

```
root@db-VirtualBox:/home/db# gcc rts1.c -lpthread -o sched_test.out -D_GNU_SOURCE
root@db-VirtualBox:/home/db# ./sched_test.out SCHED_FIFO
Thread 1 was created.
Thread 2 was created.
Thread 1 is running
Thread 1 is running
Thread 1 is running
Thread 1 is running
Thread 2 is running
Thread 2 is running
Thread 2 is running
Thread 2 is running
root@db-VirtualBox:/home/db# ./sched_test.out
Thread 1 was created.
Thread 2 was created.
Thread 1 is running
Thread 2 is running
Thread 1 is running
Thread 2 is running
Thread 1 is running
Thread 2 is running
Thread 1 is running
Thread 2 is running
```

Hint

1. `int sched_setscheduler(pid_t pid, int policy, const struct sched_param *param);`

將 PID 所指定的進程的調度策略和調度參數分別設置為 `param` 指向的 `sched_param` 結構中指定的 `policy` 和參數。

2. The policy corresponding value define in `/include/linux/sched.h`

```
...
s = sched_setaffinity(0, sizeof(mask), &mask);

struct sched_param param;
param.sched_priority = sched_get_priority_max(SCHED_FIFO);
s = sched_setscheduler(0, SCHED_FIFO, &param);
```

這些皆包含在 `sched.h` 裡面，必須 `include` 才能使用

3. Set the priority of real-time process (`sched_param*param`)

```
param.sched_priority = sched_get_priority_max(SCHED_FIFO);
s = sched_setscheduler(0, SCHED_FIFO, &param);
```

將策略設為 `SCHED_FIFO`，priority 設為 `max(99)`

4. The permission to run real-time process

需要 `root` 權限，否則會失敗。

5. CPU affinity

```
cpu_set_t mask;
CPU_ZERO(&mask);
CPU_SET(0, &mask);
s = sched_setaffinity(0, sizeof(mask), &mask);
```

讓 `pthreads` 都在固定的 CPU 跑，上圖為固定在 CPU 0 上。

Other problems

1. 在 build kernel 時，遇到 `Your display is too small to run Menuconfig!` 這個問題

```

Your display is too small to run Menuconfig!
It must be at least 19 lines by 80 columns.
make[1]: *** [menuconfig] Error 1
make: *** [menuconfig] Error 2
root@db-VirtualBox:/usr/src/linux-2.6.32.68#

```

試了網路上很多變大螢幕尺寸的方法，還是不行。

解決辦法: 安裝 guest additions cd (謝謝助教解答)

2. **Pthread_create 如何帶兩個參數?** 因為要分辨是 thread1 or 2 以及是否有 SCHED_FIFO 需要有兩個參數進入 function。

解決辦法: 一開始查到可以使用 struct 方式，後來又找到可以使用陣列的方式。

```

void* arg[2] = {&no,&scheduler};

error_t1 = pthread_create(&pid t1,NULL,func,arg);
void* func(void* data){
    int s = 0;
    int *no_ptr = ((void**)data)[0]; //t1 t2
    int *sch_ptr = ((void**)data)[1]; //scheduler
}

```

3. **Thread 2 先跑的情況:** 投影片範例中 thread 1 是比 thread 2 先跑，結果我的結果卻是 thread 2 先跑。找了網路上很久，才發現就算 code 中先寫 thread1 的 pthread_create() 再寫 thread2，在 function 中的 sched_setscheduler() 的順序也不一定是 thread1 會先跑。

```

root@db-VirtualBox:/home/db# ./sched_test.out SCHED_FIFO
Thread 2 is running
Thread 2 is running
Thread 2 is running
Thread 2 is running
Thread 1 is running
Thread 1 is running
Thread 1 is running
Thread 1 is running

```

解決辦法: 使用 barrier，它可以讓 thread 執行到 pthread_barrier_wait 時，等待所有 thread 到齊，再依照正確的順序 run。

```

pthread_barrier_t barrier;

pthread_barrier_init(&barrier, NULL, 2);

pthread_barrier_wait(&barrier);

```

4. **compile 出現下圖錯誤**

```

/tmp/ccWbE7rt.o: In function `func':
rts1.c:(.text+0x39): undefined reference to `CPU_ZERO'
rts1.c:(.text+0x4f): undefined reference to `CPU_SET'
collect2: ld returned 1 exit status

```

解決辦法: compile 時加上 -D_GNU_SOURCE

```

root@db-VirtualBox:/home/db# gcc rts1.c -lpthread -o sched_test.out -D_GNU_SOURCE

```