

Assignment 2

Q.1)

Ans. a) Deadlock avoidance and prevention.

Deadlock avoidance

i) It involves dynamically examining resource allocation requests to ensure deadlock do not occur

ii) This allows processes to request resource while ensuring system is in safe state.

iii) Algo can be complex and may require overhead

iv) It leads to better resource utilisation as resources are dynamically being allocated

Deadlock prevention

i) It focuses on structurally negating one of the four necessary condⁿ for deadlock: Mutual exclusion, hold and wait, no preemption, circular wait

ii) This allows designing the system in such a way that deadlock can't occur by eliminating one or more of necessary condⁿ

iii) Algo are generally less complex

iv) It may not optimise the resource utilization since it relies on defined rules.

⑥ RAG and banker's algo.

Resource Allocation Graph

i) It is deadlock prevention method used in operating system to represent resource allocation

ii) RAG works by representing processes and resources as nodes in a graph with edges denoting resource

iii) The system overload is reduced but the time delay may increase due to checking safety condⁿ for every process

iv) RAG may not optimize the utilization of resource as process may need to wait for safety condⁿ check

Banker's Algorithm

i) It is a deadlock avoidance method to allocate resource available dynamically by checking the

ii) Banker's algo operates by maintaining the max demand of each process and the available resources in the system

iii) System overload may occur as dynamic allocation is carried out but it may increase the system stability

iv) Since the resources are allocated dynamically, banker's algo optimizes the resources utilization

(Q.2)

Ans. $Need[i, j] = Max[i, j] - Allocation[i, j]$

Processes	Need			
	A	B	C	D
P_0	2	1	0	3
P_1	1	0	0	1
P_2	0	2	0	0
P_3	4	1	0	2
P_4	2	3	2	0

$Need < Available$

$i=0$: $Need = 2, 1, 0, 3$

$Available = 0, 3, 0, 1$

$Cond^n$ is False

$\therefore Finish[0] = F$

$i=1$ $Need \nless Work$

$(1, 0, 0, 1) \nless (0, 3, 0, 1)$

$Cond^n$ is False

$Finish[1] = F$

$i=2$ $Need 2 \leq Work$

$(0, 2, 0, 0) \leq (0, 3, 0, 1)$

$Cond^n$ True

$Finish[2] = T$

$i = 4$ Need $3 \leq \text{Work}$
 $(4, 1, 0, 2) \leq (3, 4, 2, 2)$
 Condⁿ false

$i = 5$ Need $0 \leq \text{Work}$
 $(4, 1, 0, 2) \leq (3, 4, 2, 2)$
 Condⁿ is false

Now, $\text{work} = \text{Allocated}(0) + \text{Work} = (3, 0, 1, 4) + (7, 6, 3, 4)$
 $\text{Work} = (10, 6, 4, 8)$
 Release process

For process P_1 :

Need $1 \leq \text{Work} \Rightarrow \text{cond}^n \text{ true}$
 Finish $[1] = \text{true}$
 $\text{Work} = (12, 8, 5, 8)$

Now, For process P_3 :

Is Need $3 \leq \text{Work}$
 $(4, 1, 0, 2) \leq (12, 8, 5, 8)$

$P_2 \rightarrow P_4 \rightarrow P_0 \rightarrow P_1 \rightarrow P_3$

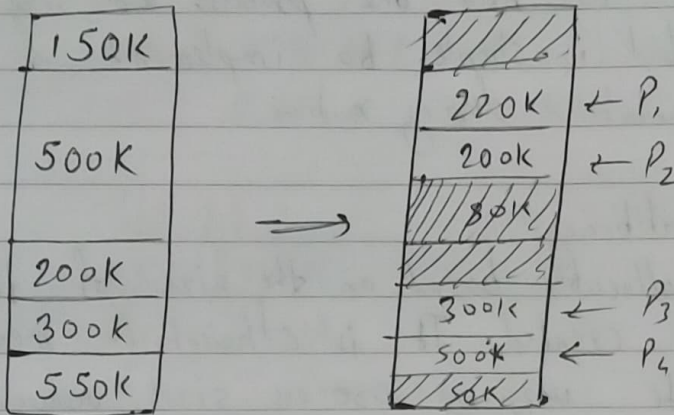
Q.3)

Ans. a) Partitioning: Virtual memory management brings process into main memory for executing by the processor involves virtual memory based on segmentation and paging.

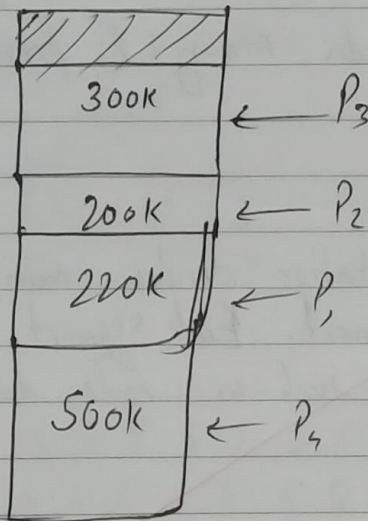
Types of memory partitioning:

Q.4)

Ans. Next Fit:



Best fit:



I) Fixed partitioning:

In this, memory is divided into fixed size partitions. Each partition can hold one process, and size of partition is fixed. This method is simple to implement & there is no fragmentation during runtime.

II) dynamic partitioning:

It allocates based on the size of the process. Partitions are created. It is efficient in memory usage & can accommodate varying process sizes. Reduces usage of memory.

III) paging:

It divides memory & processes into fixed size blocks called frames.

IV) Segmentation:

Segmentation divides memory & processes into variable size segments. Each segment represents a logical unit of a program, such as code, data or stack.

Q5) FIFO

Ans.	F_1	1	1	1	4	4	4	6	6	6	6	9	9	9	9	9	9	9	2
	F_2		2	2	2	5	5	5	7	7	7	7	7	7	7	7	5	5	5
	F_3			3	3	3	3	1	1	1	8	8	8	8	8	8	8	4	4

Total hit = 9

Total fault = 13

Page size = 22

LRU:

F_1	1	1	1	4	4	4	4	4	7	7	7	7	7	7	7	5	5	5	5
F_2		2	2	2	5	5	5	1	1	1	8	8	8	8	8	8	4	4	4
F_3			3	3	3	3	3	6	7	6	6	6	6	9	9	9	9	9	2
							H	H				H	H		H	H	H		H

Total hit = 9

Total fault = 13

Optimal:

F_1	1	1	1	1	5	5	5	5	5	5	5	5	9	9	9	9	5	5	5	5
F_2		2	2	4	4	4	4	4	4	8	8	8	8	8	8	8	4	4	4	4
F_3			3	3	3	3	3	1	6	7	7	7	7	7	7	7	7	7	7	2
							H	H			H	H		H	H		H	H		

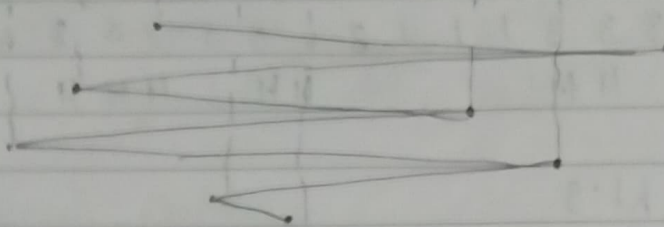
Total hit = 9

Total fault = 13

Q.6)

Ans. FCFS

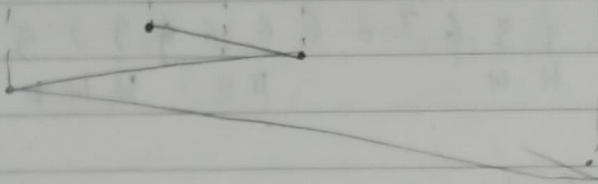
0 14 37 53 65 67 98 122 124 183 199



$$\text{Total seek time} = 45 + 85 + 146 + 85 + 108 + 110 + 59 + 2 \\ = 640$$

SSTF:

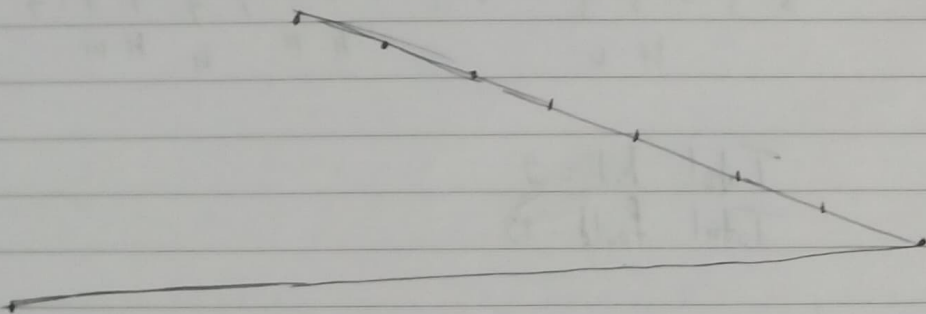
0 14 37 53 65 67 98 122 124 183 199



$$\text{Total seek time} = 12 + 2 + 30 + 23 + 84 + 24 + 7 + 59 \\ = 220$$

SCAN:

0 14 37 53 65 67 98 122 124 183 199



$$\text{Total seek time} = 12 + 2 + 31 + 24 + 2 + 59 + 16 + 162 + 23 \\ = 331$$