Lab-1 report

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task 1


```
r = kmem.freelist;
if (r)
   kmem.freelist = r->next;
```


- @NCPU@kmem@@@@@NCPU@@@CPU@@@@CPU@@@@@
- @kinit@ddddcPU@dddfreerange@dddkfreeIDdddddcpuIDdddddfreeddd freerange@ddddddddddddcPU@dddddcPU@dddd
- <code>___kalloc_kfree_____pull___cpull___kmem[cpull]____cpull____push_off____pop_off</code>


```
$ kalloctest
start test1
test1 results:
--- lock kmem/bcache stats
lock: kmem: #test-and-set 0 #acquire() 16686
lock: kmem: #test-and-set 0 #acquire() 192570
lock: kmem: #test-and-set 0 #acquire() 203321
lock: kmem: #test-and-set 0 #acquire() 4091
lock: kmem: #test-and-set 0 #acquire() 4091
lock: kmem: #test-and-set 0 #acquire() 4092
lock: kmem: #test-and-set 0 #acquire() 4091
lock: kmem: #test-and-set 0 #acquire() 4092
lock: bcache: #test-and-set 0 #acquire() 356
--- top 5 contended locks:
lock: proc: #test-and-set 87610 #acquire() 793643
lock: proc: #test-and-set 78181 #acquire() 793639
lock: proc: #test-and-set 32615 #acquire() 393552
lock: proc: #test-and-set 20254 #acquire() 393514
lock: proc: #test-and-set 19070 #acquire() 393514
tot= 0
test1 OK
start test2
total free number of pages: 32497 (out of 32768)
test2 OK
start test3
child done 1
child done 100000
test3 OK
$ usertests sbrkmuch
```

\$ usertests sbrkmuch
usertests starting
test sbrkmuch: OK
ALL TESTS PASSED

task 2


```
struct Basket
{
    int type;
} basket;
queue<int> jdgb,jbgz;
```

```
int producedJdgb,producedJbgz;
lock lock1;
lock lock2;
lock lock3;
```

```
while(1)
{
    if(produced < queue.length())
    {
       produce();
       produced++;
    }
    if(basket.type == empty)
    {
       basket.type = jdgb;
    }
}</pre>
```

```
while(1)
{
    if(someoneCome)
    {
        jdgb.push();
    }
    if(!jdgb.empty() && basket.type == jdgb)
    {
        jdgb.pop();
        basket.type = empty;
        producedJdgb--;
    }
}
```


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```
make clean && make DiningPhilosopher
```

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./DiningPhilosopher

- 5000050000000000LEFT(x)QRIGHT(x)00000000
- pickup()
- putdown()

→ lab1 synchronization ./DiningPhilosopher Philosopher 0 will think for 2 seconds Philosopher 1 will think for 1 seconds Philosopher 4 will think for 1 seconds Philosopher 3 will think for 3 seconds Philosopher 2 will think for 1 seconds Philosopher 1 will eat for 1 seconds Philosopher 4 will eat for 3 seconds Philosopher 1 will think for 1 seconds Philosopher 2 will eat for 2 seconds Philosopher 4 will think for 2 seconds Philosopher 2 will think for 2 seconds Philosopher 0 will eat for 1 seconds Philosopher 3 will eat for 2 seconds Philosopher 1 will eat for 3 seconds Philosopher 0 will think for 1 seconds Philosopher 3 will think for 1 seconds Philosopher 4 will eat for 3 seconds Philosopher 1 will think for 1 seconds Philosopher 4 will think for 1 seconds Philosopher 0 will eat for 2 seconds Philosopher 3 will eat for 1 seconds Philosopher 2 will eat for 3 seconds Philosopher 3 will think for 3 seconds Philosopher 0 will think for 3 seconds Philosopher 4 will eat for 2 seconds Philosopher 4 will think for 3 seconds Philosopher 2 will think for 3 seconds Philosopher 1 will eat for 1 seconds Philosopher 3 will eat for 3 seconds Philosopher 1 will think for 2 seconds Philosopher 0 will eat for 2 seconds Philosopher 2 will eat for 3 seconds Philosopher 3 will think for 2 seconds Philosopher 0 will think for 2 seconds Philosopher 4 will eat for 2 seconds Philosopher 4 will think for 1 seconds **^**C