

Answer
Do NOT Print!!

CS2106

NATIONAL UNIVERSITY OF SINGAPORE

CS2106 – INTRODUCTION TO OPERATING SYSTEMS

(Semester 1: AY2018/19)

ANSWER BOOKLET

Time Allowed: 2 Hours

INSTRUCTIONS TO CANDIDATES

1. This answer booklet consists of **SIX (6)** printed pages.
2. Fill in your Student Number clearly on all odd-numbered pages.

STUDENT NUMBER
(fill in with a **pen**):

A									
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For examiner's use only		
Questions	Total	Marks
Q1-6 (page 2)	24	
Q7-11 (page 3)	22	
Q12-17 (page 4)	22	
Q18-22 (page 5)	24	
Q23-25 (page 6)	8	
TOTAL	100	

<p>1. [4]</p>	<p>Semaphore P(1), Q(0)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;"> <p>Task A: wait (P) signal(Q)</p> </td> <td style="width: 50%; padding: 5px;"> <p>Task B: wait (Q) signal(P)</p> </td> </tr> </table>	<p>Task A: wait (P) signal(Q)</p>	<p>Task B: wait (Q) signal(P)</p>
<p>Task A: wait (P) signal(Q)</p>	<p>Task B: wait (Q) signal(P)</p>		
<p>2. [4]</p>	<p>Independence: Task B can be blocked if it reaches the critical section first even though A is not anywhere near.</p> <p>Progress: Similarly, as there is no task in critical section, Task B should not be blocked.</p>		
<p>3. [4]</p>	<p>Yes, when the memory load cause a page fault. Swap pages need to be brought in, i.e. disk I/O.</p>		
<p>4. [4]</p>	<p>Yes, OS / Library can have in-memory buffer for file content to provide. So, the file operation actually just read from the buffer instead of the file, i.e. no disk I/O.</p>		
<p>5. [4]</p>	<p>The page directory only.</p>		
<p>6. [4]</p>	<p>Cannot rename the file. Cannot delete the file.</p>		

7. [4]	<p>A < B.</p> <p>Internal fragmentation. A file may not fully occupy the last logical block.</p>												
8. [4]	<p>Yes, reduce fragmentation.</p>												
9. [5]	<p>Semaphore Declaration(s):</p> <p>Semaphore M(1)</p> <table border="1" data-bbox="268 913 1372 1048"> <tr> <td>A1</td> <td>wait(M)</td> <td>B1</td> <td>NA</td> <td>C1</td> <td>wait(M)</td> </tr> <tr> <td>A2</td> <td>signal(M)</td> <td>B2</td> <td>NA</td> <td>C2</td> <td>signal(M)</td> </tr> </table>	A1	wait(M)	B1	NA	C1	wait(M)	A2	signal(M)	B2	NA	C2	signal(M)
A1	wait(M)	B1	NA	C1	wait(M)								
A2	signal(M)	B2	NA	C2	signal(M)								
10. [5]	<table border="1" data-bbox="268 1077 1364 1133"> <tr> <td>A</td> <td>Low / High</td> <td>B</td> <td>Medium</td> <td>C</td> <td>High / Low</td> </tr> </table> <p>A (low priority) lock M and blocks C. B get to run.</p>	A	Low / High	B	Medium	C	High / Low						
A	Low / High	B	Medium	C	High / Low								
11. [4]	<p>Task should release semaphores before blocking.</p>												

<p>12. [2]</p>	<p>Memory frame replaced is __ frame 2 __</p>
<p>13. [5]</p>	<ol style="list-style-type: none"> 1. Search through all process's PTE <ol style="list-style-type: none"> a. Find one with frame 2 b. Update to non-memory resident 2. Use current process's page table <ol style="list-style-type: none"> a. update page 8 to be memory resident and in frame 2

<p>14. [2]</p>	<p>Memory frame replaced is __ frame 0 __</p>												
<p>15. [4]</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>0</td> <td>B</td> <td>13</td> </tr> <tr> <td>1</td> <td>A</td> <td>31</td> </tr> <tr> <td>2</td> <td>A</td> <td>08</td> </tr> <tr> <td>3</td> <td>A</td> <td>17</td> </tr> </table>	0	B	13	1	A	31	2	A	08	3	A	17
0	B	13											
1	A	31											
2	A	08											
3	A	17											
<p>16. [5]</p>	<ol style="list-style-type: none"> 1. Use Inverted table at index 2 <ol style="list-style-type: none"> a. Locate affected PTE, change to non-memory resident 2. Use current process's page table <ol style="list-style-type: none"> a. update page 8 to be memory resident and in frame 2 												
<p>17. [4]</p>	<p>The replacement algorithm is __ Global __, because memory pages are kept in one single chain in OS → a process can kick out another process's page.</p>												

18.
[4] **They are essentially the same, assuming that the processes get to run fairly evenly. Only recently used pages are in the memory frame → working set of process are in the memory.**

19.
[5]

	+00	+01	+02	+03	+04	+05	+06	+07	+08	+09
00				FR						
10							FR			

Data Block modified = 15

Directory Entry modified = [E5]HATE | 0 | 3 | 1234

20.
[5]

	+00	+01	+02	+03	+04	+05	+06	+07	+08	+09
00										
10										

Data Block modified = 15

Directory Entry modified = ILOVE | 0 | 3 | 1234

21.
[5]

	+00	+01	+02	+03	+04	+05	+06	+07	+08	+09
00								END		
10			FR							

Data Block modified = 13, 18, 9, 2, 7, 15

Directory Entry modified = TIS | 0 | 13 | 4333

22.
[5]

	+00	+01	+02	+03	+04	+05	+06	+07	+08	+09
00	END									
10				01						

Data Block modified = 14, 1, 5

Directory Entry modified = TIS | 0 | 13 | 5567

<p>23. [2]</p>	<p>Number of '1's is __15__</p>
<p>24. [2]</p>	<p>Number of '1's is __5 (2 folders + 3 files)__</p>
<p>25. [4]</p>	<p>Hardest to reach __2/3/4th Block of "/WHY/FAT08"__</p> <p>Number of disk accesses = __7 = 1 ("/" inode) + 1("/" DEs) + 1("WHY/" inode) + 1 ("WHY/" DEs) + 1 ("FAT08" inode) + 1 (single indirect) + 1 (file content)__</p>