

conditions:

- mutual exclusion
- Hold and wait
- No preemption
- Circular wait

Strategies for handling

- dead lock

deadlock avoidance - banker algorithm

Banker's algorithm:

consider the following ex of system. check whether the system is safe / not using bankers algorithm. determine the seq of process if the system is safe

Process	Alloc A B C	max A B C	(work) Available A B C	alloc - max (max - alloc) Need A B C
P ₀	0 1 0	7 5 3	3 3 2	7 4 3
P ₁	3 0 2 2 0 0	3 2 2	5 3 2	1 2 2
P ₂	3 0 2	9 0 2	7 4 3	6 0 0
P ₃	2 1 1	2 2 2	7 4 5	0 1 1
P ₄	0 0 2	4 3 3	7 5 5	4 3 1
			10 5 7	

Note

- work and finish are two vectors
- fin max - how much each process can request for each resource

$$[] = [2 \ 3 \ 0]$$

$$0 \ 2] = [3 \ 0 \ 2]$$

$$10 \ 2] = [0 \ 2 \ 0]$$

- allocation -
- Available - NO of each resources currently available
- Need - NO of remaining resources needed.

Step 1 - minising alloc - max

Step 2 - Banker's algorithm

$$\text{Need} \leq \text{Work} \Rightarrow (\text{work} = \text{work} + \text{alloc})$$

Solu:

$$[7 \ 4 \ 3] \leq [3 \ 3 \ 2] \rightarrow \text{the condition fails.} \\ \text{couldn't assign } p_0$$

$$[3 \ 2 \ 2] \leq [3 \ 3 \ 2] \rightarrow \text{the condition is true } p_1 \text{ is assigned.}$$

$$\text{New work} = [3 \ 3 \ 2] + [2 \ 0 \ 0] \\ = [5 \ 3 \ 2]$$

$$[6 \ 0 \ 0] \leq [5 \ 3 \ 2] \rightarrow \text{condition is false } p_2 \text{ is not assigned.}$$

$$[0 \ 1 \ 1] \leq [5 \ 3 \ 2] \rightarrow \text{condition is true } p_3 \text{ is assigned.}$$

$$\text{NW} = [5 \ 3 \ 2] + [2 \ 1 \ 1] \\ = [7 \ 4 \ 3]$$

$$[4 \ 3 \ 1] \leq [7 \ 4 \ 3] \rightarrow \text{condition is true } p_4 \text{ is assigned.}$$

$$\text{NW} = [7 \ 4 \ 3] + [0 \ 0 \ 2] \\ = [7 \ 4 \ 5]$$

$[743] \leq [745] \rightarrow$ condition is true p_0 is assigned

$$NW = [745] + [010]$$

$$= [755]$$

$[600] \leq [755] \rightarrow$ condition is true p_2 is assigned

$$NW = [755] + [302]$$

$$= [1057]$$

Seq of process $\Rightarrow P_1, P_3, P_4, P_0, P_2$

i) what will happen if pro p_1 req one additional instance of resource type A & 2 instance of resource type C

$$\therefore \text{request 1} = \begin{bmatrix} \overset{A}{1} & \overset{B}{0} & \overset{C}{2} \end{bmatrix} \text{ (resource)}$$

Step 1 $\rightarrow \text{req}_i \leq \text{Need}_i$

$$\begin{bmatrix} 1 & 0 & 2 \end{bmatrix} \leq \begin{bmatrix} 1 & 2 & 2 \end{bmatrix}$$

Step 2 $\rightarrow \text{req}_i \leq \text{available}$

$$\begin{bmatrix} 1 & 0 & 2 \end{bmatrix} \leq \begin{bmatrix} 3 & 3 & 2 \end{bmatrix}$$

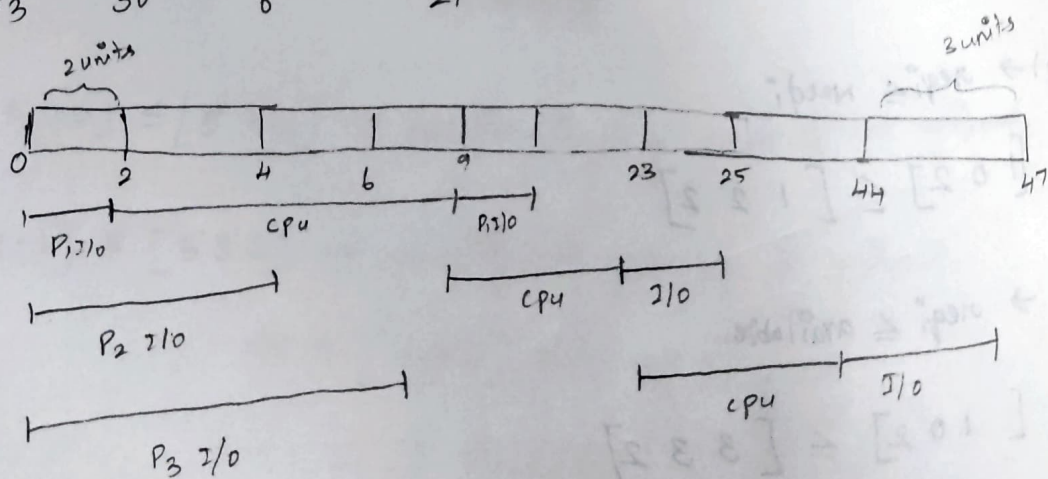
$$\text{Step 3} \rightarrow \text{avail} = \text{avail} - \text{req}_i = \begin{bmatrix} 3 & 3 & 2 \end{bmatrix} - \begin{bmatrix} 1 & 0 & 2 \end{bmatrix} = \begin{bmatrix} 2 & 3 & 0 \end{bmatrix}$$

$$\text{allo} = \text{all}_i + \text{req}_i = \begin{bmatrix} 2 & 0 & 0 \end{bmatrix} + \begin{bmatrix} 1 & 0 & 2 \end{bmatrix} = \begin{bmatrix} 3 & 0 & 2 \end{bmatrix}$$

$$\text{Need}_i = \text{Need}_i - \text{req}_i = \begin{bmatrix} 1 & 2 & 2 \end{bmatrix} - \begin{bmatrix} 1 & 0 & 2 \end{bmatrix} = \begin{bmatrix} 0 & 2 & 0 \end{bmatrix}$$

consider 3 processes all occurring at time 0 with total execution time of 10, 20, 30 units respectively. each process spends the 1st 20% of execution time doing i/p and o/p. in next 70% is doing computation and last 10% is i/p and o/p again. the os uses shortest remaining compute time first scheduling algorithm and schedules a new process either when the running process gets blocked on i/p and o/p or when the running process finishes its compute burst. assume that all i/p o/p operations can be overlap as much as possible. For what % does the cpu remains idle.

Pid	BT	I/O	Cpu exec	I/O
P ₁	10	2	7	1
P ₂	20	4	14	2
P ₃	30	6	21	3



5 units idle

$$\frac{5}{47} \times 100 = 10.638$$

$$= 10.64$$

Unit-3

Memory management

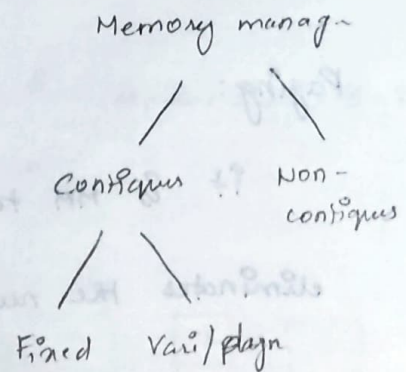
The process is stored in the secondary memory and when the process starts it fetches the data from secondary memory to main memory. The processing starts that process is called swapping in and after the process finishes it will leave the OS is called swapping out.

- To keep track of used memory space by processes.

Contiguous and non-contiguous \rightarrow if not processed one after other
 \downarrow
one after the other

In contiguous

- fixed partitioning
- variable partitioning / dynamic



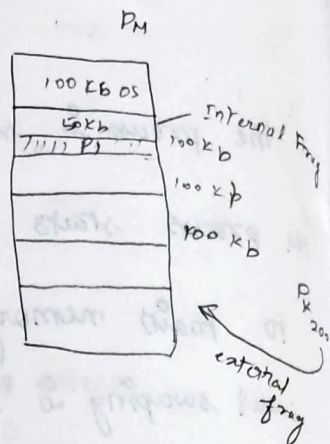
In fixed part the OS will fix the size

If the memory

Internal fragmentation & external fragmentation

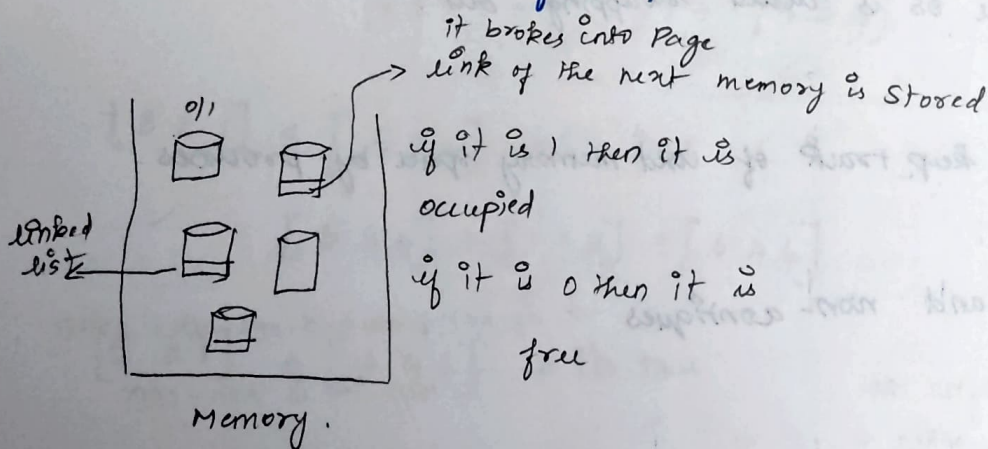
dynamically partitioning:

external fragmentation



- bit map / bit vector
- linked list

techniques to handle free space in OS



Paging:

Page is stored in the MM

it is MM technique which follows fixed part teams and eliminates the need of contiguous allocation.

Page no and page offset (address)

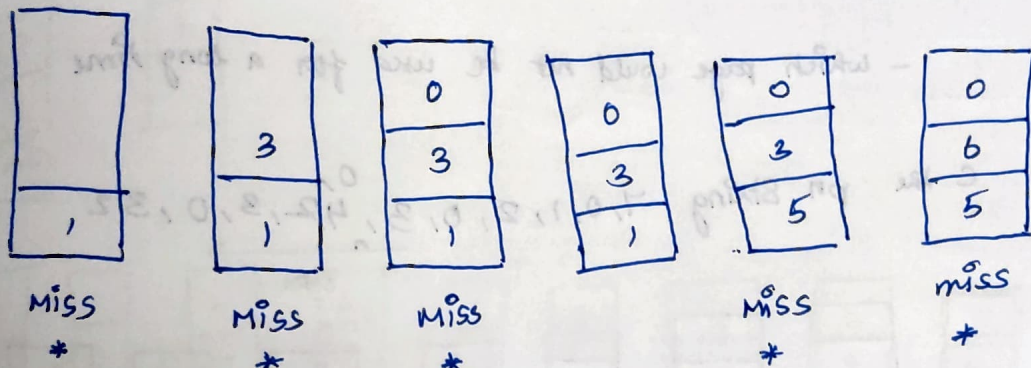
if the page looking for the page is main memory and if it not has free page page fault occurs.

Page replacement algorithms:

• FIFO

man me

consider page reference string 1, 3, 0, 3, 5, 6 with 3 page frames ^{frames} ~~phase~~.
find the number of page faults and page fault ratio

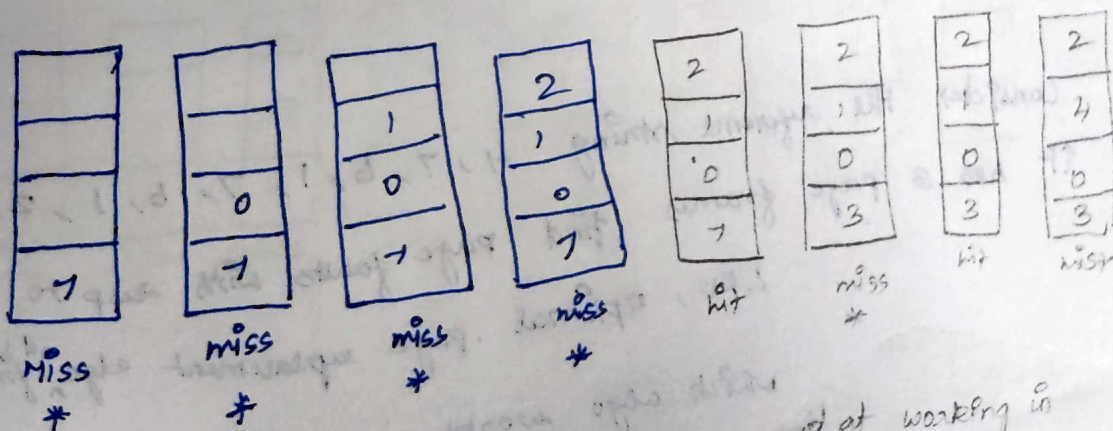


Page faults = 5

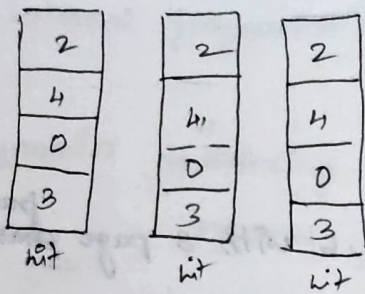
Page fault ratio = 5/6

• LRU (Least recently used)

consider the page reference string 7, 0, 1, 2, 0, 3, 0, 4, 2, 3, 0, 3, 2
with 4 page frames find the no of page fault



not working in

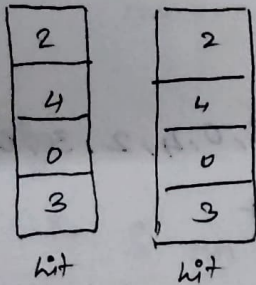
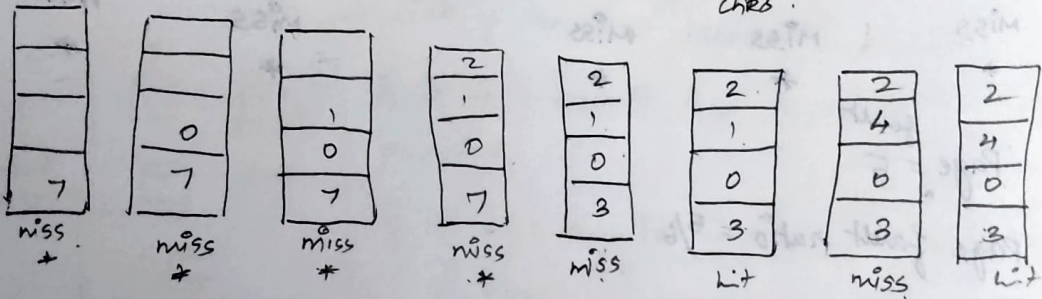


page fault = 6

• optimal

- which page could not be used for a long time

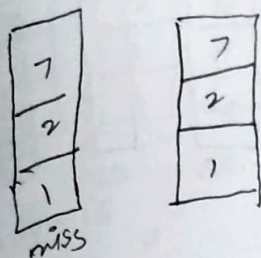
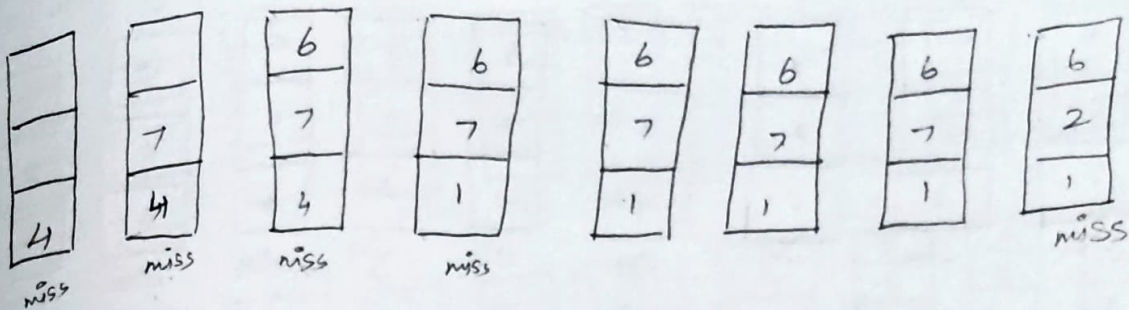
C the pn string 7, 0, 1, 2, 0, 3, ⁰4, 2, 3, 0, 3, 2



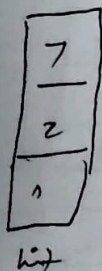
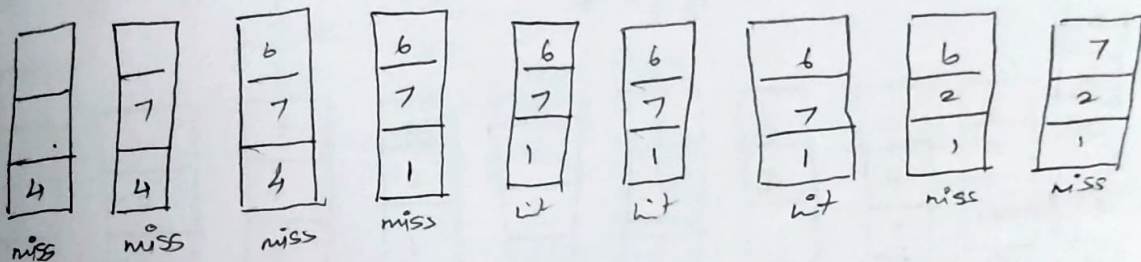
hit

Page fault = 6

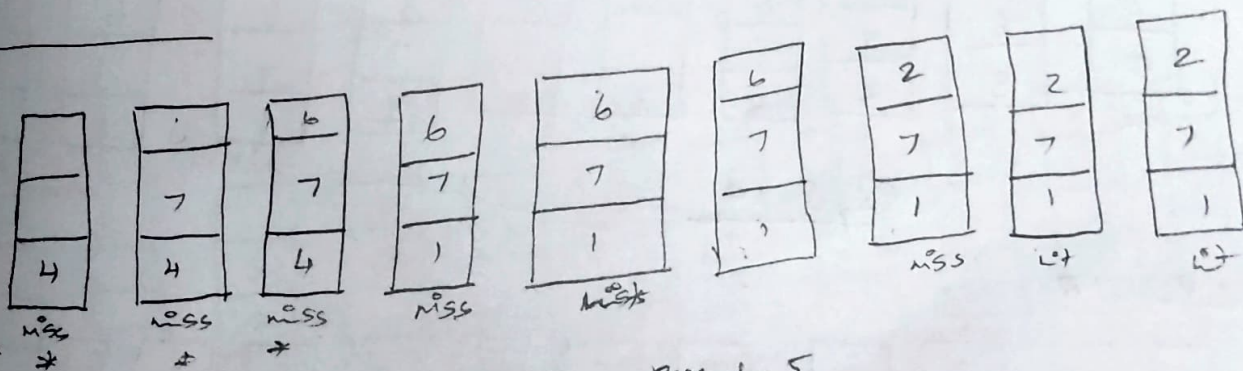
consider the reference string 4, 7, 6, 1, 7, 6, 1, 2, 7, 2
it has 3 page frames find page faults with resp to FIFO, LRU, optimal. page replacement algond find out which algo works good.



Page $f = 6$



Page $f = 6$

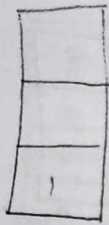


Page $f = 5$

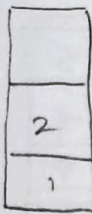
∴ the optimal page replacement was good at working in this scenario.

mu to

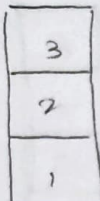
FIFO



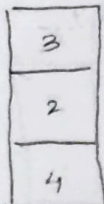
miss



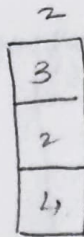
miss



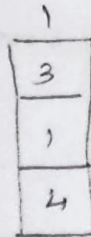
miss



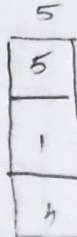
miss



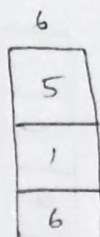
hit



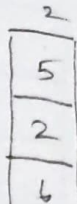
miss



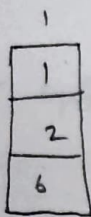
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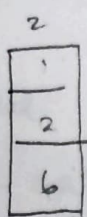
miss



miss



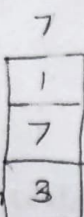
miss



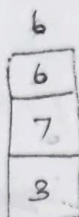
hit



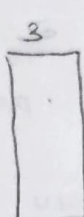
miss



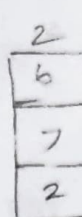
miss



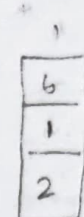
miss



hit



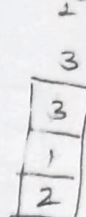
miss



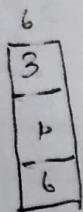
miss



hit



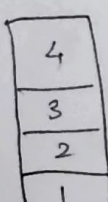
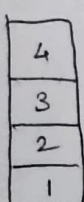
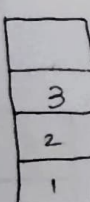
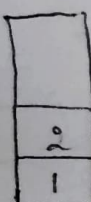
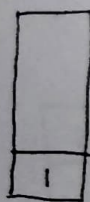
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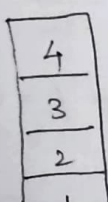
miss

Pg 1 = 16

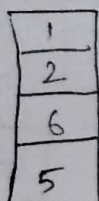
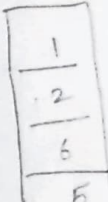
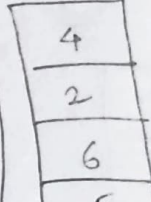
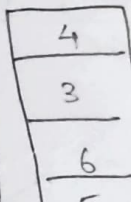
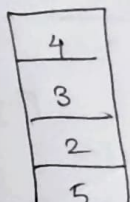
using 4 frames



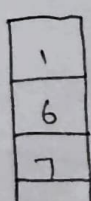
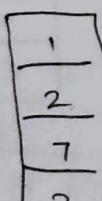
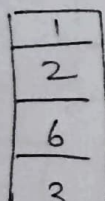
hits



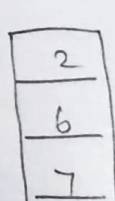
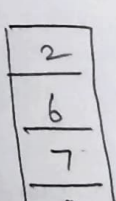
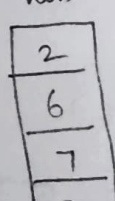
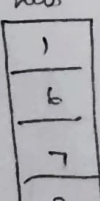
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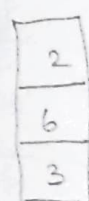
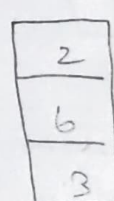
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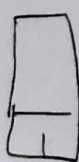
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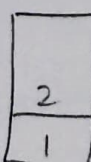
hit

FIFO = 14

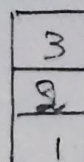
LRU = 15



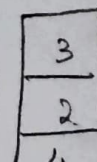
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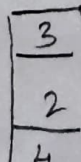
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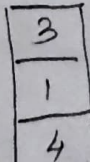
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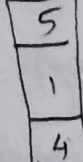
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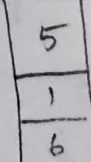
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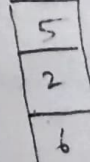
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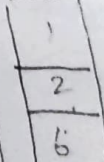
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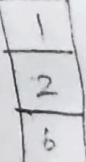
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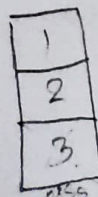
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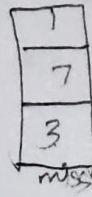
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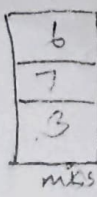
hit



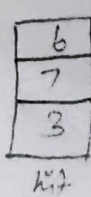
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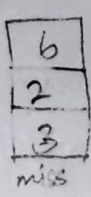
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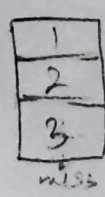
miss



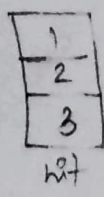
hit



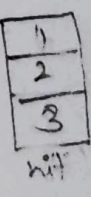
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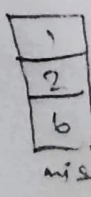
miss



hit

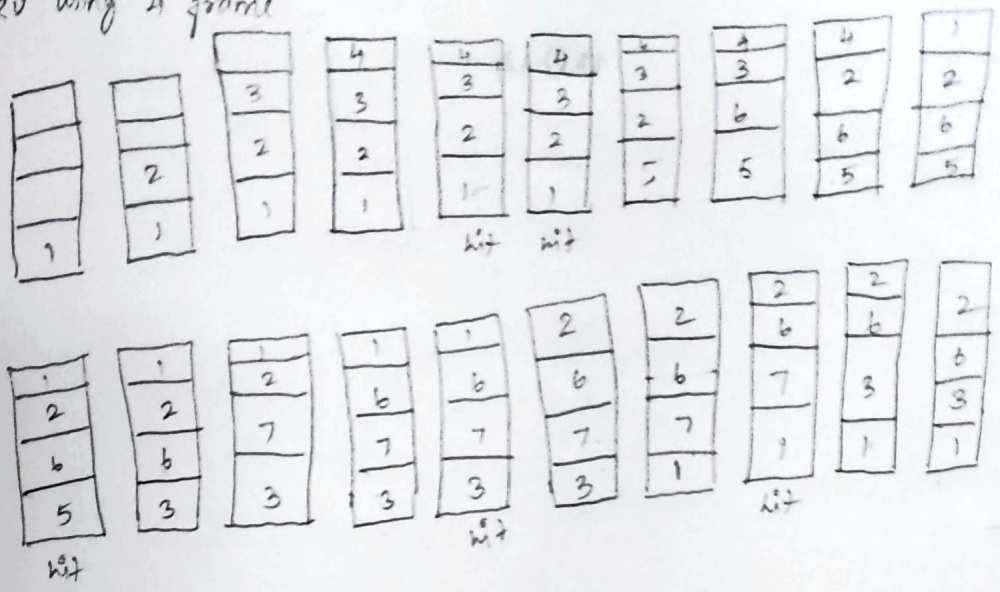


hit



miss

LRU using 4 frame



$P_f = 15$

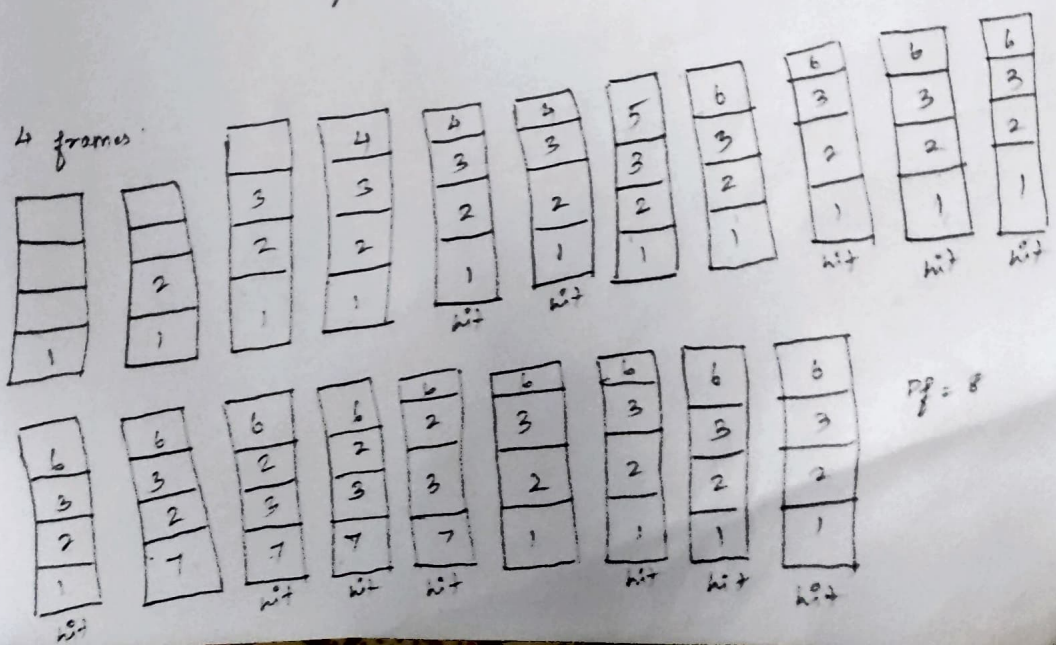
Optimal Page Replacement

3 frames



$P_f = 11$

4 frames



$P_f = 8$