

SRN

FOR A &amp; F SECTIONS ONLY



**PES University, Bengaluru**  
(Established under Karnataka Act No. 16 of 2013)

**UE15CS302**

**END SEMESTER ASSESSMENT (ESA)**  
**B.TECH. 5th SEMESTER CSE DECEMBER 2017**  
**UE15CS302 - INTRODUCTION TO OPERATING SYSTEMS**

Time: 180 minutes

Answer All Questions

Max Marks: 100

1.	a)	Which of the following instructions should be privileged in a typical Operating system environment ? i. Timer Initialization. ii. Reading the clock value. iii. Freeing memory. iv. Issuance of trap instruction. v. Turn off interrupts. vi. Updating device-status table vii. Switching from user to kernel mode. viii. Access to I/O device.	4
	b)	Why is an Operating System software usually loaded from hard disk than from a ROM chip?	4
	c)	The time taken to switch between user and kernel modes of execution be $t_1$ while the time taken to switch between two processes be $t_2$ . Which of the following is TRUE and WHY? i. $t_1 > t_2$ ii. $t_1 = t_2$ iii. $t_1 < t_2$ iv. nothing can be said about the relation between $t_1$ and $t_2$ .	2+2
	d)	i. List and explain advantages and disadvantages of the layered approach in design of a typical operating system. ii. Which Scheduler work while moving a process from Running state to Wait State ? iii. Why is the state transition of Ready Suspended state to Blocked Suspended state not possible?	4+2+2
2.	a)	Which of the following statements you think are TRUE or otherwise and why? i. A thread can acquire more than one lock ii. A mutex can be locked more than once iii. Binary semaphore and mutex are same iv. A thread must block always when resource is not available v. A non-recursive mutex can be locked more than once	2*5=10
	b)	Consider three processes, all arriving at time zero, with total execution time (includes I/O) of 120, 220 and 330 units, respectively. Each process spends the first 50% of execution time doing I/O, the next 20% of time doing computation, and the last left over %time doing I/O again. The operating system uses a shortest remaining compute time first scheduling algorithm and schedules a new process either when the running process gets blocked on I/O or when the running process finishes its compute burst. Assume that all I/O operations can be overlapped as much as possible. For what percentage of time does the CPU remain idle? Indicate your appropriate intermediate calculations, justifying your answer.	10
3.	a)	A system has $n$ resources $R_0, \dots, R_{n-1}$ , and $k$ processes $P_0, \dots, P_{k-1}$ . The implementation of the resource request logic of each process $P_i$ is as follows:	2+3

	<pre>if (i % 2 == 0) {     if (i &lt; n) request Ri     if (i+2 &lt; n) request Ri+2 } else {     if (i &lt; n) request Rn-i     if (i+2 &lt; n) request Rn-i-2 } for what Value of n and k deadlock is possible ? Justify your answer.</pre>																													
b)	<p>Consider the following snapshot of a system:</p> <table><tr><td></td><td>Allocation</td><td>Max</td><td>Available</td></tr><tr><td></td><td>A B C D</td><td>A B C D</td><td>A B C D</td></tr><tr><td>P0</td><td>1 1 1 0</td><td>3 3 1 7</td><td>0 1 1 0</td></tr><tr><td>P1</td><td>1 1 0 0</td><td>2 2 2 2</td><td></td></tr><tr><td>P2</td><td>0 0 0 1</td><td>1 1 1 1</td><td></td></tr><tr><td>P3</td><td>1 0 0 1</td><td>3 2 3 2</td><td></td></tr><tr><td>P4</td><td>0 1 1 0</td><td>2 1 3 1</td><td></td></tr></table> <p>i. What is the content of the matrix Need and Rmax? ii. Write the corresponding resource allocation graph by inferring the above snapshot</p>		Allocation	Max	Available		A B C D	A B C D	A B C D	P0	1 1 1 0	3 3 1 7	0 1 1 0	P1	1 1 0 0	2 2 2 2		P2	0 0 0 1	1 1 1 1		P3	1 0 0 1	3 2 3 2		P4	0 1 1 0	2 1 3 1		2+3
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c)	<p>Consider a paging system with the page table stored in memory.</p> <p>i. If a memory reference takes 300 nanoseconds How long does a paged memory reference take? ii. If we add associative registers, and 50% of all page-table references are found in the associative registers, what is the effective memory reference time? (Assume that finding a page-table entry in the associative registers takes zero time, if the entry is there.)</p>	2+3																												
d)	<p>Discuss situations under which the least frequently used page-replacement algorithm generates fewer page faults than the least recently used page replacement algorithm. Also discuss under what circumstance does the opposite holds.</p>	5																												
4. a)	<p>Explain the following disc scheduling algorithms with a relevant example</p> <p>i. Shortest Seek Time First (SSTF) ii. C-SCAN</p>	5+5																												
b)	<p>What are the advantages and disadvantages of a system providing mandatory locks instead of providing advisory locks whose usage is left to the users' discretion?</p>	5																												
c)	<p>List and explain several pieces of information that is usually associated with an open file.</p>	5																												
5. a)	<p>In what situations would using memory as a RAM disk be more useful than using it as a disk cache?</p>	4																												
b)	<p>Why are disks preferred as secondary storage for maintaining file system?</p>	5																												
c)	<p>Write short notes on the following</p> <p>i. Input / Output port registers ii. Directory Implementation using Linear List iii. Indexed Allocation</p>	4+4+3																												