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## Sixth Semester Examination – 2011

## OPERATING SYSTEM

Full Marks - 70

Time: 3 Hours

Answer Question No. **1** which is compulsory and any **five** from the rest.

The figures in the right-hand margin indicate marks.

1. Answer the following questions:

2×10

- (a) State the three ways to implement basic mutual exclusion in an operating system.
- (b) What is external fragmentation in a system with contiguous files?
- (c) What is a race condition? Give an example.
- (d) What is a process? Define the role of PCB in process management.
- (e) Define deadlock. Give an example of a deadlock involving only a single process.
- (f) Draw a diagram of possible state transitions for a process (possible states are RUNNING, READY-TO-RUN, BLOCKED, and TERMINATED/ ZOMBIE).

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- (g) What must the banker's algorithm know a priori in order to prevent deadlock?
- (h) Define the wait-(postpone) operation, wait(S). and the wakeup operation signal(S).
- (i) Why is it generally correct to favour I/O bound processes over CPUbound processes?
- (j) What are three requirements of any solution to the critical sections problem? Why are the requirements needed?
- (a) Show that, if the wait and signal operations are not executed atomically, then mutual exclusion may be violated.
  - (b) What are the differences between user-level threads and kernel-supported threads? Under what circumstances is one type "better" than the other?
- (a) What is the meaning of the term busy waiting? What other kinds of waiting are there? Can busy waiting be avoided altogether? Explain your answer.
  - (b) Consider a system consisting of four resources of the same type that are shared by three processes, each of which needs at most two resources. Show that the system is deadlock-free.
- (a) Describe page-based virtual memory. You should consider pages, frames, page tables, and Memory Management Units in your answer.

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- (b) What is the maximum file size supported by a file system with 16 direct blocks, single, double, and triple indirection? The block size is 512 bytes. Disk block numbers can be stored in 4 bytes.
- 5. (a) What two advantages do threads have over multiple processes? What major disadvantage do they have? Suggest one application that would benefit from the use of threads, and one that would not.
  5
  - (b) What is a semaphore? What are the differences between binary and general semaphores?
- (a) Suppose we want to execute the statements S1, S2, and S3 in sequence, but that S2 has to be executed exclusively for one process at a time.
   Write the code needed using semaphores.
- (b) The processes are assumed to have arrived in the order P1, P2, P3, P4,
   P5 all at time 0. The following table shows the respective length of the
   CPU-burst time given in millisecond for above processes.

Process	Burst times	Priority		
P1	9	2		
P2	7	1		
P3	2	4		
P4	8	3		
P5	4	1		

What is the waiting time for each process using FCFS and SJF scheduling?

7. (a) What is a RAM disk? Compare and contrast RAM disk with conventional moving-head magnetic disk storage.

- 7. (b) What is the difference between preemptible and non-preemptible scheduling? What would be the waiting time for a high-priority process which arrives at time 214ms if the system in (a) uses preemptible scheduler? What if the scheduler is non-preemptible? (for this problem assume that the context switch requires 0.01 ms.)
- 8. Answer the following questions:

2.5×4

- (a) What is the purpose of system calls? Why are they necessary?
- (b) What is the "degree of multiprogramming"?
- (c) What is the purpose of valid/invalid bit in the demand paging?
- (d) Define and differentiate between swapping and spawning?