

Nachos Overview

Project 1 - Thread Management

Qi Zheng, Lin.
Advisor: Farn, Wang.

Outline

- Introduction of Nachos
- Installation of Nachos
- Project 1 – Thread Management
- Tips for Nachos

Introduction of Nachos

What Is Nachos?

- Designed by Thomas Anderson at UC Berkeley in 1992
 - written in C++, but has rewritten Nachos in JAVA
- We use the **C++** version here
- Educational OS that some components can be implemented by users
 - **Process management**
 - **CPU scheduling**
 - **Memory management**
 - File system management
 - Networking

What Is Nachos? Cont.

- Nachos is just a UNIX process runs on real OS
 - simulator makes debug easier and **safer**
- Nachos use simple MIPS R2/3000 instructions
 - turn program to MIPS binary code

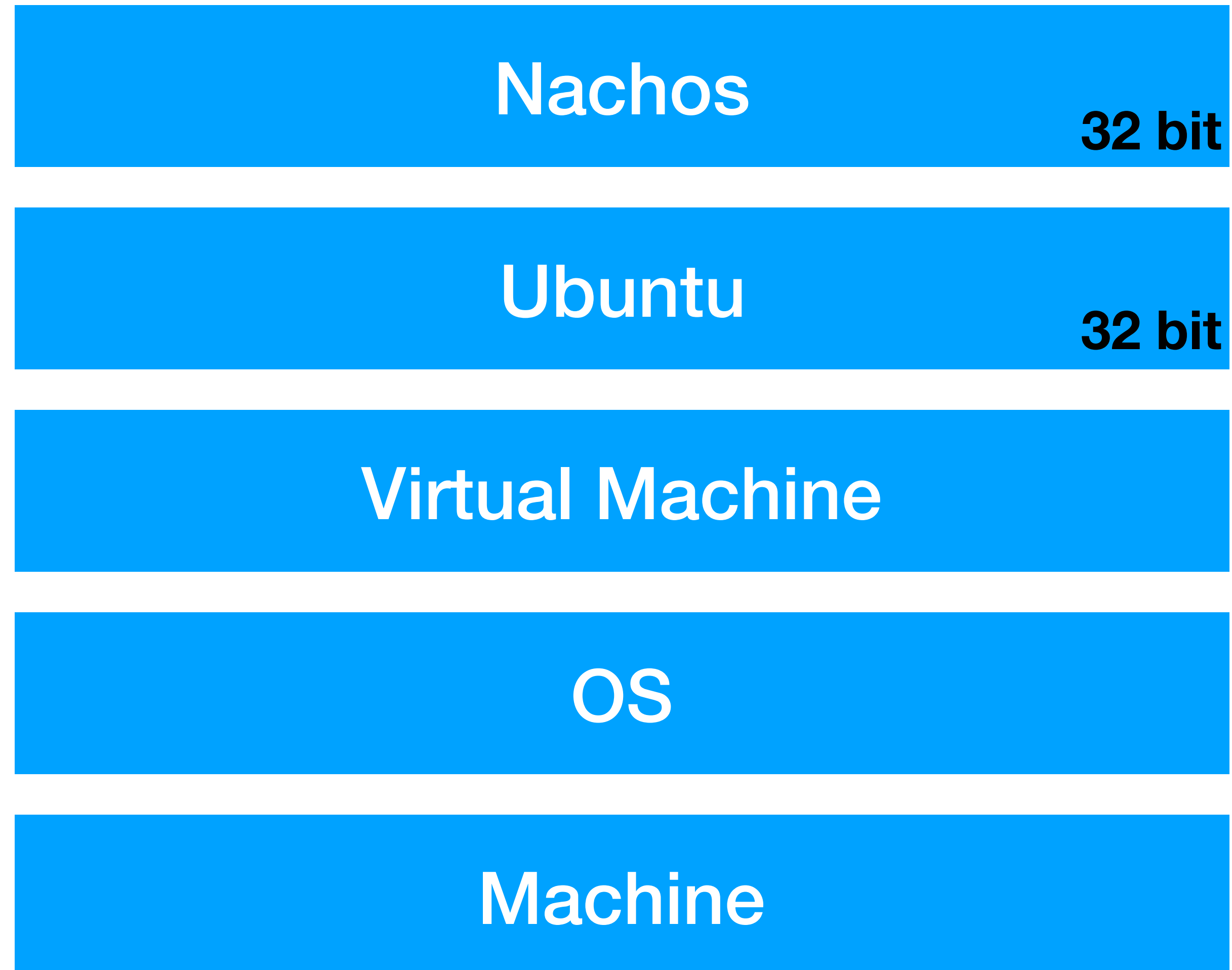
Installation of Nachos

Linux only ...

Linux Machine Only

- Theoretically, You can use any Linux distribution as your platform
 - Ubuntu, Fedora, Debian...
 - Remember to use 32-bit instead of 64-bit
 - Nachos4.0 said to support 64-bits but not been completely tested
- Recommended choice
 - 32-bit Ubuntu 14.04 or older version

Structure



Get Ready

- run virtual machine on your machine
 - virtual box, vmware...
- install Ubuntu Desktop 14.04 LTS 32-bit
 - <https://www.ubuntutw.org/modules/tinyd0/>
- install Nachos and its packages
 - <http://cc.ee.ntu.edu.tw/~farn/courses/OS/OS2018/index.htm>

```
1 # Install g++ and csh
2 sudo apt-get install csh
3 sudo apt-get install g++
4 # Untar packages
5 tar -zxvf nachos-4.0.tar
6 mv mips-x86.linux-xgcc.tar /
7 tar -zxvf /mips-x86.linux-xgcc.tar
8 # Move to folder and make
9 cd ~/nachos-4.0/code
10 make|
```

Project 1

Thread Management

Kickstart

- execute 2 test file in /userprog
 - result should be like this
- if the code work fine, we can move on

```
1 cd ./nachos-4.0/code/userprog
2 ./nachos -e ../test/test1
3 # Print integer:9
4 # Print integer:8
5 # Print integer:7
6 # Print integer:6
7 ./nachos -e ../test/test2
8 # Print integer:20
9 # Print integer:21
10 # Print integer:22
11 # Print integer:23
12 # Print integer:24
13 # Print integer:25
```

Project 1

- The result is wrong
- We are going to fix it

```
1 ./nachos -e ../test/test1 -e ../test/test2|
2 # Print integer:9
3 # Print integer:8
4 # Print integer:7
5 # Print integer:20
6 # Print integer:21
7 # Print integer:22
8 # Print integer:23
9 # Print integer:24
10 # Print integer:6
11 # Print integer:7
```

Trace Code and Fix the Issue

- Trace the following files and find out why the result is wrong
 - nachos-4.0/code/userprog/addrspace.h
 - **nachos-4.0/code/userprog/addrspace.cc**
 - nachos-4.0/code/userprog/userkernel.cc
 - nachos-4.0/code/machine/translate.h
 - nachos-4.0/code/machine/translate.cc
- After you fix the bug, recompile Nachos and see if the result is correct
- (Optional) Design your own test program and see what's the difference.
 - Tell us anything interesting you find by your report.

Format of Source Code & Report

- Report
 - Why the result is not congruent with expected
 - The plan you take to fix the problem in Nachos
 - How you really modified Nachos, including some (not all) important code segments and comments
 - Experiment result and some analysis
- Please saved as [Student ID]_report.pdf
 - E.g. r04921119_report.pdf

Code and Report

- Upload to CEIBA
 - Do not mail me the homework please
- Source code and report BOTH
 - create a folder and follow the structure below
/r04921119_Nachos1
|___ /nachos-4.0
|___ r04921119_report.pdf
- `tar zcvf r04921119_Nachos1.tar.gz ./r04921119_Nachos1`