

## Department of Artificial Intelligence & Data Science

### III Year V Semester

### 5AID4-03: Operating Systems

**Note:** Each assignment of Maximum Marks 10. All question carries equal marks.

#### ASSIGNMENT-I

|   |       |      |
|---|-------|------|
| Q1. What is Operating system? Explain the architecture of an operating system.              | BLT-1 | CO-1 |
| Q2. List out the various process state & briefly explain with a suitable state diagram.     | BLT-2 | CO-1 |
| Q3. Explain the following:<br>(i) Process and Program.<br>(ii) Threads<br>(iii) System Call | BLT-2 | CO-1 |
| Q4 Explain the various services of an operating system.                                     | BLT-2 | CO-1 |
| Q5. Differentiate between<br>(i) User thread/Kernel thread<br>(ii) Processes/Threads        | BLT-4 | CO-1 |

#### ASSIGNMENT-II

| Q1. What is critical section problem? How are semaphores are used for solving critical section problem.   | BLT-1        | CO-2           |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
|---|--------------|----------------|----------------|----|---|----|----|---|----|----|---|----|----|----|----|-------|------|
| Q2. What is scheduling? Difference between short term and long term schedulers.   | BLT-4        | CO-2           |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| Q3. Describe basic criteria to select a better CPU scheduling algorithm   | BLT-1        | CO-2           |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| Q4. Consider the following set of process with the arrival time and CPU burst time in given in miliosecond<br><table border="1" data-bbox="284 1480 1077 1675"> <thead> <tr> <th>PROCESS</th><th>ARRIVAL TIME</th><th>CPU BURST TIME</th></tr> </thead> <tbody> <tr> <td>P1</td><td>0</td><td>22</td></tr> <tr> <td>P2</td><td>3</td><td>15</td></tr> <tr> <td>P3</td><td>8</td><td>18</td></tr> <tr> <td>P4</td><td>10</td><td>25</td></tr> </tbody> </table>    | PROCESS      | ARRIVAL TIME   | CPU BURST TIME | P1 | 0 | 22 | P2 | 3 | 15 | P3 | 8 | 18 | P4 | 10 | 25 | BLT-5 | CO-2 |
| PROCESS   | ARRIVAL TIME | CPU BURST TIME |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| P1  | 0            | 22             |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| P2  | 3            | 15             |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| P3  | 8            | 18             |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| P4  | 10           | 25             |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| Determine average waiting time and turnaround time with preemptive and non preemptive SJF scheduling.   |              |                |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| Q5. . Consider the following set of process with the arrival time and CPU burst time in given in miliosecond:<br><table border="1" data-bbox="347 1823 1034 2065"> <thead> <tr> <th>Process</th><th>Arrival time</th><th>CPU burst time</th></tr> </thead> <tbody> <tr> <td>P1</td><td>0</td><td>25</td></tr> <tr> <td>P2</td><td>5</td><td>15</td></tr> <tr> <td>P3</td><td>8</td><td>12</td></tr> <tr> <td>P4</td><td>10</td><td>22</td></tr> </tbody> </table> | Process      | Arrival time   | CPU burst time | P1 | 0 | 25 | P2 | 5 | 15 | P3 | 8 | 12 | P4 | 10 | 22 | BLT-5 | CO-2 |
| Process   | Arrival time | CPU burst time |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| P1  | 0            | 25             |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| P2  | 5            | 15             |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| P3  | 8            | 12             |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| P4  | 10           | 22             |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |
| Determine average waiting time and turnaround time with FCFS scheduling algorithm.  |              |                |                |    |   |    |    |   |    |    |   |    |    |    |    |       |      |

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#### ASSIGNMENT-III

|  |       |      |
|--|-------|------|
| Q1. Explain about deadlock .what are the necessary conditions for deadlock to occur?                             | BLT-2 | CO-3 |
| Q2. Explain the fragmentation and difference between internal and external fragmentation?                        | BLT-2 | CO-3 |
| Q3. Explain the following:<br>(i) Resource allocation graph.<br>(ii) Deadlock characteristic.                    | BLT-2 | CO-3 |
| Q4. What are memory management and explain swapping.   | BLT-1 | CO-3 |
| Q5. Explain the following .<br>(i) Logical and physical address space<br>(ii) Relocation and address translation | BLT-2 | CO-3 |

#### ASSIGNMENT-IV

|  |       |      |
|--|-------|------|
| Q1. Explain the following<br>(i) Virtual memory<br>(ii) Segmentation   | BLT-2 | CO-4 |
| Q2. Explain the various page replacement policies using atleast one example of one policy.   | BLT-2 | CO-4 |
| Q3. Explain Concept of Thrashing and TLB(translation look aside buffer).   | BLT-2 | CO-4 |
| Q4. Explain the following<br>(i) Demand paging.<br>(ii) Global versus local allocation.  | BLT-2 | CO-4 |
| Q5. Consider least recent unit algorithm using a matrix when pages are referenced in the order<br>0, 1, 2, 3, 2, 1, 0, 3, 2, 3.and calculate page fault. | BLT-5 | CO-4 |

#### ASSIGNMENT-V

|   |       |      |
|---|-------|------|
| Q1. Explain various Disk Scheduling Algorithm in brief.   | BLT-2 | CO-5 |
| Q2. Explain Concepts of file & Attribute of a file.   | BLT-2 | CO-5 |
| Q3. Explain the directory structures and briefly explain about tree structured directory.   | BLT-2 | CO-5 |
| Q4. Explain the following: Spooling<br>i. File system mounting<br>ii. Disk structure and disk operation   | BLT-2 | CO-5 |
| Q5. Given the following queue -- 95, 180, 34, 119, 11, 123, 62, 64 with the Read-write head initially at the track 50 and the tail track being at 199 to calculate by sstf and scan and look algorithm. | BLT-5 | CO-5 |

\*BLT: BLT shows the **Bloom's taxonomy** levels.