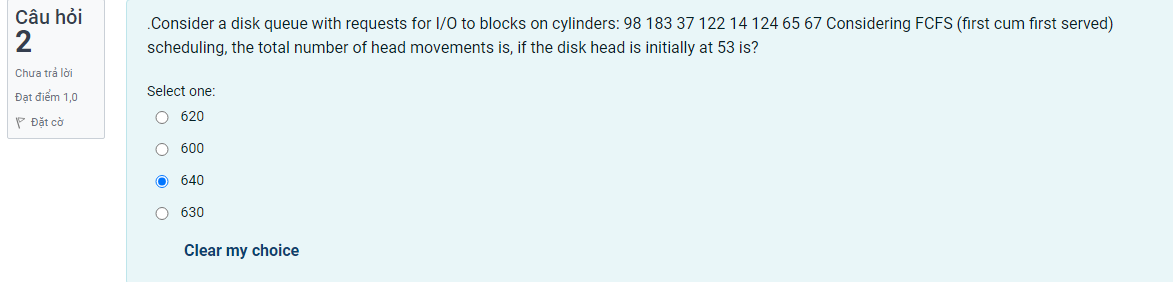
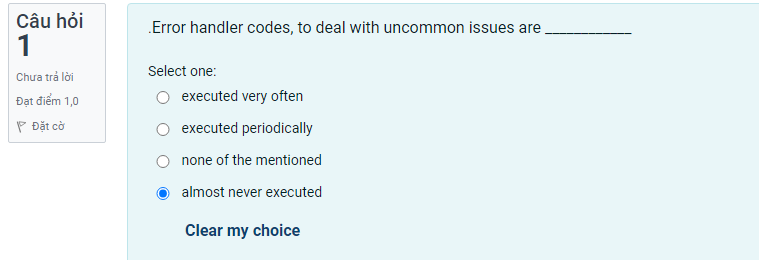
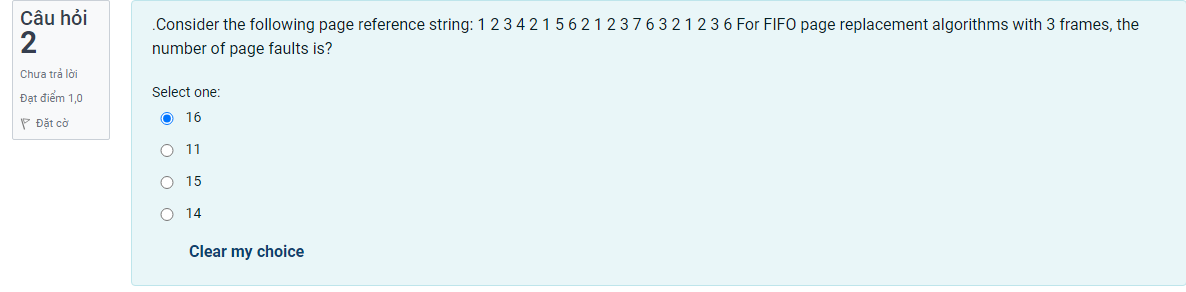
Consider a disk queue with requests for I/O to blocks on cylinders



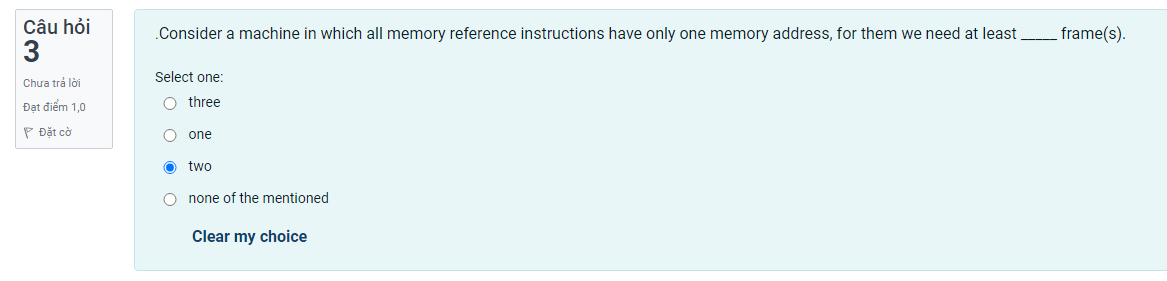
Error handler codes, to deal with uncommon issues are



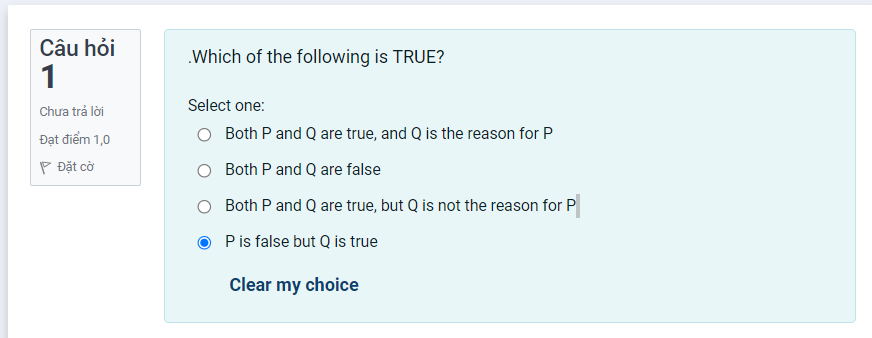
Consider the following page reference string



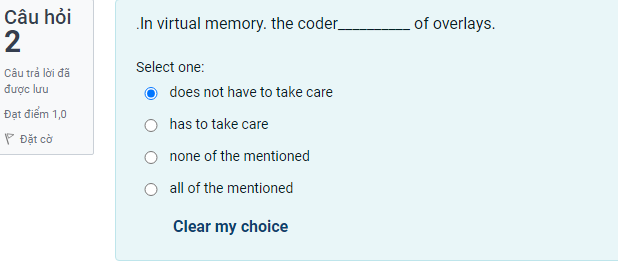
Consider a machine in which all memory reference instructions have only one memory address



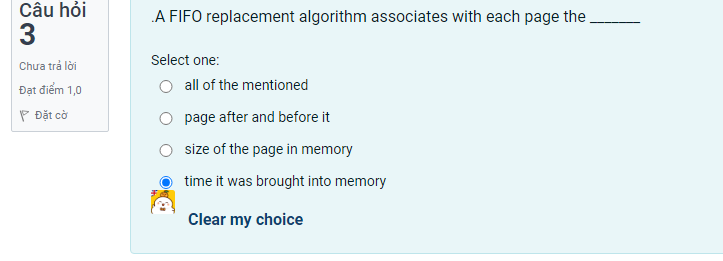
Which of the following is TRUE



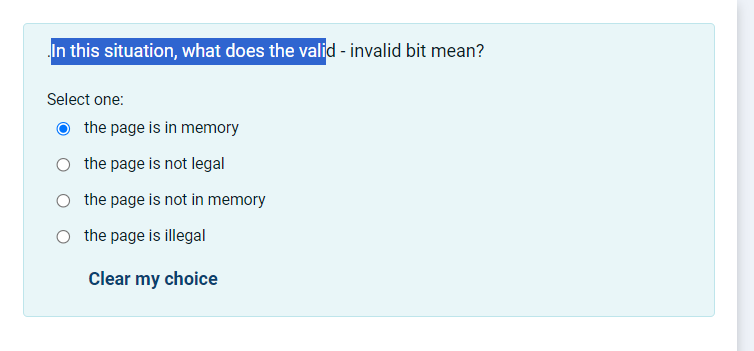
In virtual memory. the coder



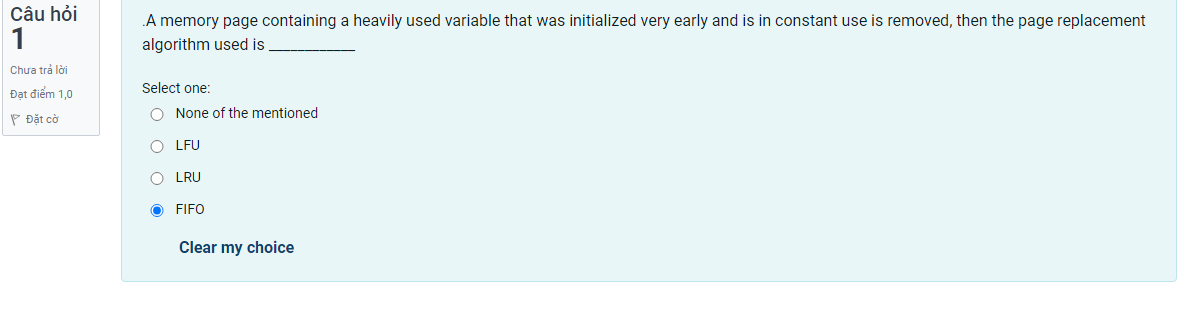
A FIFO replacement algorithm associates with each page the



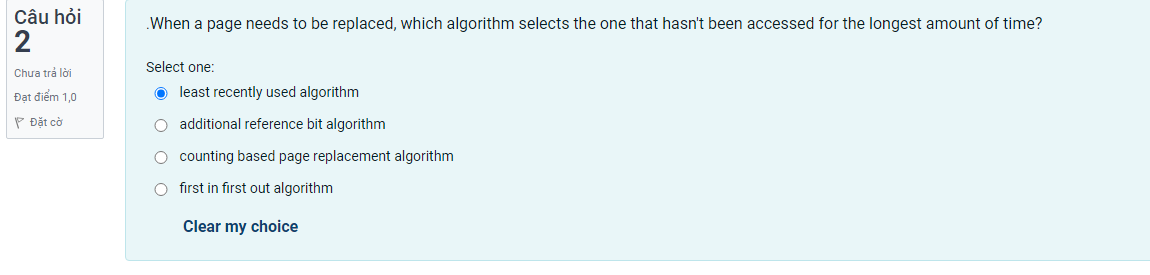
In this situation, what does the valid - invalid bit mean



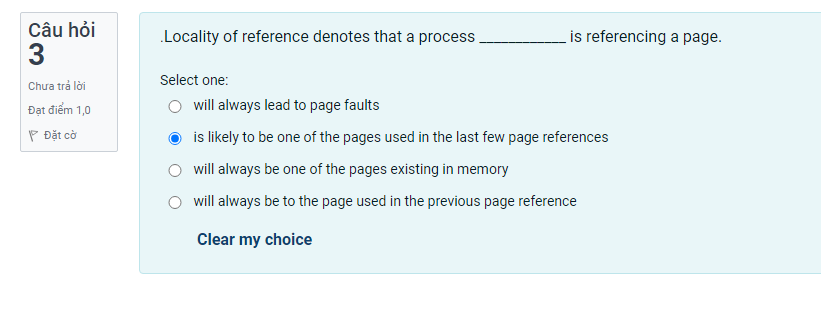
A memory page containing a heavily used variable that was initialized v



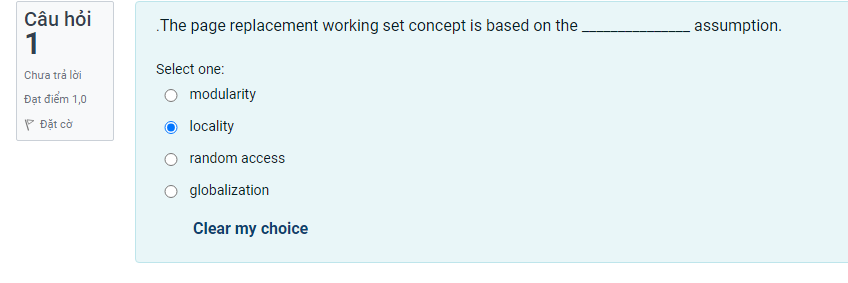
When a page needs to be replaced, which algorithm selects the one that hasn't been



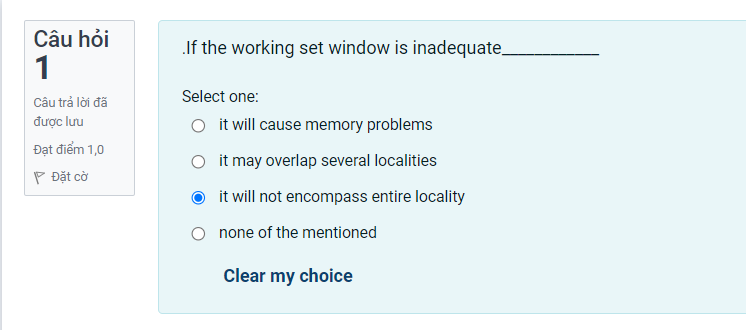
Locality of reference denotes that a process



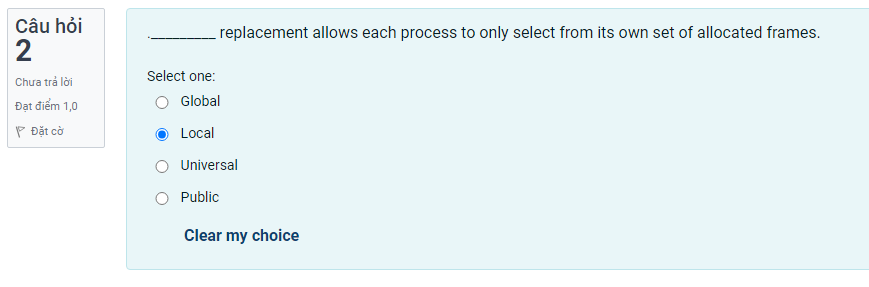
The page replacement working set concept is based on the



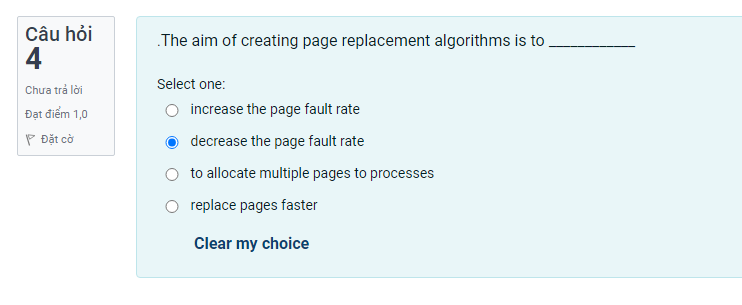
If the working set window is inadequate



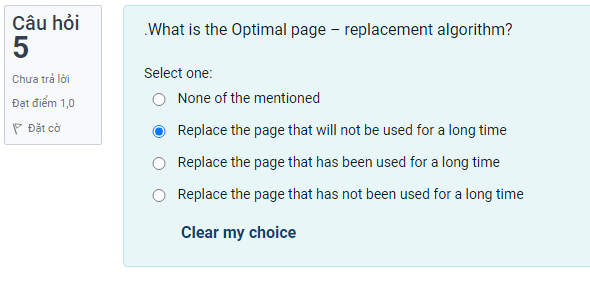
replacement allows each process to only select from its own set of allocated frames.



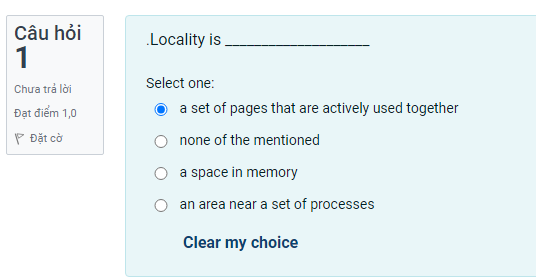
The aim of creating page replacement algorithms is to

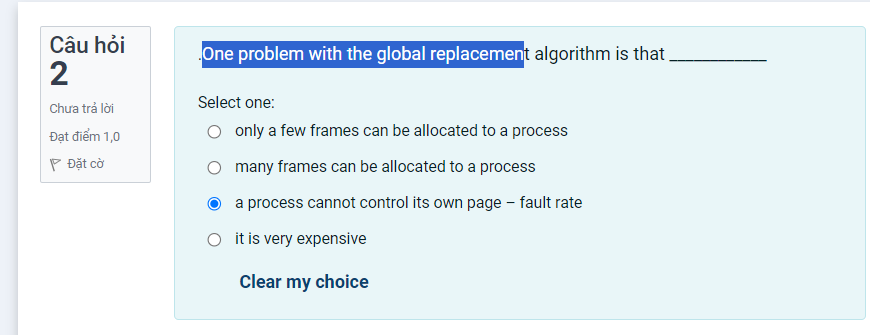


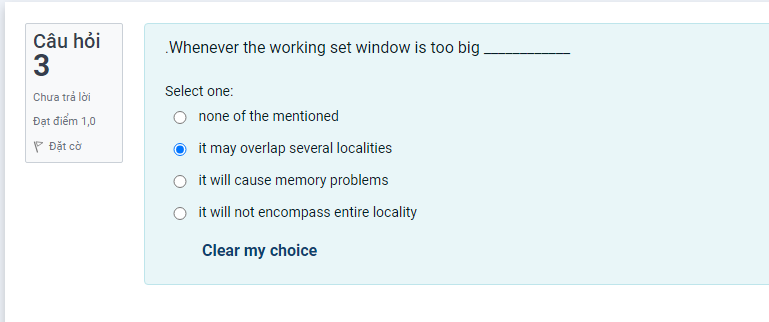
What is the Optimal page – replacement algorithm?



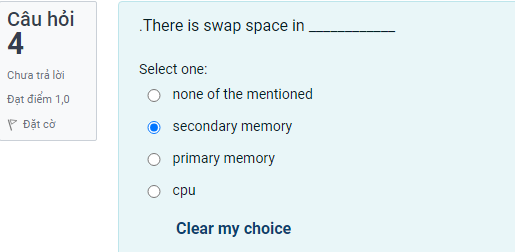
Locality is



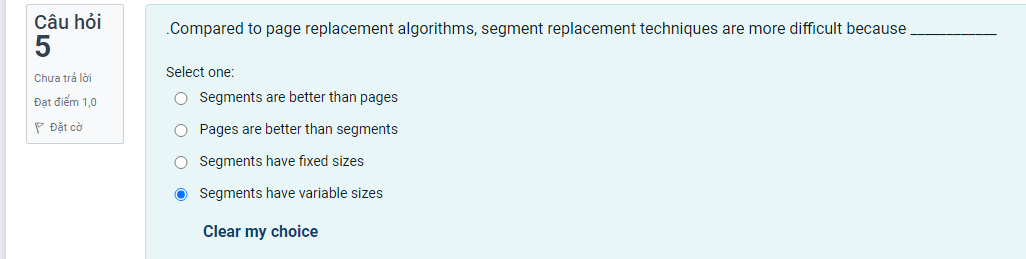
One problem with the global replacement algorithm is that

Whenever the working set window is too big

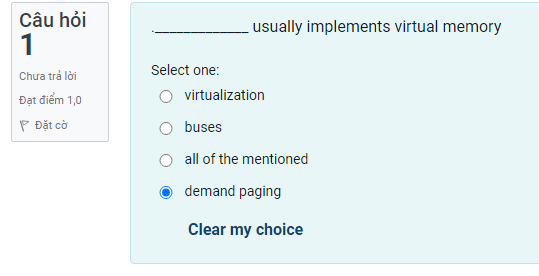
There is swap space in



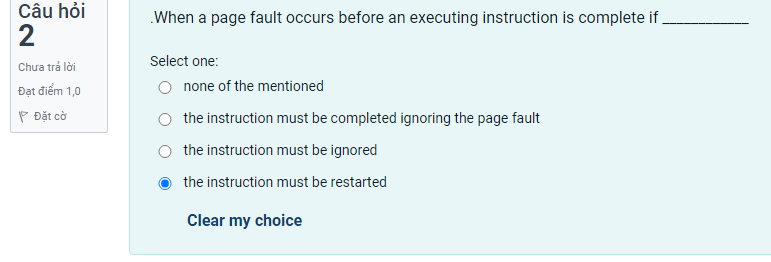
Compared to page replacement algorithms, segment replacement techniques



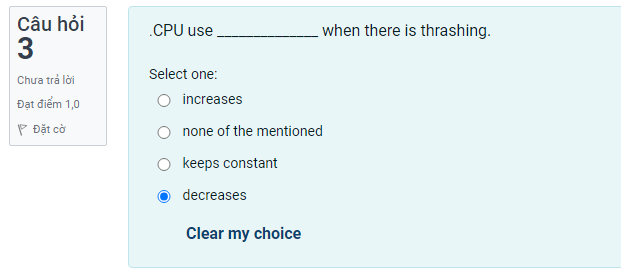
usually implements virtual memory

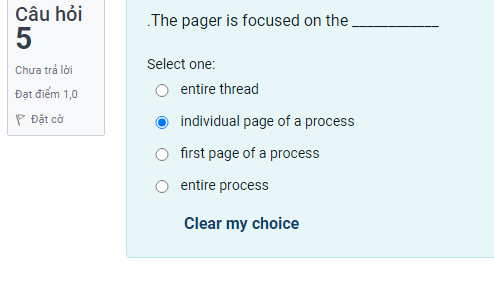


When a page fault occurs before an executing instruction

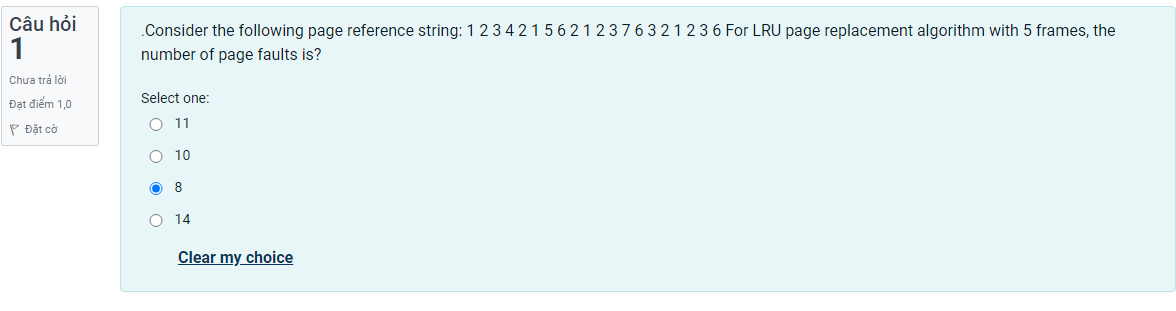


CPU use \_\_\_\_\_\_\_\_\_\_\_\_\_\_ when there is thrashing.

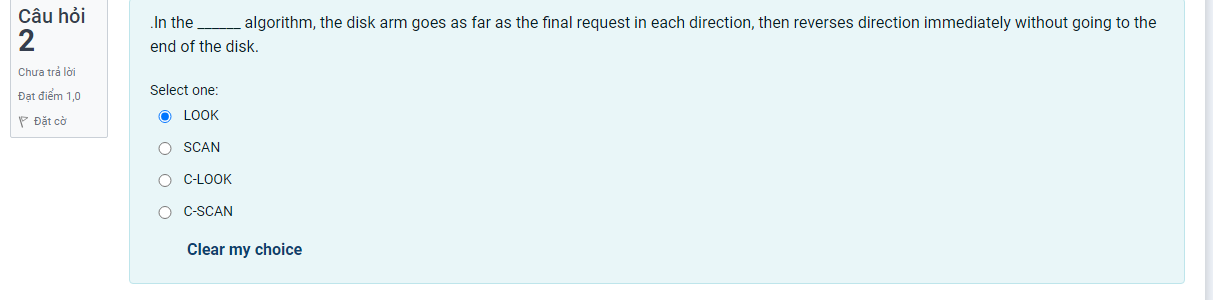


The pager is focused on the

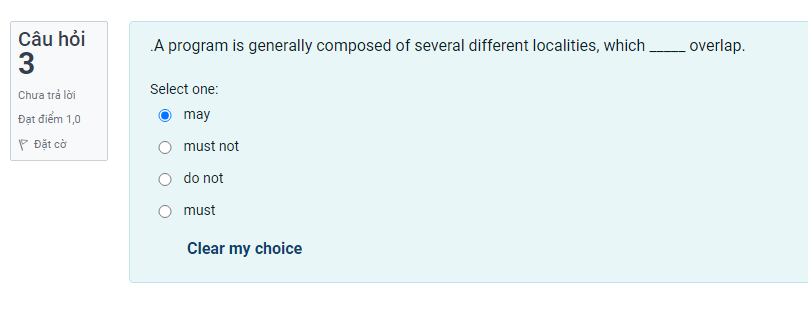
Consider the following page reference string: 1 2 3 4 2 1 5 6 2 1 2 3 7 6 3 2 1 2 3 6 For LRU page replacement algorithm with 5 frames



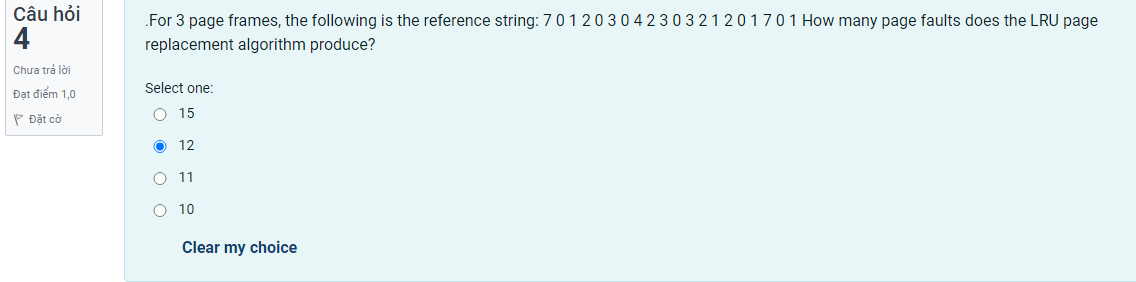
.In the \_\_\_\_\_\_ algorithm, the disk arm goes as far as the final request in each direction, then rev



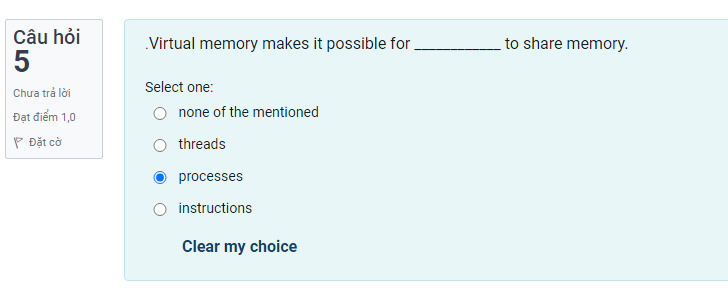
A program is generally composed of several different localities,



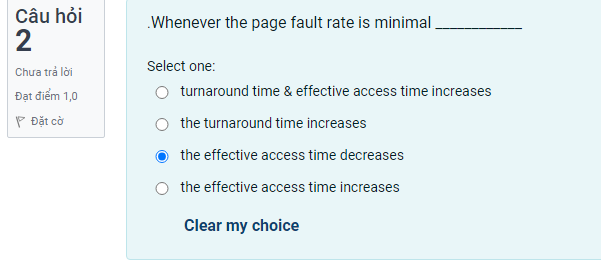
For 3 page frames, the following is the reference string:



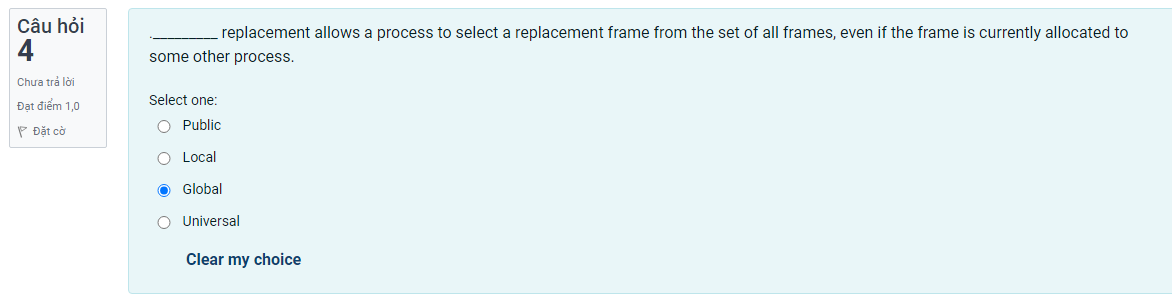
Virtual memory makes it possible for



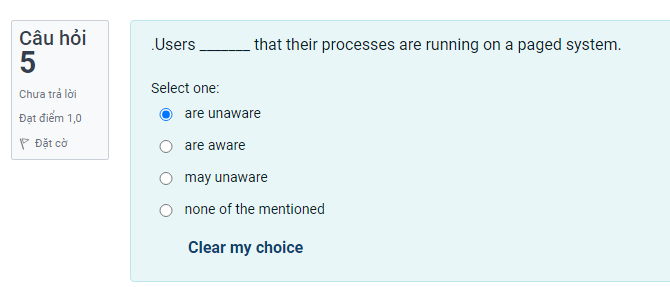
Whenever the page fault rate is minimal



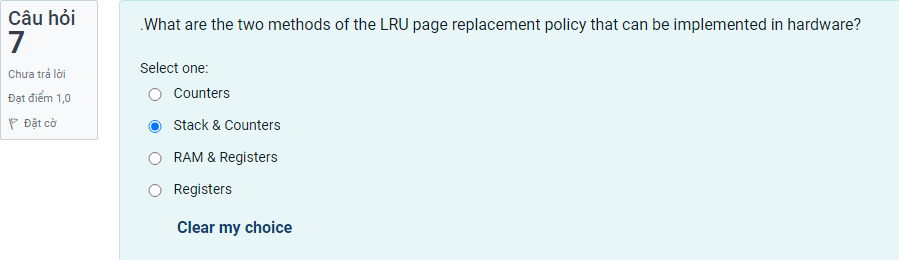
replacement allows a process to select a replacement frame from the set of all frames



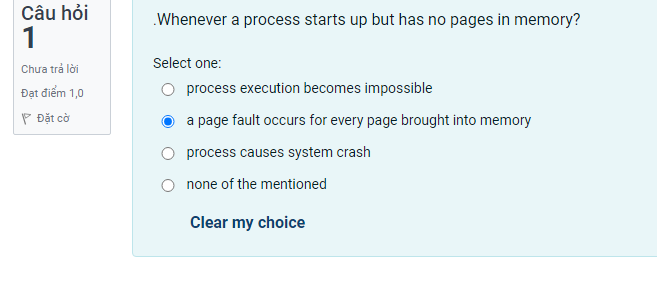
Users \_\_\_\_\_\_\_ that their processes are running on a paged system.



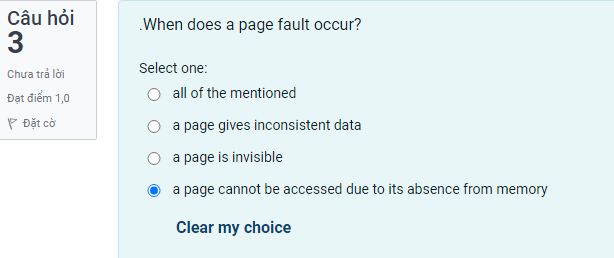
What are the two methods of the LRU page replacement policy that can be implemented in hardware



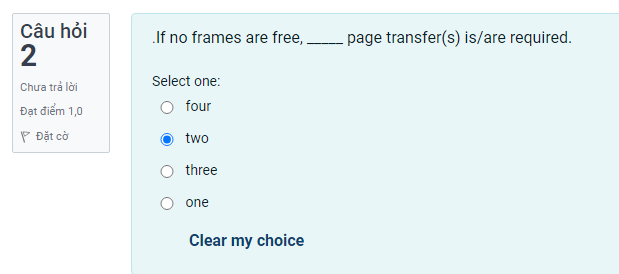
Whenever a process starts up but has no pages in memory



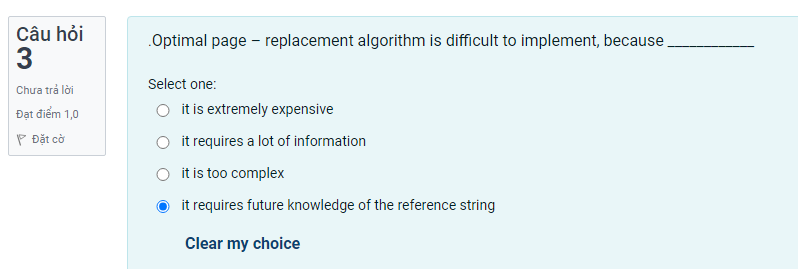
When does a page fault occur?



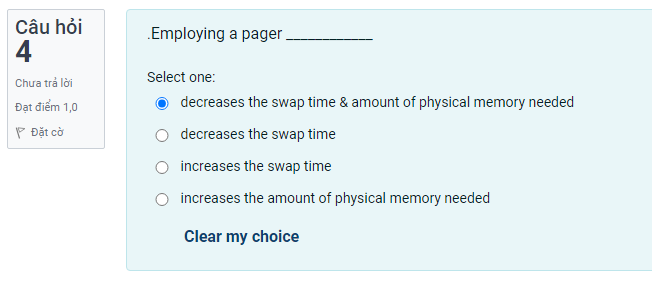
If no frames are free, \_\_\_\_\_ page transfer(s) is/are require



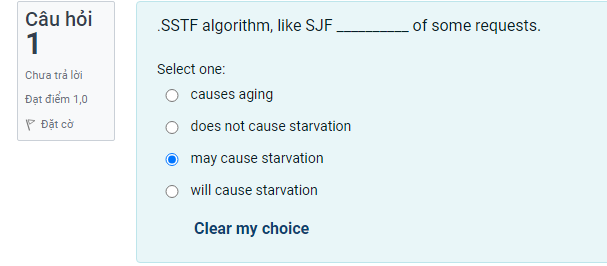
Optimal page – replacement algorithm is difficult to implement



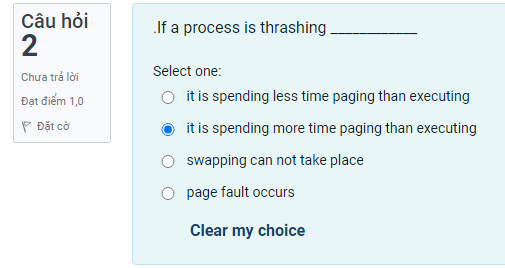
Employing a pager



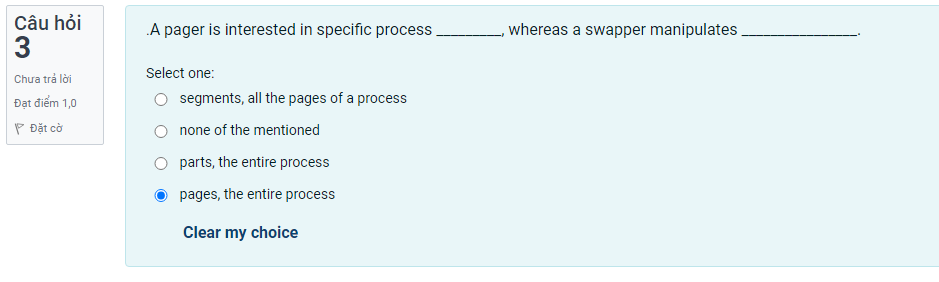
SSTF algorithm, like SJF \_\_\_\_\_\_\_\_\_\_ of some requests



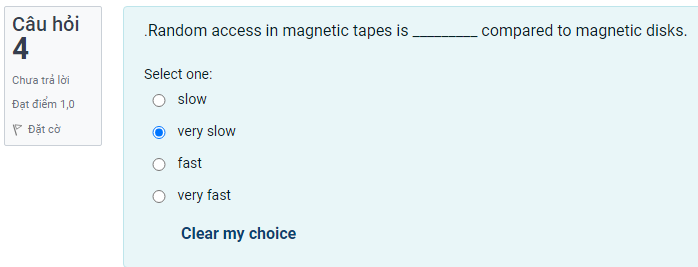
If a process is thrashing



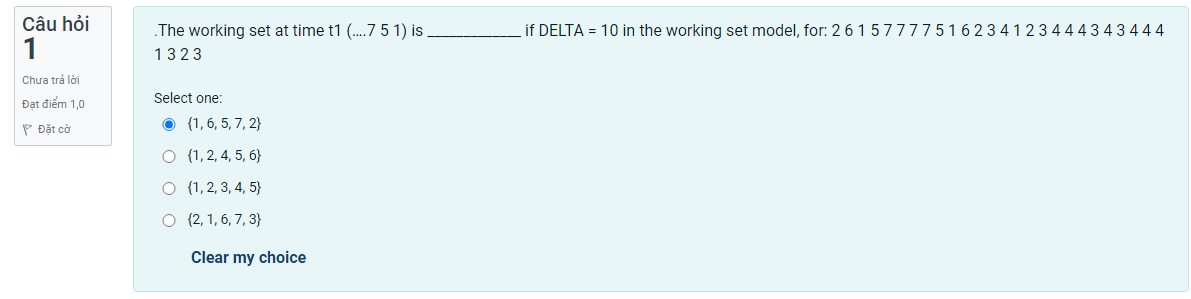
A pager is interested in specific process \_\_\_\_\_\_\_\_\_, whereas a swapper manipulates



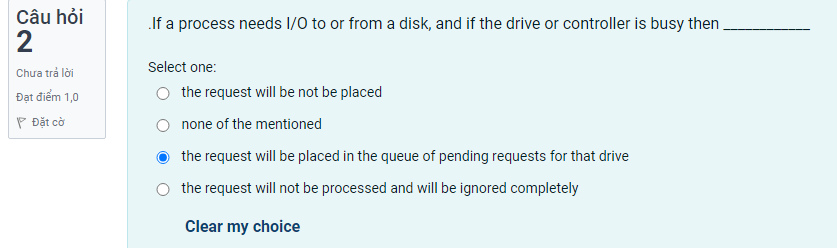
Random access in magnetic tapes is \_\_\_\_\_\_\_\_\_ compared to magnetic disks



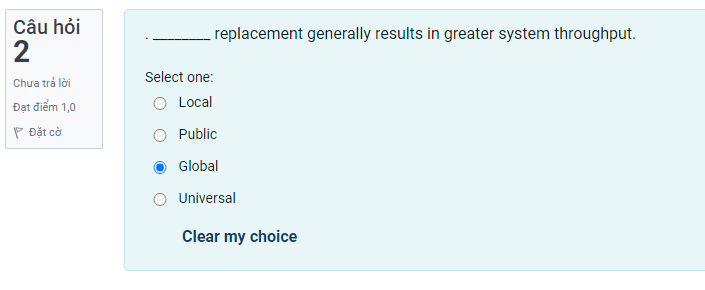
The working set at time t1 (….7 5 1) is



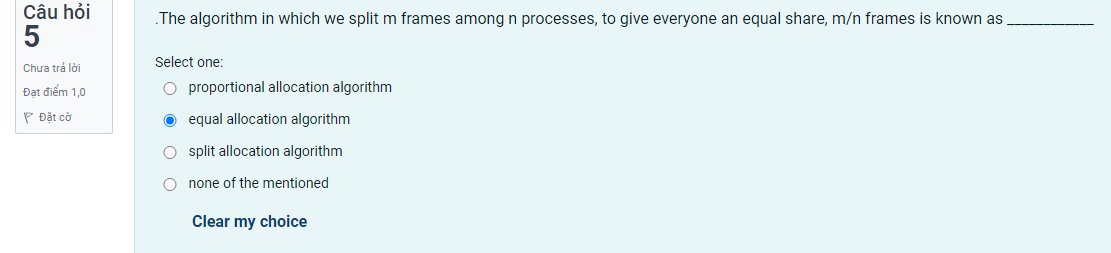
If a process needs I/O to or from a disk,

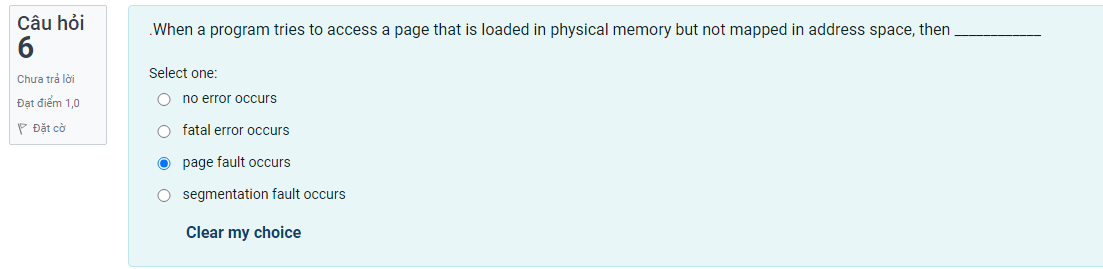


 replacement generally results in greater system throughput.

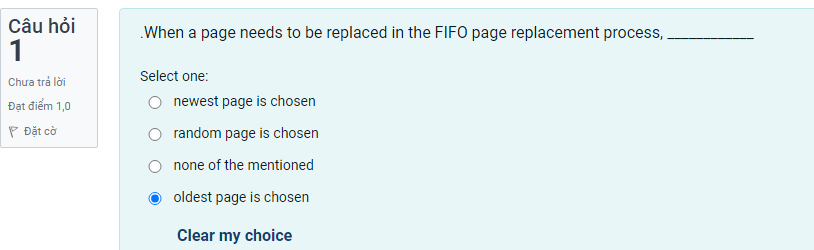


The algorithm in which we split m frames among n processes

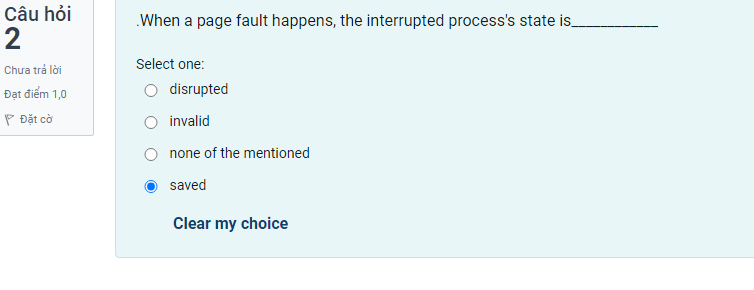


When a program tries to access a page that is loaded in physical memory 

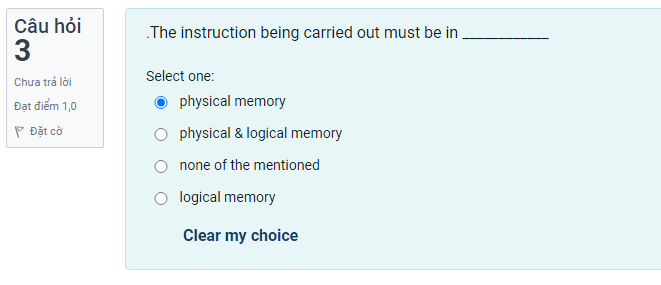
When a page needs to be replaced in the FIFO page replacement process



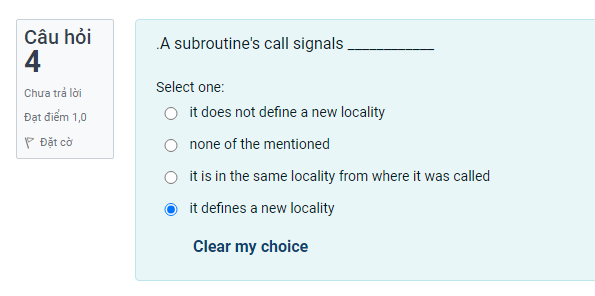
When a page fault happens, the interrupted process's state is



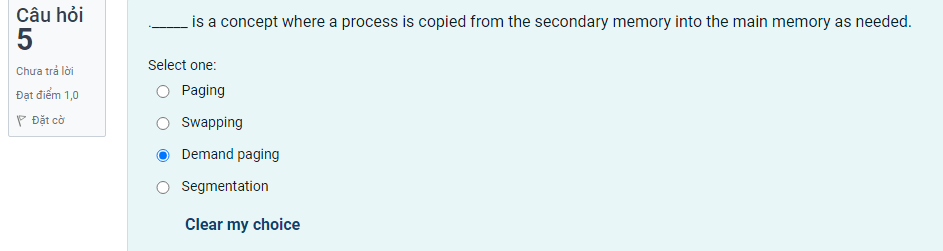
The instruction being carried out must be in



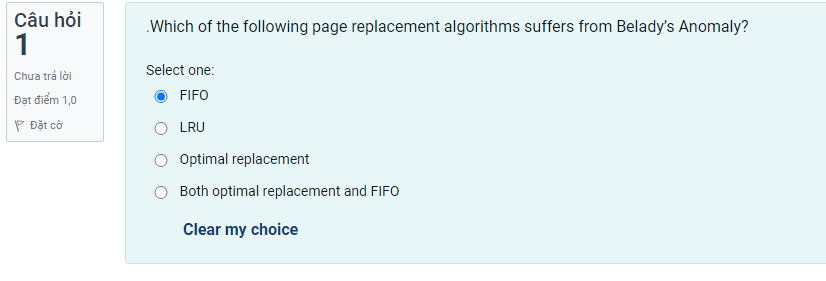
A subroutine's call signals



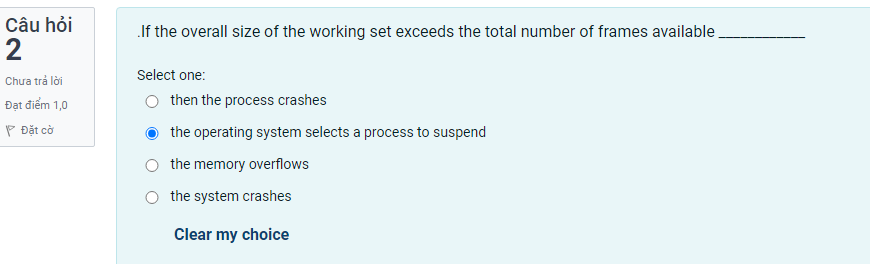
is a concept where a process is copied from the secondary memory into the main memory as needed.



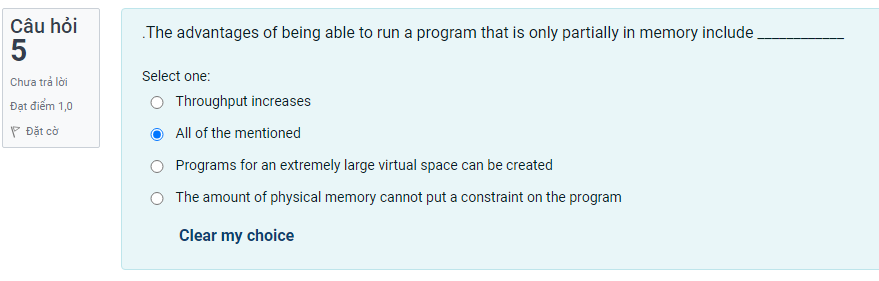
Which of the following page replacement algorithms suffers



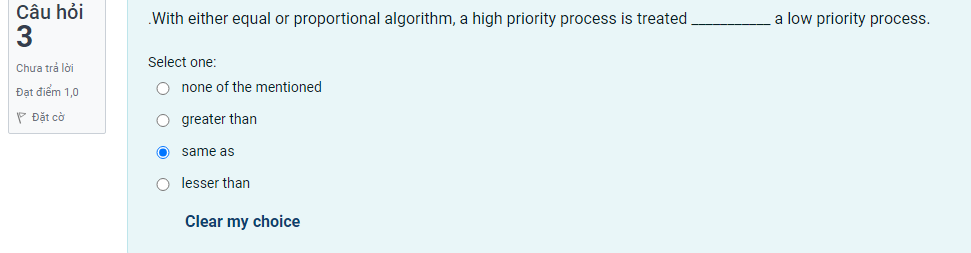
If the overall size of the working set exceeds the total number of frames available



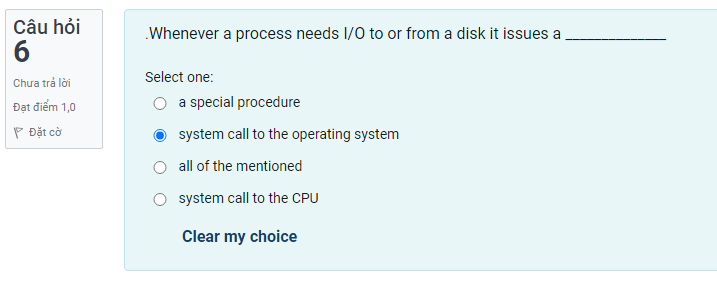
The advantages of being able to run a program that is only partially



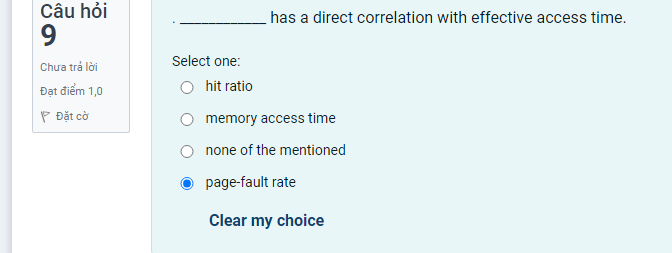
With either equal or proportional algorithm



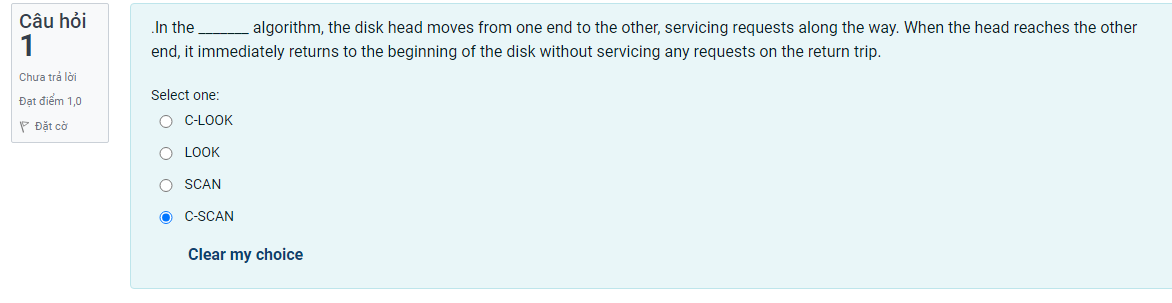
Whenever a process needs I/O to or from a disk it issues a



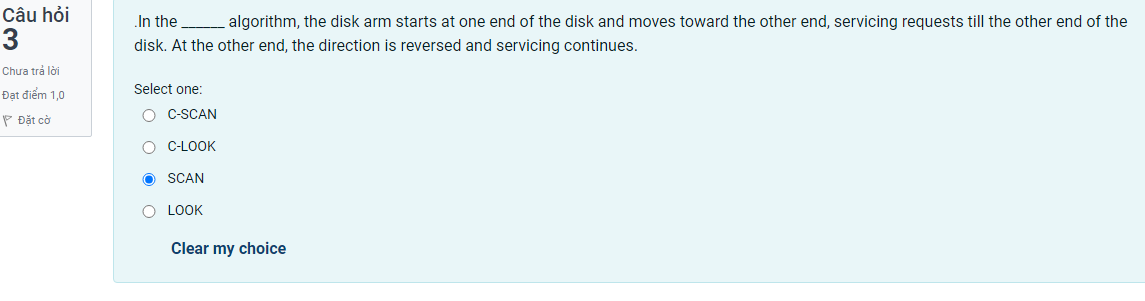
 has a direct correlation with effective access time



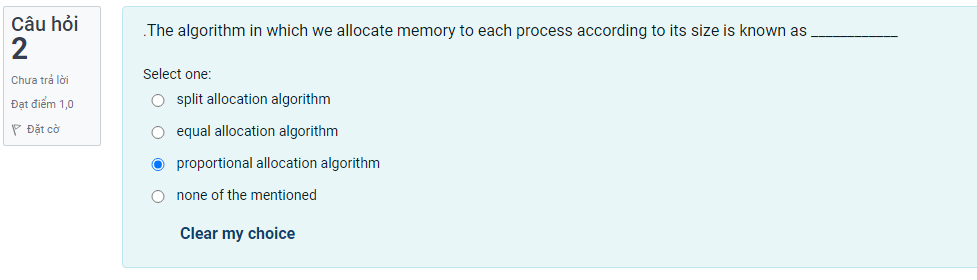
In the \_\_\_\_\_\_\_ algorithm, the disk head moves from one end to the other, servicing



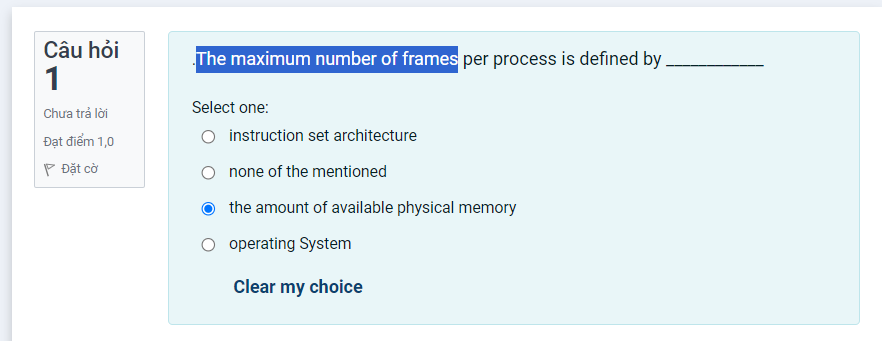
In the \_\_\_\_\_\_ algorithm, the disk arm starts at one end of the disk and moves toward the other end



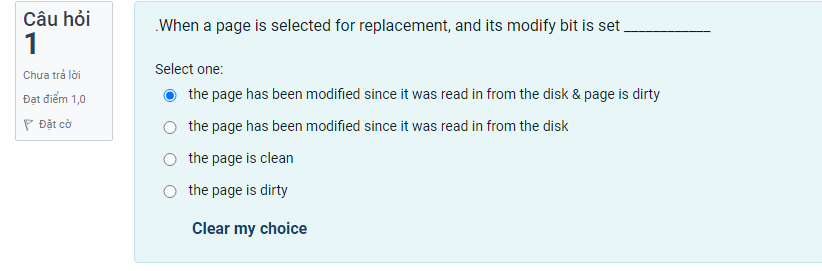
The algorithm in which we allocate memory to each process according



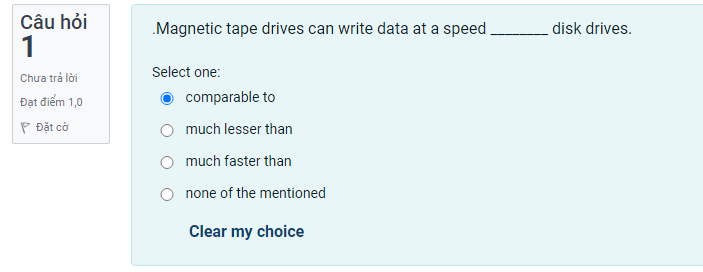
The maximum number of frames per process is defined by



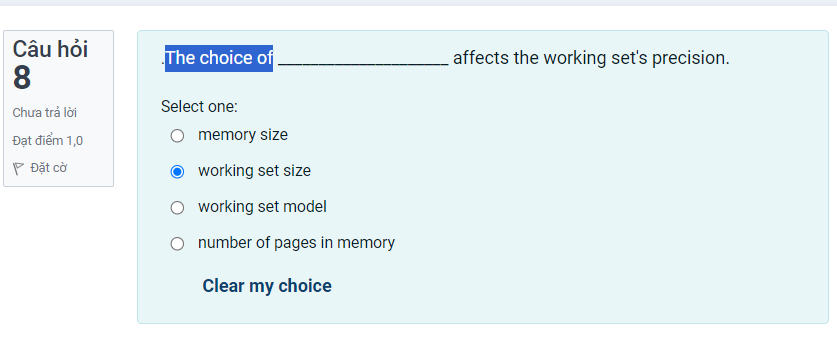
.When a page is selected for replacement, and its modify bit is set



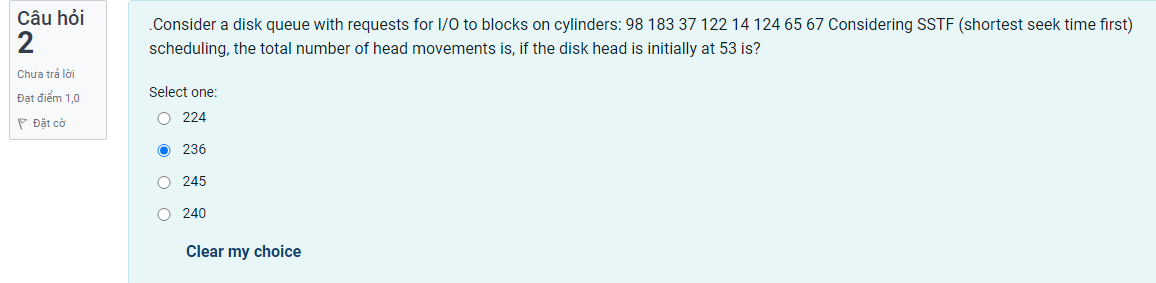
Magnetic tape drives can write data at a speed \_\_\_\_\_\_\_\_ disk drives.



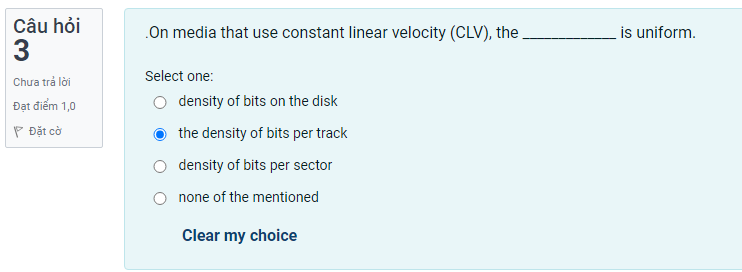
The choice of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ affects the working set's precision.(B đúng)



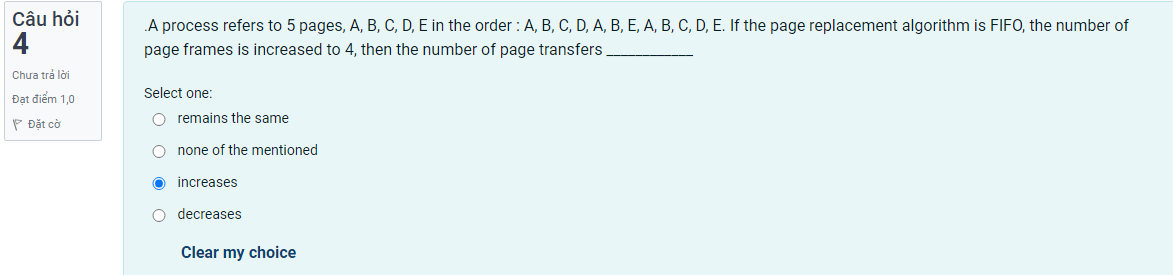
Consider a disk queue with requests for I/O to blocks on cylinders:



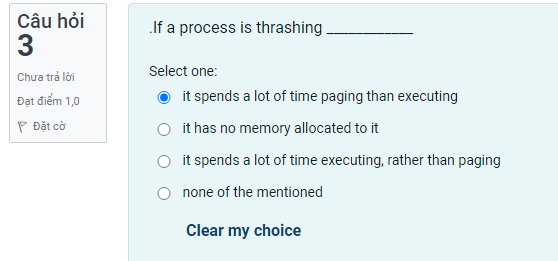
On media that use constant linear velocity (CLV), the \_\_\_\_\_\_\_\_\_\_\_\_\_ is uniform.



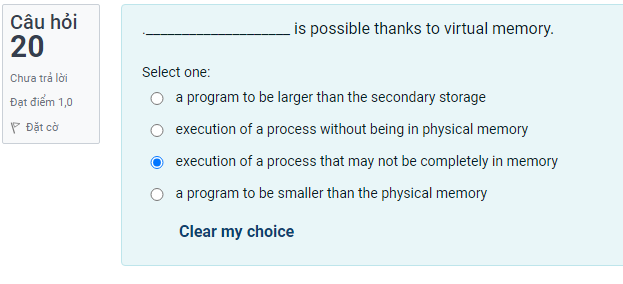
A process refers to 5 pages, A, B, C, D, E in the order : A, B, C, D, A, B, E, A, B, C, D, E



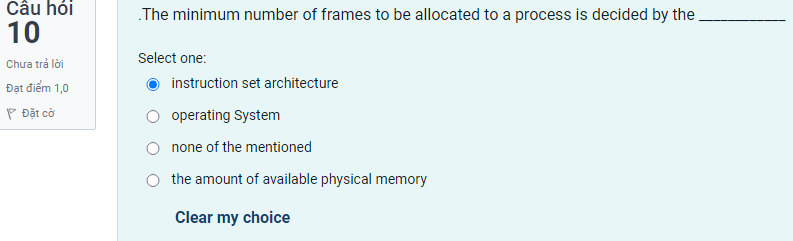
If a process is thrashing



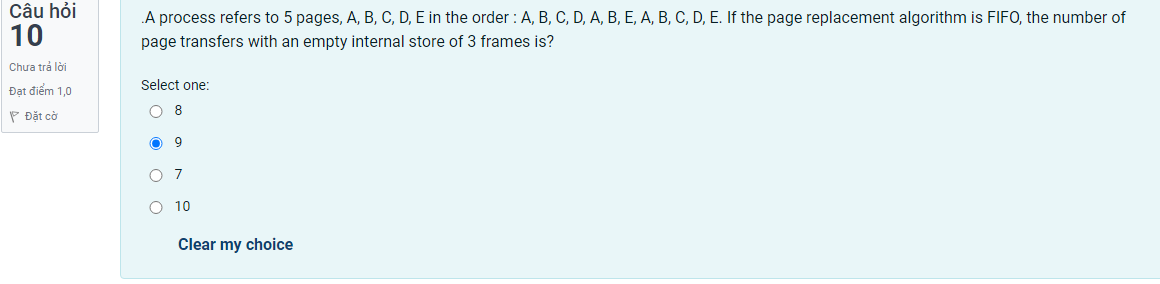
 is possible thanks to virtual memory.



The minimum number of frames to be allocated to a process



A process refers to 5 pages, A, B, C, D, E in the order : A, B, C, D, A, B, E, A, B, C, D, E



.LRU page – replacement algorithm associates with each page the

