CSC373 Worksheet 1 Solution

August 16, 2020

1. The cpu utilization is 100%.

The CPU utilization formula is given as

CPU Utilization =
$$1 - \prod_{i} I/O$$
 blocked time of ith process (1)

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

Thus, we can conclude

$$CPU Utilization = 1 - 0$$

$$= 1$$
(2)

which is 100%.

Notes

• CPU Utilization

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

CPU Utilization =
$$1 - \prod_{i} I/O$$
 blocked time of ith process (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 \rightarrow process blocked \rightarrow 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.

	Time	PID: 0	PID: 1	CPU	IUs	
	1	RUN:cpu	READY	1		
	2	RUN:cpu	READY	1		
	3	RUN:cpu	READY	1		
	4	RUN:cpu	READY	1		
0 seconds	5	DONE	RUN:io	1		
o seconus	6	DONE	WAITING		1	
	7	DONE	WAITING		1	
	8	DONE	WAITING		1	
	9	DONE	WAITING		1	
	10*	DONE	DONE			

10

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

	Time	PID: 0	PID: 1	CPU	IOs
	1	RUN:io	READY	1	
	2	WAITING	READY		1
Process 1	3	WAITING	READY		1
	4	WAITING	READY		1
finishes	5	WAITING	READY		1
and process 2	6*	DONE	RUN:cpu	1	
starts at the	7	DONE	RUN:cpustr	ACTION1 THE	PROCESS
same time	8	DONE	RUN:cpu	1	
	9	DONE	RUN:cpu	run with some	randomly

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@M	1acBook–Pro-	-5 week_1 %	ያ python proces:	s–run.py -	-l 1:0,4:100	-c -S	SWITCH_ON_IO
	Time	PID: 0	PID: 1	CPU	IOs			
	1	RUN:io	READY	1				
1	2	WAITING	RUN:cpu	1	1			
1	3	WAITING	RUN:cpu	1	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 uder 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 it's I/O operation.

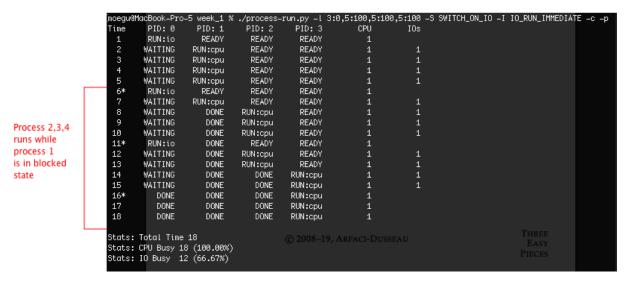
moegu	u@MacBook−Pro	-5 week_1 %	% ./process	-run.py –l	3:0,5:100,5	:100,5:100	_S SWITCH_ON_IO _I	IO_RUN_LATER -c -p	
Time	PID: 0	PID: 1	PID: 2	PID: 3	CPU	I0s			
1	RUN:io	READY	READY	READY	1				
2	WAITING	RUN:cpu	READY	READY	1	1			
3	WAITING	RUN:cpu	READY	READY	1	1			
4	WAITING	RUN:cpu	READY	READY	1	1			
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%)									
State	s: IO Busy 1	.2 (44.44%)					-		
								HEREE	

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

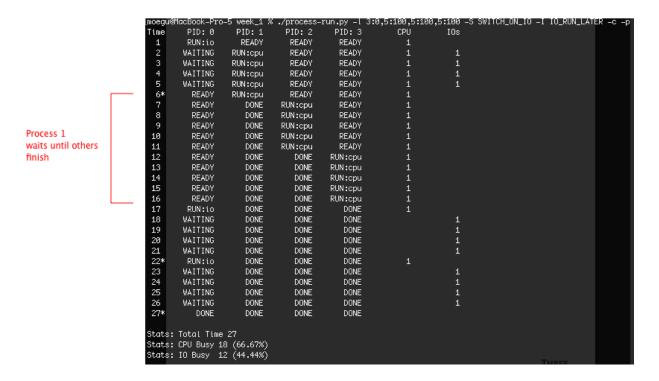
When the process is run with -I IO_RUN_IMMEDIATE, process 1 runs immediately one after another. And in each of process 1's blocked state, other processes are executed (process 2, process 3, process 4).

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

-I IO_RUN_IMMEDIATE



-I IO_RUN_LATER



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

It is a good idea since processes are better managed. That is, more can be done in less amount of time.

- 8. I need to write what happens when the following flags are used
 - -I IO_RUN_IMMEDIATE vs -I IO_RUN_LATER

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- -s 1 -1 3:50,3:50
```

When it is run with -I IO_RUN_IMMEDIATE, the CPU part of process 1 executes while process 2 waits in ready state.

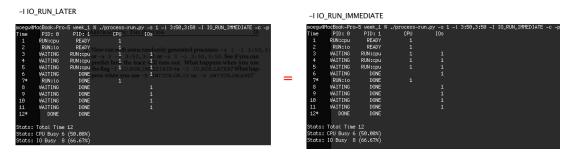
When process 1 enters blocked state for I/O, process 2 starts.

We know that process 1 stays in blocked state for 4 seconds for each I/O operation.

Since process 2 is all about CPU and takes 3 seconds to complete, process 2 will finish before process 1's second I/O operation.

Now, when it is run with -I IO_RUN_LATER, the same happens as above.

So, in this example, there is no difference between -I IO_RUN_IMMEDIATE and -I IO_RUN_LATER.



--s 2 -1 3:50,3:50

When it is run with -I IO_RUN_IMMEDIATE, process 1 enters blocked state for I/O operation at time = 2, and process 2 executes while process 1 is in blocked state between time = 2 and time = 5.

We know that each CPU operation takes 1 second and initialization of I/O operation takes 1 second.

Using this information, process 2 will enter blocked state for I/O operation at time = 3 until time = 6.

Then, at time = 6, process 1 will run another I/O operation and enter blocked state from time = 7 to time = 10.

Then, at time = 8, process 2 will run last I/O operation and enter blocked state from time = 9 to time = 12.

Then, at time = 11, process 1 will execute CPU operation, and will finish at the same time.

Now, when it is run with -I IO_RUN_LATER, the same happens as above.

So, in this example, there is no difference between -I IO_RUN_IMMEDIATE and -I IO_RUN_LATER.

• -S SWITCH_ON_IO vs -S SWITCH_ON_END