

《操作系统》期中考试试题

1. FILL IN BLANKS ( 10 points, 须用英文应答, 中文答对得一半分)

- (1) The device \_\_\_\_\_ is responsible for moving the data between the peripheral devices that it controls and its local buffer storage.
- (2) Modern operating system is driven by \_\_\_\_\_ .
- (3) If an attempt is made to execute a privileged instruction in user mode, the hardware does not execute the instruction but rather treats it as illegal and traps it to the \_\_\_\_\_
- (4) Considering OS interfaces, an application program can utilize \_\_\_\_\_ to acquire services provided by the OS.
- (5) Programs loaded into and executing in memory refers to \_\_\_\_\_. It needs certain resources, including CPU, memory, files, and I/O devices to accomplish its task.
- (6) Three general methods used to pass parameters to the operating system are \_\_\_\_\_, memory block, and stack.
- (7) In When CPU executes the instructions of operating systems, it is said that CPU is in \_\_\_\_\_ mode.
- (8) Two communication methods between processes are \_\_\_\_\_ and message passing .
- (9) Operations on semaphores are initialization, wait() , and \_\_\_\_\_ .
- (10) 3 conditions that a good solution for critical section problems should satisfy are \_\_\_\_\_, Progress , and bounded waiting.

2. CHOICE ( 10 points )

- (1) \_\_\_\_\_ is not included in the context of process?  
A. PCB                      B. code                      C. kernel stack                      D. interrupt vector
- (2) Among the following migrations, \_\_\_\_\_ is impossible?  
A. running→ready                      B. running→waiting  
C. ready→running                      D. waiting→running
- (3) When does a process migrate from waiting state to ready state? \_\_\_\_\_  
A. the process is waiting for an event                      B. process is selected by scheduler  
C. event that the process is waiting for occurs                      D. time slice is used up
- (4) \_\_\_\_\_ is the interval from the time of submission of a process to the time of completion.  
A. Waiting time                      B. Turnaround time                      C. Response time                      D. Throughput
- (5) A starvation-free scheduling policy guarantees that no process waits indefinitely for service. Which of the following scheduling policies is starvation free? \_\_\_\_\_  
A. Round Robin                      B. Priority  
C. Shortest Job First                      D. None of the above



4. (10 points) In a computer system with only one processor, one input device and one printer. Processes A and B enter the system sequentially at time 0, and A is scheduled by the CPU scheduler at first. The execution tracks of A and B are as follows:

A: CPU burst lasting 20ms, then I/O burst of 100ms on the input device, and then CPU burst lasting 50ms, exiting.

B: CPU burst lasting 40ms, then I/O burst of 70ms on the printer, and then CPU burst lasting 30ms, exiting.

(a) Suppose that preemptive SJF scheduling algorithm (SRTF) is employed, draw the Gantt chart to describe the resource usage of A and B on the CPU, the input device and the printer.

(b) Calculate the waiting time and turnaround time for process A and B respectively.

5. (20 points) Consider the following set of processes, their arrival time, CPU burst time, and priority numbers are as following.

The length of the CPU burst given in milliseconds, and larger priority numbers imply higher priority.

<u>Process</u>	<u>Arrival Time</u>	<u>Burst Time</u>	<u>Priority number</u>
P1	0	5	1
P2	1	3	3
P3	2	3	7
P4	4	6	5

(1). Suppose that priority-based preemptive scheduling is employed,

(a) Draw a Gantt chart illustrating the execution of these processes;

(b) Calculate the average waiting time.

(c) Calculate the average turnaround time.

(2). Suppose that priority-based non-preemptive scheduling is employed,

(a) Draw a Gantt chart illustrating the execution of these processes;

(b) Calculate the average waiting time.

(c) Calculate the average turnaround time.



6. (20 points ) There is a plate that can hold only one apple or can hold three oranges. Father put an apple once a time into the plate; mother put an orange once a time into the plate. If there is already one or two oranges on the plate, the mother can put another orange into the plate.

Son takes an apple from the plate and eats. Daughter takes an orange from the plate once a time and eats.

The processes for the father, mother, son, and daughter are shown as followings.

In order to synchronize these processes, please design semaphores and complete these processes by using wait() and signal() operations on semaphores.

(1) Define semaphores needed and initialize them.

(2) Write appropriate code segmentation for each place marked by number from (1) to (8).

<b>Father:</b> <b>while(true){</b> <b>Put an apple into the plate;</b>  <b>}</b>	<b>Son:</b> <b>while(true){</b> <b>Take the apple from the plate;</b> <b>eats the apple;</b>  <b>}</b>
<b>Mother:</b> <b>while(true){</b> <b>Put an orange into the plate;</b>   <b>}</b>	<b>Daughter:</b> <b>while(true){</b> <b>Take an orange from the plate;</b>  <b>eats the orange;</b>  <b>}</b>

**7. (18 points) For the system described in the table below**

process	Current allocation			Maximum needs			outstanding requests			Available		
	R <sub>1</sub>	R <sub>2</sub>	R <sub>3</sub>	R <sub>1</sub>	R <sub>2</sub>	R <sub>3</sub>	R <sub>1</sub>	R <sub>2</sub>	R <sub>3</sub>	R <sub>1</sub>	R <sub>2</sub>	R <sub>3</sub>
P <sub>1</sub>	2	0	0	2	0	1	0	0	1	0	2	0
P <sub>2</sub>	1	2	0	2	5	2	0	0	1			
P <sub>3</sub>	0	1	1	1	4	2	0	0	0			
P <sub>4</sub>	0	0	1	2	0	1	1	0	0			

**(1)** How many instances are there for each type of resources?

**(2)** Draw the resource-allocation graph

**(3)** Is the system in a safe or unsafe state? Specify your judging procedure.

**(4)** Is the system deadlocked? Specify your judging procedure.