

# ASSIGNMENT 1

## QUESTION 1:

Run process-run.py with the following flags: -l 5:100,5:100. What should the CPU utilisation be (e.g., the percent of time the CPU is in use?) Why do you know this?

```
abhin@ABHINAVS-BOI MINGW64 ~/Desktop/AMRITA/S3/OS/ostep-homework/cpu-intro (master)
$ ./process-run.py -l 5:100,5:100.
Produce a trace of what would happen when you run these processes:
Process 0
  cpu
  cpu
  cpu
  cpu
  cpu

Process 1
  cpu
  cpu
  cpu
  cpu
  cpu

Important behaviors:
  System will switch when the current process is FINISHED or ISSUES AN IO
  After IOs, the process issuing the IO will run LATER (when it is its turn)
```

Here we are running 5 instructions and 100 percent of the cpu is being utilised.

```

abhin@ABHINAVS-BOI MINGW64 ~/Desktop/AMRITA/S3/OS/ostep-homework/cpu-intro (master)
$ ./process-run.py -l 5:100,5:100. -c
Time      PID: 0      PID: 1      CPU      IOs
1         RUN:cpu    READY      1
2         RUN:cpu    READY      1
3         RUN:cpu    READY      1
4         RUN:cpu    READY      1
5         RUN:cpu    READY      1
6         DONE      RUN:cpu     1
7         DONE      RUN:cpu     1
8         DONE      RUN:cpu     1
9         DONE      RUN:cpu     1
10        DONE      RUN:cpu     1

```

We know this because the system will use 100% of its capability and switch tasks after one is completed.

## QUESTION 2:

Now run with these flags: `./process-run.py -l 4:100,1:0`. These flags specify one process with 4 instructions (all to use the CPU), and one that simply issues an I/O and waits for it to be done. How long does it take to complete both processes?

```

abhin@ABHINAVS-BOI MINGW64 ~/Desktop/AMRITA/S3/OS/ostep-homework/cpu-intro (master)
$ ./process-run.py -l 4:100,1:0.
Produce a trace of what would happen when you run these processes:
Process 0
  cpu
  cpu
  cpu
  cpu

Process 1
  io
  io_done

Important behaviors:
  System will switch when the current process is FINISHED or ISSUES AN IO
  After IOs, the process issuing the IO will run LATER (when it is its turn)

```

To complete both the processes it will take 11 ticks. The first one is a CPU process with 4 lines, so it will take 4 ticks. The next process is an I/O process. Since the I/O length is not specified, by default it is set to 5. So first the CPU runs for 1 tick and then the I/O runs for 5 ticks (default

value) which makes it 6 ticks. Then the simulator adds an empty tick to indicate the completion of the I/O process.

```
abhin@ABHINAVS-B0I MINGW64 ~/Desktop/AMRITA/S3/OS/ostep-homework/cpu-intro (master)
$ ./process-run.py -l 4:100,1:0. -c
Time      PID: 0      PID: 1      CPU      I/Os
1         RUN:cpu   READY      1
2         RUN:cpu   READY      1
3         RUN:cpu   READY      1
4         RUN:cpu   READY      1
5         DONE     RUN:io    1
6         DONE     BLOCKED    1
7         DONE     BLOCKED    1
8         DONE     BLOCKED    1
9         DONE     BLOCKED    1
10        DONE     BLOCKED    1
11*       DONE     RUN:io_done 1
```

### QUESTION 3:

Switch the order of the processes: -l 1:0,4:100. What happens now?

Does switching the order matter? Why?

```
abhin@ABHINAVS-B0I MINGW64 ~/Desktop/AMRITA/S3/OS/ostep-homework/cpu-intro (master)
$ ./process-run.py -l 1:0,4:100.
Produce a trace of what would happen when you run these processes:
Process 0
  io
  io_done

Process 1
  cpu
  cpu
  cpu
  cpu

Important behaviors:
  System will switch when the current process is FINISHED or ISSUES AN IO
  After IOs, the process issuing the IO will run LATER (when it is its turn)
```

Here, it takes a total of 7 ticks to complete the processes. First the IO process runs and it takes 5 ticks as the CPU remains idle. So, during this time, the CPU runs the next process of 4 lines.

```
abhin@ABHINAVS-B01 MINGW64 ~/Desktop/AMRITA/S3/OS/ostep-homework/cpu-intro (master)
$ ./process-run.py -l 1:0,4:100. -c
```

Time	PID: 0	PID: 1	CPU	I/Os
1	RUN:io	READY	1	
2	BLOCKED	RUN:cpu	1	1
3	BLOCKED	RUN:cpu	1	1
4	BLOCKED	RUN:cpu	1	1
5	BLOCKED	RUN:cpu	1	1
6	BLOCKED	DONE		1
7*	RUN:io_done	DONE	1	