

Match the elements of C program to their place in memory

- Global variables-> Data
- 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)); }

- 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 switch() (Multiple choice)

Which of the following state transitions are not possible?

- a. (33.33333%) Ready -> Terminated
- b. (33.33333%) Waiting -> Terminated
- c. (-100%) Running -> Waiting
- d. (33.33333%) 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
- d. (0%) hardware, trapasm.S
- e. (0%) hardware, vectors.S, trapasm.S, trap()

Who builds trapframe? (Multiple choice / One answer only)

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

- 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

init related execution sequence (Matching)

- Map the virtual address to physical address in xv6

- KERNBASE-> 0
- KERNLINK-> 0x100000
- 80108000-> 0x108000
- 0xFE000000-> 0xFE000000
- -> 0x80000000

kernel memory mappings (Matching)

- The 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

#kinit1's pages (Multiple choice / One answer only)

- Select 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. (-33.33333%) initcode is the 'init' process
- f. (-33.33333%) code of initcode is loaded in memory by the kernel during userinit()
- g. (-33.33333%) code of initcode is loaded at virtual address 0

correct about initcode (Multiple choice)

- Which 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. (-33.33333%) ensure that the process starts in trapret()
- g. (-33.33333%) setup kernel memory mappings for the process
- h. (-33.33333%) setup the contents of the trapframe of the process properly

not done by allocproc() (Multiple choice)

- Which of the following is done by mappages()?

- a. (33.33333%) create page table mappings for the range given by "va" and "va + size"
- b. (33.33333%) allocate page table if required
- c. (33.33333%) 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

not done by mappages (Multiple choice)

- What 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

seginit() does? (Multiple choice / One answer only)

- Select 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 array
- b. (0%) creates a 2-level page table setup with virtual->physical mappings specified in the kmap[] global array 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

setupkvm()'s job (Multiple choice / One answer only)

- What 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

userinit() does? (Multiple choice / One answer only)

- The variable 'end' used as argument to kinit1 has the value

- a. (100%) 801154a8
- b. (0%) 80110000
- c. (0%) 80000000
- d. (0%) 81000000
- e. (0%) 80102da0
- f. (0%) 8010a48c

value of end (Multiple choice / One answer only)

- Does exec() code around clearptau() lead to wastage of one page frame?

- a. (100%) yes
- b. (0%) no

wastage in exec? (Multiple choice / One answer only)

- exec() 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. (33.33333%) 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. (-33.33333%) the 'entry' in initcode is anyways 0
- e. (-33.33333%) the code of 'initcode' is loaded at physical address 0
- f. (-33.33333%) elf.entry is anyways 0, so both statements mean the same

why different eip settings? (Multiple choice)

- Why 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 kalloc() 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()

why knit2()? (Multiple choice / One answer only)