

Programming Assignment 3 Documentation File

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## **Project Goal**

Create a new system call which displays the current memory usage of the process calling it, in terms of number of pages allocated to the process. Further display the number of pages that are accessible and writable by user program. Make sure you write several test programs which tries to allocate varying amounts of memory (until no more memory can be allocated) and record how allocation affects page table for the process. Your modifications must not prevent xv6 from functioning normally.

**To achieve this goal we created these files memcount, added code into these files.**

**Code Added into memcount.c:**

```
#include "types.h"
```

```
#include "user.h"
```

```
struct test {  
    int a;  
    int arr[50];  
};
```

```
void test(int testsize) {  
    int i;  
    for(i = 0; i < 1000 * testsize; i++) {
```

```

        struct test *x = (struct test *)malloc(sizeof(struct test));
        x->a = (int)malloc(sizeof(int));
        memset(x->arr, 0, sizeof(x->arr));
    }
}

```

```

int main(int argc, char **argv) {
    int testsize = atoi(argv[1]);
    printf(1, "Test size: %d\n", testsize);
    printf(1, "Initial Memory Status: \n");
    memcount();
    test(testsize);
    printf(1, "Final Memory Status: \n");
    memcount();
    exit();
}

```

### **Code Added into sysproc.c:**

```

int sys_memcount(void) {
    uint pages = PGROUNDUP(proc->sz) / PGSIZE;
    uint present = 0, writable = 0, user = 0;
    uint pdef, ptef;
    pde_t *pde, *pte;

    int i, j;
    for (i = 0; i < NPDETRIES; i++) {
        pde = &proc->pgdir[i];
        pdef = PTE_FLAGS(*pde);

        //check if page directory entry is valid
        if(is_valid_pde(&pdef)) {

```

```

    for(j = 0; j < NPTENTRIES; j++) {
        pte = &pde[j];
        ptef = PTE_FLAGS(*pte);
        check_flags(&present, &writable, &user, &ptef);
    }
}

printf("\n");
printf("*****\n");
printf("***** Memory Count *****\n");
printf("*****\n");
printf(" - Pages used by current process: %d\n", pages);
printf(" - Pages free: %d\n", kfreepagecount());
printf(" - Pages present: %d\n", present);
printf(" - Pages writable: %d\n", writable);
printf(" - Pages user accessible: %d\n", user);
printf("*****\n");
printf("*****\n");
printf("*****\n");
printf("\n");

return 0;
}

```

#### **Code Added into kalloc.c:**

```

int kfreepagecount(void) {
    struct run *r;
    uint freepages = 0;

    if(kmem.use_lock)

```

```

    acquire(&kmem.lock);

    r = kmem.freelist;
    while(r) {
        freepages++;
        r = r->next;
    }

    if(kmem.use_lock)
        release(&kmem.lock);

    return freepages;
}

```

**And other files were tweaked so that the system call was added to xv6 successfully. These files are syscall.h, user.h, defs.h**

**Code Added into syscall.h:**

```

#define SYS_memcount 23
#define NUM_CALLS 23

```

**Code Added into user.h:**

```

int memcount(void);

```

**Code Added into defs.h:**

```

int kfreepagecount(void);

```