



## COMP 346 - Winter 2015 Theory Assignment 2

Answer all questions

- 1) What are the differences between a process and a thread?
- 2) What resources are used when a thread is created? How do they differ from those used when a process is created?
- 3) What are the differences between user-level and kernel-level threads?
- 4) In a swapping/relocation system, the values assigned to the <base, limit> register pair prevent one user process from writing into the address space of another user process. However, these assignment operations are themselves privileged instructions that can only be executed in kernel mode.

Is it conceivable that some operating-system processes might have the entire main memory as their address space? If this is possible, is it necessarily a bad thing? Explain.

- 5) Sometimes it is necessary to synchronize two or more processes so that all process must finish their first phase before any of them is allowed to start its second phase. For two processes, we might write:

semaphore  $s1 = 0, s2 = 0$ ;

process P1 {	process P2 {
<phase I>	<phase I>
V (s1)	V (s2)
P (s2)	P (s1)
<phase II>	<phase II>
}	}

- a) Give a solution to the problem for three processes P1, P2, and P3.
  - b) Give the solution if the following rule is added: after all processes finish their first phase, phase I, they must execute phase II in order of their number; that is P1, then P2 and finally P3.
- 6) Explain why both P and V operation must be implemented as a critical section. Demonstrate through an example what may go wrong if any of them is not implemented as a critical section.
  - 7) What is the potential problem of multiprogramming?