

NAME: \_\_\_\_\_ (FIRST NAME FIRST)

SCORE: \_\_\_\_\_

**COSC 4330/6310**

**THIRD QUIZ**

**MAY 5, 2014**

**THIS EXAM IS CLOSED BOOK. YOU CAN HAVE ONE PAGE OF NOTES. UH EXPELS CHEATERS.**

1. A virtual memory system has 32-bit addresses. Given that 19 of these 32 bits are used by the page number,
  - (a) How many bits of the address are used by the *byte offset* (5 points) 32 - 19 = 13 bits
  - (b) What is the *page size* of the system? (5 points)  $2^{13} = 8K$  bytes
  - (c) How *many pages* are there in a process address space? (5 points)  $2^{19} = 512K$  pages
2. Consider a UNIX file called `project.txt`  
`1784 -rw-r----- 1 bob ssrg 1820900 May 4 09:15 report.txt`  
and assume that the group `ssrg` contains the users `alice`, `bob` and `carol`.
  - (a) Which access rights are granted to user `bob`? (5 points) read and write
  - (b) Which access rights are granted to user `alice`? (5 points) read only
3. A 32-bit Berkeley UNIX file system has a block size of 4 kilobytes. How many *blocks*—*not bytes*—of a given file can be accessed :
  - (a) Using the block addresses stored in the i-node? (5 points) 12 (that's easy!) blocks
  - (b) With one level of indirection? (5 points)  $4KB/4B = 1K = 1,024$  blocks
  - (c) With two levels of indirection? (5 points)  $(4K/4)^2 - 1,024 - 12 = 1M - 1,036$  blocks

Explain in one line or less your answer to point (c) above. (5 points)

A 32-bit file cannot have more than 1M 4KB blocks.

*Detail your computations here for possible partial credit:*

4. *Questions with short answers:* (6×5 points)

(a) How can you prevent deadlocks by denying the *circular wait condition*? \_\_\_\_\_

We will force all processes to acquire all resources in the same linear order.

(b) Why does the *Windows* page replacement policy handle *real-time* processes *better* than other policies?

Because it assigns a minimum partition size to each process and can make this size large enough to accommodate the whole address space of a virtual process.

(c) Where do UNIX file systems store their *access control lists*? \_\_\_\_\_

In the file i-node.

(d) What is the purpose of the *dirty bit* in a virtual memory system? \_\_\_\_\_

To tell whether the page has been modified since the last time it was brought into main memory. o

OR To tell whether the page must be saved in the swap area when it is expelled from main memory.o

(e) What does the Berkeley Fast File System do to reduce *internal fragmentation*? \_\_\_\_\_

It allow blocks to be subdivided into fragments whose sizes can be equal to  $\frac{1}{2}$ ,  $\frac{1}{4}$  or  $1/8$  of a block. o

(We speak here of internal fragmentation.)

(f) Why was a *second hand* added to the Berkeley page replacement policy? \_\_\_\_\_

To speed up the expulsion of stale pages without increasing the linear speed of the clock hand(s). o

(It would have resulted in an excessive number of context switches.) o

**5. Advantages and disadvantages:** (6×5 points)

You will get **no credit** if you mention an advantage instead of and advantage and vice versa.

(a) What is the main *disadvantage* of *LRU* page replacement policies? \_\_\_\_\_

Its excessively high overhead.

(b) What is the *main advantage* of *inverted page tables*? \_\_\_\_\_

Their size is proportional to the size of the system's physical memory instead of the size of the process address spaces.

(c) What is the main *disadvantage* of letting the *kernel handle TLB misses*? \_\_\_\_\_

Each TLB miss will occasion two context switches.

(d) What is the *main advantage* of *cylinder groups* in the Berkeley Fast File System? \_\_\_\_\_

They keep the data blocks of each file closer to its i-node thus reducing disk seek times.

(e) What is the *main disadvantage* of *simulating by software* the *page-referenced bit*? \_\_\_\_\_

Setting the page referenced bit back to one when the page is reaccessed after having the bit was cleared by the clock handle will cost ~~three~~ two context switches.

(f) What is the *main advantage* of *mapped files*? \_\_\_\_\_

We eliminate context switches by bringing file blocks directly into the address space of each process that perform a file access.