CS 134:
Operating Systems
More Synchronization

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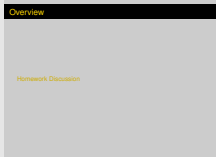
Overview

Homework Discussion



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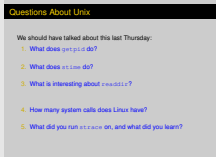

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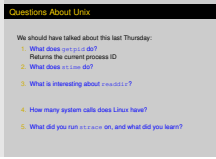

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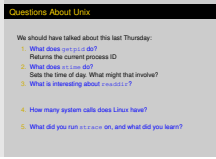

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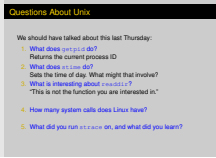

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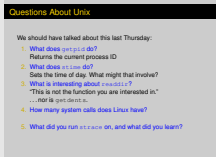

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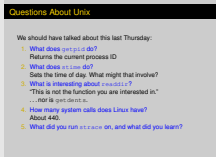

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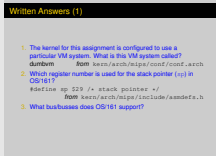

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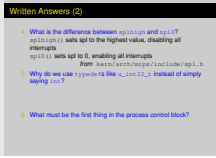

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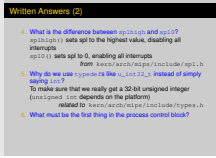

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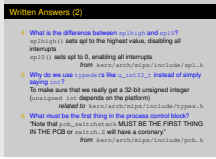

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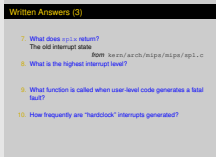

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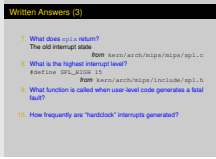

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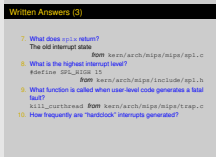

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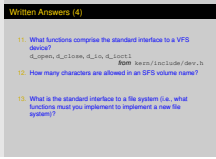

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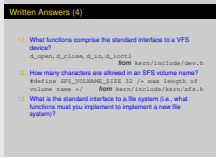

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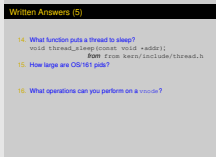

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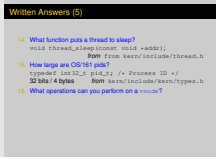

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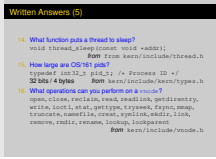

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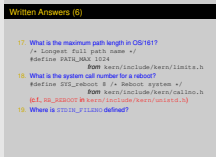

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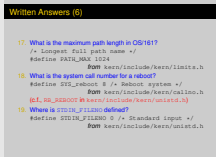

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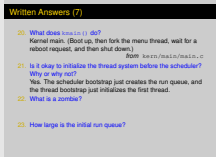

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    “Zombies are threads/processes that have exited but not been fully deleted yet.” *from* `kern/thread/thread.c`
23. How large is the initial run queue?

Written Answers (7)
20. What does kmain() do?
Kernel main. (Boot up, then fork the menu thread, wait for a reboot request, and then shut down.)
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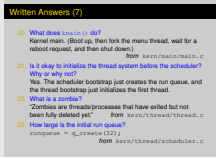
    ```
    runqueue = q_create(32);
    ```
    from `kern/thread/scheduler.c`



Written Answers (8)

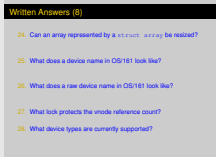
24. Can an array represented by a `struct array` be resized?

25. What does a device name in OS/161 look like?

26. What does a raw device name in OS/161 look like?

27. What lock protects the vnode reference count?

28. What device types are currently supported?



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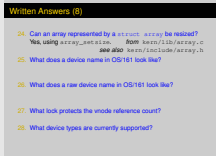

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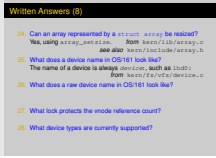

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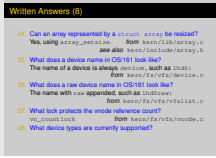

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