

## Process Scheduling in Linux

### Functions in sched\_other\_rr.c:

- `enqueue_task_other_rr`
  - This sets the time slice of task p, adds task p to the tail of the other\_rr queue. It then increments the number of tasks in the queue.
- `dequeue_task_other_rr`
  - This updates the running queue's stats, removes task p from the running queue, and then decrements the number of tasks in the queue.
- `yield_task_other_rr`
  - We re-queue the task, which takes the current task and puts it at the tail of the queue.
- `pick_next_task_other_rr`
  - If the running queue is empty, it returns NULL. Otherwise it finds the current task, updates its execution start time, and returns a pointer to the task.
- `task_tick_other_rr`
  - This function updates the running queue's stats, then if the time slice is 0, that means it is behaving like FCFS and therefore returns. Otherwise, it decrements the task's time remaining; if it is zero, it resets the time slice, marks it to be rescheduled, and re-queues the task.

### Functions in sched.c:

- `__sched_setscheduler`
  - Added `policy != SCHED_OTHER_RR` to the if statement to prevent error being outputted when `policy == SCHED_OTHER_RR`
- `__setscheduler`
  - Added an additional case statement for when priority is `SCHED_OTHER_RR`, which sets task p's `sched_class` to `other_rr_sched_class`
- `SYSCALL_DEFINE1(sched_other_rr_setquantum, unsigned int quantum)`
  - This prints "`sys_sched_other_rr_setquantum() reached!\n`", then sets `other_rr_time_slice` to `quantum`.

### Testing:

Testing was done with `thread_runner.c`. It uses 4 threads, buffer size of 20 MB. Additional options were `"-s other_rr"` to test our scheduling policy. There was also `"--quantum=<value>"` where value was 0, 1, 5, 10.

### Use Cases:

```
./thread_runner 4 20m -s other_rr --quantum=0  
./thread_runner 4 20m -s other_rr --quantum=1  
./thread_runner 4 20m -s other_rr --quantum=5
```

```
./thread_runner 4 20m -s other_rr --quantum=10
```

**Difficulties:**

Some difficulties were that strcpy() was seg-faulting in thread\_runner.c whenever a time quantum was specified. This was due to optarg being NULL. This was solved by using the long notation --quantum=.

**Unimplemented Features**

None