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Name:	
Roll No.:	To Annual (VE) washing and Explored
Invigilator's Signature :	
CC/D TECH(CCF)/CFD CIIDI	DI E/SEM 7/CS 704D/2012

CS/B.TECH(CSE)/SEP.SUPPLE/SEM-7/CS-704D/2012

2012

ADVANCED OPERATING SYSTEM

Time Allotted: 3 Hours Full Marks: 70

The figures in the margin indicate full marks.

Candidates are required to give their answers in their own words as far as practicable.

GROUP – A (Multiple Choice Type Questions)

1.	Choose the correct alternatives for the following : $10 \times 1 = 10$						
	i)	Wh	Which one is not a distributed system?				
		a)	<i>V</i> -system	b)	Amoeba		
		c)	The Sprite system	d)	None o	f these.	
ii) Minimum number(s) of procreate deadlock.						processes	can
		a)	four	b)	three		
		c)	two	d)	one.		
	iii)) Fruitless migration of processes is known as					
		a)	process thrashing	b)	load-ba	alancing	
		c) load sharing		d)	process scheduling.		
	iv)	Wh	at-for is used for				
		a)	deadlock detection	b)	deadlo	ck preventio	n
		c)	deadlock avoidance	, d)	deadlo	ck recovery	

SS-348 [Turn over

CS/B.TECH(CSE)/SEP.SUPPLE/SEM-7/CS-704D/201

- v) For designing distributed file systemtransparencies are required.
 - a) assess transparency
 - b) naming transparency
 - c) replication transparency
 - d) all of these.
- vi) Granularity of a Distributed Shared Memory (DSM) system refers to the
 - a) block size of the DSM
 - b) total size of the DSM
 - c) block size of the process
 - d) none of these.
- vii) A thread shares with other threads belonging to the same process are
 - a) code section and data section
 - b) other operating system resources
 - c) both (a) and (b)
 - d) none of these.

viii) Critical region is

- a) a code segment of a program that needs exclusive access to shared resources
- b) a high level synchronization construct
- c) a region of a program which is shared among other cooperative processes
- d) a region or portion of operating system used for handling critical situations.

SS-348

CS/B.TECH(CSE)/SEP.SUPPLE/SEM-7/CS-7040/2012

- ix) According to Ricart-Agrawala algorithm if P_1 wants to execute the critical section and P_2 is already executing in the critical section, then P_2 will reply to the request of
 - P_1
 - a) if always
 - b) if timestamp of $P_1 < P_2$
 - c) if timestamp of $P_1 > P_2$
 - d) when P_2 has finished.
- x) Which of the following is not a program threat?
 - a) Worms

- b) Virus
- c) Trojan horse
- d) None of these.

GROUP - B

(Short Answer Type Questions)

Answer any three of the following.

 $3 \times 5 = 15$

- 2. Discuss the difference between network operating system and distributed operating system.
- 3. Briefly explain the different kinds of transparency properties desirable in a distributed system.
- 4. What is critical section problem and how is it solved by monitor? 2+3
- 5. What are the advantages of user level thread and kernel level thread? $2 \times 2\frac{1}{2}$
- 6. Briefly describe the Lamport logical clock. What are its limitations?

GROUP - C

(Long Answer Type Questions)

Answer any three of the following.

 $3 \times 15 = 45$

- 7. a) Explain briefly the concept of RPC.
 - b) Discuss how process migration is done in a distributed system.
 - c) Explain diskless workstation.

6 + 6 + 3

SS-348

3

[Turn over

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- 8. a) What is Clock synchronization? How computer clocks are implemented? What is clock drift?
 - b) What do you mean by a happened-before relation? What are the conditions and Implementation Rules for happened-before relations satisfy?
 - c) Describe Ricart-Agrawala distributed mutual exclusion algorithm. (2+2+1)+(2+3)+5
- 9. a) What is distributed scheduler ? Write down the techniques for scheduling process of a distributed system.
 - b) Explain distributed shared memory with diagram.
 - c) Define global and local states in distributed system.

$$(2+4)+6+3$$

- 10. a) Briefly describe process synchronization in multiprocessor operating system using Test abd set instruction and swap instruction.
 - b) Write down the general structure of a cryptographic system. Name the different types of cryptographic system.
 - c) Write down the difference between virus and worms. Briefly describe digital signature. 6 + (3 + 2) + 4
- 11. Write short notes on any *three* of the following : 3×5
 - a) Stateless and stateful server
 - b) Models of Deadlock
 - c) Hypercube Architecture
 - d) Distributed file system
 - e) Queing Theory.

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SS-348