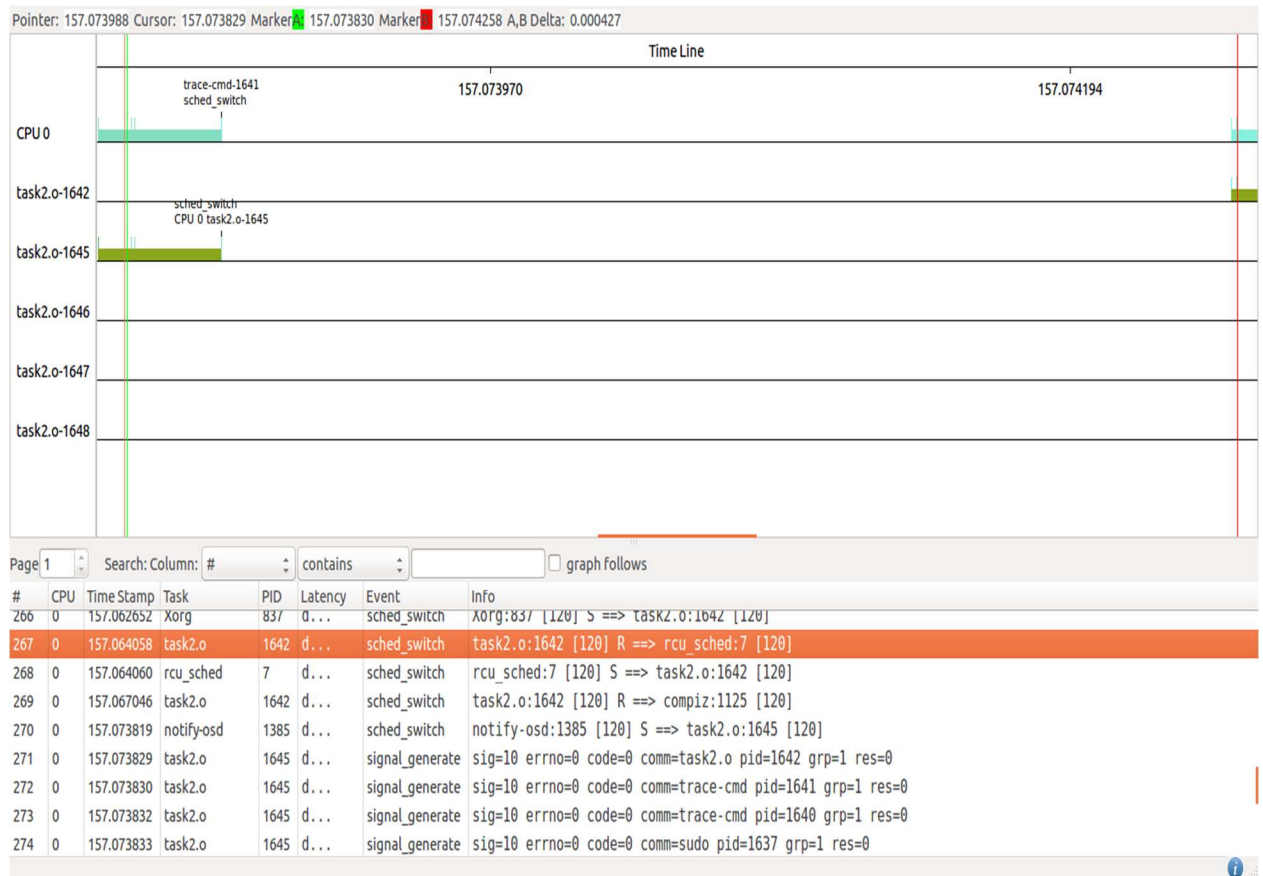


Assignment 5: Event Handle and Signaling Kernelshark Report

1. Signal handling when thread is running

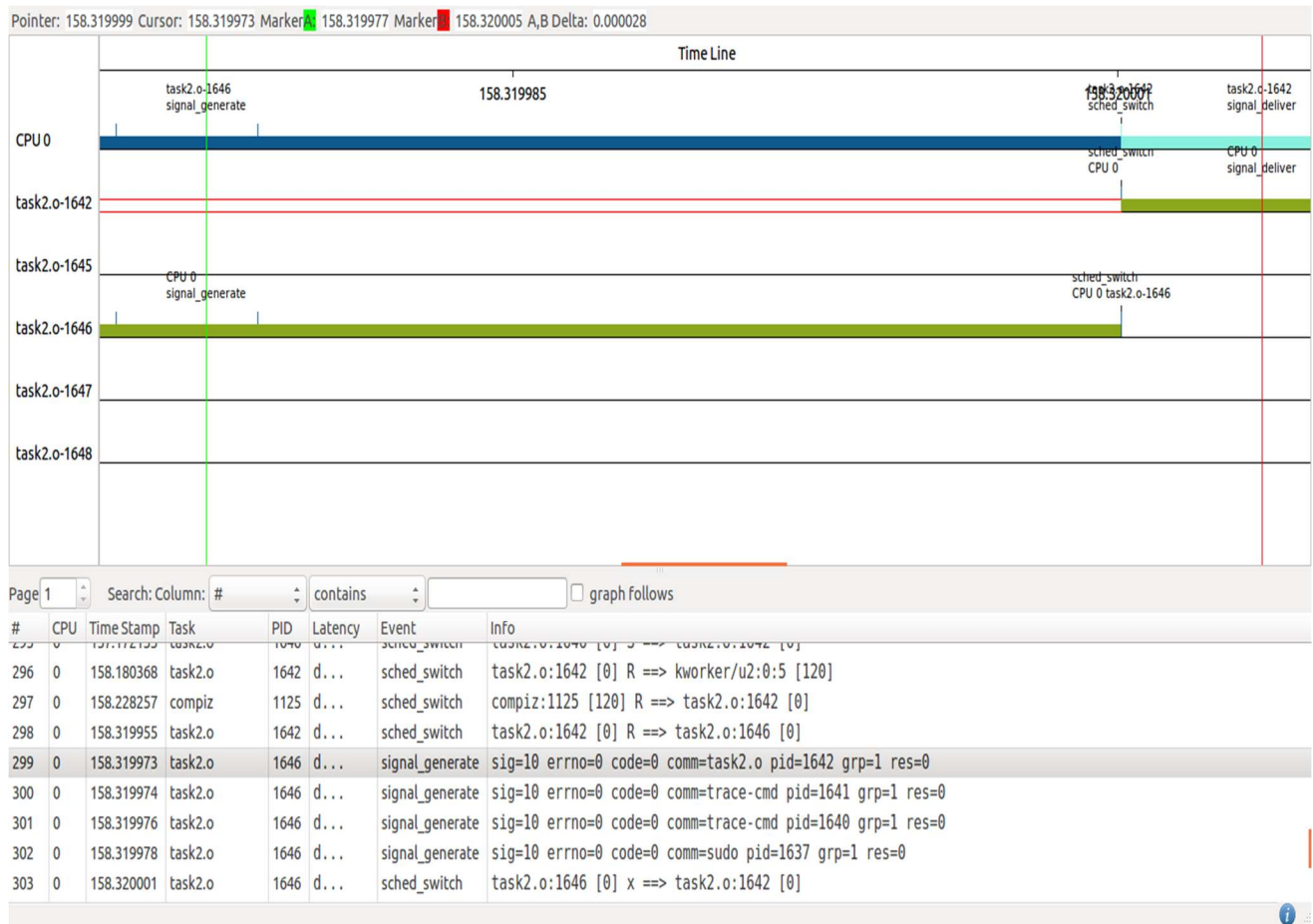
Thread is created when main function is running continuously and sends SIGUSR1 after 1 second delay. The signal generated is marked with Marker A (threaded 1645) (157.07830) using kill function to the kernel. Kernel waits for high priority tasks to finish and delivers the signal Marker B (157.074258) time difference between generation and delivery is 427us.

After signal delivery, signal handler sets flag to main to stop the loop.



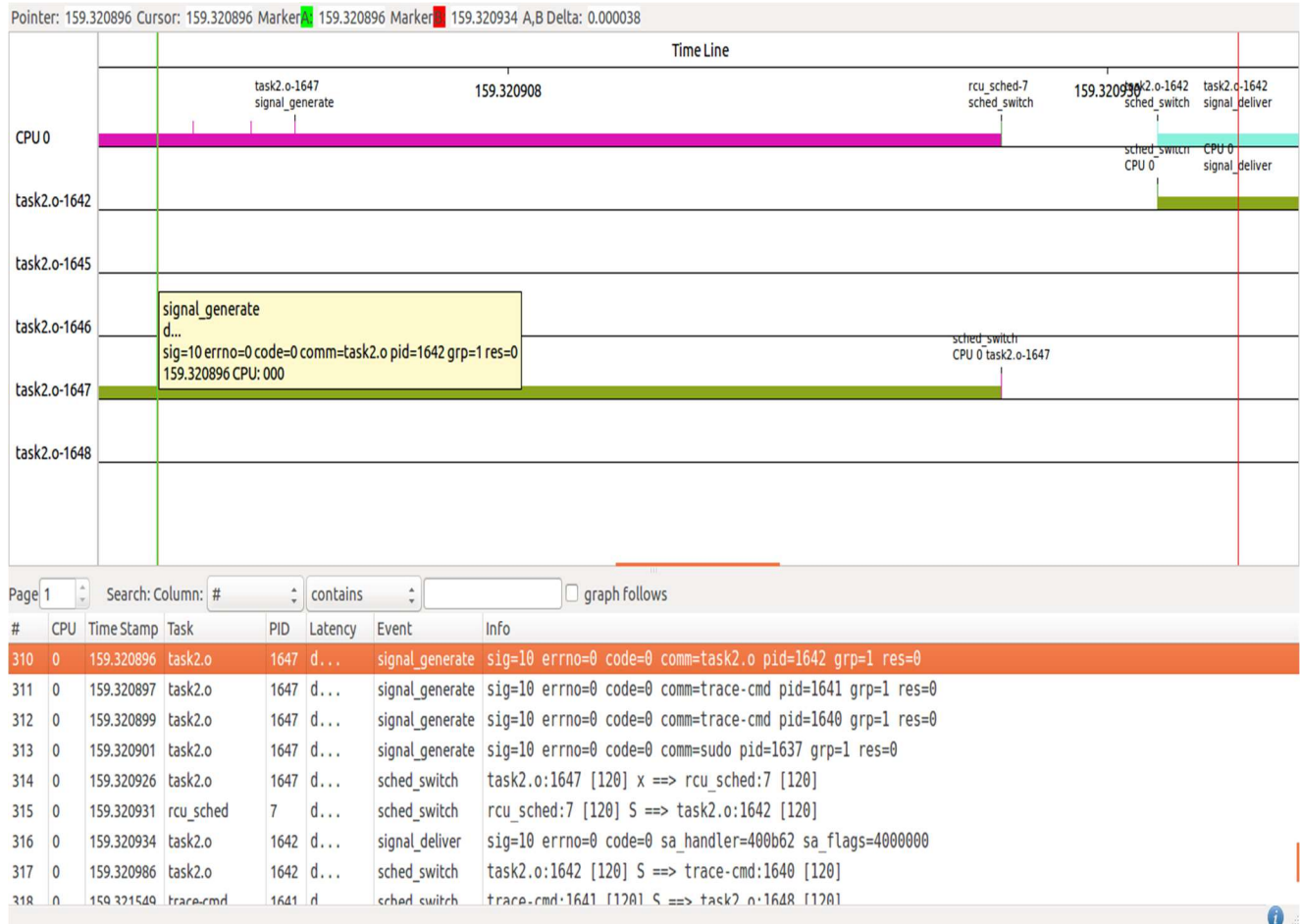
2. Signal handling when the thread is runnable (Realtime priority)

Main thread changes the priority and a thread is created which sends SIGUSR1. Signal is generated (marked with Marker A (threaded 1646) (158.319973)) using kill function to the kernel. Kernel waits for high priority tasks to finish and delivers the signal (Marker B (158.320005)). The time difference between generation and delivery is 28us. After signal delivery, signal handler sets flag to main to stop the loop.



3. Signal handling when the thread is blocked by a semaphore

Main thread creates a thread and blocks itself on waiting semaphore. Signal is generated (marked with Marker A (threaded 1647) (159.320896)) using kill function to the kernel. Kernel waits for high priority tasks to finish and delivers the signal (Marker B (159.320934)). The time difference between generation and delivery is 38us. Main task runs before acquiring the semaphore.



4. Signal Handling when thread is delayed.

Main thread creates thread which is used to send the SIGUSR1 signal. After creating thread main goes to sleep for 10sec. Signal generated (marked with Marker A (threaded 1648) (160.321591)) using kill function to the kernel. Kernel waits for high priority tasks to finish and delivers the signal (Marker B (160.321633)). The time difference between generation and delivery is 41us. After the signal is delivered main wakes up and resume. Remaining time is returned from Nano sleep.

