



Sardar Patel Institute of Technology
Bhavan's Campus, Munshi Nagar, Andheri (West), Mumbai-400058-India
(Autonomous College Affiliated to University of Mumbai)

End Semester Examination Synoptic

April/May 2018

Max. Marks: 100

Class: SE

Course Code: CE43/IT44

Name of the Course: (Synoptic) Operating System

Duration: 3 Hours

Semester: IV

Branch: Computer/IT

Question No.		Max. Marks																		
Q.1 (a)	<p>Explain fork and exec system calls with example program along with the expected output of the program.</p> <p>fork system call explanation- 1 mark 2 marks for sample program 1 marks for the explanation of correct output</p> <p>exec system call explanation - 1 mark 1 marks for sample program 1 marks for the explanation of correct output</p>	06																		
Q.1 (b)	<p>Differentiate between monolithic and microkernel architectures (2 distinct points only) along with neat diagram.</p> <p>any two differences- 1 mark each so total 2 marks 1 mark for diagram of each of the architecture- 2 marks separation of user space and kernel space components should be shown clearly- otherwise no marks will be awarded</p>	04																		
Q.2 (a)	<p>For the process parameters in the table below, find average waiting time and average turnaround time for FCFS and preemptive SJF scheduling algorithm. Ties in preemptive SJF is broken by the Process ids, process containing lower id is executed first.</p> <table><tr><th>Process</th><th>Arrival Time</th><th>Burst Time</th></tr><tr><td>P1</td><td>0</td><td>6</td></tr><tr><td>P2</td><td>1</td><td>4</td></tr><tr><td>P3</td><td>3</td><td>5</td></tr></table> <p>Correct Gantt chart of both algorithms:-1 mark each , so total 2 marks Turnaround time and waiting time for each process ½ mark and average waiting time and average ta time ½ mark so for each algorithm there will be 4 marks. Total 2 algorithms so 8 marks.</p> <p>FCFS Gantt chart:-</p> <table><tr><td>P1</td><td>P2</td><td>P3</td></tr><tr><td>6</td><td>10</td><td>15</td></tr></table> <p>Waiting time for P1 = 0 Waiting time for P2 = 5 Waiting time for P3 = 7 Average waiting time = $12/3=4$</p> <p>Tat for P1= 6</p>	Process	Arrival Time	Burst Time	P1	0	6	P2	1	4	P3	3	5	P1	P2	P3	6	10	15	10
Process	Arrival Time	Burst Time																		
P1	0	6																		
P2	1	4																		
P3	3	5																		
P1	P2	P3																		
6	10	15																		

Waiting time for P2 = 0
 Waiting time for P3 = 0
 Waiting time for P4 = 16
 Waiting time for P5 = 9

Average waiting time = $27/5 = 5.4$ ms
 Non- Preemptive Priority will have maximum throughput

Q.2 (b) Explain multithreading models with respect to user and kernel level threads.
 there are three models- many to one, one to one and many to many, listing -1 mark
 1 mark each for the explanation of models - 3 marks

Q.2 (c) Compare long term scheduler, short term scheduler and medium term scheduler with respect to the following points:
 A. Selection of processes
 B. Frequency of execution
 1 mark for each point, there are two points given- 2 marks * 3 = 6 marks

Q.3 (a) Consider the following state of a system and answer the following questions:

Resource type	Total instances
A	13
B	9
C	8

Processes	Allocation			Max		
	A	B	C	A	B	C
P0	3	0	1	10	7	4
P1	1	2	0	8	5	3
P2	2	1	3	6	3	4
P3	0	3	0	9	6	3
P4	1	1	2	7	4	5

A. Find Available vector.
 B. Find need matrix.
 C. State whether the system is in safe state or not. If yes, find any one possible safe sequence.
 Initial available vector – 2 marks
 Need matrix- 2 marks
 Work vector shown at each step – 5 marks
 Writing correct safe sequence :- 1 marks (There are more than one safe sequences so any one can be accepted)

Available vector:-

A	B	C
6	2	2

Need matrix

Process	A	B	C
P0	7	7	3
P1	7	3	3
P2	4	2	1
P3	9	3	3
P4	6	3	3

Safe Sequence can be P2,P1,P3,P4,P0 or P2,P4,P1,P3,P0

Q.3 (b)	<p>Describe deadlock detection algorithm for multiple instances of a Resource type.[Example not required.] description of data structures used in the algorithm- 2 marks correct algorithm description - 3 marks if algorithm's logic is correct then only full marks will be given otherwise 0.5 marks will be deducted for each mistake.</p> <p>OR</p> <p>Explain compare and swap construct to solve critical section problem with example (pseudo code). Explanation- 2 marks Correct Pseudo code with no logical errors- 3 marks</p>	05
Q.3 (c)	<p>State readers' writers' problem. Solve by writing pseudo code and explain the readers' writers' problem solution using Semaphores. problem definition- 2 marks 4 marks for reader's process 4 marks for writer's process Description of each process should include the semaphores used and the purpose of each of the semaphores.it should also include the description of each of the processes logic.</p> <p>OR</p> <p>State producer consumer problem. Solve by writing pseudo code and explain the producer consumer problem solution using Semaphores. Use 3 semaphores viz. empty counting semaphore initialized to 5, full counting semaphore initialized to 0 and mutex semaphore initialized to 1. problem definition- 2 marks 4 marks for producer's process 4 marks for consumer's process Description of each process should include the semaphores used and the purpose of each of the semaphores.it should also include the description of each of the processes logic.</p>	10
Q.4 (a)	<p>On a simple paged system, associative registers hold the most active page entries and the full page table is stored in the main memory. If references satisfied by associative registers take 100 ns, and references through the main memory page table take 180 ns, what must be the hit ratio to achieve an effective access time of 125 ns? 2 marks for formula- $EAT = (1-p) \cdot m_a + p \cdot p_{ft}$ page fault service time $125 = (1-p) \cdot 180 + p \cdot 100$ - 2 marks for substituting correct values at correct places 1 mark for answer $\therefore p = 0.6875$</p> <p>OR</p> <p>On a simple paging system with 2^{24} bytes of physical memory, 256 pages of logical address space, and a page size of 2^{10} bytes, answer the following: A. How many entries are needed to store an entry in the page table (how wide is the each page table entry)? Assume each page table entry contains a valid/invalid bit in addition to the page frame number (valid or invalid bit plus the page frame number). B. How many bits are there in a logical address? A. 2.5 marks for correct answer $2^{24} / 2^{10} = 2^{14}$ frames \Rightarrow 14 bits are there for frame number and 1 bit for valid/invalid bit. B. 2.5 marks for correct answer $10 (\text{offset}) + 8 (\text{page number}) = 18$</p>	05
Q.4 (b)	<p>Consider the following reference.string: a, b, c, d, c, a, d, b, e, b, a, b, c, d and the size of the frame be 4. Calculate total number of page faults and hit ratio using optimal page replacement policy. 3 marks for demonstrating optimal policy 1 mark for total page faults 1 mark for hit ratio</p>	05

Time Req Page frames	1	2	3	4	5	6	7	8	9	10	11	12	13	14
a	a	b	c	d	c	a	d	b	e	b	a	b	c	d
0	a	a	a	a	a	a	a	a	a	e	e	e	e	d
1	b	b	b	b	b	b	b	b	b	b	a	a	a	a
2	c	c	c	c	c	c	c	c	c	c	c	b	b	b
3	d	d	d	d	d	d	d	d	e	d	d	d	c	c
FAULTS	x	x	x	x					x					x

Q.4 (c) What is demand paging? What are the six steps in handling a page fault. Explain with diagram.
Demand paging explanation- 2 marks
Six steps- 6 marks
Diagram showing correct execution of six steps- 2 marks

10

Q.5 (a) On a disk with 1000 cylinders, numbered 0 to 999, compute the number of tracks the disk arm must move to satisfy all the requests in the disk queue. Assume the last serviced was at track 345 and the head is moving towards track 0. The queue in FIFO order contains requests for the following tracks: 123, 874, 692, 475, 105, 376. Perform the computation for the following scheduling algorithms:
A. SCAN
B. SSTF
1 Mark for diagram, $\frac{1}{2}$ for each request calculation so for 6 request 3 marks, total head movement: 1 mark.
So for each algorithm – 5 marks total. So $5 \times 2 = 10$
A. SCAN –
345 \rightarrow 123 = 222
123 \rightarrow 105 = 18
105 \rightarrow 0 = 105
0 \rightarrow 376 = 376
376 \rightarrow 475 = 99
475 \rightarrow 692 = 217
692 \rightarrow 874 = 182
So, total head movement is 1219 tracks
B. SSTF
345 \rightarrow 376 = 31
376 \rightarrow 475 = 99
475 \rightarrow 692 = 217
692 \rightarrow 874 = 182
874 \rightarrow 123 = 751
123 \rightarrow 105 = 18
So, total head movement is 1298 tracks

10

Q.5 (b) Compare all file allocation methods with respect to the following points:

1. External fragmentation

2. Access time

3. Suitable for which file access methods

Listing of file allocation methods: 1 mark

Each valid differentiating point carries 1 mark, so 3 differences each implies $3 \times 3 = 9$ marks

OR

Explain seven features of NTFS. Draw NTFS volume layout and explain the files in the region of system files of NTFS layout.

7 marks for 7 features of NTFS

1 mark for diagram of NTFS layout

10

	2 marks for files in system files region	
Q.5 (c)	<p>Draw the diagram of Linux Virtual File System(VFS) concept. List the primary object types in VFS.</p> <p>Explain any one of them.</p> <p>Diagram- 1 marks</p> <p>Listing of primary object types- 1 marks</p> <p>Explanation of any one object – 3 marks</p>	05