



SOLUTIONS FOR THE FIRST 4330 QUIZ

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Spring 2015



Advantages and disadvantages

- Match each of the following advantages or disadvantages with the *single sentence* that describes it best:
- *Hint: Several of the choices offered are **plain wrong***



Advantages and disadvantages

- Main disadvantage of delayed writes



Advantages and disadvantages

- Main disadvantage of delayed writes
 - ***Will result in a data loss if the system crashes at the wrong time.***



Advantages and disadvantages

- Main advantage of dual-mode CPUs



Advantages and disadvantages

- Main advantage of dual-mode CPUs
 - ***Prevent user processes from directly accessing disk drives and other peripherals***



Advantages and disadvantages

- Main advantage of timer interrupts



Advantages and disadvantages

- Main advantage of timer interrupts
 - ***Prevent user processes from monopolizing a CPU core***



Advantages and disadvantages

- Main advantage of DMA controllers



Advantages and disadvantages

- Main advantage of DMA controllers
 - ***Speed up data transfers between the disk drive and the main memory***
 - On the other hand, they do ***not*** provide user processes with direct access to disk drives and other peripherals
 - Would be very bad!



Advantages and disadvantages

- Main advantage of lightweight processes



Advantages and disadvantages

- Main advantage of lightweight processes
 - ***Are much cheaper to create than conventional processes***



Advantages and disadvantages

- Main disadvantage of microkernels



Advantages and disadvantages

- Main disadvantage of microkernels
- ***Introduce additional context switch delays in the processing of requests***



Advantages and disadvantages

- Main advantage of modular kernels



Advantages and disadvantages

- Main advantage of modular kernels
 - ***Let users add new features to the kernel***



Advantages and disadvantages

- Main disadvantage of modular kernels



Advantages and disadvantages

- Main disadvantage of modular kernels
 - ***Increase the risk of system crashes***



Advantages and disadvantages

- Main advantage of time sharing



Advantages and disadvantages

- Main advantage of time sharing
 - ***Allows multiple interactive users to share the same computer***



Advantages and disadvantages

- Main advantage of multi-threaded servers



Advantages and disadvantages

- Main advantage of multi-threaded servers
 - ***Can process multiple client requests in parallel***



Questions with short answers

- How can we prevent processes from accessing the ***address spaces of other processes?***
- How can we prevent user processes from ***tampering with the kernel?***



Questions with short answers

- How can we prevent processes from accessing the ***address spaces of other processes?***
- How can we prevent user processes from ***tampering with the kernel?***
- ***By adding memory protection.***



Questions with short answers

- In a dual-mode CPU, how can the CPU switch from *user mode* to *privileged mode*?



Questions with short answers

- In a dual-mode CPU, how can the CPU switch from *user mode* to *privileged mode*?
- *When it processes an interrupt (as the interrupt will leave the program counter in a safe location INSIDE the kernel.)*



Questions with short answers

- What is the main difference between real-time applications with ***hard*** and ***soft deadlines***?



Questions with short answers

- What is the main difference between real-time applications with ***hard*** and ***soft deadlines***?
- ***Missing a hard deadline can have catastrophic consequences while missing a soft deadline is a mere inconvenience***



Questions with short answers

- What would have happened if Unix had remained written in assembly language?



Questions with short answers

- What would have happened if Unix had remained written in assembly language?
 - ***It would not have been ported to other architectures and would NOT have had the same impact***



Questions with short answers

- Why is `fork()` one of the ***costliest system calls***?



Questions with short answers

- Why is `fork()` one of the ***costliest system calls***?
- ***Because it requires making a copy of the address space of the forking process***



Questions with short answers

- In which ***state*** is a process ***performing a disk I/O?***



Questions with short answers

- In which ***state*** is a process ***performing a disk I/O?***
 - ***In the WAITING STATE***



Questions with short answers

- In which ***state*** is a process ***waiting for a core?***
 - ***In the READY STATE***



I/O Redirection

- How would you let a program read its standard *input* from the file input.txt?

- **fh = open("data.txt", O_RDONLY);**

close(fh);



I/O Redirection

- How would you let a program read its standard *input* from the file input.txt?

- **fh = open("data.txt", O_RDONLY);**
close(0) // Close stdio

close(fh);



I/O Redirection

- How would you let a program read its standard *input* from the file input.txt?
- ```
fh = open("data.txt", O_RDONLY);
close(0) // Close stdio
dup(fh) // Duplicate fh into stdio
close(fh);
```



# Parent and child processes

- Add the two system calls that will ensure that the program will print exactly once Hello World! and Goodbye! ***in that order.*** (2×5 points)



# Parent and child processes

```
■ int main(){
 if (fork() == 0) {
 printf("Hello World!\n");

 }

 printf("Goodbye!\n")
} // main
```





# Parent and child processes

```
■ int main(){
 if (fork() == 0) {
 printf("Hello World!\n");
 _exit(0); // Terminate child process
 }

 printf("Goodbye!\n")
} // main
```



# Parent and child processes

```
■ int main(){
 if (fork() == 0) {
 printf("Hello World!\n");
 _exit(0); // Terminate child process
 }
 wait(0); // Forces parent to wait
 printf("Goodbye!\n")
} // main
```



# Unix signals

- What is the default action that a Unix process takes when it receives a ***signal***?
- What can it do to prevent that from happening?
- Is this always possible?



# Unix signals

- What is the default action that a Unix process takes when it receives a ***signal***?
  - ***The process terminates***
- What can it do to prevent that from happening?
- Is this always possible?



# Unix signals

- What is the default action that a Unix process takes when it receives a ***signal***?
  - ***The process terminates***
- What can it do to prevent that from happening?
  - ***The process can catch the signal***
- Is this always possible?



# Unix signals

- What is the default action that a Unix process takes when it receives a ***signal***?
  - ***The process terminates***
- What can it do to prevent that from happening?
  - ***The process can catch the signal***
- Is this always possible?
  - ***NO, the SIGKIL signal cannot be caught***
  - ***NO, signal number nine cannot be caught***



# Process state transitions

- Which events will bring a RUNNING process into the WAITING state?



# Process state transitions

- Which events will bring a RUNNING process into the WAITING state?
  - ***The process issues a (blocking) system request***





# Process state transitions

- Which events will bring a WAITING process into the READY queue?



# Process state transitions

- Which events will bring a WAITING process into the READY queue?
  - ***The completion of a pending system request***