Q.P.Code: 40533

## (3 hours)

NOTE: Question No 1 is compulsory

Attempt any three questions from remaining.

Assume suitable data if necessary.



[80 marks]

- Q.1. a) What are the major activities of an Operating system with regard to file management and memory management?
  - b) Compare and contrast stateless and stateful service with the help of an example.
- Q.2. a) Explain with the help of an example, which of the following scheduling algorithms could result in starvation?
  - a. First-come, first-served
  - b. Shortest job first
  - c. Round robin
  - d. Priority
  - b) What resources are used when a thread is created? How do they differ from those used when a process 10M is created?
- Q.3. a) Show that, if the wait () and signal () semaphore operations are not executed atomically, then mutual exclusion may be violated.
  - b) Consider the following snapshot of a system:

10M

	Allocation	Max	Available
	ABCD	ABCD	ABCD
Po	0012	0012	1520
pl	1000	1750	
p2	1354	2356	
р3	0632	0652	
p4	0014	0656	

Answer the following questions using the banker's algorithm:

- a. What is the content of the matrix *Need?*
- b. Is the system in a safe state?
- c. If a request from process P1 arrives for (0,4,2,0), can the request be granted immediately?
- Q.4. a) With the help of a neat labeled diagram, explain the hardware support with TLB for paging.

10M 10M

- b) Consider the following page reference string:
  - 1, 2, 3, 4, 2, 1, 5, 6, 2, 1, 2, 3, 7, 6, 3, 2, 1, 2, 3, 6.

How many page faults would occur for the following replacement algorithms, assuming one, two, three, four, five, six, and seven frames?

Remember that all frames are initially empty, so your first unique pages will cost one fault each.

- LRU replacement
- FIFO replacement
- Optimal replacement
- Q.5. a) Justify the statement: Demand paging can significantly affect the performance of computer system.

b) Compare and contrast given allocation methods: Contiguous allocation, Linked allocation, Indexed allocation.

Q.6. Write Short Notes on: (Any four)

20M

10M

- a) Just-in-time compiler.
- b) Memory segmentation
- c) Deadlock avoidance in distributed system.
- d) Operating System Schedulers
- e) File system organization
- f) Two-phase locking protocol

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10M