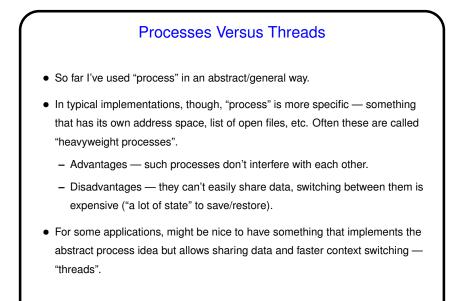
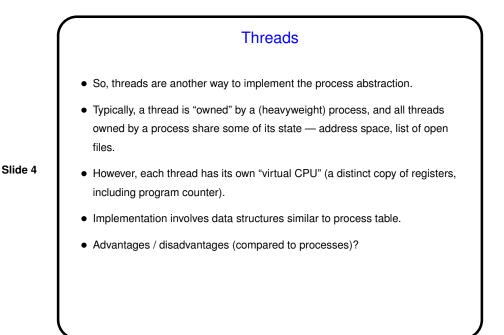
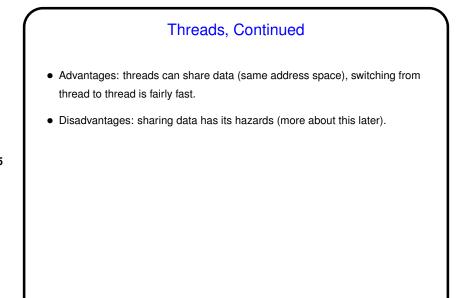


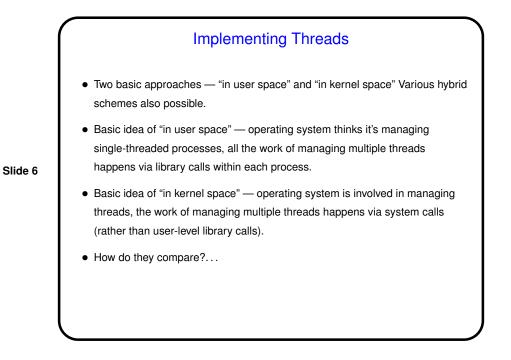
Slide 2

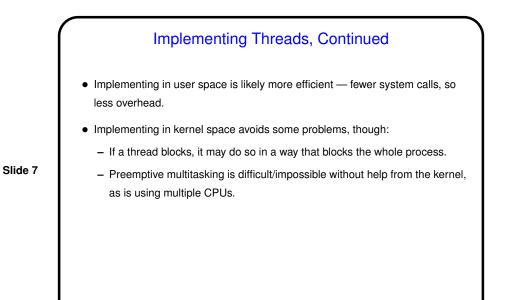
Minute Essay From Last Lecture • Most people got the intended answer. Most common error was not realizing that it's not really possible to have all 100 processes in the "ready" state --something would be running on each CPU.

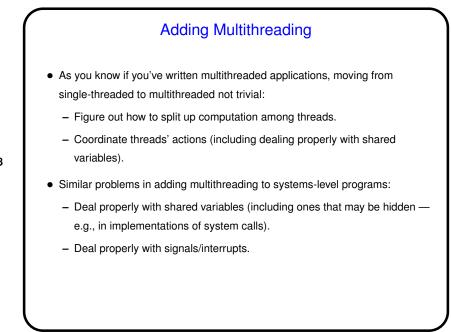


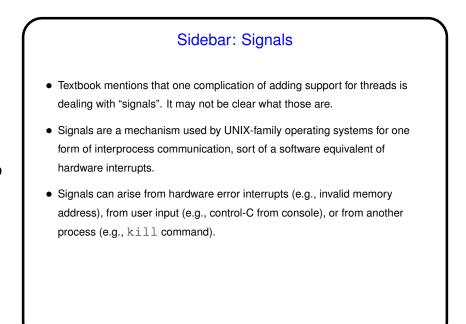




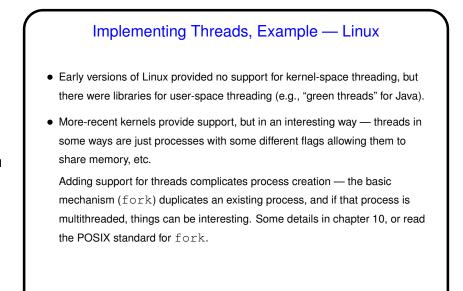


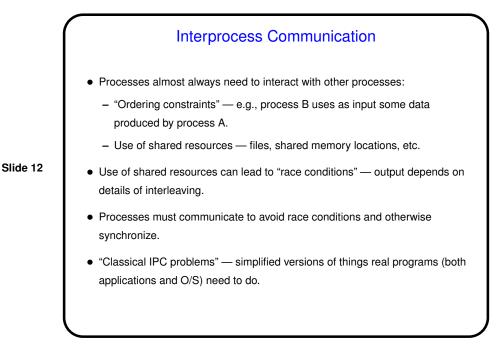


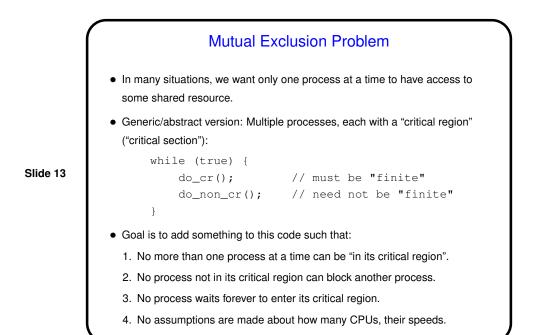


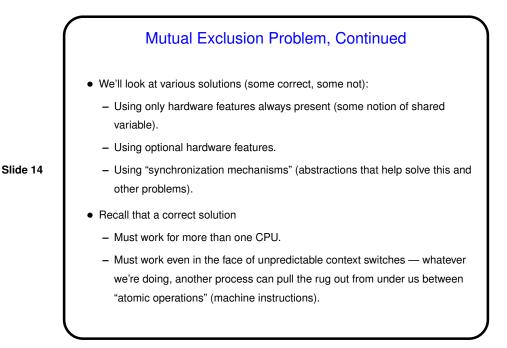


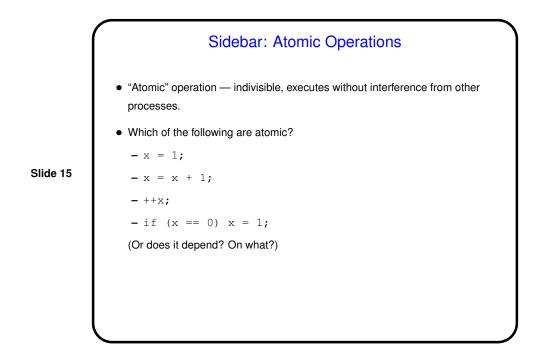
Signals, Continued
O/S delivers signal to process, which can choose to accept it or block it; if it accepts it, it can take a default action (e.g., ignore, or terminate process), or it can provide its own handler.
If the process contains multiple threads, however ... Implementation of threads must decide what happens then.

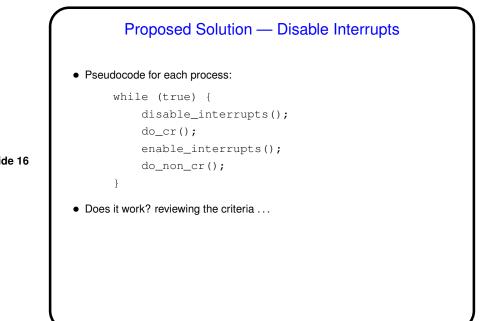


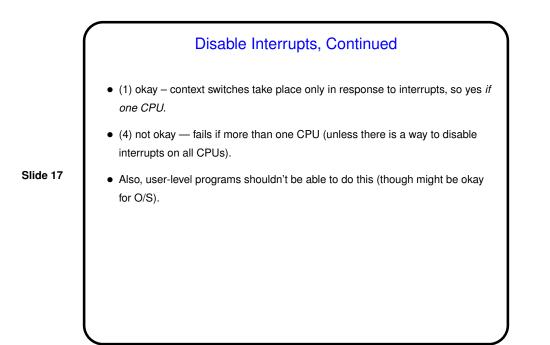


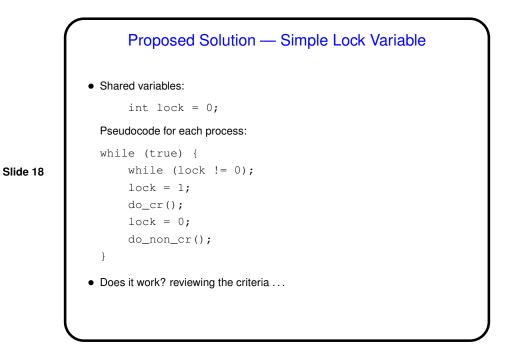


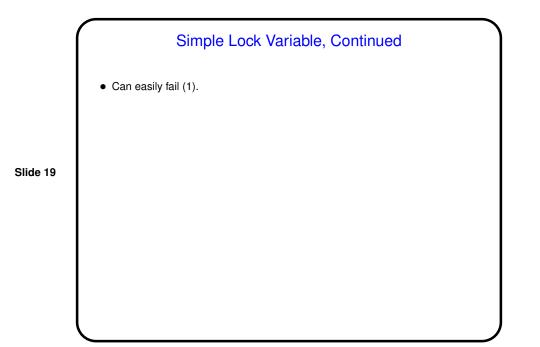


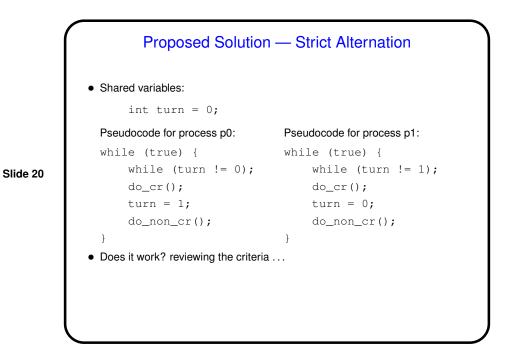


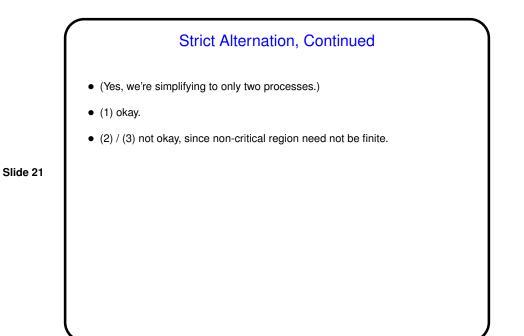


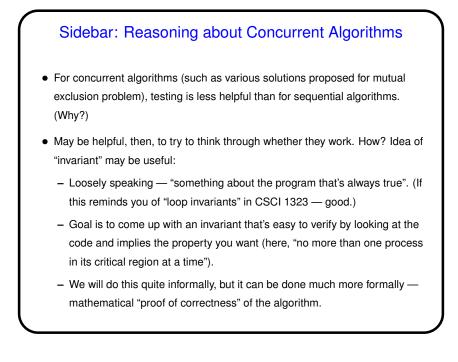


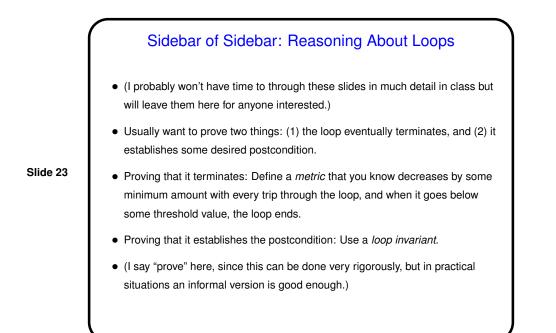


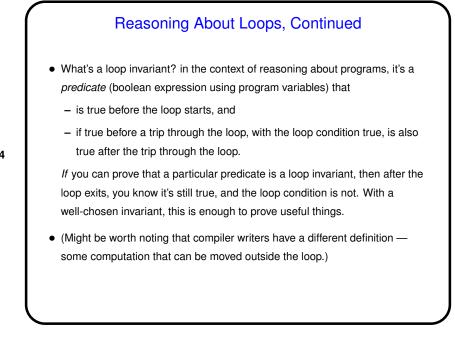


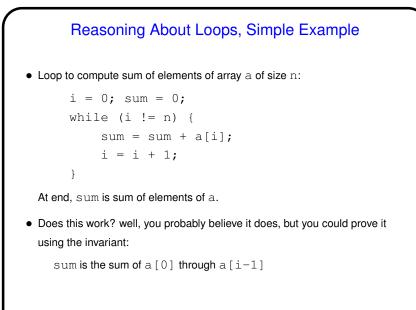


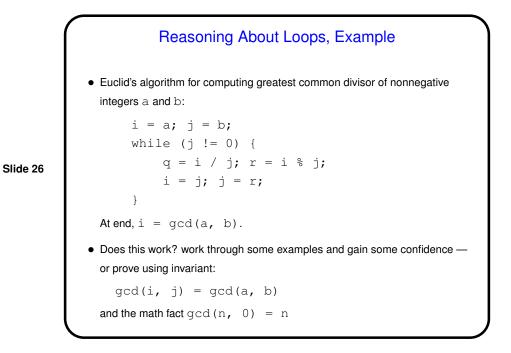


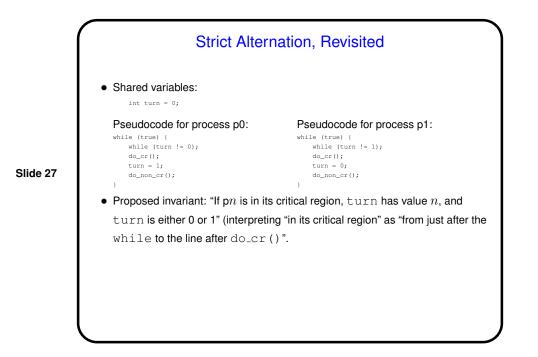












Strict Alternation, Continued
Proposed invariant again: "If pn is in its critical region, turn has value n, and turn is either 0 or 1".
How would this help? would mean that if p0 and p1 are both in their critical regions, turn has two different values — impossible. So the first requirement would be met. (Still have to think about the other three.)
Is it an invariant? check whether true initially and remains true even when one process changes something it mentions. Fairly obvious that it's initially true, so check ...

