

## Blocking Operations

Throughout synchronization, we have introduced several “blocking calls” that block the CPU from moving forward until a condition is met. A few we’ve already covered include:

- **pthread\_mutex\_lock**: Blocks until the lock is in the unlocked state,
- **pthread\_join**: Blocks until the thread exits,
- **read / fread**: Blocks until data is available to be read (ex: waiting for user input, or waiting for data from a file),
- ...and in MP5: **wallet\_chance\_resource** blocks until the resource request can be satisfied.

## Reflection on MP5

In MP5, your code may have had a structure similar to the following:

| wallet.c (busy waiting) |   |
|-------------------------|---|
| 72                      | <code>void wallet_change_resource(wallet_t *wallet, const char</code> |
| 73                      | <code>*resource, const int delta) {</code>                            |
| 74                      | <code>    int success = 0;</code>                                     |
| 75                      | <code>    while (!success) {</code>                                   |
| 76                      | <code>        pthread_mutex_lock(&amp;wallet-&gt;lock);</code>        |
| 77                      | <code>        success = _try_wallet_change_resource(wallet,</code>    |
| 78                      | <code>        resource, delta);</code>                                |
| 79                      | <code>        pthread_mutex_unlock(&amp;wallet-&gt;lock);</code>      |
| 80                      | <code>    }</code>  |
|                         | <code>}</code>  |

**Q:** What is this code doing with the CPU?

There are two ways of blocking:

1)

2)

**Q:** What if we need to block until a condition is met?

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## Conditional Variables (CVs)

Conditional Variables provide a mechanism for the operating system to \_\_\_\_\_.

To use a conditional variable:

**1)** [Initialization]:

**2)** [Conditional Wait Loop]:

**3)** [Conditional Signal / Broadcast]:

## PNG File Format

When we discussed the PNG file format, there's a few bits of brilliance in the format that is definitely worth covering:

### 1) PNG Header:

|    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|
| 0x | 89 | 50 | 4e | 47 | 0d | 0a | 1a | 0a |
|----|----|----|----|----|----|----|----|----|

0x89:

0x50 4e 47:

### 2) Endianness:

**Section 2.1:** All integers that require more than one byte must be in network byte order: the most significant byte comes first, then the less significant bytes in descending order of significance (MSB LSB for two-byte integers, B3 B2 B1 B0 for four-byte integers)

“Big Endian”:

“Little Endian”:

### endianness/endianness.c

```
5 int i = 42;
6 unsigned char *s = (unsigned char *)&i;
7 printf("%d %d %d %d\n", s[0], s[1], s[2], s[3]);
```

What do we expect for the output for various endian systems?

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## Act II: Computer Systems in the Cloud!

After the midterm exam, we will focus on transitioning from understanding systems concepts to applying these concepts in the cloud. There will be a few major changes:

1. We will switch to Python -- handling network communications in C is **a lot** of code. Python provides powerful, widely used libraries for us to build on.
2. We will begin to think of a complete system as just a “node” in a complex network. We will manage entire systems using Docker containers and Virtual Machines (VMs).
3. We will learn how to integrate back-end services with front-end interfaces. In MP6 -- released the week after the exam -- you will use your png-extract to create a web service for extracting hidden images from PNG files.