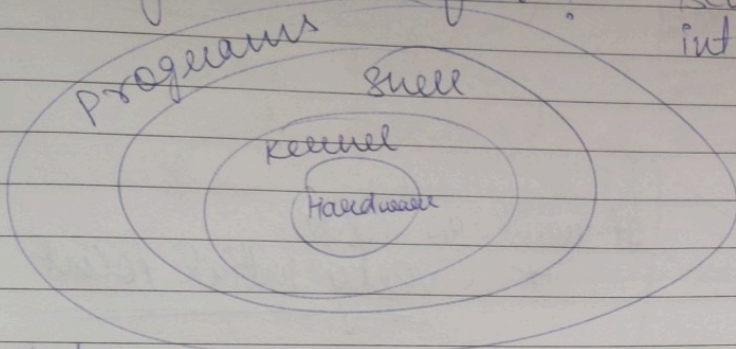


Why CLI is fast? = Better, no graphical intervention.



IPC - Inter Process Communication

5/9/22

\* NUMA - Non uniform memory access.  
 (अपने processor को होस्ट के दूसरे को पास जाकर)

$$T_{n+1} = \alpha \overset{\text{CPU Burst}}{\underset{\text{Actual time (of previous process)}}{t_n}} + (1-\alpha) T_n$$
 Predict of peer process  
 Predicted smoothing factor or weighing "  $0 < \alpha < 1$

Exponential Averaging:

$$T_n = \alpha \underset{\text{weightage}}{t_{n-1}} + (1-\alpha) \underset{\text{Predicted at (n-1)th time}}{T_{n-1}}$$

8/9/22

$$P_{n+1} = \alpha t_n + (1-\alpha) [\alpha t_{n-1} + (1-\alpha) T_{n-1}]$$

$$T_{n+1} = \alpha t_n + \alpha t_{n-1} + T_{n-1}$$

$$P_{n+1} = \alpha t_n + (1-\alpha) \alpha t_{n-1} + (1-\alpha)^2 T_{n-1}$$

$$P_{n-1} = \alpha t_{n-2} + (1-\alpha) T_{n-2}$$



$$T_{n+1} = \alpha t_n + \alpha(1-\alpha)t_{n-1} + \alpha(1-\alpha)^2 t_{n-2} + (1-\alpha)^3 T_{n-2}$$

Predicted  $\uparrow$  So on  $\uparrow$  It will go upto  
Previous Processes  $\uparrow$  very initial point

Q  $\rightarrow$   $\alpha = 0.5$   $T = 10$  or  $T_1 = 10$   
 Actual Burst Time  $t_1$   $t_2$   $t_3$   $t_4$   
 4 8 6 7  
 $T_5 = ?$

$\rightarrow T_2 = \alpha t_1 + (1-\alpha)T_1$   
 $(T_2) = 0.5 \times 4 + (0.5) \times 10 = 7$

$T_3 = \alpha t_2 + (1-\alpha)T_2$   
 $= 0.5 \times 8 + 0.5 \times 7 = 4 + 3.5 = 7.5$

$T_4 = \alpha t_3 + (1-\alpha)T_3$   
 $= 0.5 \times 6 + 0.5 \times 7.5$   
 $= 3 + 3.75 = 6.75$

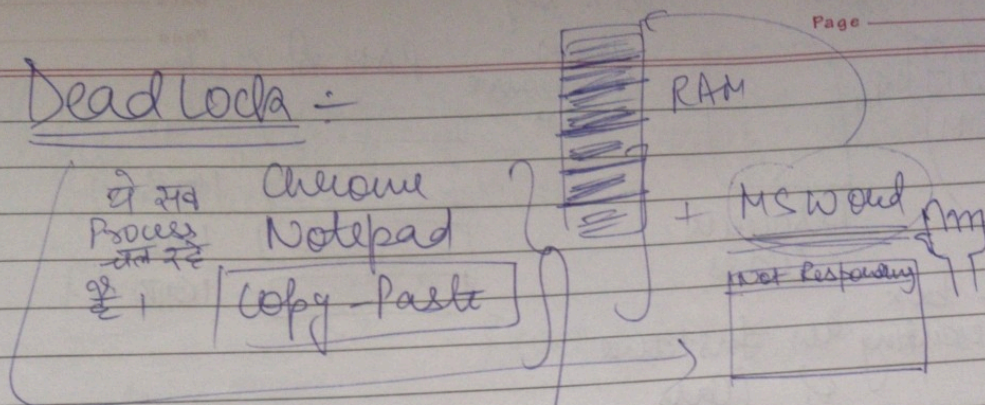
$(T_5) = \alpha t_4 + (1-\alpha)T_4$   
 $= 0.5 \times 7 + 0.5 \times 6.75$   
 $= 3.5 + 3.375$   
 $= 6.875$

$3.5 + 3.375$   
 $6.875$

Ans



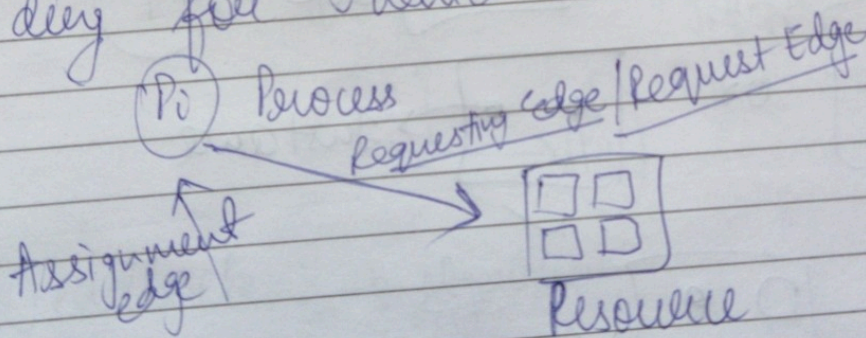
# ★ Dead Lock :-



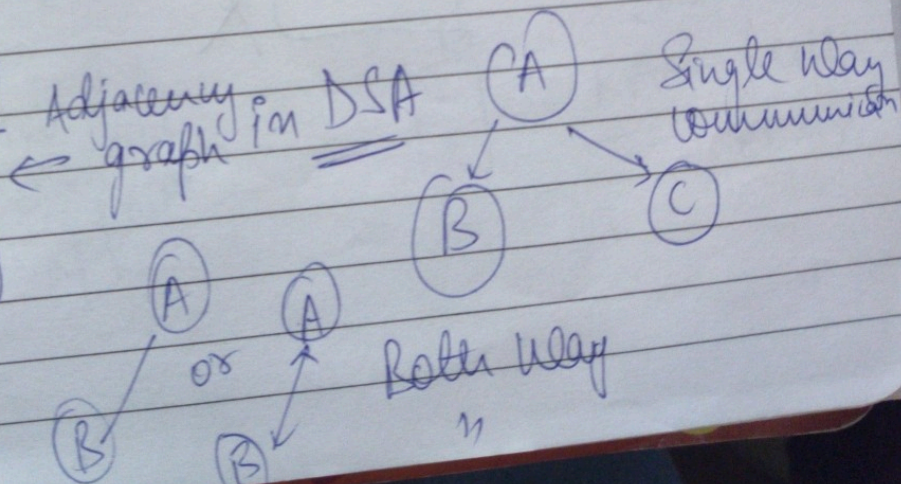
we use use use Resources of System -  
 (RAM) (Registers) (L1/L2 Cache)  
 (ये तीनों Process RAM का use करते हैं)

\* जिस भी App को Resource चाहिए वो Request करेगी OS को

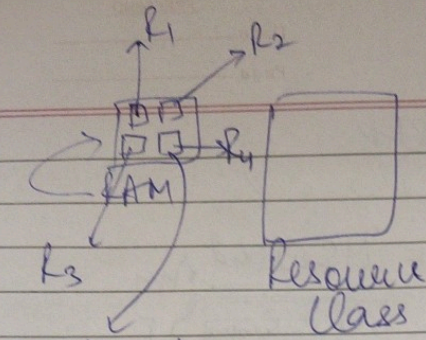
→ RAG - Resource Allocation Graph -  
 ↳ This diag. depicts which process is demand - diry for which resource type.



	A	B	C
A	0	1	1
B	1	0	0
C	1	0	0

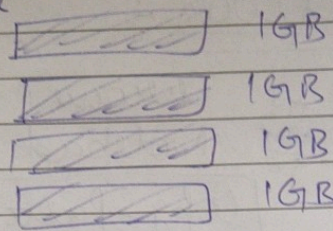






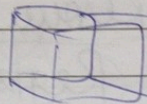
let's say  
RAM  
is Resource  
class

RAM chips



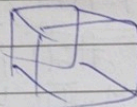
Smaller box  
representing an instance  
of class

let's say

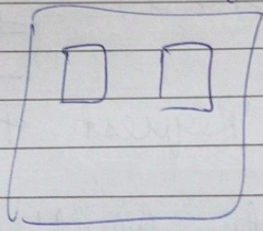


HP Printer

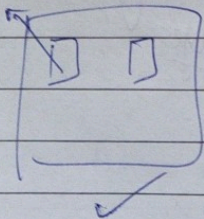
Printer (HP)



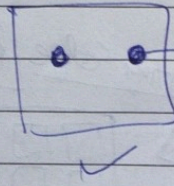
HP Printer



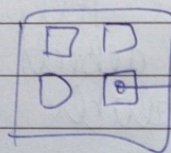
Instance



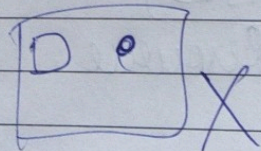
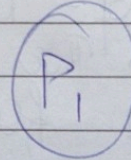
or



Instance



Assy.  
edge



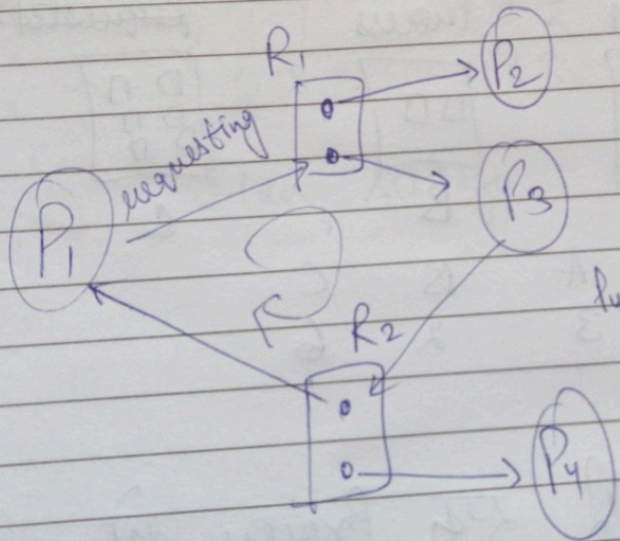
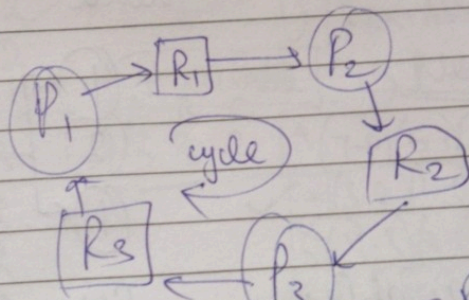


If in Resource Allocation graph cycle starts then it may lead to deadlock situation.

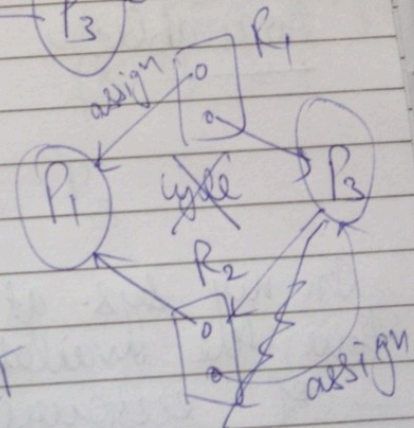
RAG  $\rightarrow$  Cycle  $\rightarrow$  Deadlock may occur

If it can be broken then no deadlock

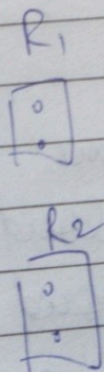
If it cannot then surely deadlock will occur



If  $P_1, P_2$  start exit at time



final state



All the processes ended  
 RAM full at 11:5

$\rightarrow$  Deadlock in 2 Algorithms

Prevent  
 Static approach

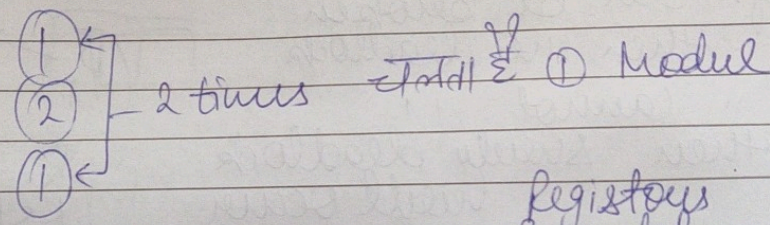
Avoid  
 Dynamic approach



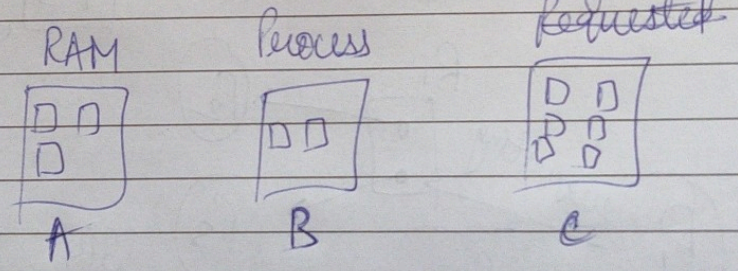
# → Banker's Algorithm:-

①  
Safe Sequence  
Algo./Module  
→ we compute safety sequence

②  
Resource Request Algorithm  
→ my algo will see whether system can allocate resources as requested



Available:



In my sys. at  $n^{th}$  time the availability of resources →

	A	B	C
Availability	3	2	6

Allocations : किसी एक Process को Resources Allocate कर दें।

		Allocation →	A	B	C
P <sub>1</sub>	Chrome	P <sub>1</sub>	2	1	0
P <sub>2</sub>	MS Word	P <sub>2</sub>	1	4	3
P <sub>3</sub>	Notepad	P <sub>3</sub>	0	0	0

Max : किसी भी Process की Max. demand क्या है i.e. ज्यादा से ज्यादा कितने Resources चाहिए वो सही है।



Let's

say  $\rightarrow$  MAX

	A	B	C
P <sub>1</sub>	5	3	2
P <sub>2</sub>	0	1	0
P <sub>3</sub>	2	1	3

Process	Allocation A B C	MAX A B C
P <sub>1</sub>	2 0 0	7 5 3
P <sub>2</sub>	3 0 2	3 2 2
P <sub>3</sub>	2 1 1	9 0 2
P <sub>4</sub>	0 0 2	2 2 2
P <sub>0</sub>	0 1 0	7 5 3
P <sub>1</sub>	2 0 0	3 2 2
P <sub>2</sub>	3 0 2	9 0 2
P <sub>3</sub>	2 1 1	2 2 2
P <sub>4</sub>	0 0 2	4 3 3

Available  
A B C  
3 3 2

(MAX-Allocation)

Available	Need
A B C	
3 3 2	(7-0)(5-1)(3-0) 43
	✓ $\rightarrow$ (3-2)(2-0)(2-0) 122
	✗ (9-3)(0-0)(2-2) 600
	✓ $\rightarrow$ 0 1 1
	✗ 4 3 1

A B C  
(3, 3, 2)

I can satisfy P<sub>1</sub> or P<sub>3</sub>