Program 3 (Synchronization)

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Purpose

In this assignment you will implement the monitors utlized by ThreadOS. While standard Java monitors are only able to wake up one (using notify) or all (using notifyall()) sleeping threads, the ThreadOS monitors (implemented in SynchQueue.java) allows threads to sleep and wake up on a specific condition. These monitors are used to implement two separate but key aspects of ThreadOS.

Firstly, using this SynchQueue.java monitor, you will implement SysLib.join() and SysLib.exit() system calls. The SysLib.join() system call will allow the parent thread to wait until a child thread terminates. Secondly, in the Disk IO subsystem, the monitors are used to prevent threads from busy waiting on disk read and write operations. Specifically, in the assignment you will preempt the current thread if it a empts to execute a disk read or write operation on a busy disk, put it into the SynchQueue's FIFO list, and continue with other scheduled threads for execution. In this way, one can prevent I/O-bound threads from wasting CPU power.

Documentation

The reason that Part2 Kernel is faster than the Kernel from Part1 is because busy wait is removed, and the it is not looping endlessly until the disk becomes free. It is notify when it becomes free.



