

OPERATING SYSTEM ASSIGNMENT : 5

CAPSTONE ASSIGNMENT

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PART-A

Q1 hardware provider gives CPU, memory & devices but lacks safe, convenient coordination. The OS supplies essential abstractions such as:

→ **PROCESS MANAGEMENT:** manages concurrent execution events like CPU scheduling, context switching etc. this allows multitasking and isolation.

→ **MEMORY MANAGEMENT:** virtual memory, protection, paging and swapping etc. this provides process isolation and efficient use of physical RAM.

→ **I/O MANAGEMENT:** device drivers, buffering, uniform APIs etc. hides device complexity. Together these services enable portable, secure and better resource utilization.

Q2 MONOLITHIC:

Most services in kernel. High performance but lower modularity and ~~hardware~~ harder to maintain

LAYERED:

OS split into layers with well defined interfaces but can limit flexibility and performance.

MICROKERNEL:

minimal kernel, no services or user process. Light overhead from IPC. It's the best among all for web application because of its maintainability & reliability.

Q3 Threads are more efficient than processes in the following ways:

- Threads share address space & many resources, so creating & switching threads is cheaper.
- Processes have separate PCB & require heavier context switching overhead & kernel involvement.
- However, threads risk safety and need synchronization.

Q4 processes require → 12MB, 18MB, 6 MB blocks → 20MB, 10MB, 15MB

First Fit:

20
12
Block 1
leftover = 8MB

15
Block 2

DATE :

PAGE :

NAME: _____ STD.: _____ DIV.: _____

Anywhere as blocks are very small (8, 10, 15). So first fit fails because the memory gets fragmented.

BEST FIT:

20	18	Block 1	TAT	TD	TA	T8
10	6	B2	21	21	0	2
15	12	B3	3	1	1	3
01	81	08	2	9	87	

All processes fit successfully so best-fit works.

Ps	BT	AT	CT	TAT	WT
P ₁	5	0	5	5	0
P ₂	3	1	8	4	4
P ₃	8	2	16	14	6
P ₄	6	3	22	19	13

FCFS :

P ₁	P ₂	P ₃	P ₄
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0 5 8 16 22

avg. waiting $\Rightarrow 23/4 = 5.75$ avg. TAT $\Rightarrow 35/4 = 8.75$ SJF: $R = \text{Time}$

	BT	AT	CT	TAT	WT					
P ₁	5	0	5	5	0					
P ₂	3	1	8	4	4	<table border="1" style="display: inline-table;"><tr><td>P₁</td><td>P₂</td><td>P₃</td><td>P₄</td></tr></table>	P ₁	P ₂	P ₃	P ₄
P ₁	P ₂	P ₃	P ₄							
P ₃	8	2	14	12	5	0 5 8 14 22				
P ₄	6	3	22	20	12					

NAME: _____ STD.: _____ DIV.: _____

$$\text{avg. WT} = 5.25$$

$$\text{avg. TAT} = 10.45$$

Round Robin

	BT	AT	CT	TAT	WT
P ₁	5	0	16	16	11
P ₂	3	1	4	6	3
P ₃	8	2	20	18	10
P ₄	6	3	22	19	13

$$\text{avg. WT} = 9.25$$

$$\text{avg. TAT} = 14.45$$

P ₁	P ₂	P ₃	P ₄	P ₁	P ₃	P ₄
0	4	4	11	15	16	20

SIF gives the best avg. TAT and slightly better waiting than FCFS.

sequence = 2, 1, 4, 2, 3, 4

frames = 3

2	1	4	2	3	4
2	2	2	2	3	3
1	1	4	1	1	1
4	4		4	4	4
✓	✓	✓	X	✓	X

fault = 4

NAME: STD.: DIV.:

Q7:

2	1	4	2	3	2
2	2	2	2	2	2
1	1	1	1	3	3
4	4	4	4	4	4

with open ('/tmp/os-demo.txt', 'w') as j:

f.write ('os demo\n')

with open ('/tmp/os-demo.txt', 'r') as j:

print (j.read()).

This shows how system calls mediate user/kernel boundary & how OS handles file descriptions, caching and access control.

Q8

Two critical issues are:

→ Consistency, performance keeping replicas consist across sites while providing low latency access.

→ Fault tolerance & concurrency control: handling partial failures, network partitions etc.

ARCHITECTURAL APPROACHES THAT CAN BE USED ARE:

→ use replication w/ leases & consistency levels.

→ Implement a distributed ~~mediate~~ metadata service & data servers for chunk storage.

This splits metadata from bulk data, enabling scalability.

*Setting
21/11/25*