

# CS372 Operating System

## HW3

5.9 Why is it important for the scheduler to distinguish I/O-bound programs from CPU-bound programs?

5.12 Consider the following set of processes, with the length of the CPU burst time given in milliseconds:

Process	Burst Time	Priority
<b>P1</b>	2	2
<b>P2</b>	1	1
<b>P3</b>	8	4
<b>P4</b>	4	2
<b>P5</b>	5	3

The processes are assumed to have arrived in the order **P1, P2, P3, P4, P5**, all at time 0.

- Draw four Gantt charts that illustrate the execution of these processes using the following scheduling algorithms: FCFS, SJF, nonpreemptive priority (a larger priority number implies a higher priority), and RR (quantum = 2).
- What is the turnaround time of each process for each of the scheduling algorithms in part a?
- What is the waiting time of each process for each of these scheduling algorithms?
- Which of the algorithms results in the minimum average waiting time (over all processes)?

5.14 Consider a variant of the RR scheduling algorithm where the entries in the ready queue are pointers to the PCBs.

- What would be the effect of putting two pointers to the same process in the ready queue?
- What would be two major advantages and disadvantages of this scheme?
- How would you modify the basic RR algorithm to achieve the same effect without the duplicate pointers?

6.9 The first known correct software solution to the critical-section problem for two processes was developed by Dekker. The two processes, **P0** and **P1**, share the following variables:

```
boolean flag[2]; /* initially false */  
int turn;
```

The structure of process **P<sub>i</sub>** ( $i == 0$  or  $1$ ) is shown in Figure 6.43; the other process is

**P<sub>j</sub>** ( $j = 1$  or  $0$ ). Prove that the algorithm satisfies all three requirements for the critical-section problem.

6.11 What is the meaning of the term *busy waiting*? What other kinds of waiting are there in an operating system? Can busy waiting be avoided altogether? Explain your answer.

6.21 Write an algorithm for a bounded-buffer monitor in which the buffers (portions) are embedded within the monitor itself.