# CMPUT 379 Lab

ETLC E1003: Tuesday, 5:00 – 7:50 PM.

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CAB 311: Thursday, 2:00 – 4:50 PM.

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# Today's Lab

- Exercises on process scheduling and page replacement
- Questions for Assignment 3 and the final exam

#### Clarification

• Ex.1 - Q2 new jobs arrive after scheduling

# Scheduling evaluation

- Turnaround time: termination time arrival time
- Waiting time: time spent in the ready queue
  - Waiting time = turnaround time burst time

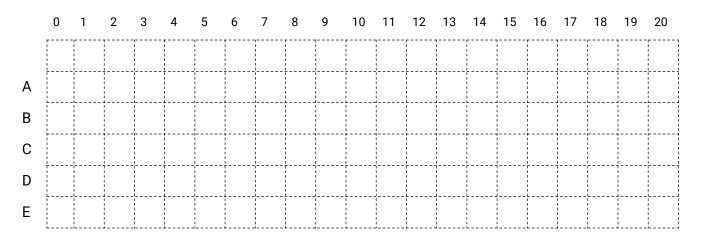
# SRTF scheduling

- Schedule the job that has the least (expected) remaining amount of work to do.
- Preemptive version of SJF (i.e. a working job may be moved back to the ready queue)

- If we use a SRTF scheduler, what will be the turnaround time for each process? And what will be the waiting time?
- Break tie by preferring the earlier job

Process	Arrival Time	CPU Burst	
A	0	3	
В	2	6	
С	4	4	
D	6	5	
E	8	2	

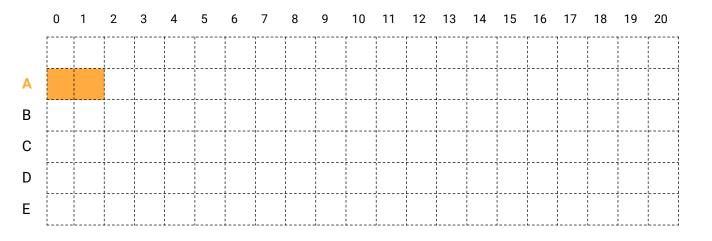
T = 0, **A** arrives



Process	Remaining time
А	3

T = 2, **B** arrives

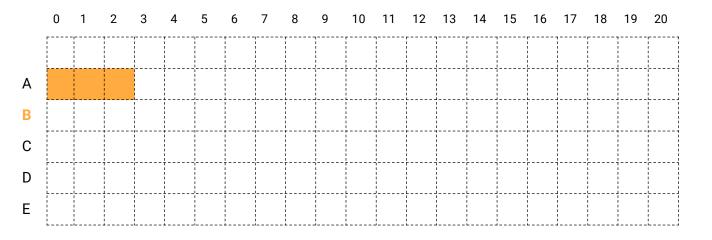
A has the SRT



Process	Remaining time
А	1
В	6

T = 3, A terminates

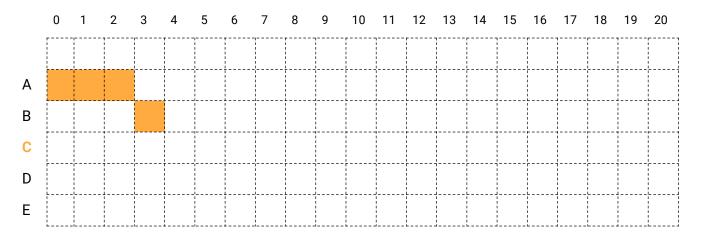
B has the SRT



Process	Remaining time
В	6

T = 4, **C** arrives

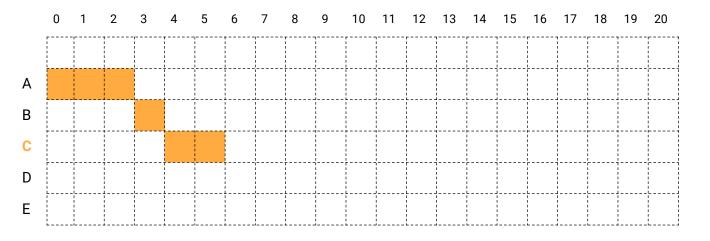
C has the SRT



Process	Remaining time
В	5
С	4

T = 6, **D** arrives

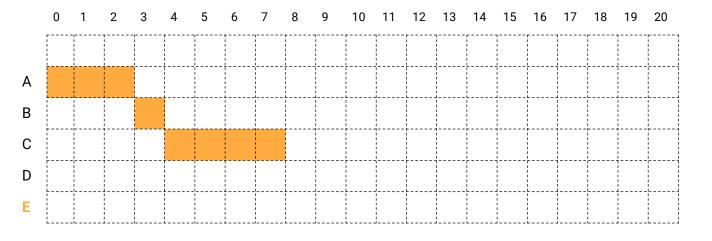
C has the SRT



Process	Remaining time
В	5
С	2
D	5

T = 8, **C** terminates and **E** arrives

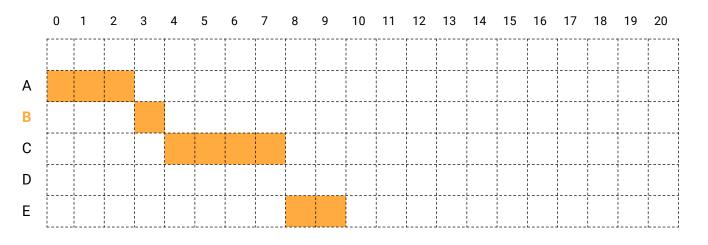
E has the SRT



Process	Remaining time
В	5
D	5
E	2

T = 10, **E** terminates

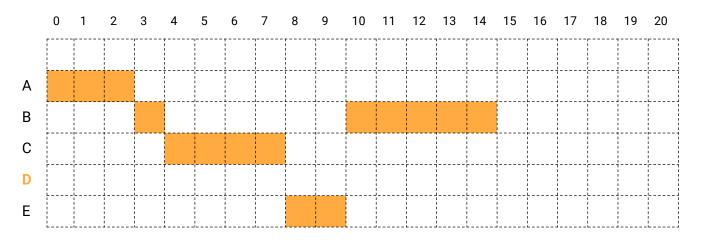
**B** has the SRT (break tie by choosing the earlier job)



Process	Remaining time
В	5
D	5

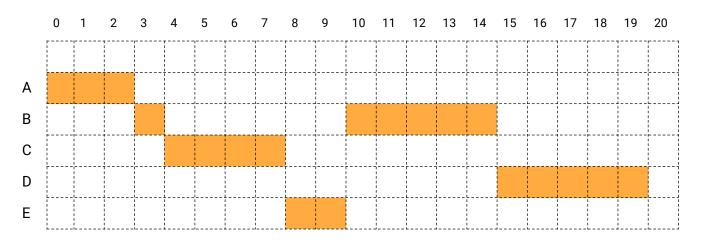
T = 15, **B** terminates

**D** has the SRT (break tie by choosing the earlier job)

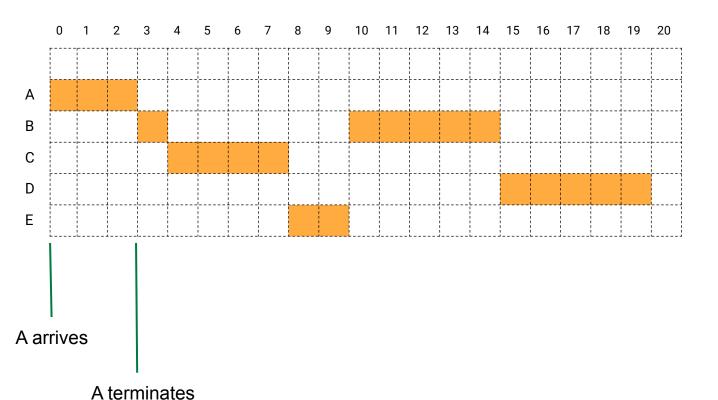


Process	Remaining time
D	5

T = 20, **D** terminates

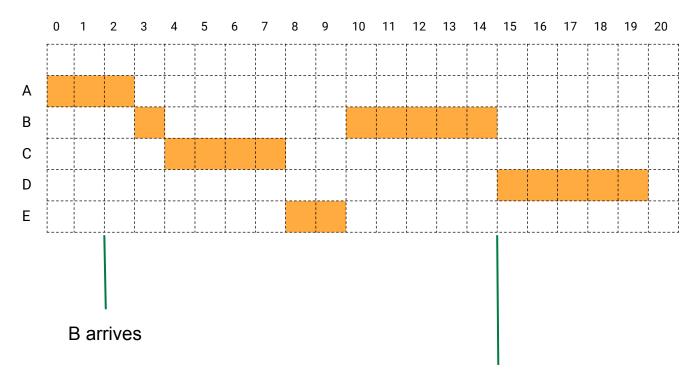


Process	Remaining time



Turnaround time
3 - 0 = 3

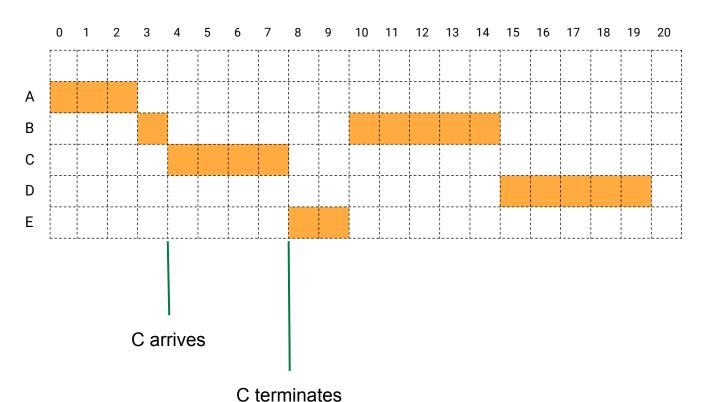
turnaround time
= termination
time - arrival
time



Process	Turnaround time
Α	3 - 0 = 3
В	15 - 2 = 13

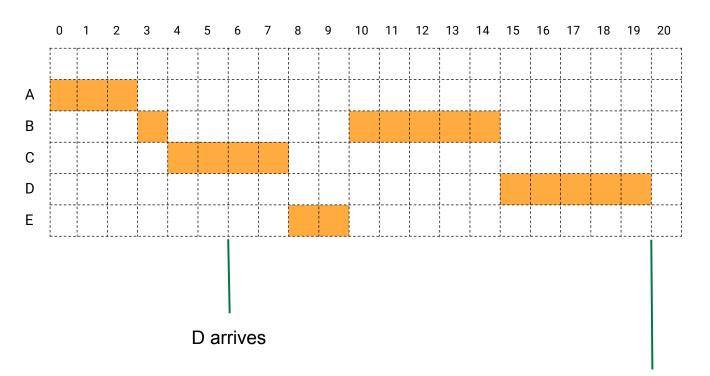
turnaround time
= termination
time - arrival
time

B terminates



Process	Turnaround time
Α	3 - 0 = 3
В	15 - 2 = 13
С	8 - 4 = 4

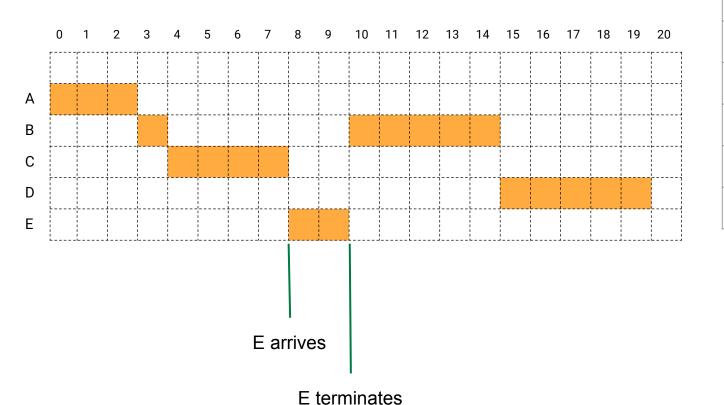
turnaround time
= termination
time - arrival
time



Process	Turnaround time
Α	3 - 0 = 3
В	15 - 2 = 13
С	8 - 4 = 4
D	20 - 6 = 14

turnaround time
= termination
time - arrival
time

D terminates



Process	Turnaround time
Α	3 - 0 = 3
В	15 - 2 = 13
С	8 - 4 = 4
D	20 - 6 = 14
E	10 - 8 = 2

turnaround time
= termination
time - arrival
time

Process	Turnaround time
Α	3 - 0 = 3
В	15 - 2 = 13
С	8 - 4 = 4
D	20 - 6 = 14
E	10 - 8 = 2

Process	Waiting time
А	3 - 3 = 0
В	13 - 6 = 7
С	4 - 4 = 0
D	14 - 5 = 9
Е	2 - 2 = 0

Waiting time =
turnaround time burst time

Process	Turnaround time
Α	3 - 0 = 3
В	15 - 2 = 13
С	8 - 4 = 4
D	20 - 6 = 14
E	10 - 8 = 2
Avg.	7.2

Process	Waiting time
А	3 - 3 = 0
В	13 - 6 = 7
С	4 - 4 = 0
D	14 - 5 = 9
E	2 - 2 = 0
Ave.	3.2

# Exercise 1 - Q1 Thinking questions

- What are the advantages of SRTF scheduling?
- What issue have you observed in the example?
- Is SRTF suitable for PC operating systems? Why?

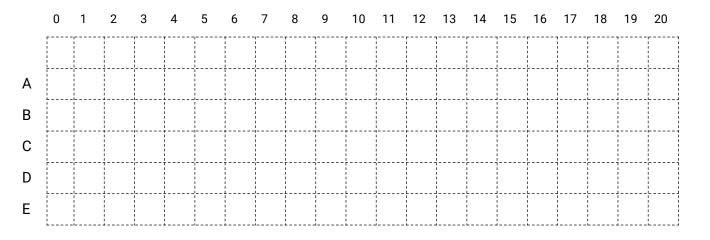
- impossible to predict the amount of CPU time a Job needs
- Long running CPU bound jobs can starve (process B and D)
- Provably optimal wrt. Minimizing the average waiting time (good for interactive jobs)

# Round Robin scheduling

- After each time quantum, switch to the next job in the ready queue
- If a process finishes before exhausting a whole quantum, switch to the next job immediately

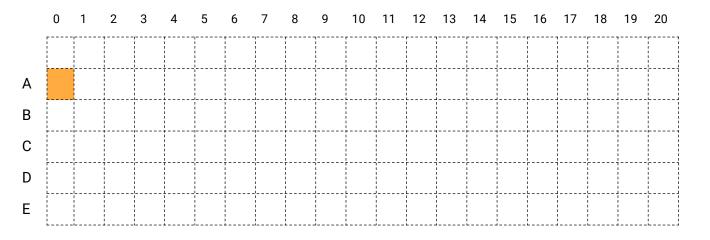
- If we use a Round Robin scheduler with time quantum 1, what will be the turnaround time for each process? And what will be the waiting time?
- Break tie by preferring the earlier job

T = 0, **A** arrives



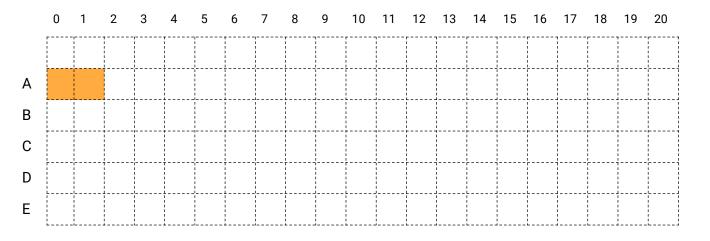
Process	Remaining time
A	3

T = 1



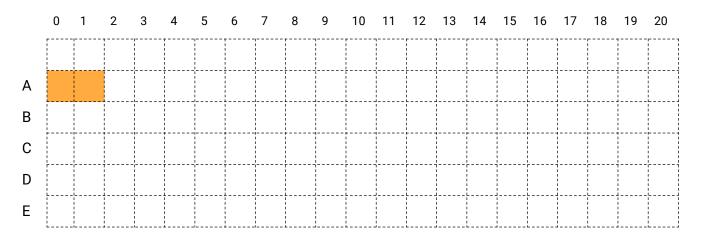
Process	Remaining time
A	2

T = 2



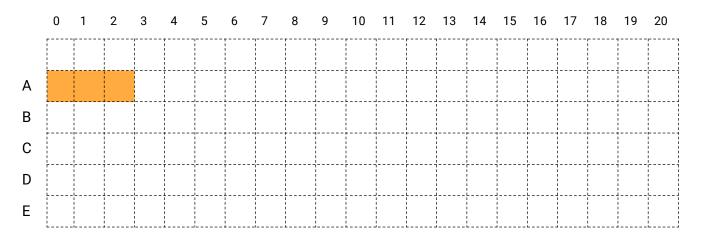
Process	Remaining time
A	1

T = 2, B arrives



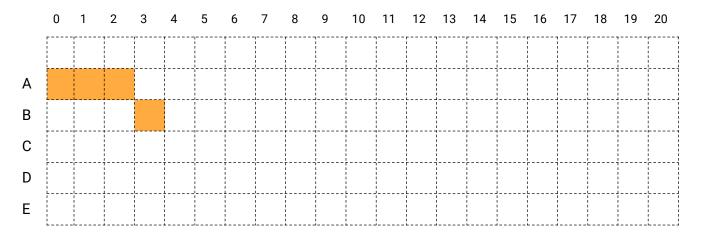
Process	Remaining time
A	1
В	6

T = 3, A terminates



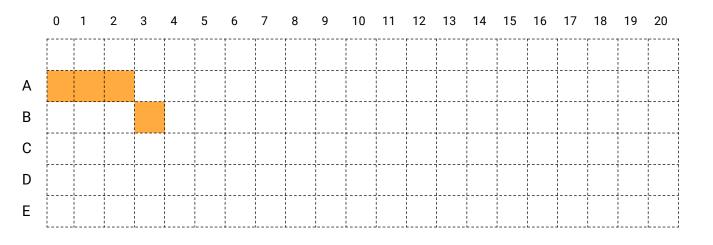
Process	Remaining time
В	6

T = 4



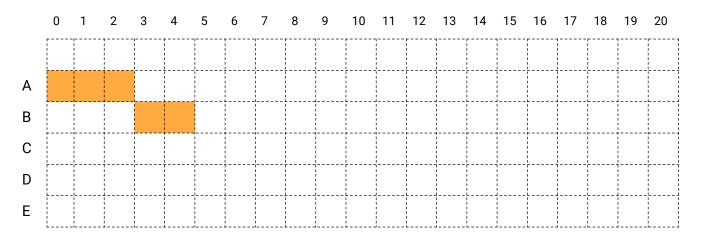
Process	Remaining time
В	5

T = 4, C arrives



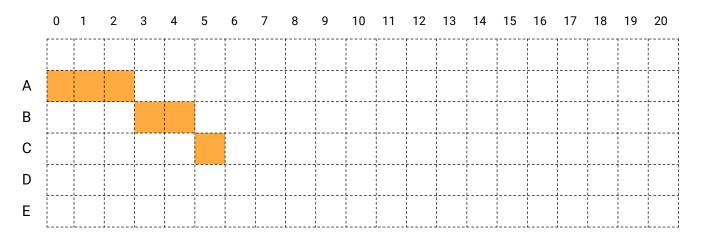
Process	Remaining time
В	5
С	4

T = 5



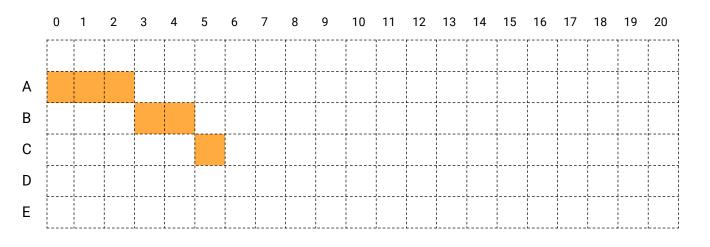
Process	Remaining time
В	4
С	4

T = 6



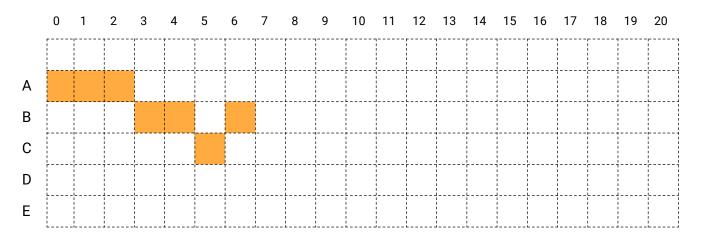
Process	Remaining time
В	4
С	3

T = 6, D arrives



Process	Remaining time
В	4
С	3
D	5

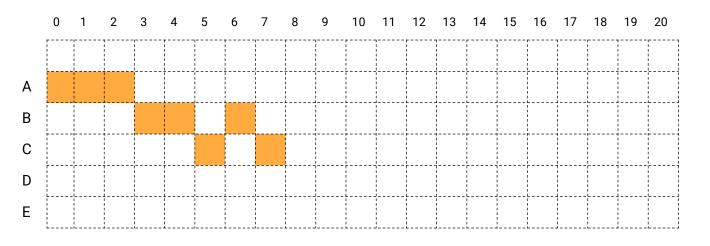
T = 7



Process	Remaining time
В	3
С	3
D	5

T = 8

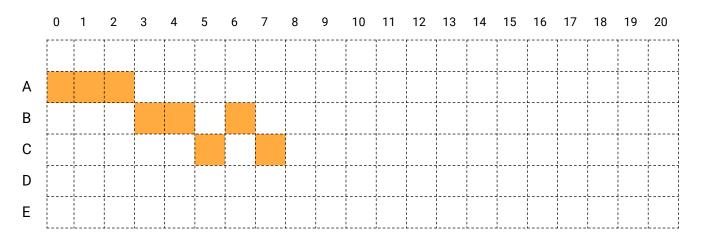
Next to schedule: D



Process	Remaining time
В	3
С	2
D	5

T = 8, E arrives

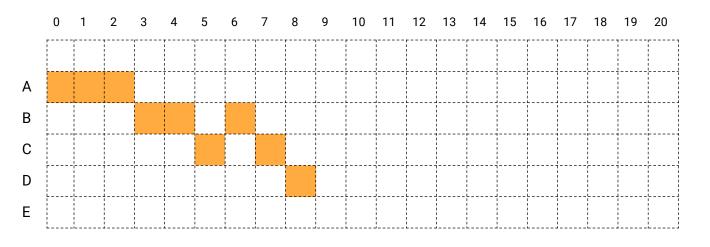
Next to schedule: D



Process	Remaining time
В	3
С	2
D	5
E	2

T = 9

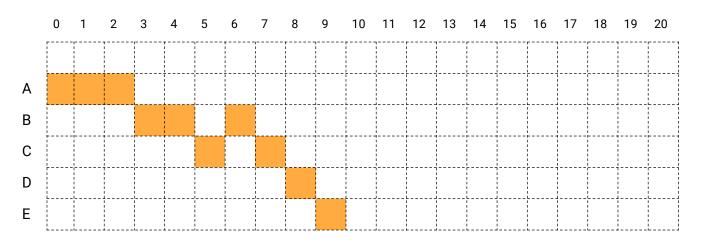
Next to schedule: E



Process	Remaining time
В	3
С	2
D	4
E	2

T = 10

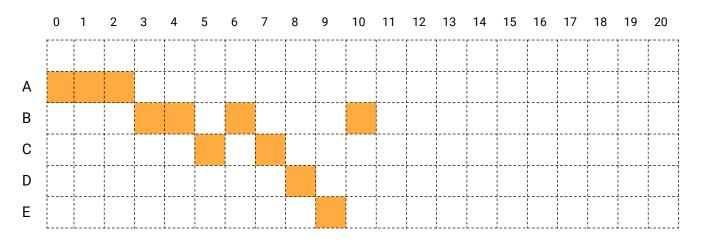
Next to schedule: B



Process	Remaining time
В	3
С	2
D	4
E	1

T = 11

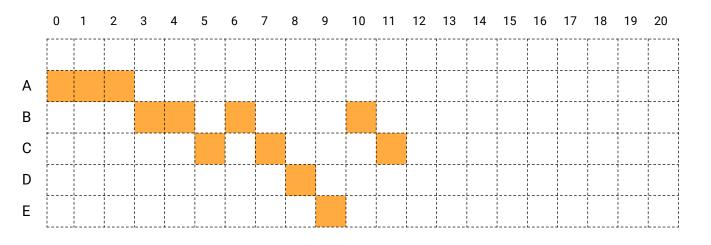
Next to schedule: C



Process	Remaining time
В	2
С	2
D	4
E	1

T = 12

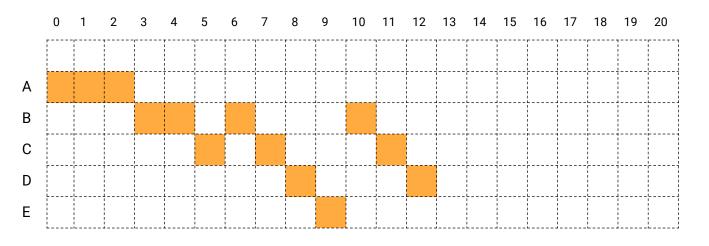
Next to schedule: D



Process	Remaining time
В	2
С	1
D	4
E	1

T = 13

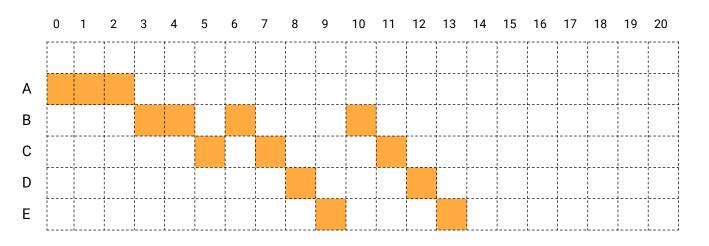
Next to schedule: E



Process	Remaining time
В	2
С	1
D	3
Е	1

T = 14, E terminates

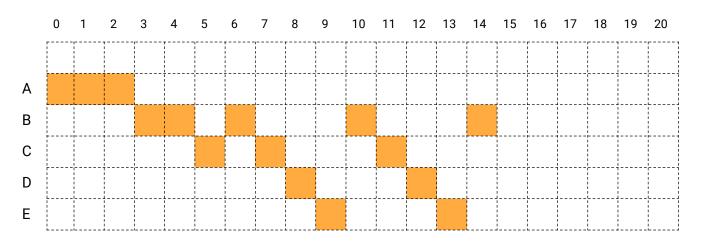
Next to schedule: B



Process	Remaining time
В	2
С	1
D	3

T = 15

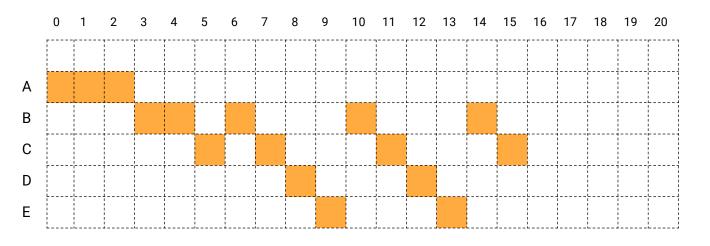
Next to schedule: C



Process	Remaining time
В	1
С	1
D	3

T = 16, C terminates

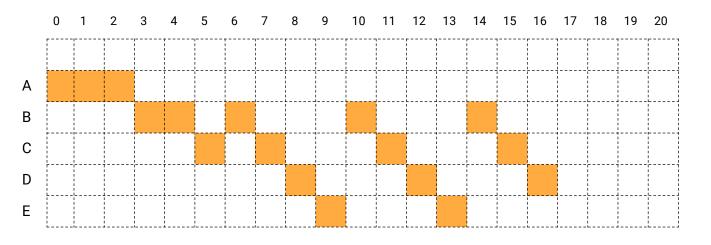
Next to schedule: D



Process	Remaining time
В	1
D	3

T = 17

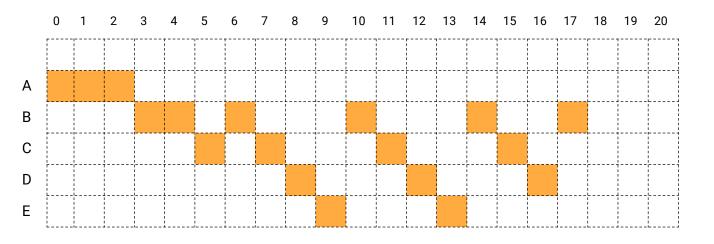
Next to schedule: B



Process	Remaining time
В	1
D	2

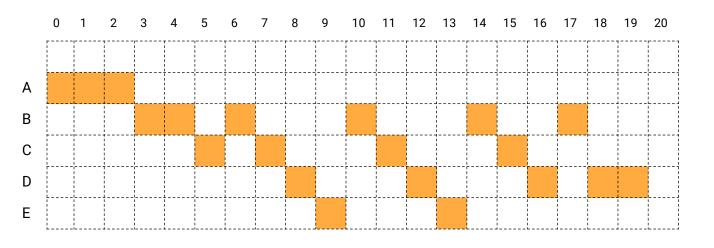
T = 18, B terminates

Next to schedule: D

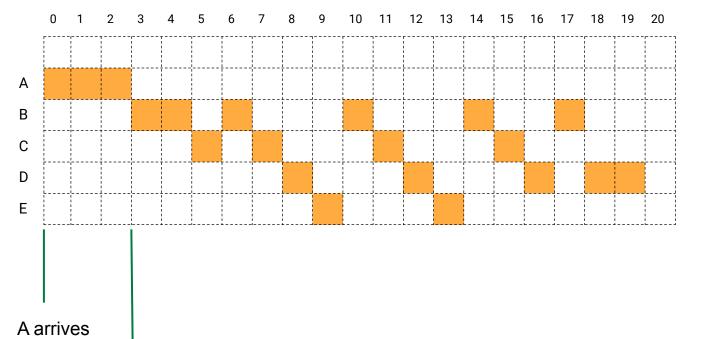


Process	Remaining time
D	2

T = 20, D terminates

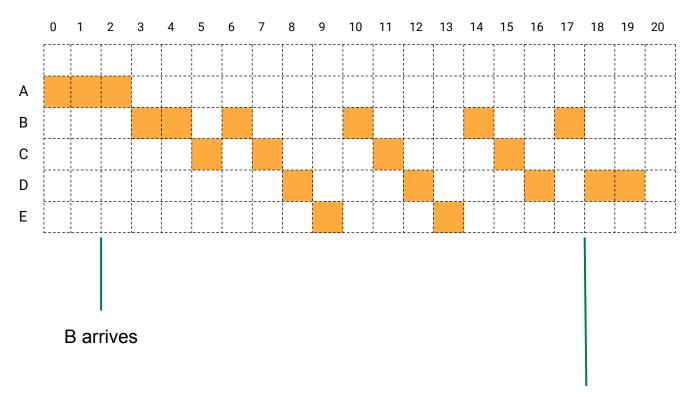


Process	Remaining time



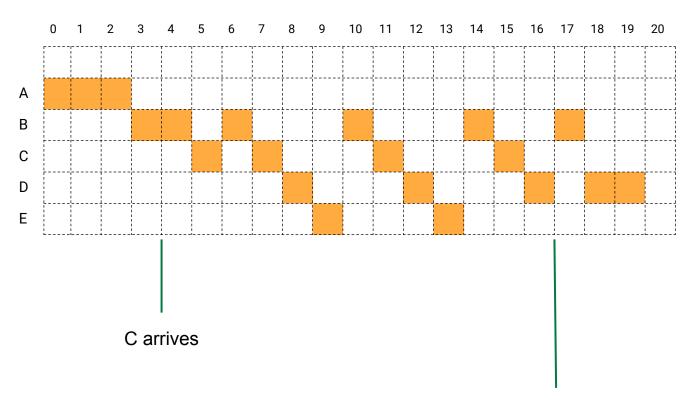
Process	Turnaround time
А	3 - 0 = 3

A terminates

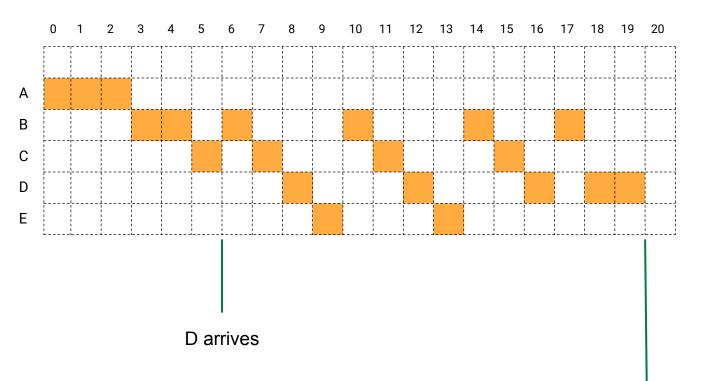


Process	Turnaround time
А	3 - 0 = 3
В	18 - 2 = 16

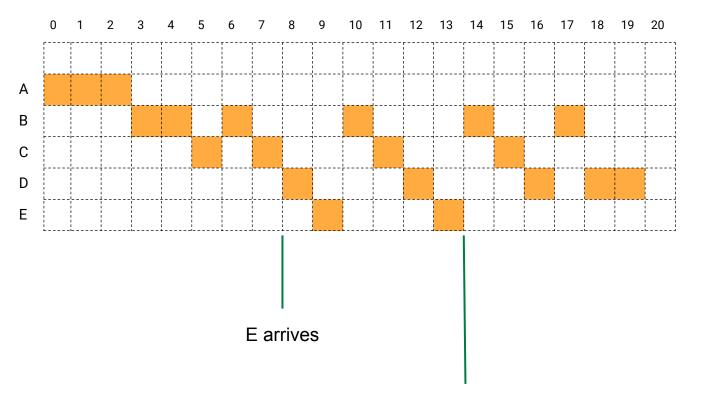
B terminates



Process	Turnaround time
А	3 - 0 = 3
В	18 - 2 = 16
С	17 - 4 = 13



Process	Turnaround time
А	3 - 0 = 3
В	18 - 2 = 16
С	17 - 4 = 13
D	20 - 6 = 14



Process	Turnaround time
Α	3 - 0 = 3
В	18 - 2 = 16
С	17 - 4 = 13
D	20 - 6 = 14
E	14 - 8 = 6

E terminates

Process	Turnaround time
Α	3 - 0 = 3
В	18 - 2 = 16
С	17 - 4 = 13
D	20 - 6 = 14
E	14 - 8 = 6
Avg.	10.4

Process	Waiting time
А	3 - 3 = 0
В	16 - 6 = 10
С	13 - 4 = 9
D	14 - 5 = 9
E	6 - 2 = 4
Avg.	6.4

# Exercise 1 - Q2 Thinking questions

- What are the advantages of RR scheduling?
- What are the disadvantages of RR scheduling?
- How will different time quantum size influence average turnaround time and average wait time?

Omitte

Long averaging waiting time if tasks are equal in size. Hard to choose time quantum size

- How many times will page fault occur under LRU policy?
- Suppose 4 page frames are available and all the frames are initially empty.
- To break ties, replace the oldest page.

```
12, 8, 3, 7, 8, 3, 9, 10, 3, 5, 7, 10, 3, 7, 5, 7, 12, 10, 7, 5, 12
```

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	-																					
Frame #2	-																					
Frame #3	-																					
Frame #4	-																					
Page faults																						

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	-																					
Frame #2	-																					
Frame #3	-																					
Frame #4	-																					
Page faults																						

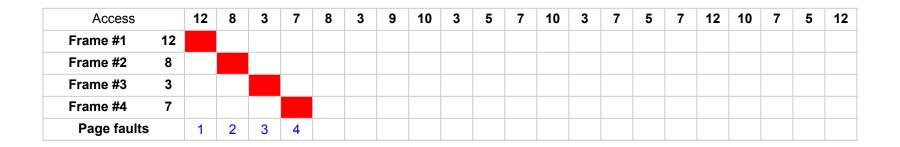
Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	-																					
Frame #2	-																					
Frame #3	-																					
Frame #4	-																					
Page faults																						

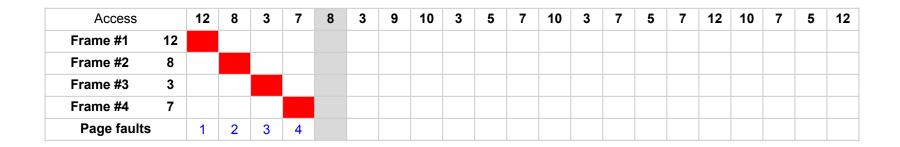
Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	12																					
Frame #2	-																					
Frame #3	-																					
Frame #4	-																					
Page faults		1																				

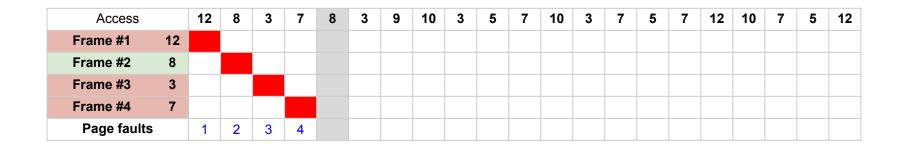
Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	12																					
Frame #2	-																					
Frame #3	-																					
Frame #4	-																					
Page faults		1																				

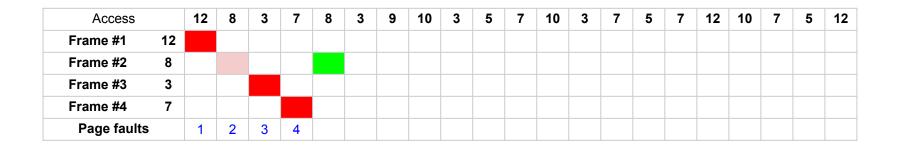
Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	12																					
Frame #2	-																					
Frame #3	-																					
Frame #4	-																					
Page faults		1																				

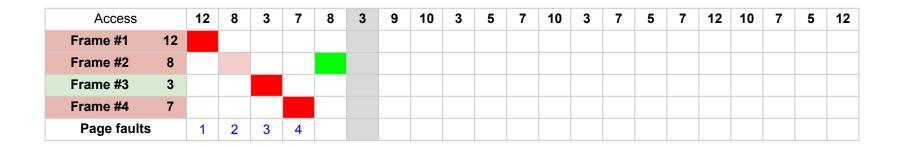
Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	12																					
Frame #2	8																					
Frame #3	-																					
Frame #4	-																					
Page faults		1	2																			

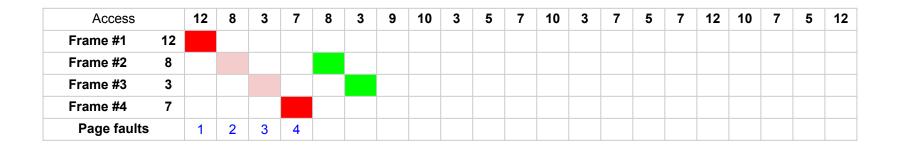


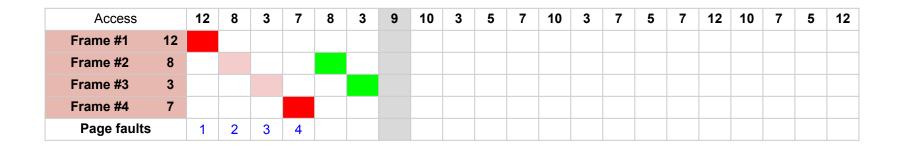






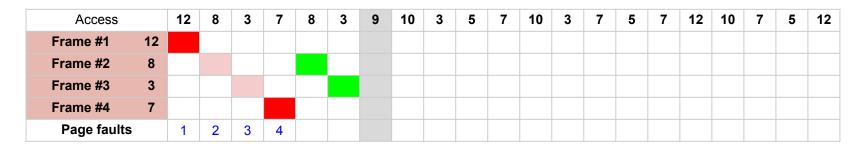






#### • LRU - Least Recently Used

Frame 1 at time 1, 2 at time 5, 3 at time 6, 4 at time 4



#### • LRU - Least Recently Used

Frame 1 at time 1, 2 at time 5, 3 at time 6, 4 at time 4



#### LRU - Least Recently Used

Frame 1 at time 9, 2 at time 5, 3 at time 6, 4 at time 4



#### • LRU - Least Recently Used

Frame 1 at time 9, 2 at time 5, 3 at time 6, 4 at time 4



Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	9																					
Frame #2	8																					
Frame #3	3																					
Frame #4	10																					
Page faults		1	2	3	4			5	6													

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	9																					
Frame #2	5																					
Frame #3	3																					
Frame #4	10																					
Page faults		1	2	3	4			5	6		7											

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7																					
Frame #2	5																					
Frame #3	3																					
Frame #4	10																					
Page faults		1	2	3	4			5	6		7	8										

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7																					
Frame #2	5																					
Frame #3	3																					
Frame #4	10																					
Page faults		1	2	3	4			5	6		7	8										

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7																					
Frame #2	5																					
Frame #3	3																					
Frame #4	10																					
Page faults		1	2	3	4			5	6		7	8										

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7																					
Frame #2	5																					
Frame #3	3																					
Frame #4	10																					
Page faults		1	2	3	4			5	6		7	8										

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7																					
Frame #2	5																					
Frame #3	3																					
Frame #4	10																					
Page faults		1	2	3	4			5	6		7	8										

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7																					
Frame #2	5																					
Frame #3	3																					
Frame #4	10																					
Page faults		1	2	3	4			5	6		7	8										

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7																					
Frame #2	5																					
Frame #3	3																					
Frame #4	12																					
Page faults		1	2	3	4			5	6		7	8						9				

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7																					
Frame #2	5																					
Frame #3	10																					
Frame #4	12																					
Page faults		1	2	3	4			5	6		7	8						9	10			

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7																					
Frame #2	5																					
Frame #3	10																					
Frame #4	12																					
Page faults		1	2	3	4			5	6		7	8						9	10			

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7																					
Frame #2	5																					
Frame #3	10																					
Frame #4	12																					
Page faults		1	2	3	4			5	6		7	8						9	10			

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7																					
Frame #2	5																					
Frame #3	10																					
Frame #4	12																					
Page faults		1	2	3	4			5	6		7	8						9	10			

Access		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
Frame #1	7	12	12	12	12	12	12	9	9	9	9	7	7	7	7	7	7	7	7	7	7	7
Frame #2	5	0	8	8	8	8	8	8	8	8	5	5	5	5	5	5	5	5	5	5	5	5
Frame #3 1	0	0	0	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	10	10	10	10
Frame #4 1	2	0	0	0	7	7	7	7	10	10	10	10	10	10	10	10	10	12	12	12	12	12
Page faults		1	2	3	4			5	6		7	8						9	10			

- How many times will page fault occur under LRU policy?
- Suppose 4 page frames are available and all the frames are initially empty.
- To break ties, replace the oldest page.

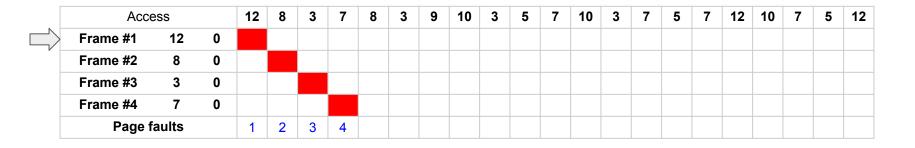
```
12, 8, 3, 7, 8, 3, 9, 10, 3, 5, 7, 10, 3, 7, 5, 7, 12, 10, 7, 5, 12
```

Answer: 10

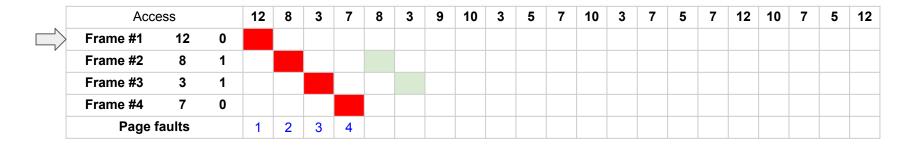
- How many times will page fault occur under clock policy?
- Suppose 4 page frames are available and all the frames are initially empty.
- To break ties, replace the oldest page.

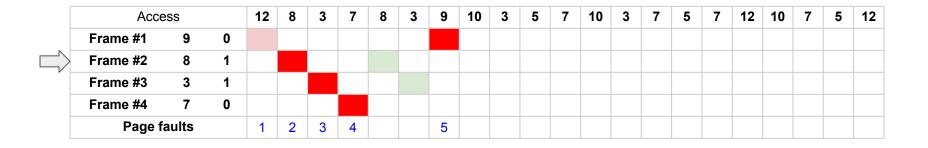
```
12, 8, 3, 7, 8, 3, 9, 10, 3, 5, 7, 10, 3, 7, 5, 7, 12, 10, 7, 5, 12
```

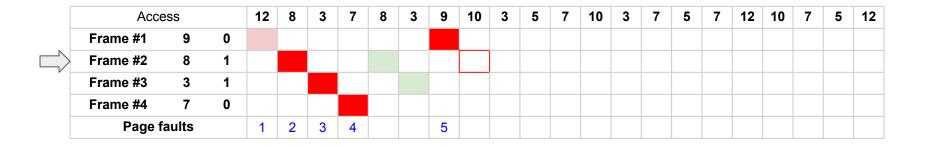
	Acces	Access			8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
$\rightarrow$	Frame #1	Frame #1 - 0																						
	Frame #2 - 0 Frame #3 - 0																							
	Frame #4 - 0																							
	Page faults																							

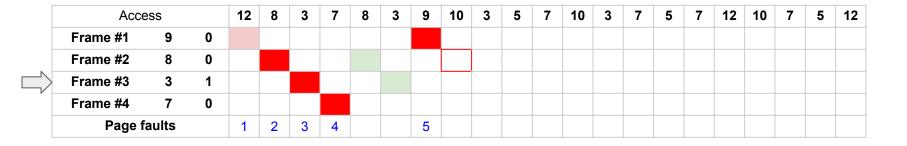


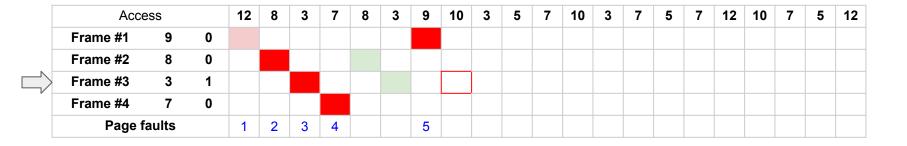
	Acce	Access					7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
$ \Rightarrow $	Frame #1	12	0																					
	Frame #2	8	1																					
	Frame #3	3	0																					
	Frame #4 7 0		0																					
	Page faults			1	2	3	4																	



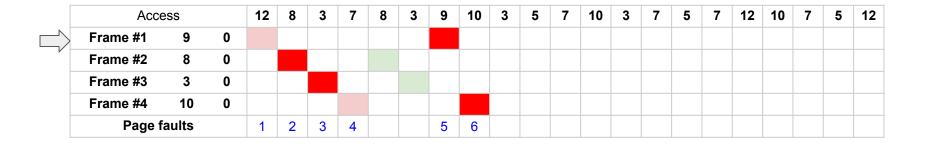


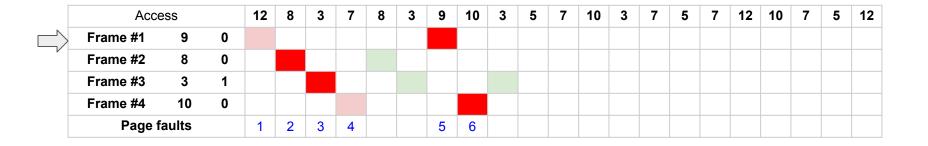


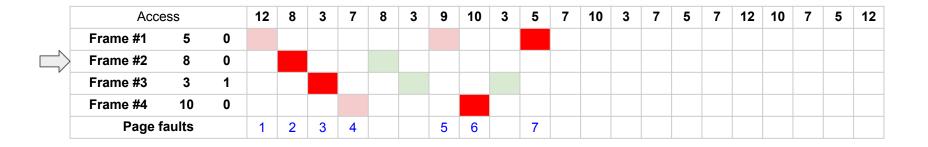


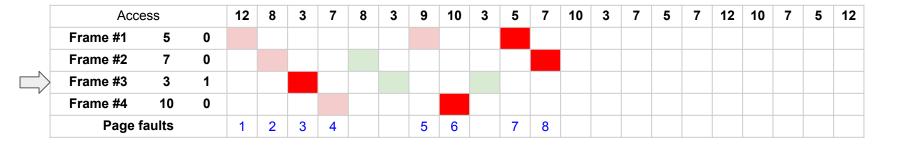


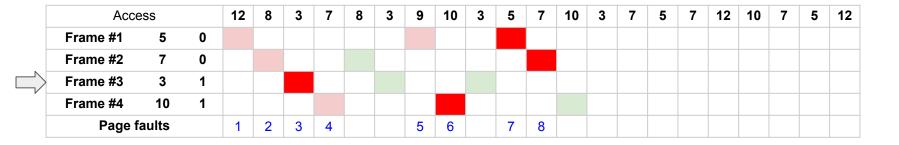
Acce		12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12	
Frame #1	9	0																					
Frame #2	8	0																					
Frame #3	3	0																					
Frame #4 7 0		0																					
Page faults			1	2	3	4			5														

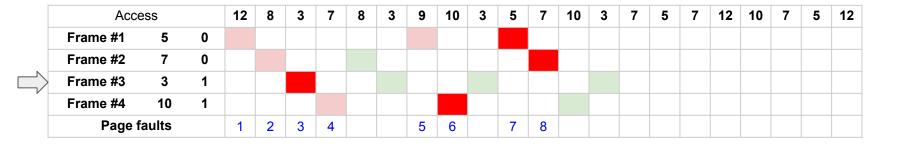


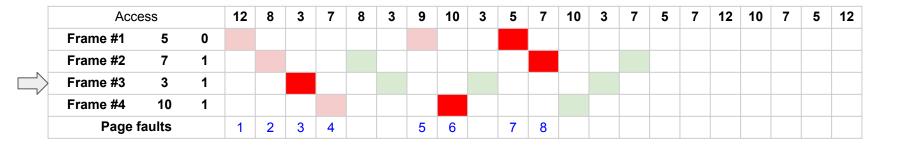


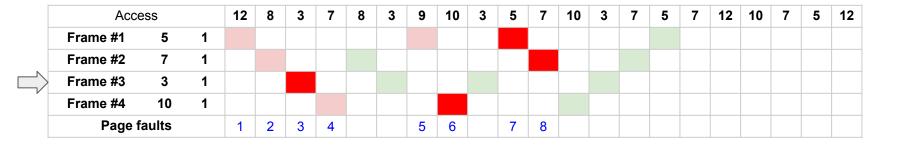


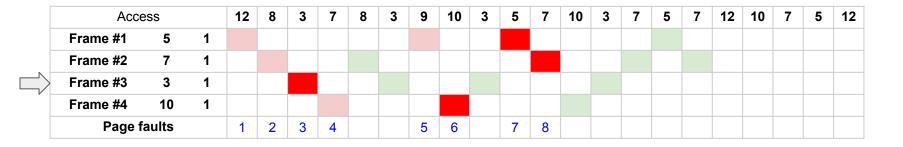


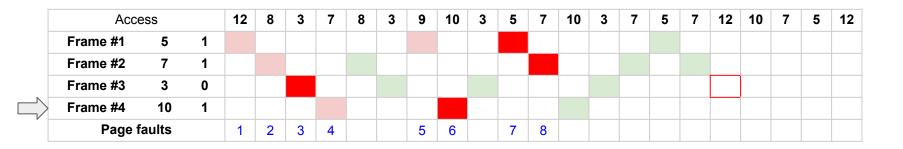


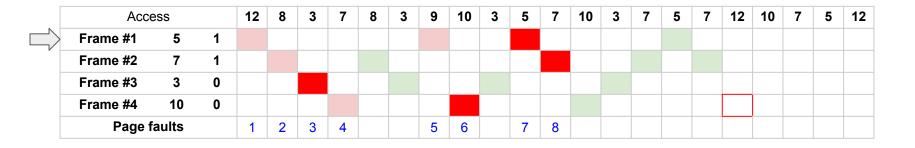


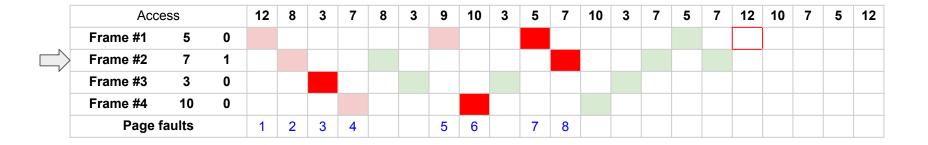


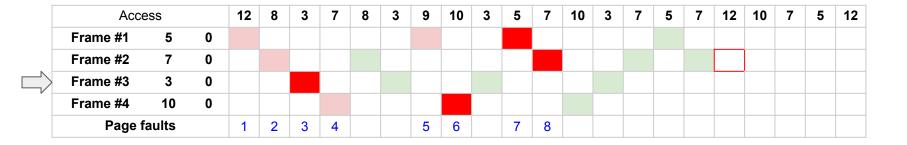








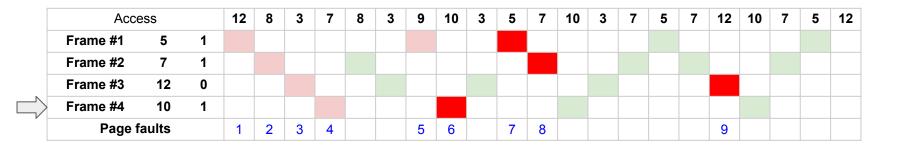








	Access			12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
	Frame #1	5	0																					
	Frame #2	7	1																					
	Frame #3	12	0																					
$\rangle$	Frame #4	10	1																					
	Page faults			1	2	3	4			5	6		7	8						9				



	Access			12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
	Frame #1	5	1																					
	Frame #2	7	1																					
	Frame #3	12	1																					
$\rangle$	Frame #4	10	1																					
	Page faults		1	2	3	4			5	6		7	8						9					

	Access			12	8	3	7	8	3	9	10	3	5	7	10	3	7	5	7	12	10	7	5	12
F	rame #1	5	1	12	12	12	12	12	12	9	9	9	5	5	5	5	5	5	5	5	5	5	5	5
F	rame #2	7	1	0	8	8	8	8	8	8	8	8	8	7	7	7	7	7	7	7	7	7	7	7
F	rame #3	12	1	0	0	3	3	3	3	3	3	3	3	3	3	3	3	3	3	12	12	12	12	12
F	rame #4	10	1	0	0	0	7	7	7	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10
	Page faults		1	2	3	4			5	6		7	8						9					

- How many times will page fault occur under clock policy?
- Suppose 4 page frames are available and all the frames are initially empty.
- To break ties, replace the oldest page.

```
12, 8, 3, 7, 8, 3, 9, 10, 3, 5, 7, 10, 3, 7, 5, 7, 12, 10, 7, 5, 12
```

Answer: 9

# Questions for Assignment 3 and the final exam

#### Consistency test sample input:

- 1-1: some bits in free\_block\_list marked as 1 but not allocated by any file (not in the range of [start\_block, start\_block + size 1] for all inodes).
- 1-2: some bits in free\_block\_list marked as 0 but allocated by some files
- 1-3: some blocks are allocated by more than one file
- o 2-1: duplicate names in root
- 2-2: duplicate names in the same folder
- 3-1: inode is marked as free but some bits are not zero
- 3-2: inode is marked as in use but the name is empty
- 6-1: parent is 126
- o 6-2: parent inode is a file

