



National Textile University

Department of Computer Science

Subject:

Opreating System

Submitted to:

Sir Nasir

Submitted by:

Ahmad Fawad

Reg number:

1129

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 mean 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 wake 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 remaing 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 : 1

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:

The screenshot shows the Visual Studio Code interface running on a Windows host with a WSL Ubuntu 20.04 environment. The Explorer sidebar shows a folder named 'LAB 10 [WSL: UBUNTU]' containing 'exe2' and 'Lab10_1129.pdf'. The 'Task2.c' file is open in the editor. The terminal window displays the execution of the program, showing the interaction between two producers and two consumers using semaphores and mutexes to manage a shared buffer.

```
#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

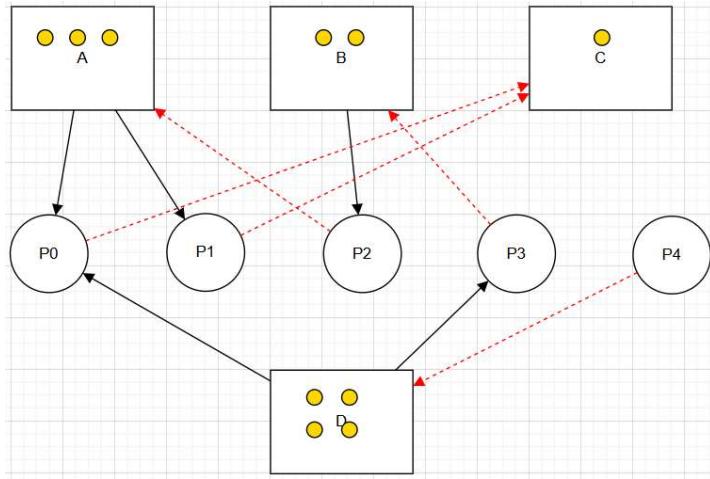
Producer 2 produced item 20 at position 0
Producer 1 produced item 10 at position 1
Consumer 2 consumed item 20 from position 0
Consumer 1 consumed item 10 from position 1
Producer 2 produced item 21 at position 2
Producer 1 produced item 11 at position 3
Producer 2 produced item 22 at position 4
Consumer 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
```

Description:

- 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 consume
- 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 consumer (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:-

2 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:-

Need : $[1, 2, 0, 0] \leq [2, 2, 2, 0]$.

Resources will assign, full fill its need and also

release already allocated resources.

Available + = Available [P₀].

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

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

Sequence = [P₀]

2) Check P₁:

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

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

False state. Skip it.

3) Check P₂:-

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

Its true so resource released after use:-

: Available + - Allocation [P₂]

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

Sequence [P₀, P₂]

4) Check P₃:-

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

True state:-

Available + - Allocation [P₃]

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

Sequence :-

[P₀, P₂, P₃]

5) Again check P₁:

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

True state:-

Available + = Allocation [P₁]

Available = [6, 4, 4, 2] :

Sequence = [P₀, P₂, P₃, P₁]

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.