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| CS 140 |

| PROJECT 1: THREADS |

| DESIGN DOCUMENT |

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---- GROUP ----

>> Fill in the names and email addresses of your group members.

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---- PRELIMINARIES ----

>> If you have any preliminary comments on your submission, notes for the

>> TAs, or extra credit, please give them here.

>> Please cite any offline or online sources you consulted while

>> preparing your submission, other than the Pintos documentation, course

>> text, lecture notes, and course staff.

ALARM CLOCK

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---- DATA STRUCTURES ----

>> A1: Copy here the declaration of each new or changed `struct' or

>> `struct' member, global or static variable, `typedef', or

>> enumeration. Identify the purpose of each in 25 words or less.

1. 在threads中增加float.h，包含浮点运算，因为pintos没有浮点运算。
2. 修改synch.h中的struct lock，增加int max\_priority和struct list\_elem element两个属性来进行队列操作，前者用来记录阻塞队列中的最大优先级，后者用来找到链表中的lock结构体
3. 在float.c中增加static int load\_avg，记录当前的load average。
4. 在thread.h中修改struct thread，增加属性int64\_t ticks\_remain（记录剩余的睡眠ticks）、int old\_priority（记录之前的优先级）、struct lock\* waiting lock（线程阻塞的锁）、以及4.4bsd算法中要求的int nice和int recent\_cpu

---- ALGORITHMS ----

>> A2: Briefly describe what happens in a call to timer\_sleep(),

>> including the effects of the timer interrupt handler.

首先，更改线程的状态为blocked来阻塞线程，同时在线程结构体里加一个阻塞时间，每次时钟中断的时候递减。Handler在每个tick时都会对线程剩余的阻塞时间进行检测，当此线程的阻塞时间为0时通知该线程，将其唤醒。

>> A3: What steps are taken to minimize the amount of time spent in

>> the timer interrupt handler?

首先我们编写一个check\_remain()函数来检查一个阻塞线程剩余的阻塞时间，如果时间不为0，那么我们使它的阻塞时间减1，如果为0就将它转为就绪状态。然后通过thread\_foreach()来在每个tick时检查全部线程。

---- SYNCHRONIZATION ----

>> A4: How are race conditions avoided when multiple threads call

>> timer\_sleep() simultaneously?

Timer\_sleep()实现的方法是通过阻塞和唤醒机制，而不是通过yield和循环实现的busy waiting，这样我们可以在timer\_sleep()函数开始时关闭中断，来避免出现race condition的情况。

>> A5: How are race conditions avoided when a timer interrupt occurs

>> during a call to timer\_sleep()?

当一个线程调用timer\_sleep()时，enum intr\_level old\_level = intr\_disable ();这一句中，intr\_disable会将当前线程设置为关中断，同时返回当前状态让old\_level记录，这样可以禁止当前行为被中断。

---- RATIONALE ----

>> A6: Why did you choose this design? In what ways is it superior to

>> another design you considered?

这种设计是通过对线程的阻塞(timer\_sleep)与线程的唤醒(timer\_interrupt)来实现的，与通过循环来实现的的busy wait方法相比，这种设计不需要在等待中不断进行循环和检查，节省了CPU资源。

PRIORITY SCHEDULING

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---- DATA STRUCTURES ----

>> B1: Copy here the declaration of each new or changed `struct' or

>> `struct' member, global or static variable, `typedef', or

>> enumeration. Identify the purpose of each in 25 words or less.

答：

1. 修改synch.h文件，为struct lock增加属性：

//用来记录阻塞队列中的最大优先级，是用来捐赠给持有锁的线程的

int max\_priority;

//用来找到链表中的lock结构体

struct list\_elem element;

1. 修改thread.h文件，为struct thread增加属性：

//用来记录之前的优先级

int old\_priority;

//用来记录线程阻塞的锁

struct lock\* waiting\_lock;

>> B2: Explain the data structure used to track priority donation.

>> Use ASCII art to diagram a nested donation. (Alternately, submit a

>> .png file.)

（1）

我们为thread添加了属性old\_priority和waiting\_lock，为lock添加了max\_priority和element来帮助跟踪优先级捐赠。

每当一个线程获得一把锁时，锁会被插入到线程的struct list locks字段里。当一把锁被释放时，它就会从持有者的锁列表中删除。lock结构体中的element也是同样用处。

就一次捐赠而言，如果某个线程要获得一把锁，那么会先检查锁持有者的优先级，如果它低于需要锁的这个线程的优先级，捐赠就会发生。

在我们的实现中，线程的old\_priority将随着优先级改变（除了捐赠以外）,所以我们可以假设old\_priority已经保存当前的优先级。

然后将被捐赠线程的优先级设置为捐赠者线程的优先级。

锁的max\_priority被设置为捐赠者的优先级，以跟踪锁的waiter列表中的最高优先级。

捐赠者线程的waiting\_lock被设置为这个锁。

然后对于嵌套捐赠来说，需要检查被捐赠线程是否被另一个锁阻塞。如果是的话，会按上述程序再次进行另一次捐赠。现在的被捐赠线程是新的捐赠者，受捐者是当前线程所阻塞的锁的锁持有者。

嵌套的情况会一直检查下去，直到没有被捐赠线程被其他线程阻塞，或者到了嵌套层数的上限（通过全局变量来规定）。二者出现之一，嵌套捐赠都会停止。

（2）以如下情况为例：

A 线程，优先级31，持有锁lock\_1.

B 线程，优先级32，持有锁lock\_2, 要获取锁lock\_1

C 线程，优先级33，要获取锁lock\_2

第一阶段：开始状态

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| 线程 A (开始状态) |

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| 成员 | 值 |

+-------------------+-------------------------------+

| priority | 31 |

| old\_priority | 31 |

| locks | {lock\_1 (max\_priority = -1)} |

| waiting\_lock | NULL |

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| 线程 B (开始状态) |

+-------------------+-------------------------------+

| 成员 | 值 |

+-------------------+-------------------------------+

| priority | 32 |

| old\_priority | 32 |

| locks | {lock\_2 (max\_priority = -1)} |

| waiting\_lock | NULL |

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.---------------------------.

| 线程 C (开始状态) |

+-------------------+-------+

| 成员 | 值 |

+-------------------+-------+

| priority | 33 |

| old\_priority | 33 |

| locks | {} |

| waiting\_lock | NULL |

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第二阶段：B 获取 lock\_1：

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| 线程 A (B 获取 L1) |

+-------------------+-------------------------------+

| 成员 | 值 |

+-------------------+-------------------------------+

| priority | 31 |

| old\_priority | 32 |

| locks | {lock\_1 (max\_priority = 32)} |

| waiting\_lock | NULL |

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| 线程 B (B 获取 L1) |

+-------------------+-------------------------------+

| 成员 | 值 |

+-------------------+-------------------------------+

| priority | 32 |

| old\_priority | 32 |

| locks | {lock\_2 (max\_priority = -1)} |

| waiting\_lock | &lock1 |

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| 线程 C (B 获取 L1) |

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| 成员 | 值 |

+-------------------+-------+

| priority | 33 |

| old\_priority | 33 |

| locks | {} |

| waiting\_lock | NULL |

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第3阶段（1）：C 获取 lock\_2：

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| 线程 B (C 获取 L2, Step 1) |

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| 成员 | 值 |

+-------------------+-------------------------------+

| priority | 32 |

| old\_priority | 33 |

| locks | {lock\_2 (max\_priority = 33)} |

| waiting\_lock | &lock1 |

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| 线程 C (C 获取 L2, Step 1) |

+----------------------+-----------+

| 成员 | 值 |

+----------------------+-----------+

| priority | 33 |

| old\_priority | 33 |

| locks | {} |

| waiting\_lock | &lock\_2 |

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| 线程 A (C 获取 L2, Step 1) |

+-------------------+-------------------------------+

| 成员 | 值 |

+-------------------+-------------------------------+

| priority | 31 |

| old\_priority | 32 |

| locks | {lock\_1 (max\_priority = 32)} |

| waiting\_lock | NULL |

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第3阶段（2）：C 获取 lock\_2：

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| 线程 B (C 获取 L2, Step 2) |

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| 成员 | 值 |

+-------------------+-------------------------------+

| priority | 32 |

| old\_priority | 33 |

| locks | {lock\_2 (max\_priority = 33)} |

| waiting\_lock | &lock1 |

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| 线程 C (C 获取 L2, Step 2) |

+----------------------+-----------+

| 成员 | 值 |

+----------------------+-----------+

| priority | 33 |

| old\_priority | 33 |

| locks | {} |

| waiting\_lock | &lock\_2 |

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| 线程 A (C 获取 L2, Step 2) |

+-------------------+-------------------------------+

| 成员 | 值 |

+-------------------+-------------------------------+

| priority | 31 |

| old\_priority | 33 |

| locks | {lock\_1 (max\_priority = 32)} |

| waiting\_lock | NULL |

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第4阶段：A 释放 lock\_1：

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| 线程 A (A 释放 lock\_1)) |

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| 成员 | 值 |

+---------------------+---------+

| priority | 31 |

| old\_priority | 31 |

| locks | {} |

| waiting\_lock | NULL |

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| 线程 B (A 释放 lock\_1) |

+-------------------+--------------------------------+

| 成员 | 值 |

+-------------------+--------------------------------+

| priority | 32 |

| old\_priority | 33 |

| locks | {&lock\_2 (max\_priority = 33), |

| | &lock\_1 (max\_priority = 32)} |

| waiting\_lock | NULL |

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| 线程 C (A 释放 lock\_1) |

+--------------------+---------+

| 成员 | 值 |

+--------------------+---------+

| priority | 33 |

| old\_priority | 33 |

| locks | {} |

| waiting\_lock | &lock\_2 |

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第5阶段：B 释放 lock\_2：

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| 线程 A (B 释放 lock\_2)) |

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| 成员 | 值 |

+---------------------+---------+

| priority | 31 |

| oldpriority | 31 |

| locks | {} |

| waiting\_lock | NULL |

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| 线程 B (B 释放 lock\_2) |

+-------------------+--------------------------------+

| 成员 | 值 |

+-------------------+--------------------------------+

| priority | 32 |

| old\_priority | 32 |

| locks | {&lock\_1 (max\_priority = 32)} |

| waiting\_lock | NULL |

'-------------------+--------------------------------'

.----------------------------------------------------.

| 线程 C (B 释放 lock\_2) |

+-------------------+--------------------------------+

| 成员 | 值 |

+-------------------+--------------------------------+

| priority | 33 |

| old\_priority | 33 |

| locks | {&lock\_2 (max\_priority = 33)} |

| waiting\_lock | NULL |

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---- ALGORITHMS ----

>> B3: How do you ensure that the highest priority thread waiting for

>> a lock, semaphore, or condition variable wakes up first?

答：将struct semaphore和struct condition中的属性waiters（正在等待的线程队列）改为按照优先级排序的队列。每次唤醒线程时，线程按照在该队列中的顺序依次放到ready\_list中，也就是优先级从最高到最低。这样保证了ready\_list中拥有最高优先级的线程是第一个等待被唤醒的。

>> B4: Describe the sequence of events when a call to lock\_acquire()

>> causes a priority donation. How is nested donation handled?

答：

第一步：屏蔽中断

第二步：捐赠

2.1 如果lock的holder为NULL

2.1.1 sema\_down：如果信号量值为0，把所有需要这把锁的线程放到该信号量的等待队列里，直到信号量值变为正值。

2.1.2 设置当前线程为这个锁的持有者

2.2 否则比较lock的holder(L)的优先级和当前线程(C)的优先级

2.2.1如果线程L的优先级大于线程C的优先级

2.2.1.1 执行sema\_down直到信号量值变为正值，也就是直到锁释放

2.2.1.2 设置当前线程为这个锁的持有者

2.2.2 否则

2.2.2.1 [捐赠]将线程L的优先级赋值给线程C的优先级

2.2.2.2 执行sema\_down，直到锁被释放

2.2.2.3 当前线程成为这个锁的持有者

第三步：把中断恢复到被禁用之前的状态

>> B5: Describe the sequence of events when lock\_release() is called

>> on a lock that a higher-priority thread is waiting for.

答：

①如果该锁不对应这个线程则报错；

②解锁，禁用中断，将锁的持有者设置为NULL

③将信号量加一，让列表中线程可以竞争，取就绪列表上的最高优先级线程

④设置锁原持有者的优先级。如果没有捐赠或者有捐赠但是原线程仅持有该锁，则把优先级还原；否则进行嵌套捐赠，把原线程的优先级设置为锁列表中线程的最高级。

---- SYNCHRONIZATION ----

>> B6: Describe a potential race in thread\_set\_priority() and explain

>> how your implementation avoids it. Can you use a lock to avoid

>> this race?

答：

潜在的竞争：更高级线程捐赠优先级和被捐赠线程本身改变优先级，可能会发生竞争。不同的改变顺序最后可能会导致不同的优先级。

避免算法：thread\_set\_priority()检查 lock 是否有更高优先级的线程在等待

，我们的代码通过禁用中断来防止该竞争。申请的锁被记下，当另一个线程申请这个锁时，检测它的优先级，判断是否进行捐赠，然后放入等待队列被阻塞。

---- RATIONALE ----

>> B7: Why did you choose this design? In what ways is it superior to

>> another design you considered?

答：这样的设计没有过多改变struct thread结构和struct锁结构，不会造成代码复杂。struct thread结构里记录的old\_priority能使释放锁后的线程恢复原来的优先级，更加方便，节省了CPU资源。struct lock \*waiting lock记录了线程阻塞的锁。而使用max\_priority来记录阻塞队列中的最大优先级，使得捐赠行为发生时，改变线程的原优先级，有一定的效率提升。

ADVANCED SCHEDULER

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---- DATA STRUCTURES ----

>> C1: Copy here the declaration of each new or changed `struct' or

>> `struct' member, global or static variable, `typedef', or

>> enumeration. Identify the purpose of each in 25 words or less.

答：

- 由于pintos没有浮点运算，所以在threads包里增加float.h表示浮点运算。

- 修改thread.h中的struct thread，增加int old\_priority表示原优先级，struct list locks表示线程持有的锁，struct lock\* waiting\_lock表示线程阻塞的锁，以及根据4.4BSD scheduler设置的int nice和int recent\_cpu。

- 在thread.c中增加static load\_avg，记录当前的load average。

- 修改synch.h中的struct lock、增加int max\_priority和struct element两个属性来进行队列操作，前者用来记录阻塞队列中的最大优先级，后者用来找到链表中的lock结构体

---- ALGORITHMS ----

>> C2: Suppose threads A, B, and C have nice values 0, 1, and 2. Each

>> has a recent\_cpu value of 0. Fill in the table below showing the

>> scheduling decision and the priority and recent\_cpu values for each

>> thread after each given number of timer ticks:

timer recent\_cpu priority thread

ticks A B C A B C to run

----- -- -- -- -- -- -- ------

0 0 1 2 63 61 59 A

4 4 1 2 62 61 59 A

8 8 1 2 61 61 59 B

12 8 5 2 61 61 59 A

16 12 5 2 60 60 59 B

20 12 9 2 60 59 59 A

24 16 9 2 59 59 59 C

28 16 9 6 59 59 58 B

32 16 13 2 59 58 58 A

36 20 13 6 58 58 58 C

>> C3: Did any ambiguities in the scheduler specification make values

>> in the table uncertain? If so, what rule did you use to resolve

>> them? Does this match the behavior of your scheduler?

占位

>> C4: How is the way you divided the cost of scheduling between code

>> inside and outside interrupt context likely to affect performance?

---- RATIONALE ----

>> C5: Briefly critique your design, pointing out advantages and

>> disadvantages in your design choices. If you were to have extra

>> time to work on this part of the project, how might you choose to

>> refine or improve your design?

>> C6: The assignment explains arithmetic for fixed-point math in

>> detail, but it leaves it open to you to implement it. Why did you

>> decide to implement it the way you did? If you created an

>> abstraction layer for fixed-point math, that is, an abstract data

>> type and/or a set of functions or macros to manipulate fixed-point

>> numbers, why did you do so? If not, why not?

SURVEY QUESTIONS

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Answering these questions is optional, but it will help us improve the

course in future quarters. Feel free to tell us anything you

want--these questions are just to spur your thoughts. You may also

choose to respond anonymously in the course evaluations at the end of

the quarter.

>> In your opinion, was this assignment, or any one of the three problems

>> in it, too easy or too hard? Did it take too long or too little time?

>> Did you find that working on a particular part of the assignment gave

>> you greater insight into some aspect of OS design?

>> Is there some particular fact or hint we should give students in

>> future quarters to help them solve the problems? Conversely, did you

>> find any of our guidance to be misleading?

>> Do you have any suggestions for the TAs to more effectively assist

>> students, either for future quarters or the remaining projects?

>> Any other comments?