## **OS ASSIGNMENT BY GROUP-71**

## **GROUP MEMBERS CONTRIBUTION:**

- 1) Ayush Singhal: Implemented signal handling and segmentation fault part.
- 2) Sanjeet Kumar Patel: Implemented segmentation fault and memory allocation part.

This assignment was a combined effort from both of us where we both have contributed to our best.

## SUMMARY OF SIMPLE SCHEDULER IMPLEMENTATION

- The code constitutes a simple ELF loader, capable of loading an ELF executable file, handling page faults, and managing memory allocation.
- It defines structures to hold ELF header (Elf32\_Ehdr) and program header (Elf32\_Phdr) information and sets up variables to track page faults, page allocations, and fragmentation.
- The main function (load\_and\_run\_elf) opens the ELF file specified as a command-line argument, reads the ELF header and program header table, and retrieves the entry point for the ELF program.
- It defines a custom signal handler (signal\_handler) for SIGSEGV
  (segmentation fault) to manage page faults. Upon a page fault, the handler
  identifies the segment causing the fault and allocates memory, utilizing
  mmap.
- The allocation strategy involves checking for available space in the segment where the fault occurred and then using mmap to allocate a new page with read, write, and execute permissions. It reads the required content from the ELF file and maps it to the allocated memory.
- After the ELF program finishes execution, it displays the result, total page faults, total page allocations, total internal fragmentation in bytes, and total internal fragmentation in kilobytes.
- The main function validates the command-line arguments and sets up the custom signal handler for SIGSEGV before calling the load\_and\_run\_elf function.

## **Key points:**

- ELF file loading and execution.
- Custom signal handler for handling page faults (SIGSEGV).
- Memory allocation using mmap upon a page fault.

 Tracking and reporting of page faults, page allocations, and internal fragmentation after the ELF program execution.

**GITHUB LINK:** 

**LINK**