Operating System Project3

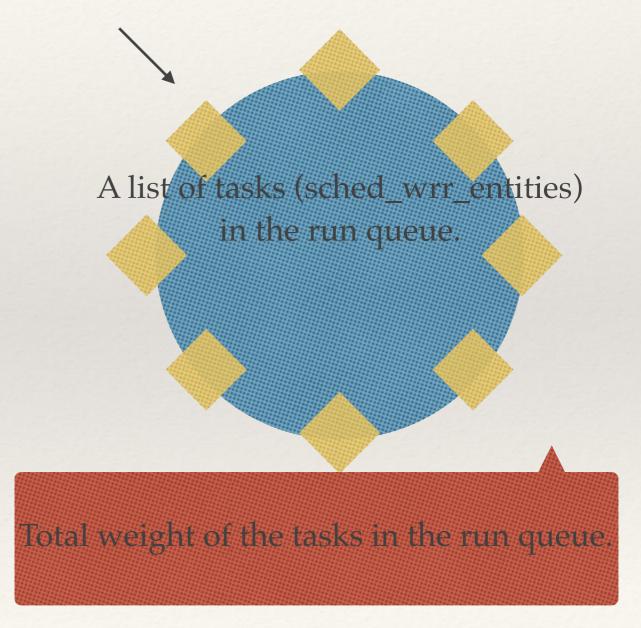
WRR Scheduler

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wrr_rq Structure

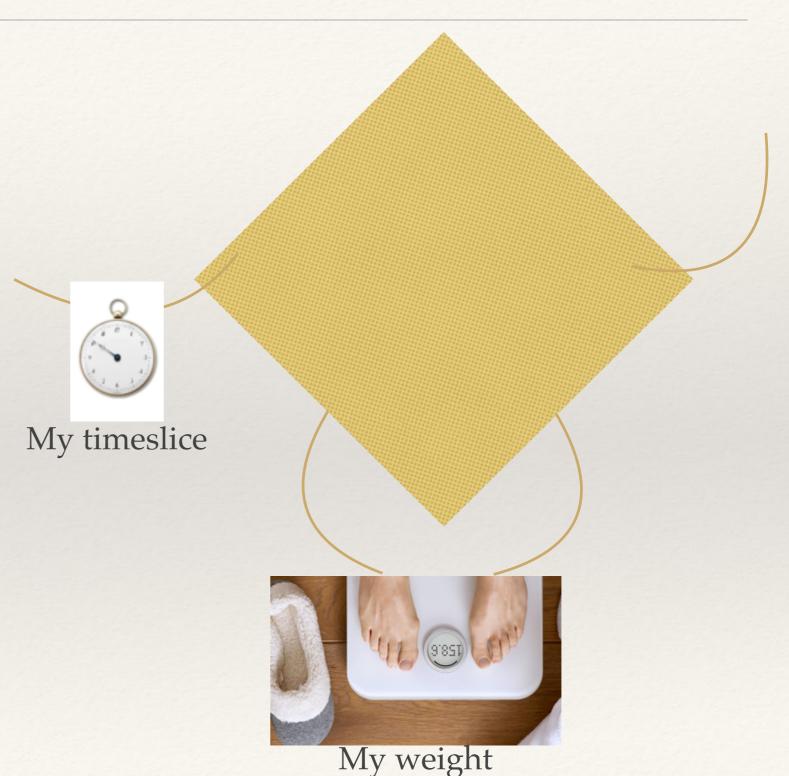
A cursor that points to the currently running task.

- * struct wrr_rq {
- * unsigned long total_weight;
- * struct list_head run_queue;
- * struct task_struct* curr;
- * };



sched_wrr_entity Structure

- * struct sched_wrr_entity {
- * struct list_head run_list;
- unsigned int weight;
- * unsigned int time_slice;
- * };

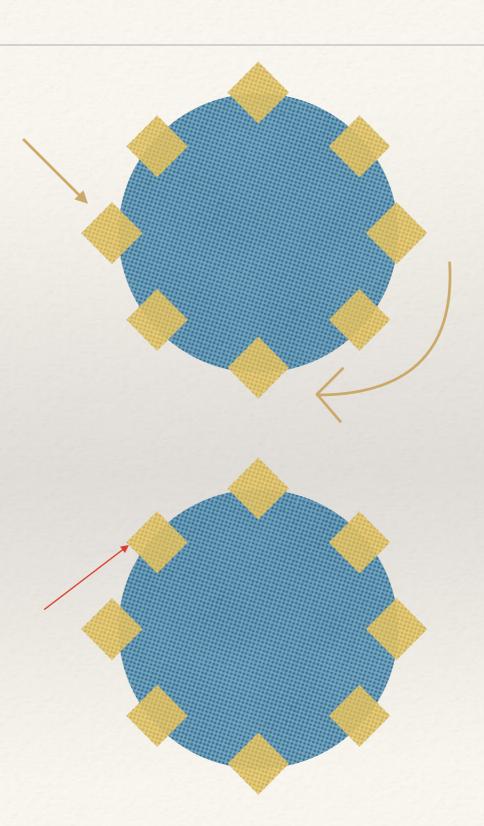


En/Dequeue and pick next task

- * Enqueue: if no task in the run queue, add the task in to the run queue and set the cursor to the added task. Else add the task right before the cursor.
- * Dequeue: if the task that the cursor is pointing to needs to be deleted, update the cursor to the next task. Else, simply delete the task.
- * Pick next task: return the task that the cursor is pointing to with updated time slice.

Task tick!

- * Decrease the time slice of the task the cursor is pointing to.
- * If all the time slice is consumed, move the cursor to next and reschedule.
- * If currently running task is the only task in the queue, refill the time slice and return.

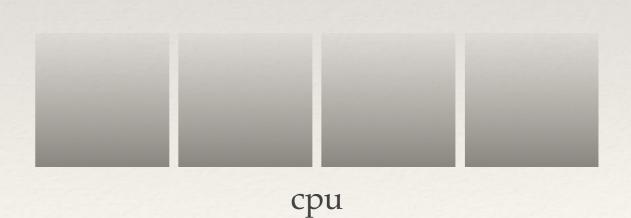


Load Balancing

- * A global variable stores the time of last load balancing.
- * At each tick, cpus that are online try to get the lock, check if it is time to do next load balancing, and update the timestamp to now.

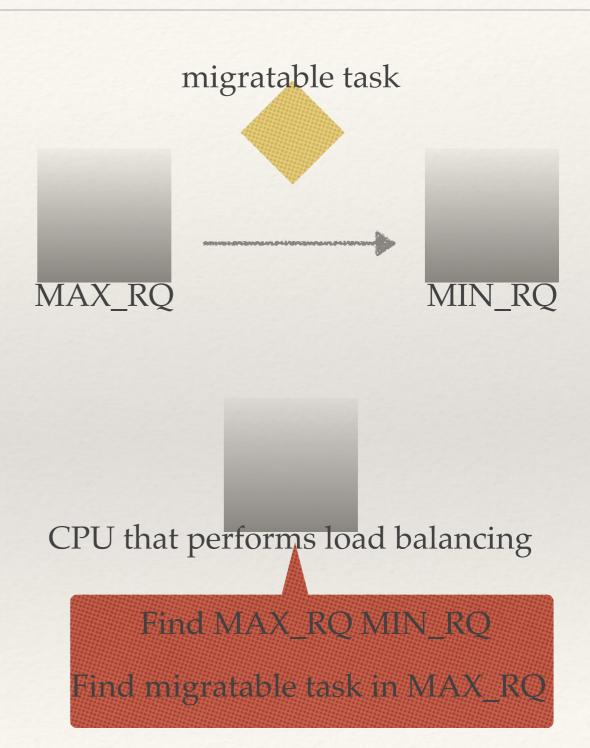




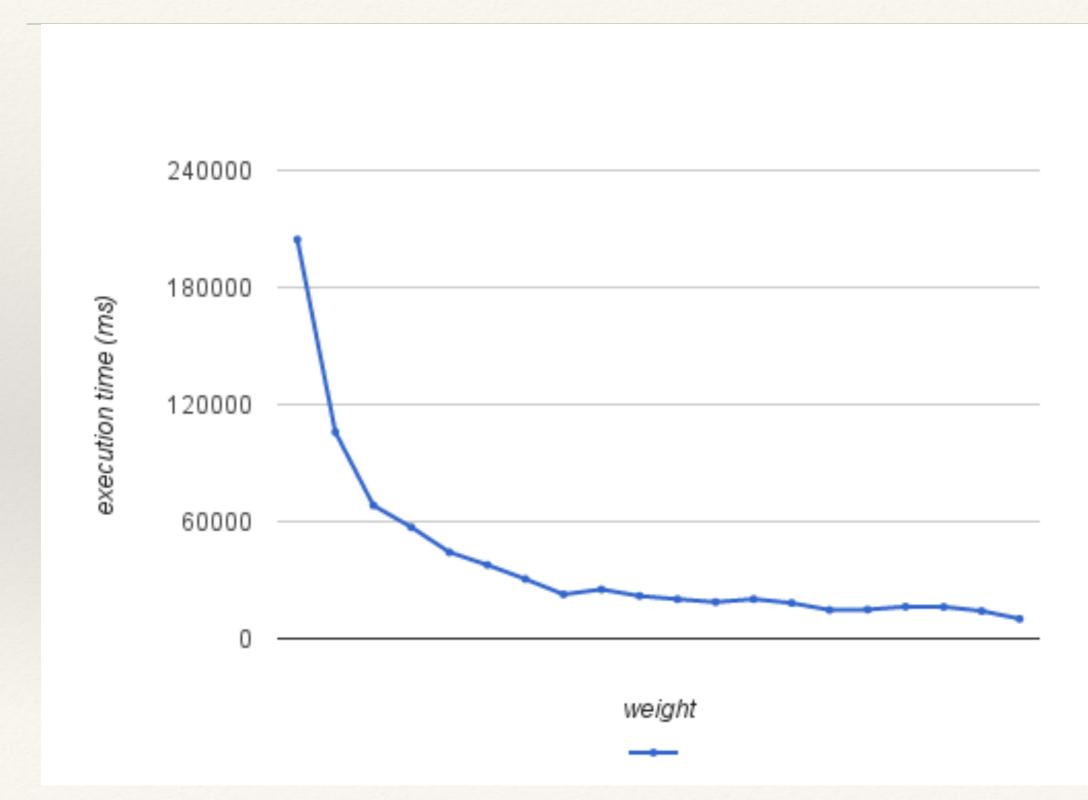


Load Balancing contd.

- * The cpu that succeeded in getting the lock and updating the timestamp then starts load balancing
- * It finds max_rq and min_rq, checks if there is a migratable task; if there is, it acquires lock for the two run queues and migrates the task.
- * Additionally, we have an internal lock in wrr_rq and wrr_rq gets the lock whenever a task is to be enqueued or dequeued.



Relationship between weight and time



Project 3... behind story

- * Rebooted Tizen for about 1000? times
- * Problematic sdb
- * All gathered in the department room for the whole weekend
- * 이걸하네...?
- * Nearly committed suicide...



Questions?