

# 48450 Real Time Operating Systems

## Assignment 3 (25 marks)

**Deadline for submission: 23:59 PM, 22 May 2018**

### 1. Introduction

This assignment is a topic about CPU scheduling and Memory management, which are key elements in Real Time Operating System. A submission will be marked on its merits and may be awarded a mark that is less than 25 score if it's of modest quality. You need to program as the requirement, complete it including a reflective self-assessment in the conclusion and submit it by the due date.

All programs are implemented in C language.

This assignment is marked out of 25 and comprises 25% of the total score for this course.

### 2. Assignment details

#### CPU Scheduling, FIFOs, Memory management and Signals

The assignment will involve some application program developments using CPU scheduling, FIFOs and Signal concepts. You are required to develop a program, namely **Prg\_1** and **Prg\_2**. The requirements of these two programs are

- (1) **Prg\_1 (11 points)**: You are required to use **CPU scheduling** and **FIFOs** in the **Prg\_1**. It should include two threads, **Threads 1 and 2**.

**Thread 1**: In this thread, the **Prg\_1** is to simulate CPU scheduling by applying **Shortest-remaining-time-first algorithm (SRTF)**. Your program is required to measure the *average waiting time and turn-around time* (See page 6 of Lecture 6) in the **CPU scheduling**. After the CPU scheduling is completed, your program is required to define a FIFOs and write these *average waiting time and turn-around time* to CPU memory through the FIFOs. The input data involving the CPU scheduling are as follows:

Process ID	Arrive time	Bust time
1	8	10
2	10	3
3	14	7
4	9	5
5	16	4
6	21	6
7	26	2

**Thread 2**: In this thread, your program is required to read the *average waiting time and turn-around time* from the memory through **the FIFOs** as defined in the **Thread 1**. Then, your program is required to write those read data to a text file named "output.txt".

- (2) **Prg\_2 (11 points):** You need to use **Deadlock detection and Signals**. Your program is required to detect the CPU deadlock and report all the possible deadlocks caused by different processes (See **Deadlock Detection Algorithm on slide 36 of lecture 6**). As an example, your program is required to read the process information from “Topic2\_Prg\_2.txt” and run your program by referring to **slides 37 and 38 on lecture 6**. The data file of “Topic2\_Prg\_2.txt” are:

9 processes P0 through P8; 3 resource types A (17 instances), B (13 instances), and C (18 instances)

At time  $T_0$

<u>Process ID</u>	<u>Allocation</u>	<u>Request</u>	<u>Available</u>
	<i>A B C</i>	<i>A B C</i>	<i>A B C</i>
<i>P0</i>	0 1 0	0 1 2	0 1 2
<i>P1</i>	2 0 0	2 0 2	
<i>P2</i>	3 0 3	0 0 2	
<i>P3</i>	2 1 1	3 2 2	
<i>P4</i>	0 0 2	0 3 5	
<i>P5</i>	2 1 3	0 1 1	
<i>P6</i>	5 2 4	1 6 4	
<i>P7</i>	1 3 1	5 0 3	
<i>P8</i>	2 4 2	1 2 4	

The result is:

- (1) a sequence of process IDs, if there is no deadlock (see slide 37 of lecture 6)

or

- (2) a list of process IDs that cause the CPU deadlock if there is a deadlock (see slide 39 of lecture 6).

You need to write the result to “output\_topic2.txt”. In addition, once the writing to “output\_topic2.txt” is completed, your program needs to send a user defined signal (SIGUSR1 or SIGUSR2) to your process. Your process needs to handle this signal by sending (output) a notification on your screen. Say “Writing to output\_topic2.txt has finished”

Furthermore, it is an option that if your program is capable of generating Gantt-chart style graphical outputs on the console.

- (3) **Report (3 points):** You are required to write a report to summarise your observation.

### 3. Assignment Deadline and Submission

The deadline to submit this assignment is 23:59 PM, 22 May 2018

You are required to submit two formats of the assignment via email:

1. Your full assignment report.
2. Your 'C' code file

If you use makefile for compiling your program, you are required to send it to the lecture coordinator as well