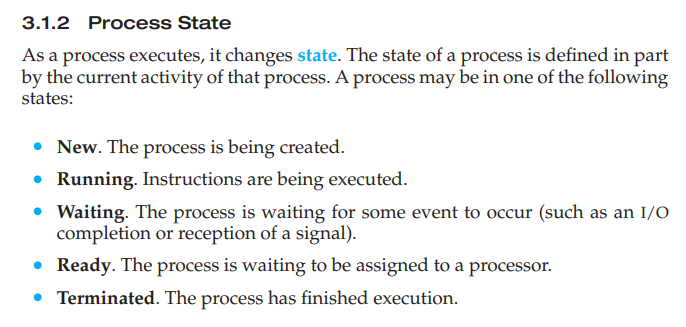
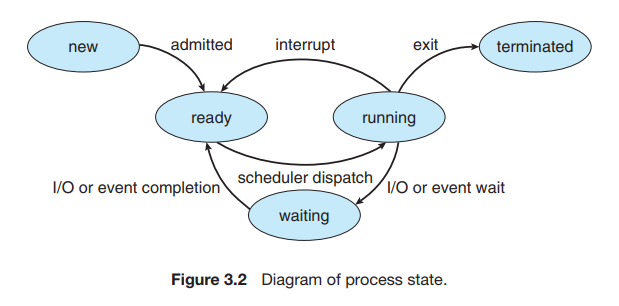
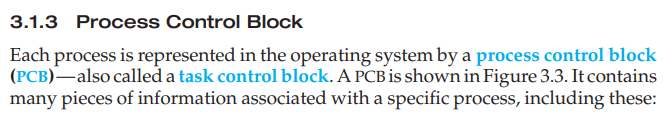
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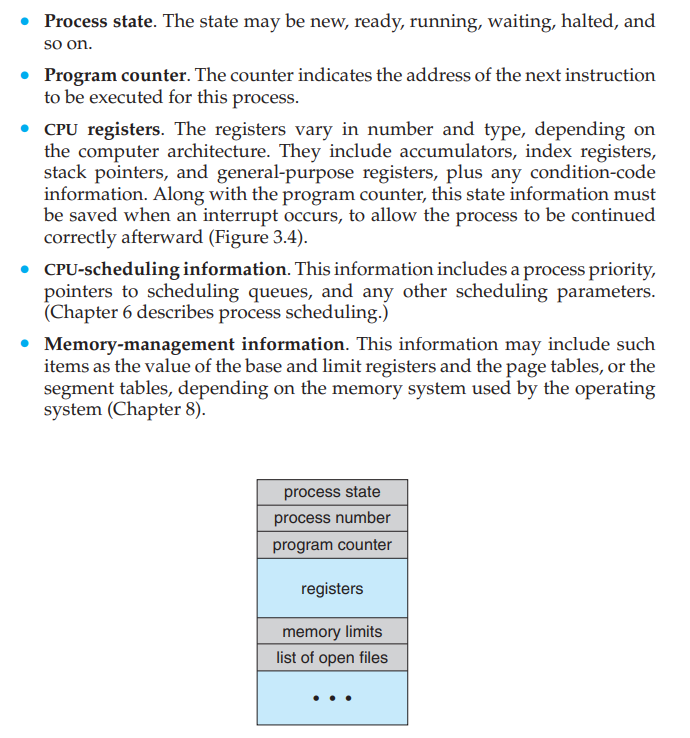
* 3 - Procese



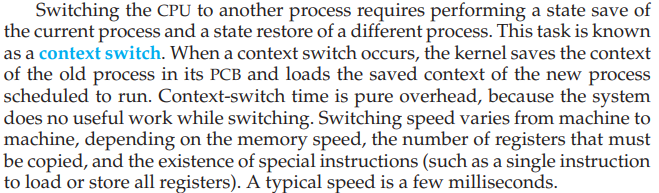


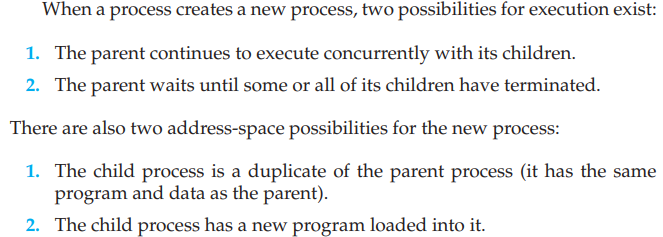
* PCB



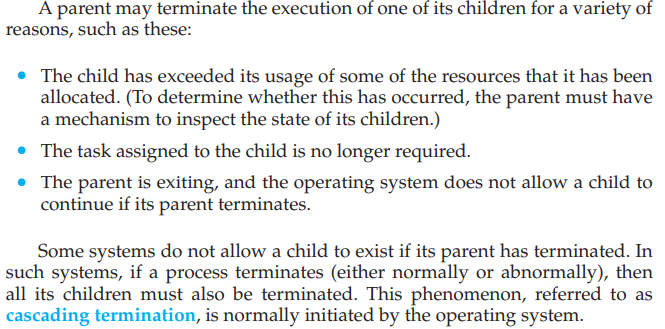


* Context Switch

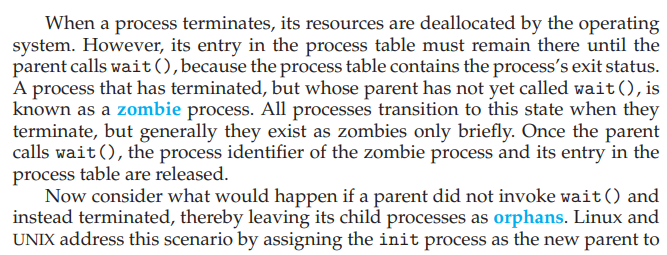




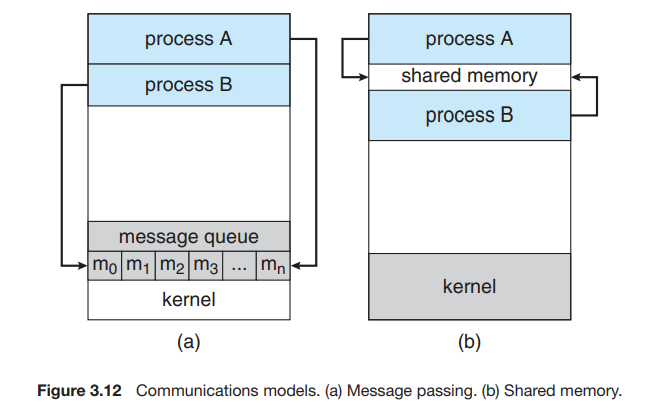
* Process Termination



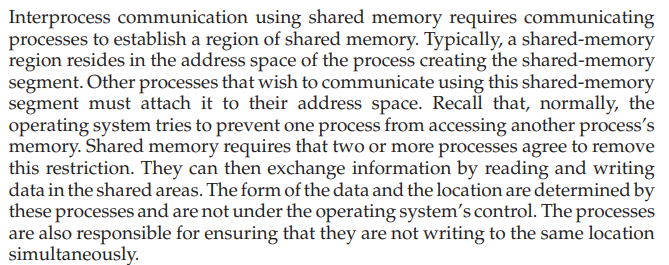
* Zombie vs Orphan



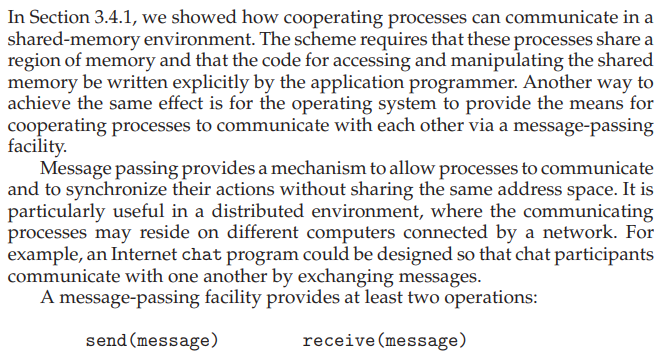
* IPC

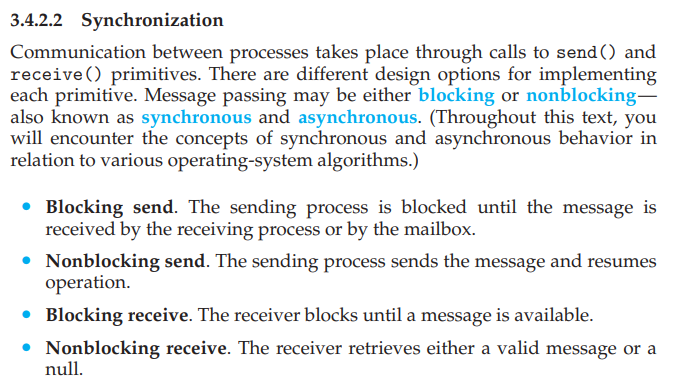


* Shared-Memory

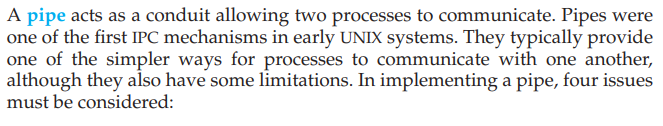


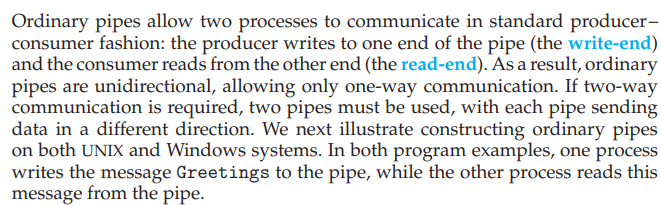
* Message-Passing

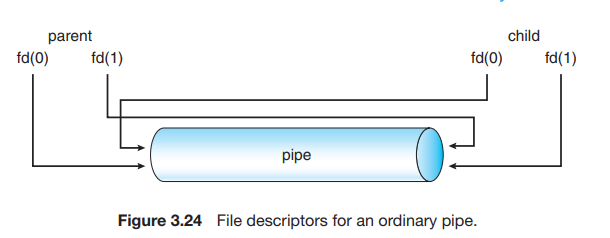


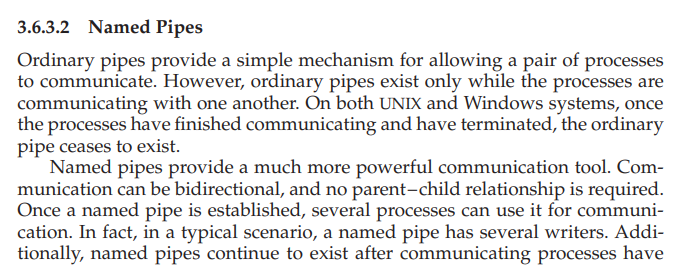


* Pipe

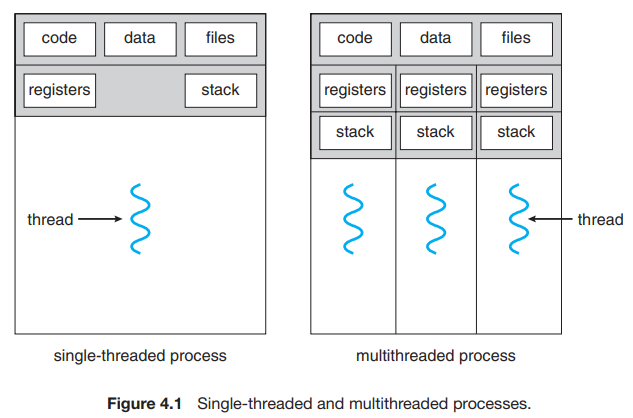


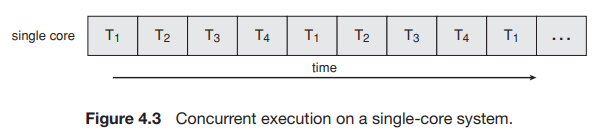


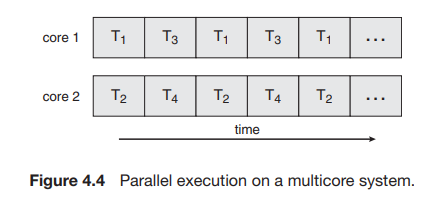




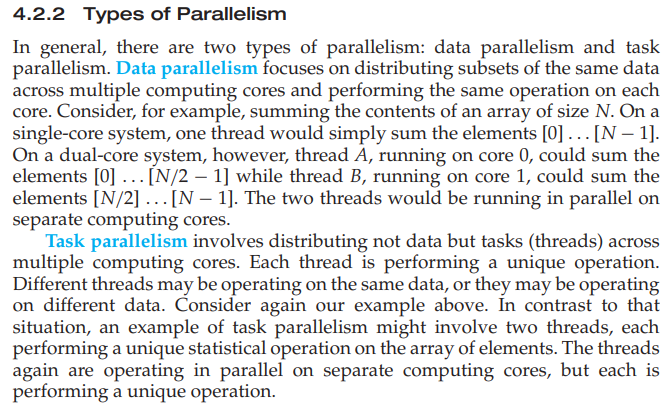
* 4 - Threads



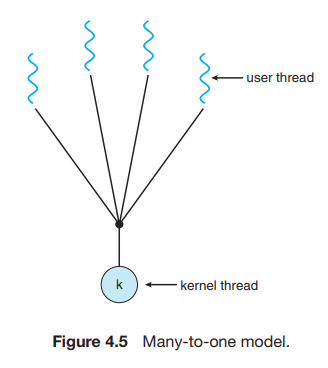




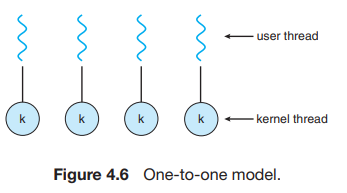
* Types of Parallelism



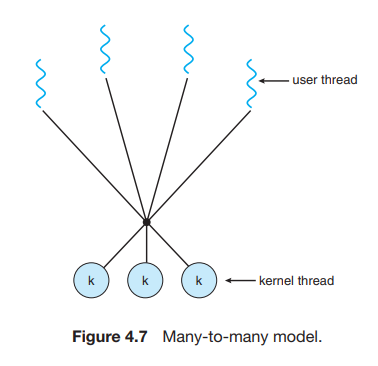
* Many-To-One Model



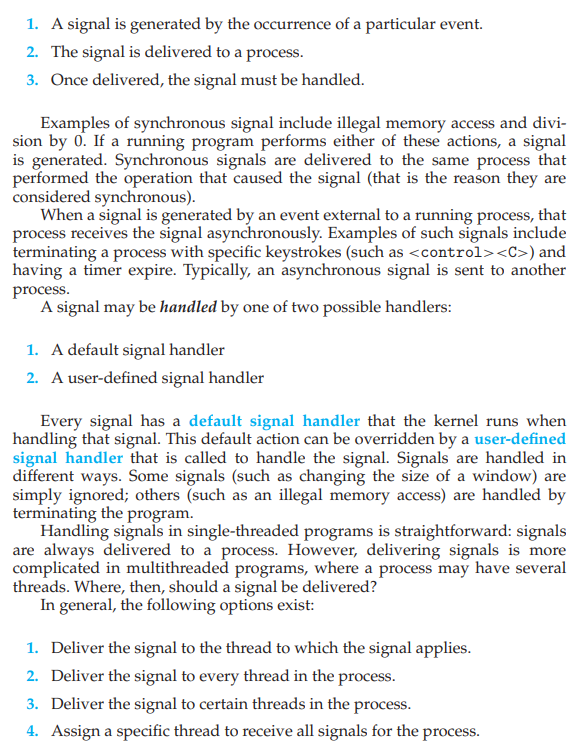
* One-To-One



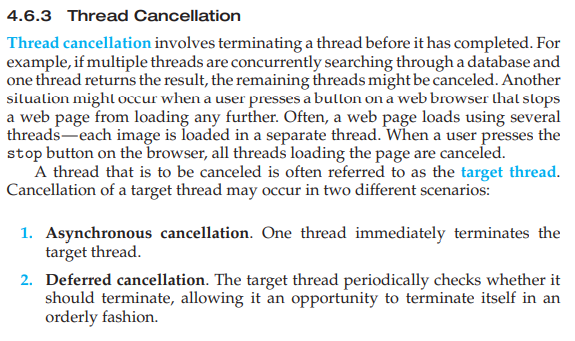
* Many-To-Many



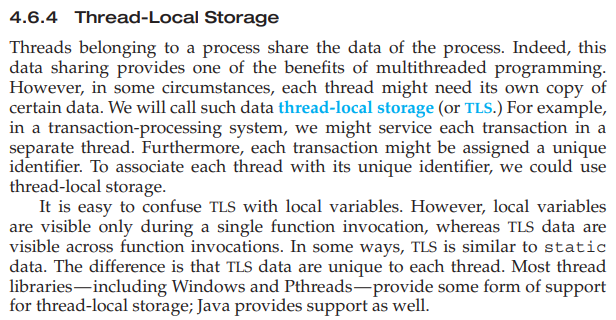
* Signals



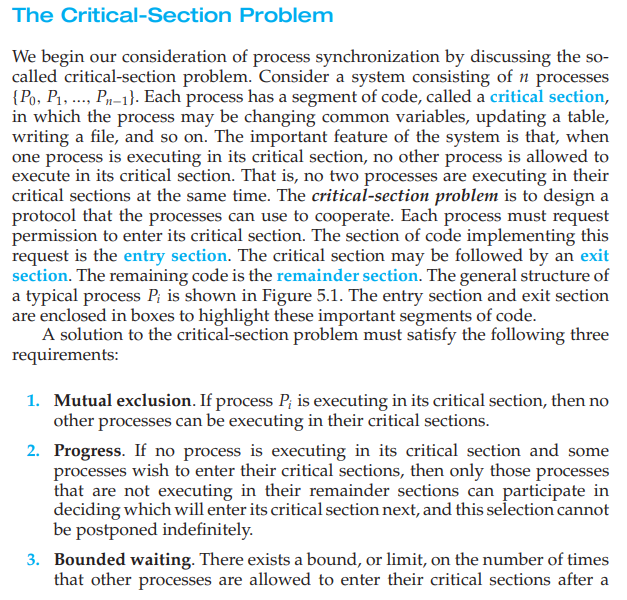
* Thread Cancellation



* Thread-Local Storage

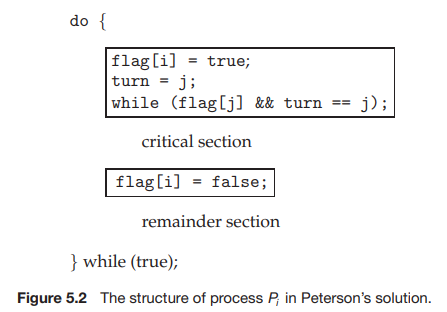


* 5 - Process Synchronization
* Critical Section

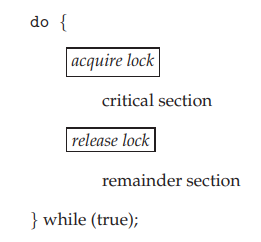
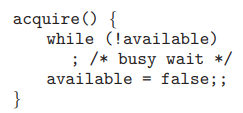


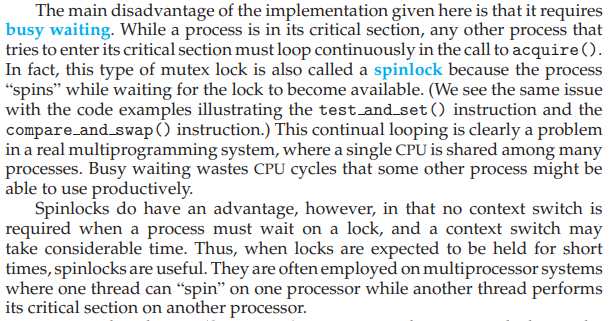


* Peterson’s Solution

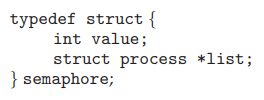


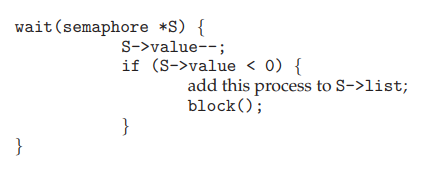
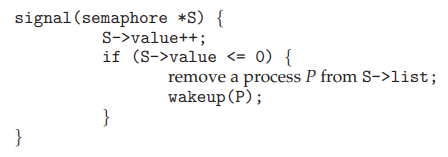
* Busy Waiting / Spin Lock



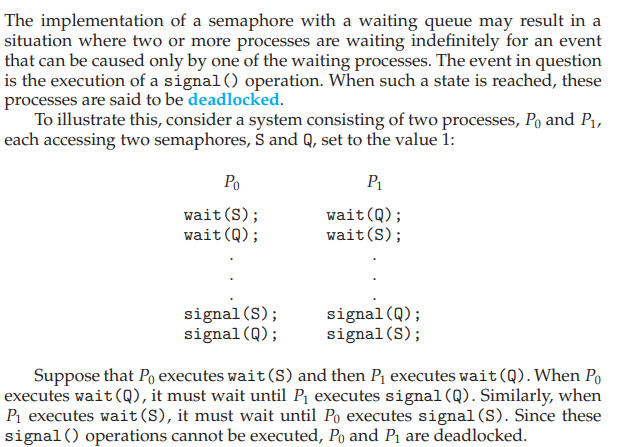


* Semaphore Implementation

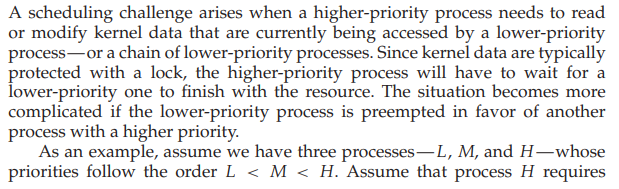


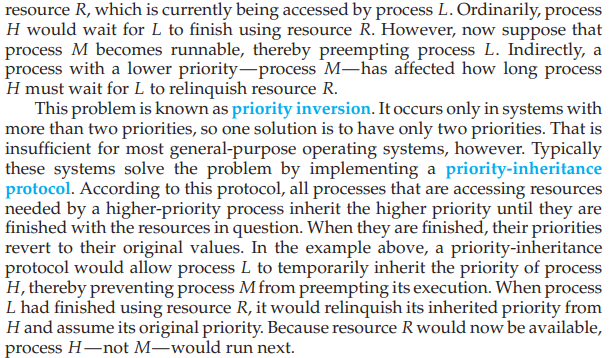


* Deadlock and Starvation

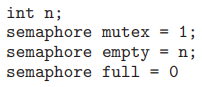


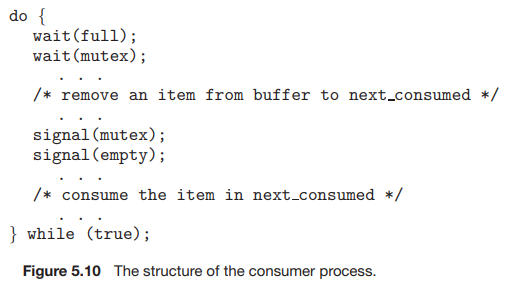
* Priority Inversion



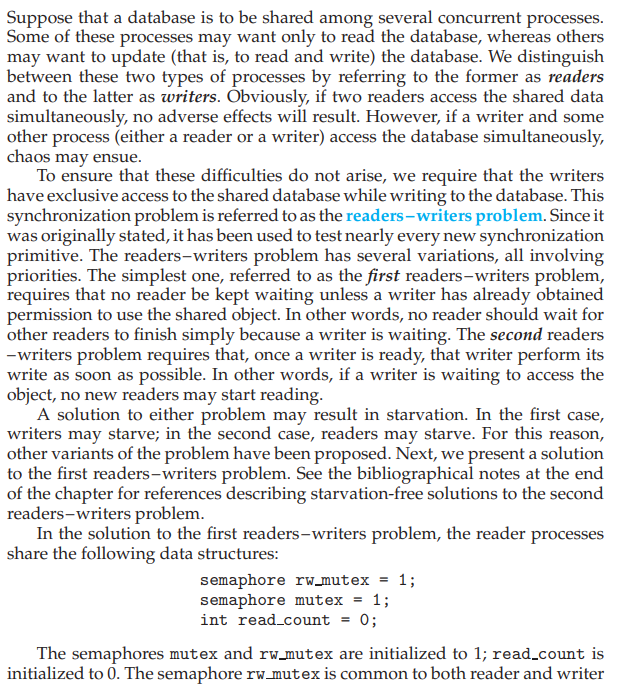


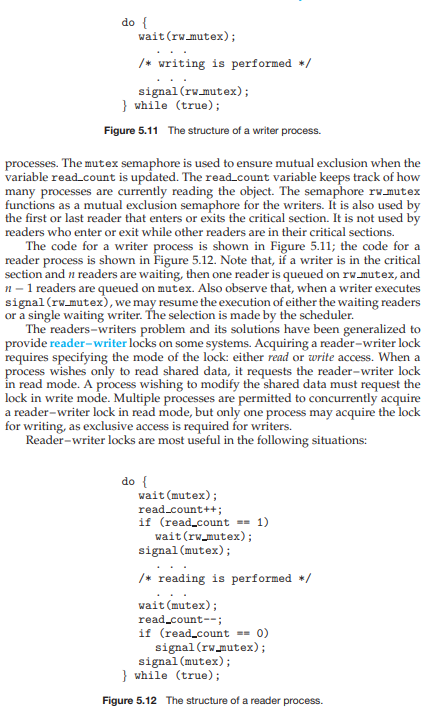
* The Bounded-Buffer Problem



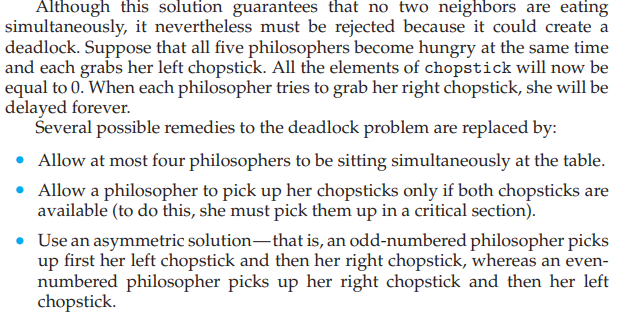


* The Readers-Writers Problem

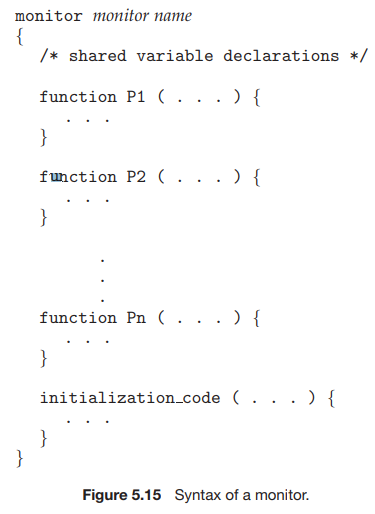


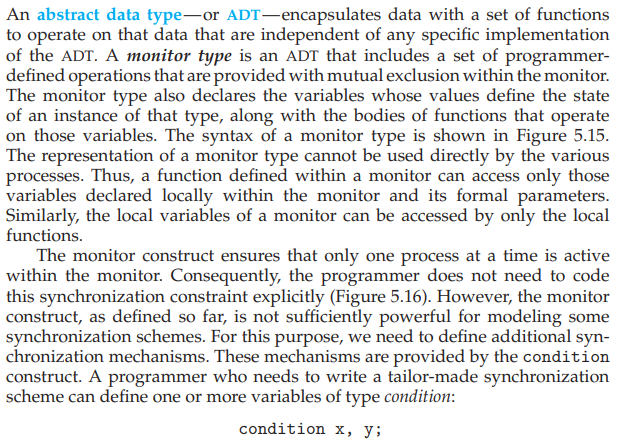


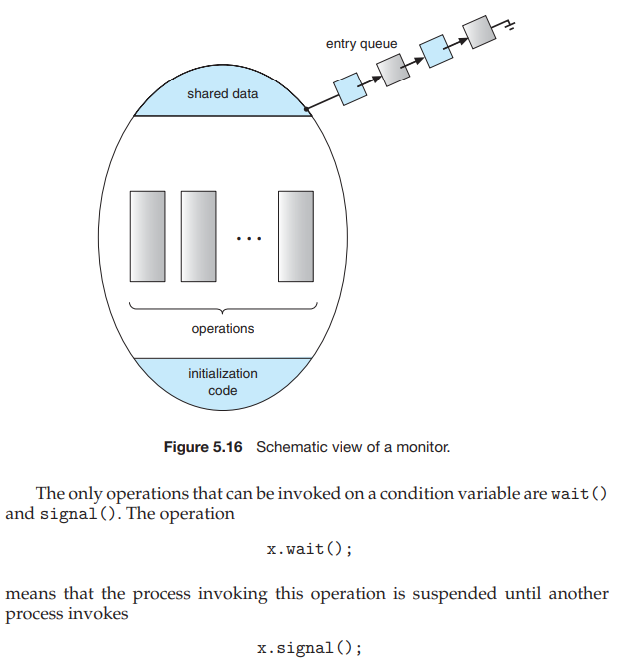
* The Dining-Philosophers Problem

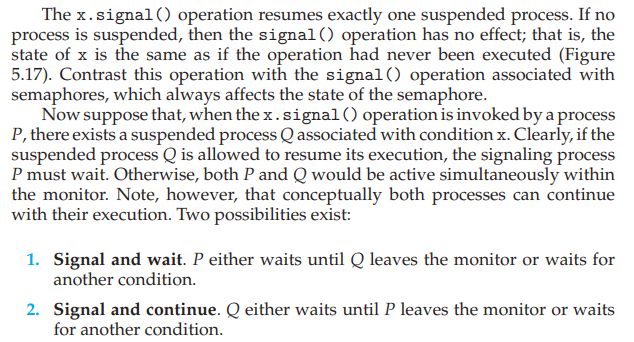


* Monitor

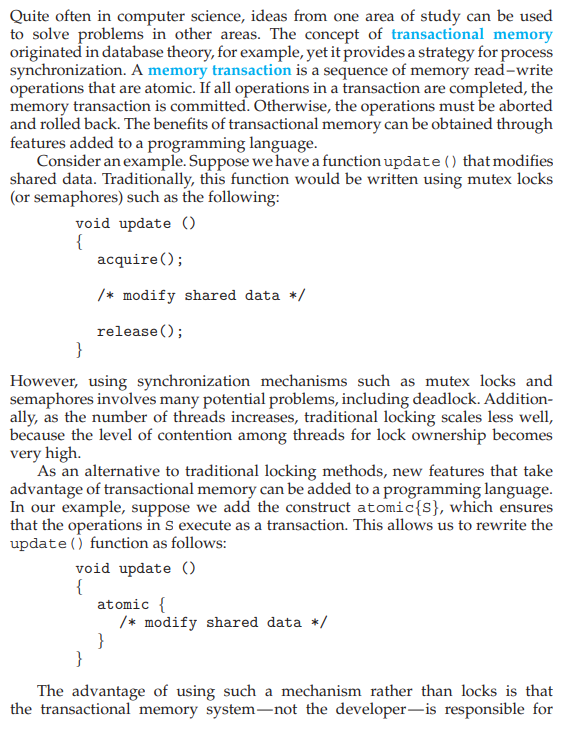








* Transactional Memory



* 6 – CPU Scheduling
* Scheduling Criteria

