

Batch Name : PreCAT OM22 FAST TRACK BATCH
Module Name : Operating System Concepts

OS DAY-01:

Section-B – 9 Questions are reserved

All questions are mostly concepts based/theory – no practical/no numericals.
+ GK of OS (Google).

Q. Why there is a need of an OS?

As any user cannot directly interacts with any computer hardware system, and hence there is a need of some interface between user & hardware, so an OS provides this interface.

Q. What is an OS?

- **Software:** collection of programs

- what is Program?

- there are 3 types of programs:

1. **system programs:** programs which are part of an OS i.e. inbuilt programs of an OS.

e.g. kernel, cpu scheduler, memory manager, loader etc....

2. **application programs:**

e.g. compiler, google chrome, games, notepad, ms office, ide etc....

3. **user programs:** programs defined by programmer user

e.g. addition.c, hello.cpp, linkedlist.java etc.....

- as any user cannot directly interacts with any OS, an OS provides 2 types of interfaces for user in the form of programs:

1. **CUI/CLI (Command User Interface)/Command Line Interface:**

- by using this type of interface user can interacts with an OS by means of entering commands in a text format through **command line**.

e.g.

to compile a program => `$gcc program.c`

to execute a program => `$/program.out` OR `$/a.out` OR `$. \a.exe`

to copy one file => `$cp`

In Windows => command prompt => name of the program in Windows that provides CUI => **cmd.exe, powershell**

In Linux => **terminal** => name of the program in Linux that provides CUI => **shell**

In MSDOS => **command.com**

2. GUI (Graphical User Interface):

- by using this type of interface user can interact with an OS by means of making an events like right click, left click, double click, click on buttons, exit, menu bar etc

double click on icon of an executable file

In Windows - name of the program that provides GUI => explorer.exe

In Linux - name of the program that provides GUI => GNOME/KDE

```
#include<stdio.h>
```

declarations of standard i/o functions like printf(), scanf() etc...

#include is a file inclusion preprocessor directive, due to this preprocessor included contents of header file into the source file.

- Header files contains only declarations of lib functions.
- definitions of all lib functions are present inside lib folder in a **precompiled object module format**.

Compiler Construction

By Aho Ulman

C Programming Language + DS + OS + Hardware Knowledge

Programs - passive entity

What is a Process?

- running instance of a program is called as a process
- when a program gets loaded into the main memory it becomes a process
- active/running program is called as a process
- process is an active entity
- program in execution is called a process

- for an execution of any program it must be loaded into the main memory

- **loader**: it is a system program (i.e. inbuilt program of an OS), which loads an executable file/code from HDD into the Main Memory.

- to starts an execution of any program => loader (OS)

- **dispatcher**: it is a system program (i.e. inbuilt program of an OS), which loads an data & instructions of a program from main memory onto the CPU (on CPU registers).

Msoffice/MSOFT

- **CPU registers** : inbuilt memory of the CPU in which currently executing data & instructions can be kept temporarily.

Why RAM is also called as Main Memory:

For an execution of any program RAM memory is must, and hence it is also called as main memory.

Q. What is an OS?

- An OS is a **system software** (i.e. collection of system programs) which acts as an interface between user & hardware.

- An OS also acts an interface between programs (i.e. application programs & user programs) and computer hardware.

- An OS allocates required resources like main memory, CPU time, IO devices access etc.... to all running programs, it is also called as **resource allocator**.

- An OS manages limited available resources among all running programs, it is also called as a **resource manager**.

- An OS not only controls an execution of all running programs it also controls hardware devices which are connected to the computer system, it is also called as a **control program**.

Scenario-1:

Machine-1: Linux : program.c

Machine-2: Windows : program.c ==> compile + execute ==> YES

Portability of C: program written in C on one machine/platform can be compile and execute on any other machine/patform.

Scenario-2:

Machine-1: Linux : program.c --> compile ==> program executable file/code

Machine-2: Windows : program executable file/code ==> execute ???

Why ???? - file format

- file format of an executable file in Linux is **ELF(Executable & Linkable Format)**, whereas file format of an executable file in Windows is **PE(Portable Executable)**.

What is a file format?

It is a specific way to store/keep data (i.e. data & instructions of a program) into a file.

Way to keep/store data into an executable file is vary from OS to OS.

- When we try to execute a program, loader first verifies file format, if file format matches then only it checks magic number, and if file format as well as magic number both matches then only it loads program/executable code from HDD into the main memory.

Linux -> loader ==> ELF

Windows -> loader ==> PE

What is a magic number?

- It is a constant number generated by the compiler which is file format specific i.e. magic number of an executable file in Linux starts with ELF in its eq hexadecimal format.

- magic number of an executable file in Windiows starts with MZ in its eq hexadecimal format.

Marks Zebeski - Windows OS Architect @Microsoft.

magic number is file format specific ==> file format is OS specific
magic number ==> OS specific

Structure of an ELF file format:

- ELF file format divides an executable file logically into sections, and in each section specific data can be kept.

1. elf header/exe header/primary header:

- **main()** is also called as entry point function, as an execution of every c program starts from **main()** function.

Q. Why an execution of every C program starts from main() only ????

- bydefault **compiler** writes an addr of **main()** function inside exe header as an entry point function.

2. bss section

3. data section

4. rodata section

5. code/text section

6. symbol table

2. bss section: it contains uninitialized global and static vars

```
int g_num;//global var  
int static num;
```

3. data section: it contains initialized global and static vars

```
int g_num=99;//global var  
int static num=1000;
```

4. rodata section (read only data section): it contains constants & string literals

e.g.

```
1000 --> int constant  
100L -> long int const  
012 -> octal constant  
0x10 -> hex constant  
'A' -> char constant  
1.2f -> float constant  
3.5 -> double constant
```

char str[32] = "sunbeam"; - str is a string variable whose value is "sunbeam" which can be modified later.

char *cptr = "sunbeam"; - sunbeam is string literal which cannot be modified

lvalue required error

"SunBeam"

5. code/text section : it contains executable instructions

6. symbol table: it contains info about functions and its vars in a tabular format.

- An OS is a software (i.e. collection of thousands of system programs and application programs which are in a binary format), comes with CD/DVD/PD has 3 main components:

1. Kernel: it is a **core program/part of an OS** which runs continuously into the main memory and does **basic minimal functionalities** of it.

- Kernel is heart of an OS

- Kernel is OS OR OS is Kernel

must functionalities

e.g.

speaking - basic minimal functionality

teaching - extra utility functionality

to give speech - extra utility functionality

to sing - extra utility functionality

breathing -

teaching -

OS DAY-02:

Installation of an OS ==> to install an OS onto the machine is nothing to store OS software (i.e. collection of thousands system programs & application programs which are in a binary format) onto the HDD.

- Linux Kernel source code is freely available on internet => Open Source OS

Linux - CD ==>

=> If any OS want to become active, at least its core program i.e. kernel must be loaded first into the main memory

- to load kernel from HDD into the main memory is done by **bootstrap program** is this is called as a **booting**.

- **bootloader program**

bootable device: if any storage device contains one special program called as **bootstrap program** in its first sector i.e. in a boot sector (usually size of sector = 512 bytes), then it is referred as bootable device.

and if boot sector of storage device empty => non-bootable.

If in a PD bootstrap program is there in boot sector i.e. first 512 bytes => **bootable PD**.

If in a PD boot sector i.e. first 512 bytes is empty => **non-bootable PD**.

There are 2 steps of booting:

1. Machine boot (hardware boots):

step-1: when we switched on the power supply current gets passed to **motherboard**, on which one **ROM memory** is there, which contains one micro-program called as **BIOS (Basic Input Output System)** gets executes first.

step-2: first step of BIOS is **POST(Power On Self Test)**, under POST it check wheather all peripherals are connected properly or not and their working status.

step-3: after POST, BIOS invokes(executes) **bootstrap loader program**, which searches for available bootable devices present in the computer system and it selects only one boootable device at a time as per the priority decided in BIOS settings. (HDD, CD, PD, SSD), bydefault it selects HDD.

2. System Boot:

step-4: upon selection of bootable device as HDD, **bootloader program** which is present in a boot sector of HDD gets invokes, which displays list of names of OS's installed on it, from which user has to select any one OS at a time.

step-5: upon selection of any OS, bootstrap program of that OS gets invokes, it locates the kernel and load it into the main memory.

iPhone – iOS

MAC Machine – MAC OS X

Desktop OS

different types of OS as per user requirement.

Windows

Linux

UNIX

MACOSX

iOS

Android

Kali Linux

Solaris

etc.....

there are 1000's of OS available in a market

UNIX:

Q. Why UNIX?

Ken Thompson : B.E. Electricals from UCB

Denies Ritchie : M.Sc. Physics & Maths

AT&T Bell : Transistor, UNIX

- **System arch design** of UNIX is followed in all modern OS (Linux, Windows, MACOSX, android, iOS etc....), and hence UNIX is also referred as mother of all modern OS.

- Mainframe Server Machine ==>

C - B + BCPL

- UNIX can run from nailtop to Super Computer => It was rewritten in C in 1973 => 10,000 = 9000 C + 1000 Assembly.

- Linux is UNIX like OS, which was invented by linus torwards in 1990's as his academic project by getting inspired from MINIX OS (UNIX).

- Windows OS designed basically/specially for end users.

UNIX: System Arch Design Of UNIX:

Human Body System:

- Nervous System
- Reproduction System
- Digestive System

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OS:

- File Subsystem
- Process Control subsystem
- System call interface
- Hardware Control
- Devices

- there are two major subsystems in any OS:

1. file subsystem
2. process control subsystem

- for any OS - file & process are very imp concepts

In UNIX - file has space & process has life

In UNIX, whatever that can be stored is considered as a file and whatever is in active state is considered as a process.

KBD => input device/hardware

HDD => memory device

Monitor => output device

From UNIX system point of view => KBD is file

From UNIX system point of view => HDD is file

From UNIX system point of view => Monitor is file

From UNIX system point of view => PD is file

UNIX catagorised devices into

- Copy data from HDD to PD => UNIX OS treats this as copy of data from one file to another file.

Human Body - Soul => Dead Body => file

Human Body + Soul => Linving Being - active - process

Kernel Functionalities/Services: Process Management + File & Storage Management +
IO Devices Management + IPC + Scheduling + Memory Management

programmer user => to use kernel services

kernel provides interface in the form of system calls:

Kernel => Program
functions: system calls

calculator: program
main() => client function

functionalities: services

addition()
subtraction()
division()
multiplication()

Q. What are system calls?

System calls are the functions defined in C, C++ & assembly, which provides interface of the services made available by the kernel for user.

- if any programmer user wants to use kernel services in his/her program then it can be called indirectly gets called from inside library functions, or directly it can be called by giving call to system calls (system programming).

System calls – system defined code

file handling program in C:

fopen() C lib function => to open a file/to create a new file

fopen() => open() sys call which actually opens a file/creates a new file

`fread()/fscanf()/scanf()/fgetc()/fgets()` => `read()` sys call => to read data from file

- In UNIX 64 system calls are there
- In Linux more than 300 system calls are there
- In Windows more than 3000 system calls are there

`mkdir` - command -> to create a new dir/s

system call to create a new process/child process

UNIX => `fork()`

Linux => `fork()`, `clone()`

Windows => `CreateProcess()`

- `exit()` C lib function which internally makes call to `_exit()` sys call due to which process gets exited/terminated.

- irrespective of any OS, there are 6 categories of system calls:

1. **file operations system calls:** e.g. `open()`, `close()`, `write()`, `read()`, `lseek()` etc....

2. **device control system calls:** e.g. `open()`, `close()`, `write()`, `read()`, `lseek()` `ioctl()` etc....

3. **process control system calls:** e.g. `fork()`, `_exit()`, `wait()` etc....

4. **inter process communication system calls:** e.g. `pipe()`, `signal()` etc...

5. **accounting information system calls:** e.g. `getpid()`, `getppid()`, `stat()` etc...
`stat()` sys call is used to get info about the file

`getpid()` sys call gives process id of calling process/program

`getppid()` sys call gives process id parent of calling process/program

6. **protection & security system calls:** e.g. `chmod()`, `chown()` etc...

files & filesystem

`chmod()` - to assign/change access perms by means of changing mode bits

`chown()` - to change owner of file

etc...

addition of two numbers: user defined code

```
#include<stdio.h>

int main( void )
{
    int n1, n2, res;

    printf( "enter n1 & n2: "); //write( ) sys call - system defined code
    scanf("%d %d", &n1, &n2); //read( ) sys call - system defined code

    res = n1 + n2;
    printf("res = %d\n", res); //write( ) sys call - system defined code

    return 0; //successful termination
}
```

- whenever system call gets called the CPU stops an execution of user defined code and it starts executing system defined code, and hence system calls are also called as **software interrupts/trap**.

What is an hardware interrupt?

- an interrupt is a signal which received by the CPU from any hardware device due to which it stops an execution of one job/process and starts executing another job/process.

- throughout an execution of any program the CPU switches between user defined code and system defined code, and hence we can say system runs in 2 modes:

1. user mode: when the CPU executes user defined code instructions

2. kernel mode/system: when the CPU executes system defined code instructions

dual mode operation of an OS.

OS DAY-03:

- Booting of system
- UNIX history/Linux
- UNIX System Arch Design : system calls, dual mode operation: user mode & kernel mode

- there are 2 major subsystems in any OS:

1. file subsystem
2. process control subsystem

+ Process control subsystem: scheduling, memory management, inter process communication => Process Management

From System Point of view:

- Process is nothing but program which is in the main memory has got one structure gets created by an OS into the main memory inside kernel space, and has got bss section, data section, rodata section, code section and 2 new sections got added for process: stack section & heap section.
- Kernel => it is a core program of an OS which runs continuously into the main memory and does basic minimal functionalities of an OS,
- kernel gets loaded into the main memory while booting, and it remains present inside the main memory until shutdown, and hence kernel occupied portion of main memory always.
- Portion of the main memory which is occupied by the kernel is referred as a kernel space and whichever part is left other than kernel space is referred as a user space.

Main memory is divided logically into two parts:

1. kernel space
2. user space: user programs can be loaded only inside user space

- When we execute any program, loader first verifies file format, if file format matches then only it checks magic number and if file format as well as magic no. of both matches then only it starts an execution of that program/process gets submitted.
- when an execution of any program is started/upon process submission, very first one structure gets created into the main memory inside kernel space for that process, this structure is called as PCB (Process Control Block) into which all the info which is required to complete an execution of that program can be kept.

- after complete an execution of a process, PCB gets destroyed/removed from the main memory

no. of PCB's inside the kernel space = no. of processes

PCB => structure: members

An OS creates one PCB per process, PCB mainly contains:

- pid (process id - unique identifier of a process)
 - ppid: parent's process id
 - pc: program counter - an addr of next instruction to be executed
 - memory management info
 - cpu scheduling info
 - info about resources allocated for that process
 - execution context
- etc.....

- size of PCB is in MB's

execution context: if the CPU is currently executing any process, then info about that process (i.e. data & instructions of that process) can be kept temporarily into the CPU registers, and collectively this info is called as an execution context, and copy of this is also can be kept inside PCB of that process.

Upon process submission:

PCB gets created for that process into the main memory inside kernel space
=> running

running program may be active or it may be inactive

after process submission, if PCB of that program is in the main memory inside kernel space and program is also there in main memory inside user space ==> active running program.

after process submission, if PCB of that program is in the main memory inside kernel space and program is not there in main memory inside user space (i.e. it can be kept temporarily in the swap area) ==> inactive running program.

If PCB of a process gets destroyed from main memory => not running

- swap area: it is a portion of the hdd which is used by an OS as extension of the main memory in which inactive running programs can be kept temporarily.

- throughout execution, program/process goes through diff states, and at a time it may present only in a one state:

- there are total 5 states of process:

1. new state
2. ready state
3. running state
4. waiting state
5. terminated state

+ features of an OS:

1. **multi-programming**: system in which an execution of more than one programs can be started at a time OR system in which multiple processes can be submitted at a time.

- degree of multi-programming = no. of programs that can be submitted into the system at a time.

2. **multi-tasking**: system in which the CPU can executes multiple processes concurrently/simultaneously (i.e. one after another).

i.e. the CPU can execute only one process at a time.

- the CPU executes multiple processes with a such a great speed simultaneously/concurrently, it seems that/we feels that, the CPU executes multiple processes at once => multi-tasking

multi-tasking is also called as a time-sharing => system in which CPU time gets shared among all running programs.

Process - 40 MB

What is thread?

- thread is the smallest indivisible part of a process

- thread is the smallest execution unit of a process

3. **multi-threading**: system in which the CPU can executes multiple threads which are of either same process or are of diff processes concurrently /simultaneously (i.e. one after another).

i.e. the CPU can execute only one thread of any one process at a time.

- the CPU executes multiple threads of processes with a such a great speed simultaneously/concurrently, it seems that/we feels that, the CPU executes multiple threads at once => multi-threading.

Processor ==> CPU

Uni- processor: system which can run on such a machine in which only one CPU/Processor is there.

e.g. MSDOS

4. multi-processor: system which can run on such a machine in which more than one processor's/CPU's are connected in a closed circuit.

e.g. Linux, Windows etc...

5. multi-user: system in which more than one users can logged in at a time

e.g. server system

to ride a bike with a gear:

day-01:

step-1: we have to switch-on

step-2: start bike either by kick or by click

step-3: need to press clutch fully

step-4: change gear from neutral to 1st

step-5: slowly need to release clutch and increase an accelerator

.
. .
.

day-20:

step-1: we have to switch-on

step-2: start bike either by kick or by click

step-3: need to press clutch fully

step-4: change gear from neutral to 1st

step-5: slowly need to release clutch and increase an accelerator

.
. .
.

- responsiveness to stimuli ==> reaction time given by the brain to all actions is so quick ==>

- to keep track on all running programs, an OS maintains few data structures called as kernel data structures:

- there are 3 kernel data structures:

1. job queue: it contains list of PCB's of all submitted processes.

2. ready queue: it contains list of PCB's of processes which are in the main memory and waiting for the CPU.

- an OS maintains waiting queue per device.

3. waiting queue: it contains list of PCB's of processes which are waiting for that particular device.

- upon proces submission PCB gets created for that process into the main memory inside kernel space and gets added into the job queue.

- job scheduler: it is system program which schedules jobs/processes from job queue to load them onto the ready queue.

- it is also called as long term scheduler

- cpu scheduler: it is system program which schedules job/process from ready queue to load it onto CPU.

- it is also called as short term scheduler – for max utilization of the CPU cpu scheduler program must gets called frequently.

OS DAY-04:

- what is a process & what is PCB and its contents

- process state diagram: new, ready, running, waiting & terminated

- features of an OS: multi-programming, multi-tasking, multi-threading, multi-processor & multi-user

- kernel data structures: job queue, ready queue & waiting queue

- job scheduler & cpu scheduler

- context swicth

- and for max CPU utilization cpu scheduler must be called frequently
- in following 4 cases cpu scheduler must be called:

- there are 2 types of cpu scheduling

1. non-preemptive
2. preemptive

8 AM

Student-A : 7:30 AM.

Went outside

Student-B : Same Seat => forcefully

- there are basic 4 cpu scheduling algo's:

1. fcfs (first come first served) cpu scheduling algorithm
2. sjf (shortest job first) cpu scheduling algorithm
3. round robin scheduling algorithm
4. priority cpu scheduling algorithm

- there is a need to decide which algo is an efficient one and which algo is best suited at specific situation, and to decide this there are certain criterias referred as cpu scheduling criterias:

- there are 5 cpu scheduling criterias:

1. cpu utilization (max): one need to select such an algo in which

gant chart: it is a bar chart representation of cpu allocation for processes in terms of CPU cycle numbers.

If i asked for 2 students to meet me at 8:00 AM

A => 7:30 AM

B => 8:00 AM

Staff => 8:15 AM

sjf: process which is having min cpu burst time gets control of the CPU first.

shorter processes => highest priority

larger processes => low priority

multi-programming : multiple processes can be submitted into the system at a time and during runtime as well processes gets keeps on submitted.

ready queue = 100 processses, and during runtime as well processes are getting submitted into the ready queue, and these processes are also shorter than process which is already there in a ready queue

if there is exists such a process which is having max cpu burst time

4 algo's : each algo has its own advantages & disadvantages

cpu scheduler program is implemeneted with combined logic of all 4 algo's.

Inter Process Communication:

Why there is a need of an IPC?

What is an IPC?

2 friends => are doing PreCAT from SunBeam, Hinjwadi leaving in Wakad at different locations, which is 10 Km away from SunBeam

if they are sharing common bike =>

if they are having own independent bikes

A => SunBeam = 3rd floor

B => SunBeam = ground floor

whatsapp group: doubt - students can post/write

answer/write of that question

one process cannot directly send message to another process, some medium is required for this:

- there are further 4 types in message passing ipc mechanism:

1. pipe:

- pipe has 2 ends, 1 end is for writing and another end for reading

it is an uni-directional communication

- there are 2 types of pipe:

1. **unnamed pipe:** in this mechanism by using pipe command (|) only related processes can communicate.

2. **named pipe:** in this mechanism by using pipe() sys call related as well as non-related processes can communicate.

- processes can be categorised into 2 categories:

1. **related processes:** processes which are of same parent

2. **non-related processes:** processes which are of different parents

way-1: text message => text data
way-2: voice call => voice data
way-3: video call => voice data, video data
way-4: missed calls => signal

1 missed call - predefined meaning
2 missed calls - predefined meaning
3 missed calls - predefined meaning

SIGTERM - normal termination
SIGKILL - forcefull termination
SIGSEGV - termination of a process due segment violation

pipe, message queue & signal

OS DAY-05:

- Process Synchronization/Process Co-ordination: OS

Why there is a need of Process Synchronization/Process Co-ordination?

What is Process Synchronization/Process Co-ordination?

3 Students - On single desk

A

B

C

NoteBook : Page : Line => PG-DBDA

sharing common notebook:

- if i asked to all of them to write something in a same notebook on same page and on the same line at time => race condition

data inconsistency

race condition : if two or more processes are trying to access same resource at a time

to avoid race condition:

- there is need to decide order of allocation

+ critical section problem:

- to avoid the problem of data inconsistency in critical section problem - synchronization tools are used by an OS.

- there are 2 synchronization tools:

1. semaphore:

- there are 2 types of semaphore:

i. binary semaphore:

- it is a simply an int var "S" => whose value either 0 or 1, at a time it can gave only one value.

- binary semaphore is used when resource can be acquired by only one process at a time.

ii. classic semaphore/counting semaphore: - classic semaphore is used when resource can be acquired by more than one processes at a time.

classic semaphore is simply a counter var on which two operations can be performed: increment & decrement

2. mutex object: - binary semaphore is used when resource can be acquired by only one process at a time.

- it has 2 possible states: unlocked & locked

- binary semaphore uses signaling mechanism, whereas mutex object uses locking & unlocking mechanism.

Deadlock:

A \leq Ch1

B \leq Ch2

C \leq Ch3

- at a time only 1 student can seat on one chair

-

- if i ask to A \Rightarrow Ch3, B \Rightarrow Ch1 & C \Rightarrow Ch2 \Rightarrow not allow to go home

- there are 4 necc & suff conditions to occurs deadlock:

1. **mutual exclusion:** at a time resource can be acquired by only one process

2. **no preemption:** control of the resource cannot taken away forcefully from any process.

3. **hold & wait:** each process is holding one resource and requesting another resource which is already held by any other process.

4. **circular wait:**

COVID \Rightarrow Government

- there are 3 covid handling methods:

1. **prevention:** use of mask, washing hands regularly & social distancing

2. **detection & avoidance:**

3. **recovery = hospitalized - treatment**

- to handle deadlock problem is the responsibility of an OS:

- there are 3 deadlock handling methods:

1. **deadlock prevention:** deadlock can be prevented by discarding any one condition out of 4 necc & suff conditions.

2. **deadlock detection & avoidance:** in this method, before allocating resources for processes in advanced all the input can be given to algo's and it gets checked wheather there are chances to occur deadlock or not, if there are chances to occur deadlock then necc changes can be done and deadlock can be avoided.

- there are 2 deadlock detection & avoidance algo's: **banker's algo & resource allocation graph algo.**

3. deadlock recovery: system can be recovered from deadlock by two ways:

i. **process termination:** in this way, any process gets selected randomly and gets terminated forcefully

ii. **resource preemption**

+ Memory Management:

RAM - Main Memory => for an execution of any program RAM memory is must and hence it is also called as main memory.

- as main memory limited, it is a responsibility of an OS to complete an execution of all submitted processes within limited main memory.

capacity of the main memory on PC => 2 GB/4 GB/8 GB/16 GB/32 GB

capacity of HDD on PC => 500 GB/1 TB

Main Memory = Kernel Space + User Space

SunBeam, Hinjwadi => Krishna Hall => 225 (1-225) => physical seat number

PreCAT Batch Capacity 1000 of duration 1 month => 1st August 2021 - 31st August 2021 website => YES

**25th July 2021 - 1000 students registered themselves by paying the fees
logical seat number : 1-1000**

SunBeam => Management

- in each batch first 25 seats are reserved for the faculties:

- divide batch of 1000 students into 5 equal size sub batches

batch-1: 1-200	: 6 to 8
batch-2: 201-400	: 8 to 10
batch-3: 401-600	: 10 to 12
batch-4: 601-800	: 12 to 2
batch-5: 801-1000	: 2 to 4

**batch-1: On 1st august -> SunBeam
redirects students 1-200 => 26-225
1->26, 2->27, 3->28,200->225**

batch-2: 201-400

201->26, 202->27, 400->225

batch-3:

PG => Hostel => Sahyadri Building => walking distance (swap area)

- effective utilization of resources

max cpu utilization => multi-tasking => multi-programming

- when any process is requesting for the memory, then there are 2 methods by which memory gets allocated for it i.e. there are 2 memory allocation methods:

1. contiguous memory allocation:

OS DAY-06:

- deadlocks & deadlock handling methods:
- memory management:
internal fragmentation, external fragmentation

size of page \leq size of frame

size of frame = 4k

size of each page of process \leq 4k

Memory Management \Rightarrow OS

Modern OS : Segmentation + Paging \Rightarrow implemented

Main Memory = 4 GB (1 GB Kernel Space + 3 GB User Space)
Swap Area = 8 GB

Main Memory 4 GB + Swap Area 8 GB = 12 GB

User Process - P \Rightarrow 6 GB

User Process - P > 12 GB \Rightarrow OS gets hanged

- is it possible for any OS, to complete an execution of such a process having size bigger than size of main memory itself ??? YES

virtual memory management = paging + swapping

- virtual memory management : in this technique, an OS not only manages physical memory i.e. main memory, it also manages virtual memory i.e. swap area (physically part of HDD)

- before loading, big size process gets divided into pages, and not all pages of it will be there into the main memory at a time,

- only active pages of running processes can be kept into the main memory and inactive pages of running processes can be kept temporarily into the swap area, and swapping of pages can be done on request and hence it is called as a demand paging

- page of any process gets swapped in /loaded into the main memory only after requested by the process.

- In a system ==> P - bigger process + other processes

no. of pages >>>> no. of frames

- all frames becomes full

- if any process is requesting for a new page and if that page is not present in the main memory ==> page fault

- on page fault occurs, there is need of loading/swapin of requested page from swap area into the main memory ==> there is no free frame available for requested page, and hence there is need to remove any existing page from the main memory so that free frame will be made available into which requested page can be loaded, i.e. there is a need of page replacement, to decide which page will replaces there are certain algo's referred as page replacement algo's:

1. fcfs (first come first served) page replacement algorithm
2. optimal page replacement algorithm
3. lru (least recently used) page replacement algorithm
4. lfu (least frequently used) page replacement algorithm
5. mfu (most frequently used) page replacement algorithm

disadvantage:

+ **thrashing:** if any process spends more time on paging rather than execution, this high paging activity is called as a thrashing.

5 PreCAT batches ==> 10 mins ==> 50 mins

2 hrs on scheduling ==> 120 mins

limitations of memory management techniques can be avoided/reduced at the time implementation by the system architect.

==> paging ==> memory management technique ==> OS

+ File Management:

Q. What is file?

user point of view:

- file is a named collection of logically related data or information
- file is a named collection of logically related records
- file is a basic storage unit
- file is like a container which contains logically related data or information

audio file : audio data => 101010100100

image file: image data => 11010101001

text file :

system point of view:

- file is a stream of bits/bytes

- file has 2 things:

1. **data:** actual data (exists inside the file)
2. **metadata** (i.e. information about file)

- when any new file gets created, one structure gets created for it into which all information about it can be kept => this structure is called as FCB (File Control Block)

Process => PCB

File => FCB/iNode

- In Linux stat command is used to display info of file, stat command internally makes call to stat() system call

- All the files (data + metadata of all files) gets stored onto the HDD.

- 10 K files onto the HDD = 10 K iNode/FCB's onto the HDD

- millions of bytes data of 10 K file + 10 K iNodes ==> HDD

filesystem: it is a way to store data onto the disk/storage device in an organized manner so that it can be accessed efficiently.

- each OS has its own way to store data onto the HDD, i.e. each OS has its own filesystem.

e.g.

Windows : FAT, FAT32, NTFS

Linux: ext, ext2, ext3, ext4, extFAT etc...

UNIX: UFS
MACOSX: HFS
etc...

basic structure of all filesystem is common:

HDD => Hardware => Memory Device

FileSystem => its a way to store data onto HDD in an organized manner
filesystem divides disk logically into blocks/sectors

- When any file is requesting for free data blocks, there are 3 methods by which free data blocks gets allocated for it, these methods are called as disk space allocation methods:

1. **contiguos allocation method:** when any file is requesting for free data blocks, free data blocks gets allocated for the file only in a contoguos manner.
2. **linked allocation method:** when any file is requesting for free data blocks, randomly any free data blocks gets allocated for the file, and linked list of those allocated data blocks will be maitained.
3. **index allocation method:** when any file is requesting for free data blocks, randomly any free data blocks gets allocated for the file, and any one data block out of them will be considered as index data block in which addresses of remaining data blocks can be kept.

=> In system => 100's processes are running in a system, out of them at a time many/multiple processes can request for accessing data from disk at a time and all requests can be submitted/kept into the waiting queue/device queue of HDD, and as disk controller can accept and complete only one request at a time, hence there is need to schedule only one process from waiting queue for disk controller, and to do this there are certain algo's called as disk scheduling algo's:

- there are total 5 disk scheduling algo's:

1. fcfs (first come first served) disk scheduling algorithm:
2. sstf (shortest seek time first) disk scheduling algorithm:
3. scan disk scheduling algorithm (elevator)
4. c-scan disk scheduling algorithm
5. look disk scheduling algorithm

=> usually in a single computer system => 1 HDD

HDD => disk controller (hardware)

- disk controller can accept and complete only one request at a time.

- each and every device has got its dedicated processor called as controller which controls all its operations.

Head - conducting coil - hardware in HDD which is responsible for writing & reading data into the disk.

Disk controller controls movement of the head

Min => PPT'S + Black Book + Galvin first 2 chapters

Max => Galvin Book + Google