Written examination in Operating Systems

February 12th 2024

Last name:														
First name:														
Student num	ber	: _												
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Questions:	1	2	3	4	5	6	7	8	9	10	11	12	13	Σ
Maximum Points:	10	6	8	7	7	7	8	8	4	7	6	7	5	90

 $\textbf{1.0} \colon 90.0\text{-}85.5, \, \textbf{1.3} \colon 85.0\text{-}81.0, \, \textbf{1.7} \colon 80.5\text{-}76.5, \, \textbf{2.0} \colon 76.0\text{-}72.0, \, \textbf{2.3} \colon 71.5\text{-}67.5,$

Achieved Points:

2.7: 67.0-63.0, **3.0**: 62.5-58.5, **3.3**: 58.0-54.0, **3.7**: 53.5-49.5, **4.0**: 49.0-45.0, **5.0**: <45

Question 1)

Points: of 10

1 Point

(1) Describe what swapping is.

1 Point

(2) Explain what singletasking is.

1 Point

(3) Describe what half multi-user operating systems are.

1 Point

(4) Describe the difference between 8 bit, 16 bit, 32 bit, and 64 bit operating systems.

½ Point

(5) Give the maximum amount of memory, a 32-bit architecture can address.

2 Points

(6) Explain why multi-level paging and not single-level paging is used in 32-bit and 64-bit systems.

1 Point

(7) Explain the event that causes a page fault exception.

1 Point

(8) Give the name of the best page replacement strategy and describe how it works.

1 Point

(9) Describe the key message of Laszlo Belady's anomaly.

½ Point

(10) Give the name of the page replacement strategy that is implemented by most modern operating systems (Hint: It is not OPT and not random).

Question 2)

Points: of 6

Give a command that can be used to...

 $\frac{1}{2}$ Point (1) modify the permissions of files or directories.

(2) print out the path of the present working directory in the shell.

 $\frac{1}{2}$ Point (3) create a new directory.

½ Point

 $\frac{1}{2}$ Point (4) create an empty file.

1/2 Point (5) concatenate the content of different files or print out the content of a file.

 $\frac{1}{2}$ Point (6) print out lines from the end of a file in the shell.

 $\frac{1}{2}$ Point (7) print out lines from the beginning of a file in the shell.

 $\frac{1}{2}$ Point (8) delete files or directories.

 $\frac{1}{2}$ Point (9) place a string in the shell.

 $\frac{1}{2}$ Point (10) create a link.

 $\frac{1}{2}$ Point (11) search a file for lines, which contain a search pattern.

 $\frac{1}{2}$ Point (12) terminate a process.

Question 3)

Points: of 8

½ Point

(1) Name <u>one</u> persistent data storage.

½ Point

(2) Name one non-persistent data storage.

½ Point

(3) The storage of computer systems is distinguished into the categories primary, secondary, and tertiary storage. Give the name of the category or categories the CPU can access directly.

1 Point

(4) Give the name of the category or categories of subtask (3) the CPU can only access via a controller.

1½ Points

(5) Name <u>one</u> example for each category of subtask (3).

1 Point

(6) Describe what near-line storage is.

1 Point

(7) Describe what off-line storage is.

2 Points

(8) Name <u>one</u> advantage and <u>one</u> drawback of NAND memory compared with NOR memory.

	Question 4)	Points:	of 7
1 Point	(1) Explain the effect when exe \$ chmod 777 script.sh	ecuting this command in the comman	nd-line shell:
1 Point	(2) Explain the effect when exe \$ chmod 544 script.sh	ecuting this command in the comman	nd-line shell:
1 Point	(3) Explain the effect when exe \$ chmod 000 script.sh	ecuting this command in the comman	nd-line shell:
1 Point	(4) Explain the effect when exe \$ chmod u-x folder	ecuting this command in the comman	nd-line shell:
½ Point	(5) For executing a program wr ☐ Booster ☐ Compiler	ritten in the language C one requires Interpreter Int	them
½ Point	(6) For executing a program wr	ritten in the language Python one re	equires a(n)
	\Box Booster \Box Compiler	\square Interpreter \square All of \square Mixer \square None	them of them
1 Point	(7) Explain the purpose of the	Page-Table Base Register (PTBS).	
1 Point	(8) Explain the purpose of the	Page-Table Length Register (PTLR)).

Question	5)
V	,

of 7	Points:		ι 5)	estion	Que	
	the	tions reside inside t	oles of funct	Local variab	(1)	½ Point
	nt	☐ Text Segmen	\square Stack	\square Heap		
	functions reside inside the	eturn addresses of f	eters and ret	Call parame	(2)	½ Point
	nt	☐ Text Segmen	\square Stack	\square Heap		
ıs (outside	assigned in global declarations	_		Constants a of functions Heap	(3)	½ Point
	inside the	of a process reside	nt variables	Environmen	(4)	½ Point
	nt	☐ Text Segmen	\square Stack	\square Heap		
	side the	process resides ins	e code of a	The machin	(5)	½ Point
	nt	☐ Text Segmen	\square Stack	\square Heap		
	side inside the	ents of a process res	ine argumer	Command l	(6)	½ Point
	nt	☐ Text Segmen	\square Stack	\square Heap		
_	To process in memory. Fill in the ated data and the missing information at the missing information. □) of the process-rela	nical terms)	~	(7)	4 Points
space	← last address of the	dynamic growth	_ [
		<u></u>	_ [

Question 6)

Points: of 7

1 Point

(1) Describe which information inodes store.

1 Point

(2) Describe what a cluster in the file system is.

½ Point

(3) Give <u>one</u> example for an absolute path name.

½ Point

(4) Name one Linux file system that implements block addressing.

½ Point

(5) Name one Linux file system that implements journaling.

½ Point

(6) Name one Linux file system that implements extents.

½ Point

(7) Name <u>one</u> Windows file system that implements the file allocation table.

½ Point

(8) Name <u>one</u> Windows file system that implements journaling.

½ Point

(9) Name <u>one</u> Windows file system that implements extents.

½ Point

(10) Name one file system that implements copy-on-write.

1 Point

(11) Describe what the master file table is.

Question 7)

Points: of 8

1 Point

(1) Explain what a zombie process is.

3 Points

(2) The following C source code creates a child process.

```
1 #include <stdio.h>
 2 #include <unistd.h>
  #include <stdlib.h>
5
  void main() {
6
    int returnvalue = fork();
 7
     if (returnvalue < 0) {</pre>
8
       printf("Error.\n");
9
10
       exit(1);
11
12
     else if (returnvalue > 0) {
       printf("Parent.\n");
13
14
       exit(0);
15
16
     else {
17
       printf("Child.\n");
18
       exit(0);
19
     }
20 }
```

Give the value of the returnvalue variable for the child process and for the parent process. In your answer, explain the importance of the return value in the parent process.

2 Points

(3) Name <u>two</u> differences of a child process from the parent process shortly after its creation.

2 Points

(4) Describe the consequences if a parent process is terminated before the child process.

Question 8)

Points: of 8

1 Point

(1) Explain why fairness is a relevant criteria in scheduling.

2 Points

(2) Explain the difference between preemptive and non-preemptive scheduling.

1 Point

(3) Name the scheduling method that Windows operating systems implement.

4 Points

(4) Explain how the scheduling method of Windows operating systems works. (Hint: A schematic diagram may help here!)

Question 9)

Points: of 4

4 Points

(1) Explain how the Completely Fair Scheduler of the Linux kernel (Kernel 2.6.23 until Kernel 6.5.13) works.

(Hint: A schematic diagram may help here!)

Question 10)

Points: of 7

1 Point

(1) Describe what a critical section is.

1 Point

(2) Describe what a race condition is.

1 Point

(3) Describe why race conditions are hard to locate and fix.

1 Point

(4) Explain what a system call is.

1 Point

(5) Explain what the standard library is and its purpose.

1 Point

(6) Explain what a semaphore is.

1 Point

(7) Explain what a mutex is.

Question 11)

Points: of 6

6 Points

(1) Perform the deadlock detection with matrices and check if a deadlock occurs.

Existing resource vector = $\begin{pmatrix} 10 & 5 & 7 \end{pmatrix}$

Current allocation =
$$\begin{bmatrix} 0 & 1 & 0 \\ 2 & 0 & 0 \\ 3 & 0 & 2 \\ 2 & 1 & 1 \\ 0 & 0 & 2 \end{bmatrix}$$

$$\frac{\text{Request}}{\text{matrix}} = \begin{bmatrix} 7 & 4 & 3 \\ 1 & 2 & 2 \\ 6 & 5 & 0 \\ 4 & 1 & 1 \\ 4 & 3 & 5 \end{bmatrix}$$

Question 12)

Points: of 7

½ Point

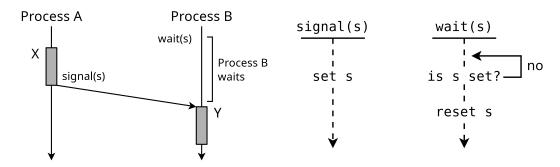
(1) Name <u>one</u> sort of inter-process communication that can only be used for processes that are closely related to each other.

 $\frac{1}{2}$ Point

(2) Name <u>one</u> sort of inter-process communication that allows communication over computer system boundaries.

3 Points

(3) The figure shows the working principle of signaling, a technique that is used to specify an execution order of critical sections of processes.



Describe where you see room for improvement in terms of CPU utilization.

2 Points

(4) Explain <u>one</u> possible way of implementing the signaling technique shown in subtask (3) in Linux.

1 Point

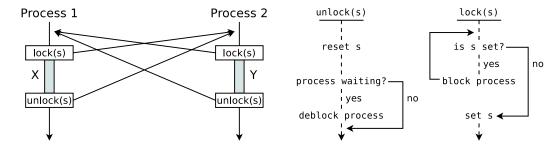
(5) Name a technique for process synchronisation, which has less drawbacks than signaling shown in subtask (3).

Question 13)

Points: of 5

2 Points

(1) The figure shows the working principle of a synchronisation technique that ensures that the execution of critical sections does not overlap and does not specify the execution order of the critical sections.



Explain <u>one</u> possible way of implementing the signaling technique shown in this subtask in Linux

½ Point

(2) Name <u>one</u> sort of inter-process communication that operates bidirectional.

½ Point

(3) Name <u>one</u> sort of inter-process communication where the operating system does <u>not</u> guarantee the synchronization.

2 Points

(4) Explain the meaning of the lines and columns in the file /proc/buddyinfo.

\$ cat /proc/buddyinfo												
Node 0, zone	DMA	1	1	1	0	2	1	1	0	1	1	3
Node 0, zone	DMA32	208	124	1646	566	347	116	139	115	17	4	212
Node 0, zone	Normal	43	62	747	433	273	300	254	190	20	8	287