Review of Chap.s 6-8
Applied Operating System Concepts
- Scheduling, Synchronization, Deadlocks
ECE3055a, Spring 3055
Module 5: Threads

- Thread Management Done by User-Level Threads Library
- Examples
  - POSIX Pthreads
  - Mach C-threads
  - Solaris threads

- Supported by the Kernel
- Examples
  - Windows 95/98/NT
  - Solaris
  - Digital UNIX
Solaris 2 Threads
Java Thread Management

- **suspend()** – suspends execution of the currently running thread.
- **sleep()** – puts the currently running thread to sleep for a specified amount of time.
- **resume()** – resumes execution of a suspended thread.
- **stop()** – stops execution of a thread.
UNIX (POSIX) THREAD MANAGEMENT

MAIN() thread

ptread_create()

I/O block

pthread_join()

I/O block

pthread_exit()

thread-1 terminates
Classical Problems

Producer-Consumer (Bounded-Buffer)
Readers-Writers
Dining Philosophers
Resource Allocation

Mutual Exclusion
Critical Sections
Module 6: CPU Scheduling

• Basic Concepts
  • Maximum CPU utilization obtained with multiprogramming
  • CPU–I/O Burst Cycle – Process execution consists of a cycle of CPU execution and I/O wait.
  • CPU burst distribution

• Scheduling Criteria
• Scheduling Algorithms
• Multiple-Processor Scheduling
• Real-Time Scheduling
• Algorithm Evaluation
Histogram of CPU-burst Times
CPU Scheduler

- Selects from among the processes in memory that are ready to execute, and allocates the CPU to one of them.
- CPU scheduling decisions may take place when a process:
  1. Switches from running to waiting state.
  2. Switches from running to ready state.
  3. Switches from waiting to ready.
  4. Terminates.
- Scheduling under 1 and 4 is nonpreemptive.
- All other scheduling is preemptive.
Find the order of processing and the run times for P1 (3 ticks), P2 (5 ticks), P3 (4 ticks), and P4 (1 tick) using (delta = 2 ticks, *where applicable).

First-Come, First-Served (FCFS) Scheduling
Shortest-Job-First (SJR) Scheduling
Preemptive*
Non-preemptive
Round Robin*

Find the exponential average $T$ of the last 5 burst lengths (67, 89, 13, 56, 45) using a factor $a = 0.8$ (67 is most recent)

$$T = a \times 67 + a^2 \times 89 + a^3 \times 13 + a^4 \times 56 + a^5 \times 45$$

$$= a \times (67 + a \times (89 + a \times (13 + a \times (56 + a \times (45 + ...)))))$$

Find the next value if $t=76$ using one * and one + operation.

$$T = a \times (76 + \text{<old value>})$$
Thread Scheduling

- Local Scheduling – How the threads library decides which thread to put onto an available LWP.
- Global Scheduling – How the kernel decides which kernel thread to run next.

**JAVA**
- JVM Uses a Preemptive, Priority-Based Scheduling Algorithm
- FIFO Queue is Used if There Are Multiple Threads With the Same Priority.

JVM Schedules a Thread to Run When:
- The Currently Running Thread Exits the Runnable State.
- A Higher Priority Thread Enters the Runnable State
  - JVM Does Not Specify Whether Threads are Time-Sliced or Not.
Module 8: Deadlocks

System Model
Deadlock Characterization
Methods for Handling Deadlocks
Deadlock Prevention
Deadlock Avoidance
Deadlock Detection
Recovery from Deadlock
Combined Approach to Deadlock Handling
Deadlock can arise if four conditions hold simultaneously.

Mutual exclusion: only one process at a time can use a resource.

Hold and wait: a process holding at least one resource is waiting to acquire additional resources held by other processes.

No preemption: a resource can be released only voluntarily by the process holding it, after that process has completed its task.

Circular wait: there exists a set \{P₀,P₁, ...,Pₙ\} of waiting processes such that P₀ is waiting for a resource that is held by P₁, P₁ is waiting for a resource that is held by P₂, ...
Resource Allocation Graph

- Process

- Resource type with 4 instances

- $P_i$ requests instance of $R_j$

- $P_i$ is holding an instance of $R_j$
Example of a Graph With Cycle
Methods for Handling Deadlocks

Ensure that the system will never enter a deadlock state.

Allow the system to enter a deadlock state and then recover.

Ignore the problem and pretend that deadlocks never occur in the system; used by most operating systems, including UNIX.
Deadlock Avoidance

Requires that the system has some additional a priori information available.

Simplest and most useful model requires that each process declare the maximum number of resources of each type that it may need.

The deadlock-avoidance algorithm dynamically examines the resource-allocation state to ensure that there can never be a circular-wait condition.

Resource-allocation state is defined by the number of available and allocated resources, and the maximum demands of the processes.
Example of Banker’s Algorithm

- 5 processes $P_0$ through $P_4$; 3 resource types $A$ (10 instances), $B$ (5 instances), and $C$ (7 instances).

- Snapshot at time $T_0$:

<table>
<thead>
<tr>
<th>Allocation</th>
<th>Max</th>
<th>Available</th>
<th>Need</th>
</tr>
</thead>
<tbody>
<tr>
<td>A B C</td>
<td>A B C</td>
<td>A B C</td>
<td>A B C</td>
</tr>
<tr>
<td>$P_0$</td>
<td>0 1 0</td>
<td>7 5 3</td>
<td>3 3 2</td>
</tr>
<tr>
<td>$P_1$</td>
<td>2 0 0</td>
<td>3 2 2</td>
<td>1 2 2</td>
</tr>
<tr>
<td>$P_2$</td>
<td>3 0 2</td>
<td>9 0 2</td>
<td>6 0 0</td>
</tr>
<tr>
<td>$P_3$</td>
<td>2 1 1</td>
<td>2 2 2</td>
<td>0 1 1</td>
</tr>
<tr>
<td>$P_4$</td>
<td>0 0 2</td>
<td>4 3 3</td>
<td>4 3 1</td>
</tr>
</tbody>
</table>

Which Order can P’s Run? (P1, P3, P4, P2, P0)
What resources are available after P3 runs? (7 4 3)
Deadlock Detection

Allow system to enter deadlock state

Detection algorithm

Recovery scheme

Security

Must be considered in:

• Computer Hardware design
• Operating System Design
• Application Software Design
• All of the Above