Exam due date: Thursday, October 25, 2018 by 5pm

This is a closed book exam. You are allowed one sheet of notes (front side only); any non-printed sources such as other students, laptops, tablets, and phones are prohibited. Please submit your notes page with your exam.

Read the entire exam through before you begin working. Read each question carefully, and note all that is required of you. Keep your answers clear and concise. Often when you write more than you need, you end up saying things that are incorrect. I don’t expect you to need more than a page for any sub-question. You may use the back of the pages for scrap paper. If you use additional scrap paper, please submit it with your exam.

If you have questions or need clarifications, you can try to find me in my office. If you cannot find me, state your assumptions clearly.

You have 3 hours to complete this exam. Please indicate the start and end time below. You are to abide by the Williams College honor code. Additionally, you may not consult with any other person about any part of this exam. This is true even if you have handed in your exam. Please sign this page to indicate that you have completed your exam within these rules. Good luck!

You are responsible for anything we covered in class or in the projects, and everything in the assigned readings (i.e., the papers). This exam will focus on topics related to threads, concurrency, synchronization, and scheduling. You will not be tested on any newer material related to memory management.

The following list covers many of the topics we have touched on:

- Processes and threads: differences and similarities.
- Atomic actions: what are they and why do we need them.
- Mutexes/Locks: general use and purpose.
- Monitors: general use and purpose.
- Semaphores: general use and purpose.
- Compare and contrast use of monitors versus semaphores.
- Classic synchronization problems covered in class: Bounded buffer (soda machine), got milk, dining philosophers, sleeping barbers.
- Producer-consumer and reader-writer synchronization problems and solutions.
- Implementing threads and locks: project 1, context switching, shared and private state, implementing synchronization primitives, test and set, interrupts.
- Deadlock: what conditions are required for deadlock.
- Mechanisms for deadlock avoidance (Banker’s algorithm).
- Scheduling algorithms: FCFS, RR, STCF, STCF-P, EDF.
- Tradeoffs between scheduling algorithms.
- Papers: Lampson, UNIX, and Eraser.