作業系統 Report

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1. Motivation:

根據作業要求敘述,需要各自執行 matmult 以及 sort 兩個測試檔,且需要修改 sort.c 來達到相同的結果,而以上兩個檔案都需要大量記憶體來運行,因此根據作業要求concurrently,也就需要上次作業的multithread來協助達到共行。根據作業要求使用pageTable,FrameTable以及SwapTable來解決有限記憶體的問題,分別代表virtual,physical跟swap,因此如下圖所示,在machine.h中定義以下表格來記錄使用過程。

```
TranslationEntry *pageTable;
unsigned int pageTableSize;
bool ReadMem(int addr, int size, int* value);
bool UsedPhyPage[NumPhysPages];
bool UsedVirtual[NumPhysPages];
int machine_id;
int PhyPage[NumPhysPages];
TranslationEntry *main[NumPhysPages];
```

發想為透過pageTable將logical memory映射到physical memory,映射後 pageTable透過1bit的標記判斷page有沒有效,若有效則代表該page還在main memory中執行,無效則代表page在輔助記憶體中(如硬碟,SSD)。

根據作業提示在以下file中執行。

- For the disk usage details, see:
 - o /filesys/synchdisk.*
- For the swap space initialization:
 - o /userprog/userkernel.*
- For the table maintaining, see:
 - o /machine/machine.*
- For the loading of pages:
 - /userprog/addrspace.*

2. Implementation:

在userkernel.h中建立一個新的SynchDisk(SwapDisk),且初始化來模擬輔助記憶

```
Machine *machine;
       FileSystem *fileSystem;
       SynchDisk *SwapDisk;
#ifdef FILESYS
       SynchDisk *synchDisk;
#endif // FILESYS
UserProgKernel::Initialize()
   ThreadedKernel::Initialize(); // init multithreading
   machine = new Machine(debugUserProg);
   fileSystem = new FileSystem();
   SwapDisk = new SynchDisk("New SwapDisk");
   synchDisk = new SynchDisk("New SynchDisk");
#endif // FILESYS
void UserProgKernel::Initialize(SchedulerType type)
   ThreadedKernel::Initialize(type); // init multithreading
   machine = new Machine(debugUserProg);
   fileSystem = new FileSystem();
   SwapDisk = new SynchDisk("New SwapDisk");// Swap disk for virtual memory
#ifdef FILESYS
#endif // FILESYS
```

在addrspace的load函數中新增,用for迴圈來尋找可用空間,j則用來檢查第幾個frame已被使用,若使用則加一,若j小於NumPhysPages,也就是還有空frame時,就可以將Page放入main memory,第二種情況是main memory滿了,則透過下面的while迴圈檢查virtual memory,最後將其放入輔助記憶體,達到contextswitch。

```
(noffH.code.size > 0)
for(unsigned int j=0,i=0;i < numPages ;i++){
       while(kernel->machine->UsedPhyPage[j]!=FALSE&&j<NumPhysPages){j++;}</pre>
       if(j<NumPhysPages){</pre>
          kernel->machine->UsedPhyPage[j]=TRUE;
           kernel->machine->PhyPage[j]=id;
           kernel->machine->main[j]=&pageTable[i];
           pageTable[i].physicalPage = j;
           pageTable[i].valid = TRUE;
           pageTable[i].use = FALSE;
           pageTable[i].dirty = FALSE;
           pageTable[i].readOnly = FALSE;
           pageTable[i].page_id =id;
           pageTable[i].counter++; // counter for saving memory
           executable -> {\tt ReadAt(\&(kernel-> machine-> mainMemory[j*PageSize]), PageSize, noffH.code.inFileAddr+(i*PageSize));} \\
       else{
           char *buffer;
           buffer = new char[PageSize];
           tmp=0;
           while(kernel->machine->UsedVirtual[tmp]!=FALSE){tmp++;}
           kernel->machine->UsedVirtual[tmp]=true;
           pageTable[i].virtualPage=tmp;
           pageTable[i].valid = FALSE;
           pageTable[i].use = FALSE;
           pageTable[i].dirty = FALSE;
           pageTable[i].readOnly = FALSE;
           pageTable[i].page id =id:
           executable->ReadAt(buffer,PageSize, noffH.code.inFileAddr+(i*PageSize));
           kernel->SwapDisk->WriteSector(tmp,buffer); // write in virtual memory (SwapDisk)
```

演算法的部分使用了Random replacement algorithm, 他是隨機選擇一項且在必要時丟棄,因此他不需要保留有關訪問歷史的任何資訊。第一個if條件為當main memory沒滿的情況下載入page到main memory中, buffer則用來暫時儲存page,第二格條件則為當main memory滿了的情況, dead則為被選到的人因為之後就會丟棄因此必死,32為32位元。

```
else if (!pageTable[vpn].valid) {
    kernel->stats->numPageFaults++; // page fault
    j=0;
    while(kernel->machine->UsedPhyPage[j]!=FALSE&&j<NumPhysPages){j++;}</pre>
    if(j<NumPhysPages){
        char *buffer; //save page
        buffer = new char[PageSize];
        kernel->machine->UsedPhyPage[j]=TRUE;
        kernel->machine->PhyPage[j]=pageTable[vpn].page id;
        kernel->machine->main[j]=&pageTable[vpn];
        pageTable[vpn].physicalPage = j;
        pageTable[vpn].valid = TRUE;
    pageTable[vpn].counter++;
        kernel->SwapDisk->ReadSector(pageTable[vpn].virtualPage, buffer);
        bcopy(buffer,&mainMemory[j*PageSize],PageSize);
    else{
       char *buffer1;
        char *buffer2;
        buffer1 = new char[PageSize];
        buffer2 = new char[PageSize];
        //Random
        dead = (rand()%32);
        bcopy(&mainMemory[dead*PageSize],buffer1,PageSize);
        kernel->SwapDisk->ReadSector(pageTable[vpn].virtualPage, buffer2);
        bcopy(buffer2,&mainMemory[dead*PageSize],PageSize);
        kernel->SwapDisk->WriteSector(pageTable[vpn].virtualPage,buffer1);
        main[dead]->virtualPage=pageTable[vpn].virtualPage;
        main[dead]->valid=FALSE:
        pageTable[vpn].valid = TRUE;
        pageTable[vpn].physicalPage = dead;
        kernel->machine->PhyPage[dead]=pageTable[vpn].page_id;
        main[dead]=&pageTable[vpn];
```

3. Result:

分開執行的結果如下,各自都可以達到準確的答案。

```
😑 🗊 yuheng@yuheng-lin: ~/nachos-4.0/code/userprog
yuheng@yuheng-lin:~/nachos-4.0/code/userprog$ ./nachos -e ../test/sort
Total threads number is 1
Thread ../test/sort is executing.
return value:1
No threads ready or runnable, and no pending interrupts.
Assuming the program completed.
Machine halting!
Ticks: total 440599030, idle 52221566, system 388377460, user 4
Disk I/O: reads 5536, writes 5550
Console I/O: reads 0, writes 0
Paging: faults 5536
Network I/O: packets received 0, sent 0
yuheng@yuheng-lin:~/nachos-4.0/code/userprog$ ./nachos -e ../test/matmult
Total threads number is 1
Thread ../test/matmult is executing.
return value:7220
No threads ready or runnable, and no pending interrupts.
Assuming the program completed.
Machine halting!
Ticks: total 7691030, idle 1365666, system 6325360, user 4
Disk I/O: reads 80, writes 102
Console I/O: reads 0, writes 0
Paging: faults 80
Network I/O: packets received 0, sent 0
yuheng@yuheng-lin:~/nachos-4.0/code/userprog$
yuheng@yuheng-lin:~/nachos-4.0/code/userprog$
yuheng@yuheng-lin:~/nachos-4.0/code/userprog$
yuheng@yuheng-lin:~/nachos-4.0/code/userprog$
```

但一開始沒有使用multithread導致執行結果如下圖,共同執行的話結果會跟第二個測試檔相同。

```
🕒 🗊 yuheng@yuheng-lin: ~/nachos-4.0/code/userprog
yuheng@yuheng-lin:~/nachos-4.0/code/userprog$ ./nachos -e ../test/sort -e
../test/matmult
Total threads number is 2
Thread ../test/sort is executing.
Thread ../test/matmult is executing.
return value:7220
return value:7220
No threads ready or runnable, and no pending interrupts.
Assuming the program completed.
Machine halting!
Ticks: total 17079530, idle 4424465, system 12655060, user 5
Disk I/O: reads 220, writes 288
Console I/O: reads 0, writes 0
Paging: faults 220
Network I/O: packets received 0, sent 0
yuheng@yuheng-lin:~/nachos-4.0/code/userprog$ ./nachos -e ../test/matmult
-e ../test/sort
Total threads number is 2
Thread ../test/matmult is executing.
Thread ../test/sort is executing.
return value:1
return value:1
No threads ready or runnable, and no pending interrupts.
Assuming the program completed.
Machine halting!
Ticks: total 808414030, idle 32178865, system 776235160, user 5
Disk I/O: reads 2389, writes 2457
Console I/O: reads 0, writes 0
```

最後加入了multithread後就能夠得到正確答案了。

```
🕒 🗊 yuheng@yuheng-lin: ~/nachos-4.0/code/userprog
yuheng@yuheng-lin:~/nachos-4.0/code/userprog$ ./nachos -e ../test/sort -e
../test/matmult
Total threads number is 2
Thread ../test/sort is executing.
Thread ../test/matmult is executing.
return value:1
return value:7220
No threads ready or runnable, and no pending interrupts.
Assuming the program completed.
Machine halting!
Ticks: total 408907530, idle 14464005, system 394443520, user 5
Disk I/O: reads 1278, writes 1346
Console I/O: reads 0, writes 0
Paging: faults 1278
Network I/O: packets received 0, sent 0
yuheng@yuheng-lin:~/nachos-4.0/code/userprog$ ./nachos -e ../test/matmult
-e ../test/sort
Total threads number is 2
Thread ../test/matmult is executing.
Thread ../test/sort is executing.
return value:7220
return value:1
No threads ready or runnable, and no pending interrupts.
Assuming the program completed.
Machine halting!
Ticks: total 415964030, idle 21518165, system 394445860, user 5
Disk I/O: reads 1317, writes 1385
Console I/O: reads 0, writes 0
```