Bilgisayar İşletim Sistemleri, Uygulama 5

Unix'de Semafor ve Paylaşılan Bellek İşlemleri

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Bugün

Bilgisayar İşletim Sistemleri, Uygulama 5

Paylaşılan Bellek Örnekler





Paylaşılan Bellek Veri Yapısı

```
struct shmid_ds {
    struct ipc_perm
                    shm_perm;
                                  /* Ownership and permissions */
    size_t
                    shm_segsz;
                                  /* Size of segment (bytes) */
    time t
                    shm atime:
                                    Last attach time */
    time_t
                    shm_dtime:
                                    Last detach time */
    time t
                    shm_ctime:
                                    Last change time */
                    shm_cpid;
                                    PID of creator */
    pid_t
    pid_t
                    shm_lpid;
                                 /* PID of last shmat/shmdt */
                    shm_nattch;
                                  /* No. of current attaches */
9
    shmatt t
```





Paylaşılan Bellek Alanı Sistem Çağrıları

Paylaşılan bellek alanı işlemleri için Unix'de kullanılan Header dosyaları:

- sys/ipc.h
- ▶ sys/shm.h
- sys/types.h

Paylaşılan Bellek Alanı Ayırma:

```
int shmget(key_t key, size_t size, int shmflg);
```

Paylaşılan Bellek Alanı Kontrolü:

```
int shmctl(int shmid, int cmd, struct shmid_ds *buf);
```

Paylasılan Bellek Alanı İslemleri:

void *shmat(int shmid, const void *shmaddr, int shmflg); başarılı
bir çalişma sonucunda bağlantı kurulan paylaşılan bellek alanının
adresini dönderir.

```
int shmdt(const void *shmaddr);
```





Örnek 1 - Header dosyaları ve tanımlar

```
1/* to be able to involve an integer variable in strcat */
2 #define _GNU_SOURCE
3 \mid /*  for shared memory and semaphores */
4 #include <sys/ipc.h>
5 #include < sys/shm.h>
6 #include <sys/sem.h>
7 #include <sys/types.h>
8 /* for handling signals */
9 #include < signal.h>
10 \mid /* to use fork */
11 #include <unistd.h>
12 /* other necessary headers */
13 #include < stdlib . h>
14 #include <stdio.h>
15 #include < string . h>
16
  /* The ftok() function returns a key based on path and id that
18 is usable in subsequent calls to semget() and shmget() */
19 #define KEYSEM ftok(strcat(get_current_dir_name(),argv[0]),1)
20 #define KEYSEM2 ftok(strcat(get_current_dir_name(), argv[0]),2)
21 #define KEYSHM ftok(strcat(get_current_dir_name(),argv[0]),3)
```





Örnek 1 - Semafor İşlemleri

```
/* semaphore increment operation */
  void sem_signal(int semid, int val){
      struct sembuf semaphore;
      semaphore.sem_num=0:
5
      semaphore.sem_op=val;
      semaphore.sem_flg=1;
                            /* relative: add sem_op to value */
6
      semop(semid, &semaphore, 1);
8
9
  /* semaphore decrement operation */
  void sem_wait(int semid, int val){
      struct sembuf semaphore;
      semaphore.sem_num=0;
      semaphore.sem_op=(-1*val);
14
      semaphore.sem_flg=1; /* relative: add sem_op to value */
15
      semop(semid, &semaphore, 1);
```





Örnek 1 - Signal Handler

```
/* signal-handling function */
  void mysignal(int signum){
       printf("Received signal with num = \%d.\n", signum);
5
  void mysigset(int num){
6
      struct sigaction mysigaction;
      mysigaction.sa_handler=(void *) mysignal;
8
      /* using signal-catching function identified by sa_handler */
9
      mysigaction.sa_flags=0;
      /* sigaction system call is used to change the action taken by a
      process on receipt of a specific signal (specified with num) */
      sigaction (num, & mysigaction, NULL);
14
```





Örnek 1 - Çocuk Proses Yaratma

```
int main (int argc, char *argv[]){
      mysigset(12); /* signal handler with num=12 */
      int shmid = 0; /* shared memory id */
      int *globalcp = NULL; /* shared memory area */
      int localInt; /* a locally defined integer */
5
      int termSem = 0, lock = 0; /* semaphore ids */
6
      int f; /* return value of fork() */
7
      int child[2]; /* child process ids */
8
      int i, myOrder = 0; /* order of the running child process */
9
10
      /* creating 2 child processes */
      for (i=0; i<2; i++){}
          f=fork();
          if (f==-1){
14
              printf("FORK error....\n");
15
              exit(1);
16
17
          if (f==0)
18
              break:
19
          child[i]=f;
20
21
```





Örnek 1 - Anne Proses

```
if (f != 0){
          /* creating a semaphore for synchronization(value=0)
           between parent and its children */
          termSem = semget(KEYSEM2, 1, 0700|IPC_CREAT);
           semctl(termSem, 0, SETVAL, 0);
5
          /* creating a semaphore for mutual exclusion(value=1)
6
           between child processes */
          lock = semget(KEYSEM, 1, 0700|IPC\_CREAT);
8
           semctl(lock, 0, SETVAL, 1);
9
          /st creating a shared memory area with the size of an int st/
          shmid = shmget(KEYSHM, sizeof(int), 0700|IPC_CREAT);
          /* attaching the shared memory segment identified by shmid
          to the address space of the calling process (parent) */
           globalcp = (int *)shmat(shmid, 0, 0);
14
          /* initializing the value in the shared memory as 0 */
15
          *globalcp = 0;
16
          /* detaching the shared memory segment from the address
          space of the calling process (parent) */
18
          shmdt(globalcp);
19
           sleep(2); /* waiting for 2 seconds */
20
```





Örnek 1 - Anne Proses (devam)

```
/* sending the signal 12 to start child processes */
           printf("Parent has created resources. \n");
           printf("Now, it will start the child processes. \n");
           for (i=0; i<2; i++)
               kill (child [i], 12);
          /* decreasing semaphore value by 2(wait for all children) */
6
7
          sem_wait(termSem,2);
           printf("All child processes have finished their jobs.\n");
8
          /* removing the created semaphores and shared memory */
9
           semctl(termSem, 0, IPC_RMID, 0);
           semctl(lock, 0, IPC_RMID, 0);
          shmctl(shmid, IPC_RMID, 0);
          /* parent process is exiting */
           exit(0);
14
15
```





Örnek 1 - Çocuk Proses

```
else{
          /* to show which child process is running */
          myOrder = i;
          /* wait until receiving a signal (kill signal) */
4
           pause();
5
           printf("child %d is starting ....\n", myOrder);
6
          /* returning the semaphore ids for KEYSEM and KEYSEM2 */
           lock = semget(KEYSEM, 1, 0);
8
          termSem = semget(KEYSEM2, 1, 0);
9
          /st returning the shared memory id associated with KEYSHM st/
          shmid = shmget(KEYSHM, sizeof(int), 0);
          /* attaching the shared memory segment identified by shmid
          to the address space of the calling process (child) */
           globalcp = (int *) shmat(shmid,0,0);
14
           for (i=0; i<5; i++){
15
               /* waiting for the semaphore with id=lock to enter
16
               the critical section */
               sem_wait(lock, 1);
18
               printf(" child %d: Found the value: %d, i:%d\n",
19
                      mvOrder. *globalcp. i):
20
```





Örnek 1 - Çocuk Proses (devam)

```
/* updating the value of the shared memory segment */
               localInt = *globalcp;
               sleep (1); /* waiting for a second */
               localInt += i:
5
               *globalcp = localInt;
               printf(" child %d: Made the value: %d, i:%d\n",
6
                      myOrder, *globalcp, i);
               /* making the critical section available again */
8
               sem_signal(lock,1);
9
               sleep (1); /* waiting for a second */
10
          /* detaching the shared memory segment from the address
          space of the calling process (child) */
          shmdt(globalcp);
14
          /* increase semaphore by 1(synchronization with parent) */
15
           sem_signal(termSem, 1);
16
           exit(0): /* child process is exiting */
18
      return 0;
19
20
```





Örnek 1, çıktı

```
Parent has created resources.
Now, it will start the child processes.
Received signal with num = 12.
child 1 is starting ....
Received signal with num = 12.
child 0 is starting ....
 child 0: Found the value: 0. i:0
 child 0: Made the value: 0, i:0
 child 1: Found the value: 0, i:0
 child 1: Made the value: 0, i:0
 child 0: Found the value: 0, i:1
 child 0: Made the value: 1, i:1
 child 1: Found the value: 1, i:1
 child 1: Made the value: 2, i:1
 child 0: Found the value: 2, i:2
 child 0: Made the value: 4, i:2
 child 1: Found the value: 4, i:2
 child 1: Made the value: 6, i:2
 child 0: Found the value: 6, i:3
 child 0: Made the value: 9, i:3
 child 1: Found the value: 9, i:3
 child 1: Made the value: 12, i:3
 child 0: Found the value: 12, i:4
 child 0: Made the value: 16, i:4
 child 1: Found the value: 16, i:4
 child 1: Made the value: 20, i:4
All child processes have finished their jobs.
```





Örnek 2 - Paylaşılan bellek segmentinin izin bayrakları ile oluşturulması

```
1 #include < stdio.h>
2 #include <sys/shm.h> /* shared memory */
 #include <sys/stat.h> /* S_IRUSR and S_IWUSR */
  int main () {
    /* Allocate a Shared Memory Location */
    int segment_id;
    const int shared_segment_size = 0 \times 6400;
8
    segment_id = shmget(IPC_PRIVATE, shared_segment_size,
9
                       IPC_CREAT | IPC_EXCL | S_IRUSR | S_IWUSR):
10
    /* IPC_PRIVATE: shared memory cannot be accessed by other processes
       IPC_CREAT: create the segment if it doesn't already exist
       IPC_EXCL: fail if segment already exists
       S_IRUSR: read permission, owner
14
       S_IWUSR: write permission, owner */
```





Örnek 2 - Paylaşılan bellek alanı ile bağlantı kur ve yaz

```
/* Attach a Connection */
    char* shared_memory:
    /*If shmaddr is NULL, the system chooses a suitable (unused)
       address at which to attach the segment.*/
    shared_memory = (char*) shmat(segment_id, 0, 0);
    printf("Shared Memory Attached Address %p\n", shared_memory);
5
    /* Learn the Segment Size */
    int segment_size:
8
    struct shmid_ds shmbuffer:
9
    shmctl(segment_id, IPC_STAT, &shmbuffer);
10
    segment_size = shmbuffer.shm_segsz:
    printf("Segment size is: %d\n", segment_size);
12
    /* Write a String into the Shared Memory Location*/
14
    sprintf(shared_memory, "Hello, World.");
15
16
    /* Detach Connection */
17
```





Örnek 2 - Başka bir bellek alanı ile bağlantı kur ve oku

```
/* Make a Shared Memory Connection to another Address */
    shared_memory = (char*) shmat(segment_id, (void*) 0x5000000, 0);
    printf("Shared Memory New Connection Address %p\n", shared_memory);
6
    /* Read String from the Shared Memory Location */
7
    printf("%s\n", shared_memory);
8
    /* Detach Connection */
9
    shmdt(shared_memory);
10
    /* Remove the Shared Memory Segment */
    shmctl(segment_id, IPC_RMID, 0);
14
15
    return 0:
```





Örnek 2, çıktı

Shared Memory Attached Address 0xb778e000 Segment size is: 25600 Shared Memory New Connection Address 0x5000000 Hello, World.



