

QUESTION # 1

Consider the following example of a system.

PID	Allocation			Max			Available (Work)			Need (Max Allocation)		
	A	B	C	A	B	C	A	B	C	A	B	C
P ₀	0	1	1	8	5	3	4	4	2	8	4	2
P ₁	2	1	3	4	2	2	6	5	5	2	1	-1
P ₂	3	0	3	9	0	4	4	5	8	6	0	1
P ₃	2	1	3	3	2	3	11	6	11	1	1	0
P ₄	1	1	3	5	3	3	12	7	14	4	2	0
							12	8	15			

① Make Need matrix.

$$\therefore \text{Need}_{\text{res}} = \text{Max}_{\text{res}} - \text{Allocation}_{\text{res}}$$

(i) Check whether the system is in safe or unsafe state, using banker's algorithm (safety algorithm).

① Make need matrix.

$$\therefore \text{Need}_{\text{res}} = \text{Max}_{\text{res}} - \text{Allocation}_{\text{res}}$$

$$\text{For } P_0 \Rightarrow (8, 5, 3) - (0, 1, 1) = (8, 4, 2)$$

$$\text{For } P_1 \Rightarrow (4, 2, 2) - (2, 1, 3) = (2, 1, -1)$$

$$\text{For } P_2 \Rightarrow (9, 0, 4) - (3, 0, 3) = (6, 0, 1)$$

$$\text{For } P_3 \Rightarrow (3, 2, 3) - (2, 1, 3) = (1, 1, 0)$$

$$\text{For } P_4 \Rightarrow (5, 3, 3) - (1, 1, 3) = (4, 2, 0)$$

② if $Need_{res} \leq Available_{res}$

$$Available_{res} = Available_{res} + Allocation_{res}$$

$$\text{For } P_0 \Rightarrow (8, 4, 2) \leq (4, 4, 2) \Rightarrow \text{False.}$$

$$\text{For } P_1 \Rightarrow (2, 1, -1) \leq (4, 4, 2) \Rightarrow \text{True.}$$

$$(4, 4, 2) + (2, 1, 3) = (6, 5, 5)$$

$$\text{For } P_2 \Rightarrow (6, 0, 1) \leq (6, 5, 5) \Rightarrow \text{True.}$$

$$(6, 5, 5) + (3, 0, 3) = (9, 5, 8)$$

$$\text{For } P_3 \Rightarrow (1, 1, 0) \leq (9, 5, 8) \Rightarrow \text{True.}$$

$$(9, 5, 8) + (2, 1, 3) = (11, 6, 11)$$

$$\text{For } P_4 \Rightarrow (4, 2, 0) \leq (11, 6, 11) \Rightarrow \text{True.}$$

$$(11, 6, 11) + (1, 1, 3) = (12, 7, 14)$$

$$\text{For } P_0 \Rightarrow (8, 4, 2) \leq (12, 7, 14) \Rightarrow \text{True.}$$

$$(12, 7, 14) + (0, 1, 1) = (12, 8, 15)$$

The system is in safe state.

(ii) Determine the sequence, if it is in safe state
Safe Sequence

P_1, P_2, P_3, P_4, P_0 .

(iii) If P_1 requests $(2, 0, 2)$, determine, if it can be safely granted immediately (resource request algorithm)?

PID	Allocation			Max			Available (Work)			Need (Max Allocation)		
	A	B	C	A	B	C	A	B	C	A	B	C
P ₀	0	1	1	8	5	3	4	2	2	8	4	2
P ₁	2	1	3	4	2	2				2	1	-1
P ₂	3	0	3	9	0	4				6	0	1
P ₃	2	1	3	3	2	3				1	1	0
P ₄	1	1	3	5	3	3				4	2	0

P₁ → R(^A2, ^B0, ^C2).

① Request_{res} ≤ Need_{res}.
 (2, 0, 2) ≤ (2, 1, -1) False.

The requested resources cannot be granted immediately

QUESTION # 2

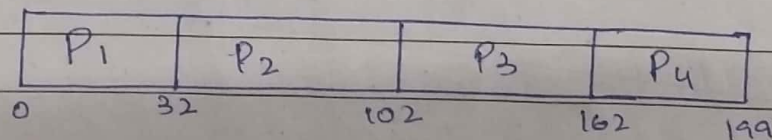
Considering the given table, draw a Gantt Chart and calculate CT, WT, TAT, ATAT, AWT, and average throughput using FCFS, SJF, SRTF and Round Robin ($Q_t=4$) CPU Scheduling Algorithm.

PID	Arrival Time	Burst Time
P ₁	0	32
P ₂	3	70
P ₃	5	60
P ₄	7	37

1. FIRST COME FIRST SERVE - FCFS

PID	Arrival Time	Burst Time	Completion Time	Turn Around Time	Waiting Time
	AT	BT	CT	TAT	WT
P ₁	0	32	32	32	0
P ₂	3	70	102	99	29
P ₃	5	60	162	157	97
P ₄	7	37	199	192	155

Gantt Chart:



Calculate Completion Time $\Rightarrow CT = \text{Finish time of last process} + \text{Burst time}$

Calculate Turn Around Time $\Rightarrow TAT = CT + AT$

Calculate Waiting Time $\Rightarrow WT = TAT - BT$

Calculate Average Turn Around Time.

$$A TAT = \frac{\sum TAT}{\sum P} = \frac{32 + 99 + 157 + 192}{4} = \frac{480}{4}$$

$$ATAT = 120$$

Calculate Average Waiting Time.

$$A WT = \frac{\sum WT}{\sum P} = \frac{0 + 29 + 97 + 155}{4} = \frac{281}{4} = 70.25$$

$$\therefore [AWT = 70.25]$$

Calculate Throughput \Rightarrow Throughput = $\frac{\sum P}{\text{Max CT} - \text{Min AT}}$

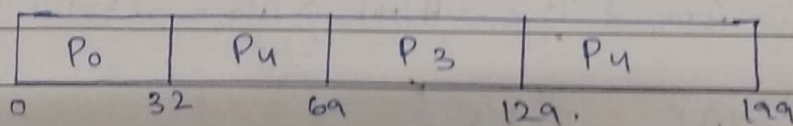
$$\text{Throughput} = \frac{4}{199 - 0} = \frac{4}{199}$$

$$[\text{Throughput} = 0.0201 \text{ or } 2.01\%]$$

2. SHORTEST JOB FIRST - SJF

P ID	Arrival Time	Burst Time	Completion Time	Turn Around Time	Waiting Time
	AT	BT	CT	TAT	WT
P ₁	0	32	32	32	0
P ₂	3	70	199	196	126
P ₃	5	60	129	124	64
P ₄	7	37	69	62	25

Gantt Chart:



Calculate Completion time \Rightarrow CT

Calculate Turn Around time \Rightarrow TAT = CT - AT

Calculate Waiting Time \Rightarrow WT = TAT - BT.

$$\text{Average Turn Around Time} \Rightarrow ATAT = \frac{\sum TAT}{\sum P} = \frac{32 + 196 + 124 + 62}{4}$$

$$ATAT = \frac{414}{4} = 103.5$$

Calculate Average Waiting Time $\Rightarrow AWT = \frac{\sum WT}{\sum P} = \frac{0+126+64+25}{4}$

$$AWT = 53.75$$

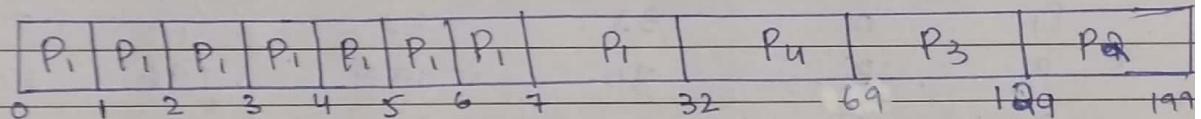
$$\text{Throughput} = \frac{\sum P}{\text{Max CT} - \text{Min AT}} = \frac{4}{199 - 0} = \frac{4}{199}$$

$$\text{Throughput} = 0.0201 \text{ or } 2.01\%$$

3. SHORTEST REMAINING JOB FIRST - SRJF

PID	Arrival Time	Burst Time	Completion Time	Turn Around Time	Waiting Time
	AT	BT	CT	TAT	WT
P ₁	0	32	32	32	0
P ₂	3	70	199	196	126
P ₃	5	60	129	124	64
P ₄	7	37	69	62	25

Gantt Chart:



Calculate Completion time $\Rightarrow CT$

Calculate Turn Around Time $\Rightarrow TAT = CT - AT$

Calculate Waiting Time $\Rightarrow WT = TAT - BT$

Average Turn Around Time $\Rightarrow ATAT = \frac{\sum TAT}{\sum P} = \frac{32+196+124+62}{4}$

$$ATAT = 103.5$$

Average Waiting Time $\Rightarrow AWT = \frac{\sum WT}{\sum P} = \frac{0+126+64+25}{4}$

$$ATAT = 53.75$$

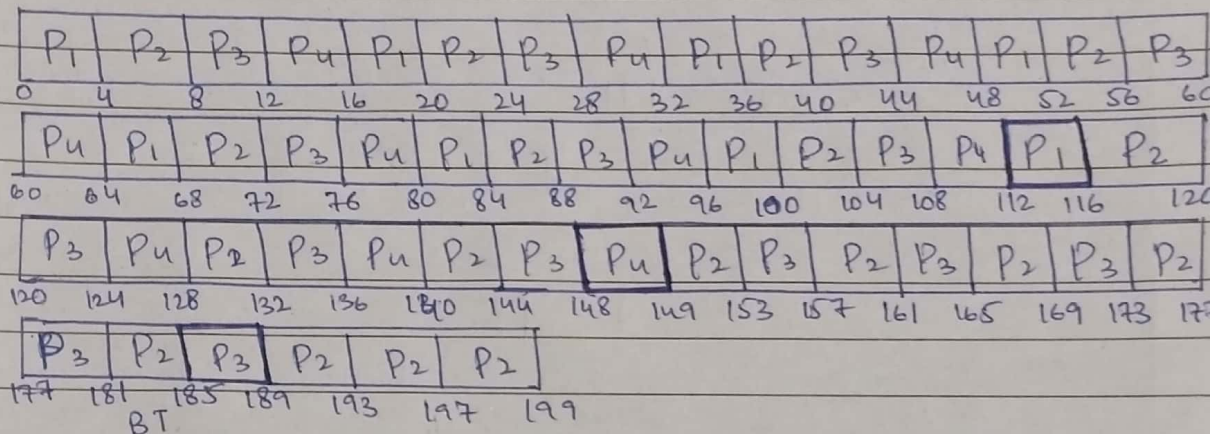
Throughput $= \frac{\sum P}{\text{Max CT} - \text{Min AT}} \Rightarrow \frac{4}{199 - 0}$

$$\text{Throughput} = 0.0201 \text{ or } 2.01\%$$

4. **ROUND ROBIN - RR**Time Quantum = $QT = 4$.

PID	Arrival Time	Burst Time	Completion Time	Turn Around Time	Waiting Time
	AT	BT	CT	TAT	WT
P ₁	0	32	116	116	84
P ₂	3	70	199	196	126
P ₃	5	60	189	184	124
P ₄	7	37	149	142	105

Gantt chart:

P₁ 32 28 24 20 16 12 8 4 0P₂ 70 66 62 58 54 50 46 42 38 34 30 26 22 18 14 10 6 2 0P₃ 60 56 52 48 44 40 36 32 28 24 20 16 12 8 4 0P₄ 37 33 29 25 21 17 13 9 5 1 0Calculate Completion time through Gantt Chart $\Rightarrow CT$ Calculate Turn Around time $\Rightarrow TAT = CT - AT$ Calculate Waiting time $\Rightarrow WT = TAT - BT$ Average Turn Around Time $\Rightarrow ATAT = \frac{\sum TAT}{\sum P} = \frac{116 + 196 + 184 + 142}{4}$ **ATAT = 159.5**

$$\text{Average Waiting Time} \Rightarrow AWT = \frac{\sum WT}{\sum P} = \frac{84 + 126 + 124 + 105}{4}$$

$$AWT = 109.75$$

$$\text{Throughput} = \frac{\sum P}{\text{Max CT} - \text{Min AT}} = \frac{4}{199 - 0} = \frac{4}{199}$$

$$\text{Throughput} = 0.0201 \text{ or } 2.01\%$$