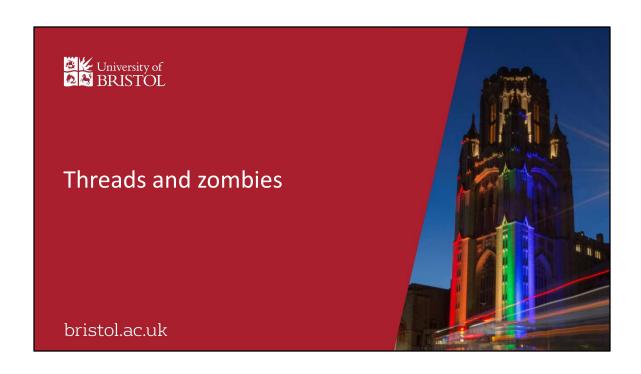


Computer Systems B COMS20012

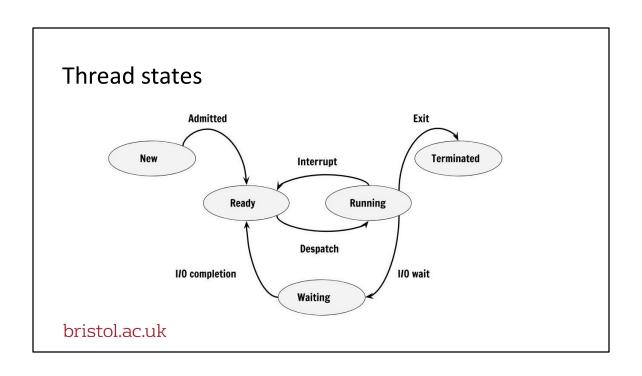
Introduction to Operating Systems and Security



Checkpoint



- thread_yield
- Core logic where the scheduler switch between threads
- Implemented in *kern/thread/thread.c* (line 500)



Thread states

- New

 - Newly created thread
 This is the state while the thread is being initialized
 Does not exists as such in OS161
- - The thread has been initializedIt is waiting to be run
- - The thread is currently being executed
- Waiting
 The thread is waiting on some IO completion
 Sleeping in OS161
- Terminated
 - The thread has finished executed and is waiting to be cleaned up
 This are the zombies in OS161

Note

- Some schedulers may implement more states
- This is the basic and minimum logic you need



- Pause the video
- Open *kern/thread/thread.c*
- Resume the video





thread_yield

- Line 500: function start
- Line 616-639 switch to a new state
 - Go to sleep (i.e., wait on IO)
 - Go back to ready (i.e., let another thread execute due to the scheduler)
 Become a zombie (i.e., wait for the data to be cleaned up)
- On line 620 calls thread_make_runnable

 - Implemented line 465
 Interesting bit is line 482
 Add thread to the tail of a per cpu queue
- Line 660-669
 - Pick the head of the per cpu queue to be the next one to execute
- Line 678-682
 - Switch between the threads (see last week videos)
- Line 731-end
 - Clean up things and get things ready

Checkpoint



- This is how you implement a basic round robin scheduler
- In the next videos we will see more complex algorithms
- The more adventurous can try to implement more complex algorithms for OS/161 (this is entirely optional)
- We have seen all the basic building blocks to do so at this point

