

CS & IT ENGINEERING

Operating System

Process Synchronization

Lecture No. 2



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Topic to be covered

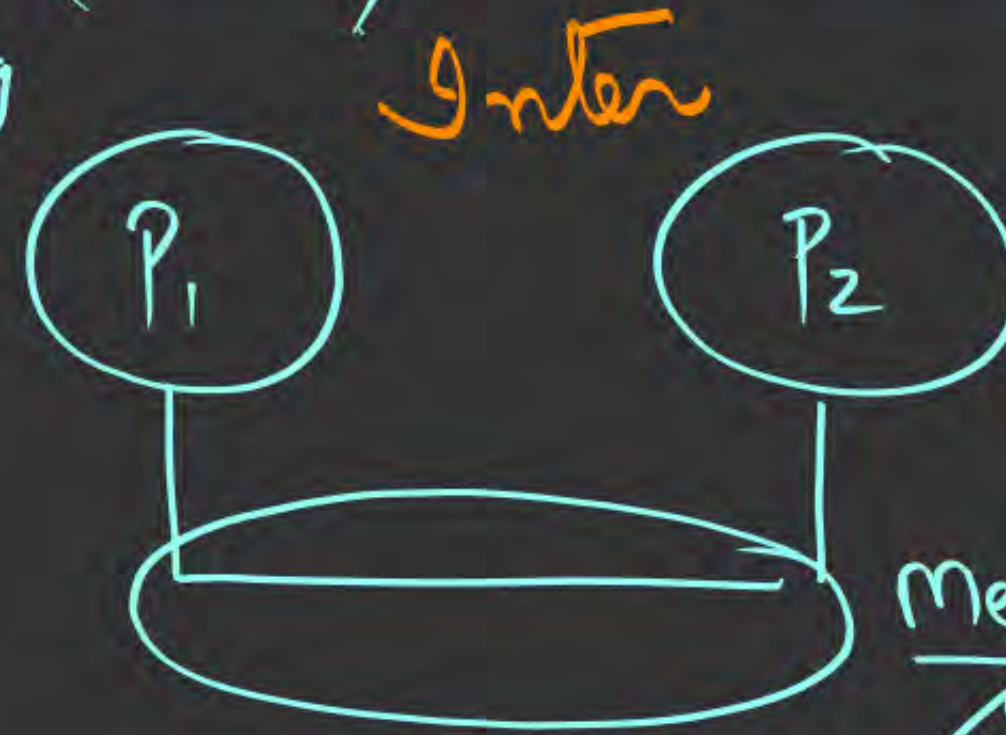
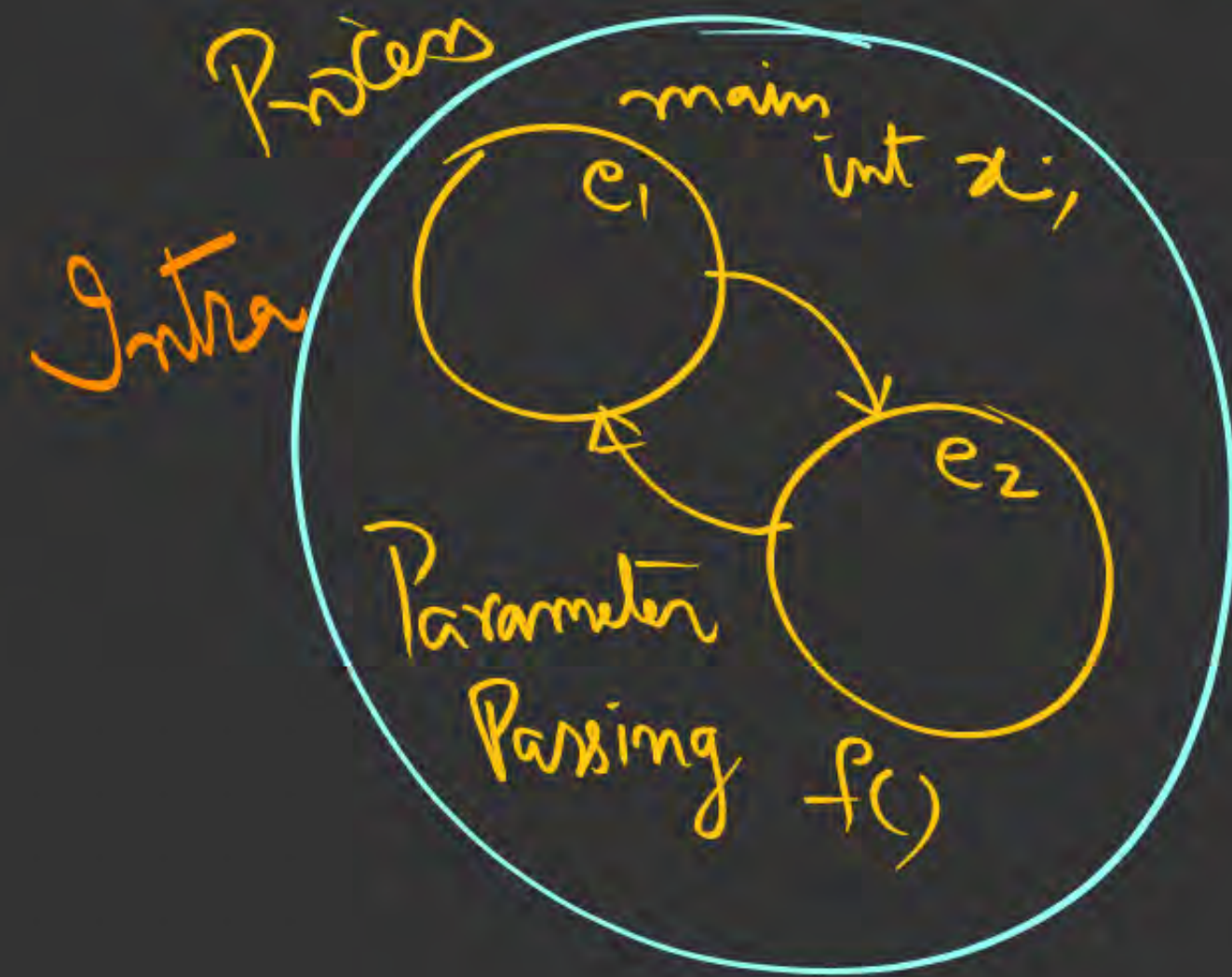
Process Synchronization

1. Need for Synchronization
2. Types of sync
3. Critical section problem

Processes

Independent Communicating
Coordinating

I.P.C → Intra " "
↳ (Inter) Process Communication



Medium (Shared)

↳ I.P.C Mechanisms

↳ Pipes + Shared Memory

Need for
Synchroniz.

Synchronization:

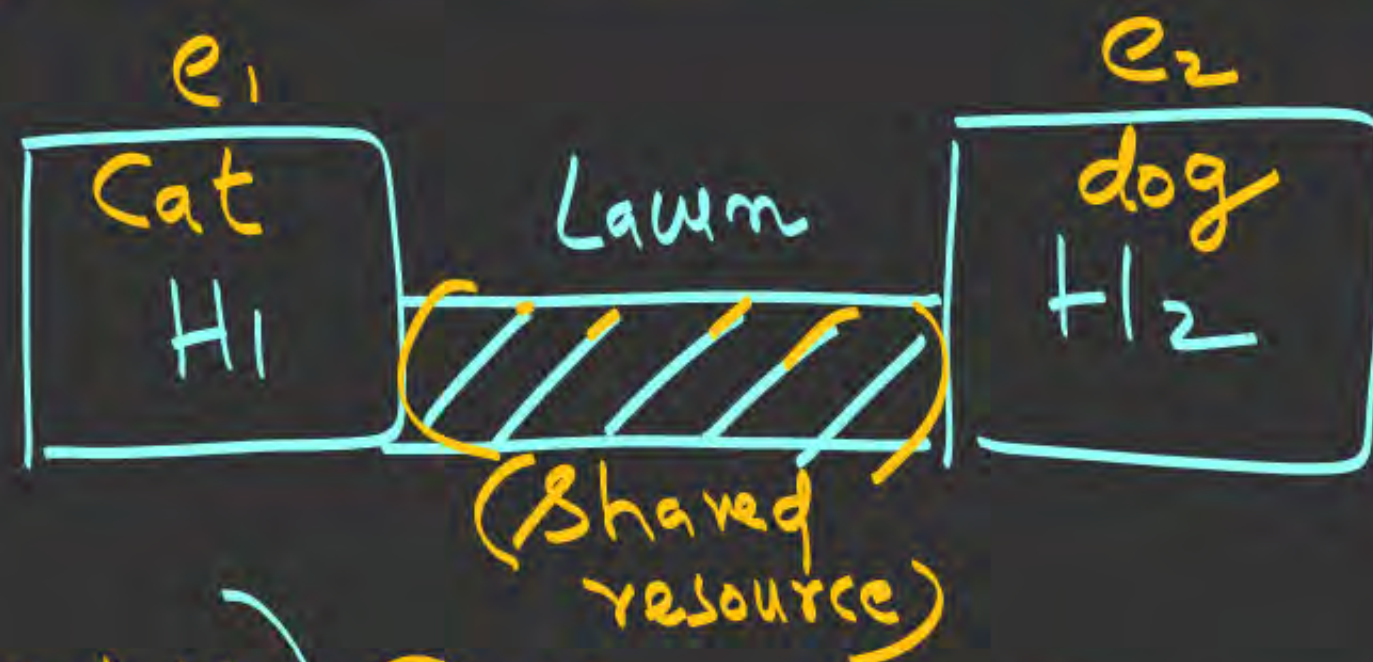
Lack of Synch. in IPC Environment Leads to the
Following Problems:



1. Inconsistency [Incorrectness] \rightarrow wrong results
2. Loss of data
3. Deadlock [lockup] [Infinitive Blocking of Processes]
Stalemate

Ex:

1) Sharing a Lawn among Neighbors



(Agreement Protocol)

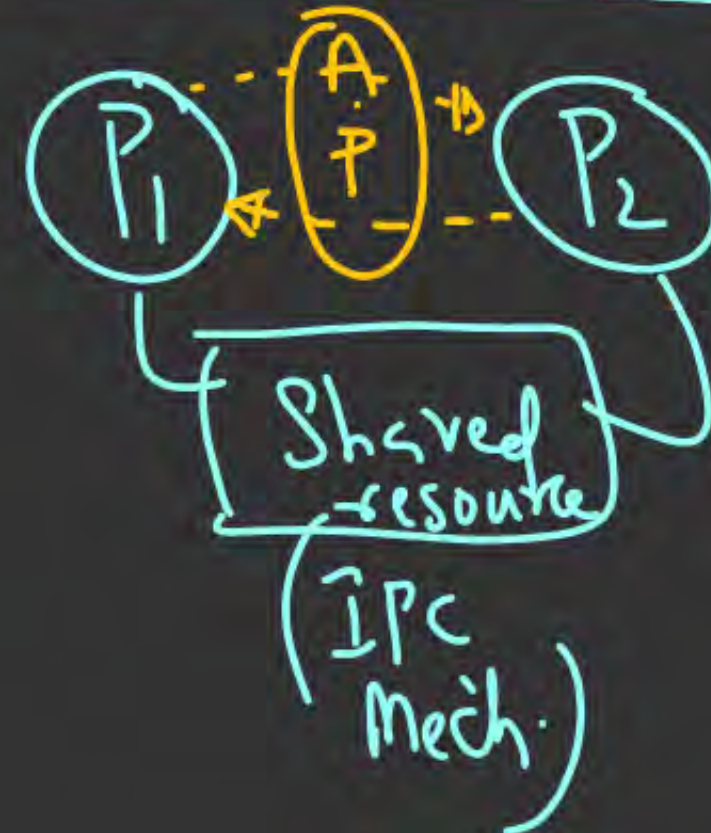
2) (More Milk) Problem: Paying Guest



Paste it - Note

Synchronization Coordination : (It is agreed upon Protocol in an IPC environment, to make sure that there is no Inconsistency, data loss or Deadlock)

IPC Environment

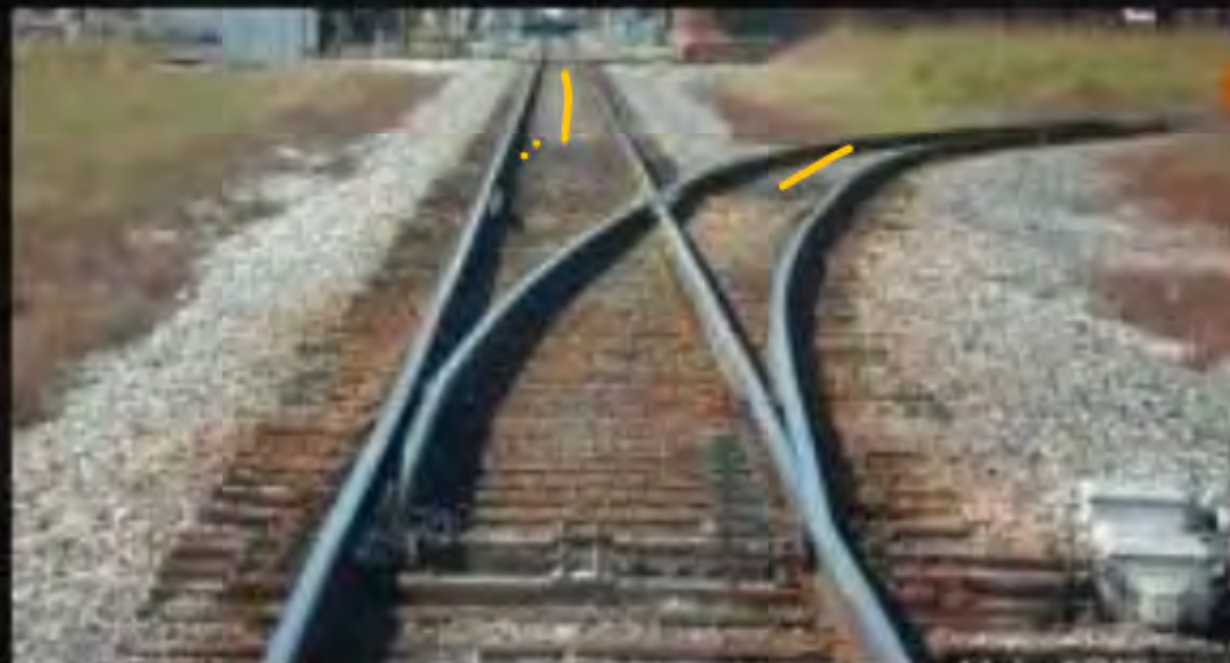


Process Synchronization

Synchronization involves the (orderly) sharing of system resources by processes.

We can think of this intersection as a system resource that is shared by two processes.

- ❑ The car process and the train process
- ❑ One process is active at a time - No conflict
- ❑ Both process are active - Conflict





Consider a machine with a single printer:

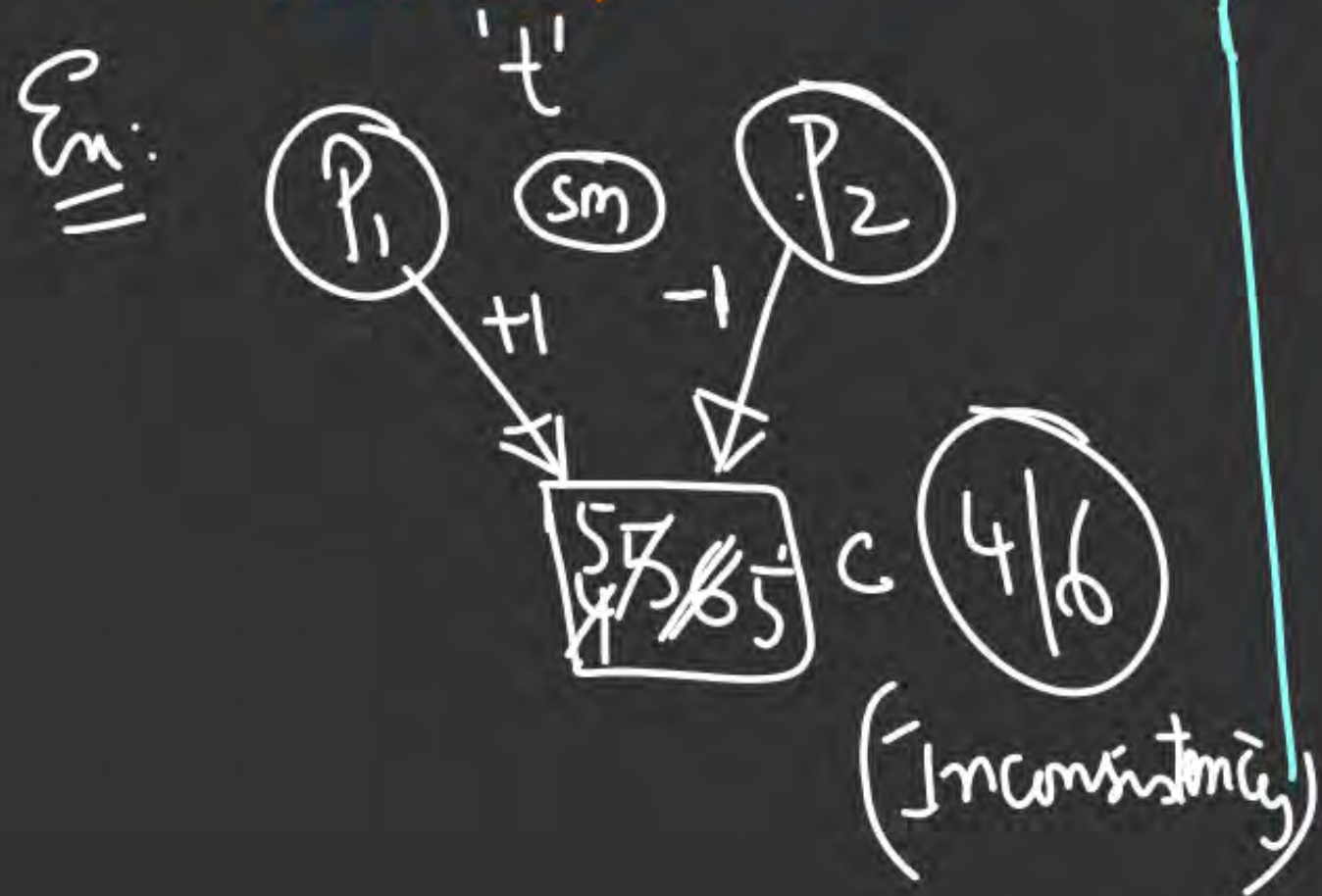
Depending upon whether the printer is already being Used by another process or not, the operating system must decide whether:

- ❑ To grant the printing request (if the printer is free),
- ❑ Or to deny the request and classify the process as a waiting process until the printer becomes available.

⇒ Types of Synchronization

1) Competitive Competition

Defn: Two/more Processes are said to be in Competitive Synch. iff they Compete Contend for the accessibility of a shared resource;



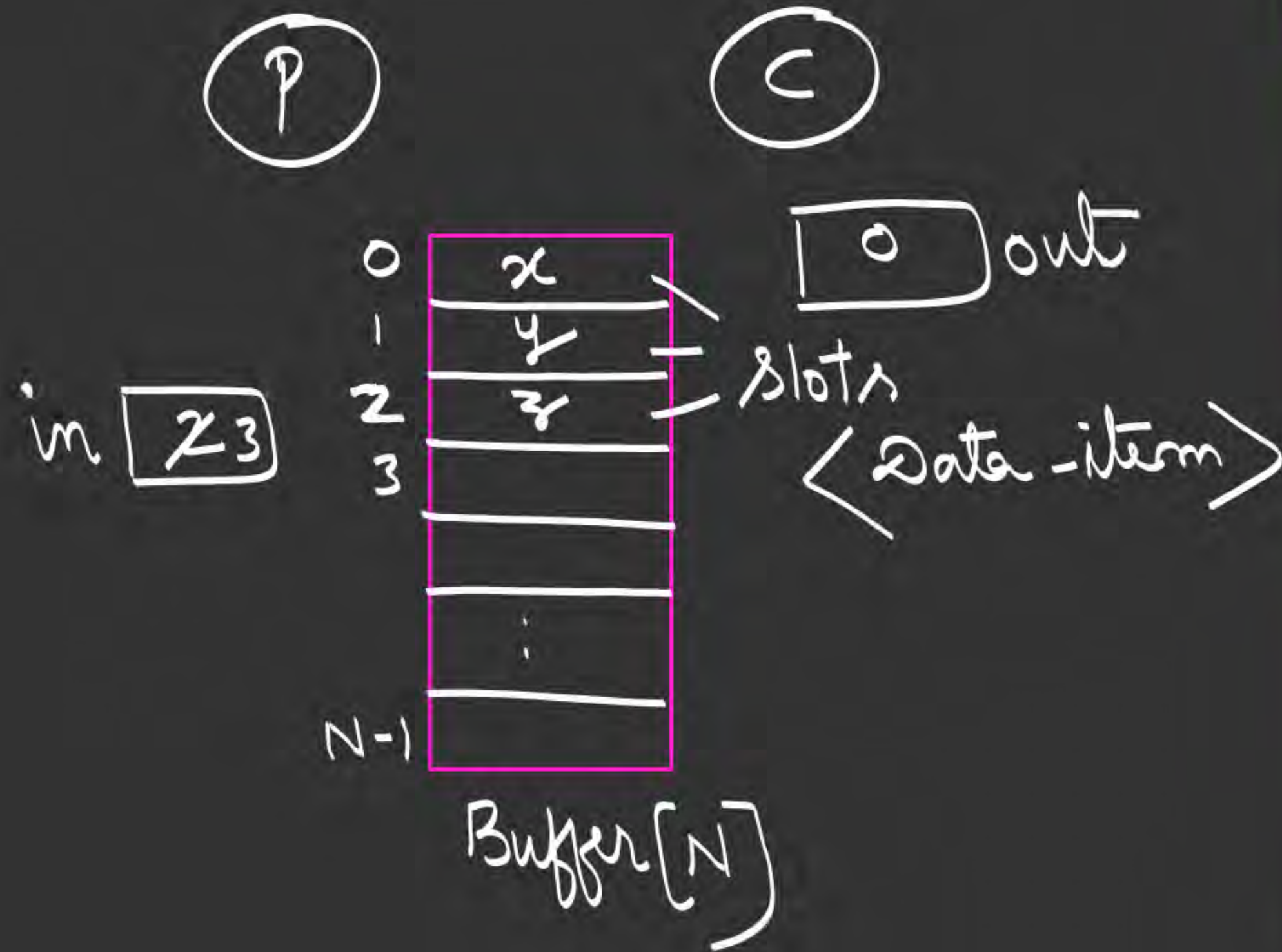
2) Cooperative ✓

Defn: Two/more Processes are said to be in Cooperative Synch. iff they get affected by each other;

i.e. execution of one Process affects the other process; <dependency>

Ex: <Producer-Consumer-Problem>

Producer Consumer:



Condition:

- (i) Full Buffer
- (ii) Empty Buffer

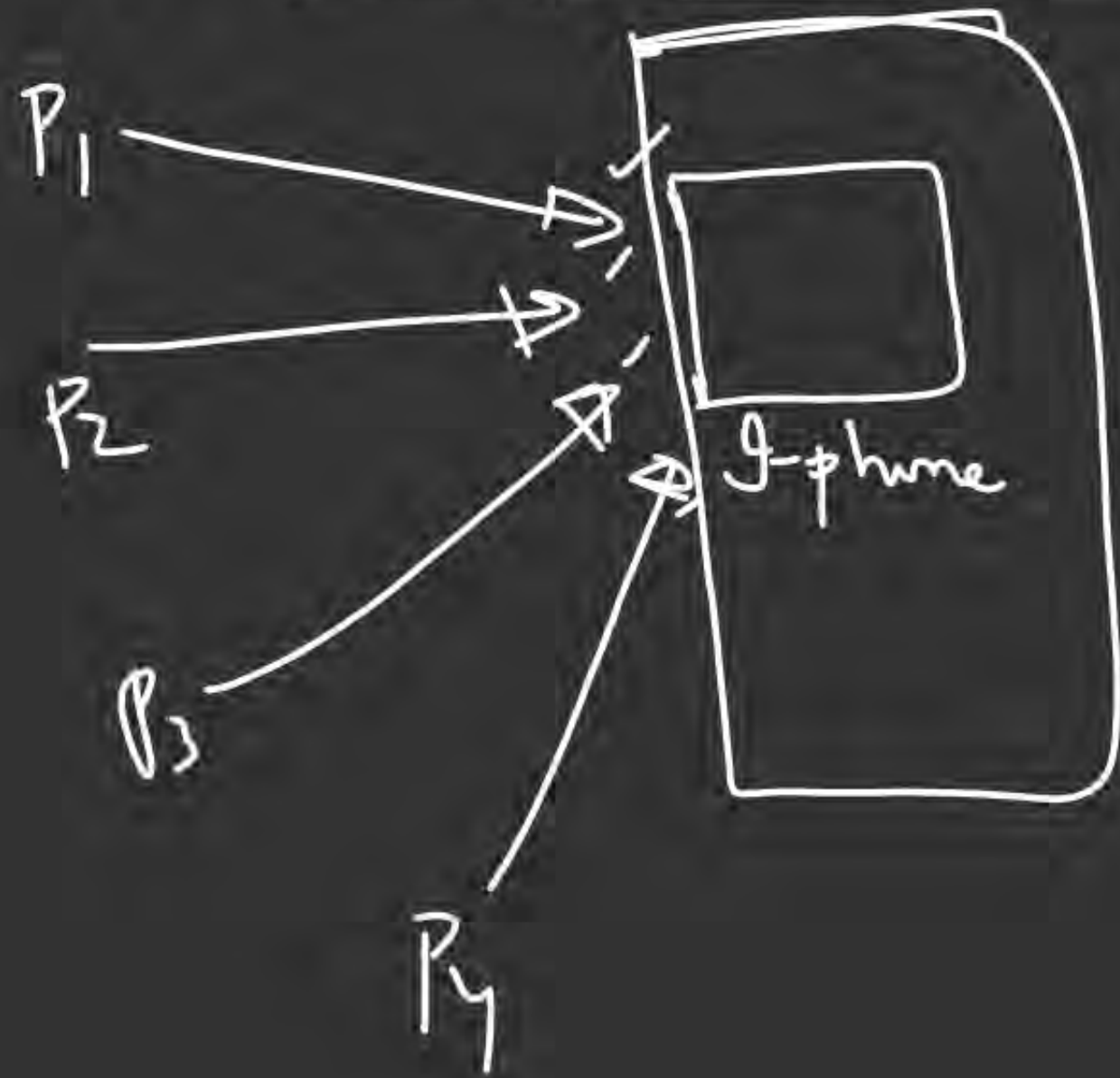
Note 1: Lack of Synch. among Competing Processes
May lead to either Inconsistency,
Data loss

Note 2: Lack of Synch. among Co-operating
Processes may lead to Deadlock;

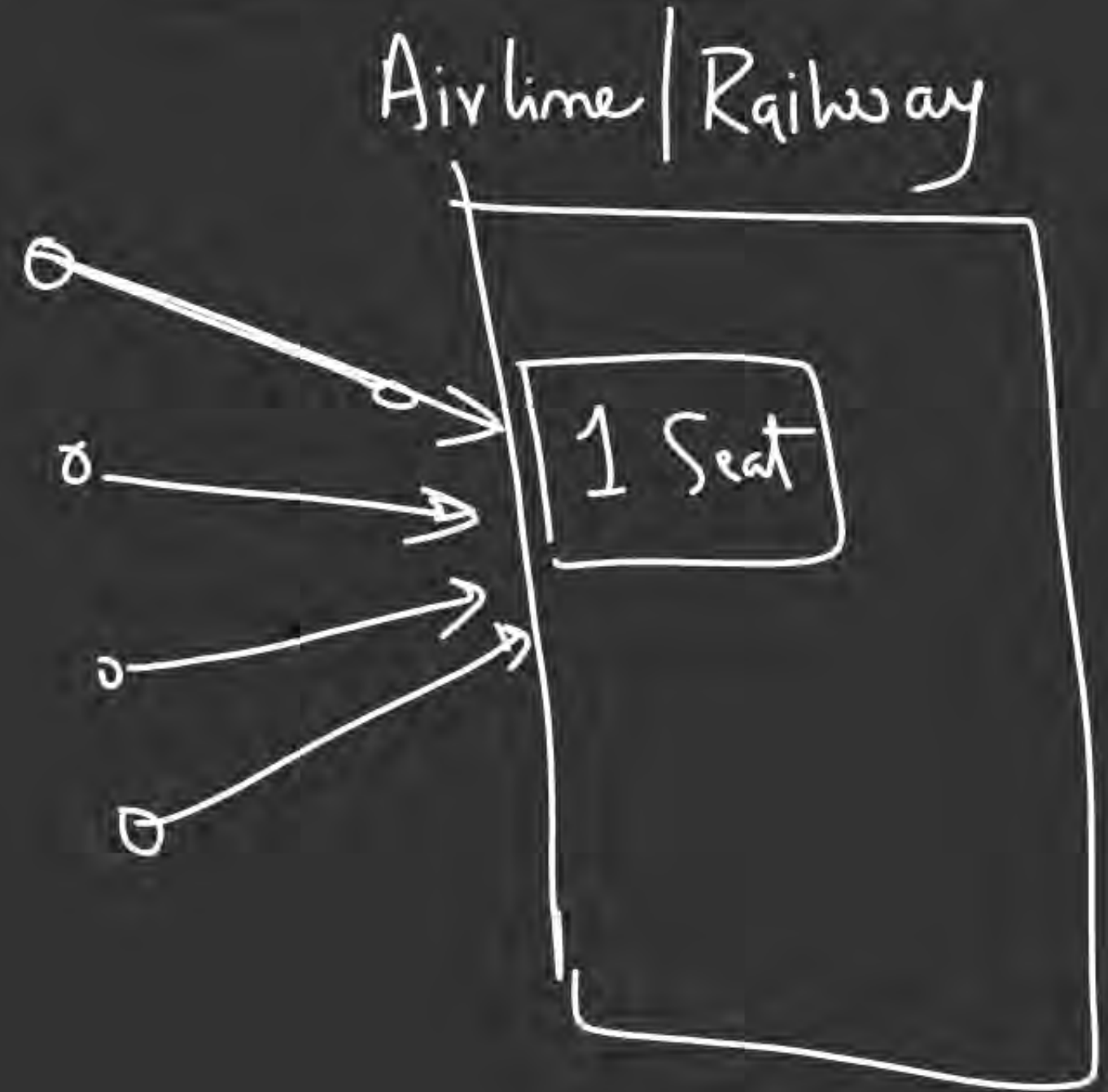
Note 3: An application of an IPC environment
may involve either <Competition>(or)
<Cooperation>(or)
Both types of Synch.

Examples of Compel-Synch.

① Amazon Purchase



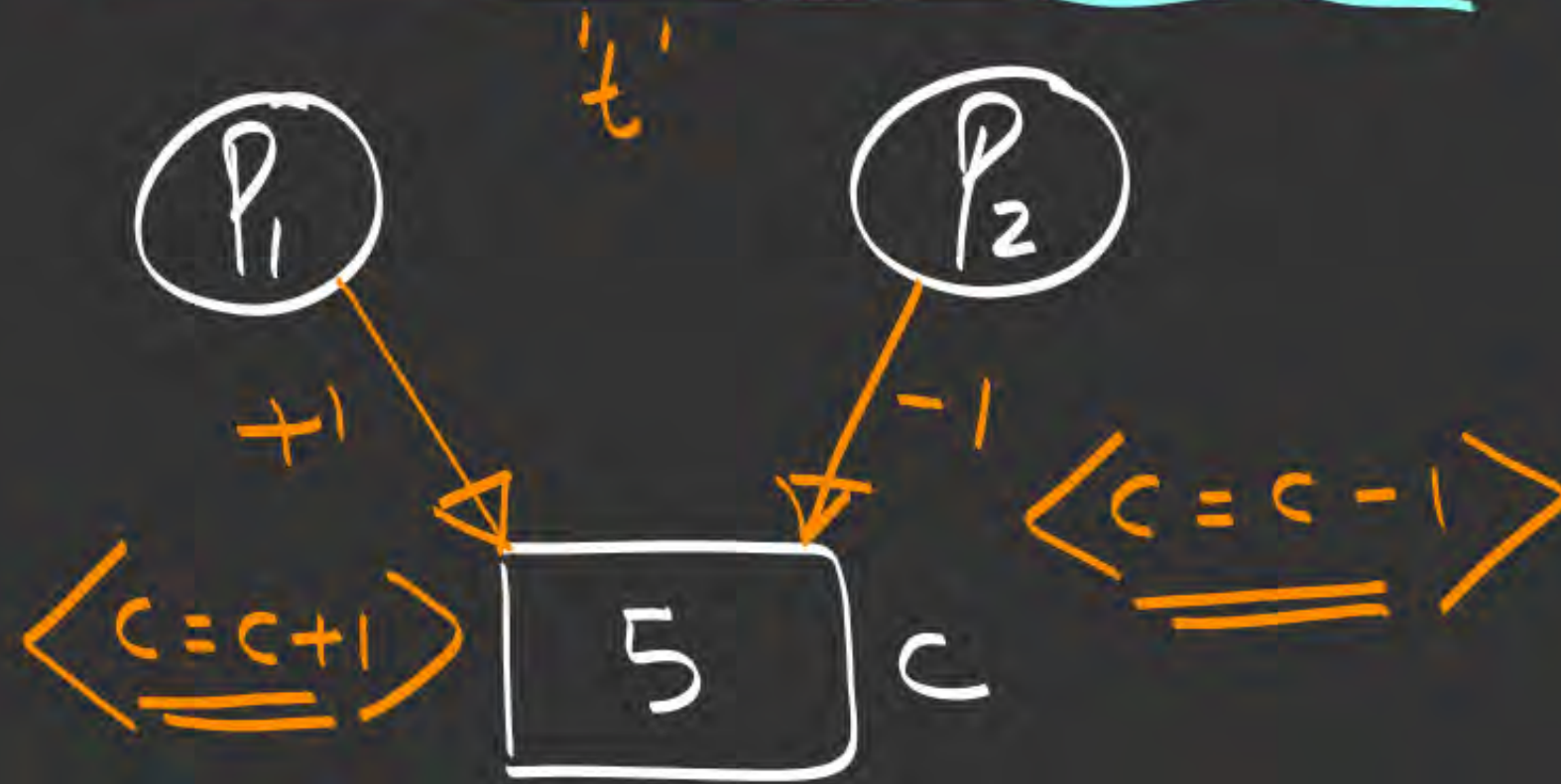
② Reservation System



Ex: To Prove Inconsistency

Realistic OS environment
like WIN/UNIX
LINUX

"Final
Consistent
value must
be 5"



Sometimes, it is
possible to get
5 & other times
it is also possible
to get 4/6,

