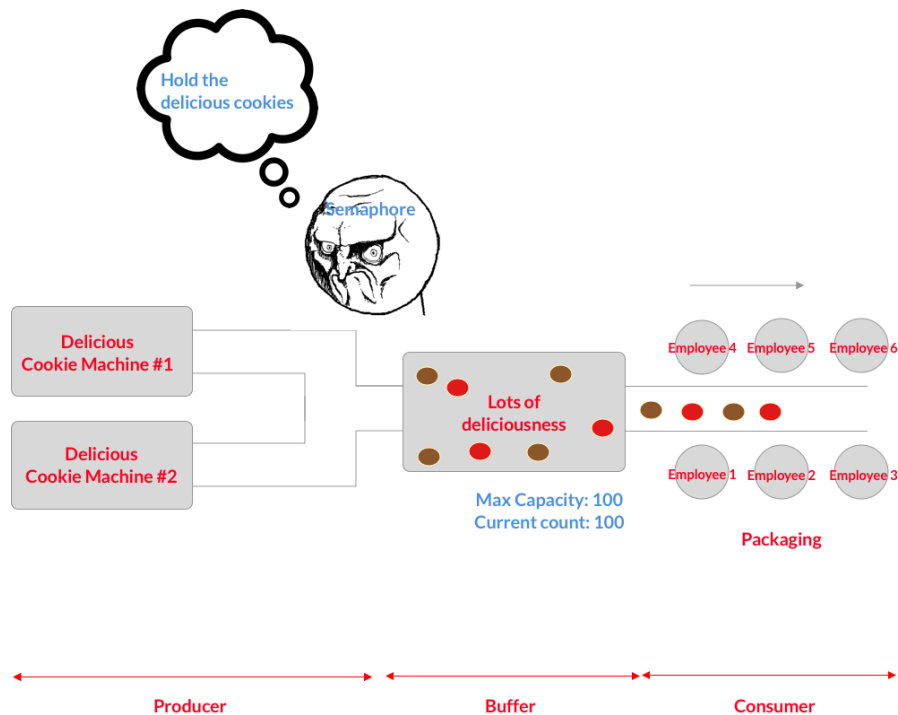
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1 Synchronization

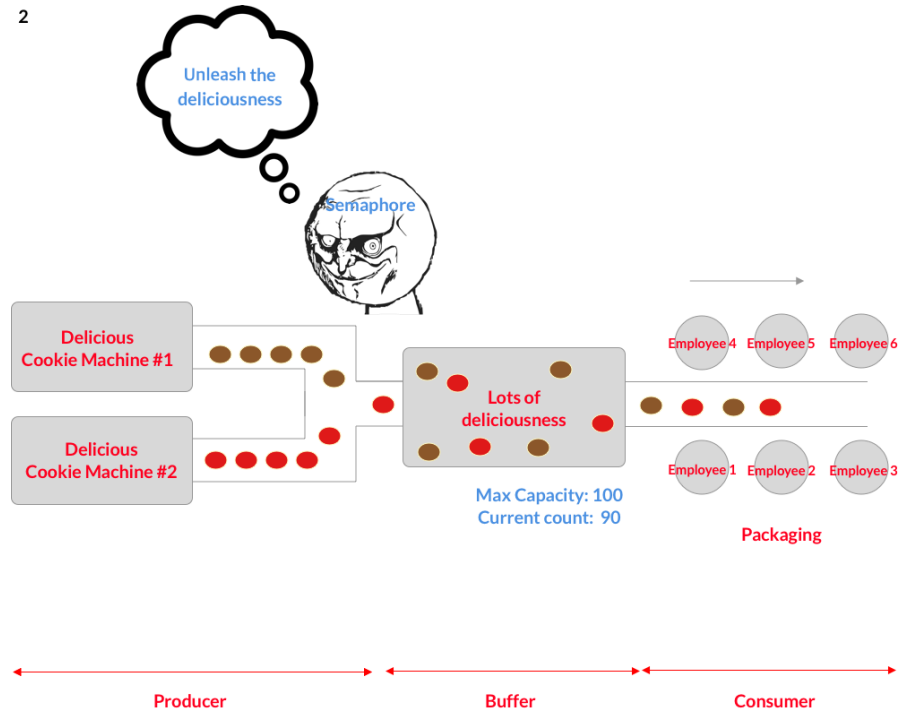
- Producer and Consumer Problem
 - Is also known as **bound-and-buffer** problem
 - Achieves synchronization
 - Has two types of processes
 1. **Producer**
 - * Produces data
 - * Puts data into buffer
 2. **Consumer**
 - * Consumes data
 - * Removes data from buffer, one piece at a time
 - It's like kimchi factory, or delicious cookie factory :)



- Semaphore
 - Developed by Dijkstra in 1962.
 - is a signal
 - * Uses a non-negative integer variable that is shared between threads [*Note: Need to come back later*]
 - * Has two “**atomic**” operations
 1. **Wait** (Also called P, or decrement)
 2. **Signal** (Also called V, or increment)
 - Is easy to understand
 - Is difficult to use
 - * One tiny mistake and everything comes to a halt
- Types of Semaphores
 1. Counting Semaphore
 - $count = N \Rightarrow$ Max number of resources
 - $count \uparrow$ when resource added
 - $count \downarrow$ when resource used
 - $count = 0 \Rightarrow$ No resources available \Rightarrow **Wait** until $count > 0$

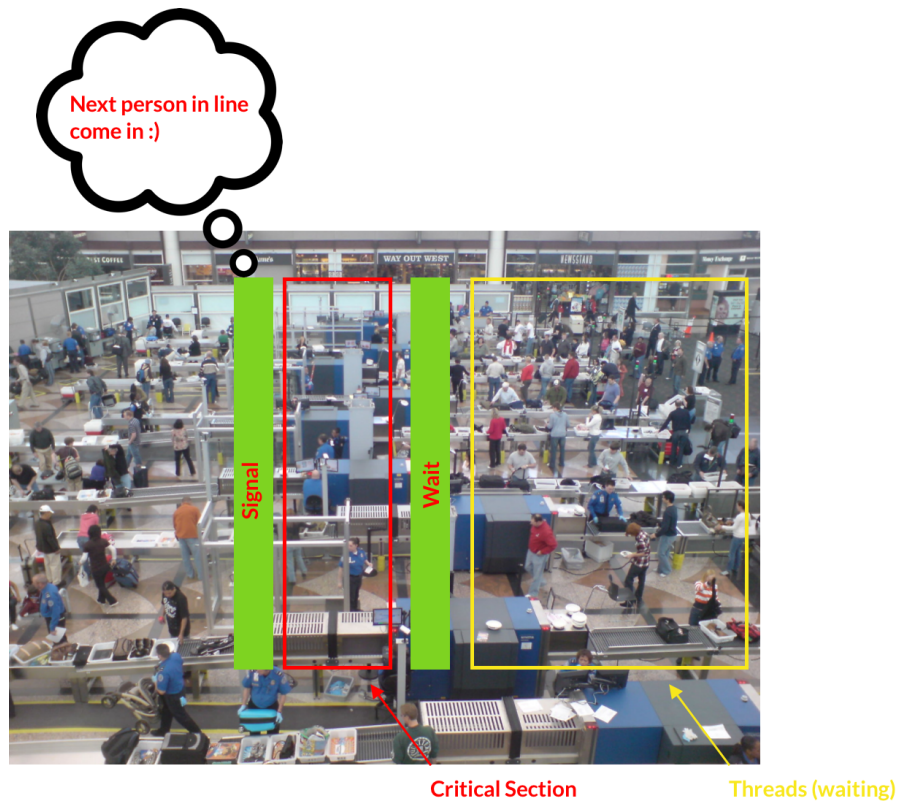


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2. Binary Semaphore

- $count = 1 \Rightarrow$ Unlocked / Available
 - * A thread can go in
- $count = 0 \Rightarrow$ Locked / Unavailable \Rightarrow **Wait** until $count > 0$
 - * Other threads must wait
- It's like the security at airport, or the portable bathroom from week 1 notes



- Using Binary Semaphores
- Atomicity of `wait()` and `signal()`
- Read-write problem
- Reader's operation
- Writer's operation
- Reader's and Writer's Operation
- Notes on Readers/Writers
- Monitors
 - Is solution to semaphore
 - * Is easier to implement
 - * Creates less bugs
 - Still not a good solution
 - * Usable only in few programming languages
 - C not supported
 - Java supported
 - * Is designed for single or multiple CPUS with access to a common memory

- * Not designed for the age of internet
 - Fails with distributed system with each having private memory connected via internet
 - Can't exchange information between machines

2 Intro to Scheduling

- State Queues
- Processor Scheduling
- What Happens on Dispatch / Context Switch
- Process Life Cycle
- What is Process Scheduling
 - Is a process at which allows one process to use the CPU while another is on hold, to make full use of CPU ^[1]
 - This is key to multi-programming

References

- 1) Study Tonight: What is CPU Scheduling?, [link](#)
- 2) University of Illinois: CPU Scheduling, [link](#)

- When to Schedule
- Types of Scheduling
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