Solutions to the second midterm

COSC 4330/6310 Summer 2013

Consider the following set of parameters for a System V Release 4 scheduler: #ts_quantum ts_tqexp ts_slpret ts_maxwait ts_lwait LVL 800 1 1000 $\mathbf{0}$ 1 # 0 500 2 400 \mathbf{O} 2 # 1 Υ 200 Z 200 X # 2 3 3 2 100 200 # 3

<pre>#ts_quantum</pre>	ts_tqexp	ts_slpret	ts_maxwai	lt ts_	_lwait L\	
800	0	1	1000	1	#	0
400	0	2	500	2	#	1
200	X	Y	200	Ζ	#	2
100	2	3	200	3	#	3

Which priority level has the highest priority?
 (5 points)

<pre>#ts_quantum</pre>	ts_tqexp	ts_slpre	t ts_maxwa	it ts_	lwait L\	/L
800	0	1	1000	1	#	0
400	0	2	500	2	#	1
200	Х	Y	200	Ζ	#	2
100	2	3	200	3	#	3

Which priority level has the highest priority?
 (5 points)

• Level 3

<pre>#ts_quantum</pre>	ts_tqexp	ts_slpret	ts_maxwai	t ts_lw	ait L\	/L
800	0	1	1000	1	#	0
400	0	2	500	2	#	1
200	X	Y	200	Ζ	#	2
100	2	3	200	3	#	3

What are the most reasonable values for X, Y and Z? (3×5 points)

<pre>#ts_quantum</pre>	ts_tqexp	ts_sl	<pre>pret ts_maxwai</pre>	t ts	_lwait LV	/L
800	0	1	1000	1	#	0
400	0	2	500	2	#	1
200	Х	Y	200	Ζ	#	2
100	2	3	200	3	#	3

What are the most reasonable values for X, Y and Z? (3×5 points)

• X = 1 Y = 3 Z = 3

Consider the function void doublesquare(int *one, int *two) { *one = *one * *one; *two = *two * *two; }// doublesquare and assume the following calling sequence: alpha = 2;doublesquare (&alpha, &alpha);

- What will be the value of alpha after the call assuming that the call was
 - A conventional procedure call? (5 points)

• A *remote procedure call*? (5 points)

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 - alpha = 16
 - A *remote procedure call*? (5 points)

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 - alpha = 16
 - A remote procedure call? (5 points)
 - alpha = 4

What is the main difference between virtual circuits and datagrams? (5 points)

- What is the main difference between virtual circuits and datagrams? (5 points)
 - Even reliable datagrams cannot guarantee that some messages will be not duplicated or arrive out of order

What is the main difference between virtual circuits and streams? (5 points)

- What is the main difference between virtual circuits and streams? (5 points)
 - Streams do not preserve message boundaries

Fourth question

Consider the following solution to the mutual exclusion problem: \succ shared int reserved[2] = {0, 0}; void enter_region(int pid) { reserved[pid] = 1; while (reserved[1 - pid] == 1); }// enter_region void leave_region(int pid) { reserved[pid] = 0; } // leave region

Fourth question

What is wrong with it? (5 points)

When does this problem happen? (5 points)

Fourth question

- What is wrong with it? (5 points)
 A deadlock will occur
- When does this problem happen? (5 points)
 - When two processes attempt to enter the critical section in lockstep

For each of the statements below, indicate in one sentence whether the statement is true or false (2 points), *and why* (3 points).

A *mutex* semaphore can only have two correct values

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• TRUE, these values are zero and one

A client-server pair cannot be *deadlockfree*.

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 TRUE, we cannot deny any of the four Haberman's necessary conditions for deadlocks

You cannot pass a *list* to a remote procedure

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• FALSE, you can send it as an array with instructions on how to reconstruct it

Atomic transactions implement the *at most once semantics.*

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 FALSE, they implement the all or nothing semantics
 Each transaction is executed exactly once or not at all

A laundromat has sixteen washing machines and eight dryers. Assuming that all customers use one washing machine to wash their clothes then one dryer to dry them, add the necessary semaphore calls to the following program segment:





 semaphore washers = 16; (2 points) semaphore dryers = 8; (2 points)
 customer (int who) { P(&washers); (4 points) wash_clothes(); ____; (4 points)

(4 points)

dry_clothes();

(4 points)

 semaphore washers = 16; (2 points) semaphore dryers = 8; (2 points)
 customer (int who) { P(&washers); (4 points) wash_clothes(); V(&washers); (4 points) ; (4 points)

dry_clothes();

(4 points)

 semaphore washers = 16; (2 points) semaphore dryers = 8; (2 points)
 customer (int who) { P(&washers); (4 points) wash_clothes(); V(&washers); (4 points) P(&dryers); (4 points) dry_clothes();

(4 points)

semaphore washers = 16; (2 points) **semaphore dryers** = 8; (2 points) customer (int who) { **P(&washers)**; (4 points) wash clothes(); V(&washers); (4 points) **P(&dryers)**; (4 points) dry clothes(); V(&dryers); (4 points)

Answer in one or two sentences to each of the following questions (2×5 points)

- What is the major advantage of non-blocking sends?
- How can scheduling algorithms prevent starvation?



What is the major advantage of non-blocking sends?



What is the major advantage of *non-blocking sends?*

 The sender process does not have to wait the message it has sent is received by the receiver process

How can scheduling algorithms prevent starvation?

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 By increasing the priorities of processes that have remained for too long in the ready queue