

1. [5 pt] What is the difference between turnaround time and response time?

2. [8 pt] What is the difference between deadlock avoidance, deadlock prevention, and deadlock detection? What can you do to prevent the circular wait condition that is essential for a deadlock to occur.

3. [15 pt] Assume you have the following jobs to execute with one processor:

Process	Burst time	Arrival time
$p_0$	3	0
$p_1$	9	1
$p_2$	2	0
$p_3$	3	8
$p_4$	6	7

Give the average wait time and average turnaround time for each process using the following algorithms. Also compute the percentage of time when the system is busy with user processes.

(a) First in first out

(b) Shortest job next (no preemption)

(c) Shortest remaining time next

(d) Round robin, with a quantum of 3

(e) Round robin, with a quantum of 3 plus context switch time of 1

4. [12 pt] Assume a system with four resource types,  $C = \langle 9, 5, 4, 5 \rangle$  (this is the total number of resources in the system, and not what is currently available), and the maximum claim table shown below.

Process	$R_0$	$R_1$	$R_2$	$R_3$
$p_0$	7	5	1	1
$p_1$	5	4	3	3
$p_2$	1	1	0	1
$p_3$	5	0	4	4
$p_4$	3	0	0	4

The resource allocator is considering allocating resources according to the following table:

Process	$R_0$	$R_1$	$R_2$	$R_3$
$p_0$	4	0	1	1
$p_1$	3	4	1	1
$p_2$	0	1	2	0
$p_3$	2	0	0	1
$p_4$	0	0	0	2

- Draw a process resource graph to show the state of the system described above.
- Run the safety algorithm on this system to determine if this state is safe.

5. [10 pt] You have a memory of 32 frames, with each frame being 2K bytes. Current free-frame list (in order) is: 4, 8, 6, 9, 1, 20, 15, 12, 11, 22, 30, and 10 (decimal numbers). You just scheduled a process that requires 8 frames for execution. Can you allocate the frames to this process? Show the resulting page table, free frame list, and how the pages are allocated into frames by drawing a picture. Show the translation of logical addresses 0X5EB8 and 0X301B into physical addresses using your page table.