

Assignment

→ Definition of the all chapters

* Base Address:-

An address that is used as the origin in the calculation of address in the execution of a computer program.

* Batch processing:-

pertaining to the technique of executing a set of computer programs such that each is completed before the next program of the set is started.

* Binary Semaphore:-

A semaphore that takes on only the values 0 and 1. A binary semaphore allows only one process or thread to have access to a shared critical resource at a time.

* Block :-

A collection of contiguous records that are recorded as a unit, the units are separated by interblock gaps.

- (2.) A group of bits that are transmitted as a unit.

* Ab-tree : ~~partitioning of minimum~~

A technique for organizing indexes in order to keep access time to a minimum. It stores the data keys in a balanced hierarchy that continually realigns itself as items are inserted and deleted, thus all nodes always have a similar number of keys.

* busy waiting :-

The repeated execution of a loop of code while waiting for an event to occur.

* Cache memory:

A memory that is smaller and faster than main memory and that is interpreted between the processor and main memory. The cache acts as a buffer for recently used memory locations.

* Central processing unit (cpu):

The portion of a computer that fetches and executes instructions. It consists of an Arithmetic and logic unit (Alu), a control unit, and registers. Often simply referred to as a processor.

* cluster:

A group of interconnected whole computers working together as a unified computing resource that can create the illusion of being one machine. The term whole computer means a system that can run on its own, a part from the cluster.

* Concurrent :

pertaining to processes or threads that take place within a common interval of time during which they may have to alternately share common resources.

* Consumable resources :

A resource that can be created and destroyed. When a resource is acquired by a process, the resource ceases to exist. Examples of consumable resources are interrupts, signals, messages, and information in I/O buffers.

* Database :

A collection of interrelated data, often with controlled redundancy, organized according to a scheme to serve one or more applications; the data are stored so that they can be used by different programs without concern for the data structure or organization. A common approach is used to add new data and to modify and retrieve existing data.

* Deadlock :-

- (1) An impasse that occurs when multiple processes are waiting for the availability of a resource that will not become available because it is being held by another process that is in similar wait state.
- (2) An impasse that occurs when multiple processes are waiting for an action by or a response from another process that is in a similar wait state.

* Demand paging :-

The transfer of page from secondary memory to main memory storage at the moment of need.
Compare pre-paging.

* Device driver:-

An operating system module that deals directly with a driver or I/O module.

* Direct Access:

The capability to obtain data from a storage device or to enter data into a storage device in a sequence independent of their relative position, by means of address that indicate the physical location of the data.

* Direct Memory Access (DMA):

A form of I/O which a special module, called a DMA module, controls the exchange of data between main memory and I/O device.

The processor sends a request for the transfer of a block of data to the DMA module and is interrupted only after the entire block has been transferred.

* Disable interrupt:

A condition usually created by the operating system, during which the processor will ignore interrupt request signal of a specified class.

* Disk allocation table:

A table that indicates which blocks of secondary storage are free and available for allocation to files.

* Distributed operating system:

A common operating system shared by a network of computers. The distributed operating system provides support for interprocess communication, process migration, mutual exclusion and the prevention or detection of deadlock.

* Dynamic relocation:

A process that assigns here absolute address to a computer program during execution so that the program may be executed from a different area of main storage.

* Enable interrupt:

A condition usually created by the operating system during which the processor will respond to interrupt request signals of a specified

* External fragmentation:

Occurs when memory is divided into variable size partition corresponding to the blocks of data assigned to the memory. As segments are moved into and out of the memory, gaps will be occur between the occupied portions of the memory.

* file:

A set of related records treated as a unit.

* field:

- (1) defined logical data that are part of a record.
- (2) The elementary unit of a record that may contain a data item or data aggregate, a pointer or a link.

* file allocation table (FAT):-

A table that indicates the physical location on secondary storage of the space allocated to a file. There is one file allocation table for each file.

* File management system :-

A set of system software that provides services to users and application in the use of that files including file access, directory maintenance and access control.

* File Organization :-

The file physical order of records in a file, as determined by the access method used to store and retrieve them.

* First in first out (FIFO) :-

A queuing technique in which the next time item to be retrieved is the item that has been in the queue for longest time.

* First come first served (FCFS) :-

Same as FIFO

* Hash file :

A file in which records are accessed according to the values of a key field. Hashing is used to

locate a record on the basis of its key value.

* Hashing :-

The selection of a storage location for an item of data by calculating the address as a function of the contents of the data. This technique complicates the storage allocation function but results in a rapid random interval.

* Hit Ratio :-

In a two-level memory, the fraction of all memory access that are bound in the faster memory.

* Indexed access :

pertaining to the organization and accessing of the records of a storage structure through a separate index to the locations of a stored records.

* Indexed file :

A file in which records are accessed during to the value of key

fields. An index is maintained that indicates the location of each record on the basis of each key value.

* Indexed sequential access:

pertaining to the organization and accessing of the records of a storage structure through an index of the keys that are stored in arbitrarily partitioned sequential files.

* Indexed sequential file:

A file in which records are ordered according to the values of a key field. The main file is supplemented with an index file that contains a partial list of key values; the index provides a lookup capability to quickly search the _____ of a desired record.

* Instruction cycle:

The time period during which an instruction is fetched from memory and executed when a computer is given instructions in machine language.

* Internal fragmentation:-

Occurs when memory is divided into fixed size partitions. If a block of data is assigned to one or more partitions, then there may be wasted space in the last partition. This will occur if the last portion of data is smaller than the last partition.

* Interrupt:-

A suspension of a process such as the execution of computer program, caused by an event external to the process and performed in such a way that the process can be resumed.

* Interrupt handler:-

A routine, generally part of the operating system. When an interrupt occurs, control is transferred into the corresponding interrupt handler which takes some action in response to the condition that caused the interrupt.

* Job :-

A set of computational steps packaged to run as a unit.

* Kernel :-

A portion of the operating system that includes most, heavily used portions of software. Generally, the kernel is maintained permanently in main memory. The kernel runs in a privileged mode and responds to calls from processes and interrupts from device.

* Kernel mode :

A privilege mode of execution reserved for the kernel of the operating system. Typically kernel mode allows access to regions of main memory that are unavailable to processes executing at less-privileged mode, and also enables execution of certain machine instructions. that are restricted in the kernel mode. Also referred as system mode or privilege mode.

* FIFO :-

A queuing technique in which the next item to be retrieved is the item most recently placed in queues.

* live lock :-

A condition in which two or more processes continuously change their state in response to changes in the other processes without doing any useful work. This is similar to deadlock in that no progress is made, but it differs in that neither process is blocked or waiting for anything.

* logical address :-

A reference to a memory location independent of the current assignment of data to memory. A transformation must be made to a physical address before the memory access can be achieved.

* logical record :

A record independent of its physical environment. Portions of one logical record may be located in

different physical record or several logical records on parts of logical records may be located in one physical record.

* Main memory:-

Memory that is 'interrupt' to the computer system, is program addressable and can be loaded into registers for subsequent execution or processing.

* Malicious software:-

Any software designed to cause damage to or use up the resources of a target computer.

malicious software is frequently concealed within or masquerades as legitimate software. In some cases, it spreads its self to other computer via e-mail or infected disks. Types of malicious software include virus, worms and hidden software for launching denial of service attacks.

* Memory cycle time:-

The time it takes to read one word from or write one word to

memory. This is the inverse of the state in which words can be read or written to memory.

* Memory Partitioning :-

The subdividing of storage into independent sections.

* Micro Kernel :-

A small privilege operating system core that provides process scheduling, memory management and communication services and ~~services~~ relies on other processes to perform some of the functions traditionally associated with the operating system kernel.

* Multiprocessing :-

A mode of operation that provides for parallel processing by two or more processor of multiprocessor.

* Multitasking :-

A mode of operations that provides for the interleaved execution of two or more computer programs.

by a single processor. The same as multitasking, using diff. terminology.

* Multiprogramming level:-

The number of processes that are partially or fully resident in main memory.

* Multitasking :-

A mode of operation that provides for the concurrent performance or interleaved execution of two or more computer task. The same as multiprogramming, using diff. terminologies.

* Mutual exclusion :-

A condition in which there is a set of processes, only one of which is able to access a given resource or perform a given function at any time.

* Operating system:

Software that controls the execution of program and that provides services such as resource allocation, scheduling, input / output, control

and data management.

* page :-

In virtual storage, a fixed length block that has a virtual address and that is transferred as a unit between main memory and secondary memory.

* page fault :-

Ocurs when the page containing a referenced word. is not in main memory. This causes an interrupt and requires that the proper page be brought into main memory.

* page frame :-

A fixed size contiguous block of main memory used to hold a page.

* paging :-

The transfer of pages between main memory and secondary memory.

* Physical Address :-

The absolute location of a unit of data in memory (e.g. word or byte in memory block on secondary memory).

* pipe :-

A circular buffer allowing two processes to communicate on the producer - consumer model. Thus, it is a first-in-the-first-out queue, written by one process and read by another. In some systems, the pipe is generalized to allow any item in the queue to be selected for consumption.

* Preemption :-

Reclaiming a resource from a process before the process has finished using it.

* prepaging :-

The retrieval of pages other than the one demanded by a page fault. The hope is that the additional pages will be needed in the

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near future, conserving disk I/O.
conserve demand paging.

* Process :-

A program in execution. A process is controlled and scheduled by a operating system.

* Process Control Block (PCB) :-

The manifestation of Process in an operating system. It is a data structure containing information about the characteristics and state of the process.

* Process Migration :-

The transfer of a sufficient amount of the state of a process from one machine to another for the process to execute on the target machine.

* Process State :-

All the information that operating system needs to manage a process and that the processor

needs to properly execute the process the process state includes that contents of the various processor register. Such as the program counter and data registers, it also includes informations of uses to the operating system, such as the priority of the process and whether the process is waiting for the completion of a particular I/O event. Same as execution content.

* Program Counter (PC):-

Instruction address register.

* Processor:-

In a computer, a functional unit that interprets and executes instruction. A processor consists of at least an instruction control unit and an arithmetic unit.

* Programmed I/O:-

A form of I/O in which the CPU issues one I/O command to an I/O module and must then wait for the operation to be complete before proceeding.

* Real time system:-

An operating system that must schedule and manage real time things.

* Real-time Tasks :-

A tasks that is executed in connection with some process or function or set of events external to the computer system and that must meet one or more deadlines to interact effectively and correctly with the external environment.

* Registers :-

High speed memory internal to the CPU. Some registers are user visible that is available to the programmer via the machine instruction set, other registers are used by the CPU, for control purposes.

* Relative Addressing:-

An address calculated as a displacement from a base address.

* Remote Procedure call (RPC):

A technique by which two programs on different machines interact using procedure call/return syntax and semantics. Both the called and calling program behave as if the partner program were running on the same machine.

* Response Time:-

In a data system, the elapsed time between the end of transmission of an enquiry message and the beginning of the receipt of a response messages, measured at the enquiry terminal.

* round robin:

A scheduling algorithm in which processes are activated in a fixed cyclic order; that is, all processes are in a circular queue. A process that cannot proceed because it is waiting for an event (e.g. termination of a child process or an input/output operation) returns control to the scheduler.

* scheduling :-

To select jobs or task are to be dispatched. In some operating systems, other units of work, such as input output operations may also be scheduled.

* Secondary memory :-

Memory located outside the computer system itself; that is, it cannot be processed directly by the processor, it must first be copied into main memory. Examples include disks and Tapes.

* segment :-

In virtual memory, a block that has a virtual address. The blocks of a program may be unequal length and may even be of dynamic varying lengths.

* Segmentation :-

The division of a program or application into segments as part of virtual memory schemes.

* Semaphore:-

An integer value used for signaling among processes only three operations may be performed on a semaphore, all of which are atomic: initialize, decrement and increment. Depending on the exact definition of the semaphore, the decrement operation may result in the blocking of a process and the increment operation may result in the unblocking of a process. Also known as counting Semaphore and General Semaphore.

* Sequential file:-

A file in which records are ordered according to the values of one or more key fields and processed in the same sequence from the begining of the file.

* Session:-

A collection of one or more processes that represents single interactive user application on operating system function. All keyboard and mouse input is directed to the keyboard.

foreground session is directed to the display screen.

* shell :-

The portion of the operating system that interprets interactive user commands and job control language commands. It functions as an interface between the user and the operating system.

* stack :-

An ordered list in which items are appended to and deleted from the same end of the list known as top. That is the next item appended to the list is put on the top and the next item to be removed from the list is the item that has been in the list the shortest time. This method is characterized as last in first out.

A condition in which a process is retained indefinitely delayed because other processes are always given preference.

* Strong Semaphore :-

A Semaphore in which all processes waiting on the same Semaphore are queued in and will eventually be processed in the same order as they executed the wait (P) operations ("FIFO" order).

* Swapping :-

A process that interchanges the contents of an area of Main storage with the contents of an area in Secondary memory.

* Symmetric Multiprocessing (SMP) :-

A form of multiprocessor that allows the operating system to execute on any available processor or on several available processor simultaneously.

* Synchronous operations :-

An operation that occurs regularly or predictably with respect to occurrence of specified event in another process, for example, the calling of an input / output.

routine that receives control at a pre-coded location in a computer program.

* Synchronization :-

Situation in which two or more processes co-ordinate their activities based on a condition.

* System bus :-

A bus used to interconnect major computer components.
(CPU, Memory, I/O).

* Task :-

Same as process.

* Thrashing :-

A phenomenon is virtual memory schemes, in which the processor spends most of its time swapping pieces rather than executing instructions.

* Thread :-

A dispatchable unit of work.
It includes a processor context (which include the program counter and stack pointers) and its own data area for stack (to enable subroutine branching).

A thread executes sequentially and is interruptible so that the processor can turn to another thread. A process may contains one or more thread.

* Thread switch :-

The act of switching processor control from one thread to another within the same process.

* Time sharing :-

The concurrent use of a device by a number of users.

* Time slice :-

The maximum amount of time that a process can execute before being interrupted.

* Time slicing :-

A model of an operation on which two or more processes are assigned quarter of time on the same processor.

* Trace :-

A sequence of instructions that are executed when a process is running.

* Trap :-

An unprogrammed conditional jump to a specified address that is automatically activated by the hardware; the location from which the jump was made is recorded.

* Trap :-

A secret undocumented routine embedded within a useful program. Execution of a program results in execution of the secret routine.

* Trojan door :-

Point into a program, used to grant access without normal methods of access authentication.

* Trojan horse :-

Secret undocumented routine embedded within a useful program. Execution of the program results in execution of secret routine.

* User mode :-

The least privileged mode of execution, contains regions of main memory and certain machine instructions cannot be used in this mode.

* Virtual Address :-

The address of a storage location in virtual memory.

* Virtual memory :-

The storage space that may be regarded as addressable main storage by the user of computer system in which virtual address are mapped into real addresses. The size of virtual storage is limited by the addressing scheme of the computer system and by the amount of secondary memory available and not by the actual number of main storage locations.

* Virus :-

Secret undocumented routine embedded with in useful program. Execution of the program results in execution of the secret routine.

* Weak Semaphore :-

A Semaphore in which all processes waiting on the same semaphore processed in an unspecified order (i.e. the order is unknown or intermediate).

* Word :-

An ordered set of bytes or bits, that is the normal unit of which informations may be stored, transmitted or operated on within a given computer. Typically it a processor has a fixed length instruction set, then the instruction length is equals the word length.

* Working set :-

For a process at virtual time $t, w(t, \Delta)$ is the set of pages of that process that have been referenced in the last Δ time units.

* worm:-

Program that can travel from Computer to computer across network connections. May contain a virus or bacteria.

* File allocation Table (FAT):-

A table that indicates the physical location on Secondary storage of the space allocated to a file.

There is one file allocation table for each file.

* file management system:-

A set of system software that provides services to user and application in the use of files, including file access, directory maintenance and access's control.

* Encryption :-

The conversion of main text or data into unintelligible form by means of irreversible mathematical computation.

* Multilevel Security :-

A capability that enforce access control across multiple levels of classification of data.

* Object Request Broker :-

An entity in an object oriented system acts as an intermediary for requests sent from a client to server.

* Priority inversion :-

A circumstance in which the operating system forces a higher priority task to wait for lower priority tasks.

* Process descriptor :-

Same as process control block (PCB).

* Process Image :-

All of the ingredients of a process, including program, data, stack and process control block.

* Server :-

(1) A process that responds to request from clients via message.

(2) In a network, a data station that provides func facilities to other station.

for eg. a file server, a print server or main server etc.

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Bunker's Algorithm

Process	Allocation			max : Available	(work)	(max - current) Need
	A	B	C			
P ₀	0	1	0	7 5 3	3 3	2
P ₁	2	0	0	3 2 2		
P ₂	3	0	2	9 0 2		
P ₃	2	1	1	2 2 2		
P ₄	0	0	2	4 3 3		

→ Process Allocation Max Available Need. (max - allocation)

Process	A	B	C	Allocation	Max	Available	Need	A	B	C
P ₀	0	1	0	7 5 3	3 3	2	0 7 4 3	0 7	4	3
P ₁	2	0	0	3 2 2				1 2	2	2
P ₂	3	0	2	9 0 2				6 0	0	0
P ₃	2	1	1	2 2 2				0 1	1	1
P ₄	0	0	2	4 3 3				4 3	1	1

⇒ need < work \Rightarrow work = work + allocation

$$P_0: 743 \leq 332 \leftarrow \times \text{ condition fails}$$

$$P_1: 722 \leq 332 \quad \begin{matrix} \text{Condition true} \\ w = \text{work} + \text{allocation} \\ = 332 + 200 \\ = 532 \end{matrix}$$

P₂ Need ≤ work

$$600 \leq 532$$

condition false

P₃ Need ≤ work

$$011 \leq 532$$

condition true

w = work + allocation

$$= 532 + 211$$

$$= 743$$

→ P₄ Need ≤ work $\Rightarrow w = w + \text{allocation}$

$$431 \leq 743$$

$$= 743 + 002$$

$$= 745$$

→ P₀ Need ≤ work $\Rightarrow \text{work} = w + \text{allocation}$

$$743 \leq 745$$

$$= 745 + 010$$

$$= 755$$

→ P₂ Need ≤ work $\Rightarrow \text{work} = w + \text{allocation}$

$$600 \leq 755$$

$$= 755 + 302$$

$$= 1057$$

Safe sequence is $\{P_1, P_3, P_4, P_0, P_2\}$

* FIFO

7, 0, 1, 2, 0, 3, 0, 4, 2, 3, 0, 3, 1, 0, 3, 2, 1, 2, 0, 1,
7, 0, 1

7	0	1	2	0	3	0	4	2	3	0	3	0	3	2
7	7	7	2		2	2	4	4	4	4	4	0		
	0	0	0		3	3	3	2	2	2	2			
	1	1		1	0	0	0	0	3	3	3			

7	2	0	1	7	0	7								
0	0			7	7	7								
1	1			1	0	0								
3	2			2	2	1								

page fault = 15 no of frames = 3

* LRU

7, 0, 1, 2, 0, 3, 0, 4, 2, 3, 0, 3, 2, 1, 2, 0, 1, 7, 0, 1

7	0	1	2	0	3	0	4	2	3	0	3	0		
7	7	7	2		2		4	4	4	4	4	0		
	0	0	0		0		0	0	3	3	3	3		
	1	1		3		3	2	2	2	2	2			

3	2	7	2	0	1	7	0	1						
	1			1		1								
	3			0		0								
	2			2		7								

no of frames = 3
page fault = 12

* optimal

7, 0, 1, 2, 0, 3, 0, 4, 2, 3, 0, 3, 2, 1, 2, 0, 7, 0, 1

7	0	1	2	0	3	0	4	2	3	0
7	7	7	2	3	2	3	2	5	4	2
0	0	0	0	3	0	3	4	0	0	0
	1	1	0	0	3	1	3	0	1	3

3	0	3	2	1	2	0	1	7	0	1
				2				7		
				0				0		
				1				1		

no of frames = 3

page fault = 9

* FIFO

7, 3, 0, 3, 5, 6, 3

7	3	0	3	5	6	3
1	1	1	5	5	5	
	3	3	3	6	6	6
	0	0	0	0	0	3

page fault = 6

no of frame = 3

* Optional

7, 0, 1, 2, 0, 3, 0, 4, 2, 3, 0, 3, 2, 3

7	0	1	2	0	3	0	4	2	3	3	0
7	7	7	7		3		3				
0	0	0			0		0				
		1	1			1	4				
			2		2		2				
3	2	3									

Page fault = 6

no of frames = 4