


```

#include <signal.h>
#include <sys/time.h>
#define HIST 10

static volatile sig_atomic_t stop;

static void sighandler (int signr)
{
    (void) signr;
    stop = 1;
}

static unsigned long hog (unsigned long niters)
{
    stop = 0;
    while (!stop && --niters);
    return niters;
}

int main (void)
{
    int i;
    struct itimerval it = { .it_interval = { .tv_sec = 0, .tv_usec = 1 },
                           .it_value = { .tv_sec = 0, .tv_usec = 1 } };
    sigset_t set;
    unsigned long v[HIST];
    double tmp = 0.0;
    unsigned long n;
    signal (SIGALRM, &sighandler);
    setitimer (ITIMER_REAL, &it, NULL);

    hog (ULONG_MAX);
    for (i = 0; i < HIST; ++i) v[i] = ULONG_MAX - hog (ULONG_MAX);
    for (i = 0; i < HIST; ++i) tmp += v[i];
    tmp /= HIST;
    n = tmp - (tmp / 3.0);

    sigemptyset (&set);
    sigaddset (&set, SIGALRM);

    for (;;) {
        hog (n);
        sigwait (&set, &i);
    }
    return 0;
}

```

References

<http://lkml.org/lkml/2007/2/12/6>
 Documentation/filesystems/proc.txt (1.8)

Thanks

Con Kolivas, Pavel Machek

cpu-load.txt