

Final Exam Topics

Fall 2018

Exam Technical Details

- When: Wednesday, December 12, 1:30-3:30
- Seats will be assigned
- One page of notes are allowed.
 - 8.5x11 paper (double-sided is fine). Typed or handwritten. No Magnification instruments.
- No electronic devices.
 - Including calculators, watches, iwatches, phones, laptops, Tamagotchis, tablets, ...
- Multiple Choice
- Can grade as you exit the exam.
- Contact drc.ou.edu for appropriate accommodations (drc@ou.edu).

Help before finals

- Monday office hours 10:30 – 12:30p
- Monday Vinothini 2-4p
- Tuesday, Dr. Fagg, 4-5p
- Office hours Wednesday Morning 10-12.
- Discussion Board
- Others...

Outline

- Everything from the Midterm
- Threads I
- Threads II
- Concurrency I
- Concurrency II
- Memory Management
- Virtual Memory

Threads vs Processes

Kernel vs User space

Threads

bit manipulation

Process/Thread states

Memory
Monolithic
Paging
Segmentation

```
graph TD; Memory --- Monolithic; Memory --- Paging; Memory --- Segmentation; Monolithic --- fixed_dynamic[fixed/dynamic]; Monolithic --- buddy;
```

Paged segmentation

Computing physical addresses
& checking boundaries

Producer/Consumer problem

Deadlock

Banker's alg

Conditions for deadlock

Prevention vs avoidance

Resource Locking mechanisms

- Semaphores

- Monitors

- mutex

Resource alloc graph

Q: lock resources in a specific order

Threads vs Processes

Kernel vs User space Threads

bit manipulation

Process/Thread states

Producer/Consumer problem

Deadlock

Reader's

R

boundaries

Resource Locking mechanisms

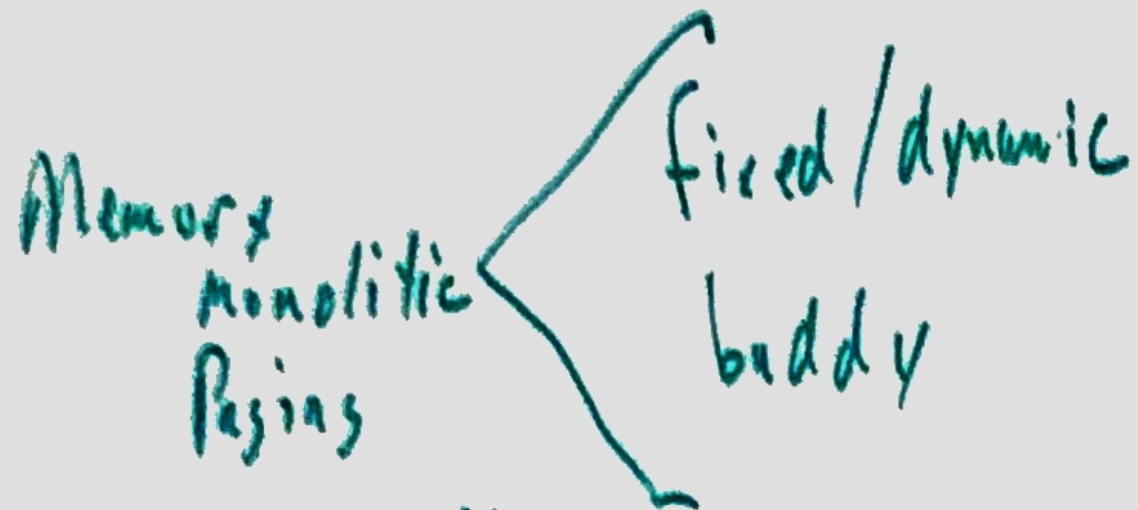
- Semaphores
- Monitors
- mutex

Q:

for deadlock

Resource alloc graph

avoidance



Segmentation

Paged segmentation

Computing physical addresses

& checking boundaries

- Memory
 - Monolithic
 - Paging
 - Segmentation
 - Page segmentation
 - Computing physical addresses + checking boundaries
- Deadlock
 - Bankers Algo
 - Conditions for deadlock
 - Prevention vs avoidance vs Detection
- Producer/Consumer Problem
- Process/Thread States
- Threads vs Process
- Kernel vs User States
- OUFs
 - Alloc table
 - ...others
- Resource Locking mechanisms
 - Semaphores
 - Mutex

