

1. Please fill in the blank. (each blank : 2% )

- a. Each process has a segment of \_\_\_\_\_, called a critical section, in which the process may be changing \_\_\_\_\_ variables, updating a table, writing a file.
- b. A semaphore S is an \_\_\_\_\_ variable that is accessed only through two standard \_\_\_\_\_ operations: wait and signal.
- c. One protocol that ensures serializability is the \_\_\_\_\_ locking protocol. In \_\_\_\_\_ phase, a transaction may obtain lock, but may not \_\_\_\_\_ any lock.
- d. At system boot time, the hardware starts in monitor mode. The operating system is then loaded, and starts user processes in user mode. Whenever a \_\_\_\_\_ or \_\_\_\_\_ occurs, the hardware switches from user mode to monitor mode.
- e. A deadlock situation can arise if the following four conditions hold simultaneously in a system: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_.
- f. If a resource-allocation graph does not have a \_\_\_\_\_, then the system is not in a \_\_\_\_\_ state. The resource-allocation graph is not applicable to a resource-allocation system with \_\_\_\_\_ of each resource type.
- g. One way to ensure that the circular-wait condition never holds is to impose a \_\_\_\_\_ ordering of all resource types, and to require that each process requests resources in an \_\_\_\_\_ order of enumeration.
- h. A thread, sometimes called a Lightweight process (LWP), is a basic unit of CPU utilization, and consists of a \_\_\_\_\_, a \_\_\_\_\_ set, and a \_\_\_\_\_.
- i. Files can be allocated space on the disk in three ways: through \_\_\_\_\_, \_\_\_\_\_, or \_\_\_\_\_ allocation. \_\_\_\_\_ allocation can suffer from external fragmentation. Direct-access files cannot be supported with \_\_\_\_\_ allocation.
- j. A distributed system is a collection of processors that do not share \_\_\_\_\_ or a \_\_\_\_\_.
- k. The FIFO page-replacement algorithm has a \_\_\_\_\_. The \_\_\_\_\_ rate may increase as the number of allocated memory frames increase.
- l. Consistency semantics is an import criterion for evaluation of any file system that supports \_\_\_\_\_ of files. Currently there are three semantics : \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_.
- m. A process can be thought of as a \_\_\_\_\_ in execution.

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2. Giving three process P1, P2, P3. Assume that: (10%)  
P1 has burst time(interval) a, P2 has burst time b, P3 has burst time c  
and  
 $a < b < c$   
There are 6 scheduling sequences ( for example P1 P2 P3 , P1 P3 P2, ...), please prove the  
sequence P1 P2 P3 has the minimum average waiting time by **mathematical** method.

3. Assume C language has a semaphore type. The readers/writers programs are shown  
below. Each statement has assigned a statement number. (10%)

```
1 semaphore mutex = 1; /* control access to rc counter
2 semaphore db = 1; /* semaphore for accessing database
3 int rc = 0; /* no. of reader process

4 void reader(void)
5 {
6     while (TRUE) {
7         wait(&mutex);
8         rc = rc + 1;
9         if (rc == 1) wait(&db);
10        signal(&mutex);
11        read_database(); /* access the database
12        wait(&mutex);
13        rc = rc - 1;
14        if (rc == 0) signal(&db);
15        signal(&mutex);
16        use_data_read(); /* noncritical section
17    }
18 }

19 void writer(void)
20 {
21     while (TRUE) {
22         think_up_data(); /* noncritical section
23         wait(&db);
24         write_database(); /* update the database
25         signal(&db);
26     }
27 }
```

Please answer the following question with **statement number**.

- When a *writer* process is updating the database, at which statement is the *first reader* process waiting? At which statement all *other readers* (except *first reader*) are waiting?
- In problem a, at which signal( ) statement is the *first reader* awoken?  
Which process, and at which signal( ) statement, wakeup one of the *other readers* process?

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4. In an UNIX system, a C program is shown in the following : (10%)

```
if (fork( ))
{
    /* code-section-A
}
else
{
    /* code-section-B
}
```

Please select the correct answer.

- a. code-section-A is executed by  
① parent-process      ② forked child process      ③ both processes
- b. code-section-B is executed by  
① parent-process      ② forked child process      ③ both processes
- c. if `execve( )` system-call used, the system call can be inserted into  
① code-section-A      ② code-section-B      ③ both code-sections
- d. What is `execve( )` used for ?