Pre-emptive scheduler

1. Timer interrupt/ preemptive scheduling
   1. Really about timer interrupt
2. Blocking sleep
3. Synch primitives

Can’t fully test 1) without 2)

Implement synch primitives in sync.c, sync.h

Implement properties as well as operations

Free of race conditions

Think about when to turn interrupts on/off (has to do with entering/leaving critical section)

Scheduling

Round robin scheduler

Note processes have deadline – if they haven’t finished by deadline, you can exit the process

Sync Primitives

Condition Variables

Each condition variable has a queue of threads that are waiting on a condition to become true. Part of a monitor

Semaphores

Keep a queue of processes that are waiting

Barriers