

CSC373 Worksheet 1 Solution

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1. The cpu utilization is 100%.

The CPU utilization formula is given as

$$\text{CPU Utilization} = 1 - \prod_i \text{I/O blocked time of } i\text{th process} \quad (1)$$

Since the processes do no I/O, we can write there is no I/O blocked time.

Thus, we can conclude

$$\text{CPU Utilization} = 1 - 0 \quad (2)$$

$$= 1 \quad (3)$$

which is 100%.

Notes

- **CPU Utilization**

- Means % of time CPU is in use
- Formula is

$$\text{CPU Utilization} = 1 - \prod_i \text{I/O blocked time of } i\text{th process} \quad (4)$$

- **Process**

- Means a program in execution

- **PID**

- Is a short hand form for ‘process identifier’

- **Process States**

- in simplified view, process can be in one of the three states

1. **Running:**

- * Is running on a processor
- * Means ‘Is executing instructions’

2. **Ready:**

- * Is ready to run
- * But, OS chosen to not to run it at the moment

3. **Blocked:**

- * Is not ready to run until some other event takes place

Example

Running an I/O request to disk → process blocked → other process can do their job while waiting

2. It takes total of 10 seconds to run.

The first task only uses CPU, and takes 4 seconds.

But, for the second task, on top of 4 seconds used for I/O, 1 second is used for preparing and initiating I/O, and the other 1 second is used for signaling that I/O is done.

So in total, we have $4 + 4 + 1 + 1 = 10$ seconds.

10 seconds

Time	PID: 0	PID: 1	CPU	I/Os
1	RUN:cpu	READY	1	
2	RUN:cpu	READY	1	
3	RUN:cpu	READY	1	
4	RUN:cpu	READY	1	
5	DONE	RUN:io	1	
6	DONE	WAITING		1
7	DONE	WAITING		1
8	DONE	WAITING		1
9	DONE	WAITING		1
10*	DONE	DONE		

3. Yes. Switching the order does matter.

When the order is switched, the process 2 with I/O runs, and the process 2 enters the blocked state.

While at blocked state, the other process executes.

Since both take 4 seconds, by the time process 2 finishes, process 1 is finished.

Thus, total of 6 seconds are taken.

4. With flag SWITCH_ON_END, system runs as if it's without I/O. That is, process 2 runs after process 1 finishes.

The only difference is that process 2 executes at the same time process 1 finishes.

So instead of 10 seconds, there are 9 seconds in total

Process 1
finishes
and process 2
starts at the
same time

Time	PID: 0	PID: 1	CPU	IOs
1	RUN:io	READY	1	
2	WAITING	READY		1
3	WAITING	READY		1
4	WAITING	READY		1
5	WAITING	READY		1
6*	DONE	RUN:cpu	1	
7	DONE	RUN:cpu	1	
8	DONE	RUN:cpu	1	
9	DONE	RUN:cpu	1	

5. I need to write what happens when one is waiting for I/O (SWITCH_ON_IO).

The result is the same as question 2.

While process 1 is in blocked state, process 2 is executes.

```
moegu@MacBook-Pro-5 week_1 % python process-run.py -l 1:0,4:100 -c -S SWITCH_ON_IO
```

Time	PID: 0	PID: 1	CPU	IOs
1	RUN:io	READY	1	
2	WAITING	RUN:cpu	1	1
3	WAITING	RUN:cpu	1	1
4	WAITING	RUN:cpu	1	1
5	WAITING	RUN:cpu	1	1
6*	DONE	DONE		

6. First, I need to write what happens when combination of processes (-I IO_RUN_LATER, SWITCH_ON_IO) are used.

There are total of four processes.

While process 1 is in blocked state for I/O, process 2 executes.

When process 1 finishes its first I/O operation, it doesn't execute the next right away. It waits for process 3 and 4 to finish until it finally gets its turn for more I/O operations.

Second, I need to write if the system resources are effectively utilized under the combination of processes.

The answer is no.

System resources could have been utilized more effectively if process 3 and 4 are run while process 1 is performing its I/O operation.

```
moegun@MacBook-Pro-5 week_1 % ./process-run.py -l 3:0,5:100,5:100,5:100 -S SWITCH_ON_IO -I IO_RUN_LATER -c -p
Time  PID: 0    PID: 1    PID: 2    PID: 3    CPU    IOs
1     RUN:io    READY    READY    READY    1
2     WAITING  RUN:cpu   READY    READY    1    1
3     WAITING  RUN:cpu   READY    READY    1    1
4     WAITING  RUN:cpu   READY    READY    1    1
5     WAITING  RUN:cpu   READY    READY    1    1
6*    READY    RUN:cpu   READY    READY    1
7     READY    DONE     RUN:cpu   READY    1
8     READY    DONE     RUN:cpu   READY    1
9     READY    DONE     RUN:cpu   READY    1
10    READY    DONE     RUN:cpu   READY    1
11    READY    DONE     RUN:cpu   READY    1
12    READY    DONE     DONE     RUN:cpu   1
13    READY    DONE     DONE     RUN:cpu   1
14    READY    DONE     DONE     RUN:cpu   1
15    READY    DONE     DONE     RUN:cpu   1
16    READY    DONE     DONE     RUN:cpu   1
17    RUN:io    DONE     DONE     DONE     1
18    WAITING  DONE     DONE     DONE     1
19    WAITING  DONE     DONE     DONE     1
20    WAITING  DONE     DONE     DONE     1
21    WAITING  DONE     DONE     DONE     1
22*   RUN:io    DONE     DONE     DONE     1
23    WAITING  DONE     DONE     DONE     1
24    WAITING  DONE     DONE     DONE     1
25    WAITING  DONE     DONE     DONE     1
26    WAITING  DONE     DONE     DONE     1
27*   DONE     DONE     DONE     DONE
Stats: Total Time 27
Stats: CPU Busy 18 (66.67%)
Stats: IO Busy 12 (44.44%)
```

- First, I need to write the difference between the process with `-I IO_RUN_LATER` and `-I IO_RUN_IMMEDIATE`.

When the process is run with `-I IO_RUN_IMMEDIATE`, process 1 runs immediately one after another. And in each of process 1's blocked state, other processes are executed (process 2, process 3, process 4).

This differs from `-I IO_RUN_LATER` where process 1 waits until other processes finish.

Second, I need to write why running a process that just completed an I/O again is a good idea?