CS 537: Introduction to Operating Systems Fall 2019: Midterm Exam #1

This exam is closed book, closed notes.

All cell phones must be turned off and put away.

No calculators may be used.

You have two hours to complete this exam.

Write all of your answers on the accu-scan form with a #2 pencil.

These exam questions must be returned at the end of the exam, but we will not grade anything in this booklet.

You may separate the pages of this exam if it helps you.

Unless stated (or implied) otherwise, you should make the following assumptions:

- The OS manages a single uniprocessor (single core)
- o All memory is byte addressable
- $\circ \quad \text{The terminology lg means log}_2$
- \circ 2¹⁰ bytes = 1KB
- \circ 2²⁰ bytes = 1MB
- o Page table entries require 4 bytes
- o Data is allocated with optimal alignment, starting at the beginning of a page
- Assume leading zeros can be removed from numbers (e.g., 0x06 == 0x6).
- \circ Hex numbers are represented with a preceding "0x"

This exam has 92 questions. Each question is worth the same number of points.

Good luck!

Part 1: Virtualizing the CPU

Designate if the statement is True (a) or False (b).

- 1) One of the roles of the OS is to directly expose all details of a hardware resource to user-level applications.
- 2) A program can be composed of multiple processes.
- 3) Each process has its own virtualized stack pointer.
- 4) Different processes accessing the same virtual memory address may see different contents.
- 5) Whenever a process is descheduled by the scheduler, the process is moved to the BLOCKED state.
- 6) System calls are handled by the OS in kernel mode.
- 7) A context switch is the same as a time slice.
- 8) A running job may relinquish the CPU and become BLOCKED when it is waiting for the user to type at the terminal.
- 9) With cooperative multi-tasking it is possible for a malicious user-level process to hold on to the CPU until the machine is rebooted.
- 10) On a timer interrupt, the OS is responsible for transitioning from user to kernel mode.
- 11) Multiple processes may be in the READY state at the same time.
- 12) A reasonable performance goal for a scheduler is to minimize job throughput (i.e., the number of jobs completed per second).
- 13) If all jobs have the same length (i.e., the same cpu burst length), an FCFS and a SJF scheduler give the same average response time for the workload.
- 14) SJF is provably optimal for preventing starvation.
- 15) A non-preemptive scheduler will only schedule a new job when the RUNNING job exits or becomes BLOCKED.
- 16) Increasing the time-slice of an RR scheduler is likely to decrease the overhead imposed by scheduling.
- 17) Increasing the time-slice of an RR scheduler makes the scheduler behave more like FCFS.
- 18) Increasing the time-slice of an RR scheduler makes the scheduler behave more like STCF.
- 19) An MLFQ scheduler assumes the presence of an oracle that knows the length of a job's CPU burst in advance.
- 20) An MLFQ scheduler can preempt running jobs.

Part 2: Virtualizing Memory

Designate if the statement is True (a) or False (b).

- 21) The fork() system call creates a child process whose execution begins at the entry point main().
- 22) A process can close() the stdout file descriptor.
- 23) The address space of a process contains all of physical memory.
- 24) The heap is more likely to suffer from fragmentation than the stack.
- 25) Local variables within a procedure are allocated on the heap.
- With dynamic relocation, the OS determines where the address space of a process is allocated in virtual memory.
- 27) With dynamic relocation, the OS can move an address space after it has been placed in physical memory.
- 28) A Gantt chart illustrates how virtual pages are mapped to physical pages.
- 29) An MMU translates logical addresses generated by the OS running in kernel mode to physical addresses.
- 30) Threads running within the same process are likely to share the same value for the base register, but not the bounds register, in the MMU.
- With pure segmentation (with no paging or TLBs), each segment of each process must be allocated contiguously in physical memory.
- 32) With pure segmentation (with no paging or TLBs), fetching and executing an instruction that performs a store from a register to memory will involve exactly two memory references.
- 33) The number of bits used to specify a virtual page in a virtual address can be different than the number of bits used to specify a physical page in a physical address.
- 34) If 11 bits are used in a virtual address to designate an offset within a page, each page must be 2 KB.
- 35) If a physical address is 16 bits and each page is 1KB, then the top 10 bits exactly designate the physical page number.
- 36) If a virtual address is 12 bits and each page is 512 bytes, then each address space can contain up to 16 virtual pages.
- 37) Given a constant number of bits in a virtual address, the size of a linear page table increases with more pages.
- 38) Given a fixed number of pages, the size of a linear page table decreases with a smaller address space.
- 39) Given a 22-bit virtual address and 1KB pages, each linear page table will consume 8KB.
- 40) Compared to pure base+bounds, a linear page table doubles the number of memory references (assuming no TLB).
- 41) A linear page table must be stored contiguously in physical memory.
- 42) For faster translations, the OS looks up page mappings from VPN to PPN in the TLB.

- 43) A workload that sequentially accesses each of the elements of a large array once will often require the same VPN to PPN translation.
- 44) If the TLB does not support ASIDs, all page table entries (PTEs) are marked invalid on a context switch.
- With ASIDs, the performance penalty as seen by process A for a context switch from process A, to process B, and back to process A, could decrease when B performs fewer memory operations.
- 46) A TLB miss must be handled by the OS.
- 47) With a linear page table, all virtual pages within an address space must be allocated.
- 48) A multi-level page table typically reduces the amount of memory needed to store page tables, compared to a linear page table.
- 49) Given a 2-level page table (and no TLB), exactly 3 memory accesses are needed to fetch and execute each instruction.
- 50) In the memory hierarchy, a backing store is usually larger and faster than the memory layer above that uses that backing store.
- 51) Given a fixed-size address space, increasing the size of a page generally increases the number of levels that are needed in a multi-level page table.
- 52) The size of a PTE is equal to the number of bits needed to select an offset within a page.
- 53) When the dirty bit is set in a PTE, accessing the associated page will cause a segmentation fault.
- 54) When the present bit is cleared in a PTE, accessing the associated page will cause a segmentation fault.
- 55) On a TLB miss, the process is moved to the BLOCKED state and another process may be scheduled.
- 56) OPT always performs better than LRU.
- 57) LRU with N+1 pages of memory always performs as well or better than LRU with N pages.
- 58) FIFO with N+1 physical pages will contain (cache) the same virtual pages as FIFO with N pages, plus the contents of one more virtual page.
- 59) Demand paging loads the address space of a process into physical memory when that process is started.
- 60) When the hand used by the clock algorithm is moving quickly, the same pages in physical memory are being repeatedly accessed.
- 61) The clock algorithm must be able to determine if a page has been written to in some particular time interval.
- 62) The goal of the clock algorithm is to approximate the behavior of a FIFO replacement algorithm.
- 63) Increasing the number of jobs simultaneously submitted to a system may decrease the throughput of that system.

Part 3. CPU Job Scheduling

If needed, assume a time-slice of 1 sec. If needed to break ties, give preference to jobs in the order listed (A, B, C).

Assume a workload with the following characteristics:

Job Name	Arrival Time (seconds)	CPU Burst Time (seconds)
A	0	4
В	0	2
С	0	3

- Given an RR scheduler, what is the average response time for the 3 jobs?
 - a. 1 second
 - b. 2 seconds
 - c. 3.33 seconds
 - d. 10 seconds
 - e. None of the above
- 65) Given an RR scheduler, what is the average wait time for the 3 jobs?
 - a. 2 seconds
 - b. 3.33 seconds
 - c. 4.33 seconds
 - d. 6.67 seconds
 - e. None of the above
- 66) Given an RR scheduler, what is the turnaround time for job B?
 - a. 1 second
 - b. 2 seconds
 - c. 4 seconds
 - d. 5 seconds
 - e. None of the above
- Given a FIFO scheduler, what is the average turnaround time for the 3 jobs?
 - a. 6.33 seconds
 - b. 6.67 seconds
 - c. 8.67 seconds
 - d. 9 seconds
 - e. None of the above
- 68) Given a SJF scheduler, what is the average turnaround time for the 3 jobs?
 - a. 3.33 seconds
 - b. 5.33 seconds
 - c. 6.33 seconds
 - d. 6.67 seconds
 - e. None of the above

Assume a new workload with the following characteristics:

Job Name	Arrival Time (seconds)	CPU Burst Time (seconds)
A	0	7
В	4	4
С	6	2

- 69) Given a SJF scheduler, what is the average turnaround time for the 3 jobs?
 - a. 6.33s
 - b. 6.67s
 - c. 7.33s
 - d. 9.67s
 - e. None of the above
- 70) Given a STCF scheduler, what is the average turnaround time for the 3 jobs?
 - a. 6.33s
 - b. 6.67s
 - c. 7.33s
 - d. 9.67s
 - e. None of the above

Part 4. Reverse Engineering for Dynamic Relocation

Assume you have an architecture with a 64KB address spaces and 128KB of physical memory. Assume you are performing dynamic relocation with a base-and-bounds register. You collect a trace of virtual address to physical address translations and see the following results:

```
VA 0: 0x6baa (decimal: 27562) --> VALID: 0x1efbc (decimal: 126908) VA 1: 0x4248 (decimal: 16968) --> VALID: 0x1c65a (decimal: 116314) VA 2: 0x82e2 (decimal: 33506) --> SEGMENTATION VIOLATION VA 3: 0x67a9 (decimal: 26537) --> VALID: 0x1ebbb (decimal: 125883) VA 4: 0xc8a7 (decimal: 51367) --> SEGMENTATION VIOLATION VA 5: 0x2568 (decimal: 9576 ) --> VALID: 0x2568 (decimal: 9576 )
```

What can you infer about state of the memory system? Assume only a single user process or the OS is running throughout the trace.

- 71) The base register contains
 - a. 0x2434 (decimal 9268)
 - b. 0x18412 (decimal 99346)
 - c. 0x25b66 (decimal 154470)
 - d. Contents cannot be determined
 - e. None of the above
- 72) The OS was running when which virtual address was traced?
 - a. VA 0
 - b. VA 1
 - c VA3
 - d. VA 5
 - e. None of the above or multiple of the above
- Assuming the user process is running, virtual address 0x4826 (decimal: 18470) translates to what physical address?
 - a. 0x84a6 (decimal: 33958)
 - b. 0xcc38 (decimal: 117816)
 - c. Answer cannot be determined from information provided
 - d. Segmentation Fault
 - e. None of the above
- Assuming the user process is running, virtual address 0x9558 (decimal: 38232) translates to what physical address?
 - a. 0x2196a (decimal: 137578)
 - b. 0x1f220 (decimal: 127520)
 - c. Answer cannot be determined from information provided
 - d. Segmentation Fault
 - e. None of the above
- Assuming the user process is running, virtual address 0x739a (decimal: 29594) translates to what physical address?
 - a. 0x1f7ac (decimal: 128940)
 - b. 0x1fce2 (decimal: 130274)
 - c. Answer cannot be determined from information provided
 - d. Segmentation Fault
 - e. None of the above

Part 5. Linear Page Tables

What is the size of a linear page table for one process given the following assumptions? Remember, unless otherwise specified, assume PTEs are 4 bytes each.

- 76) Bits in virtual address: 32, Page Size: 4KB
 - a. 1MB
 - b. 4MB
 - c. Situation not possible
 - d. Not enough information to determine page table size
 - e. None of the above
- 77) Bits in virtual address: 32, Page Size: 4KB, PTE size: 8 bytes
 - a. 2MB
 - b. 8MB
 - c. Situation not possible
 - d. Not enough information to determine page table size
 - e. None of the above
- 78) Bits in virtual address: 20, Page Size: 512 bytes
 - a. 8KB
 - b. 16KB
 - c. Situation not possible
 - d. Not enough information to determine page table size
 - e. None of the above
- 79) Bits in virtual address: 10, Page Size: 4KB
 - a. 4KB
 - b. 4MB
 - c. Situation not possible
 - d. Not enough information to determine page table size
 - e. None of the above
- 80) Bits in virtual address: 12, Number of Virtual Pages: 128, Page Size: 1KB
 - a. 64KB
 - b. 512KB
 - c. Situation not possible
 - d. Not enough information to determine page table size
 - e. None of the above
- 81) Number of Virtual Pages: 4096, PTE size: 16 bytes
 - a. 64KB
 - b. 128KB
 - c. Situation not possible
 - d. Not enough information to determine page table size
 - e. None of the above
- 82) Bits in virtual address: 24, Number of Physical Pages: 1024
 - a. 4KB
 - b. 16KB
 - c. Situation not possible
 - d. Not enough information to determine page table size
 - e. None of the above

Part 6. Multi-level Page Tables

Same setup as homework. Assume dynamic relocation is performed with a **two-level page table** with no TLB. Assume the page size is 32 bytes, the virtual address space for the current process is 1024 pages, or 32 KB, and physical memory consists of 128 pages. A virtual address needs 15 bits (5 for the offset, 10 for the VPN) and a physical address 12 bits (5 offset, 7 for the PFN). The upper five bits of a virtual address index into a page directory; the page directory entry (PDE), if valid, points to a page of the page table. Each page table holds 32 page-table entries (PTEs). Each PTE, if valid, holds the desired translation (physical frame number, or PFN) for the virtual page. The format of an 8-bit PTE is VALID | PFN6 ... PFN0. Contents of memory are as follows:

a b c d e f 10 11 12 13 14 15 16 17 18 19 1a 1b 1c 1d 1e 1f $9 \ 10 \ 11 \ 12 \ 13 \ 14 \ 15 \ 16 \ 17 \ 18 \ 19 \ 20 \ 21 \ 22 \ 23 \ 24 \ 25 \ 26 \ 27 \ 28 \ 29 \ 30 \ 31$ dec offset 0 1 5 8 0x 0 (0): 11 0d 16 1b 07 13 04 0d 0a 19 1c 1a 10 16 14 10 04 08 1d 12 03 0b 04 03 0b 09 00 0f 1c 0e 0c 0b 12 0d 11 1a 0a 04 1b 13 0b 0c 03 11 18 0f 15 16 0a 13 1e 16 05 14 13 18 15 0x 2 (2): 1b 0c 1e 19 1c 0x 33): 05 03 14 0a 1b 07 1d 09 12 1c 15 1c 15 01 1b 12 09 05 1a 12 1d 17 1d 11 15 12 08 1d 09 18 1d 14 4): 0e 0b 0b 17 00 08 1d 0e 00 13 14 1c 1b 1d 08 09 15 0a 0b 01 06 04 0b 15 06 08 02 0c 12 12 14 10 0x 5 5): 03 0d 13 0d 05 0f 06 Of 16 O9 0d 13 10 18 1b 1d 05 0e 03 15 0c 1a 0e 18 0.0 13 0c 19 03 02 0x 66): 06 06 10 01 02 02 16 1e 17 0f 04 18 04 02 Of 1a 09 1a 0a 1d 16 1a 1e 19 06 0f 10 16 07 7f d2 7f 0x 7 0x 8 7f 8): 7f 7f d8 7f 7f 7f 7f 7f 7f 0x 99): 00 0x b (0e 0f 15 1d 18 10 15 10 1e 12 12 0c 0c 17 0b 1c 16 1d 15 11 0b 00 14 17 17 01 15 08 11): 16 00 00 00 00 00 00 00 00 0x c (00 00 00 00 00 00 00 00 00 12): 00 00 00 00 00 00 00 00 00 00 00 00 00 0x d (13): 14 06 16 0c 19 11 1b 0d 0c 1c 15 0d 1b 16 13 00 1b 03 00 0a 06 07 0f 0f 15 1a 15 1a 0d 04 16 1e 0x e14): 7f 7f 7f 7f 7f 7f 7f 8d 7f e8 7f d9 7f 7f 7f 7f 7f 7f 7f 7f 0x f15): 14 05 le 0e 07 13 01 14 la 03 07 08 06 13 19 0e 15 lc 19 0b 1b 05 19 02 09 03 11 03 12 05 0x10 (16): 14 08 00 0d 19 04 1d 0f 04 03 0b 0e 05 02 0f 07 0d 0d 15 11 07 05 1a 01 03 02 19 10 1c 13 0a 0d 0x11 (17): 00 01 06 18 18 18 15 1e 07 15 0d 1d 0d 16 18 1d 17 0a 14 18 1d 07 16 16 04 03 11 12 0a 13 04 0x12 18): 17 0b 10 08 01 1e 14 15 13 01 19 1a 07 1a 1d 05 1c 01 17 1e 04 0d 00 10 01 Of 05 05 0x13 19): 07 1b 0e 0d 17 0a 07 0.3 09 07 16 0b 15 08 02 09 0c 1c 06 06 04 07 1d 1c 07 01 Of 12 03 Oc 20): 00 00 00 00 00 00 00 00 00 00 00 00 0x14 (0x15 21): 19 06 16 0e 0f 02 1b 00 1a 00 0b 0d 12 08 1e 0a 06 16 14 12 1d 1b 09 1b 1b 01 0f 1a 0c 0a 0f 0x16 22): 00 00 00 00 00 7f 7f 7f 23): 7f 7f 7f 7f 7f 7f 7f 7 f 7f c6 7f 7f 7f 7f 7f 7f bb 7 £ 7 f 7f 7f 7f 7f 7f 7f 0×17 0x18 7f 7f 7f 7f fc 7f 7f 7f 7f 7f f4 7f 7f 7f 7f 7f 7f fd 7f 7f 7f 7f 7f f9 7f 7f 24): ba 0x19 25): 00 0x1a (00 26): 00 00 00 00 0x1b 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 0.0 0.0 0.0 0.0 00 00 0.0 0.0 0.0 0x1c (28): 09 0d 09 0b 1a 00 1c 1c 13 17 16 0d 05 03 12 15 16 1e 09 12 80 1a 02 12 1a 07 1e 0c 1e 09 1c 0b 0x1d (29): 0c 01 0a 11 04 1c 1c 0f 1c 15 10 04 1d 1c 0e 0b 02 13 1a 0c 0.8 13 18 0.5 0.8 13 01 19 09 19 0e 05 00 0x1e 00 00 0x1f 31): 7f 0x2032): 00 00 00 00 00 00 00 00 00 00 00 00 0c 09 0b 02 06 05 02 1b 80 1b 16 00 1b 19 10 0e 00 04 09 0x21 13 14 16 0e 1b 1a 19 03 0x2234): 7f 7f b4 7f b7 7f 7f 7f eb 7f 7 f 0x2300 0x2400 00 00 00 00 00 00 0x25 (37): 7f cf 0x26 7f 7f 7f 7f b9 7f 91 7f 0x2792 7f ae 7f ef 7f 00 00 00 00 00 00 00 00 00 00 00 0x280x29 41): 1c 0b 1b 0f 13 0e 0c 1b 12 05 09 0c 11 0b 08 09 1e 16 1a 1b 04 10 16 0f 10 13 13 05 01 0x2a 7f 7f ea 7f ac 7f 7f 7f 7f 7f 7f 7f 7f 43): 7f 9c 7f 7f 7f 7f 7f 7f 7f 0x2b (0x2c (44): 0b 05 01 10 18 14 06 15 01 0c 19 1c 0e 1a 0f 10 12 1e 17 0e 16 13 0a 18 19 12 1d 00 0f 13 0a 05 0x2d 7f e5 7f 46): 1c 13 10 0d 0e 00 11 1d 03 01 13 19 0d 02 13 14 07 19 10 18 07 0b 14 14 1a 1d 16 00 0e 14 18 09 0x2e (0x2f (47): 7f 7f 7f 7f 0x3000 17 02 09 12 1a 1a 0a 08 0b 03 08 17 0×31 49): 1e 08 02 16 1d 18 0c 17 17 17 Of 1e 18 07 Od 02 Ob 19 Of 0x3250): 11 05 0c 1c 11 19 08 1a 18 06 10 15 11 12 07 11 0a 18 0b 1e 11 07 0c 03 16 01 12 09 18 03 15 0x331e 13 19 1a 1a 0d 08 0f 1b 1b 0e 1c 17 01 13 18 01 0b 14 0f 10 02 08 1a 0a 0e 52): 11 15 01 0c 0c 19 18 0d 0c 18 16 01 19 1a 08 14 0e 08 01 10 16 0c 13 05 19 16 0f 03 00 0c 07 01 0x34 (0x350x36 54): 7f 7f 7f 7f 7f 7f d3 7f 7f 7f 7f 7f 7f 7f 7f 7f a9 7f 06 Of 0b 17 16 0e 07 07 08 02 0x3755): 01 1d 0a 03 06 07 1a 05 08 03 0e 06 0a 16 1c 19 01 0b 1a 01 0x38 (0x39 (57): 0a 04 1b 03 02 09 04 07 15 0a 1a 0b 1a 19 08 11 14 05 01 1b 00 05 04 1a 14 0f 0f 1d 06 19 09 0x3a (58): 05 05 03 0f 1a 1c 17 02 13 07 03 03 17 02 1a 0a 0b 1c 05 0d 1a 13 07 03 19 13 1d 05 08 15 09 1e 0x3b (59): 06 0d 1a 01 1d 06 0f 09 01 13 05 0c 19 0d 0a 04 00 19 0f 09 17 10 07 1d 0c 0a 1e 0c 0e 19 14 07

9 a b c d e f 10 11 12 13 14 15 16 17 18 19 1a 1b 1c 1d 1e 1f hex offset 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 dec offset 0x3d (61): 13 0c 02 0d 00 05 0e 0d 13 12 17 11 18 01 0e 1d 17 19 1e 04 0f 1b 09 10 05 02 1c 16 18 1b 11 1a 0x40 (64): 10 13 14 14 1b 1e 1e 03 16 0c 08 03 1c 1b 10 0f 06 1c 17 05 11 1e 08 0b 0b 0b 03 13 07 15 0e 1a 7f 7f 7f 7f c4 7f 0x41 65): 7f 0x42 (66): la 14 0c 01 0a 0f 0b 0d 07 06 lc 18 0b 19 02 13 08 08 0f 11 09 07 0c 19 1c 1b 16 1d 01 1b 0b 01 0x43 (0x4468): 0f 0b 0f 15 0f 17 0b 13 0c 11 17 03 01 06 07 04 11 0e 0e 17 03 1c 18 07 17 1a 00 0a 16 0x45 (0x46 (70): 0a 07 0b 0c 08 09 07 09 14 13 13 1c 14 04 0c 10 17 10 02 0e 14 18 0d 06 01 0f 17 03 10 12 11 07 0x4771): 0d 1d 17 02 02 08 19 18 19 1a 16 11 1a 19 19 1b 10 02 13 15 1d 17 1b 1c 0a 1c 11 0d 0d 0f 0x48 (0x49 (0x4a (74): 05 10 07 1b 00 11 1b 13 04 10 19 13 1c 19 0b 03 15 0e 19 0d 16 04 17 1a 19 18 14 05 0a 08 09 0x4b (0x4c (0x4d (77): 00 0x4e (0x4f (79): 00 0d le le 15 06 06 04 0d ld 06 19 11 08 0e 01 13 1c 0a 1e 08 0a 15 06 01 0f 0f 05 05 03 05 04 0x500x51 (0x52 (82): 0f 12 01 0f 00 17 00 13 1e 1a 07 10 04 0a 1a 19 00 0b 13 05 18 1b 11 0b 1a 0f 05 08 04 1a 0f 15 0x53 (83): le 16 11 0b 14 1c 00 0b 08 18 14 00 1b 0c 04 03 02 07 02 15 04 0d 14 0d 09 0e 0e 11 12 09 15 1a 85): 19 01 1d 1b 0c 06 16 11 03 12 0f 12 00 10 0d 1a 16 16 11 07 19 08 1d 10 0c 0c 0c 0e 0f 04 0c 01 11 0x55 (0x56 (0x57 (87): 18 0f 0e 10 04 0f 07 09 01 04 01 10 07 11 0f 07 03 12 14 15 0f 11 00 09 18 0b 03 0d 19 03 03 0f 88): 02 11 14 08 1e 03 19 10 12 0d 01 0d 15 17 19 09 0f 03 0d 0d 18 02 01 13 18 02 15 04 1a 13 06 0b 0x58 (89): 09 la 0e 16 01 18 06 0d 0f 0a 07 0d 01 04 04 1a 09 le 1b 05 la 1e 0d 0e 14 0f 08 16 06 0b 00 0a 0x59 (90): 1d 14 08 14 16 04 18 12 12 14 13 04 04 00 09 06 12 03 04 10 18 0f 01 1c 11 1c 17 1c 19 17 1a 14 0x5a (92): 0f 0a 1e 0a 10 1b 1e 0d 0b 13 10 10 11 05 05 11 07 0e 01 0b 05 0f 1c 05 06 0a 08 02 02 15 1a 00 0x5c (95): 08 16 0d 1c 06 07 09 02 03 1a 10 18 17 13 0c 1b 09 1b 02 12 1d 10 0b 0e 0d 05 0d 06 0f 10 11 15 0x5f (0x60 (0x61 (97): 12 17 03 06 1d 16 0d 1e 01 12 04 09 06 0c 01 05 15 05 0f 1e 18 03 16 12 10 18 1d 0b 19 06 11 1b 0x62 (0x64 (100): 19 18 15 1c 10 1a 08 04 07 0c 18 17 09 17 1b 0c 15 09 0c 06 09 02 0c 18 05 06 1c 0a 07 05 01 1b 0x65 (101): 17 17 02 09 1a 10 18 07 1a 1b 05 16 1e 01 07 1c 15 0b 05 1b 01 1e 01 0a 0f 12 19 0c 1d 0a 0b 1e 0x68 (104): 0e 18 0f 02 0a 0b 1c 12 0e 13 01 15 19 14 0b 08 00 02 04 0e 18 06 0e 13 13 00 1c 12 09 07 15 1c 0x69 (105): 14 05 01 10 01 1c 0f 10 0c 14 1c 09 0b 12 09 12 10 0d 14 10 02 1e 0b 0d 0c 1c 1d 0f 0c 02 1b 05 0x6a (106): 16 02 11 03 10 15 15 00 10 05 0f 0f 0f 17 09 0e 07 06 13 04 18 0b 03 18 00 09 14 00 15 11 1e 09 0x6b (107): 00 1c 0e 1e 17 0e 01 03 18 00 01 15 12 14 02 1d 17 00 11 0a 07 13 1e 00 18 1c 02 1b 00 09 00 05 0x6d (109): 04 18 18 09 00 03 17 1e 02 07 0c 02 13 1a 1a 05 1c 18 04 1a 1c 1b 17 19 10 00 15 0f 04 04 1b 1c 0x6e (110): 14 02 09 1c le 1d 1b 1c 1b 0e 07 10 01 11 08 06 0d 14 0e 03 1e 06 11 19 15 0d 1b 02 10 03 0f 09 0x6f (111): 0d 0b 0a 1c 15 0a 0c 0b 03 1d 1a 1d 10 01 02 06 0e 09 1d 1b 0d 09 0b 0d 0d 03 19 16 0x71 (113): 07 11 1d 0b 16 00 17 1a 10 1b 12 18 0f 0b 08 11 17 01 14 01 13 16 1c 14 14 15 14 15 15 1a 0b 1d 0x74 (116): 11 17 17 1c 19 13 16 12 07 00 1c 03 0d 05 07 05 10 03 1a 12 04 06 16 1d 0c 00 07 11 0b 16 01 1e 17 0c 17 0c 11 00 04 14 02 03 1b 1b 1e 18 09 0x75 (117): 16 13 1a 19 19 12 10 02 04 13 0d 11 1c 02 04 0x77 (119): 10 15 0d 09 05 11 15 10 0e 12 06 1c 1a 05 1a 15 01 17 19 09 06 0e 01 04 15 0b 0c 1c 18 09 01 01 0x78 (120): 1b 18 14 09 08 07 01 1c 09 00 09 03 0d 0a 05 0e 0c 0a 19 09 10 1b 1d 0b 01 1d 0f 06 03 07 09 04 0x79 (121): 01 0d 03 1d 1d 0d 1a 07 1a 05 09 10 17 0e 03 01 04 08 14 05 1c 14 09 11 1a 07 14 13 19 14 01 1a 0x7a (122): e0 8e a7 ab ff f2 bf af b6 f0 dd ce 88 d4 97 fe 7f aa 7f 7f cc c1 a2 e6 ad a6 98 9f 87 7f a5 d6 0x7b (123): 1b 13 1d 07 16 19 04 1c 1e 06 05 03 05 0a 18 06 07 15 19 00 18 15 09 0e 01 0d 00 17 10 05 06 12 0x7c (124): 0c 1b 17 0b 14 06 05 01 0b 07 10 1e 04 11 1a 12 10 17 00 1d 15 19 19 03 02 05 0f 1d 1c 0c 13 16 0x7d (125): 0f 02 0a 19 00 13 10 16 0b 1d 03 0c 09 11 06 0b 0d 1c 00 08 04 16 17 00 18 1b 0e 12 18 1c 06 15 7f 7f 7f 7f 7f 7f 7f 85 0x7e(126): 7f7f 7f 7f hex offset 0 1 2 3 4 5 6 7 8 9 a b c d e f 10 11 12 13 14 15 16 17 18 19 1a 1b 1c 1d 1e 1f 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 dec offset

PDBR: 0x7a (122) 83) When accessing **virtual address 0x5891**, what will be the first page accessed (hexadecimal)? a. 0x32 b. 0x58 c. 0x63 d. 0x7a e. Error or None of the above What **index** of the page directory will be accessed first (hexadecimal)? 84) a. 0x05 b. 0x16 c. 0x17 d. 0x1f e. Error or None of the above 85) What will be the **second page** accessed? (hexadecimal) a. 0x08 b. 0x22 c. 0x28 d. 0x36 e. Error or None of the above 86) What are the **contents** of the corresponding PTE that will be read? a. 0x7f b. 0xb7 c. 0xe7 d. 0xf7 e. Error or None of the above 87) What is the final physical address for this virtual address? a. 0x091 b. 0x6f1 c. 0x991 d. 0xdf1 e. Error or None of the above 88) What are the **contents** (i.e., the value) at that final physical address? a. 0x14 b. 0x01 c. 0x0b d. 0x7f e. Error or None of the above 89) How many memory accesses were required in this example to obtain the contents at the final physical address? a. 1 b. 2

c. 3d. 4

e. Error or None of the above

Part 7. Page Replacement Policies

Assume you have the following stream of accesses to virtual page numbers for some workload:

5, 0, 5, 4, 1, 3, 0, 2, 4, 5, 3, 2, 1

- 90) If physical memory contains 4 pages, how many misses will be incurred with the OPT replacement algorithm?
 - a. 7
 - b. 8
 - c. 9
 - d. 10
 - e. None of the above
- 91) If physical memory contains 4 pages, how many misses will be incurred with the LRU replacement algorithm?
 - a. 7
 - b. 8
 - c. 9
 - d. 10
 - e. None of the above
- 92) If physical memory contains 4 pages, how many misses will be incurred with the FIFO replacement algorithm?
 - a. 7
 - b. 8
 - c. 9
 - d. 10
 - e. None of the above

Congratulations on finishing your first CS 537 Exam!