

2301010433

Operating System

Assignment - 4

Part - A

- 1) Race condition with real world example and mutual exclusion.

Race condition: occurs when multiple entities over access shared resources simultaneously causing inconsistent results.

Example (non-computing): two cashiers updating the same cash register balance at the same time. Both read £100, add £50 & £30 respectively, and write £150 and £130. The final balance is incorrect.

Mutual Exclusion: ensures only one cashier updates the register at a time, preventing conflicts.

2) Peterson's Solution vs Semaphores.

Features.	Peterson's Solution	Semaphores.
Implementation complexity.	Simple s/w-based solution using flags and turn variable.	Requires OS-level support and system calls.
Hardware dependency.	Works only on single-processor system with sequential consistency.	Works on multi-core systems, less hardware dependent.

3) Advantage of monitors over semaphores in multi-core systems.

- Monitors encapsulate synchronization, reducing errors from manual semaphores handling.
- Advantages: Automatic mutual exclusion avoids race conditions in multi-core systems, simplifying concurrency management.

4) Reader - Writer starvation & Prevention

Starvation: Writers may starve if readers continuously access the resource.

Prevention: Use a writer-priority protocol or queue-based scheduling to ensure writers eventually get access.

5) Drawback of eliminating "Hold and Wait" in deadlock prevention.

Elimination: Process must request all resources at once.

Drawback: can lead to resource under utilization and longer waiting times, reducing system throughput.

Part - B

6) Distributed Deadlock Detection Simulation

Given: $S_1: P_1 \rightarrow P_2, P_3 \rightarrow P_4$
 $S_2: P_2 \rightarrow P_5, P_5 \rightarrow P_6$.
 $S_3: P_6 \rightarrow P_1$

a) Global wait-for Graph:

$P_1 \rightarrow P_2 \rightarrow P_5 \rightarrow P_6 \rightarrow P_1$
 ~~$P_3 \rightarrow P_4$.~~

b) Deadlock Detection.

Cycle exists: $P_1 \rightarrow P_2 \rightarrow P_5 \rightarrow P_6 \rightarrow P_1$
Deadlock Processors: P_1, P_2, P_5, P_6 .

c) Distributed Algorithms:

Chandy - Misra - Hass algorithms for
distributed deadlock detection.

7) Distributed file system performance.

Given : local access : 5ms.

remote access : 25ms.

remote probability : 0.3ms.

a) Expected file access time E[T] :

$$E[T] = (0.7 \times 5) + (0.3 \times 25) = 3.5 + 7.5 = 11\text{ms}.$$

b) Caching strategy :

→ Client-side caching - store frequently accessed remote file locally.

→ Justification - reduces repeated remote access latency and network load

8) Checkpointing in a concurrent system.

Given : full : 200ms

incremental : 50ms.

RPO : 1s.

e) Optimal Min : perform 1 full checkpoint every 1s, followed by incremental checkpoints every 250 ms.

b) Reasoning : Incremental checkpoints are faster, reducing overhead. Full checkpoints ensure complete recovery. Combination meets RPO without blocking the system.

g) Case Study - Global E-commerce platform

a) Distributed Scheduling challenges:
Flash sales create sudden load spikes, uneven across regions.
Suitable Algorithms : Weighted Round Robin or Dynamic Load Balancing using Least-Loaded server.

b) Fault Tolerance strategy:

Geo-redundant deployment - replicate services across multiple data centres

RTO/RPO : Use synchronous replication for critical services (low RPO) and asynchronous replication for less critical services (acceptance RTO)

Result : High availability even if a region fails.