

#3.5

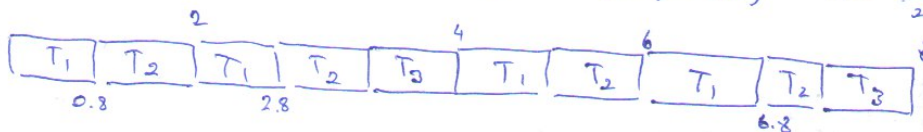
```
for (;;) { taskA();
            taskB();
            taskC();
            taskD();
            taskA();
            taskB();
            taskC();
            taskA();
            taskA(); }
```

#3.13

The main difference between EDF and RM scheduling methods is that they are best suited for different cases. EDF is dynamic, that is why it shows best performance in unpredictable environment, while RM is static, so it is best suited for periodic environment. It is also fair to say that RM scheduling is less flexible, however best choice for critical and dangerous processes. Because in RM we can guarantee that processes with lower periods will have higher priority. Vice versa, in times when overload occurs EDF runs tasks which is not important at the moment, and doesn't run highly important tasks, so we can't control EDF.

#2.16

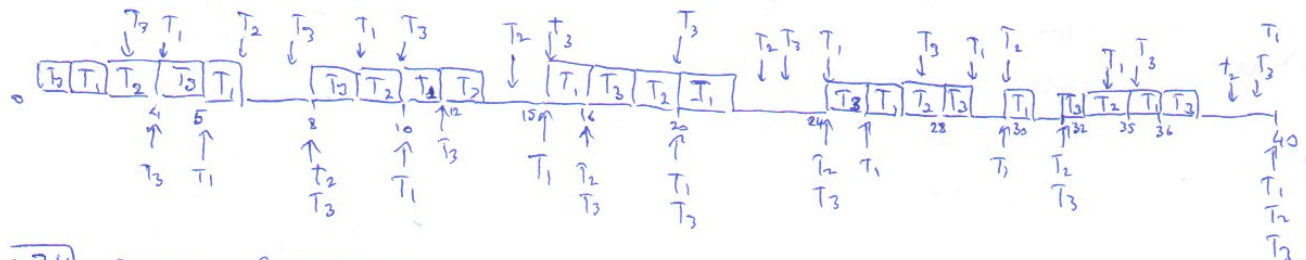
$$T_1 = [0.8; 2] \quad T_2 = [1.4; 4] \quad T_3 = [2; 8] \quad U = \frac{0.8}{2} + \frac{1.4}{4} + \frac{2}{8} = 100\%$$



#3.18

$$T_1 = [1; 5; 4] \quad T_2 = [2; 8; 6] \quad T_3 = [1; 4; 3]$$

$$U = \frac{1}{5} + \frac{2}{8} + \frac{1}{4} = 0.7 < 1 \Rightarrow \text{EDF is feasible}$$



#7.4

$$p_1 = 10 \quad p_2 = 100 \quad p_3 = 500 \quad p_4 = 1000$$

$$e_1 = 2 \quad e_2 = 15 \quad e_3 = 100 \quad e_4 = 10$$

$$P_{min} = x \Rightarrow \frac{2}{x} + \frac{15}{100} + \frac{100}{500} + \frac{10}{1000} \leq 0.51$$

$$x \geq 3.64 \text{ ms}$$

#7.5 $f = \{25, 50\}$ $b = \{100, \infty\}$ $\sigma = 0.1 \text{ ms}$

$$50x + 25x + 100 + (2x-1)0.1$$

$$24.8x \geq 85.9$$

$$x \geq 4.03$$

$$x \geq 5$$

$$x = 5$$

$$\text{Turnaround Time} = 5 \times 25 + 100 + 9 \times 0.1 = 225.9 \text{ ms}$$

#7.7

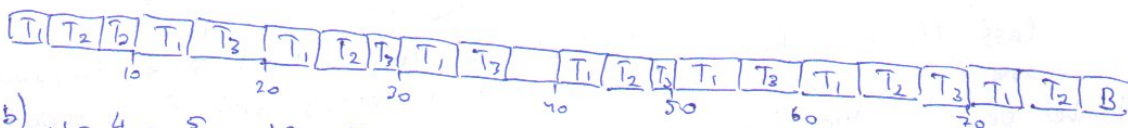
$W = 40 \text{ ms} \Rightarrow$ time to complete all three tasks:

$$4 \times 4 + 2 \times 5 + 1 \times 10 = 36$$

$40 - 36 = 4$ left for background, but 5 is needed, therefore $H = 80$.

Given priorities makes impossible the scheduling. Taking to assumption that there is typo. And changing priorities of 2nd and 3rd.

a) Scheduling is feasible.

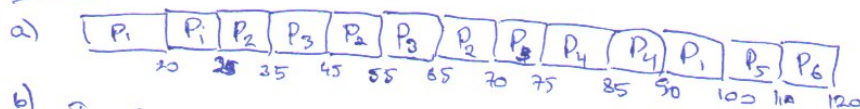


$$b) U = \frac{4}{10} + \frac{5}{20} + \frac{10}{40} + \frac{5}{80} = 0.96$$

c) if we will add 21ms of context switches, $H = 80 \text{ ms}$ is not enough, that's why we need $H = 120$.

$$d) H = 120 \quad U \geq \frac{4}{10} + \frac{5}{20} + \frac{10}{40} + \frac{5}{120} + \frac{21}{120} \approx 1.12\% > 100\%$$

#5.8



$$b) T_1 = 20 \quad T_2 = 70 - 25 = 45 \quad T_3 = 75 - 30 = 45 \quad T_4 = 90 - 60 = 30 \quad T_5 = 110 - 100 = 10$$

$$c) W_1 = 20 - 20 = 0 \quad W_2 = 45 - 25 = 20 \quad W_3 = 45 - 25 = 20 \quad W_4 = 30 - 15 = 15$$

$$W_5 = 10 - 10 = 0 \quad W_6 = 15 - 10 = 5$$

$$d) U = 100 - \frac{5+10}{120} = 87.5\%$$

#5.12

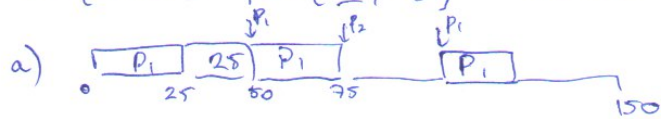
$$a) q = 2 \text{ ms} \quad \sigma = 0.1 \text{ ms} \quad U = \frac{q}{q + \sigma} = \frac{1}{1.1} = 91\%$$

$$b) q = 10 \text{ ms} \quad \sigma = 0.1 \text{ ms} \quad I/O = 1 \text{ ms} \quad \text{CPU} = 10 \text{ ms}$$

$$U = \frac{10 + 10}{10.1 + 10.1} = \frac{20}{21.1} \approx 94\%$$

#522

$$P_1 = \{25, 50\} \quad P_2 = \{30, 75\} \quad H = 150$$



RM is not feasible 25ms is not enough for P_1 .

b) $\frac{25}{50} + \frac{30}{75} = 83.3\% < 100\%$ EDF is feasible

