

Homework4

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7.3

a.

		A	B	C	D
Need	P ₀	0	0	0	0
	P ₁	0	7	5	0
	P ₂	1	0	0	2
	P ₃	0	6	4	2

b.

yes. P₀ runs and returns all the allocated resources and p₂. Then Available becomes 2 8 8 6, then p₁ and p₃ could finish.

c.

It could. Then the order of execution is p₀ p₂ p₃ p₁

7.7

Starvation is a difficult topic to define as it may mean different things for different systems. For the purposes of this question, we will define starvation as the situation whereby a process must wait beyond a reasonable period of time—perhaps indefinitely—before receiving a requested resource. One way of detecting starvation would be to first identify a period of time— T —that is considered unreasonable. When a process requests a resource, a timer is started. If the elapsed time exceeds T , then the process is considered to be starved. One strategy for dealing with starvation would be to adopt a policy where resources are assigned only to the process that has been waiting the longest. For example, if process P_a has been waiting longer for resource X than process P_b , the request from process P_b would be deferred until process P_a 's request has been satisfied.

We could define a max allowed time for every process. Timer starts when a process starts, when it reaches a certain amount of time, it means that process is starving.

7.17

We could always find a way out in this system. Because in the worst case, each process has 1 resource and the system still has 1 left. No matter the left 1 is allocated to which process, this process could finish and return its 2 resources. Then other 2 processes could finish

8.9

Internal fragmentation is the difference between memory allocated to a process and the memory requested by process – unused memory that is internal to a partition.

External fragmentation exists when there is enough total space to satisfy a request by the that space is not contiguous, storage is fragmented into a large number of small holes – free memory external to partitions.

8.11

First fit:

115 KB allocated to 300 KB partition
500 KB allocated to 600 KB partition
358 KB allocated to 750 KB partition
200 KB allocated to 350 KB partition
375 KB need to wait former one finishing

Best fit

115 KB allocated to 125 KB partition
500 KB allocated to 600 KB partition
358 KB allocated to 750 KB partition
200 KB allocated to 200 KB partition
375 KB need to wait former one finishing

Worst fit

115 KB allocated to 750 KB partition

500 KB allocated to 600 KB partition

358 KB need to wait former one finishing

In this case both Best fit and first fit could allocate 4 process in the sequence without pause, more efficient than worst fit.

Internal fragmentation of best fit = $10 + 100 + 392 = 502$

Internal fragmentation of first fit = $185 + 100 + 392 + 150 > 502$, in terms of internal fragmentation, best fit is better than first fit.

8.13

A.B external fragmentation and internal fragmentation

Contiguous memory allocation could not eliminate external fragmentation, that is the reason of introducing segmentation and paging, because they could allow logical address space of the processes to be noncontiguous. There is also possibility that external fragmentation occurs in pure segmentation because that each segment in a process is contiguous in physical memory.

Pure paging doesn't suffer from external fragmentation, but suffers from internal fragmentation if a page is not used completely in a process, because the granularity is a page size.

C. Share code:

Contiguous memory allocation doesn't allow code share because memory segment is not broken into non-contiguous part. Segmentation and paging allow it because common code and distinct data segments could be in different segments.

8.23

a. logical addr: $\log(256) + \log(4K) = 8 + 12 = 20$

b. physical addr: $\log(64) + \log(4K) = 18$

8.25

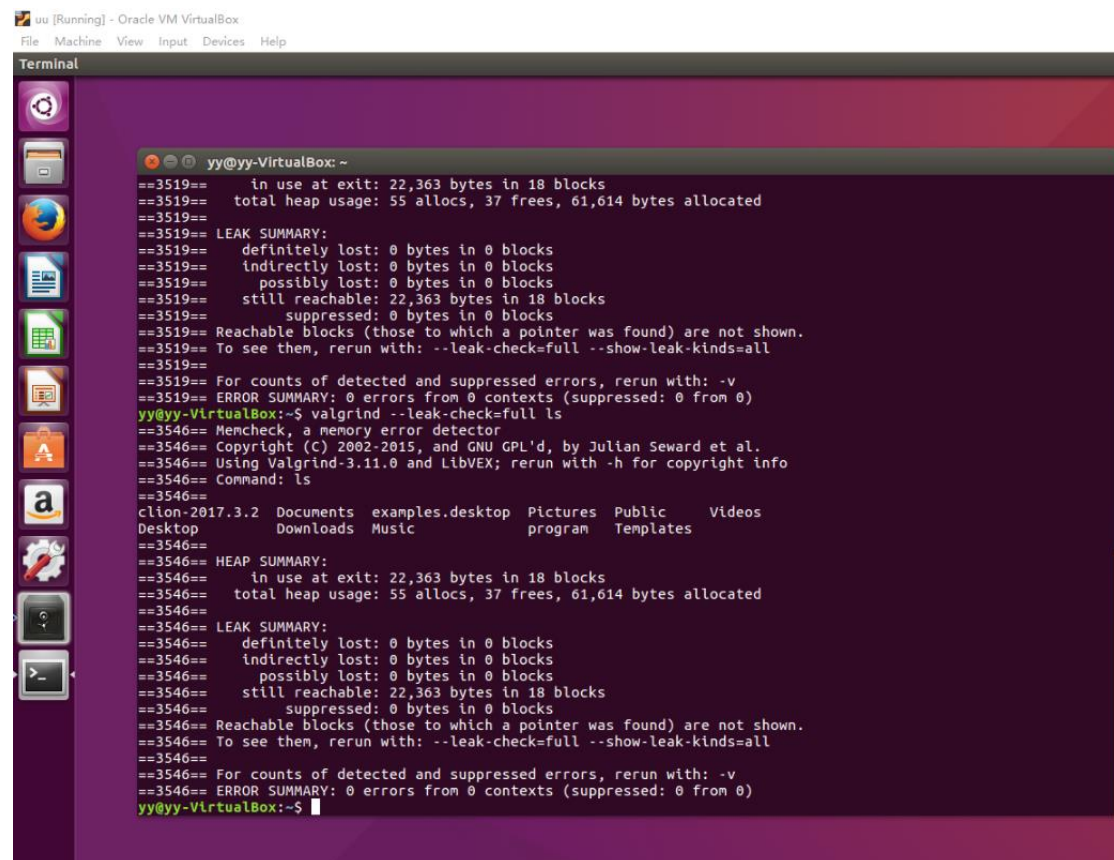
a. $50 * 2 = 100$, 50 for accessing page table and 50 for accessing actual memory content

b. $0.75 * (200 + 2) + 0.25 * (200 + 200) = 251.5$

8.29

Most modern computer systems have large logical address space. In such an environment, the page table becomes excessively large. We don't want allocate that large page table contiguously in main memory so we page the page table itself.

Virtual Machine



The screenshot shows a terminal window titled "yy@yy-VirtualBox: ~" with a menu bar (File, Machine, View, Input, Devices, Help) and a toolbar on the left. The terminal displays the output of a Valgrind command. The output includes a summary of heap usage and a leak check. The heap usage is 55 allocs, 37 frees, and 61,614 bytes allocated. The leak check shows 0 bytes lost in 0 blocks. The output also includes a copyright notice for Valgrind and a list of files in the current directory.

```
yy@yy-VirtualBox: ~  
==3519== in use at exit: 22,363 bytes in 18 blocks  
==3519== total heap usage: 55 allocs, 37 frees, 61,614 bytes allocated  
==3519==  
==3519== LEAK SUMMARY:  
==3519== definitely lost: 0 bytes in 0 blocks  
==3519== indirectly lost: 0 bytes in 0 blocks  
==3519== possibly lost: 0 bytes in 0 blocks  
==3519== still reachable: 22,363 bytes in 18 blocks  
==3519== suppressed: 0 bytes in 0 blocks  
==3519== Reachable blocks (those to which a pointer was found) are not shown.  
==3519== To see them, rerun with: --leak-check=full --show-leak-kinds=all  
==3519==  
==3519== For counts of detected and suppressed errors, rerun with: -v  
==3519== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)  
yy@yy-VirtualBox:~$ valgrind --leak-check=full ls  
==3546== Memcheck, a memory error detector  
==3546== Copyright (C) 2002-2015, and GNU GPL'd, by Julian Seward et al.  
==3546== Using Valgrind-3.11.0 and LibVEX; rerun with -h for copyright info  
==3546== Command: ls  
==3546==  
clion-2017.3.2 Documents examples.desktop Pictures Public Videos  
Desktop Downloads Music program Templates  
==3546==  
==3546== HEAP SUMMARY:  
==3546== in use at exit: 22,363 bytes in 18 blocks  
==3546== total heap usage: 55 allocs, 37 frees, 61,614 bytes allocated  
==3546==  
==3546== LEAK SUMMARY:  
==3546== definitely lost: 0 bytes in 0 blocks  
==3546== indirectly lost: 0 bytes in 0 blocks  
==3546== possibly lost: 0 bytes in 0 blocks  
==3546== still reachable: 22,363 bytes in 18 blocks  
==3546== suppressed: 0 bytes in 0 blocks  
==3546== Reachable blocks (those to which a pointer was found) are not shown.  
==3546== To see them, rerun with: --leak-check=full --show-leak-kinds=all  
==3546==  
==3546== For counts of detected and suppressed errors, rerun with: -v  
==3546== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)  
yy@yy-VirtualBox:~$
```