OS Problem Sheet #7

Joshua Law

Problem 7.1: positioning algorithms

a

			Best-fit	Algorithm			
	12KiB	5KiB	19KiB	13KiB	7KiB	8KiB	16KiB
14KiB:							14KiB
9KiB:	9KiB						
7KiB:					7KiB		
10KiB:				10KiB			
Result	3KiB	5KiB	19KiB	3KiB	0KiB	8KiB	2KiB

b)

			Worst-fi	t Algorithm			
	12KiB	5KiB	19KiB	13KiB	7KiB	8KiB	16KiB
14KiB:			14KiB				
9KiB:							9KiB
7KiB:				7KiB			
10KiB:	10KiB						
Result	2KiB	5KiB	5KiB	4KiB	7KiB	8KiB	7KiB

c)

			First-fit	Algorithm			
	12KiB	5KiB	19KiB	13KiB	7KiB	8KiB	16KiB
14KiB:			14KiB				
9KiB:	9KiB						
7KiB:				7KiB			
10KiB:							10KiB
Result	3KiB	5KiB	5KiB	4KiB	7KiB	8KiB	6KiB

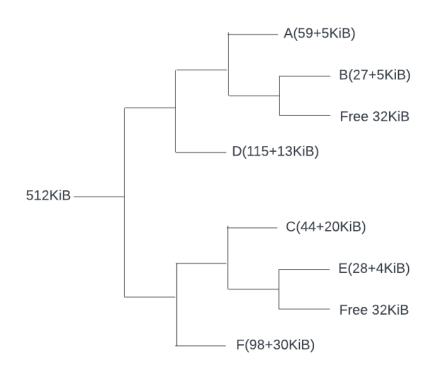
d) D

			Next-fit	Algorithm			
	12KiB	5KiB	19KiB	13KiB	7KiB	8KiB	16KiB
14KiB:			14KiB				
9KiB:				9KiB			
7KiB:					7KiB		
10KiB:							10KiB
Result	12KiB	5KiB	5KiB	4KiB	0KiB	8KiB	6KiB

Problem 7.2: buddy system

a)

			512KiB			
A:59+5	B:27+5	C:44+20	D:115+13	E:28+4	F:98+30	32+32
64KiB	32KiB	64KiB	128KiB	32KiB	128KiB	64KiB



- b) Overall Internal Fragmentation = 5 + 5 + 20 + 13 + 4 + 30 = 77KiB
- c) A subsequent allocation G with 132KiB would require 256KiB(28) to be allocated, but the remaining segments are 128KiB and two 32KiB, hence allocation G would not be able to be accommodated.

Problem 7.3: page replacement algorithms

a) First In First Out (FIFO)

reference string	ĺ 1	2	3	4	1	1	4	2	1	2
frame 0	1	1	3	3	1	1	1	1	1	1
frame 1		2	2	4	4	4	4	2	2	2
faults	Χ	Χ	Χ	Χ	Χ	✓	✓	Χ	√	✓

Page Faults = 6

reference string	1	2	3	4	1	1	4	2	1	2
frame 0	1	1	1	4	4	4	4	4	4	4
frame 1		2	2	2	1	1	1	1	1	1
frame 2			3	3	3	3	3	2	2	2
faults	Х	Х	Х	Х	Х			Х		
Page Faults = 6										

b) Belady's Optimal (BO)

reference string	1	2	3	4	1	1	4	2	1	2
frame 0	1	1	3	3	1	1	1	1	1	1
frame 1		2	2	4	4	4	4	2	2	2
faults	Χ	Χ	Χ	Χ	Χ			Χ		

Page Faults = 6

reference string	1	2	3	4	1	1	4	2	1	2
frame 0	1	1	1	4	4	4	4	4	4	4
frame 1		2	2	2	1	1	1	1	1	1
frame 2			3	3	3	3	3	2	2	2
faults	Х	Х	Х	Х	Х			Х		

Page Faults = 6

c) Least Recently Used (LRU)

reference string	1	2	3	4	1	1	4	2	1	2	
frame 0	1	1	3	3	1	1	1	2	2	2	
frame 1		2	2	4	4	4	4	4	1	1	
faults	Χ	Х	Χ	Х	Х			Х	Х		

Page Faults = 7

reference string	1	2	3	4	1	1	4	2	1	2
frame 0	1	1	1	4	4	4	4	4	4	4
frame 1		2	2	2	1	1	1	1	1	1
frame 2			3	3	3	3	3	2	2	2
faults	Χ	Χ	Χ	Χ	Χ			Χ		

Page Faults = 6