

Ans: no. 1

(a) offset =  $\log_2(1024) = 10$  bits

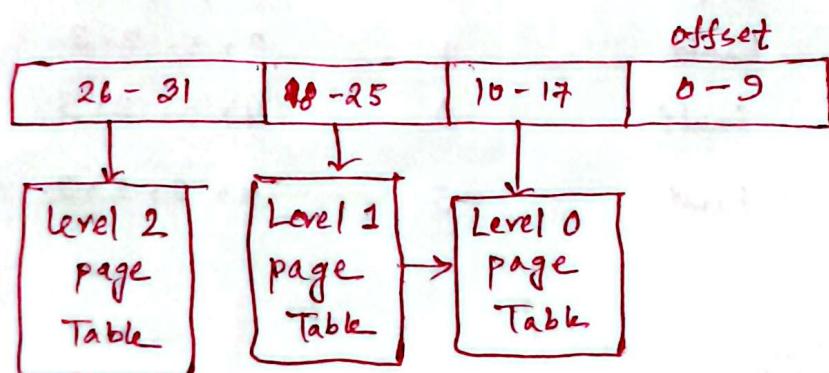
(b) Physical address =  $\log_2(256 \times 2^{20}) = 28$  bits

(c) Number of Virtual Pages =  $\frac{2^{32}}{2^{10}} = 2^{22}$

∴ Size of single level page table =  $2^{22} \times 4$  bytes  
=  $2^4 \times 2^{20}$  bytes  
= 16 MB

(d) Number of bits required at each level

$$= \log_2\left(\frac{\text{Page size}}{\text{PTE size}}\right) = \log_2\left(\frac{1024}{4}\right) = 8 \text{ bits}$$



Ans: no. 2

| <u>Page Num.</u> | <u>Hit/Fault</u> | <u>Evicted</u> | <u>Memory State</u> |
|------------------|------------------|----------------|---------------------|
| 0                | Fault            | X              | 0                   |
| 1                | "                | X              | 0, 1                |
| 2                | "                | X              | 0, 1, 2             |
| 3                | "                | X              | 0, 1, 2, 3          |
| 0                | Hit              | X              | ~0, 1, 2, 3         |
| 4                | Fault            | 1              | 0, 4, 2, 3          |
| 2                | Hit              | X              | 0, 4, 2, 3          |
| 1                | Fault            | 3              | 0, 4, 2, 1          |
| 0                | Hit              | X              | 0, 4, 2, 1          |
| 5                | Fault            | 4              | 0, 5, 2, 1          |
| 2                | Hit              | X              | 0, 5, 2, 1          |
| 3                | Fault            | 1              | 0, 5, 2, 3          |
| 4                | Fault            | 0              | 4, 5, 2, 3          |
| 1                | Fault            | 5              | 4, 1, 2, 3          |

Ans: no. 3

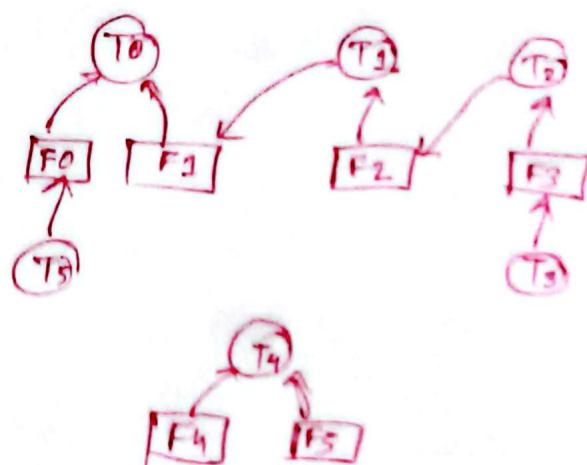
$$\text{offset} = \log_2(256) = 8 \text{ bits}$$

$$\therefore \text{VPN} = 16 - 8 = 8 \text{ bits (MGB)}$$

|   | <u>VPN</u> | <u>PFN</u> | <u>Physical Address</u> |
|---|------------|------------|-------------------------|
| ① | 0x02       | Page fault |                         |
| ② | 0x06       | " "        |                         |
| ③ | 0x0A       | 0x40       | 0x410                   |

Ans: no. 4

| <u>Threads</u> | <u>Hold</u> | <u>Wait</u> |
|----------------|-------------|-------------|
| - sleep T0 (i) | F0, F1      |             |
| - sleep T1     | F2          | F1          |
| - sleep T2     | F3          | F2          |
| - sleep T3 (i) |             | F3          |
| - sleep T4     | F5, F9      |             |
| - sleep T5     |             | F0          |



4(b) No deadlock

Output: When syn. meets Deadlock!  
Are philosophers in deadlock?

4(c)  
Resources will be released before requesting for another resource which prevents Hold & Wait.

When syn. meets Deadlock!  
Are philosophers in deadlock?  
? ? ? ? ?

Ans: no. 5:

[ $4+2=6$ ]

|                          | <u>Need</u> |   |   |   | <u>Available</u> |               |              |              | <u>Safe state</u>        |  |
|--------------------------|-------------|---|---|---|------------------|---------------|--------------|--------------|--------------------------|--|
|                          | A           | B | C | D | A                | B             | C            | D            | T <sub>2</sub>           |  |
| T <sub>0</sub>           | 2           | 1 | 0 | 3 | 0                | 3             | 0            | 0            | T <sub>1</sub>           |  |
| <del>T<sub>1</sub></del> | 1           | 0 | 0 | 1 | 3                | 1             | 2            | 1            | <del>T<sub>2</sub></del> |  |
| <del>T<sub>2</sub></del> | 0           | 2 | 0 | 0 | 5                | 4             | 3            | 1            |                          |  |
| T <sub>3</sub>           | 4           | 1 | 0 | 2 | <del>5</del>     | <del>10</del> | <del>4</del> | <del>1</del> |                          |  |
| T <sub>4</sub>           | 2           | 1 | 1 | 3 |                  |               |              |              |                          |  |

i. T<sub>0</sub>, T<sub>3</sub> and T<sub>4</sub> are not in safe state.

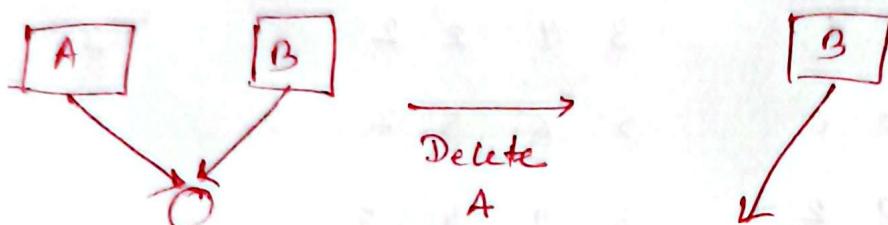
Min<sup>m</sup> number of additional available resources required = {0, 0, 0, 1}

5(b)

Available > Request

6(a)

Dangling pointers: A pointer pointing to a memory location that has been deleted.

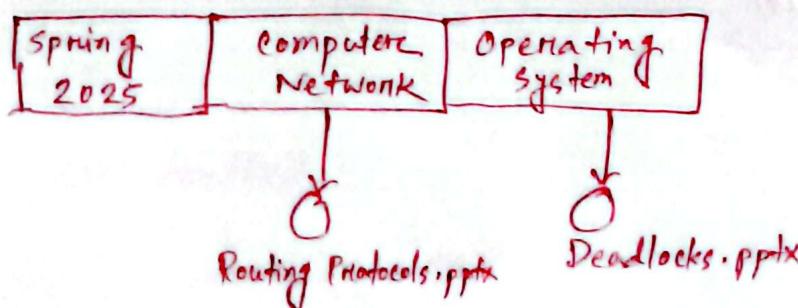


3 solutions to dangling pointers: ① Backpointers

② Daisy chain organization  
of Backpointers

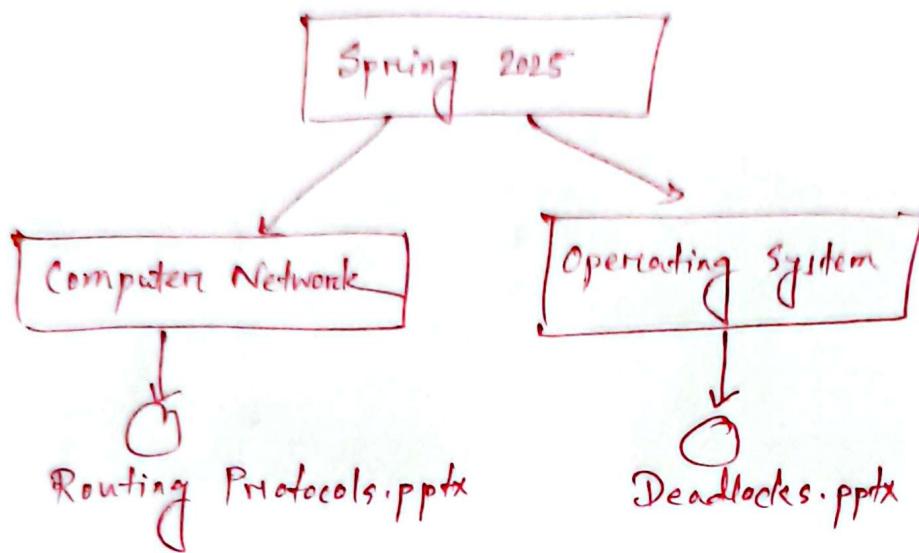
③ Entry - hold count

6(b)



Problem: Logs the information of grouping

Solution using Tree Structure:



### 7(a)

Indexed file allocation method.

### 7(b)

- Need to traverse the linked list to find contiguous free blocks.
- Modification: Counting. Keep the count of n free contiguous blocks, thus improving traversal time.