

Outline for April 21, 2008

Reading: Text, §4.7, 11

1. Greetings and felicitations!
2. Synchronization primitives
continued from last lecture
 - a. Monitors
 - b. Event counters and sequencers
3. Synchronization primitives: non-shared memory
 - a. Why?
 - b. Interprocess communication (IPC): send, receive
 - c. Blocking vs. non-blocking
 - d. Capacity
 - e. Identifying senders, receivers; naming
 - f. Remote procedure calls (RPC): call, accept