

Assignment 3

PART A

1. Race condition

→ A race condition happens when two or more processes try to change shared data at the same time and the result depends on the order of execution

Example: Imagine two people withdrawing ₹ 500 from the same bank account with ₹ 1000 balance at the same time. Both check the balance before withdrawal and cut if zero. Each check the balance before withdrawal and sell ₹ 1000. Each withdraw ₹ 500, leading to ₹ 500 leading to ₹ 500 extra being withdrawn

2 Peterson's solution vs Semaphore

| Aspect | Peterson Solution | Semaphore |
|---------------------|-----------------------|---|
| Implementation | Software based | OS support needed |
| Complexity | Simple logic, limited | Work for multiple processes, more complex |
| +/- | Scalability | Practical with 100s used in OS |
| Hardware dependency | None | |

3 Monitors in producer consumer problem

→ Advantage in multi task system
monitors provide automatic mutual exclusion - only one process execute inside the monitor at a time

In multicore system, the simplifies synchronization and reduce busy waiting compared to smartphones, improving program and reliability

1 Hold and wait condition

orace of eliminating hold and wait:-

Process must request all required resource at once. This leads to:-

- Poor resource utilization
- reduced concurrency, since many process wait even though they could encalate with partial resource.

Part B

6 Banker's Algorithm

Given:-

$$\text{Total} = (10, 5, 7)$$

Process

P₀

P₁

P₂

P₃

P₄

Allocation (A, B, C)

0, 1, 0

2, 0, 0

3, 0, 2

2, 1, 1

0, 0, 2

(a)

$$\text{Need} = \text{max-allocation}$$

Process

P₀

P₁

P₂

P₃

P₄

Need (A, B, C)

7, 4, 3

1, 2, 2

6, 0, 0

2, 1, 1

5, 3, 1

Available = Total - Allocation sum

Allocation sum = (7, 2, 6) - Available:
(3, 3, 1)

(b) safe state check:-

work = (3, 3, 1)

P_1 can run ($\text{Needs} \leq \text{work}$) \rightarrow New = (8, 3, 1)

P_3 can run \rightarrow work = (7, 4, 1)

P_4 can run \rightarrow work = (7, 4, 0)

P_0 can run \rightarrow work = (7, 5, 4)

P_2 can run \rightarrow work = (10, 5, 6)

safe sequences = $P_1 \rightarrow P_3 \rightarrow P_4 \rightarrow P_0 \rightarrow P_2$

System is in safe

(c) If P_1 request (1, 0, 2)

New need = (0, 2, 0) Request \leq Available
 $(1, 0, 2) < (3, 3, 1) \rightarrow x < 3 > 1$

cannot be granted immediately.

7 Dining philosophers

→ Deadlock scenario →

Each philosopher picks up their left chopstick first, all hold on chopstick, and none can pick the right one \rightarrow deadlock.

Solution: use semaphore array
 chopstick [8] = 1 and a matrix for limit
 wait (matrix):

wait (chopstick [i]);

wait (chopstick [(i+1) % 5]);

eat ();

signal (chopstick[i]);
 signal (chopstick [(i+1)·S]);
 signal (motor);

8 : I/O system analysis :-
 Given :

Interrupt time = 5ms

Transfer rate = 500 KB/S = 512000 bytes

Block = 100 bytes

a) Interrupts per second = 512000 / 100 = 5120
~~CPU time = 5120 × 5 ms~~
~~= 25.6 ms per seconds~~

(b) Improvement : use direct memory access (DMA) to transfer data directly without frequent go interrupt

9. Air traffic control system

→ (a) critical section :-

- updating shared radar data
- flight path computer database
- communication logs

IPC mechanism

use message queues or real time

semaphore for synchronization ensuring quick switching and real time safety

b) Deadlock detection & recovery :-

- use resource allocation graph for detection
- on detection, preempt non-critical process and restart with priority scheduling

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to maintain system continuous

Goto 25
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