

- 1a An operating system can be seen as a virtual machine or as a resource manager. Explain the difference. 5pt
- 1b Describe the difference between the *raw*, *cooked*, and *cbreak* terminal modes. 5pt
- 2a Describe the flow of control as HW interrupts are handled. (Please draw a diagram to support your answer.) 10pt
- 2b What is DMA? How does it work, and what are its advantages/disadvantages? 5pt
- 3a What is the difference between processes and threads? What information is stored respectively? 5pt
- 3b What are the advantages/disadvantages of implementing threads in user versus kernel space? 5pt
- 4a What is the purpose of the TSL instruction? Describe the advantages of using this HW-based solution, as opposed to using other SW-based solutions. 5pt
- 4b Describe a solution to the Dining Philosophers problem that avoids deadlock and starvation, and that maximizes parallelism. 10pt
- 4c Consider the following allocation of resources R1, R2, R3, and R4. Show that this is a safe state. 5pt

| Process | R1 | R2 | R3 | R4 |
|---------|----|----|----|----|
| A | 4 | 1 | 0 | 1 |
| B | 0 | 2 | 0 | 0 |
| C | 1 | 0 | 1 | 0 |
| D | 1 | 0 | 0 | 1 |
| E | 0 | 0 | 1 | 0 |

Allocated resources

| Process | R1 | R2 | R3 | R4 |
|---------|----|----|----|----|
| A | 1 | 1 | 0 | 0 |
| B | 0 | 1 | 1 | 2 |
| C | 3 | 1 | 0 | 0 |
| D | 0 | 0 | 1 | 1 |
| E | 2 | 1 | 1 | 0 |

Resources still needed

| R1 | R2 | R3 | R4 |
|----|----|----|----|
| 7 | 4 | 2 | 2 |

Originally available

- 5a Please describe 3 Disk Arm Scheduling algorithms. 5pt
- 5b What kind of disk arm scheduling does MINIX3 use? Please explain why. 5pt
- 6a Describe the main characteristics of the a.out executable file format. 5pt
- 6b Consider the standard layout of a UNIX file system. Keeping track of available disk blocks and i-nodes is done through bit maps. How do you determine the maximum number of files that a file system can handle? 5pt
- 6c Consider again a UNIX file system. How do you determine the maximum file size? 5pt
- 7a What is a buffer cache, and why is it useful? Also briefly describe the block write-through strategies used by MS-DOS vs. UNIX. 5pt
- 7b In MINIX3, what exactly does the procedure DO_RDWT do (see code on other page)? Please explain each step, and describe the greater context in which this procedure is used. 5pt

```

11148 PRIVATE int do_rdwt(dp, mp)
11149 struct driver *dp;
11150 message *mp;
11151 {
11153     iovec_t iovec1;
11154     int r, opcode;
11155     phys_bytes phys_addr;
11156
11158     if (mp->COUNT < 0) return(EINVAL);
11159
11161     sys_umap(mp->PROC_NR, D, (vir_bytes) mp->ADDRESS, mp->COUNT, &phys_addr);
11162     if (phys_addr == 0) return(EFAULT);
11163
11165     if ((*dp->dr_prepare)(mp->DEVICE) == NIL_DEV) return(ENXIO);
11166
11168     opcode = mp->m_type == DEV_READ ? DEV_GATHER : DEV_SCATTER;
11169     iovec1.iov_addr = (vir_bytes) mp->ADDRESS;
11170     iovec1.iov_size = mp->COUNT;
11171
11173     r = (*dp->dr_transfer)(mp->PROC_NR, opcode, mp->POSITION, &iovec1, 1);
11174
11176     return(r == OK ? (mp->COUNT - iovec1.iov_size) : r);
11177 }

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| <p>Grading: The final grade is calculated by adding the scores per question (maximum: 90 points), and adding 10 bonus points. The maximum total is therefore 100 points.</p> |
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