

Memory Management: Binding and Relocation

1. Which type of binding is performed at runtime?

- A) Static
- B) Dynamic
- C) Temporal
- D) Spatial

Correct Answer: B) Dynamic

2. A program is loaded at a base address of 2000. If an instruction refers to the logical address 800, what is the corresponding physical address?

- A) 1200
- B) 800
- C) 2800
- D) 1800

Correct Answer: C) $2800 = 2000 + 800$

Physical address = base address + logical address

3. A program is loaded at a base address of 1000. If an instruction refers to the physical address 1500, what is the corresponding logical address?

- A) 500
- B) 1500
- C) 2500
- D) 1000

Correct Answer: A) $500 = 1500 - 1000$

Memory Management: Contiguous Allocation

4. Which contiguous allocation technique suffers the most from external fragmentation?

- A) Best-fit
- B) First-fit
- C) Worst-fit
- D) Next-fit

Correct Answer: B) First-fit

5. You have a block of contiguous memory of 100 KB. After allocating processes of 30 KB, 40 KB, and 20 KB, how much space remains?

A) 90 KB
B) 10 KB
C) 0 KB
D) 100 KB

Correct Answer: B) 10 KB

6. Given the following list of free contiguous memory blocks: 20 KB, 50 KB, 30 KB, 80 KB, which block will be allocated to a 25 KB process using the *first-fit* strategy?

A) 30 KB
B) 20 KB
C) 50 KB
D) 80 KB

Correct Answer: C) 50 KB

7. Given the following list of free contiguous memory blocks: 20 KB, 50 KB, 30 KB, 80 KB, which block will be allocated to a 25 KB process using the *best-fit* strategy?

A) 30 KB
B) 20 KB
C) 50 KB
D) 80 KB

Correct Answer: A) 30 KB

Memory Management: Paging

8. Which data structure is used to map logical addresses to physical addresses in a paging system?

A) Segment table
B) Page table
C) Base register
D) Limit register

Correct Answer: B) Page table

9. **A process has 32 KiB of logical memory with a page size of 4 KiB. How many logical pages are needed?**

A) 8
B) 16
C) 32
D) 64

Correct Answer: A) 8

$$2^{15}/2^{12}=2^3=8$$

10. **In a virtual memory system, a process generates a reference to the logical address 4200. The page size is 1000 bytes. What is the logical page number and the offset?**

A) Page 4, Offset 200
B) Page 4, Offset 1000
C) Page 5, Offset 200
D) Page 5, Offset 1000

Correct Answer: A) Page 4, Offset 200

$$4200 \text{ div } 1000 = 4 \text{ (page ID); } 4200 \text{ mod } 1000 = 200 \text{ (offset)}$$

11. **A process generates a logical address 5678. The page size is 1024 bytes. What is the logical page number and the offset?**

A) Page 5, Offset 678
B) Page 6, Offset 578
C) Page 5, Offset 558
D) Page 6, Offset 558

Correct Answer: C) Page 5, Offset 558

$$5678 \text{ div } 1024 = 5 \text{ (page ID); } 5678 \text{ mod } 1024 = 558 \text{ (offset)}$$

12. **A system has 16 logical pages and 8 physical frames. If a logical address is 2110 and the page size is 256 bytes, what is the corresponding physical address, given that logical page 8 is mapped to physical frame 3?**

A) 1186
B) 830
C) 768
D) 2272

Correct Answer: B) 830

$$2110 \text{ div } 256 = 8 \text{ (page ID); } 2110 \text{ mod } 256 = 62 \text{ (offset)}$$
$$\text{Frame 3 starts at byte } 256 * 3 = 768; 768 + 62 = 830$$

13. A virtual memory system has 64 KiB of memory with a page size of 4 KiB. How many entries are needed in the page table?

- A) 8
- B) 16
- C) 32
- D) 64

Correct Answer: B) 16

$$2^{16}/2^{12}=2^4=16$$

14. A 48-bit logical address is used in a system with a page size of 8 KiB. How many bits are used for the page number?

- A) 13
- B) 12
- C) 48
- D) 35

Correct Answer: D) 35

$$48 - \log_2(2^{13}) = 48 - 13 = 35$$

15. A virtual memory system with 256 MiB uses 16 KiB pages. How many bits are needed for a logical address, and how are they split between page number and offset?

- A) 24 bits total: 14 for the page number, 10 for the offset
- B) 24 bits total: 12 for the page number, 12 for the offset
- C) 28 bits total: 14 for the page number, 14 for the offset
- D) 28 bits total: 12 for the page number, 16 for the offset

Correct Answer: C) 28 bits total: 14 for the page number, 14 for the offset

$$\log_2(2^{28})=28; \text{offset} = \log_2(2^{14})=14; \text{page number} = 28 - 14 = 14$$

Memory Access Time

16. A system uses a TLB with an access time of 20 ns and a main memory access time of 200 ns. If the TLB hit rate is 80%, what is the effective memory access time?

- A) 220 ns
- B) 240 ns
- C) 260 ns
- D) 300 ns

Correct Answer: C) 260 ns

$$T_{TLB} = 20 \text{ nsec}; T_M = 200 \text{ nsec}; P_{hit} = 0.8$$

$$P_{\text{hit}} * (T_{\text{TLB}} + T_{\text{M}}) + (1 - P_{\text{hit}}) * (T_{\text{TLB}} + 2 * T_{\text{M}})$$

$$0.8 * 220 + 0.2 * 420 = 260$$

17. In a paged memory system, memory access time is 100 ns, and a page fault requires 5 ms. If the page fault rate is 1 in 1000 accesses, what is the effective memory access time?

- A) 100 ns
- B) 105 ns
- C) 5.1 μ s
- D) 6 μ s

Correct Answer: C) 5.1 μ s

$$T_{\text{M}} = 100 \text{ ns} = 10^{-7} \text{ s}; T_{\text{fault}} = 5 \text{ ms} = 5 * 10^{-3} \text{ s}; P_{\text{fault}} = 10^{-3};$$

$$P_{\text{fault}} * T_{\text{fault}} + (1 - P_{\text{fault}}) * T_{\text{M}}$$

$$10^{-3} * 5 * 10^{-3} + (1 - 10^{-3}) * 10^{-7} = 5.1 * 10^{-6} \text{ s}$$

Virtual Memory

18. Which page replacement strategy is optimal but difficult to implement in practice?

- A) FIFO
- B) LRU
- C) Second Chance
- D) OPT

Correct Answer: D) OPT

19. A system uses the LRU page replacement algorithm. The reference sequence is A, B, C, A, D, E. With 3 frames and no pages initially loaded, how many page faults occur?

- A) 3
- B) 4
- C) 5
- D) 6

Correct Answer: C) 5

20. A virtual memory system has 4 frames. The reference sequence is A, B, C, D, A, B, E, A, B, C, D, E. Using FIFO, how many page faults occur?

- A) 7
- B) 8
- C) 9
- D) 10

Correct Answer: D) 10

21. If a virtual memory system uses a page size of 1 KiB and a process has a working set of 8 pages, what is the minimum number of frames required to avoid thrashing?

- A) 4
- B) 8
- C) 16
- D) 32

Correct Answer: B) 8

Secondary Storage Devices

22. What is the time required to position the disk's read/write head on the correct track?

- A) Transfer time
- B) Rotational delay
- C) Seek time
- D) Access time

Correct Answer: C) Seek time

Disk Scheduling Algorithms

23. Which disk scheduling algorithm always selects the request closest to the current head position?

- A) FCFS
- B) SSTF
- C) SCAN
- D) C-SCAN

Correct Answer: B) SSTF

24. In a system using the SCAN algorithm, the requests are: 10, 20, 50, 90. The head is initially at position 40 and moving to the right. What is the order in which the requests are served?

A) 50, 90, 10, 20

B) 50, 90, 20, 10

C) 90, 50, 20, 10

D) 10, 20, 50, 90

Correct Answer: B) 50, 90, 20, 10

25. Using FCFS, if the requests are: 55, 38, 18, 90, and the head starts at position 50, what is the total distance traveled?

A) 124

B) 114

C) 104

D) 132

Correct Answer: A) 114