Project 3

• Description:

• (50 points) Write a new system call int get_number_of_context_switches (unsigned int *) so that a process can use it to get the number of context switches the scheduler makes upon it. If get_number_of_context_switches(unsigned int *) executes successfully, it returns 0; otherwise, it returns a negative value.

```
1.
                   //prototype of the new system call is as follows:
                   int get number of context switches(unsigned int *)
```

2. What follows is a code excerpt that you need to use in your program.

```
#include <stdio.h>
#define NUMBER_OF_ITERATIONS
int main ()
               i,t=2,u=3,v;
  int
  unsigned int w;
  for(i=0; i<NUMBER OF ITERATIONS; i++)</pre>
       v=(++t)*(u++);
  if(get_number_of_context_switches(&w)!=0)
   printf("Error!\n");
  else
    printf("This process encounters %u times context switches.\n", w);
```

• (50 points) Write a new system call int get_number_of_entering_a_wait_queue(unsigned int *) so that a process can use it to get the number of its entering a wait queue. If get number of entering a wait queue (unsigned int *) executes successfully, it returns 0; otherwise, it returns a negative value.

```
1.
                   //prototype of the new system call is as follows:
                   int get_number_of_entering_a_wait_queue(unsigned int *)
```

2. What follows is a code excerpt that you need to use in your program.

```
#include <stdio.h>
#define NUMBER_OF_IO_ITERATIONS
#define NUMBER_OF_ITERATIONS
                                      9999999
int main ()
  char
               i,t=2,u=3,v;
  unsigned int w;
  for(i=0; i<NUMBER_OF_IO_ITERATIONS; i++)</pre>
    v=1;
    c = getchar();
  for(i=0; i<NUMBER_OF_ITERATIONS; i++)</pre>
      v=(++t)*(u++);
  if(get_number_of_context_switches(&w)!=0)
    printf("Error (1)!\n");
   printf("This process encounters %u times context switches.\n", w);
  if(get_number_of_entering_a_wait_queue(&w)!=0)
   printf("Error (2)!\n");
    printf("This process enters a wait queue %u times.\n", w);
  for(i=0; i<NUMBER OF IO ITERATIONS; i++)</pre>
     printf("I love my home.\n");
  if(get_number_of_entering_a_wait_queue(&w)!=0)
    printf("Error (3)!\n");
    printf("This process enters a wait queue %u times.\n", w);
```

- Hint:
 - 1. Inside the Linux kernel, you need to use function <u>copy to user()</u> to copy data to a user address buffer.
 - 2. You may need to add a new system call to do project 3.
 - Check the "Referenced Material" part of the Course web site to see how to add a new system call in Linux.
 - 3. Inside Linux kernel, kernel function schedule() is in charge of the context switch operation.
 - 4. NEW If you need to add a new field into struct task_struct, append it as the last field of struct task_struct. Do not insert it between existing fields. You can initialize the value of this new field inside kernel fucntion <u>copy_thread()</u>. (updated: 27th Dec.)
 - 5. Inside Linux kernel, kernel function <u>default wake function()</u> is used to wake up a process in a wait queue.
- Project Submission:
 - The due day of report submission is 9th Jan. 2022
 - The demo will be held on 11th Jan. 2022 and 12th Jan. 2022
 - NEW Please fill out this form to choose your project 3 demo time before 7th Jan. 2022. (updated: 5th Jan. 2022)
 - Demo of this project is required.
 - During a demo, the TAs will execute several programs written by them to check the correctness of your system calls.
 - When demonstrating your projects, the TAs will ask you some questions regarding to your projects. Part of your project grade is determined by your answers to the questions.
 - You need to submit both an electronic version and a hard-copy of your project report to the TAs.
 - The electronic versions could be sent to the TAs through e-mails.
 - Do not forget writing the names and student IDs of all members in your team. • Your report should contain:
 - Your source code
 - the execution results
 - Late submission will **NOT** be accepted.