

1. [10 pt] What is the difference between a binary semaphore and a general semaphore? How will you implement a binary semaphore with block-wakeup protocol? Give the code.
2. [6 pt] What is the advantage in having different time-quantum size at different levels in a multilevel feedback queue scheduler?

3. [10 pt] Consider three resources  $p_1$ ,  $p_2$ , and  $p_3$ , executing asynchronously the following sequence of code:

$p_1$	$p_2$	$p_3$
$\vdots$	$\vdots$	$\vdots$
P (x)	P (y)	P (z)
$\vdots$	$\vdots$	$\vdots$
P (z)	$\leftarrow$ V (y)	P (x) $\leftarrow$
$\vdots$	$\vdots$	$\vdots$
P (z)	V (y)	P (x)
$\vdots$	$\vdots$	$\vdots$
V (x)		V (z)
$\vdots$	$\vdots$	$\vdots$
V (z)		V (x)

The arrow in each column indicates which instruction the corresponding process is currently executing. All semaphores were initially set to 1.

- Draw a process resource graph describing this situation where each semaphore is interpreted as a resource, and P and V operations represent *requests* and *releases* of the resources.
- Reduce the graph as much as possible, showing that it represents a deadlock state.
- If you could increase the number of units of any of the three resources, which increase (if any) would resolve the deadlock?

4. [10 pt] There are four processes  $p_1$  through  $p_4$  in a single-processor system.  $p_1$  has created  $p_2$  and  $p_3$ ; it has also created two resource classes  $r_1$  and  $r_2$ , each consisting of only one unit of that resource. The process  $p_3$  has created the process  $p_4$ . Presently,  $p_1$  is *running*,  $p_2$  is *ready*, and  $p_3$  and  $p_4$  are both *blocked* on the resource  $r_1$ . Show the details of all process control blocks and resource descriptors and their interconnections (pointers) reflecting the system state described.

5. [15 pt] Assume you have the following jobs to execute with one processor:

Process	Burst time	Arrival time
$p_0$	3	0
$p_1$	8	0
$p_2$	5	2
$p_3$	5	2
$p_4$	3	6

Give the average wait time for this set of processes using the following algorithms.

(a) First in first out

(b) Shortest job next (non-preemptive)

(c) Shortest remaining time next (pre-emptive)

(d) Round robin, with a quantum of 3

(e) Round robin, with a quantum of 5 plus context switch time of 1