

1E9107

Roll No. : _____

Total Printed Pages : **2****1E9107****M.Tech. (Sem. I) (Main) Examination, February - 2010****Computer Science & Engineering****(1MCS3.2 Critical System Design)**Time : **3 Hours**[Total Marks : **100**

[Min. Passing Marks :

Attempt any **five** questions. Marks of questions are indicated against each question. Draw neat and comprehensive sketches wherever **necessary** to clearly illustrate your answer. Assume missing data suitably if any and specify the same.

Use of following supporting material is permitted during examination.

(Mentioned in form No. 205)

1. _____ Nil _____

2. _____ Nil _____

1. (a) Differentiate among fixed, jittered and sporadic release times.
(b) Is there any difference between precedence graph and task graph ? Explain with suitable examples.

2. (a) Differentiate between RM and DM algorithms with suitable examples.
(b) Explain basic priority inheritance protocol with a suitable example.

3. The first major cycle of the cyclic schedule of periodic tasks is given below. Schedule 3 aperiodic jobs whose release times are 5, 8 and 9.5 respectively. The execution times are 1.0, 1.5 and 3.0 respectively. Compute average response time if these aperiodic jobs are scheduled with or without slack stealing approach.



- 4 A system of 3 periodic tasks (7, 1, 11), (10, 2, 9) and (17, 2, 13) is scheduled and executed according to a cyclic schedule. Can you suggest minimum frame size for minimum preemption of the tasks ?
- 5 (a) What is the need of weighted fair queuing servers ? Explain with a suitable example.
- (b) Differentiate between offline versus online scheduling strategies.
- 6 (a) Explain the basic stack based priority coiling protocol with a suitable example.
- (b) Is there any difference between EDF and LST algorithms ? Explain.
- 7 (a) What is the concept of clock driven scheduling ? Explain with a suitable example.
- (b) Explain PCP-2PL protocol with supporting application.
- 8 Write short notes on : (any two)
- (a) Clock synchronization
- (b) SPSL sporadic server
- (c) Weighted round robin scheduling.

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