 Local Static variables-> Data Global Static variables-> Data Local Variables-> Stack Arguments-> Stack
 Malloced Memory-> Heap Function code-> Code
 Code of main()-> Code #include files-> No memory needed #define MACROS-> No Memory needed
• -> Main_Code C program to segment (Matching)
Match the File descriptors to their meaning
0-> Standard Input
 1-> Standard output 2-> Standard error
FDs to meaning (Matching)
 Match the MACRO with it's meaning PHYSTOP-> 224 MB
 KERNBASE-> 2 GB KERNLINK-> 2.224 GB
 -> 2.1 GB -> 2 MB
Meaning of MACROS in MM (wrong choice 2.224) (Matching)
Match the names of PCB structures with kernel
 xv6-> struct proc linux-> struct task_struct
 -> struct process -> struct task_structure -> struct process_struct
PCB names (Matching)
Arrange in correct order, the files involved in execution of system call
 usys.S-> 1 vectors.S-> 2
 trapasm.S-> 3 trap.c-> 4
Syscall order correctly (Matching)
• A process blocks itself means
a. (100%) The kernel code of system call, called by the process, moves the process to a waiting queue and calls scheduler b. (0%) The application code calls the scheduler
c. (0%) The kernel code of system call calls scheduler
d. (0%) The kernel code of an interrupt handler, moves the process to a waiting queue and calls scheduler
Blocking means (Multiple choice / One answer only)
• What will be the output of this program int main() { int fd; printf("%d", open("/etc/passwd", O_RDONLY)); close(1); fd = printf("%d", open("/etc/passwd", O_RDONLY)); close(fd); fd = printf("%d", open("/etc/passwd", O_RDONLY)); close(fd); fd = printf("%d", open("/etc/passwd", O_RDONLY)); }
a. (100%) 3 1 1 b. (0%) 3 4 5
c. (0%) 3 1 2
d. (0%) 1 1 1
e. (0%) 2 2 2 f. (0%) 3 3 3
FD output (Multiple choice / One answer only)
Which of the following is not a task of the code of swtch() function
a. (50%) Save the return value of the old context code
b. (50%) Change the kernel stack location
c. (0%) Save the old context d. (0%) Load the new context
e. (0%) Jump to next context EIP
f. (0%) Switch stacks
Not done by swtch() (Multiple choice)
Which of the following state transitions are not possible? a. (33.33333%) Ready -> Terminated
b. (33.3333%) Waiting -> Terminated
c. (-100%) Running -> Waiting
d. (33.3333%) Ready -> Waiting Not possible state transition (Multiple choice)
Select the odd one out
a. (100%) Kernel stack of new process to kernel stack of scheduler
b. (0%) Process stack of running process to kernel stack of running process
c. (0%) Kernel stack of running process to kernel stack of scheduler
d. (0%) Kernel stack of scheduler to kernel stack of new process e. (0%) Kernel stack of new process to Process stack of new process
Odd (stack transition) out (Multiple choice / One answer only)
The "push 0" in vectors.S is
a. (100%) Place for the error number value
b. (0%) To be filled in as the return value of the system call
c. (0%) A placeholder to match the size of struct trapframe d. (0%) To indicate that it's a system call and not a hardware interrupt
push 0 for errno (Multiple choice / One answer only)
• The trapframe, in xv6, is built by the
a. (100%) hardware, vectors.S, trapasm.S
b. (0%) vectors.S, trapasm.S c. (0%) hardware, vectors.S
c. (%) nardware, vectors.S d. (0%) hardware, trapasm.S
e. (0%) hardware, vectors.S, trapasm.S, trap()
Who builds trapframe? (Multiple choice / One answer only)

• Match the elements of C program to their place in memory

Global variables-> Data

Answer: (1-{p})*{m} + {p}*{t}*1000000
Map the parts of a C code to the memory regions they are related to global initialized variables-> data static variables-> data global un-initialized variables-> bss functions-> code local variables-> stack function arguments-> stack malloced memory-> heap - > buffers
C code parts, region mapping (Matching)
Suppose two processes share a library between them. The library consists of 5 pages, and these 5 pages are mapped to frames 9, 15, 23, 4, 7 respectively. Process P1 has got 6 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of process's own code/data and 3 correspond to library's pages 0, 2, 4. Process P2 has got 7 pages, first 3 of which consist of p
Map the technique with it's feature/problem static linking-> large executable file dynamic linking-> small executable file static loading-> wastage of physical memory dynamic loading-> allocate memory only if needed
Given below is the "maps" file for a particular instance of "vim.basic" process. Mark the given statements as True or False, w.r.t. the contents of the map file. 55a43501b000-55a435049000 rp 00000000 103:05 917529 /usr/bin/vim.basic55a4352b6000 rp 0022d000 103:05 917529 /usr/bin/vim.basic55a4352b6000 rp 0022d000 103:05 917529 /usr/bin/vim.basic55a4352c5000 rp 0029b000 103:05 917529 /usr/bin/vim.basic55a4352c5000 rp 0022d000 103:05 917529 /usr/bin/vim.basic55a4352c5000 rp 0022d000 103:05 917529 /usr/bin/vim.basic55a4352c5000 rp 0029b000 103:05 917529 /usr/bin/vim.basic55a4352c5000 rp 0022d000
usr/lib/x86_64-linux-gnu/libz.so.1.2.117t275b956000-7t275b957000 rp 00019000 103:05 915906 /usr/lib/x86_64-linux-gnu/libz.so.1.2.117t275b956000-7t275b958000 rp 00000000 103:05 923645 /usr/lib/x86_64-linux-gnu/libz.so.1.2.117t275b956000-7t275b958000 rp 00002000 103:05 923645 /usr/lib/x86_64-linux-gnu/libz.so.1.6.117t275b982000 rp 0002000 103:05 923645 /usr/lib/x86_64-linux-gnu/libz.so.1.6.117t275b983000-7t275b983000 rp 0002000 103:05 923645 /usr/lib/x86_64-linux-gnu/libz.so.1.6.117t275b983000-7t275b983000-7t275b983000-7t275b983000-7t275b983000-7t275b983000-7t275b983000-7t275b983000-7t275b983000-7t275b983000-7t275b983000-7t275b983000-7t275b983000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b985000-7t275b995000-7t275
2.31.so7f275c1b7000-7f275c1b8000 rp 00003000 103:05 917894 /usr/lib/x86_64-linux-gnu/libghm.so.27f275c1b9000-7f275c3b000-r-p 000000000-103:05 923815 /usr/lib/x86_64-linux-gnu/libghm.so.27f275c3c1000-r-p 000000000-7f275c3c1000-r-p 00000000-7f275c3c1000-r-p 00000000-7f275c3c1000-r-p 00000000-7f275c3c3000-r-p 00000000-7f275c3c3000-r-p 00000000-r-p 000000000-r-p 0000000000
W.r.t the figure given below, mark the given statements as True or False.
page replacement choices (Multiple True False (ETH))
Select all the correct statements, w.r.t. Copy on Write a. (25%) Fork() used COW technique to improve performance of new process creation.
b. (25%) If either parent or child modifies a COW-page, then a copy of the page is made and page table entry is updated c. (25%) COW helps us save memory
d. (25%) Vfork() assumes that there will be no write, but rather exec() e. (-50%) use of COW during fork() is useless if exec() is called by the child f. (-50%) use of COW during fork() is useless if child called exit() COW T/F (Multiple choice)
Given below is the output of the command "ps -eo min_flt,maj_flt,cmd" on a Linux Desktop system. Select the statements that are consistent with the output 626729 482768 /usr/lib/firefox/firefox -contentproc -parentBuildID 20220202182137 -prefsLen 9256 -prefMapSize 264738 -appDir /usr/lib/firefox/browser 6094 true rdd 2167 687 /usr/sbin/apache2 -k start 1265185 222 /usr/bin/gnome-shell 102648 111 /usr/sbin/mysqld 9813 0 bash 15497 370 /usr/bin/geditgapplication-service
a. (25%) Firefox has likely been running for a large amount of time b. (25%) Apache web-server has not been doing much work
c. (25%) The bash shell is mostly busy doing work within a particular locality d. (25%) All of the processes here exihibit some good locality of reference
which of the following, do you think, are valid concerns for making the kernel pageable?
a. (25%) The kernel's own page tables should not be pageable b. (25%) The page fault handler should not be pageable
c. (25%) The kernel must have some dedicated frames for it's own work d. (25%) The disk driver and disk interrupt handler should not be pageable
e. (-50%) No data structure of kernel should be pageable f. (-50%) No part of kernel code should be pageable.
Order the following events, related to page fault handling, in correct order
 MMU detects that a page table entry is marked "invalid" Page fault interrupt is generated Page fault handler in kernel starts executing
 Page fault handler detects that it's a page fault and not illegal memory access Empty frame is found Disk read is issued
 Page faulting process is made to wait in a queue Other processes scheduled by scheduler Disk Interrupt occurs Disk interrupt handler runs
 Page table of page faulted process is updated Page faulted process is moved to ready-queue
Demand paging : order (Ordering) Assuming a 8- KB page size, what is the page numbers for the address {address} reference in decimal : (give answer also in decimal)
Answer: {address} / (8*1024)
Given six memory partitions of 300 KB, 600 KB, 350 KB, 200 KB, 750 KB, and 125 KB (in order), how would the first-fit, best-fit, and worst-fit algorithms place processes of size 115 KB and 500 KB (in order)?
• first fit 115 KB -> 300 KB
• first fit 500 KB -> 600 KB
 best fit 115 KB -> 125 KB
 best fit 500 KB -> 600 KB
 worst fit 115 KB -> 750 KB
 worst fit 500 KB -> 635 KB -> 200 KB -> 350 KB
For the reference string 3 4 3 5 2 the number of page faults (including initial ones) using FIFO replacement and 2 page frames is: {#1} FIFO replacement and 3 page frames is: {#2}
• {1:SHORTANSWER:%100%4} • {1:SHORTANSWER:%100%4} *page faultts (Embedded answers (Cloze))
Page sizes are a power of 2 because a. (100%) Certain bits are reserved for offset in logical address. Hence page size = 2^(no.of offset bits)
b. (0%) operating system calculations happen using power of 2 c. (0%) MMU only understands numbers that are power of 2
d. (0%) Power of 2 calculations are highly efficient e. (0%) Certain bits are reserved for offset in logical address. Hence page size = 2^(32 - no.of offset bits)
Page sizes are a power of 2 because (Multiple choice / One answer only) Compare paging with demand paging and select the correct statements.
a. (14.28571%) Demand paging requires additional hardware support, compared to paging. b. (14.28571%) Both demand paging and paging support shared memory pages.
b. (14.28571%) Both demand paging and paging support shared memory pages. c. (14.28571%) With demand paging, it's possible to have user programs bigger than physical memory. d. (14.28571%) Demand paging always increases effective memory access time.
d. (14.28571%) Demand paging always increases effective memory access time. e. (14.28571%) Paging requires some hardware support in CPU f. (14.28571%) Calculations of number of bits for page number and offset are same in paging and demand paging.
g. (14.28571%) The meaning of valid-invalid bit in page table is different in paging and demand-paging. h. (-33.3333%) With paging, it's possible to have user programs bigger than physical memory.
i. (-33.3333%) Paging requires NO hardware support in CPU j. (-33.33333%) TLB hit ration has zero impact in effective memory access time in demand paging.
Shared memory is possible with which of the following memory management schemes ?
a. (33.3333%) paging b. (33.3333%) segmentation c. (4100%) continuous memory management
c. (-100%) continuous memory management d. (33.33333%) demand paging shared memory - possible (Multiple choice)

• Calculate the EAT in NANO-seconds (upto 2 decimal points) w.r.t. a page fault, given Memory access time = {m} ns Average page fault service time = {t} ms Page fault rate = {p}

	 userinit() is called-> 1 'initcode' struct proc is created-> 2 'initcode' process is marked RUNNABLE-> 3 mpmain() calls scheduler()-> 4 scheduler() schedules initcode() process-> 5 initcode() returns in forkret()-> 6 initcode() returns from trapret()-> 7 initcode() calls exec("/init",)-> 8
• N	ap the virtual address to physical address in xv6 KERNBASE-> 0 KERNLINK-> 0x100000 80108000-> 0x108000 0xFE000000-> 0xFE000000 -> 0x80000000
	memory mappings (Matching)
	ne approximate number of page frames created by kinit1 is a. (100%) 3000
	b. (0%) 1000
	c. (0%) 2000 d. (0%) 4000
	e. (0%) 10
	f. (0%) 4 g. (0%) 16
#kinití	s pages (Multiple choice / One answer only)
• \$	elect all the correct statements about initcode
	a. (25%) code of 'initcode' is loaded along with the kernel during booting b. (25%) the size of 'initcode' is 2c
	c. (25%) The data and stack of initcode is mapped to one single page in userinit()
	d. (25%) initcode essentially calls exec("/init",) e. (-33.3333%) initcode is the 'init' process
	f. (-33.3333%) code of initcode is loaded in memory by the kernel during userinit()
	g. (-33.3333%) code of initcode is loaded at virtual address 0 about initcode (Multiple choice)
• V	/hich of the following is DONE by allocproc() ?
	a. (20%) Select an UNUSED struct proc for use
	b. (20%) allocate PID to the process c. (20%) allocate kernel stack for the process
	d. (20%) setup the trapframe and context pointers appropriately
	e. (20%) ensure that the process starts in forkret() f. (-33.3333%) ensure that the process starts in trapret()
	g. (-33.3333%) setup kernel memory mappings for the process h. (-33.33333%) setup the contents of the trapframe of the process properly
	ne by allocproc() (Multiple choice)
• V	hich of the following is done by mappages()?
	a. (33.3333%) create page table mappings for the range given by "va" and "va + size"
	b. (33.3333%) allocate page table if required c. (33.3333%) create page table mappings to the range given by "pa" and "pa + size"
	d. (-50%) allocate page directory if required e. (-50%) allocate page frame if required
	ne by mappages (Multiple choice)
• V	that does seginit() do?
	a. (100%) Adds two additional entries to GDT corresponding to Code and Data segments, but to be used in privilege level 3 b. (0%) Adds two additional entries to GDT corresponding to Code and Data segments, but to be used in privilege level 0
	c. (0%) Nothing significant, just repetition of earlier GDT setup but with 2-level paging setup done
	d. (0%) Nothing significant, just repetition of earlier GDT setup but with free frames list created now e. (0%) Nothing significant, just repetition of earlier GDT setup but with kernel page table allocated now
segini	() does? (Multiple choice / One answer only)
	elect the statement that most correctly describes what setupkvm() does
	a. (100%) creates a 2-level page table setup with virtual->physical mappings specified in the kmap[] global arrray b. (0%) creates a 2-level page table setup with virtual->physical mappings specified in the kmap[] global arrray and makes kpgdir point to it
	c. (0%) creates a 2-level page table for the use of the kernel, as specified in gdtdesc
	d. (0%) creates a 1-level page table for the use by the kernel, as specified in kmap[] global array vm()'s job (Multiple choice / One answer only)
• V	/hat does userinit() do ?
	a. (100%) sets up the 'initcode' process to start execution in forkret()
	b. (0%) sets up the 'init' process to start execution in forkret() c. (0%) sets up the 'initcode' process to start execution in trapret()
	d. (0%) sets up the 'initcode' process to start execution in forkret () e. (0%) initializes the users
	f. (0%) initializes the process 'init' and starts executing it
	t() does? (Multiple choice / One answer only)
	ne variable 'end' used as argument to kinit1 has the value a. (100%) 801154a8
	b. (<mark>0%)</mark> 80110000
	c. (0%) 80000000 d. (0%) 81000000
	e. (0%) 80102da0
value	f. (0%) 8010a48c of end (Multiple choice / One answer only)
• D	oes exec() code around clearptau() lead to wastage of one page frame?
	a. (100%) yes
	b. (0%) n0 ge in exec? (Multiple choice / One answer only)
• e	xec() does this: curproc->tf->eip = elf.entry, but userinit() does this: p->tf->eip = 0; Select all the statements from below, that collectively explain this
	a. (33.3333%) exec() loads from ELF file and the address of first instruction to be executed is given by 'entry'
	b. (33.33333%) In userinit() the function inituvm() has mapped the code of 'initcode' to be starting at virtual address 0 c. (33.33333%) the initcode is created using objcopy, which discards all relocation information and symbols (like entry)
	d. (-33.3333%) the 'entry' in initcode is anyways 0 e. (-33.33333%) the code of 'initcode' is loaded at physical address 0
	f. (-33.3333%) elf.entry is anyways 0, so both statements mean the same
	fferent eip settings? (Multiple choice)
	(hy is there a call to kinit2? Why is it not merged with knit1? a. (100%) knit2 refers to virtual addresses beyond 4MB, which are not mapped before kvalloc() is called
	b. (0%) Because there is a limit on the values that the argumets to knit1() can take.
	c. (0%) When kinit1() is called there is a need for few page frames, but later knit2() is called to serve need of more page frames d. (0%) call to seginit() makes it possible to actually use PHYSTOP in argument to kinit2()
	nit2()? (Multiple choice / One answer only)

• Arrange the following in the correct order of execution (w.r.t. 'init')