



# **SNS COLLEGE OF TECHNOLOGY**

Coimbatore-35



## **DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING**

### **23CST202- OPERATING SYSTEMS**

II YEAR AIML B IV SEM

UNIT 1 – OVERVIEW AND PROCESS MANAGEMENT

TOPIC – CO OPERATING PROCESSES



# Cooperating Processes



- *Independent* process cannot affect or be affected by the execution of another process.
- *Cooperating* process can affect or be affected by the execution of another process
- Advantages of process cooperation
  - Information sharing
  - Computation speed-up
  - Modularity
  - Convenience



# Producer-Consumer Problem



- Paradigm for cooperating processes, *producer* process produces information that is consumed by a *consumer* process.
  - *unbounded-buffer* places no practical limit on the size of the buffer.
  - *bounded-buffer* assumes that there is a fixed buffer size.



# Bounded-Buffer – Shared-Memory Solution



- Shared data

```
#define BUFFER_SIZE 10
typedef struct {
    ...
} item;
item buffer[BUFFER_SIZE];
int in = 0;
int out = 0;
```

- Solution is correct, but can only use BUFFER\_SIZE-1 elements



# Bounded-Buffer – Producer Process



```
item nextProduced;
```

```
while (1) {
```

```
    while (((in + 1) % BUFFER_SIZE) == out)
```

```
        ; /* do nothing */
```

```
    buffer[in] = nextProduced;
```

```
    in = (in + 1) % BUFFER_SIZE;
```

```
}
```



# Bounded-Buffer – Consumer Process



```
item nextConsumed;
```

```
while (1) {  
    while (in == out)  
        ; /* do nothing */  
    nextConsumed = buffer[out];  
    out = (out + 1) % BUFFER_SIZE;  
}
```