Syllabus: operating system

Question came in last year ct

Assignment questions from 3rd unit

CT2 process management

1. The process – 142
2. Diagram of process state – 143
3. Pcb(process control block) – 143
4. Process scheduling – 145
5. Schedulers – 147
6. Degree of multiprogramming – 148
7. i/o bound cpu bound process – 148
8. schedular and its types
9. cpu scheduling – 215
10. preemptive scheduling – 215
11. scheduling criteria – 217
12. scheduling algorithm – 218
    a. first come first serve – 218
    b. shortest job first serve – 219
13. priority scheduling – 222
14. round robin scheduling algorithm – 224
15. multi level queue scheduling algorithm – 226
16. multi level feedback queue scheduling algorithm – 228
17. critical section – 253
18. semaphores – 260
19. deadlock and starvation – 264
20. classical problem of synchronization – 264
21. Deadlock (detail) – 305
    a. Necessary condition for deadlock – 307
22. RAG (resource allocation graph) – 309
23. Deadlock prevention – 313
24. Banker's algorithm –
25. Logical and physical address – 339
26. Virtual memory
27. Contiguous memory allocation – 344
28. Memory allocation – 346
    a. First fit

   b. Best fit
   c. Worst fit
   d. Scan
   e. Cscan
   f. First come first serve
   g. Shortest seek time first
   h. Clook
   i. look
29. Paging – 349
30. TLB- 353
31. Segmentation – 362
   a. Segmentation hardware – 364
32. First in first out page replacement algorithm (fifo) - 391
33. Optimal page replacement algorithm – 392
34. Least recently used (LRU) page replacement algorithm – 394
35. Thrashing – 403
36. Beladay's anamoly

Soft computing

1. Neural network intro
2. Application
3. Scope
4. Hard vs soft computing
5. ANN Intro
6. Artificial Ann vs Bio Ann
7. Model of Ann (connections, learning, Activation function)

8. Connection :-
9. Neural architecture :-
   a. Single and multi layer feed forward
   b. Single node with its own feedback
   c. Single and multi layer recurrent network

10. Updating parameters of neural network
11. Learning:-
12. Parameters learning

13. Structure learning
14. 3 general types:-
15. Supervised learning, unsupervised learning, reinforcement learning
16. Activation function and types
17. Important terminologies :-
18. Weights
19. Bias
20. Threshold
21. Learning parameters

Operation research

1. Defination
2. Management application of OR
3. Main phase of OR
4. Model
5. Simplex
6. Graphical method
7. Assignment problem
8. Transportation method
9. north west corner
10. row minima
11. column minima
12. lowest cost entry
13. PERT/CPM
14. Forward backward pass
15. VAM
16. Duality in LP
17. Two phase
18. Big M

Theory of computation

1. Languages
2. Alphabets
3. , string
4. , language
5. , Basic Operations on language,

6. Concatenation,
7. KleeneStar
8. Regular Expressions,
9. Transition Graphs
10., Deterministics and non-deterministic finite automata,
11. NFA to DFA Conversion,
12. Regular languages and their relationship with finite automata,
13. Pumping lemma and
14. closure properties of regular languages.
15. Context free grammars
16., parse trees
17., ambiguities in grammars and languages,