

Written examination in Operating Systems

February 25th 2022

Last name: _____

First name: _____

Student number: _____

Mit dem Bearbeiten dieser schriftlichen Prüfung (Klausur) bestätigen Sie, dass Sie diese alleine bearbeiten und dass Sie sich gesund und prüfungsfähig fühlen. Mit dem Erhalt der Aufgabenstellung gilt die Klausur als angetreten und wird bewertet.

By attending this written exam, you confirm that you are working on it alone and feel healthy and capable to participate. Once you have received the examination paper, you are considered to have participated in the exam, and it will be graded.

- Use the provided sheets. Do *not* use own paper.
- You are allowed to use a *self prepared, single sided DIN-A4 sheet* in the exam. Only *hand-written originals* are allowed, but no copies.
- Do *not* use a red pen.
- Time limit: *90 minutes*
- Turn off your mobile phones!

Grade: _____

Questions:	1	2	3	4	5	6	7	8	9	Σ
Maximum points:	17	11	8	8	11	11	7	8	9	90
Achieved Points:										

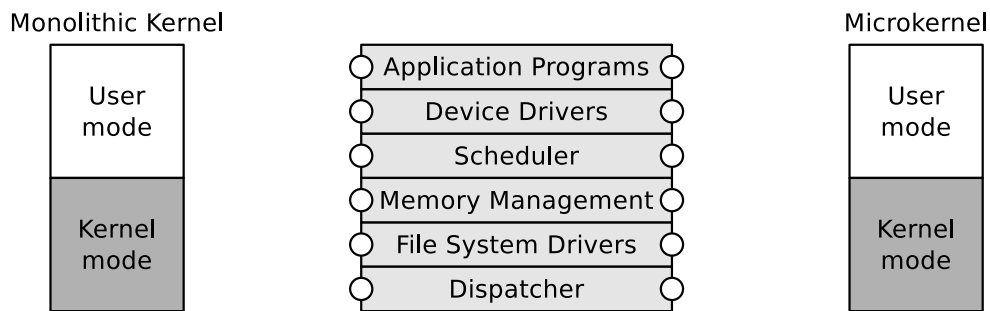
1.0: 90.0-85.5, **1.3:** 85.0-81.0, **1.7:** 80.5-76.5, **2.0:** 76.0-72.0, **2.3:** 71.5-67.5,
2.7: 67.0-63.0, **3.0:** 62.5-58.5, **3.3:** 58.0-54.0, **3.7:** 53.5-49.5, **4.0:** 49.0-45.0, **5.0:** <45

Question 1)

Points:

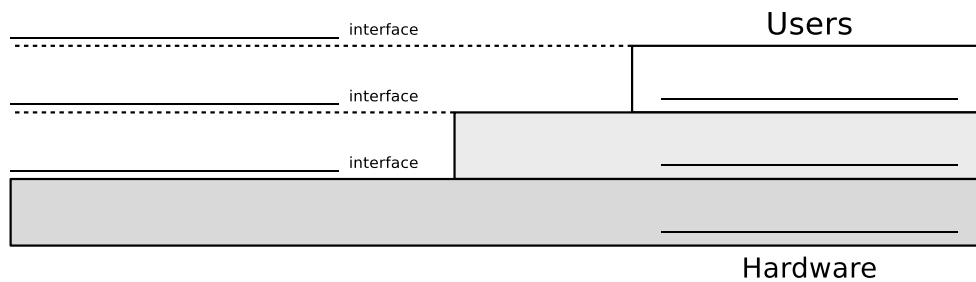
6 Points

- (1) The center column of the image contains operating system functions. Draw a line from each component to the left and one line to the right to indicate for monolithic kernels and microkernels both whether the component belongs to the kernel mode or user mode.



6 Points

- (2) The users cannot communicate directly with the hardware. Three layers can be identified between the hardware and the users. Each of these layers implements an interface. Name the layers and the interfaces in the figure.



1 Point

- (3) Explain why records in the upper layers of the memory hierarchy are continuously replaced.

1 Point

- (4) Mark the concept that does not require any hardware support:

- Direct Memory Access Interrupt driven Busy waiting

3 Points

- (5) Mark the six steps of the CPU's instruction cycle:

- | | |
|---|--|
| <input type="checkbox"/> Swap | <input type="checkbox"/> Write Back |
| <input type="checkbox"/> Decode | <input type="checkbox"/> Add |
| <input type="checkbox"/> Fetch Operands | <input type="checkbox"/> Cross |
| <input type="checkbox"/> Execute | <input type="checkbox"/> Set Stack Pointer |
| <input type="checkbox"/> Main | <input type="checkbox"/> Fetch |
| <input type="checkbox"/> Update Program Counter | <input type="checkbox"/> Arrange |

Question 2)

Points:

1 Point

(1) Name the type of computer memory that benefits from using wear leveling algorithms.

3 Points

(2) Describe the purpose of wear leveling algorithms.

1 Point

(3) Name the two aims (characteristics) that can be enhanced by a RAID.

3 Points

(4) The following memory area belongs to a memory with dynamic partitioning. For each of the three algorithms, First Fit, Next Fit, and Best Fit, specify the number of the free partition that the corresponding algorithm uses to insert a process that requires 21 MB of memory.

a) First Fit: _____ b) Next Fit: _____ c) Best Fit: _____

	10 MB	0
	22 MB	1
	30 MB	2
last partition assigned →	2 MB	3
	7 MB	4
	17 MB	5
	12 MB	6
	45 MB	7
	21 MB	8
	39 MB	9

free
occupied

1 Point

(5) Give the maximum number of memory addresses that can be addressed with a 32-bit computer system.

2 Points

(6) Explain why multi-level paging is used in 32-bit and 64-bit systems and not single-level paging.

Question 3)

Points:

4 Points

- (1) Calculate the physical 16-bit memory address using address translation with single level paging. Fill in the single bits in the physical 16-bit address.

Virtual (logical) 16-bit address

0	0	0	1	0	1	1	1	0	1	1	1	0	1	0	1
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Page table

• • •															
0 0 0 1 1 0	P	D	R	Further control bits	1	0	0	1	0	1					
0 0 0 1 0 1	P	D	R	Further control bits	1	1	1	0	1	0					
• • •															
0 0 0 0 1 0	P	D	R	Further control bits	0	0	1	0	1	1					
0 0 0 0 0 1	P	D	R	Further control bits	0	1	1	0	1	1					
0 0 0 0 0 0	P	D	R	Further control bits	0	1	1	1	0	1					

Physical 16-bit address

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

1 Point

- (2) Explain the purpose of the Page-Table Base Register (PTBR).

1 Point

- (3) The best page replacement strategy is the optimal strategy. Describe how it works.

1 Point

- (4) Explain why modern operating systems do not implement the optimal page replacement strategy.

1 Point

- (5) Explain a scenario where the optimal strategy is useful in practice.

Question 4)

Points:

1 Point

- (1) Explain why using the real address mode would not be a good idea in a modern operating system.

2 Points

- (2) Imagine a file system with an endlessly large (or at least really large) block storage device. Name and explain a limiting factor that prevents you from creating an infinite number of files.
(The storage capacity of the block storage device is not the limiting factor here!)

2 Points

- (3) Explain two reasons why defragmentation is not recommended when using modern storage devices and modern operating systems.

1 Point

- (4) Some file systems use a concept called Copy-on-write (COW). Mark the two answers that apply to such file systems.

When a file is modified, the old clusters in the file system that need to be modified...

- are preserved (not changed).
- are overwritten with the new modifications.
- are erased, by removing the cluster address in the inode.
- are copied into new clusters, where the modifications are made.

2 Points

- (5) You tried to run `script.sh` but the following happens:

```
$ ./script.sh
```

```
permission denied: ./script.sh
```

Give a solution for the command-line shell that allows you executing `script.sh`.

Question 5)

Points:

1 Point

(1) In a very simple process model, two process states are enough. Name the two states in such a model.

2 Points

(2) Processes constantly alternate in multi-program mode. Explain how it is possible for a process to continue the execution in the same state as it was interrupted.

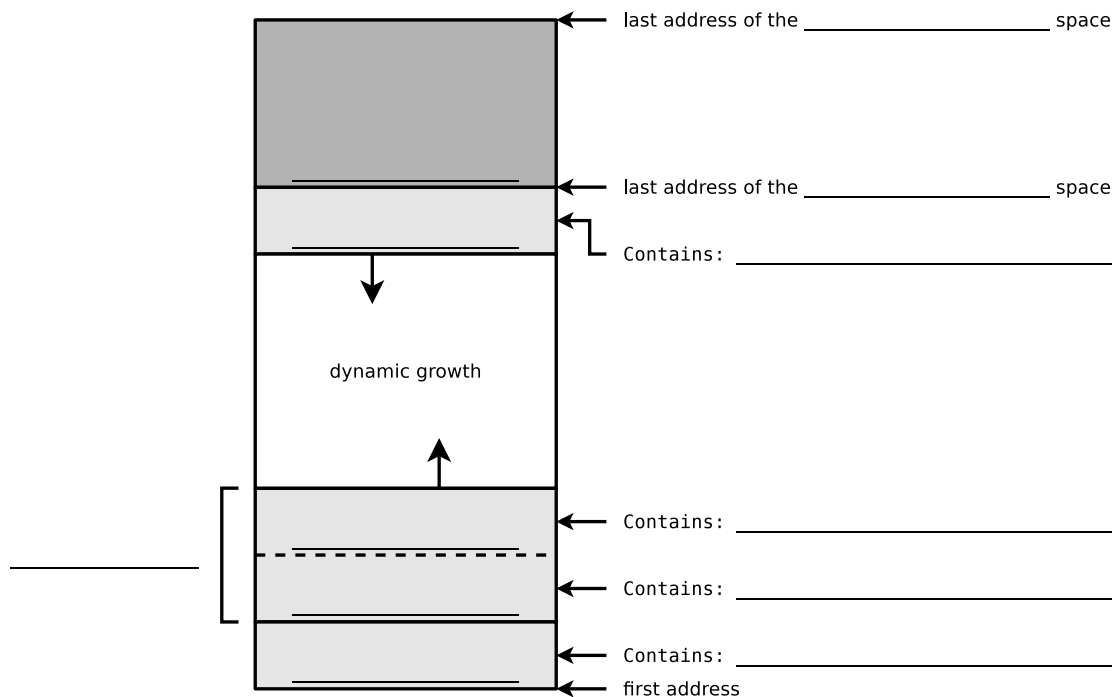
2 Points

(3) Describe what happens if you execute this program:

```
while(true){
    fork()
}
```

6 Points

(4) The image shows the memory structure of a UNIX process. Add the missing labels (technical terms) of the process-related data and missing information about the content of these data.



Question 6)

Points:

1 Point

(1) Explain what can go wrong when using (static) priority-driven scheduling.

1 Point

(2) Some systems implement one or more idle process. Explain what idle processes are good for.

1 Point

(3) How many idle processes exist in a modern Linux system?

6 Points

(4) The two processes P_A (4 ms CPU time) and P_B (26 ms CPU time) are both in state **ready** at time point 0 and are to be executed one after the other.

Fill the table with correct values.

(Hint: *Runtime = Lifetime*)

Execution order	Runtime		Average runtime	Waiting time		Average waiting time
	P_A	P_B		P_A	P_B	
P_A, P_B						
P_B, P_A						

2 Points

(5) Explain what can be observed from the values you filled into the table in (4).

Question 7)

Points:

1 Point

- (1) If two processes access common resources (e.g. data), their relationship is characterized as...

- allocation communication All of them
 cooperation virtual None of them

(Hint: A single answer is correct.)

1 Point

- (2) If a process sends a copy of its data to a second process, their relationship is characterized as...

- allocation communication All of them
 cooperation virtual None of them

(Hint: A single answer is correct.)

1 Point

- (3) Mark the concept that is essential for the answers from (1) and (2).

- orchestration highlighting parallelization
 serialization bypassing synchronization

(Hint: A single answer is correct.)

1 Point

- (4) A drawback of deadlock detection with resource graphs is that it cannot be used...

- because it can only represent a maximum of three processes.
 when a process is starved.
 because it can only represent the resources at a single point in time.
 when multiple copies (instances) of a resource exist.

(Hint: A single answer is correct.)

1 Point

- (5) Mark the form of inter-process communication where processes need to coordinate access operations by themselves.

- Sockets Message queues All of them
 Pipes Shared memory None of them

1 Point

- (6) Name the scheduling method that modern Windows operating systems implement.

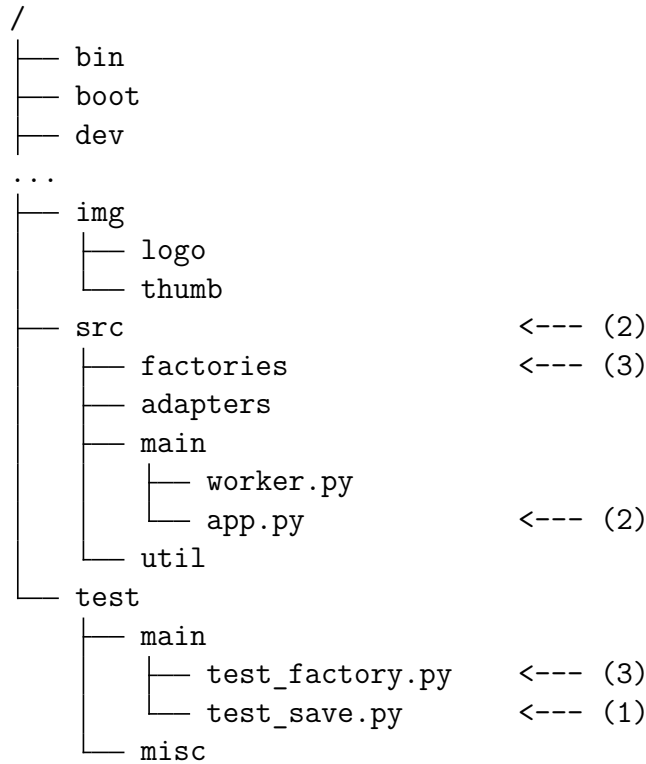
1 Point

- (7) Name the scheduling method that modern Linux operating systems implement.

Question 8)

Points:

Take a look at the given file system tree.



2 Points

(1) Give the absolute path to `test_save.py`:

2 Points

(2) Give the relative path from `src` to `app.py`:

2 Points

(3) Give the relative path from `factories` to `test_factory.py`:

1 Point

(4) Give the command that can be used to print out the absolute path to your current working directory in the command-line shell.

1 Point

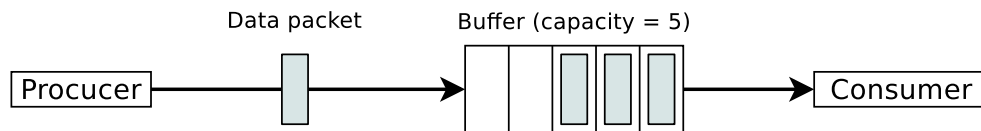
(5) The Bash command-line shell is a ...

- | | | |
|-----------------------------------|--------------------------------------|---------------------------------------|
| <input type="checkbox"/> Booster | <input type="checkbox"/> Interpreter | <input type="checkbox"/> All of them |
| <input type="checkbox"/> Compiler | <input type="checkbox"/> Mixer | <input type="checkbox"/> None of them |

Question 9)

Points:

A producer process writes data into a buffer and a consumer process removes it. Mutual exclusion is necessary to avoid inconsistencies. If the buffer has no more free capacity, the producer must be blocked. If the buffer is empty, the consumer must be blocked.



The scenario includes three semaphores. `filled` indicates how many buffer slots are occupied. `empty` indicates how many buffer slots are empty. `mutex` is used for mutual exclusion of critical sections.

```

1   typedef int semaphore;
2   semaphore filled = 0;
3   semaphore empty  = 5;
4   semaphore mutex  = 0;
5
6   void producer(void) {
7       int data;
8       while (1) {
9           createData(data);
10          V(empty);
11          P(mutex);
12          insertData(data);
13          V(mutex);
14          P(filled);
15      }
16  }
17
18  void consumer(void) {
19      int data;
20      while (1) {
21          P(filled);
22          P(mutex);
23          removeData(data);
24          V(mutex);
25          V(empty);
26          consumeData(data);
27      }
28  }

```

The source code includes three mistakes (bugs).

3 Points

(1) Give the line of each mistake.

3 Points

(2) Explain each mistake.

3 Points

(3) Propose a solution for each mistake.

Additional page for your solution of Question 9)