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### Assignment - 01

Ans 1 Because OS provides essential services that hardware alone cannot like process scheduling, memory management, I/O handling, security & user interface. Even with advanced hardware, an OS is needed to manage resources efficiently & make the system OS able by applications &

Ans 2 A real time operating system (RTOS) is most suitable because it provides fast & predictable response to time-critical events like heart rate monitoring. Reliability, low power usage & quick task switching are crucial in health devices.

Ans 3 I would avoid 2 layered kernel because the strict layer hierarchy increases overhead (each request passes through multiple layers) which reduces performance for performance critical environment.

Ans 4 Rule - OS structure affects performance, security, scalability & maintainability e.g. a monolithic OS may be faster but harder to maintain.

while a micro kernel is more modular and secure but slightly slower

Ans D PCB stores process state, program counter, CPU register memory info etc by checking PCB value, we can detect if registers or process states were incorrectly passed or dies during context switching

ii) Context switching saving the current process state (register, program counter etc) into its PCB & load the state of next process from its PCB, switching CPU control to the next process

iii) Use a non-blocking asynchronous system call, because the process can continue execution without waiting for I/O, To finish improving performance and responsiveness

Ans E Given 4 interrupt handlers below  
Save state 2ms  
Load state 3ms  
Schedule overhead 1ms

a) Total Context Switching time = Save time + Load time + Schedule overhead  
 $= 2 + 3 + 1 = 6 \text{ ms}$

context switching introduces overhead since CPU spend time switching instead of executing user process

- If switching takes too long or happens too frequently (CPU efficiency) decreases
- In this case, 6 ms is small compared to execution times, so the system can still multitask efficiently. But with many processor, frequent switching will reduce throughput

Ans

Thread efficiency check

$$(21-11) \text{ ms} / (1-5) \text{ ms} = (2-0) / 9 - 1 / 4.5$$

( $\rightarrow$  Total time) in single-threaded = 40 sec  
 $\Rightarrow$  8 threads per process (ideal conditions)

a) execution time (with 8 thread) =  $\frac{40}{8} = 5 \text{ sec}$

b) multithreading divides a process into smaller task that runs in parallel

- It reduces execution time by utilizing multiple CPU cores

- improves CPU utilization, responsiveness & throughput