

CSMC 412

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Set ID

Operating System as Decision Maker

- All resource management decisions are taken by the OS
- What information does it have to base those decisions on?
 - ☞ It has to collect and keep that information
 - ☞ Make sure that the information is not corrupted
 - ☞ Update as necessary
 - ☞ Use it
- Where to keep information about entities under its control?
 - ☞ Control Blocks

Information Based Decision Making

- A decision requires information
- The information available to the decision maker
 - Designed as a part of the system design
 - In the address space of the executing unit taking the decision- OS
- Have to recognize independent action units
 - A unit that continues to operate once triggered
 - CPU
 - Clock
 - Disk
 - Disk controller
 - ...
- Every Action has to be triggered from external source at some point.

Using Information in Decisions

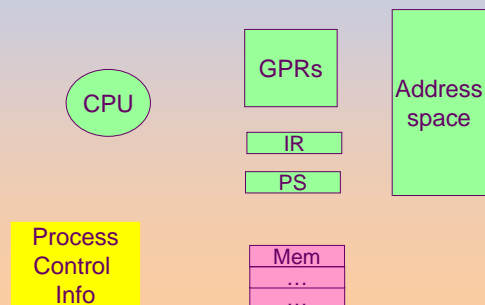
- Access information
 - Decide
 - Initiate action
 - Modify information
- ↕ Can information Change during this period?
- Shared memory vs messages

Concurrent Executions

- When there are concurrent executions the actions of one process can be affected by the action of another process at any stage of execution –
 - Unless appropriate protection measures are taken
- One way of protection
 - Isolate independent processes
 - ▣ But they do share resources – would that cause conflicts??
- Cooperating processes
 - Have to communicate/share
 - Thus they interact

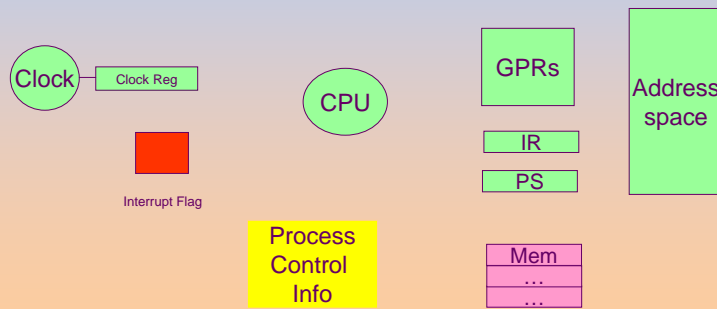
Example

- A program in execution



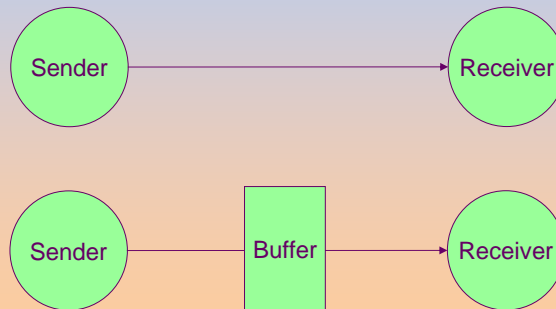
Time Quantum

- Time quantum for an executing process



Communication

- Receiver must be ready to receive
 - ☞ Prior Arrangement
 - ☞ Coordinate in time
 - ☞ Use a Buffer –Solves immediate problem –but !!



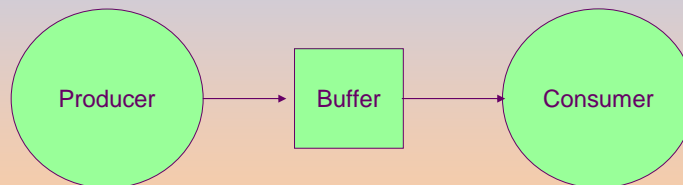
Producer Consumer

- One process generates data – the producer
- The other process uses it – the consumer
- If directly connected – time coordination
 - ☞ How would they coordinate the time ??



Producer Consumer

- One process generates data – the producer
- The other process uses it – the consumer
- If not directly connected – have a buffer
 - ☞ Buffer must be accessible to both
 - ☞ Finite Capacity N – Number in use - K



Coordination

- Number full – K
 - ☞ Incremented by Producer
 - ☞ Decremented by Consumer

Read K
Increment
Store K

Read K
Decrement
Store K

Information Needed by Producer/Consumer

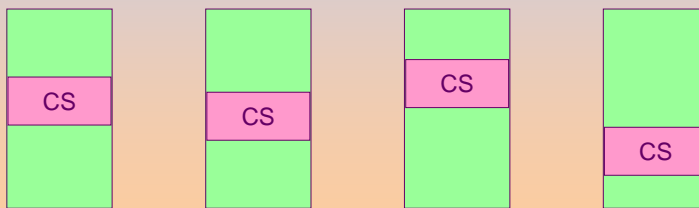
- Producer
 - ☞ There is an empty buffer
 - ☞ Empty buffer ID
 - ☞ Nobody else is using this buffer for filling or emptying

 - ☞ Inform others that it is using this buffer.
- Consumer
 - ☞ There is a full buffer
 - ☞ Full buffer ID
 - ☞ Nobody else is using this buffer for filling or emptying

 - ☞ Inform others that it is using this buffer.

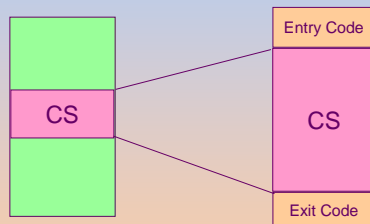
Mutual Exclusion

- N processes
- Each has a portion of the code called Critical Section
- At any instant no more than one process can be in its critical section
- What should a process do ???



Critical Section

- Entry and Exit Code



- Entry Code
 - Code to ascertain that this process can enter the CS
 - Make sure that other processes know that this process has entered CS
- Exit Code
 - Let other processes know that it has exited from its CS
- HOW ???

Atomic Action

- An action that is either completely done or not done at all
 - ☞ Can not be accessed or affected in the middle of its execution
- Necessary for
 - ☞ Access the information
 - ☞ Take decision
 - ☞ Modify the information

Synchronization

- Controlling the execution of processes to conform to stated/required timing/precedence relationships among events
 - ☞ Precedence
 - A must occur before B
 - ☞ Mutual Exclusion
 - ☞ Producer Consumer
 - ☞ More complex relationships
- Recognizing the information needs for any such decisions does make the design easier.