

OS Project 3

OS Team 7

```
COM9 - PuTTY
[ OK ] Started Cynara service.
[FAILED] Failed to start nether service.
See "systemctl status nether.service" for details.
[ OK ] Started Generate Bluetooth Address.
[ OK ] Started sdbd.
[ OK ] Started Permit User Sessions.
[ OK ] Started Network Configuration service.
[ OK ] Started Cleanup private sharing.
[ OK ] Stopped nether service.
[ OK ] Starting nether service...
[ OK ] Started Buxton2 Configuration Service.
Starting Buxton2 Configuration Service...
Starting Connection service...
[ OK ] Started D-Bus System Message Bus.
[ OK ] Started Alarm server.
[ OK ] Started Connection service.
Starting D-Bus System Message Bus...
Starting Start Application Management Daemon...
[ OK ] Started the Event System Daemon.
Starting[ 24.145397] [c6] usb_mode usb0: slp_multi_usb: end
S 'mtp'
[ 24.151289] usb_mode usb0: slp_multi_usb: Cannot enable ''
Start the Event System Daemon...
Starting pulseaudio service...
Starting Import APP DEKs for Preloaded Web App Decryption...
[FAILED] Failed to start nether service.
See "systemctl status nether.service" for details.
[ OK ] Started Import APP DEKs for Preloaded Web App Decryption.
[ OK ] Started Login Service.
[ OK ] Started Tiny Login Manager.
Starting Tiny Login Manager...
[ OK ] Stopped nether service.
Starting nether service...
Starting Hostname Service...
Starting User Management service...
Starting tdm-socket setup service...
[ OK ] Started System device daemon.
[ OK ] Started Start Application Management Daemon.
[FAILED] Failed to start nether service.
See "systemctl status nether.service" for details.
[FAILED] Failed to start Display manager.
See "systemctl status display-manager.service" for details.
[ OK ] Started User Management service.
[ OK ] Started pulseaudio service.
[ OK ] Started Hostname Service.
[ OK ] Started Data Provider Master.
[ OK ] Stopped nether service.
Starting nether service...
[ OK ] Started Start the focus profile service.
Starting Start the focus profile service...
[ OK ] Started Call Manager Daemon.
Starting Call Manager Daemon...
[ OK ] Created slice user-5001.slice.
Starting User Manager for UID 5001...
Starting muse server...
[FAILED] Failed to start tdm-socket setup service.
See "systemctl status tdm-socket.service" for details.
[FAILED] Failed to start nether service.
See "systemctl status nether.service" for details.
[ OK ] Started muse server.
[ OK ] Reached target Multi-User System.
[ OK ] Reached target Graphical Interface.
[ OK ] Started User Manager for UID 5001.

localhost login: root
Password:
2.4+ kernel w/o ELF notes? -- report this
Welcome to Tizen
root->
```

```
tmux: /home/kajebiii/os-team7/test
kajebiii@ubuntu ~/o/t/shellScript> ./proc_kmsg.sh
```

동영상 캡처

저장 설정

C:\Users\JongBeom Kim\Desktop

파일 이름 머릿글:

☐ 끊기 사용 ☐ 시간 단위로 끊기 ☒ 용량 단위로 끊기

60 분 500 MB

출력 설정

파일 포맷: MKV(권장) 배속: 1

영상 코덱: MPEG-4

영상 품질: 2000 kbps ☐ 고품질 압축 사용

영상 크기: 원본 그대로 가로 크기로 비율 유지(권장)

FPS: 원본 FPS 사용 ☒ 영상 압축시 프레임 사용

소리 코덱: MP3 128 kbps

샘플 수: 원본 그대로 원본 그대로

정보

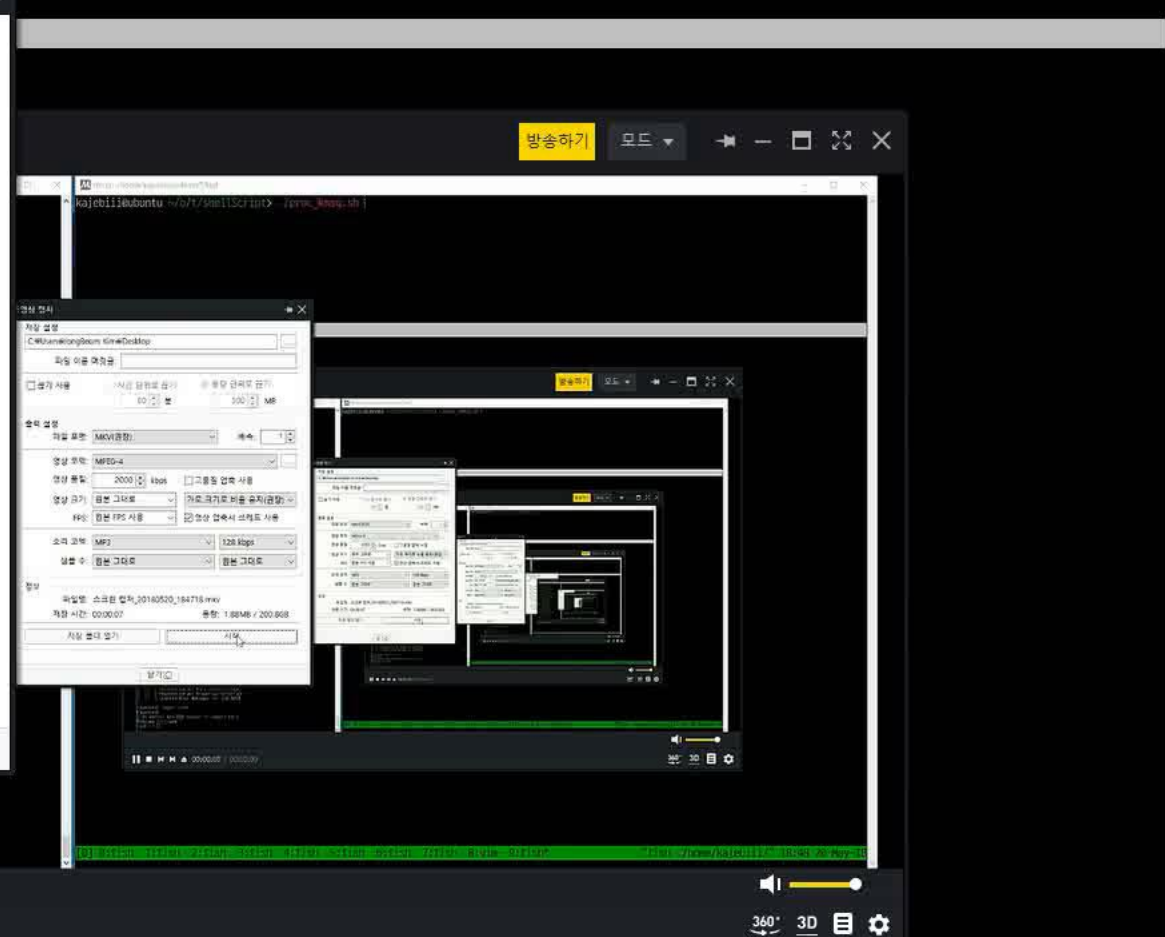
파일명: 스크린 캡처_20180520_184718.mkv

저장 시간: 00:00:07 용량: 1.88MB / 200.8GB

저장 폴더 열기 시작

닫기(C)

```
root@localhost:~# ./proc_kmsg.sh
[0] 0:fish 1:fish 2:fish 3:fish 4:fish 5:fish 6:fish 7:fish 8:vim- 9:fish*
"fish /home/kajebiii/" 18:48 20-May-18
```



```
[0] 0:fish 1:fish 2:fish 3:fish 4:fish 5:fish 6:fish 7:fish 8:vim- 9:fish* "fish /home/kajebiii/" 18:48 20-May-18
```

wrr_sched_entity / wrr_rq

```
struct sched_wrr_entity {  
    int weight;  
    struct list_head run_list;  
    int time_slice;  
};  
  
struct wrr_rq {  
    unsigned int wrr_weight_sum;  
    struct list_head run_list;  
    unsigned long next_balance;  
};
```

wrr.c (Basic)

- ▶ `enqueue_task_wrr`: enqueue task to `wrr_rq`
- ▶ `dequeue_task_wrr`: dequeue task to `wrr_rq`
- ▶ `yield_task_wrr`: Move first task of `wrr_rq` to last
- ▶ `pick_next_task_wrr`: pick first task of `wrr_rq` and returns it
- ▶ `task_tick_wrr`:
 - ▶ decreases time slice for task.
 - ▶ If it becomes zero, (probably) reschedule it.

wrr.c (Multicore case)

- ▶ CONFIG_SMP
 - ▶ If this flag is defined, we define more functions for multicore support
- ▶ select_task_rq_wrr
 - ▶ Pick minimum weight CPU that can handle this task.
 - ▶ Passive load balance

wrr.c (Load balance)

- ▶ SCHED_SOFTIRQ_WRR: Signal for load balancing our wrr rq
- ▶ Init_sched_wrr_class: Registers handler for SCHED_SOFTIRQ_WRR
- ▶ Run_rebalance_domains_wrr: Performs load balance
 - ▶ Find min_cpu, max_cpu
 - ▶ Find task that can be migrated
 - ▶ Migrate that task from min_cpu to max_cpu

Other Edited Files

- ▶ `Include/linux/init_task.h`: Initialize base policy, `wrr_sched_entity`
- ▶ `Include/linux/interrupt.h`: Added `SCHED_SOFTIRQ_WRR`
- ▶ `Include/uapi/linux/sched.h`: Added `SCHED_WRR` policy
- ▶ `Kernel/kthread.c`: Changed base policy to `SCHED_WRR`
- ▶ `Kernel/sched/core.c`: Change base policy to `SCHED_WRR`, trigger load balance
- ▶ `Kernel/sched/debug.c`: Print some informations about WRR
- ▶ `Kernel/sched/rt.c`: change next scheduler to WRR

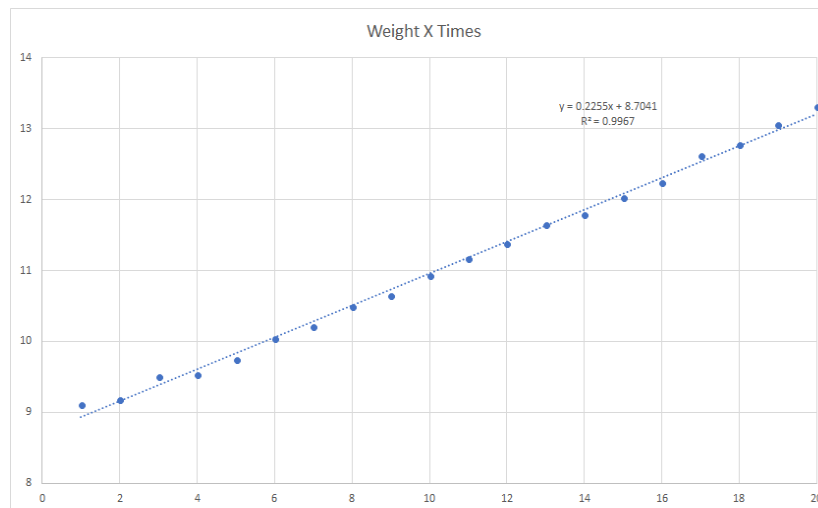
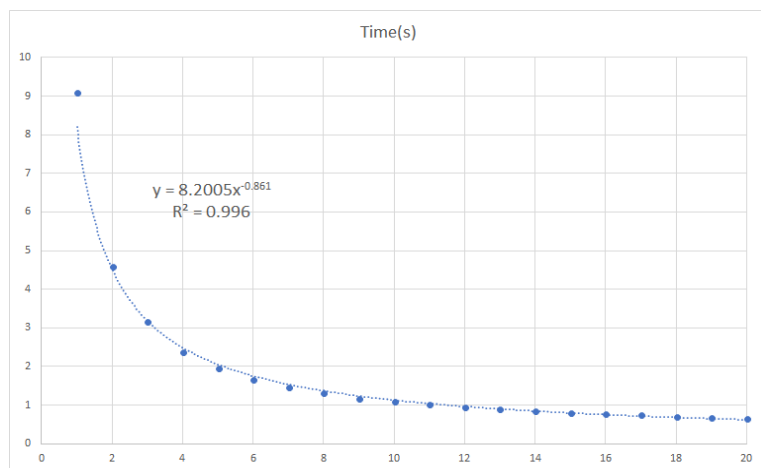
Concurrency control

- ▶ Lock related with scheduler
 - ▶ `task_struct.pi_lock` : Lock of `task_struct`
 - ▶ `rq.lock` : Lock of runqueue
 - ▶ `rcu_read_lock` : Acquire when access cpu-related information. Almost every where.
- ▶ Assume that every callback in `sched_class` will call with acquired `rq`'s lock and `rcu_read_lock`
- ▶ In setweight system call, we should get `rq` lock of given task
 - ▶ `core.c`'s `task_rq_lock` : acquire given `task_struct`'s `pi_lock` and correspond runqueue's lock and return runqueue
- ▶ In `load_balance`, when move task, we should get source and destination runqueue's lock.
 - ▶ Use `core.c`'s `double_rq_lock` to get both lock for preventing deadlock

Test code

- ▶ Calls lots of spinning process
 - ▶ Set process weight to random value between 1~20
 - ▶ While(1);
- ▶ Call factorization code
 - ▶ For each weight, calculate factorization result ITER(=100) times
 - ▶ Get average for each weight

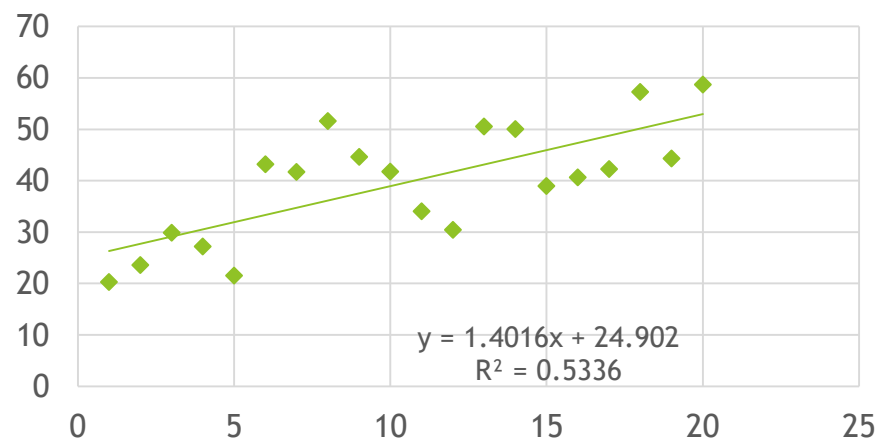
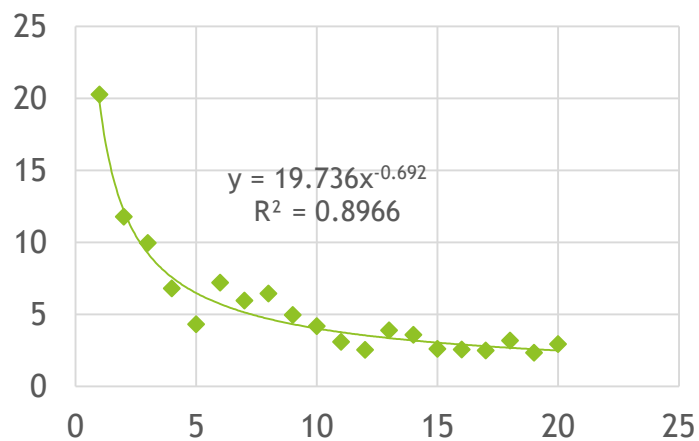
Average Wall-clock time by Weight



Without Active Load balancing

TIME(S)

WEIGHT X TIMES



With Load balancing