



National Textile University

Department of Computer Science

Subject:

Operating System

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Assignment:

02

Semester:

5th

Operating Systems – COC 3071

SE 5th A – Fall 2025
After-mid Homework -1

Part 1: Semaphore theory

1. A counting semaphore is initialized to 7. If 10 wait() and 4 signal() operations are performed, find the final value of the semaphore.

Ans :

semaphore is initialized with 7

10 wait() (operations)

it will decrement 10 times in semaphore value (S-1) each execution of code for Enter . Remaining value is -3

4 signal() (operations)

it will increment in Semaphore 4 times (S+1) each execution of code for exit . Remaining value is 1

final value is : 1

2. A semaphore starts with value 3. If 5 wait() and 6 signal() operations occur, calculate the resulting semaphore value.

Ans:

semaphore is initialized with 3

5 wait() (operations)

it will decrement 5 times in semaphore value (S-1) each execution of code for Enter . Remaining value is -2

6 signal() (operations)

it will increment in Semaphore 6 times (S+1) each execution of code for exit . Remaining value is 4

final value is : 4

3. A semaphore is initialized to 0. If 8 signal() followed by 3 wait() operations are executed, find the final value.

Ans:

semaphore is initialized with 0

8 signal() (operations)

it will increment in Semaphore 8 times (S+1) each execution of code for exit . Remaining value is 8

3 wait() (operations)

it will decrement 3 times in semaphore value (S-1) each execution of code for Enter . Remaining value is 5

final value is : 5

4. A semaphore is initialized to 2. If 5 wait() operations are executed:

Ans:

a) How many processes enter the critical section?

Semaphore is initialized with 2 its means 2 processes are successfully enter in critical section

final value : 2

b) How many processes are blocked?

If 5 wait then it decrement 5 (S-1) times so final value in blocked section is 3

final value : 3

5. A semaphore starts at 1. If 3 wait() and 1 signal() operations are performed:

Ans:

a) How many processes remain blocked?

Initial value is 1 and 3 wait () $1-3 = -2$

1 signal operation 1 signal() $-2 + 1 = -1$

b) What is the final semaphore value?

Final value is : -1

6.

Ans

semaphore S = 3;

wait(S); wait (S-1) = 2

wait(S); wait (S-1) = 1

signal(S); S+1 = 2

wait(S); S-1 = 1

wait(S); S-1 = 0

a) How many processes enter the critical section?

4 wait() operation calls and Every wait() section will be succeeded

Final Value: 4 processes

b) What is the final value of S?

Final value of S is 0

7.

semaphore S = 1;

wait(S); S-1 = 0

wait(S); S-1 = -1

signal(S); S+1 = 0

signal(S); S+1 = 1

a) How many processes are blocked?

No one is in block section 1 process can go in block section but signal can woke up it again

Final value is : 0

b) What is the final value of S?

Final value is : 1

8. A binary semaphore is initialized to 1. Five wait() operations are executed without any signal(). How many processes enter the critical section and how many are blocked?

Ans:

Initial value is 1 So:

1st wait () call will be successfully enter in critical section remaining 4 go to block section

Final value in critical section is : 1 And in block section is 4

9. A counting semaphore is initialized to 4. If 6 processes execute wait() simultaneously, how many proceed and how many are blocked?

Ans:

Initial S = 4

Execution : 4 processes executed successfully remaining 2 go to block section

final processes : 4

blocked : 2

10. A semaphore S is initialized to 2. wait(S);

Ans:

a) Track the semaphore value after each operation.

wait(S); S-1 = 1

wait(S); S-1 = 0

wait(S); S-1 = -1

signal(S); S+1 = 0

signal(S); S+1 = 1

wait(S); S-1 = 0

b) How many processes were blocked at any time?

1 process block at any time

11. A semaphore is initialized to 0. Three processes execute wait() before any signal(). Later, 5 signal() operations are executed.

Ans:

a) How many processes wake up?

All block process were wake up total is 3

b) What is the final semaphore value?

final value is 2

Part 2: Semaphore Coding

Consider the Producer–Consumer problem using semaphores as implemented in Lab-10 (Lab-plan attached). Rewrite the program in your own coding style, compile and execute it successfully, and explain the working of the code in your own words.

Submission Requirements:

- Your rewritten source code
- A brief description of how the code works
- Screenshots of the program output showing successful execution

Code:

```
#include <stdio.h>
#include <pthread.h>
#include <semaphore.h>
#include <unistd.h>

#define BUFFER_SIZE 5

int buffer[BUFFER_SIZE];
int in = 0; // Producer index
int out = 0; // Consumer index

// Synchronization tools
sem_t empty; // Counts empty slots
sem_t full; // Counts full slots
pthread_mutex_t mutex;

void* producer(void* arg) {
    int id = *(int*)arg;
    for(int i = 0; i < 3; i++) { // Each producer makes 3 items
        int item = id * 10 + i;
        // check for empty slot
        sem_wait(&empty);
        // Lock the buffer
        pthread_mutex_lock(&mutex);
        // Add item to buffer
        buffer[in] = item;
        printf("Producer %d produced item %d at position %d\n", id, item, in);
        in = (in + 1) % BUFFER_SIZE;
        // Unlock the buffer
        pthread_mutex_unlock(&mutex);
        // Signal that buffer has a full slot
        sem_post(&full);
        sleep(1);
    }
    return NULL;
}
```

```

}
void* consumer(void* arg) {
int id = *(int*)arg;
for(int i = 0; i < 3; i++) {
// check for available item
sem_wait(&full);
//lock buffer
pthread_mutex_lock(&mutex);
int item = buffer[out];
printf("Consumer %d consumed item %d from position %d\n",id, item, out);
out = (out + 1) % BUFFER_SIZE;
// unlock buffer
pthread_mutex_unlock(&mutex);
// signal that buffer has empty slot
sem_post(&empty);
sleep(2); // Consumers are slower
}
return NULL;
}
int main() {
pthread_t prod[2], cons[2];
int ids[2] = {1, 2};
// Initialize semaphores
sem_init(&empty, 0, BUFFER_SIZE); // All slots empty initially
sem_init(&full, 0, 0);
pthread_mutex_init(&mutex, NULL);
// No slots full initially
// Create producers and consumers
for(int i = 0; i < 2; i++) {
pthread_create(&prod[i], NULL, producer, &ids[i]);
pthread_create(&cons[i], NULL, consumer, &ids[i]);
}
// Wait for completion
for(int i = 0; i < 2; i++) {
pthread_join(prod[i], NULL);
pthread_join(cons[i], NULL);
}
// Cleanup
sem_destroy(&empty);
sem_destroy(&full);
pthread_mutex_destroy(&mutex);

return 0;

```

}
Output:

```
File Edit Selection View Go Run Terminal Help Lab 10 [WSL: Ubuntu]
EXPLORER
LAB 10 [WSL: UBUNTU]
  exe2
  Lab10_1129.pdf
  Task2.c
Task2.c
1 #include <stdio.h>
2 #include <pthread.h>
3 #include <semaphore.h>
4 #include <unistd.h>
5
6 #define BUFFER_SIZE 5
7
8 int buffer[BUFFER_SIZE];
9 int in = 0; // Producer index
10 int out = 0; // Consumer index
11
12 // Synchronization tools
13 sem_t empty; // Counts empty slots
14 sem_t full; // Counts full slots
15
16 // Producer function
17 void* producer(void* arg) {
18     int id = *(int*)arg;
19     while (1) {
20         // Wait for an empty slot
21         sem_wait(&empty);
22         // Produce an item
23         int item = id * 10 + 1;
24         buffer[in] = item;
25         in = (in + 1) % BUFFER_SIZE;
26         // Signal that an item is ready for consumption
27         sem_post(&full);
28     }
29 }
30
31 // Consumer function
32 void* consumer(void* arg) {
33     int id = *(int*)arg;
34     while (1) {
35         // Wait for an item to be ready
36         sem_wait(&full);
37         // Consume the item
38         int item = buffer[out];
39         out = (out + 1) % BUFFER_SIZE;
40         // Signal that a slot is free
41         sem_post(&empty);
42     }
43 }
44
45 int main() {
46     pthread_t p1, p2, c1, c2;
47     int args[4] = {1, 2, 1, 2};
48     pthread_create(&p1, NULL, producer, &args[0]);
49     pthread_create(&p2, NULL, producer, &args[1]);
50     pthread_create(&c1, NULL, consumer, &args[2]);
51     pthread_create(&c2, NULL, consumer, &args[3]);
52     pthread_join(p1, NULL);
53     pthread_join(p2, NULL);
54     pthread_join(c1, NULL);
55     pthread_join(c2, NULL);
56     return 0;
57 }

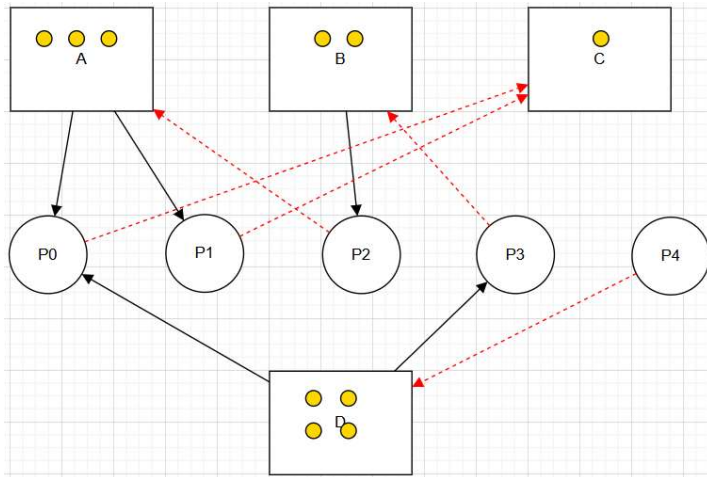
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
ahmadfawad@DESKTOP-DEKBNV1:~/Lab 10$ ./exe2
Producer 2 produced item 20 at position 0
Producer 1 produced item 10 at position 1
Consumer 2 consumed item 20 from position 0
Consumer 1 consumed item 10 from position 1
Producer 2 produced item 21 at position 2
Producer 1 produced item 11 at position 3
Producer 2 produced item 22 at position 4
Consumer 1 consumed item 21 from position 2
Consumer 2 consumed item 11 from position 3
Producer 1 produced item 12 at position 0
Consumer 1 consumed item 22 from position 4
Consumer 2 consumed item 12 from position 0
ahmadfawad@DESKTOP-DEKBNV1:~/Lab 10$
```

Discription:

- This program can be performed synchronization by using multi threading and semaphore
- In this program we use 2 semaphore one (empty) which track which the free space in buffer
- Second full which can track who many items should be ready for counsume
- We use mutex which can verify that at a time only one thread can be access shared resource so that race condition cant occur
- (sem_wait(&empty)) producer first check that there is any free space available if yes it can produce data in buffer and generate signle to counsumer (sem_post(&full))
- (sem_wait(&full)) consumer will wait until buffer is free . after consuming data it will generate signal to producer that there is 1 sapace available (sem_post(&empty))

Part 3: RAG (Recourse Allocation Graph)

- Convert the following graph into matrix table ,



Ans:

Resource allocation Graph:-

In to matrix:-

Allocation Matrix:-

	A	B	C	D
P ₀	1	0	0	1
P ₁	1	0	0	0
P ₂	0	1	0	0
P ₃	0	0	0	1
P ₄	0	0	0	0

Request Matrix:-

	A	B	C	D
P ₀	0	0	1	0
P ₁	0	0	1	0
P ₂	1	0	0	0
P ₃	0	1	0	0
P ₄	0	0	0	1

Part 4: Banker's Algorithm

System Description:

- The system comprises five processes (P0–P3) and four resources (A,B,C,D).
- Total Existing Resources:

Total			
A	B	C	D
6	4	4	2

- Snapshot at the initial time stage:

	A	B	C	D	A	B	C	D	A	B	C	D
P0	2	0	1	1	3	2	1	1				
P1	1	1	0	0	1	2	0	2				
P2	1	0	1	0	3	2	1	0				
P3	0	1	0	1	2	1	0	1				

Questions:

1. Compute the Available Vector:

- Calculate the available resources for each type of resource.

2. Compute the Need Matrix:

- Determine the need matrix by subtracting the allocation matrix from the maximum matrix.

3. Safety Check:

- Determine if the current allocation state is safe. If so, provide a safe sequence of the processes.
- Show how the Available (working array) changes as each process terminates.

Banker's Algorithm:-

1 Allocation Matrix:

	A	B	C	D
P ₀	2	0	1	1
P ₁	1	1	0	0
P ₂	1	0	1	0
P ₃	0	1	0	1

Max :-

	A	B	C	D
P ₀	3	2	1	1
P ₁	1	2	0	2
P ₂	3	2	1	0
P ₃	2	1	0	1

~~Available~~:-

$$A.V = \text{Total} - \text{Sum Allocated}$$

Sum of Allocation of Resources is:-

$$A = 2 + 1 + 1 + 0 = 4$$

$$B = 0 + 1 + 0 + 1 = 2$$

$$C = 1 + 0 + 1 + 0 = 2$$

$$D = 1 + 0 + 0 + 1 = 2$$

Available vector:-

$$A \rightarrow 6 - 4 = 2$$

$$B = 4 - 2 = 2$$

$$C = 4 - 2 = 2$$

$$D = 2 - 2 = 0$$

2) Need Matrix:- Max - Allocation.

	A	B	C	D
P ₀	1	2	0	0
P ₁	0	1	0	2
P ₂	2	2	0	0
P ₃	2	0	0	1

3) Safety check:-

Available vector is: $[2, 2, 2, 0]$

1) check P₀:-

$$\text{Need} : [1, 2, 0, 0] \leq [2, 2, 2, 0]$$

Resources will assign, full fill its need and also releases already allocated resources:-

$$\text{Available} + = \text{Available} [P_0]$$

$$[2, 2, 2, 0] + = [2, 0, 1, 1]$$

$$S = [4, 2, 3, 1]$$

Sequence = $[P_0]$

2) Check P₁:-

Available vector is $[4, 2, 3, 1]$

$$\text{Need} : [0, 1, 0, 2] \leq [4, 2, 3, 1]$$

False state. skip it.

3) Check P2:-

$$\text{Need} : [2, 2, 0, 0] \leq [4, 2, 3, 1]$$

Its true so resource released after use:-

$$: \text{Available} + = \text{Allocation}[P2]$$

$$= [5, 2, 4, 1]$$

Sequence $[P0, P2]$

4) check P3:-

$$\text{Need} [2, 0, 0, 0] \leq [5, 2, 4, 1]$$

True state:-

$$\text{Available} + = \text{Allocation}[P3]$$

$$= [5, 3, 4, 2]$$

Sequence :-

$[P0, P2, P3]$

5) Again check P1:

$$\text{Need} [0, 1, 0, 2] \leq [5, 3, 4, 2]$$

True state:-

$$\text{Available} + = \text{Allocation}[P1]$$

Available = $[6, 4, 4, 2]$.

Sequence = $[P_0, P_2, P_3, P_1]$

Submission Guidelines:

- Ensure all answers are well-explained and calculations are shown step-by-step.
- Submit your assignment on MS Team and GitHub in a PDF format.
- VIVA based Evaluation so Develop your own solution after getting help.