

## Graded exercise

### 1) syscalls

#### 1.) Wrappers.

The best the user space library kernel sysca  
wrapper can do is check if  $p == \text{NULL}$ .

To check if the user space (Virtual memory)  
 $p$  given to it is even memory mapped thru  
paging to a physical memory address (through pagi  
Work must be done on the kernel side.  
Same for read/write permission to that me  
address.

Kernel check is mandatory. Library is if  
they want to do NULL check.

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To check if the user space (virtual memory)  $p$  given to it is even memory mapped through paging to a physical memory address (through paging), work must be done on the kernel side.  
Same for read/write permission to that memory address.

Kernel check is mandatory. Library is if they want to do NULL check.

## 1.2 fork

if  $\text{fork} == 0$ :  
inside child

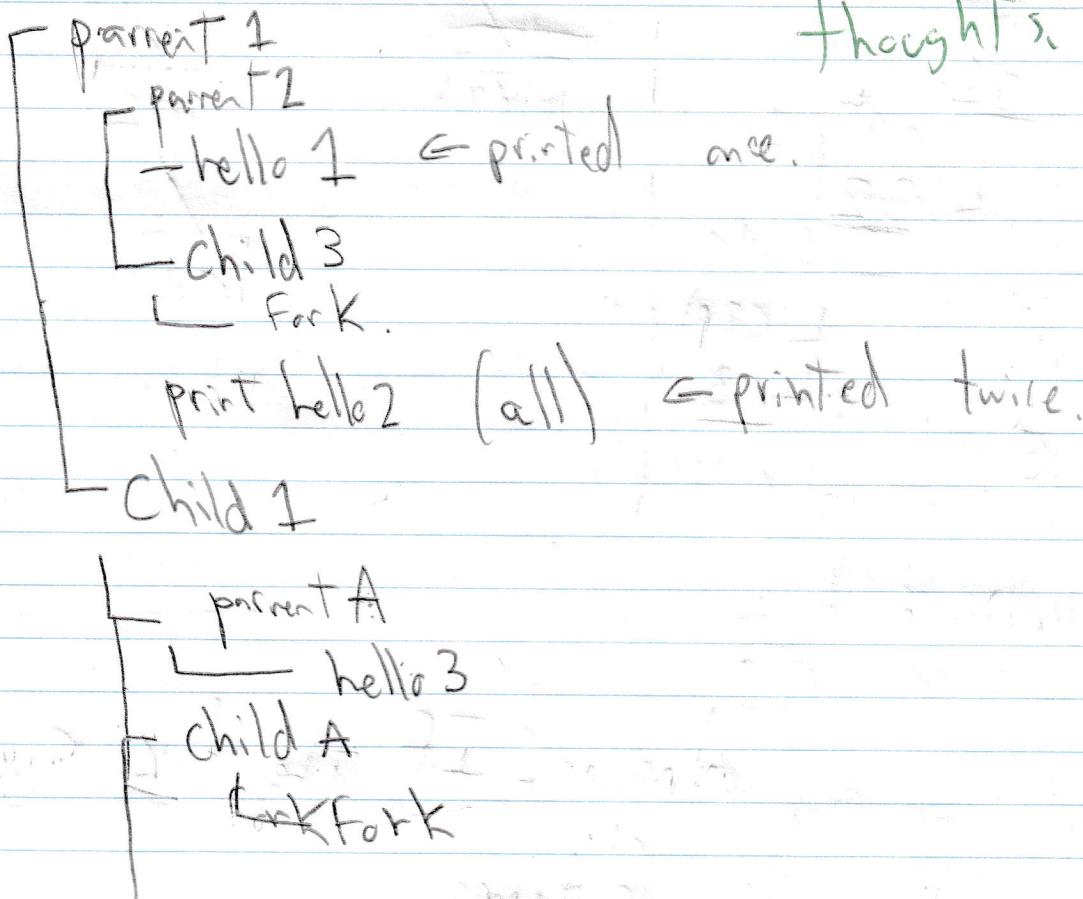
fork gives pid of child.  
get ppid ↑, and get pid  
parent pid exist.

if  $\text{fork} != 0$ :  
inside parent.

pid\_t = Typedef int

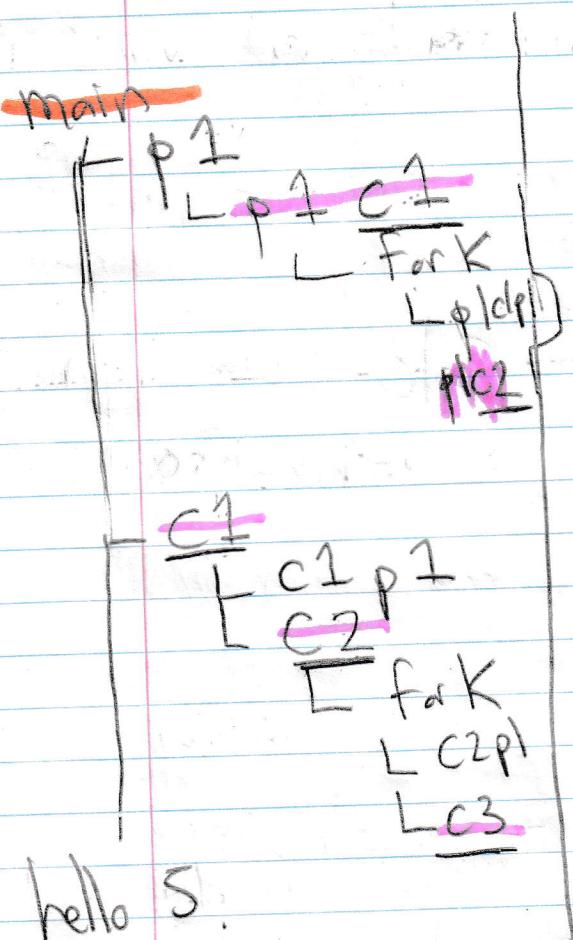
Assuming

calc and  
thoughts



Ah, I don't need to check every print.

Since fork runs till the end of program.



Hello 5.

5 different child

1 parent

6 times.

Answer: If the fork succeeded,

6 times

## 2: Sync. in function

2.1

available resource is a global variable, it's available in all threads; is read and write (access and modify).

2.2

The part where available resource is written to / modified is by default a critical section which needs to be locked.

And here if available resource = const.

thread one pass the if statement but does not return, thread 2 does the whole function ~~and hence~~, then thread 1 return. Err.

So the if and return must be locked too.

hence, both function must be lock from start to finish.

2.2-2.3 (in between)

rewriting the function to allow  
locking and unlocking before the return statement

wrapping the function call in lock, unlock in  
the caller are possible solutions.

Lines with r&w access: 5, 8, 14

```
2.3 int dec (count) {  
    int ret;  
    lock;  
    if (avail) < count:  
        ret = -1  
    else  
        ret = 0
```

ret }

wnt ) {

wnt;

( fines ).

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the caller are possible solutions.

Lines with r&w access: 5, 8, 14

2.3 int dec (count) {

    int ret;

    lock;

    if avail < count :

        ret = -1

    else

        ret = 0

    unlock;

    return ret }

int inc (count) {

    lock

    avail += count;

    unlock

    return 0; }

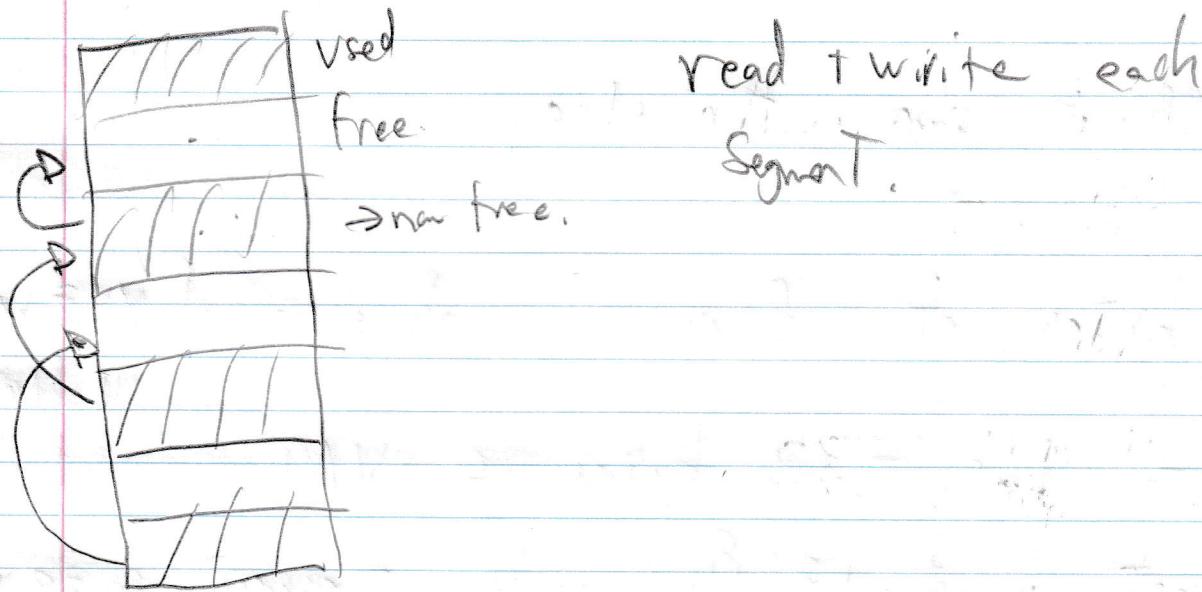
### 3. Compacting memory with buffers

3.1

$$4GB \approx \frac{1\text{ billion}}{2} = \frac{1e^9}{2} = 5e^8$$

$5e^8$  bytes,  $\times (8 \text{ bytes}) \cdot \text{time}$

$$\text{read + write} = 4\text{ns} + 4\text{ns}$$



$$8\text{ns} \cdot 5e^8 = 4 \cdot 1e^9 \text{ ns} = 4\text{s}$$

if we need to make the whole thing, 4s.  
else. f. 4s

↑ fraction of memory space.

## 4. Virtual mem, Segmentation

4.1

5 bit virtual address.

16 bytes of addressable phys mem.

$$2^{10} = 1024$$

$$2^5 = 32 \quad 2^6 = 64$$

64 KB of ram. (h No.)

16 bytes of ram. phys =  $\text{dXYZW}$   
↑  
address

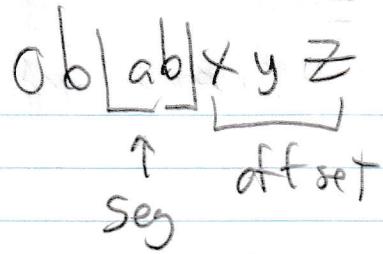
Program has 32 bytes of VM.

biggest band is 8. max segment size is 8

max segment address is  $= 3 + \log_2 8$ .

There's 4 segment: 2 bit for segment.

$2 + 3 = 5$ , check. No  $\frac{1}{2}$  or waste.



$$V \Rightarrow p = \underset{\text{base}}{\text{Seg}[ab]} + \underset{\text{offset}}{xyz}$$

1. 00,000:  $\rightarrow$  0b1100 W. (perm denied).

2. 11,001  $\rightarrow$  0b1000 + 001 = 0b1001 R  
(pass)

3. 01,000  $\rightarrow$  0b0000 + 0: N/A (perm denied).

4. 10,010  $\rightarrow$  0b0001 + 010 = 0b0011 RW, pass.

5. 11,010  $\rightarrow$  1000 + 0,010 = 10010 R. (perm denied)

6. 00,111  $\rightarrow$  1100 + 0111} surpass add space. + 111 > bound  
= 100  
Seg fault.

7. 10,001  $\rightarrow$  0b0001 + 0,001 = 0b0010. RW, pass.

8. 00,000  $\rightarrow$  0b1100 W. pass.

9. 11,000  $\rightarrow$  ob1000 + 0,100 = ob1000 R.  
Segfault. (perm denied)

10. 10,100  $\rightarrow$  ob0001 + 0,1000

100 > 011 = band Segfault.

1. Segfault

2. ob1001  $\rightarrow$  9

3. Segfault

4. ob0011  $\rightarrow$  3

5. Segfault

6. Segfault

7. ob0010  $\rightarrow$  2

8. ob1100  $\rightarrow$  12

9. Segfault

10. Segfault.

## 5. Virtual mem, Paging

5.1

Nice Answer encircled in  
 $4KB = 12$  bit address. 2 page

1024 entry page dir  $\Rightarrow 10$ .

Dir Index	Page Index	Offset
10	10	12

Page directory = 1 array.

& page directory = CR3.

Dir  $IdxA = CR3 + Dir\ Idx \cdot 4$

32 bits is 4 bytes

$1024 \cdot 4$  bytes  
= 4 KB page  
dir.

PTBA = \* Dir  $IdxA$ ,  
Page Table base address.

Table  $IdxA = PTBA + Table\ Idx \cdot 4$

1024 entry.

4 KB = 4 MB

For All page  
Tables.

PFBA = \* Table  $IdxA$

Page Frame Base Index.

Phys Address = PFBA + Page Offset.

4.064 MB, for the whole thing if it's fully allocated

5.1 answer: 1024, See Next

Even more steps for myself. page for  

As shown before, a page table has

$2^{10}$  entry, so 1024.

and since they contain address of 4B size  
then its memory size is 4KB

---

If one page frame has 4KB of phys mem,

It has  $\frac{4096}{\text{Arch bits (32)}} = 1024$  32 bit words  
byte size (1) however...

$1024 = 2^{10}$ . However, we can check the bytes, not just words, as char is a type and there's byte size registers.

So, offset =  $\log_2$  (Page frame size  
in bytes)

$$= \log_2 (4096) = 12.$$

The dir has 1024 entries, so 10

$$32 = 10 + x + 12$$

$$x = 10.$$

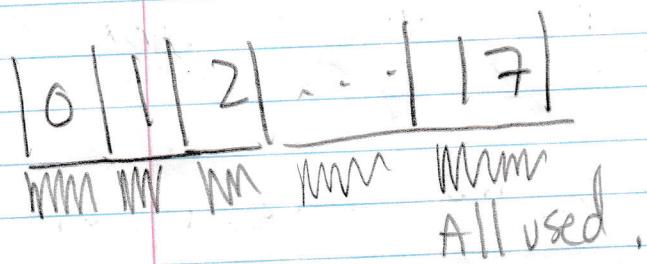
10 bits are for the page table entry.

$$2^{10} = 1024.$$

A page table has 1024 entries, and takes 4KB of memory,  
which by luck is the same as page frame size

## 5.2 Spatial locality

Assuming  $[0, 17] = \underline{0, 1, 2, \dots, 17}$



All used.

So 18 MB is used.  $\frac{18 \cdot 1024}{4} = 4068$

Assuming  $[90, 117]$   $\frac{1024}{4} = 256$

So  $117 - 90 = 27$

$27 \cdot 256 = 6912$

( $4608 + 6912 = 11520$  page frames used.)

$\frac{11520 \text{ page frames}}{1024 \text{ page frame table}} = 11.25 \text{ page tables}$

1 dir entry does  $1024 \cdot 4\text{KB} = 4\text{MB}$

10 10 12 but virtual memory contiguous

$\frac{18}{4} = 4.5$ , so not fully aligned,

half of the 5<sup>th</sup> page table will be filled,

$\frac{90}{4} = 22.5$ ,  $\frac{117}{4} = 29.25$ .

we do not fill, but need the page for the 18, 90 and 117.

so 0-1-2-3-4

22, 23, 24, 25, 26, 26, 28, 29

for a total of 13 pages

but, virtual page tables can

have holes, so it doesn't matter.

You can have the first 512 (half) page tables be null / unallocated

It doesn't need to have an entire page table  
nor. Up to down. So the 75% from 117  
can be unused.

5.3 ,  $64 = 2^6$  checks at

6-bit V  $\rightarrow$  6bit Phys.

Page frame is 4 byte, 4 entry.

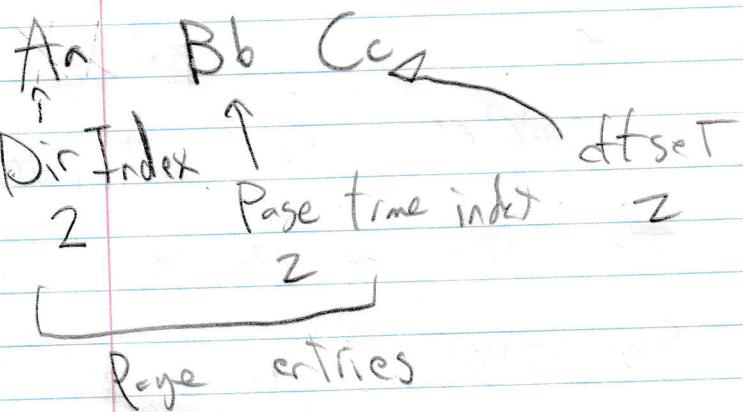
Page size = page frame size  
[ ] [ ]  
Virtual Physical

so the offset match.

$\log_2(4) = 2$ . offset is 2 bit.

Dir size =  $\log_2(4 \text{ entry})$

Page size =  $\log_2(4) = 2$



Page dir is at frame 2 (#3)

Page dir:

8 → invalid  
9 → 0  
10 → 5  
11 → 13

Page Table 0

0 → 0xd1  
1 → 0xf7  
2 → 0xbf  
3 → 0x00

4.064 MB for the whole thing if fully allocated

5.1 answer : 1024 See Next  
Even more steps for myself. page for  

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and since they contain address of 4B size  
then it's memory size is 4KB

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If one page frame has 4KB of phys mem,

It has  $\frac{4096}{\text{Arch bits (32)}}$  = 1024 32 bit words  
byte size (1) however....

$1024 = 2^{10}$ . However, we can check the bytes, not just words, as "char" is a type and there's byte size registers.

1)  $00,00,00 \rightarrow$  invalid  $5,3,3$   
invalid

2.)  $11,00,10 \rightarrow$  invalid  
3      ↑  
invalid

3)  $10,11,01 \rightarrow 13,11 = + - (= 1110)$   
↑      ↑      ↑  
base2    {3      offset

4).  $01,01,11 \rightarrow 7,3,3 = = a = 110$   
↓  
7

Page 0: invalid

5.3, 2

Page 1:

C0  $\rightarrow$  7

C1  $\rightarrow$  7

C2  $\rightarrow$  15

C3  $\rightarrow$  invalid.

Page 2

C0  $\rightarrow$  ~~10~~ 11

C1  $\rightarrow$  invalid.

C2  $\rightarrow$  12 (c)

C3  $\rightarrow$  13 (d)

Page 3 (Frame 3)

C0  $\rightarrow$  invalid

C1  $\rightarrow$  10 (a)

C2  $\rightarrow$  4

C3  $\rightarrow$  8

5.3 ) 2

Page dr:

0 → invalid

1 → frame 0

2 → frame 5

3 → frame 3

00 → invalid

01 → frame 000

10 → frame 101 (5)

11 → frame 011 (3)

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