

Operating System

Assignment - 1

1. Modern system still rely heavily on OS despite the rapid evolution of hardware because OS acts as bridge b/w the hardware and the user / application software. Even though hardware has become faster and more powerful, it cannot function efficiently on its own w/o an OS to manage and coordinate resources. OS remains essential : Resource management, Abstraction of hardware, complexity, multi-tasking, concurrency, Security and protection.
2. For designing an OS for a wearable health device that monitors heart rates, the most suitable type of OS would be a real time OS.

Why: need for real time processing small size and efficiency continuous sensors monitoring reliability and softly networking and communication.

3. To build a new OS kernel for a performance critical environment, the structure I would avoid is the micro kernel architecture.

Why: high context switching overhead increased latency.

4 - Saying "OS structure doesn't matter as long as processes run" ~~understand~~ understates how much the kernel design affects performance, reliability, security, real-time behaviour, maintainability and even what kinds of applications the system can support.

Key reasons:- Performance, Predictability and real time guarantees, Security and attack surface

- 5 - i) The Process Control block (PCB) is a data structure maintained by the OS that stores all the information about a process
- ii) When a process moves unexpectedly from running to waiting, the OS performs a context switch, which involves saving the current process state and loading the next process state
- iii) When the OS needs to allocate, ~~2~~ ¹⁰ resources while process is still executing, the correct type of system call depends on how you want the process to behave

Given data : Time to save state = 2 ms
Time to load state = 3 ms
Schedule overload = 1 ms

a) Total Context Switching Time = $2 + 1 + 3$
= 6 ms

b) Impact on Multitasking performance

- Increased CPU overhead
- Reduced throughput
 - High latency for processes
- Multitasking trade-off

Given : $T_1 = 40$ s

Threads per process = 2

c) Execution Time (estimated)

$$T_2 = \frac{T_1}{2} = \frac{40}{2} = 20\text{s}$$

b) Multithreading execution improves performance

- Parallelism
- Better CPU utilization
- Latency hidden
- lower overhead than processes
- Responsiveness

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Process	Time (ms)
P ₁	5
P ₂	3
P ₃	8
P ₄	6

a) Gantt Chart

f CP SJF →

P ₁	P ₂	P ₃	P ₄
0	5	8	16

SJF →

P ₂	P ₁	P ₄	P ₃
0	3	8	14

Round Robin →

P ₁	P ₂	P ₃	P ₄	P ₁	P ₃	P ₄
0	4	7	11	15	16	20

b) FCFS

- SJF

Robin Round

$$P_1 = 5 - 5 = 0$$

$$P_1 = 3 - 3 = 0$$

$$P_1 = 16 - 5 = 11$$

$$P_2 = 8 - 3 = 5$$

$$P_2 = 8 - 5 = 3$$

$$P_2 = 7 - 3 = 4$$

$$P_3 = 16 - 8 = 8$$

$$P_3 = 14 - 6 = 8$$

$$P_3 = 20 - 8 = 12$$

$$P_4 = 22 - 6 = 16$$

$$P_4 = 22 - 8 = 14$$

$$P_4 = 22 - 6 = 16$$

Avg wait Time

$$= \frac{0+5+8+16}{4}$$

Avg wait Time

$$= \frac{0+3+8+14}{4}$$

Avg Wait Time

$$= \frac{11+4+12+16}{4}$$

$$= 7.25 \text{ ms}$$

$$= 6.25 \text{ ms}$$

$$= 10.75 \text{ ms}$$

Avg Turn Around Time

$$\frac{5+8+11+22}{4}$$

$$= 12.75 \text{ ms}$$

$$\frac{3+8+14+22}{4}$$

$$= 11.75 \text{ ms}$$

$$\frac{16+7+20+22}{4}$$

$$= 16.25 \text{ ms}$$

g) Throughput here is essentially the no of processes completed per unit time. Since the makespan is 22 ms for all three scheduling schemes in this scenario, throughput is the same for all.

SJF gives the best average turn around time and the best average waiting time among the three for this scenario while throughput remains equal.

Therefore - SJF best balances through and turn around for these jobs and arrivals

- a- i) Cloud Migration and OS architecture
as Best choice OS architecture - Microkernel architecture
- b) Role of virtual machines in cloud migration
- ↳ Isolation
 - ↳ Efficient resources management
 - ↳ Easy migration and scalability

ii) Smart Home System with IOT Device

as Role of Scheduling and IPC

↳ Process Scheduling

↳ Inter-process communication

b) Suitable scheduling algorithm:

- Priority Scheduling: Ensures urgent tasks like intrusion detection interrupt lower-priority tasks immediately.
- Earliest Deadline First: idle for real-time task where deadline (EDF) must be met.
- Round Robin (RR): fair for periodic tasks like the thermostat update while still prioritizing urgent tasks.