

# Operating system

Date: 15/08/24

standard protocols

→ system software

Functionality of OS : -

④ Concurrency :

→ multiple processes active at

definition of  
OS ? + functionality

once

Processes can communicate

Assignment with example

Process may

mutually exclusive, access to  
some resources

→ CPU scheduling, resource  
management.

④ Memory management : Allocates the memory

\* to processes, moves processes between disk  
and memory

\* File system : Allocates space for storage of

Programs and data on disk

\* Networks and distributed computing : Allow  
computers to work together.

\* Security and protection : Total standard

## Why do we study operating system?

- \* Abstraction of operating system: How do you give the user the illusion of infinite resources (CPU time, memory etc.)
- \* System design → Performance and simplicity of OS.
  - Functionality of hardware and software.
- \* Primary intersection point: OS is the point where hardware, software, Programming languages, data structures and algorithms are come together.
- Responsibility of OS → file, process, memory management and security.

## # Process management:

- OS manages user programs and system programs.
- Encapsulated in a process & A process

includes the complete execution context. (code, PC, registers, resources).

- A Process is one instance of a program in execution. many processes might be running at the same time.
- OS must have: create, delete, suspend, resume and schedule processes.
- support inter-process communication and handle deadlock.

Process & Program are different

deadlock → process for resource for what last resource

process demands (JATQ) for whom

is it for

for whom

(good neighbor) great likelihood

OS

## # Memory Management:

Primary memory → provides direct access to CPU

→ Processes must be in main memory to execute.

OS must → keep track of memory in use. & free blocks of memory to be used.

→ Keep track of unused memory

→ Protect memory space.

→ Allocate & deallocate spaces for processor.

→ Swap process in memory ↔ disk.

### Policies:

\* Decide when to load each process in memory.

\* Decide how much memory space to allocate each process.

\* Decide when a process should be removed from the memory.

→ to be decided by OS

Short term  $\rightarrow$  main memory  
long  $\rightarrow$  secondary memory

## # File system :

→ A file is a long term storage entity.

a named collection of persistent information

that can be read or written

→ A file system supports directions, which contains files and other directions (name, size, date created, date modified) etc.

OS must → Create and delete directory

→ Manipulate files and directones.

→ Provides general higher level services

→ Backups → stand alone

## # Disk Management :

Disk (HDD)

→ The action actual hardware that sits underneath the file system.

→ large enough to store all user

Programs and entire OS  
will grant most prot. w/ A

- OS must → keep track of used and unused memory  
→ Keep track of bad blocks  
→ Disk Scheduling

The process scheduling is the activity of the process manager that handles the removal of the running processes from the CPU and the selection of another process on the basis of a particular strategy.

There are two types of process scheduling:

- ① Non-preemptive: Here the resources can't be taken from a process until the

your → main memory

Process → Secondary

Process completes execution. The switching of resources occurs when the running process terminates.

- ② Preemptive: Hence the OS allocates the resources to a process for a fixed amount of time. During resource allocation, the process switches from running state to ready state. The OS maintains the following processes:
- \* Job queues: This queue keeps all the processes in the system.
  - \* Ready queues: This queue keeps a set of all processes residing in main memory ready and waiting to execute. A new process always put in this queue.

QUESTION NO. 2  
Q. What is the difference between long term scheduler and short term scheduler?

# What is the long term scheduler and short term scheduler? write difference between them.

1. what is process control block (PCB)
  2. what kind of info saving PCB when context switching
- A context switching is other mechanism to store and restore the state of context of a step in process control block so that a process execution can be resumed from the same point at a later time.

PCB → stores process Go\_info, ATCQ, PCOL  
execute 20 hrs, next Break, PTO,

3. Context switching diagram

first count first serve  
FCFS  
Algorithm (Non-Prec)

## Process scheduling

### Algorithm

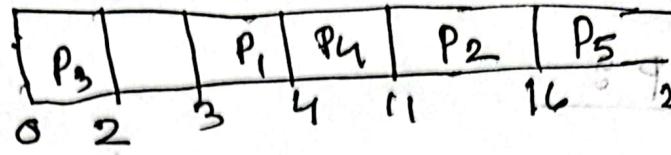
### FCFS

Process	Arrival time	Burst time
P <sub>1</sub>	3	1
P <sub>2</sub>	0	5
P <sub>3</sub>	0	7
P <sub>4</sub>	5	5
P <sub>5</sub>	0	3

Process	Arrival time	Burst time	Completion time	Turn Around time	Waiting time	Response time
P <sub>1</sub>	3	1	4	1	0	0
P <sub>2</sub>	0	5	16	12	7	7
P <sub>3</sub>	0	7	23	22	0	0
P <sub>4</sub>	5	5	21	16	11	11
P <sub>5</sub>	0	3	13	13	0	0

Ga

GIANT chart



2IM

short & svip  $\leftarrow$  burst + time  $\downarrow$  burst + time  $\downarrow$  turnaround

better & forward  $\leftarrow$

average turnaround,

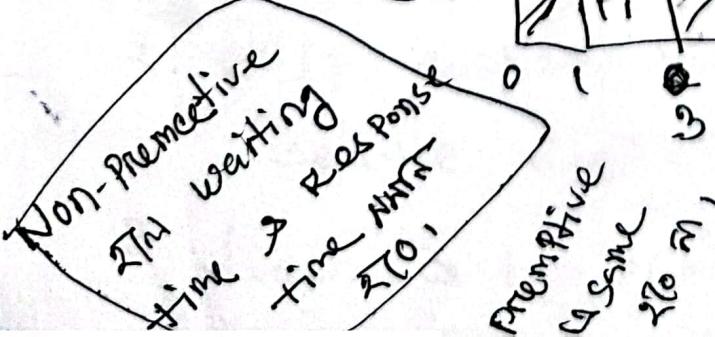
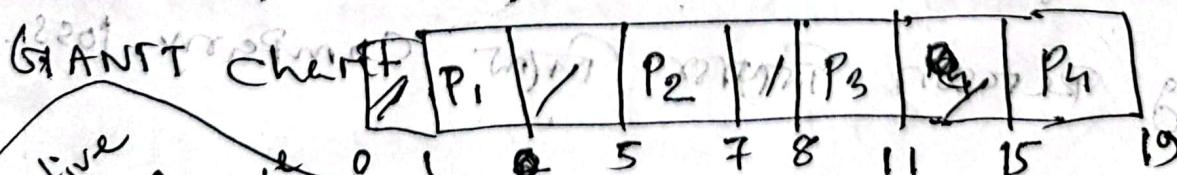
Response, waiting time

throughput

$$\text{throughput} = \frac{n}{\text{total time}}$$

$$= \frac{5}{21}$$

Process	Arrival time	Burst time	Completion time	Turnaround time	Waiting time	Response time
P <sub>1</sub>	1	2	3	2	0	0
P <sub>2</sub>	5	2	7	2	0	0
P <sub>3</sub>	8	3	11	3	0	0
P <sub>4</sub>	15	4	19	4	0	0



WT & RT same cost

???

Ans.

OS

Date 10/09/24

Shortest Job First (SJFF) non-preemptive

process	Arrival time	Burst time	C.T	T.T	W.T	R.T	
P <sub>1</sub>	4	5	15	11	6	6	19
P <sub>2</sub>	8	2	10	2	0	0	9
P <sub>3</sub>	1	5	10	9	4	4	9
P <sub>4</sub>	6	7	22	16	9	1	9
P <sub>5</sub>	2	3	5	3	0	0	9

GANTT chart

	P <sub>2</sub>	P <sub>5</sub>	P <sub>3</sub>	P <sub>1</sub>	P <sub>4</sub>
Time	0	2	5	10	15

Ready Queue 1 P<sub>2</sub>, P<sub>5</sub>, P<sub>3</sub>, P<sub>1</sub>, P<sub>4</sub>

P<sub>5</sub> 2nd job, job time 20

Bubble sort 60 Pass (n-1)  
 ① ② ... n step (n-pass)

# #Priority Scheduling non Preemptive

Process	Arrival time	Burst	Priority	CT	ET	FT	WT	RT
P <sub>1</sub>	3	5	2	10	8	10	7	7
P <sub>2</sub>	2	4	1	10	4	10	8	8
P <sub>3</sub>	5	9	3	14	13	14	9	9
P <sub>4</sub>	4	7	4	11	21	11	7	7
P <sub>5</sub>	1	6	3	17	21	17	6	6
✓ P <sub>6</sub>	0	10	5	20	20	20	0	0

Priority Queue: P<sub>6</sub>, P<sub>2</sub>, P<sub>1</sub>, P<sub>3</sub>, P<sub>4</sub>

GIANT	P <sub>6</sub>	P <sub>2</sub>	P <sub>1</sub>	P <sub>3</sub>	P <sub>4</sub>
	6	12	16	17	20

Priority same  $\Rightarrow$  Gantt chart

Arrival time  
2nd 00, 3rd 10,

(1-10) 20, 20, 20  
(20-30) 10, 10, 10

# Operating System

Date: 08/09/23

SJF (Preemptive) / SRTF (shortest remaining time first)

Process	A.T	B.T	CFT	TT	WT	R.T
P <sub>1</sub>	2	25	6, 15	20	18	12
P <sub>2</sub>	1	10	3, 2, 0	4	3	0
P <sub>3</sub>	4	10	2, 6	6	2	0
P <sub>4</sub>	0	10	5, 4, 1	10	5	0
P <sub>5</sub>	6	10	14	8	14	4

R.Q: P<sub>5</sub>, P<sub>4</sub>, P<sub>1</sub>, P<sub>3</sub>, P<sub>2</sub>

GANTT chart							
P <sub>4</sub>	P <sub>2</sub>	P <sub>3</sub>	P <sub>3</sub>	P <sub>4</sub>	P <sub>5</sub>	P <sub>1</sub>	
0	1	2	3	4	5	6	20

Process	Priority	A.T	B.T
P <sub>1</sub>	6	3	5, 0
P <sub>2</sub>	2	2	4, 0
P <sub>3</sub>	5	5	6, 0
P <sub>4</sub>	4	1	7, 0
P <sub>5</sub>	8	0	5, 4, 3, 2, 0

R.Q: P<sub>5</sub>, P<sub>4</sub>, P<sub>2</sub>, P<sub>1</sub>, P<sub>3</sub>

GANTT							
P <sub>5</sub>	P <sub>5</sub>	P <sub>5</sub>	P <sub>5</sub>	P <sub>2</sub>	P <sub>1</sub>	P <sub>3</sub>	P <sub>4</sub>
0	1	2	3	5	9	14	20

Priority Scheduling

P	Priority	A.T	B.T	C.F	T.T	W.T	R.T
P <sub>1</sub>	2	3	5, 10, 12	11	8	3	3
P <sub>2</sub>	1	2	4, 3, 1, 0	6	4	0	80
P <sub>3</sub>	3	7	6, 0	20	15	0	0
P <sub>4</sub>	4	5	7	27	26	1	10
P <sub>5</sub>	0	0	5, 4, 3	14	14	0	0

R.Q : P<sub>5</sub>, P<sub>4</sub>, P<sub>2</sub>, P<sub>1</sub>, P<sub>3</sub>

BANTT							
P <sub>5</sub>	P <sub>5</sub>	P <sub>2</sub>	P <sub>2</sub>	P <sub>1</sub>	P <sub>5</sub>	P <sub>3</sub>	P <sub>4</sub>
24	0, 8, 11	12	3	5	2	11	14

P<sub>5</sub> 80, AT 0, So 11 sec P<sub>5</sub> 9, RT 0, 1 sec G T P<sub>4</sub> 10

Accurate 20 or R.Q 6 min, Priority 2 sec

G P<sub>2</sub> (min 0) P<sub>2</sub> 80, RT 0, Accurate 20 4 sec.

0, 8	8
0, 11	2
0, 3	2
0, 7	1
0, 28, 0, 7	0

9	9	9	2	2	9	9
0	7	8	0	0	0	0

9, 19, 19, 19, 29, 29

Date: 11/9/24

OS Lab

~~base address~~ P.C. IP E.O.D.

$n = \text{int}(\text{input}("Num. of process:"))$

$\text{arr} = [[0 \text{ for } i \in \text{range}(7)] \text{ for } j \in \text{range}(n)]$

$\text{Print}(arr)$

~~output~~ ~~Console~~

Num of Pro: 5

$[[0, 0, 0, 0, 0, 0, 0], [0, 0, 0, 0, 0, 0, 0]]$

~~for i in range(n):~~

~~pid, at, bt = input().split()~~

~~arr[i][0] = int(pid)~~

~~arr[i][1] = int(at)~~

~~arr[i][2] = int(bt)~~

$\text{Print}(arr)$

another way

~~$n = \text{int}(\text{input}())$~~

~~arr =~~

$\text{for i in range(n):}$

$\text{for j in range(3):}$

$\text{arr}[i][j] = \text{int}(\text{input}())$

$\text{Print}(arr)$

Date: 15/09/24

OS

~~SRTF~~

## Round Robin

Process	AT	BT	CT	TR	WC	RF
P <sub>1</sub>	0	0, 5,				
P <sub>2</sub>	1	3, 2, 0		78	TA	19
P <sub>3</sub>	2	5, 4, 0			0	19
P <sub>4</sub>	3	0, 1, 0			1	19
P <sub>5</sub>	4	4, 0			8	19

R : P<sub>1</sub>, P<sub>2</sub>, P<sub>3</sub>, P<sub>4</sub>, P<sub>5</sub>

chart | P<sub>1</sub> | P<sub>2</sub> | P<sub>3</sub> |

0 1 2

chart | P<sub>1</sub> | P<sub>2</sub> | P<sub>3</sub> | P<sub>4</sub> | P<sub>2</sub> | P<sub>3</sub> | P<sub>5</sub> | P<sub>1</sub> |

0 1 2 3 4 6 10 14 19

# Round Robin :

Time Quanta (2) → 0, 3, 7, 10, 14, 19

Process	AT	BT	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
P <sub>1</sub>	0	6, 4, 2																			
P <sub>2</sub>	1	3, 1																			
P <sub>3</sub>	2	5, 3, 1																			
P <sub>4</sub>	3	0, 2, 0																			
P <sub>5</sub>	4	4, 2, 0																			

Pset 10/11  
Ready:  $R_1, R_2, R_3, R_4, R_5, R_6, R_7, R_8, R_9, R_{10}, R_{11}$

chart	$P_1$	$P_2$	$P_3$	$P_4$	$P_5$	$P_6$	$P_7$	$P_8$	$P_9$	$P_{10}$	$P_{11}$
	0	2	4	6	8	9	11	12	14	16	18

Quantum = 4

P	AT	BT									
$P_1$	0	8, 6, 4, 2, 0	8, 4, 0	8, 4, 0	6, 2, 0						
$P_2$	1	6, 4, 2, 0	6, 2, 0								
$P_3$	3	3, 1, 0	3, 0	0, 0	13, 0						
$P_4$	5	2, 0	5, 1		15, 2, 0						
$P_5$	6	0, 0, 0	6, 2		6, 2						

R:  $R_1, R_2, R_3, R_4, R_5, R_6, R_7, R_8, R_9, P_1$

chart	$P_1$	$P_2$	$P_3$	$P_4$	$P_5$	$P_6$	$P_7$	$P_8$	$P_9$	$P_{10}$	$P_{11}$
	0	2	4	6	8	10	12	14	16	17	19

R:  $R_1, R_2, R_3, P_1, P_2$

$P_1$	$P_2$	$P_3$									
0	2	4	8	11							
$P_1$	$P_2$	$P_3$	$P_1$	$P_3$	$P_4$	$P_5$	$P_2$	$P_4$	$P_5$		

$P_1$	$P_2$	$P_3$	$P_4$	$P_5$	$P_6$	$P_7$	$P_8$	$P_9$	$P_{10}$	$P_{11}$	
0	4	8	11	15	19	23	25	26			

R:  $R_1, R_2, R_3, R_4, R_5, R_6, R_7, P_4, P_5$

Process: ~~S1~~ 2 3 4 5 6 7 8 9 10 11  
 Ready: ~~R1, R2, R3, R4, R5, R6, R7, R8, R9~~

Chart:

	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11
	0	2	4	6	8	9	11	12	14	16	18
P1	0	8, 6, 4, 2, 0	8, 4, 0	8, 4, 0	6, 2, 0						
P2	1	6, 4, 2, 0	6, 2, 0								
P3	3	3, 1, 0	3, 0	0, 0	13, 0						
P4	5	2, 0	5, 1		16, 2, 0						
P5	6	6, 2		6, 2	6, 2, 0						

Quantum = 4

P	AT	BT									
P1	0	8, 6, 4, 2, 0	8, 4, 0	8, 4, 0	6, 2, 0						
P2	1	6, 4, 2, 0	6, 2, 0								
P3	3	3, 1, 0	3, 0	0, 0	13, 0						
P4	5	2, 0	5, 1	16, 2, 0							
P5	6	6, 2	6, 2	6, 2, 0							

R: ~~R1, R2, R3, R4, R5, R6, R7, R8, R9, P1~~

P	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11	P12	P13	P14	P15	P16	P17	P18	P19	P20	P21	P22	P23
	0	2	4	6	8	10	12	14	16	17	19	21	23										
P1	0	2	4	8	11																		

R: ~~R1, R2, R3, P1, P2~~

P	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11	P12	P13	P14	P15	P16	P17	P18	P19	P20	P21	P22	P23
	0	2	4	8	11	15	19	23	25	26													
P1	0	2	4	8	11	15	19	23	25	26													

R: ~~R1, R2, R3, R4, R5, R6, R7, R8, R9, P1, P2, P3, P4, P5~~

P	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11	P12	P13	P14	P15	P16	P17	P18	P19	P20	P21	P22	P23
	0	4	8	11	15	19	23	25	26														
P1	0	4	8	11	15	19	23	25	26														

R:  $P_1, P_2, P_3, P_4, P_4, P_5, P_6, P_2, P_3$

chart 1	$P_1$	$P_2$	$P_3$	$P_4$	$P_5$	$P_6$	$P_2$	<del><math>P_3</math></del>
	0	4	8	11	15	17	21	23

64, 11, 12, 12, 25, 34, 90

64, 34, 25, 12, 12, 11, 90

Bubble sort

for (3, 7)  $\rightarrow$  2 loops 7 swaps loop

i=2    for (start, n-i+start-1)  $\rightarrow$  2 loops what  
 $\hookrightarrow$  ~~7 - 2 + 2 - 1 = 6~~

$a[2] > a[3]$

$a[2], a[3] \leftarrow a[3], a[2]$

Swap True:



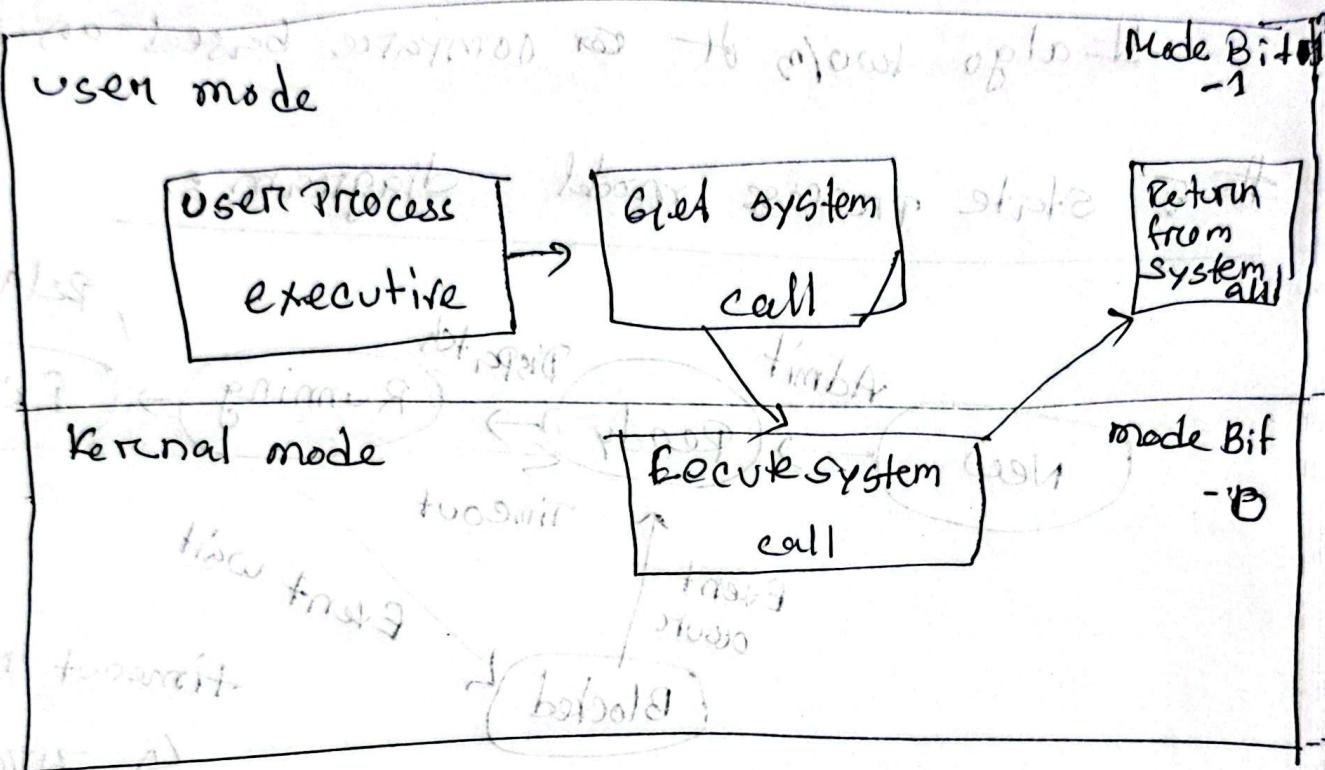
OS

Date : 22/09/24

User mode

VS Kernel mode

OS (Hardware control zone)



PC এর মধ্যে আর কোন পার্ট নাই User mode ।

Printer বা কোনো OS গুরুত্বে OS এর হ্যার্ডওয়ার কার্ড

I/O system শব্দটি এখন একটি

System call এর মধ্যে কোন হার্ডওয়ার

call করে কোন কোম্পিউটার পর্যায়ে

(CPU, RAM, ROM)

OS এর মধ্যে কোন কোম্পিউটার পর্যায়ে

OS (CPU, RAM, ROM)

6.500050101

Sub : 23/09/24

# what is system call?

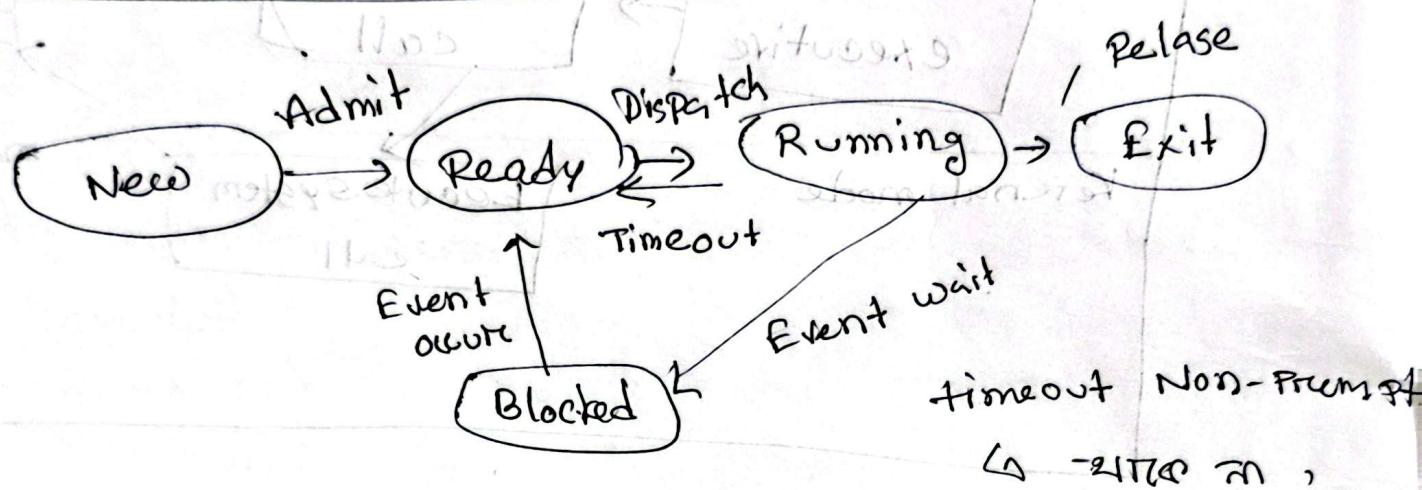
Submission

# Some call

# Basic systems name and their work.

# algo two/m st compare based on priority.

# 5 state process model diagram



# arrow করে কোর্স করতে পারে !

process Arrive করলে Job Queue

এবং execute করলে Ready Queue G

Running করলে নিরাম

Ready Queue < Ready Queue (wait করা)

Exit (execute করি)

Blocked (execution করতে ব্লক করা Resource)

Ready (time out করা) নতুন Process

Blocked  $\rightarrow$  Resource not free delay to ready Blocked

Guar.

(Pre)

Other algo  $\rightarrow$  1. FCFS (Non)

4. SRTF/SJF

2. SJF (no)

5. Round robin ?

3. Priority (non)

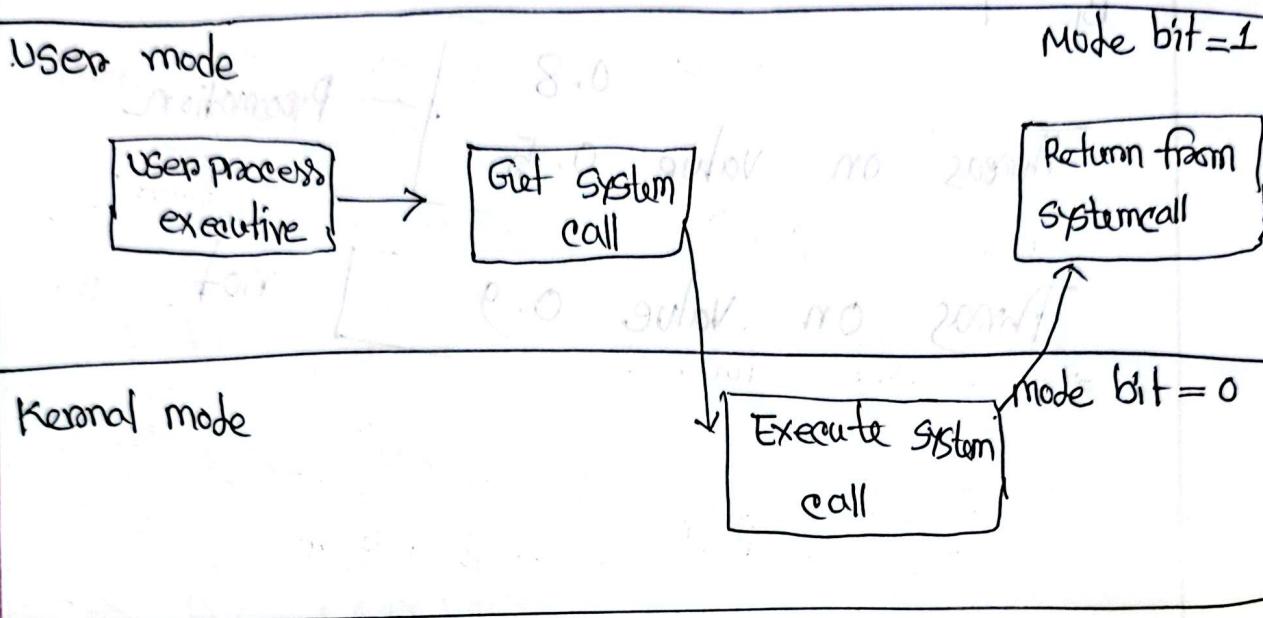
6.

# compare two algorithms.

OS

22.05.24

## User mode vs Kernel mode



Kernel দ্বারা operating system মুক্ত hardware part control

Mode আছে ০, PC কে এবাবে শিখে জাবলিনু মেরা মুক্ত

মুক্ত, pointer মুক্ত print করতে চাইলে - PC এই মুক্ত PC

মুক্ত কর। PC কর্তৃ এবাবে operating system মুক্ত I/S

System call → hardware related support নিত্য মুক্ত।

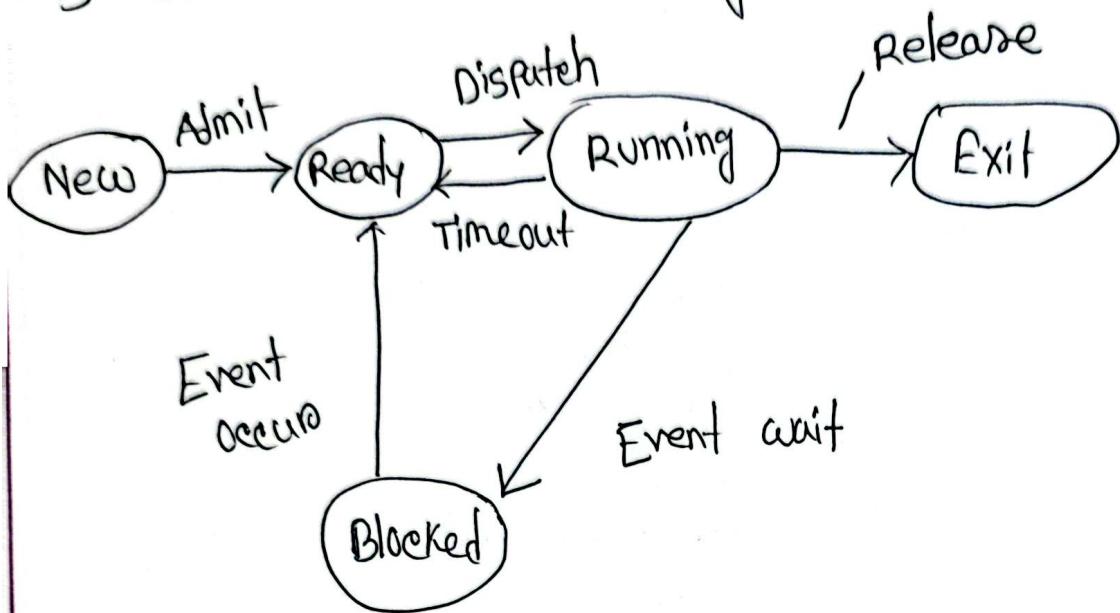
### Assignment

1. What is System call?

2. Basic system কার্যকরী System call func নাম লিখ

প্রতি কর্তৃ

## 5 State process model diagram :



- \* execution হলি করলি release
- \* time go হওতো || বা হলি time out হলি ready queue,
- \* non primitive এ নাই
- \* Blocked - সমস্যা আসতো resource এর  
কালি process blocked হয়।
- বেছি algorithm scheduling
- 3. বেছি algorithm compare কোন চেছি-টি criteria  
algorithm এর performance ফিলি measure কোন।