

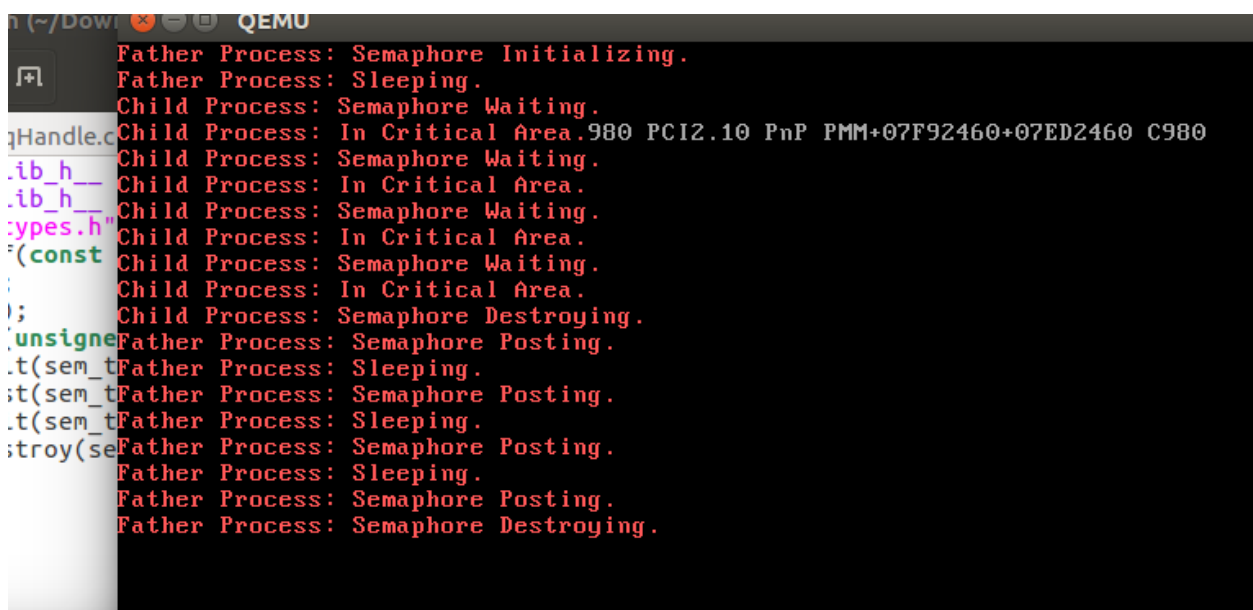
# Lab4 进程同步——实验报告

151220098 汤聪

## 一. 实验要求：

本实验通过实现一个简单的生产者消费者程序，介绍基于信号量的进程同步机制。

## 二. 实验结果：



```
Father Process: Semaphore Initializing.
Father Process: Sleeping.
Child Process: Semaphore Waiting.
Child Process: In Critical Area.980 PCI2.10 PnP PMM+07F92460+07ED2460 C980
Child Process: Semaphore Waiting.
Child Process: In Critical Area.
Child Process: Semaphore Waiting.
Child Process: In Critical Area.
Child Process: Semaphore Waiting.
Child Process: In Critical Area.
Child Process: Semaphore Waiting.
Child Process: In Critical Area.
Child Process: Semaphore Destroying.
Father Process: Semaphore Posting.
Father Process: Sleeping.
Father Process: Semaphore Posting.
Father Process: Sleeping.
Father Process: Semaphore Posting.
Father Process: Sleeping.
Father Process: Semaphore Posting.
Father Process: Semaphore Destroying.
```

## 三. 实验过程：

### (1) 信号量机制

先定义一个.h 文件，定义结构体 semaphore

```
typedef struct Semaphore
{
    int value;
    int id;
    int ifuse;
    PCB *next;
}Semaphore;
```

Value 表示信号量，id 表示序号，next 表示进程链表

定义 PV 操作函数，定义 WR 函数

先将信号量结构体初始化，然后调用 PV 操作

w 函数用于阻塞进程自身在该信号量上，如果 s->next 为空，将 current 指向

pcb\_runnable 队列，如果不为空，则将 current 置为阻塞态，将 s 加入 pcb\_runnable 队列

```
if(s->next==NULL)
{
    s->next=current;
    current->preIndex=-1;
    current->nextIndex=-1;
    current->state=BLOCKED;
    if(pcb_runnable==NULL)
        return;
    else
    {
        current=pcb_runnable;
        if(pcb_runnable->nextIndex==-1)
            pcb_runnable=NULL;
        else
        {
            pcb_runnable=&pcb[pcb_runnable->nextIndex]
            pcb_runnable->preIndex=-1;
        }
    }
    if(current==NULL)
        current=&idle;
}
else
{
    PCB *temp=s->next;
    int index=temp->pid;
    while(pcb[index].nextIndex!=-1)
        index=pcb[index].nextIndex;
    current->preIndex=index;
    pcb[index].nextIndex=current->pid;
    current->state=BLOCKED;
    current->preIndex=-1;
    current->nextIndex=-1;
    if(pcb_runnable==NULL)
        return;
    else
    {
        current=pcb_runnable;
        if(pcb_runnable->nextIndex==-1)
            pcb_runnable=NULL;
        else
    }
```

---

R 函数用于释放一个阻塞在该信号量上的进程，将信号量加入 pcb\_runnable 队列，并将其从元队列中删除

```

if(s->next==NULL)
    return;
else
{
    PCB *temp=s->next;
    int m=temp->pid;
    int k=pcb[m].nextIndex;
    pcb[k].preIndex=-1;
    s->next->pid=k;
    temp->state=RUNNABLE;
    temp->preIndex=-1;
    temp->nextIndex=-1;
    int index=pcb_runnable->pid;
    while(pcb[index].nextIndex!=-1)
        index=pcb[index].nextIndex;
    temp->preIndex=index;
    pcb[index].nextIndex=current->pid;
}

```

## (2) 系统调用

Sem\_init 系统调用用于初始化信号量，参数 value 用于指定信号量的初始值，sem 指针指向初始化成功的信号量

```

int sem_init(sem_t *sem, uint32_t value)
{
    sem->value = value;
    sem->id = syscall(6, 0, value, 0, 0, 0);
    if(sem->id==-1)
        return -1;
    else
        return 0;
}

```

Sem\_post 系统调用对应于 V 操作，其使得 sem 指向的信号量的 value 增一，若 value 取值不大于 0，则释放一个阻塞在该信号量上进程（即将该进程设置为就绪态），若操作成功则返回 0，否则返回 -1

```

int sem_wait(sem_t *sem)
{
    int ret=syscall(8, 0, sem->id, 0, 0, 0);
    if(ret==-1)
        return -1;
    else
    {
        sem->value=ret;
        return 0;
    }
}

```

sem\_wait 系统调用对应信号量的 P 操作，其使得 sem 指向的信号量的 value 减一，若 value 取值小于 0，则阻塞自身，否则进程继续执行，若操作成功则返回 0，否则返回 -1

```

}
int sem_wait(sem_t *sem)
{
    int ret=syscall(8,0,sem->id,0,0,0);
    if(ret==-1)
        return -1;
    else
    {
        sem->value=ret;
        return 0;
    }
}

```

sem\_destroy 系统调用用于销毁 sem 指向的信号量，销毁成功则返回 0，否则返回-1，若尚有进程阻塞在该信号量上，可带来未知错误

```

int sem_destroy(sem_t *sem)
{
    int ret=syscall(9,0,sem->id,0,0,0);
    if(ret==-1)
        return -1;
    else
        return 0;
}

```

在 irqHandle 中增加上述系统调用，匹配相应的调用路径即可。