组会报告

徐益

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1 工作内容

- 1. 多线程系统优化;
- 2. 准备开题报告。

2 多线程系统优化

2.1 关闭超线程

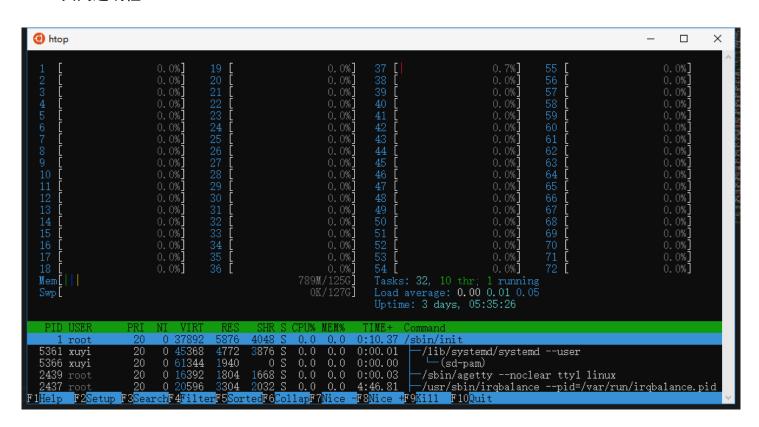


图 1: 关闭超线程后

图 2: 吞吐量

2.2 线程绑定 CPU

```
typedef struct nr5g phy tx sche thrd t
   throughput counter t *tp counter;
   int32 t max tb byte len; // 每个TB的最大长度 (Byte)
   int32 t pool indx;
   int8 t **tx data buff;
                                  // Tx数据Buffer
   nr5g phy tx coef t *tx coef buff; // Tx参数Buffer
   int32 t tx buff size;
                                  // Tx中Buffer长度
   cplxf **tx dpdk data buff; // Tx端DPDK数据Buffer
   int32 t tx_dpdk_buff size; // Tx中Buffer长度
   sem t *input read sem; // Input读信号量
   sem_t *input_write_sem; // Input写信号量
   sem t *output read sem; // Output读信号量
   sem t *output write sem; // Output写信号量
   sem t *destroy sem; // 线程销毁信号量
#ifdef SET SETAFFINITY
   cpu set t *cpu mask;
#endif
} nr5g phy tx sche thrd t;
```

图 3: 方案

```
→ tb_multi_thrd ./main
NR5G PHY TX MAIN THREAD START INITIALIZING...
NR5G PHY RX MAIN THREAD START INITIALIZING...
NR5G PHY TX MAIN THREAD INITIALIZING DOWN.
[1] 6401 segmentation fault (core dumped) ./main
```

图 4: 错误

图 5: 可能原因

```
void pool init(int coreId start, int threadNum, int pool index)
   int j = pool index;
   struct pool_arg_t *pool_arg = (struct pool_arg_t*) malloc(sizeof(struct pool_arg_t) * 72);
   pool[j] = (struct Thread Pool*) malloc(sizeof(struct Thread Pool));
   assert(pool[j] != NULL);
   pthread mutex init(&(pool[j] -> mutex), NULL);
   pthread cond init(&(pool[j] -> cond), NULL);
   pool[j] -> taskHead = NULL;
   pool[j] -> isClose = false;
   pool[j] -> threadNum = _threadNum;
   pool[j] -> threadId = (pthread t *) malloc(sizeof(pthread t) * pool[j] -> threadNum);
   for(i = 0; i < pool[j] \rightarrow threadNum; ++i)
       coreId[i] = coreId start + i;
       pool_arg[i].coreId = coreId[i];
       pool arg[i].pool index = pool index;
       if(pthread create(&(pool[j] -> threadId[i]), NULL, thread run, (void *)&pool arg[i]))
           printf("pthread_creat failed!\n");
```

图 6: pool_init

3 准备开题报告