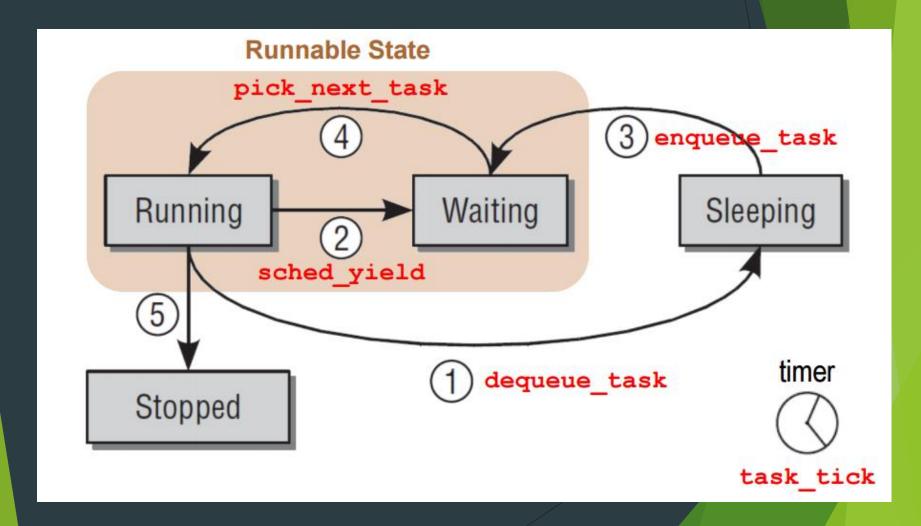
# Relationships between Generics Functions and Process States



#### Hints (1/4)

- static void enqueue\_task\_weighted\_rr(struct rq \*rq, struct task\_struct \*p, int wakeup, bool b)
- static void dequeue\_task\_weighted\_rr(struct rq \*rq, struct task\_struct \*p, int sleep)
- ▶ HINT 1: 可利用 functions list\_add\_tail() 和 list\_del() 去 enqueue 和 dequeue task\_struct \*p
- ► HINT 2: 請記得去更新 rq->weighted\_rr.nr\_running 的數值

### Hints (2/4)

static void yield\_task\_weighted\_rr(struct rq \*rq)

▶ HINT: 可利用 function list\_move\_tail() 去將 the current task (rq->curr) 放到 queue 的尾端

#### Hints (3/4)

- static void task\_tick\_weighted\_rr(struct rq \*rq, struct task\_struct \*p,int queued)
- task\_tick is called by the periodic scheduler each time it is activated.
- ► HINT:
- ▶ 1) 每次對 p->task\_time\_slice 的 值做減一的動作
- ▶ 2) 當 p->task\_time\_slice 的值到零
  - ▶ 2.1) 重設 各個Task自己的weighted\_time\_slice
    - p->task\_time\_slice=p->weighted\_time\_slice
  - ▶ 2.2) 呼叫 set\_tsk\_need\_resched(q)
  - ▶ 2.3) yield/requeue 該 task

#### 補充說明: task\_struct

- Task\_time\_slice:
  - ▶ 紀錄time slice 消耗的狀況.
- Weighted\_time\_slice
  - ▶ 當需要重新補充time slice時,需要補充多少time slice?
  - ▶ weighted\_time\_slice作為補充多少time slice的依據.

## 補充說明: initial weighted time slice

In "kernel/sched.c"

```
static void sched fork(struct task struct *p)
□ {
     //+ OS Proj2: weighted rr
     INIT LIST HEAD (&p->weighted rr list item);
     p->task time slice = weighted rr time slice;
     p->weighted time slice = weighted rr time slice;
 //+ OS Proj2: weighted rr
 SYSCALL DEFINE1 (sched weighted rr setquantum, unsigned int, quantum)
₽ {
     weighted rr time slice = quantum;
     return:
```

#### Hints (4/4)

- static struct task\_struct
  \*pick\_next\_task\_weighted\_rr(struct rq \*rq)
- pick\_next\_task selects the next task that is supposed to run, while put\_prev\_task is called before the currently executing task is replaced with another one.
- ► HINT:
- ▶ 1) 若 weighted\_rr.queue 是空的 ,回傳 NULL (或是用weighted\_rr.nr\_running判斷.)
- ▶ 2) 否則,用 list\_first\_entry() 去取得並回傳 weighted\_rr.queue 中的第一筆 entry/task