CSE120
Principles of Operating Systems

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Midterm Review
Overview

- The midterm
- Architectural support for OSes
- OS modules, interfaces, and structures
- Processes
- Threads
- Synchronization
- Scheduling
Midterm

- Covers material through scheduling & deadlock
- Based upon lecture material, homeworks, and projects
- No cheat sheets
- Bring your ID
  - TA may take photo of you and your exam
- Please, do not cheat
  - Do not copy from your neighbor
    - You will be noticed
  - No one involved will be happy, particularly the teaching staff
Review Format

- I go over the major topics
- You need to ask questions
  - Reward: candy
Arch Support for OSes

- Types of architecture support
  - Manipulating privileged machine state
  - Generating and handling events
  - Events: Interrupts, exceptions, system calls, etc
Privileged Instructions

- What are privileged instructions?
  - Who gets to execute them?
  - How does the CPU know whether they can be executed?
  - Difference between user and kernel mode

- Why do they need to be privileged?

- What do they manipulate?
  - Protected control registers
  - Memory management
  - I/O devices
Events

- Events
  - Synchronous: fault (exceptions), system calls
  - Asynchronous: interrupts, software interrupt
- What are faults, and how are they handled?
- What are system calls, and how are they handled?
- What are interrupts, and how are they handled?
  - How do I/O devices use interrupts?
- What is the difference between exceptions and interrupts?
Processes

- What is a process?
- What is the difference between a process and a program?
- What is contained in a process?
Process Data Structures

- Process Control Blocks (PCBs)
  - What information does it contain?
  - How is it used in a context switch?

- State queues
  - What are process states?
  - What is the process state graph?
  - When does a process change state?
  - How does the OS use queues to keep track of processes?
Process Manipulation

- What does `fork()` on Unix do?
  - What does it mean for it to “return twice”?
- What does `exec()` on Unix do?
  - How is it different from `fork`?
- How are `fork` and `exec` used to implement shells?
Threads

- What is a thread?
  - What is the difference between a thread and a process?
  - How are they related?
- Why are threads useful?
- What is the difference between user-level and kernel-level threads?
  - What are the advantages/disadvantages of one over another?
Thread Implementation

- How are threads managed by the run-time system?
  - Thread control blocks, thread queues
  - How is this different from process management?

- What operations do threads support?
  - Fork, yield, sleep, etc.
  - What does thread yield do?

- What is a context switch?

- What is the difference between non-preemptive scheduling and preemptive thread scheduling?
  - Voluntary and involuntary context switches
Synchronization

- Why do we need synchronization?
  - Coordinate access to shared data structures
  - Coordinate thread/process execution

- What can happen to shared data structures if synchronization is not used?
  - Race condition
  - Corruption
  - Bank account example

- When are resources shared?
  - Global variables, static objects
  - Heap objects
Mutual Exclusion

- What is mutual exclusion?
- What is a critical section?
  - What guarantees do critical sections provide?
  - What are the requirements of critical sections?
    - Mutual exclusion (safety)
    - Progress (liveness)
    - Bounded waiting (no starvation: liveness)
    - Performance
- How does mutual exclusion relate to critical sections?
- What are the mechanisms for building critical sections?
  - Locks, semaphores, monitors, condition variables
Locks

- What does Acquire do?
- What does Release do?
- What does it mean for Acquire/Release to be atomic?
- How can locks be implemented?
  - Spinlocks
  - Disable/enable interrupts
  - Blocking (Nachos)
- How does test-and-set/swap work?
  - What kind of lock does it implement?
- What are the limitations of using spinlocks, interrupts?
  - Inefficient, interrupts turned off too long
Semaphores

- What is a semaphore?
  - What does P/Decrement do?
  - What does V/Increment do?
  - How does a semaphore differ from a lock?
  - What is the difference between a binary semaphore and a counting semaphore?

- When do threads block on semaphores?
- When are they woken up again?

- Using semaphores to solve synchronization problems
  - Readers/Writers problem
  - Bounded Buffers problem
Monitors

- What is a monitor?
  - Shared data
  - Procedures
  - Synchronization

- In what way does a monitor provide mutual exclusion?
  - To what extent is it provided?

- How does a monitor differ from a semaphore?

- How does a monitor differ from a lock?

- What kind of support do monitors require?
  - Language, run-time support
Condition Variables

- What is a condition variable used for?
  - Coordinating the execution of threads
  - Not mutual exclusion

- Operations
  - What are the semantics of Wait?
  - What are the semantics of Signal?
  - What are the semantics of Broadcast?

- How are condition variables different from semaphores?
Implementing Monitors

- What does the implementation of a monitor look like?
  - Shared data
  - Procedures
  - A lock for mutual exclusion to procedures (w/ a queue)
  - Queues for the condition variables

- What is the difference between Hoare and Mesa monitors?
  - Semantics of signal (whether the woken up waiter gets to run immediately or not)
  - What are their tradeoffs?
  - What does Java provide?
Locks and Condition Vars

- In Nachos, we don’t have monitors
- But we want to be able to use condition variables
- So we isolate condition variables and make them independent (not associated with a monitor)
- Instead, we have to associate them with a lock (mutex)

Now, to use a condition variable...
- Threads must first acquire the lock (mutex)
- CV::Wait releases the lock before blocking, acquires it after waking up
Scheduling

- Components
  - Scheduler (dispatcher)

- When does scheduling happen?
  - Job changes state (e.g., waiting to running)
  - Interrupt, exception
  - Job creation, termination
Scheduling Goals

- Goals
  - Maximize CPU utilization
  - Maximize job throughput
  - Minimize turnaround time
  - Minimize waiting time
  - Minimize response time

- What is the goal of a batch system?
- What is the goal of an interactive system?
Starvation

- **Starvation**
  - Indefinite denial of a resource (CPU, lock)

- **Causes**
  - Side effect of scheduling
  - Side effect of synchronization

- Operating systems try to prevent starvation
Scheduling Algorithms

- What are the properties, advantages and disadvantages of the following scheduling algorithms?
  - First Come First Serve (FCFS)/First In First Out (FIFO)
  - Shortest Job First (SJF)/shortest remaining time first
  - Priority
  - Round Robin
  - Multilevel feedback queues

- What scheduling algorithm does Unix use? Why?
Some quick clarification

- Round robin schedule
  - If the time slice is 10ms, it means that a thread can AT MOST use the CPU for 10ms a time
  - If a thread gives up the CPU because it has to wait for I/O, condition variable, etc, the scheduler will switch to another thread in the ready queue
Deadlocks

- Deadlock conditions
- Deadlock detection
- Deadlock prevention
- How do today’s systems handle deadlocks? Why?
Good Luck