

Operating Systems

Lab. Class

Project #2

Project Plan

- 5 projects
 - Install xv6
 - System call
 - **Scheduling**
 - Virtual memory
 - Concurrency
 - File system
- Individual projects

Xv6 Process

- Process states (procstate in proc.h)

```
52 enum procstate { UNUSED, EMBRYO, SLEEPING, RUNNABLE, RUNNING, ZOMBIE };
53
54 // Per-process state
55 struct proc {
56     uint sz;                // Size of process memory (bytes)
57     pde_t* pgdir;          // Page table
58     char *kstack;          // Bottom of kernel stack for this process
59     enum procstate state;  // Process state
60     int pid;               // Process ID
```

- UNUSED: Not used
- EMBRYO: Newly allocated (not ready for running yet)
- SLEEPING: Waiting for I/O, child process, or time
- RUNNABLE: Ready to run
- RUNNING: Running on CPU
- ZOMBIE: Exited

Xv6 Process Scheduler

- main() in main.c

```
17 int
18 main(void)
19 {
39  userinit();    // first user process
40  // Finish setting up this processor in mpmain.
41  mpmain();
42 }
```

- mpmain() in main.c

```
54 // Common CPU setup code.
55 static void
56 mpmain(void)
57 {
58  cprintf("cpu%d: starting\n", cpu->id);
59  idtinit();    // load idt register
60  xchg(&cpu->started, 1); // tell startothers() we're up
61  scheduler(); // start running processes
62 }
```

Xv6 Process Scheduler (Cont'd)

- scheduler() in proc.c
 - Round-robin fashion

```
265 void
266 scheduler(void)
267 {
268     struct proc *p;
269
270     for(;;){
271         // Enable interrupts on this processor.
272         sti();
273
274         // Loop over process table looking for process to run.
275         acquire(&ptable.lock);
276         for(p = ptable.proc; p < &ptable.proc[NPROC]; p++){
277             if(p->state != RUNNABLE)
278                 continue;
279
280             // Switch to chosen process. It is the process's job
281             // to release ptable.lock and then reacquire it
282             // before jumping back to us.
283             proc = p;
284             switchvm(p);
285             p->state = RUNNING;
286             swtch(&cpu->scheduler, proc->context);
287             switchkvm();
288
289             // Process is done running for now.
290             // It should have changed its p->state before coming back.
291             proc = 0;
292         }
293         release(&ptable.lock);
294     }
295 }
296 }
```

Xv6 Process Scheduler (Cont'd)

- `swtch()` in `swtch.S`

```
 8  .globl swtch
 9  swtch:
10  movl 4(%esp), %eax
11  movl 8(%esp), %edx
12
13  # Save old callee-save registers
14  pushl %ebp
15  pushl %ebx
16  pushl %esi
17  pushl %edi
18
19  # Switch stacks
20  movl %esp, (%eax)
21  movl %edx, %esp
22
23  # Load new callee-save registers
24  popl %edi
25  popl %esi
26  popl %ebx
27  popl %ebp
28  ret
```

Xv6 Entering Scheduler

- sched() in proc.c

```
298 // Enter scheduler. Must hold only ptable.lock
299 // and have changed proc->state.
300 void
301 sched(void)
302 {
303     int intena;
304
305     if(!holding(&ptable.lock))
306         panic("sched ptable.lock");
307     if(cpu->ncli != 1)
308         panic("sched locks");
309     if(proc->state == RUNNING)
310         panic("sched running");
311     if(readeflags() & FL_IF)
312         panic("sched interruptible");
313     intena = cpu->intena;
314     swtch(&proc->context, cpu->scheduler);
315     cpu->intena = intena;
316 }
```

Xv6 Entering Scheduler (Cont'd)

- When?

1. Exiting process (exit() in proc.c)

```
208 // Jump into the scheduler, never to return.
209 proc->state = ZOMBIE;
210 sched();
```

2. Sleeping process (sleep() in proc.c)

```
371 // Go to sleep.
372 proc->chan = chan;
373 proc->state = SLEEPING;
374 sched();
```


Xv6 Entering Scheduler (Cont'd)

- When?
 3. Yielding CPU due to timer interrupt
 - trap() in trap.c

```
103 // Force process to give up CPU on clock tick.
104 // If interrupts were on while locks held, would need to check nlock.
105 if(proc && proc->state == RUNNING && tf->trapno == T_IRQ0+IRQ_TIMER)
106     yield();
```

- yield() in proc.c

```
318 // Give up the CPU for one scheduling round.
319 void
320 yield(void)
321 {
322     acquire(&ptable.lock); //DOC: yieldlock
323     proc->state = RUNNABLE;
324     sched();
325     release(&ptable.lock);
326 }
```

Project Assignment #2-1 - Priority Scheduler

- Implement **priority-based scheduler** on xv6
 - The lower nice value, the higher priority
 - The highest priority process is selected for next running
 - **Tiebreak: round-robin fashion**
- Entering scheduler when
 1. Exiting process
 2. Sleeping process
 3. Yielding CPU
 4. **Changing priority**

Project Assignment #2-1 - Priority Scheduler

- Test cases
 1. Exiting process
 2. Waiting process
 3. Sleeping process
 4. Yielding CPU
 5. Changing priority

Project Assignment #2 Template Code

- `git clone https://github.com/jinsoox/xv6-skku.git -b pa2`
- Modifications
 - halt system call
 - Halt xv6 program
 - make tarball
 - Compress your source codes into one .tar.gz file for submission
 - You should enter your ID & project no. on Makefile
 - CPUS=1
 - Ignore to yield CPU on clock tick
 - yield system call
 - Yield CPU

Project Submission Procedure

- <http://sys.skku.edu>
 - Submit a tarball file made from “**make tarball**”
- Due date
 - 2017-04-02 23:59
- Since 2nd submission, -5% penalty of the project score
- Every one day delay, -25% penalty of the project score
 - You can use up to 5 *slip* days