

# CS 6210 Fall 2011 Midterm Solution

Name: Kishore GT Number:

**Monday October 10, 2011 (11:05 to 11:55 AM)**

**Note:**

- 1. Write your name and GT number on each page.**
- 2. The test is CLOSED BOOK and NOTES.**
- 3. Please provide the answers in the space provided. You can use scratch paper (provided by us) to figure things out (if needed) but you get credit **only** for what you put down in the space provided for each answer.**
- 4. For conceptual questions, concise bullets (not wordy sentences) are preferred.**
- 5. Where appropriate use figures to convey your points (a figure is worth a thousand words!)**
- 6. Illegible answers are wrong answers.**
- 7. Please look through the whole test before starting so that you can manage your time better.**

Good luck!

Question number	Points earned	Running total
1 (0 min) (Max: 1 pts)		
2 (10 min) (Max: 20 pts)		
3 (10 min) (Max: 20 pts)		
4 (10 min) (Max: 20 pts)		
5 (10 min) (Max: 20 pts)		
6 (10 min) (Max: 19 pts)		
Total (50 min) (Max: 100 pts)		

1. (0 min, 1 point)

CS 6210 guest lecture, Friday Oct 7<sup>th</sup>

(Don't worry you get a point irrespective of your answer!)

- Justin Rattner
- Dave Patterson
- George Cox**
- Are you kidding, no guest lecture...TAs held a townhall meeting
- There was class on Friday?

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## OS Structures (conceptual)

2. (10 min, 20 points)

- (a) (10 points) Explain the role of the "processor environments" in the Aegis Exokernel. How is it used to achieve the functionalities provided by a library OS?

PE is for library OS in the Exokernel for passing events to the library  
+2 \* Exception context for program generated exceptions (e.g. divide by 0)  
+2 \* Interrupt context for external events (e.g. timer interrupt)  
+2 \* Protected entry context for cross domain calls (e.g. f.s)  
+2 \* Addressing context for keeping guaranteed mappings  
+2 These contexts are library specific information maintained by  
Exokernel. For example, a process page fault will be communicated  
via the Exception context to the page fault handler in the  
library OS

**(Partial credit commensurate with answers)**

- (b) (10 points) Explain how the page table for a newly created process is set up by a library operating system executing on top of Xen.

+2 - allocates and initializes a physical page frame and  
registers it with Xen to serve as the PT for process  
+2 - creates VPN to PPN mapping for the process  
+2 - communicates these mappings via hypervisor calls  
+2 to Xen  
+2 - Xen populates the PT above with these mappings  
+2 - allocates page frames for the process to back these  
VPN to PPN mappings

**(Partial credit commensurate with answer)**

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3. (10 min, 20 points)

(a) (6 points) Distinguish between VPN, PPN, and MPN as discussed in VMWare.

**VPN** - virtual page number for user level process inside a VM

**PPN** - VM's idea of the Physical page backing the VPN of the user process (Physical page number)

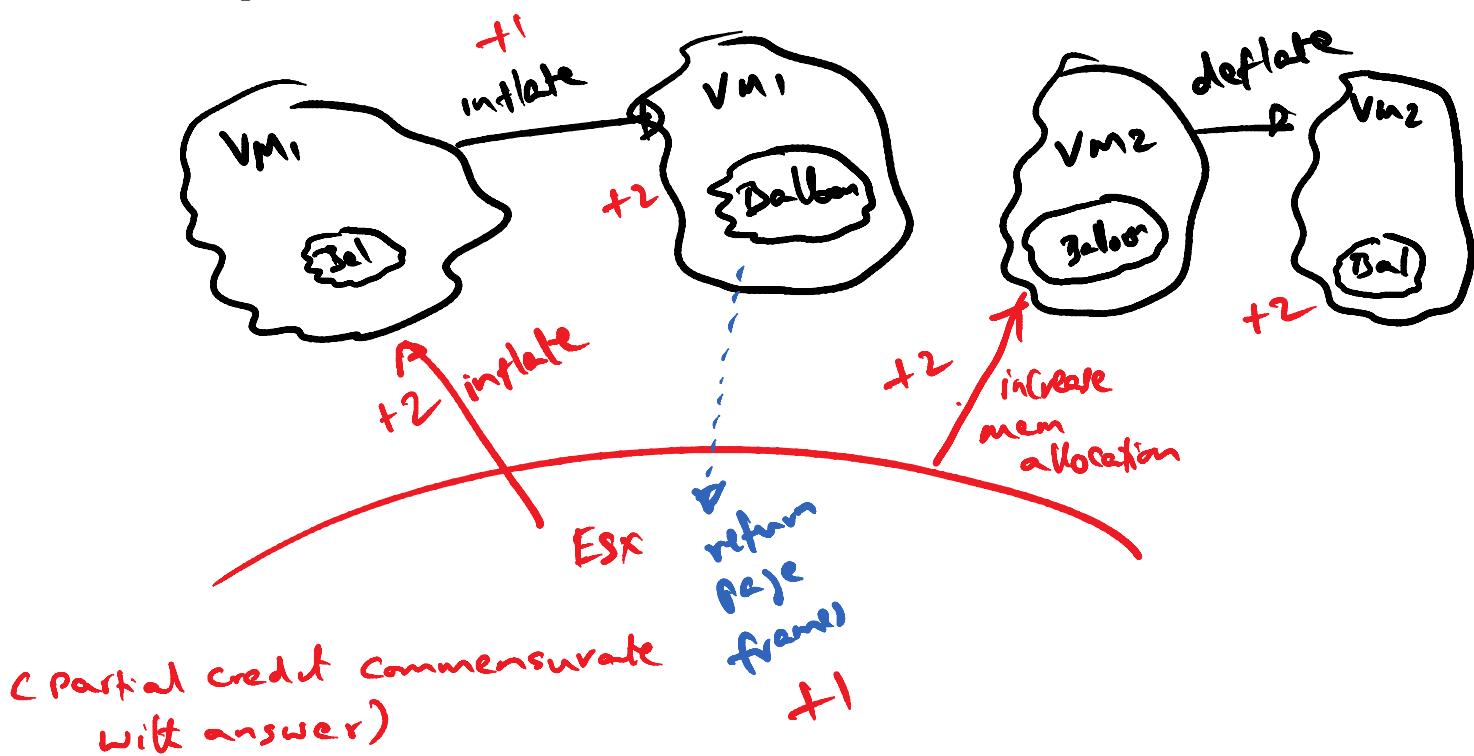
**MPN** - Machine page number, the actual machine page frame on the processor for backing a given VPN

(b) (4 points) What does the shadow page table of ESX server hold and why?

**VPN to MPN mapping** for a VM; there is one shadow page table for each VM on top of the ESX server. Shadow page table removes the one level of indirection

**VPN  $\rightarrow$  PPN  $\rightarrow$  MPN** shadow page table

(c) (10 points) VM1 is not using its allocated memory; VM2 needs more memory; ESX server would like to get some memory from VM1 and give it to VM2. How is this accomplished with ballooning? Explain with pictures.



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## Synchronization and Communication in Parallel Systems

4. (10 mins, 20 points) Prior to the optimization done by LRPC, list the number of and the need for copying involved in a client-server RPC call when the client and server are on the same machine. How does LRPC reduce the number of copies and what are the copies after the optimization?

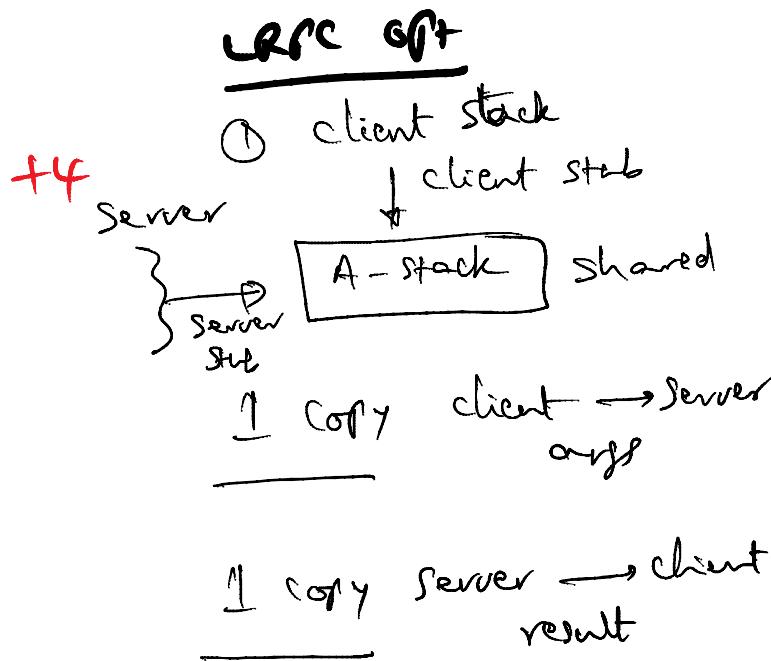
Originally

- ① client stack  
↓ client stub
- +4
- ② RPC msg  
↓ kernel
- +4
- ③ Kernel buffer  
↓ kernel
- +4
- ④ Server domain  
↓ server stub
- +4
- ⑤ Server stack

4 Copies each way

client → Server  
args

Server → client  
results



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5. (10 mins, 20 points) Using a series of pictures, explain how barrier synchronization is achieved using the "Tournament barrier" for 8 processors. Just to jog your memory here is the code for tournament barrier.

```
procedure tournament_barrier
  round : integer := 1
  loop
    case rounds[vpid][round].role of
      loser:
        rounds[vpid][round].opponent^ := sense
        repeat until rounds[vpid][round].flag = sense
        exit loop
      winner:
        repeat until rounds[vpid][round].flag = sense
      bye:           // do nothing
      champion:
        repeat until rounds[vpid][round].flag = sense
        rounds[vpid][round].opponent^ := sense
        exit loop
      dropout:      // impossible
    round := round + 1
  loop
    round := round - 1
    case rounds[vpid][round].role of
      loser:        // impossible
      winner:
        rounds[vpid][round].opponent^ := sense
      bye:          // do nothing
      champion:    // impossible
      dropout:
        exit loop
  sense := not sense
```

Use the next blank page for your answer.

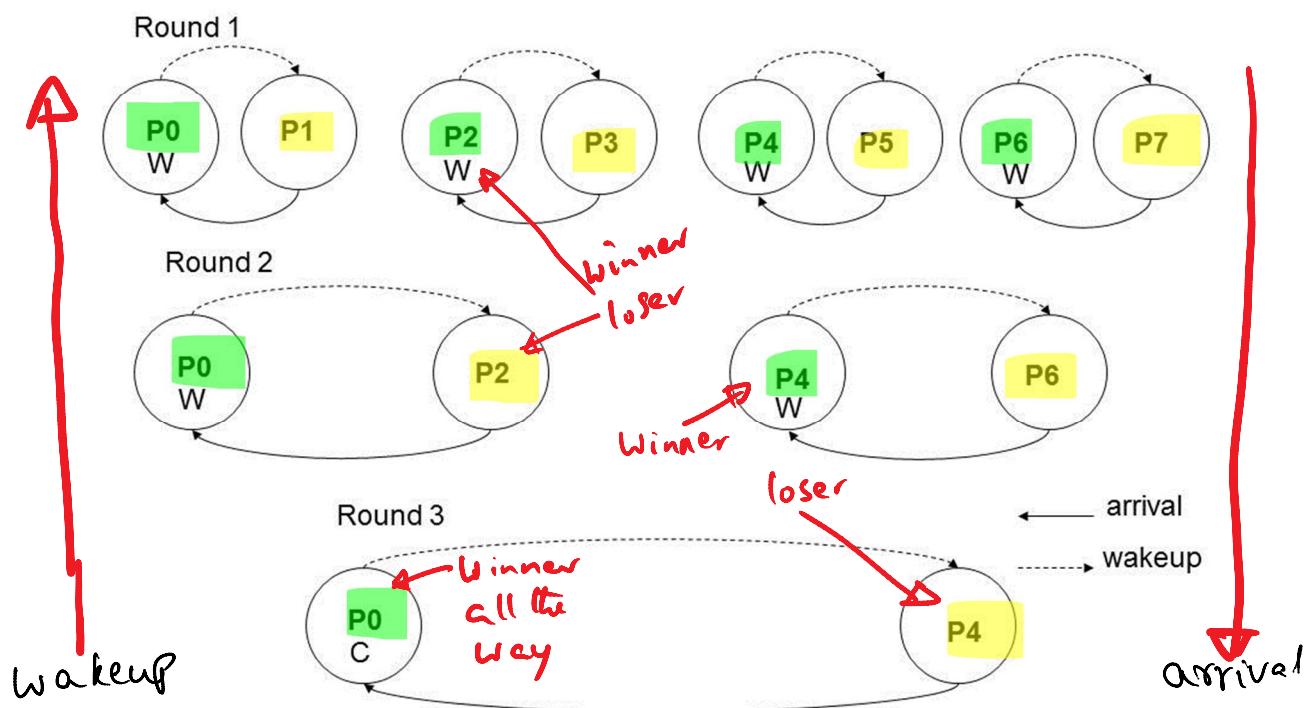
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Space for answer to Q5

Role Set Statically depending on round

Yellow box: loser in a given round  
 Green box: winner in a given round



- 1 for each wrong arrow
- 1 for each wrong winner/loser
- 1 only showed 4 processes  
 (but otherwise correct answer)
- 1 did not say winner statically determined

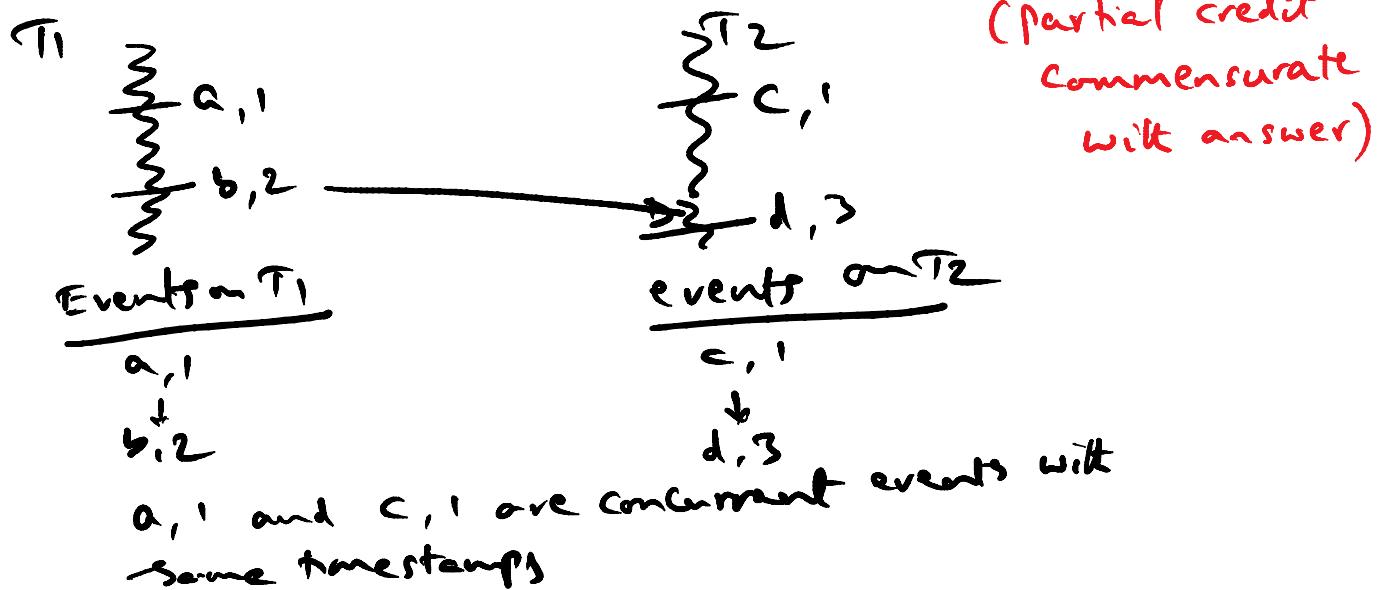
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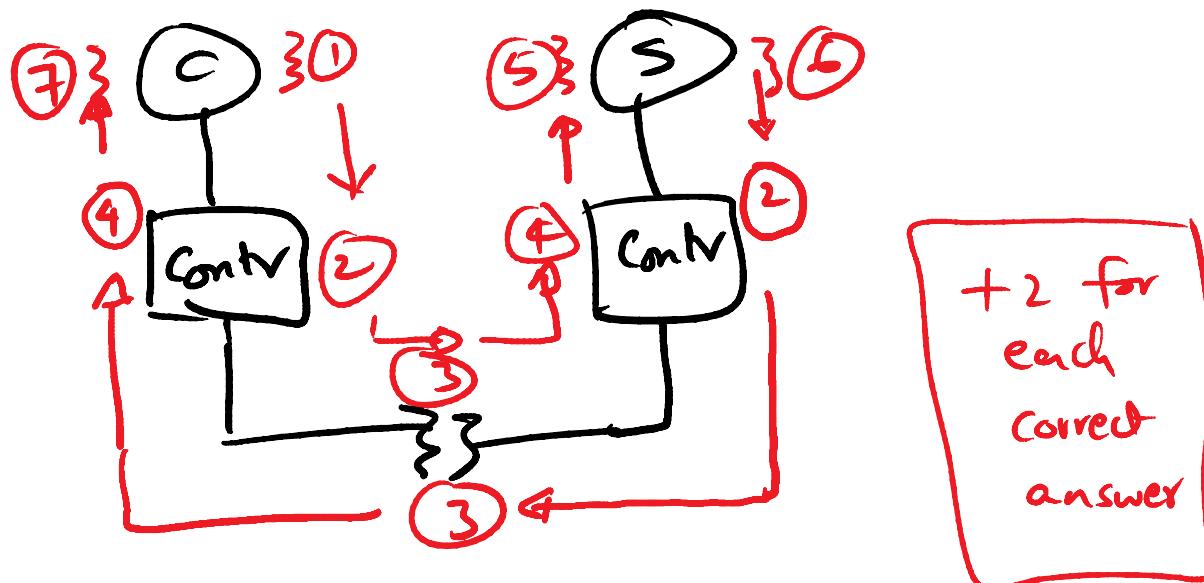
## Communication in Distributed Systems

6. (10 mins, 19 points)

- (a) (5 points) Explain (with a simple example) why Lamport's "happened before" relationship by itself is insufficient to derive a total order of events in a distributed system.



- (b) (14 points) For the RPC call shown between client (C) and server (S) in the picture below, give a short sentence description for each of the component times:



Use next page for writing your answer

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1. Client call:  
Args set up; Kernel call; validation; marshalling;  
controller set up (-1)
2. Controller latency: At each of Client & Server  
Time taken by hardware to move bits from host  
memory to controller buffer (if necessary); followed by  
placing the bits from buffer onto the wire (-1) Copy into  
contr.  
buffer
3. Time on the wire:  
Actual time taken by the bits to travel from  
client machine to server machine  
+  
Vice versa
4. Interrupt handling:  
(-1)  
context  
switch Time taken by the kernel to dispatch the interrupt  
Time taken by the kernel to save context of currently running process and  
handler after seeing context currently running process and  
the time taken by the controller to receive the bits from the  
wire into its buffer
5. Server call receipt:  
Time for kernel to locate server procedure;  
dispatch server procedure; unmarshall args (-1)
6. Server reply:  
(-1) exec of server procedure; set up reply similar to  
client call (-1) marshall
7. Client reply receipt:  
(-1) dispatch client (currently waiting for RPC to complete);  
unmarshall result (-1) partial credit commensurate with answer