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How can we prevent a process from writing into the address space of another process?

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Memory protection
 It checks every reference issued by a core

## What made UNIX more portable than its predecessors?

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#### □ It was written in a high-level language.

□ Its source code was available.

How do processors switch from user mode to privileged mode?

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□ Through the interrupt mechanism

□ By doing a system call (still full credit)

Why do most operating systems on the market continue to use *monolithic kernels*?

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□ Because they are faster.

# Why is fork() one of the most expensive system calls?

- Why is fork() one of the most expensive system calls?
  - Because it has to create a new address space and fill it with an exact copy of the parent address space.

What happens when a process does a wait(...) on a child process that has already terminated?

What happens when a process does a wait(...) on a child process that has already terminated?

□ It keeps going without further delay.

• Main advantage of timer interrupts:

Main advantage of timer interrupts:

□ They prevent processes from monopolizing a core.

Main advantage of microkernels:

Main advantage of microkernels:

□ They provide a safe mechanism for adding new features to the kernel.

□ They are both safe and extensible

Main advantage of dual-mode CPUs:

Main advantage of dual-mode CPUs:

They allow us to prevent user processes from directly accessing hard drives and other peripherals.

Main disadvantage of user-level threads:

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The kernel will block all threads of a process each time any of them does a blocking system call.

Main disadvantage of non-preemptive scheduling policies:

Main disadvantage of non-preemptive scheduling policies:

□ They let CPU-bound processes monopolize cores.

Main disadvantage of the round-robin scheduling policy:

Main disadvantage of the round-robin scheduling policy:

□ It performs poorly when the system is heavily loaded.

Too many context switches

#### Third question

```
What will the following program print out?
□main() {
       fork();
       if (fork() == 0) {
            cout << "Hello!\n";</pre>
            _exit(0);
       }
       cout << "Goodbye!\n"</pre>
  }
```

## What will happen (II)



## What will happen (III)



#### Third question

# The program will print out <u>two</u> "Hello!" and <u>two</u> "Goodbye!"

Complete the following sentences:

A running process will return to the ready state if either

or

□ It will go to the *blocked state* if

Complete the following sentences:

A running process will return to the ready state if either

a timer interrupt occurs

or

a higher priority process arrives

□ It will go to the *blocked state* if

Complete the following sentences:

A running process will return to the ready state if either

a timer interrupt occurs

or

a higher priority process arrives

It will go to the *blocked state* if <u>it performs a system call</u>

Complete the following sentences:

- We can safely swap out processes that have remained a long time in the <u>blocked</u> state.
- □ When a process does a blocking system call, it remains in the <u>blocked</u> state until the call is completed then goes to the <u>ready</u> state.

### Fifth question

Why is it important to have a signal that no process can catch?

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Why is it important to have a signal that no process can catch?

□ We should be able to terminate <u>all</u> processes.

### Sixth question

When should we suspend processes?

Which processes are the best candidates for being suspended?

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Processes that have been in the BLOCKED state for a long time.