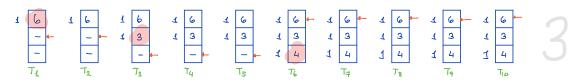
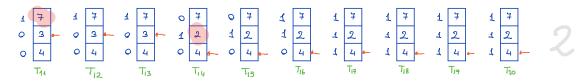
CS 342 Homework 2 Gelik Kösseiglu - 2140019b

Q1:



-> 10 Ticks, reference bits cleared



-> 10 Ticks, reference bits cleared

13 page faults total.

Q2.

Page sine 64, page offset is 6 bits.

Page sine; 8 bits

Segment one 2 bits

- a) 0x 0682
- b) 0×12E4
- c) 0x1348
- d) offset > length. Trops to OS.
- e) 0 x 030A
- f) 0x0848

```
Semaphore smoke [3] = {0,0,0};

Semaphore table = 1;

agent_runner()

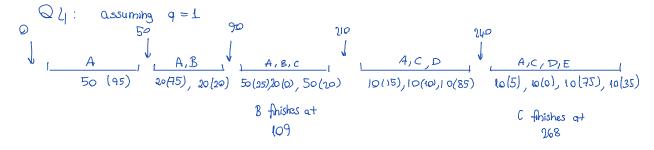
int rend;
wait (table);
i = rand(3); //select random i between [1,3]

signal (smoke [i]);

}

Smoker_runner (int smoker_no)

{
Wait (smake [smoker_no]);
signal (table); //smoker is done, signal table so agent can run.
```



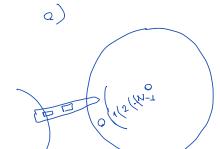
5(0), 5(70), 5(30)

A finishes at 286

30(40), 30(0)

E finashes at 348

D finishes at 388



Assume head is positioned at T. Assume there are N tracks.

We first choose a track to start on.

LA N tracks.

Then we select another track to seek from our chosen track.

LO N * N. (I included the same track because the head may simply be on that track as a coincidence).

Seek length will be denoted by L.

$$E(x) = \frac{N}{N^2} = \begin{cases} 0 & N - L \leq T \\ \frac{2}{N} & N - L > T \geq L \end{cases} \text{ and } 0 \leq k \leq \frac{N-1}{2}$$

$$\frac{1}{N} \text{ otherwise}$$

$$E(x) = \frac{\text{Number of tracks to choose from}}{\text{Number of ways to choose and Seek a track}} = \frac{N}{N^2}, \text{ or if we}$$

can't seek the track we're on;

$$= \frac{2(N-L)}{N^2}$$

c) Number of tracks jumped over will be denoted by S;

$$E(x) = \sum_{0}^{N-1} S \frac{2(N-5)}{N^2} \implies \text{after reducing this in MATLAB};$$

$$= \frac{N^2 - 1}{3N}$$
We will be jumping ove

S tracks on every one of our ways to seek.

Q6.
Block 572 = 4KB

Disk ptr size = 8 bytes

1KB = 210 Bytes. ; 4KB = 212 bytes

1MB = 2²⁰ bytes __ > 2²⁰ / 2¹² = 2⁸ index blocks

100MB = 102 x 220 bytes -> 102 x 220 / 212 = 28 x 102 index blocks

4GB = 232 bytes - 5 282 / 212 = 220 index blocks

1TB = 240 bytes -> 240/212 = 225 index blocks

Maximum file size;

64 bits of disk pointer sine.

264 x 4KB= 264 x 212 = 276 bytes.

For a UGB file;