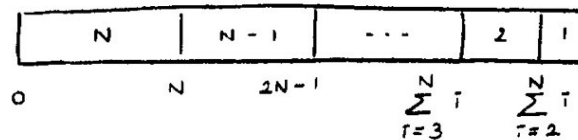


Q1)

(r) FCFS

Gantt Chart:

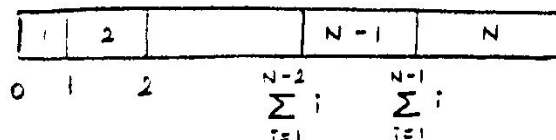


Average waiting Time:

$$\begin{aligned}
 \frac{1}{N} \sum_{i=1}^N \sum_{j=i+1}^N T &= \frac{1}{N} \sum_{i=1}^N \left[ \sum_{j=i+1}^N T - \sum_{j=i}^N T \right] \\
 &= \frac{1}{N} \sum_{i=1}^N \left[ \frac{N(N+1)}{2} - \frac{i(i+1)}{2} \right] = \frac{1}{N} \sum_{i=1}^N \frac{N(N+1)}{2} - \frac{1}{N} \sum_{i=1}^N \frac{i(i+1)}{2} \\
 &= \frac{N(N+1)}{2} - \frac{1}{2N} \left[ \sum_{i=1}^N i^2 + \sum_{i=1}^N i \right] \\
 &= \frac{N(N+1)}{2} - \frac{1}{2N} \left[ \frac{N(N+1)(2N+1)}{6} + \frac{N(N+1)}{2} \right] \\
 &= \frac{N(N+1)}{2} \left[ 1 - \frac{2N+1}{6N} - \frac{1}{2N} \right] = \frac{N(N+1)}{2} \left[ \frac{6N - 2N - 1 - 3}{6N} \right] \\
 &= \frac{(N+1)4(N-1)}{12} = \frac{(N+1)(N-1)}{3} = \boxed{\frac{N^2-1}{3}}
 \end{aligned}$$

(ii) SJF

Gantt Chart:



Average waiting Time:

$$\frac{1}{N} \sum_{i=1}^N \sum_{j=1}^{i-1} j$$

$$= \frac{1}{N} \sum_{i=1}^N \frac{(i-1)i}{2} = \frac{1}{2N} \sum_{i=1}^N (i^2 - i)$$

$$= \frac{1}{2N} \left[ \sum_{i=1}^N i^2 - \sum_{i=1}^N i \right]$$

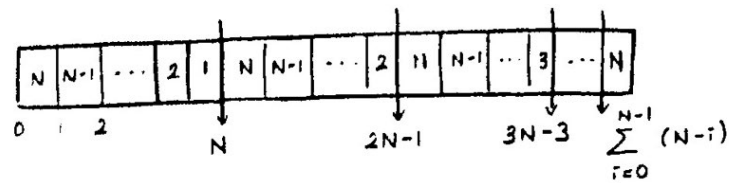
$$= \frac{1}{2N} \left[ \frac{N(N+1)(2N+1)}{6} - \frac{N(N+1)}{2} \right]$$

$$= \frac{N(N+1)}{2} \left[ \frac{2N+1}{6N} - \frac{1}{2N} \right] = \frac{N(N+1)}{2} \cdot \frac{2(N-1)}{6N}$$

$$= \frac{(N+1)(N-1)}{6} = \boxed{\frac{N^2-1}{6}}$$

(iii) RR ( $q = 1$  time unit)

Gantt Chart:



Average waiting Time:

Process 1 waits for:  $N-1$

Process 2 waits for:  $N-2, N-1$

Process 3 waits for:  $N-3, N-1, N-2$

⋮

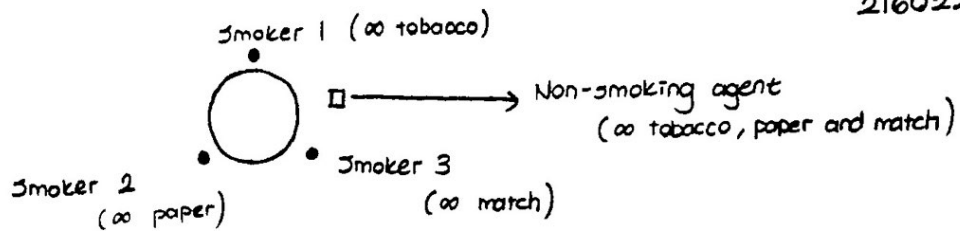
Process  $N-1$  waits for:  $N-(N-1), N-1, N-2, \dots, N-(N-1)+1$

Process  $N$  waits for:  $N-N, N-1, N-2, \dots, N-N+2, N-N+1$

Based on this observation:

$$\begin{aligned}
 AWT &= \frac{1}{N} \sum_{i=1}^N \sum_{j=1}^i (N-j) \\
 &= \frac{1}{N} \sum_{i=1}^N \left[ \sum_{j=1}^i N - \sum_{j=1}^i j \right] = \frac{1}{N} \sum_{i=1}^N \left[ Ni - \frac{i(i+1)}{2} \right] \\
 &= \frac{1}{N} \left[ N \sum_{i=1}^N i - \frac{1}{2} \left( \sum_{i=1}^N i^2 + \sum_{i=1}^N i \right) \right] \\
 &= \frac{1}{N} \left[ \frac{N^2(N+1)}{2} - \frac{1}{2} \left( \frac{N(N+1)(2N+1)}{6} + \frac{N(N+1)}{2} \right) \right] \\
 &= \frac{1}{N} \left[ \frac{N(N+1)}{2} \left( N - \frac{2N+1}{6} - \frac{1}{3} \right) \right] = \frac{N+1}{2} \left[ \frac{6N - 2N - 1 - 3}{6} \right] \\
 &= \frac{(N+1)4(N-1)}{12} = \frac{(N+1)(N-1)}{3} = \boxed{\frac{N^2-1}{3}}
 \end{aligned}$$

Q2)



(The Code below is a pseudo-code)

// Shared Variables

```
Semaphore tableEmpty = 1; // binary semaphore for Agent
Semaphore S1 = 0; // counting semaphore for Smoker 1
Semaphore S2 = 0; // counting semaphore for Smoker 2
Semaphore S3 = 0; // counting semaphore for Smoker 3
```

Non-smoking Agent's Code

```
do {
    wait(tableEmpty);
    items = chooseTwoRandomItems(tobacco, paper, match);
    if (items are paper and match) {
        signal(S1); // there are available resources for Smoker 1
    } else if (items are tobacco and match) {
        signal(S2); // there are available resources for Smoker 2
    } else {
        signal(S3); // there are available resources for Smoker 3
    }
} while(true);
```

Smoker 1's code:

```
do {
    wait(S1);
    signal(tableEmpty);
    smoke();
} while(true);
```

} other smokers' codes  
are the same where  
S1 is changed to S2  
and S3.

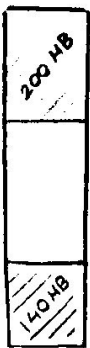
- ⇒ signal on  $S_i$  means that the items on the table are retrieved by the  $i$ th smoker
- ⇒ wait on  $S_i$  means that the one set of items in  $i$ th smoker's stock is used for smoking. If such a set does not exist, the smoker waits.

Q3)

	$p_0$	$p_1$	$p_2$	$d(\text{offset})$
Virtual Address :	10	8	8	10

a)  $2^d = 2^{10} = \boxed{1 \text{ KB}}$

b)



$$\left\{ \frac{200 \cdot 2^{10}}{2^{16}} = 200 \cdot 2^{10} \text{ third level page table entries needed} \right.$$

$$\left\{ \frac{140 \cdot 2^{10}}{2^{16}} = 140 \cdot 2^{10} \text{ third level page table entries needed} \right.$$

In total :  $340 \cdot 2^{10}$  third level page table entries needed

$\Rightarrow$  A third level page table can index at most  $2^{p_2} = 2^8$  entries (logical pages)

$$\Downarrow$$

$$\frac{340 \cdot 2^{10}}{2^8} = 340 \cdot 2^2 \text{ third level page tables needed}$$

$\Rightarrow$  A second level page table can index at most  $2^{p_1} = 2^8$  entries (third level page tables)

$$\left\lceil \frac{200 \cdot 2^{10}}{2^8 \cdot 2^{16}} \right\rceil + \left\lceil \frac{140 \cdot 2^{10}}{2^8 \cdot 2^{16}} \right\rceil = \left\lceil \frac{200}{64} \right\rceil + \left\lceil \frac{140}{64} \right\rceil = 4 + 3 = 7 \text{ second level page tables needed}$$

$\Rightarrow$  A first level page table can index at most  $2^{p_0} = 2^{10}$  entries (second level page tables)

$\Downarrow$   
1 first level page table suffices

Thus :

$\boxed{7 \text{ second level page tables are used}}$

$340 \cdot 2^2 = \boxed{1360 \text{ third level page tables are used}}$

Q4) For all parts, "x" indicates a page fault and "✓" indicates a hit.

a) Algorithm: FIFO

Reference String:  $\begin{matrix} x & x & x & \checkmark & \checkmark & x & x & x & \checkmark & x & x & x & x & \checkmark & \checkmark & x & x & \checkmark & x \end{matrix}$   
 3, 5, 4, 3, 5, 6, 2, 5, 2, 3, 4, 2, 5, 4, 2, 7, 4, 7, 3

Frames:

0	3	<del>5</del>	<del>4</del>	<del>3</del>	3
1	5	2	<del>4</del>	<del>7</del>	
2	4	5	<del>2</del>	<del>4</del>	

Number of Page Faults: 13

b) Algorithm: LRU

Reference String:  $\begin{matrix} x & x & x & \checkmark & \checkmark & x & x & \checkmark & \checkmark & x & x & \checkmark & x & \checkmark & \checkmark & x & \checkmark & \checkmark & x \end{matrix}$   
 3, 5, 4, 3, 5, 6, 2, 5, 2, 3, 4, 2, 5, 4, 2, 7, 4, 7, 3

Frames:

0	3	<del>2</del>	3
1	5	<del>4</del>	
2	4	<del>5</del>	<del>7</del>

Number of Page Faults: 10

c) Algorithm: OPT

Reference String:  $\begin{matrix} x & x & x & \checkmark & \checkmark & x & x & \checkmark & \checkmark & \checkmark & x & \checkmark & \checkmark & \checkmark & \checkmark & x & \checkmark & \checkmark & x \end{matrix}$   
 3, 5, 4, 3, 5, 6, 2, 5, 2, 3, 4, 2, 5, 4, 2, 7, 4, 7, 3

Frames:

0	3	<del>4</del>	3
1	5	<del>6</del>	
2	4	<del>2</del>	<del>7</del>

(smallest page number is removed in case of tie)

Number of Page Faults: 8

d) Algorithm: R bit

Reference String:  $\begin{array}{cccccccccccccccc} x & x & x & \checkmark & \checkmark & x & x & \checkmark & \checkmark & x & x & \checkmark & x & \checkmark & x & x & \checkmark & \checkmark & x \\ 3 & 5 & 4 & 3 & 5 & 6 & 2 & 5 & 2 & 3 & 4 & 2 & 5 & 4 & 2 & 7 & 4 & 7 & 3 \end{array}$

Frames:

0	<del>3</del>	<del>5</del>	4
1	<del>3</del>	<del>2</del>	7
2	<del>4</del>	<del>2</del>	3

Number of Page Faults: 11e) Algorithm: Second-chance

Reference String:  $\begin{array}{cccccccccccccccccccc} x & x & x & \checkmark & \checkmark & x & x & \checkmark & x & x & x & x & \checkmark & \checkmark & x & x & \checkmark & x \\ 3 & 5 & 4 & 3 & 5 & 6 & 2 & 5 & 2 & 3 & 4 & 2 & 5 & 4 & 2 & 7 & 4 & 7 & 3 \end{array}$

Frames:

0	<del>3</del>	<del>5</del>	<del>3</del>	3
1	<del>3</del>	<del>2</del>	<del>4</del>	7
2	<del>4</del>	<del>3</del>	<del>4</del>	4

FIFO list:

Head (coldest)

↓

3-5-4

5-4-6

 $\begin{array}{l} 4^0-6^0-2^1 \\ 6^0-2^1-5^1 \\ 2^1-5^1-3^1 \\ 5^0-3^0-4^1 \\ 3^0-4^1-2^1 \end{array}$ 
 $\begin{array}{l} 4^0-2^0-5^1 \\ 2^0-5^1-7^1 \\ 5^1-7^1-4^1 \end{array}$ 
 $\begin{array}{l} 7^0-4^0-3^1 \end{array}$ 
Number of Page Faults: 13f) Algorithm: LFU

Reference String:  $\begin{array}{cccccccccccccccccccc} x & x & x & \checkmark & \checkmark & x & x & \checkmark & \checkmark & \checkmark & x & x & \checkmark & x & x & x & x & x \\ 3 & 5 & 4 & 3 & 5 & 6 & 2 & 5 & 2 & 3 & 4 & 2 & 5 & 4 & 2 & 7 & 4 & 7 & 3 \end{array}$

Frames:

0	<del>2</del>	2	<del>7</del>	3				
1	5							
2	<del>4</del>	6	2	4	2	4	<del>7</del>	4

Page Number	Reference Count
2	
3	
4	
5	
6	
7	

Number of Page Faults: 13

(smallest page number is removed in case of tie)

Q5)

$$a) \left( \begin{array}{c} \text{Number of} \\ \text{disk blocks} \end{array} \right) = \frac{(\text{Disk size})}{(\text{Block size})} = \frac{32 \text{ GB}}{4 \text{ KB}} = \frac{2^{35}}{2^{12}} = \boxed{2^{23} \text{ disk blocks}}$$

b) Bit vector associates 1 bit per disk block

$$\Downarrow$$

$$\left( \begin{array}{c} \text{Bit vector} \\ \text{size} \end{array} \right) = 2^{23} \text{ bits} = \frac{2^{23} \cdot 2^0}{2^8} \text{ Bytes} = \frac{2^{26}}{2^{12}} \text{ disk blocks} = \boxed{2^8 = 256 \text{ disk blocks}}$$

c) 1 FCB is associated with each file (an FCB is also associated with the root directory but it is disregarded for simpler calculations)

$$\Downarrow$$

$$\left( \begin{array}{c} \text{Size of} \\ \text{FCBs} \end{array} \right) = \left( \begin{array}{c} \text{Number of} \\ \text{Files} \end{array} \right) \left( \begin{array}{c} \text{FCB} \\ \text{size} \end{array} \right) = (200\,000) 2^8 \text{ Bytes} = \frac{(200\,000) 2^8}{2^{12} \cdot 4} \text{ disk blocks}$$

$$= \frac{200\,000}{16} \text{ disk blocks} = \boxed{12\,500 \text{ disk blocks}}$$

d) Each file corresponds to 1 (root) directory entry

$$\Downarrow$$

$$\left( \begin{array}{c} \text{Number of} \\ \text{directory entries} \end{array} \right) = \left( \begin{array}{c} \text{Number of} \\ \text{Files} \end{array} \right) = 200\,000$$

$$\Downarrow$$

$$\left( \begin{array}{c} \text{Size of the} \\ \text{directory} \\ \text{information} \end{array} \right) = \left( \begin{array}{c} \text{Number of} \\ \text{directory entries} \end{array} \right) \cdot \left( \begin{array}{c} \text{Directory} \\ \text{Entry size} \end{array} \right) = (200\,000) \cdot 2^8 \text{ Bytes}$$

$$= \frac{(200\,000) 2^8}{2^{12} \cdot 4} \text{ disk blocks} = \boxed{12\,500 \text{ disk blocks}}$$

$$e) \left( \begin{array}{c} \text{Free disk} \\ \text{space} \end{array} \right) = \left( \begin{array}{c} \text{Disk} \\ \text{size} \end{array} \right) - \left[ \underbrace{\left( \begin{array}{c} \text{Bit vector} \\ \text{size} \end{array} \right)}_{\text{part b}} + \underbrace{\left( \begin{array}{c} \text{Size of} \\ \text{FCBs} \end{array} \right)}_{\text{part c}} + \underbrace{\left( \begin{array}{c} \text{Size of the} \\ \text{directory} \\ \text{information} \end{array} \right)}_{\text{part d}} + \underbrace{\left( \begin{array}{c} \text{Size of} \\ \text{Files} \end{array} \right)}_{\approx (\text{Number of files}) (\text{Average File size})} \right]$$

$$\approx 2^{23} - \left[ 256 + 12\,500 + 12\,500 + 600\,000 \right] \text{ disk blocks}$$

$$= 2^{23} - 625\,256 = \boxed{7\,763\,352 \text{ disk blocks}}$$

$$\text{and } (7\,763\,352) 2^{12} \text{ Bytes} \approx 2^{4.98} \text{ GB} \approx \boxed{29.5 \text{ GB}}$$



$$f) \left( \begin{array}{c} \text{portion of} \\ \text{metadata in} \\ \text{the used disk} \\ \text{space} \end{array} \right) = \frac{\left( \begin{array}{c} \text{Btree vector} \\ \text{size} \end{array} \right) + \left( \begin{array}{c} \text{size of} \\ \text{FCBs} \end{array} \right) + \left( \begin{array}{c} \text{size of the} \\ \text{directory} \\ \text{information} \end{array} \right)}{\left( \text{used disk space} \right)}$$

$$\begin{array}{c} = \\ \downarrow \\ \text{(part e)} \end{array} \quad \frac{25\ 256}{625\ 256} \approx \boxed{4.04\%}$$

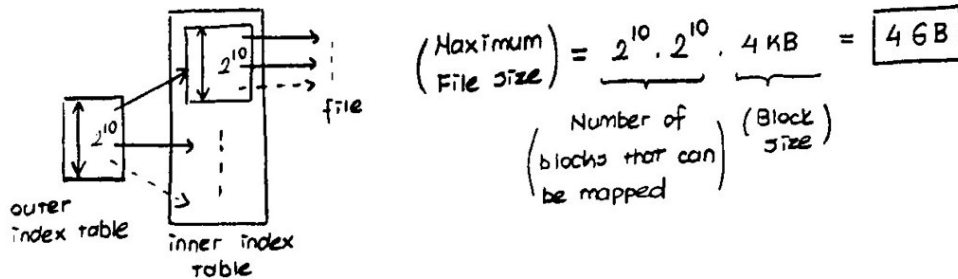
Q6)

a) FAT stores a pointer for each disk block

$$(\text{FAT size}) = \underbrace{\left( \frac{\text{Number of Disk Blocks}}{(\text{Disk size}) / (\text{Block size})} \right)}_{\downarrow} \cdot (\text{Entry size}) = \frac{64 \text{ GB}}{4 \text{ KB}} \cdot 4 \text{ Bytes} = \frac{2^{26}}{2^{12}} \text{ Bytes} = \frac{2^{14}}{2^{12}} \text{ disk blocks} = \boxed{2^{14} \text{ disk blocks}}$$

b) An index block can map  $\frac{(\text{Block size})}{(\text{Pointer size})} = \frac{4 \text{ KB}}{4 \text{ Bytes}} = 2^{10}$  entries

Two-level index structure looks like:



Index blocks required for:

(i) File A of size 1 MB :

$$\left\lceil \frac{(\text{File size})}{(\text{Block size}) (\text{Number of Entries})} \right\rceil + \left\lceil \frac{(\text{Number of inner index tables required})}{(\text{Number of Entries})} \right\rceil$$

$$= \left\lceil \frac{1 \text{ MB}}{4 \text{ KB} \cdot 2^{10}} \right\rceil + \left\lceil \frac{1}{2^{10}} \right\rceil = \underset{\substack{\downarrow \\ \text{inner}}}{1} + \underset{\substack{\downarrow \\ \text{outer}}}{1} = \boxed{2 \text{ index blocks}}$$

Similarly:

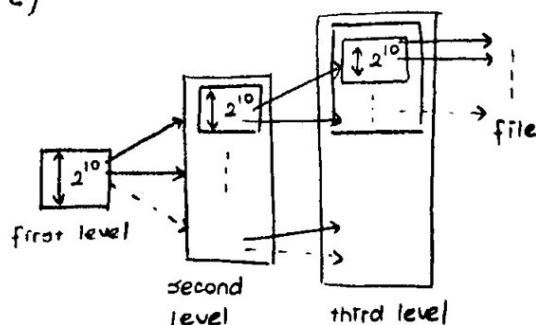
(ii) File B of size 10 MB :

$$\left\lceil \frac{10 \text{ MB}}{4 \text{ KB} \cdot 2^{10}} \right\rceil + \left\lceil \frac{3}{2^{10}} \right\rceil = \underset{\substack{\downarrow \\ \text{inner}}}{3} + \underset{\substack{\downarrow \\ \text{outer}}}{1} = \boxed{4 \text{ index blocks}}$$

(iii) File C of size 100 MB :

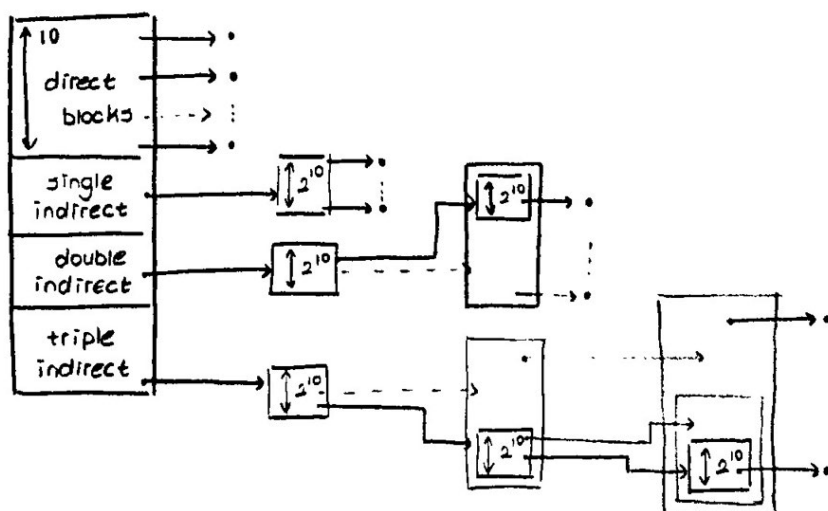
$$\left\lceil \frac{100 \text{ MB}}{4 \text{ KB} \cdot 2^{10}} \right\rceil + \left\lceil \frac{25}{2^{10}} \right\rceil = \underset{\substack{\downarrow \\ \text{inner}}}{25} + \underset{\substack{\downarrow \\ \text{outer}}}{1} = \boxed{26 \text{ index blocks}}$$

c) Three-level index structure looks like:



$$\begin{aligned}
 (\text{Maximum File size}) &= \underbrace{2^{10} \cdot 2^{10} \cdot 2^{10}}_{\substack{\text{Number of blocks} \\ \text{that can be} \\ \text{mapped}}} \cdot \underbrace{4\text{KB}}_{\substack{\text{Block size}}} \\
 &= \boxed{4\text{ TB}}
 \end{aligned}$$

d) Mixed index structure looks like:



$$\begin{aligned}
 (\text{Maximum File size}) &= \underbrace{10 \cdot 4\text{KB}}_{\substack{\text{mapping} \\ \text{of direct} \\ \text{blocks}}} + \underbrace{2^{10} \cdot 4\text{KB}}_{\substack{\text{mapping} \\ \text{of single} \\ \text{indirect}}} + \underbrace{2^{10} \cdot 2^{10} \cdot 4\text{KB}}_{\substack{\text{mapping} \\ \text{of double} \\ \text{indirect}}} + \underbrace{2^{10} \cdot 2^{10} \cdot 2^{10} \cdot 4\text{KB}}_{\substack{\text{mapping} \\ \text{of triple} \\ \text{indirect}}} \\
 &= \boxed{40\text{ KB} + 4\text{ MB} + 4\text{ GB} + 4\text{ TB} \approx 4\text{ TB}}
 \end{aligned}$$

Disk accesses required to access a byte at:

i) offset 0:  $\underbrace{1}_{\substack{\text{pointer retrieval from} \\ \text{direct blocks}}} + \underbrace{1}_{\substack{\text{data retrieval}}} = \boxed{2\text{ disk accesses}}$

ii) offset 1 000 000:  $\underbrace{1}_{\substack{\text{index block} \\ \text{address}}} + \underbrace{1}_{\substack{\text{pointer}}} + \underbrace{1}_{\substack{\text{data}}} = \boxed{3\text{ disk accesses}}$   
 Corresponds to single indirect ( $10^6 \approx 1\text{ MB}$ )

iii) offset 100 000 000:  $\underbrace{1}_{\substack{\text{outer index} \\ \text{block address}}} + \underbrace{1}_{\substack{\text{inner index} \\ \text{block address}}} + \underbrace{1}_{\substack{\text{pointer}}} + \underbrace{1}_{\substack{\text{data}}} = \boxed{4\text{ disk accesses}}$   
 Corresponds to double indirect ( $10^8 \approx 0.1\text{ GB}$ )