

# HW2

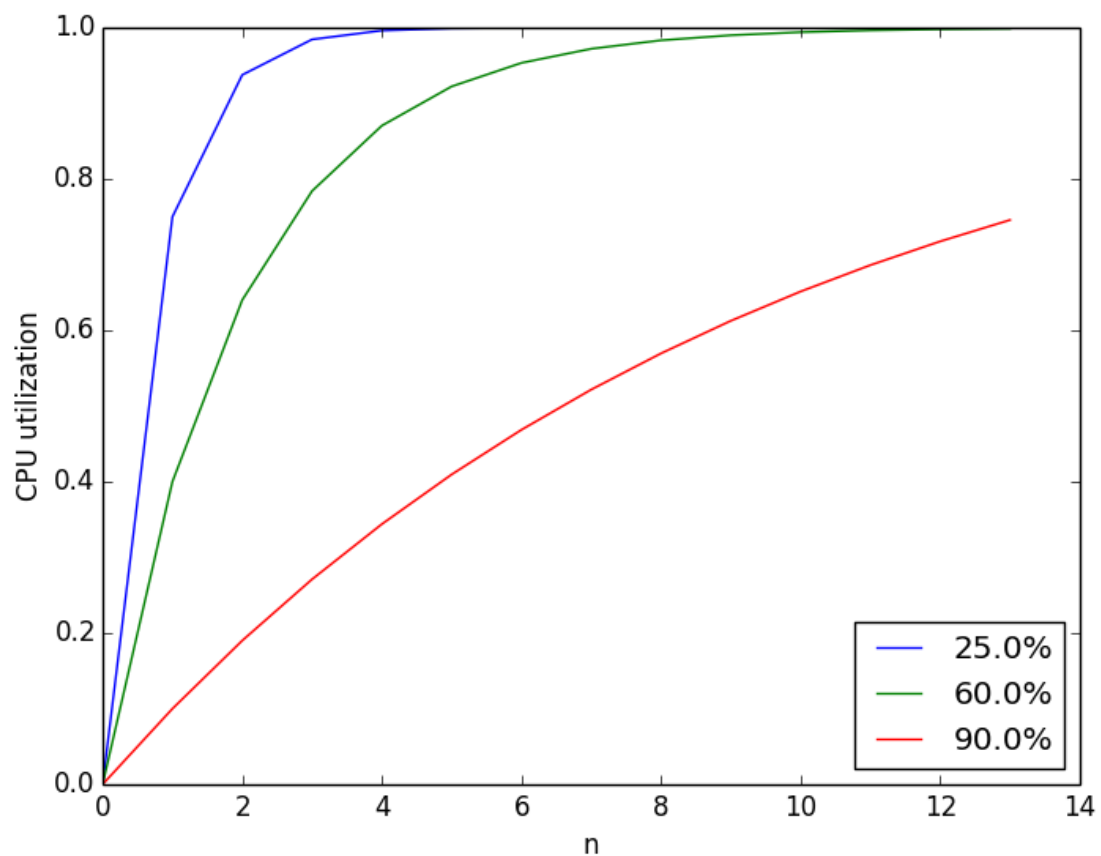
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## Ex.1

1.

The probability is  $p^n$ . The CPU utilization is  $1 - p^n$ .

2.



3.

a)

$$\lfloor (256 - 96) \div 48 \rfloor = 3$$

Therefore, 3 processes can be stored in memory simultaneously

**b)**

$$1 - 0.9^3 = 27.1\%$$

The CPU utilization is 27.1%.

**c)**

Assume an average of 90% I/O waiting time.

For 256MB, the number of simultaneously running program is

$$\lfloor (512 - 96) \div 48 \rfloor = 8$$

The CPU utilization is

$$1 - 0.9^8 = 57.0\%$$

The effect can be measured as 29.9% per 256MB.

For 512MB, the number of simultaneously running program is

$$\lfloor (768 - 96) \div 48 \rfloor = 14$$

The CPU utilization is

$$1 - 0.9^{14} = 77.1\%$$

The effect can be measured as 25% per 256MB.

For 1024MB, the number of simultaneously running program is

$$\lfloor (1280 - 96) \div 48 \rfloor = 24$$

The CPU utilization is

$$1 - 0.9^{24} = 92.0\%$$

The effect can be measured as 16.2% per 256MB.

Hence, 256MB is the most beneficial and worth the investment.

## Ex.2

Note: Two lines of \* comments in the file to modified is to help the grader to locate the change in related file more quickly, which are actually not added into the file

3 files need to be modified.

**1. The first is `dmp.c` in `minix/usr/src/servers/is/`**

```

#include "inc.h"
#include <minix/vm.h>

struct hook_entry {
    int key;
    void (*function)(void);
    char *name;
} hooks[] = {
    { F1,  proctab_dmp, "Kernel process table" },
    { F3,  image_dmp,  "System image" },
    { F4,  privileges_dmp, "Process privileges" },
    { F5,  monparams_dmp, "Boot monitor parameters" },
    { F6,  irqtab_dmp,  "IRQ hooks and policies" },
    { F7,  kmessages_dmp, "Kernel messages" },
    { F8,  vm_dmp,      "VM status and process maps" },
    { F10, kenv_dmp,    "Kernel parameters" },
    { SF1, mproc_dmp,   "Process manager process table" },
    { SF2, sigaction_dmp, "Signals" },
    { SF3, fproc_dmp,   "Filesystem process table" },
    { SF4, dtab_dmp,    "Device/Driver mapping" },
    { SF5, mapping_dmp, "Print key mappings" },
    { SF6, rproc_dmp,   "Reincarnation server process table" },
    //*****
    { SF7, procNum_dmp, "Display the number of currently running processes" },
    //*****
    { SF8, data_store_dmp, "Data store contents" },
    { SF9, procstack_dmp, "Processes with stack traces" },
};

```

To map shift+F7, function name and description about SF7 is added into the **dmp.c**

## 2. The second is proto.h in minix/usr/src/servers/is

```

/* dmp_kernel.c */
void proctab_dmp(void);
void procstack_dmp(void);
void privileges_dmp(void);
void image_dmp(void);
void irqtab_dmp(void);
void kmessages_dmp(void);
void monparams_dmp(void);
void kenv_dmp(void);
//*****
void procNum_dmp(void);
//*****

```

Declare the function **procNum\_dmp(void)** for Shift+F7 into header file **proto.h**

## 3. The third is dmp\_kernel.c in minix/usr/src/servers/is

```

/*=====
*
*                                procNum_dmp
*
*=====*/
void procNum_dmp()
{
    register struct proc *rp;
    int r;
    if((r=sys_getproctab(proc))!=OK)
    {
        printf("IS: warning:couldn't get copy of process table: %d\n",r);
    }
    int procNum = 0;
    for(rp =BEG_PROC_ADDR;rp < END_PROC_ADDR;rp++)
    {
        if(isempty(rp))
            continue;
        procNum++;
    }
    printf("The number of currently running process is %d\n",procNum);
}

```

Add the implementation of function **procNum\_dmp(void)** into **dmp\_kernel.c**

The implementation reference is from **dmp\_kernel.c** itself.

## 4. Rebuild the kernel

Reference from official wiki.

```

cd /usr/src/releasetools
make hdboot

```

Press Shift+F7.

```
# The number of currently running process is 42
```

## Appendix

Plot code with python in Ex.1--2

```
from pylab import *
import numpy as np
X = np.linspace(0, 13, 14, endpoint=True)
p = [0.25, 0.6, 0.9]
A = [0, 0, 0]
for i in range(0, 3):
    A[i] = 1 - p[i]**X
    tmp = str(p[i]*100) + '%'
    plot(X, A[i], label=tmp)
xlabel('n')
ylabel('CPU utilization')
legend(loc='lower right')
show()
```