## OS Sheet 7

## Problem 1:

a)

	17 Kib	8 Kib	10 Kib	21 Kib	12 Kib	13 Kib
11 Kib	17 Kib	8 Kib	10 Kib	21 Kib	1 Kib	13 Kib
9 Kib	17 Kib	8 Kib	1 Kib	21 Kib	1 Kib	13 Kib
7 Kib	17 Kib	1 Kib	1 Kib	21 Kib	1 Kib	13 Kib
16 Kib	1 Kib	1 Kib	1 Kib	21 Kib	1 Kib	13 Kib

b)

	17 Kib	8 Kib	10 Kib	21 Kib	12 Kib	13 Kib
11 Kib	17 Kib	8 Kib	10 Kib	10 Kib	12 Kib	13 Kib
9 Kib	8 Kib	8 Kib	10 Kib	10 Kib	12 Kib	13 Kib
7 Kib	8 Kib	8 Kib	10 Kib	10 Kib	12 Kib	6 Kib
16 Kib	Can't allocate without compactio (stays same)					

c)

	17 Kib	8 Kib	10 Kib	21 Kib	12 Kib	13 Kib
11 Kib	6 Kib	8 Kib	10 Kib	21 Kib	12 Kib	13 Kib
9 Kib	6 Kib	8 Kib	1 Kib	21 Kib	12 Kib	13 Kib
7 Kib	6 Kib	1 Kib	1 Kib	21 Kib	12 Kib	13 Kib
16 Kib	6 Kib	1 Kib	1 Kib	5 Kib	12 Kib	13 Kib

d)

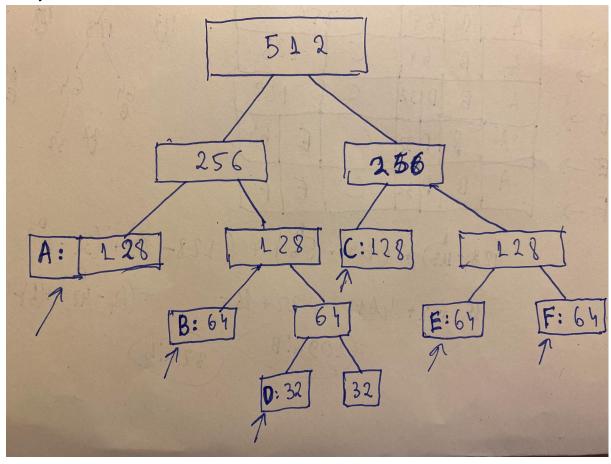
	17 Kib	8 Kib	10 Kib	21 Kib	12 Kib	13 Kib
11 Kib	<mark>6 Kib</mark>	8 Kib	10 Kib	21 Kib	12 Kib	13 Kib
9 Kib	6 Kib	8 Kib	1 Kib	21 Kib	12 Kib	13 Kib
7 Kib	6 Kib	8 Kib	1 Kib	14 Kib	12 Kib	13 Kib
16 Kib	6 Kib	1 Kib	1 Kib	14 Kib	Can't allocate without compactio (stays same)	Can't allocate without compactio (stays same)

## Problem 2:

a) Diagram:

		512 Kib											
$A \rightarrow$	A	128 Kib 256 Kib											
$B \rightarrow$	Α	В	64	Kib	256	Kib							
C →	Α	В	64	Kib	С	C 128 K							
$D \rightarrow$	Α	В	D	32	С	128	Kib						
E→	Α	B D 32			С	E	64 Kib						
F →	Α	В	D	32	С	E	F						

#### Binary tree:



# b) Overall Internal Fragmentation = (128 - A) + (64 - B) + (128 - C) + (32 - D) + (64 - E) + (64 - F) = 15 + 8 + 46 + 2 + 22 + 16 = 109 Kib

Largest chunk of memory that still can be allocated is **32 KiB** right next to D, since all the other segments are already allocated.

c)
Suppose Process **C** returns its allocation, we'll have the resulting diagram:

To accommodate **G: 132 KiB** allocation we need at least **256 Kib** Free segment and the biggest segment we have in this diagram is **128 Kib**. It would have been possible if **E and F** wouldn't have taken 128 Kib next to the free 128 Kib, but that's also not true. **Answer: No.** 

### Problem 3:

#### a) FIFO

String	1	4	2	3	4	4	1	3	2	1
Frame 0	1	1	2	2	4	4	4	3	3	1
Frame 1		4	4	3	3	3	1	1	2	2
Page Fault	х	х	х	х	х		х	х	х	х

Page fault count: 9

String	1	4	2	3	4	4	1	3	2	1
Frame 0	1	1	1	3	3	3	3	3	3	3
Frame 1		4	4	4	4	4	1	1	1	1
Frame 2			2	2	2	2	2	2	2	2
Page Fault	х	х	х	х			х			

Page fault count: 5

b) LRU

String	1	4	2	3	4	4	1	3	2	1
Frame 0	1	1	2	2	4	4	4	3	3	1
Frame 1		4	4	3	3	3	1	1	2	2
Page Fault	х	х	х	х	х		х	х	х	х

Page fault count: 9

String	1	4	2	3	4	4	1	3	2	1
Frame 0	1	1	1	3	3	3	3	3	3	3
Frame 1		4	4	4	4	4	4	4	2	2
Frame 2			2	2	2	2	1	1	1	1
Page Fault	х	х	х	х			х		х	

Page fault count: 6

c) BO

String	1	4	2	3	4	4	1	3	2	1
Frame 0	1	1	2	3	3	3	3		2	
Frame 1		4	4	4	4	4	1		1	
Page Fault	х	х	х	х			х		х	

Page fault count: 6

String	1	4	2	3	4	4	1	3	2	1
Frame 0	1	1	1	1	1	1	1	1	1	1
Frame 1		4	4	4	4	4	4	4	2	2
Frame 2			2	3	3	3	3	3	3	3
Page Fault	х	х	х	х					х	

Page fault count: 5