

Assignment 2

Please complete the report and upload the corresponding code. The file required for submission of this assignment include:

1. Submit `report.pdf` through Blackboard
2. Finish and push the code to GitLab

The GitLab link of assignment2: https://mirrors.sustech.edu.cn/git/operating-systems/asterinas_labs/assignment2_{Your student ID}

How to push code to GitLab, please refer to `Lab/作业提交配置手册.pdf` (Note: section 5 in the PDF file is no longer used in the semester)

1. **[20 pts]** Read Chapter 2 of “Three Easy Pieces” (<https://pages.cs.wisc.edu/~remzi/OSTEP/intro.pdf>). Answer the following questions:
 - (1) What are the “three easy pieces” of operating systems? Explain each of them with your own words.
 - (2) How do these “three easy pieces” map to the chapters in the “dinosaur book” (Operating System Concepts)?
2. **[15 pts]** Read Chapter 6 of “Three Easy Pieces” (<https://pages.cs.wisc.edu/~remzi/OSTEP/cpu-mechanisms.pdf>) and explain what happens during **context switch** in detail?
3. **[20 pts]** Read slides “L03 Processes” and answer the following questions:
 - (1) Explain what happens when the kernel handles the `fork()` system call (hint: your answer should include the system call mechanism, PCB, address space, CPU scheduler, context switch, return values of the system call).
 - (2) Explain what happens when the kernel handles the `exit()` system call (hint: your answer should include discussion on the zombie state and how it is related to the `wait()` system call).
4. **[15 pts]** Describe the life cycle of a process (hint: explain the reasons for process state transitions).
5. **[30 pts] [Programming]** Kernel callback mechanism.

For the description of this question, please refer to `README.md` in the code repository.