

COP 5611 Operating Systems Spring 2010

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Office hours: M-Wd 2:00-3:00 PM

Lecture 5

- Last time: Hard/Soft Modularity. Client/Server Organization.
- Today:
 - Virtualization
 - Threads
 - Virtual memory
 - Bounded buffers
 - Race conditions, locks, semaphores
 - Thread coordination with a bounded buffer
- Next Time:
 - Processor sharing

Virtualization of the three abstractions

- Why virtualization
 - Enforce modularity
 - Provide uniform access to resources
- Virtualization– relating physical with virtual objects
- Done by the operating system for the three abstractions:
 - Interpreters → Threads
 - Storage → Virtual memory
 - Communication links → Bounded buffers