

Name - Vishal Yadav

Roll No - 2301010258

Assignment - 04

OPERATING SYSTEM

Ques 6 Distributed Deadlock detection

Given

$S_1 \quad P_1 \rightarrow P_2, P_2 \rightarrow P_3, P_3 \rightarrow P_4$ local

$S_2 \quad P_2 \rightarrow P_5, P_5 \rightarrow P_6$ local

$S_3 \quad P_6 \rightarrow P_1$ global

a) Combine fragments into the global wait for graph

From all sites, the combined edges are - $P_1 \rightarrow P_2, P_3 \rightarrow P_4, P_2 \rightarrow P_5, P_5 \rightarrow P_6, P_6 \rightarrow P_1$

So, global wait for graph is

$P_1 \rightarrow P_2 \rightarrow P_5 \rightarrow P_6 \rightarrow P_1$ and $P_3 \rightarrow P_4 \rightarrow P_6 \rightarrow P_1$

b) Detect if a deadlock exists

Yes

~~cycle detected~~ $P_1 \rightarrow P_2 \rightarrow P_5 \rightarrow P_6 \rightarrow P_1$

thus, processes P_1, P_2, P_5 , & P_6 are involved

c) Distributed algorithm

use, the chandy - missa haas (CMH) algorithm for distributed - deadlock detection

- Each site sends probe message (initiator, Sender receiver)

- If a probe returns to the Initiator, a deadlock is detected
- this algorithm works efficiently without requiring a global co-ordinator

⑦ Distributed file system

Given -

- local access time = 5ms
- Remote access time = 25ms
- Probability of being remote = 0.3

a) expected file access time

$$E(T) = (1 - 0.3)(5) + (0.3)(25)$$

$$= 0.7(5) + 0.3(25)$$

$$= 3.5 + 7.5 \Rightarrow 11 \text{ ms}$$

b) Caching strategy - use client side caching with least Recently used (LRU) Replacement

- Frequent accessed remote files are cached locally
- Reduce remote access frequency, lowering avg access-time
- LRU ensures cache freshness and avoid stale data build up

returns to the initiator, a dealock
efficiently without requiring
a full recovery. (10)

⑧ Given - period of 1 sec & 1000 ms RPO
Full checkpoint = 200 ms
Incremental checkpoint = 50 ms
must recover within 1 sec (1000 ms RPO)
Total operations window = 10 sec

a) optimal min
To minimize overhead while ensuring quick
recovery

- Take 1 full checkpoint every 10 sec

- Incremental checkpoints every 2 seconds

That gives

- 1 full checkpoint = 200 ms

- 4 incremental checkpoints = $4 \times 50 = 200$ ms

- Total overhead = 400 ms in 10 sec (40%)

process based on a span of 200 ms

b) Explanation

incremental checkpoints save only unchanged state
reducing data volume to transmit

combining full - incremental ensures faster recovery

(restores last full + few P incremental)

of global, local, partial, modified, and
unmodified data & pointers have to

process both incoming transaction and
operations

Q) a) Scheduling challenges & load balancing algorithm

Challenges -

- uneven global traffic (eg. flash sales in one region)
- latency due to geographical distribution
- Dynamic scaling under sudden demand

b) Fault tolerance strategy - use Active-Active

Replication across regions with:

- Data replication (synchronous/ asynchronous) for redundancy
- Failover mechanism via global DNS routing
- Regular checkpoints

Ans 1

A race condition occurs when two or more entities try to change a shared resource simultaneously, leading to unpredictable results.

eg. (real world) - Two people editing the same document at once - one saves changes while the other overwrites them

Ans Drawback - Process must request all resource at once before execution begins, leading to resources underutilization & reduced concurrency since some resources remain idle for long periods