Operating System

Assignment 2

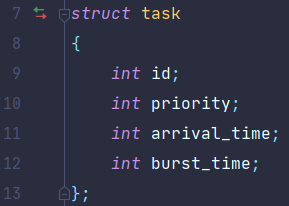
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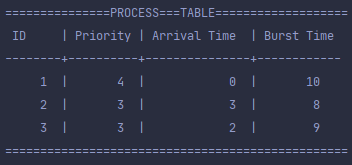
**Part 1 – CPU Scheduling Implementation**

In this part, we implemented a scheduling system to work on a given list of tasks.

The file is constructed by rows of task data - <task id>, <priority>, <arrival time>, <burst time>.

**Build(char \*line)** – The functions build convert each line in the file to a struct called task that has the same fields ( task id, priority …). The struct of a task is as follows:

**Table(char \* file\_name)** - The functions return an array of tasks, we assumed that the MAX length of tasks is equal to 10. (MAX is a macro). The table will be created by a given file name on the system.

**Display(struct task\* array)** - The function prints a table that shows ( like in a practical session ) the tasks in the file.

**Schedule(struct task\* tasks\_orig, enum Algorithm alg, int Q)** – This function print the scheduling of an array of tasks.

Each algorithm has its function which implements it.

On the following page, is the Schedule main function. The parameter ‘Q’, is only for Round Robin algorithms.

*void* Schedule(*struct* task\* tasks\_orig, *enum* Algorithm alg, *int* Q){  
 *struct* task\* tasks = copyTable(tasks\_orig);  
 *int* curr\_time = 0; *// cpu current time  
 int* ntasks = getNumTasks(tasks); *// getting the number of tasks  
 switch* (alg) {  
 *case* First\_Come\_First\_Serve:  
 *// First\_Come\_First\_Serve Algorithm* printf("Scheduling Tasks - First Come First Serve Algorithm:\n");  
 *for*(*int* i=0; i<ntasks; i++){  
 printFirstCome(tasks); *// here we dont need to know curr\_time. we need only burst time* }  
 printf("\n");  
 *break*;  
 *case* Shortest\_Job\_First:  
 *// Shortest\_Job\_First Algorithm* printf("Scheduling Tasks - Shortest Job First Algorithm:\n");  
 *for*(*int* i=0; i<ntasks; i++){  
 curr\_time = printShortFirst(tasks, curr\_time); *// iterativly searching for the shortest job, in the times that are minimal than curr\_time* }  
 printf("\n");  
 *break*;  
 *case* Priority:  
 *// Priority Algorithm - NON-PREEMPTIVE (static priority)* printf("Scheduling Tasks - Priority (Non-Preemptive) Algorithm:\n");  
 *for*(*int* i=0; i<ntasks; i++){  
 curr\_time = printPriorityFirst(tasks, curr\_time); *// iterativly searching for the shortest job, in the times that are minimal than curr\_time* }  
 printf("\n");  
 *break*;  
 *case* Round\_Robin:  
 *// Round Robin Algorithm - NON-PREEMPTIVE (static priority)* printf("Scheduling Tasks - Round Robin (Non-Preemptive) Algorithm:\n");  
 printRoundRobin(tasks, curr\_time, Q, **false**); *// false is for no priority* printf("\n");  
 *break*;  
 *case* Priority\_With\_Round\_Robin:  
 *// Priority with Round Robin Algorithm - NON-PREEMPTIVE (static priority)* printf("Scheduling Tasks - Priority with Round Robin (Non-Preemptive) Algorithm:\n");  
 printRoundRobin(tasks, curr\_time, Q, **true**); *// true is for priority* printf("\n");  
 *break*;  
 }  
}

Note that we have created a new copy of the tasks table, to work on it freely without erasing important information.

**Algorithms:**

* **First Come First Serve** – This function is getting the first tasks that had come. This is an iterative function, which means it will only print 1 job at a call.

*// printing first arrived time task in tasks array  
void* printFirstCome(*struct* task\* tasks){  
 *int* min\_arrival\_time = 999999;  
 *int* index = -1;  
 *for*(*int* i=0; i<**MAX**; i++){ *// finding the most recent arrival time  
 if*(tasks[i].arrival\_time < min\_arrival\_time && tasks[i].id!=-1) {  
 min\_arrival\_time = tasks[i].arrival\_time;  
 index = i;  
 }  
 }  
 *if*(index >= 0){  
 printf("<P%d,%d>", tasks[index].id, tasks[index].burst\_time);  
 tasks[index].id = -1; *// deactivate the task for future use* }  
}

Note that we used *task.id = -1* as a task that has been done.

* **Shortest Job First** – This function will get the shortest job that has arrived until the current CPU time, and then executes it. This is an iterative function, which prints 1 job at a call.

*// printing the shortest job in the tasks table for the current cpu time  
int* printShortFirst(*struct* task\* tasks, *int* curr\_time){  
 *int* min\_burst\_time = 999999999;  
 *int* index = -1;  
 *while*((index == -1) && (curr\_time <= 999999999)) {  
 *for* (*int* i = 0; i < **MAX**; i++) {  
 *if* (tasks[i].arrival\_time <= curr\_time && tasks[i].id != -1 && *// first check if we can use do this job* min\_burst\_time > tasks[i].burst\_time) { *// taking shortest job* min\_burst\_time = tasks[i].burst\_time;  
 index = i;  
 }  
 }  
 *if* (index >= 0) {  
 printf("<P%d,%d>", tasks[index].id, tasks[index].burst\_time);  
 tasks[index].id = -1; *// deactivate the task for future use* curr\_time += tasks[index].burst\_time; *// updating the current cpu time by this task burst time* } *else* { *// index is -1, then there arent any tasks RIGHT NOW...* curr\_time += 1; *// clock is ticking* }  
 }  
 *return* curr\_time;  
}

This function will return the current CPU time, for searching for the tasks that have been arrived until that moment.

* **Priority** – This function will get the most prioritized job that has arrived until the current CPU time, and then executes it (higher priority is most urgent). This is an iterative function, which prints 1 job at a call.

*// printing the most prioritized job in the tasks table for the current cpu time  
int* printPriorityFirst(*struct* task\* tasks, *int* curr\_time){  
 *int* max\_priority = -1;  
 *int* index = -1;  
 *while*((index == -1) && (curr\_time <= 999999999)) {  
 *for* (*int* i = 0; i < **MAX**; i++) {  
 *if* (tasks[i].arrival\_time <= curr\_time && tasks[i].id != -1 && *// first check if we can use do this job* max\_priority < tasks[i].priority) { *// taking max priority first* max\_priority = tasks[i].priority;  
 index = i;  
 }  
 }  
 *if* (index >= 0) {  
 printf("<P%d,%d>", tasks[index].id, tasks[index].burst\_time);  
 tasks[index].id = -1; *// deactivate the task for future use* curr\_time += tasks[index].burst\_time; *// updating the current cpu time by this task burst time* } *else* { *// index is -1, then there arent any tasks RIGHT NOW...* curr\_time += 1; *// clock is ticking* }  
 }  
 *return* curr\_time;  
}

Note that this function is very similar to the shortest job first, only that we check the priority field of the task structure, instead of the burst time.

* **Round Robin** – To implementing Round Robin algorithm we created a Queue system to handle incoming tasks.

*// -- QUEUE IMPLEMENTATION --  
int* intArray[**MAX**];  
*int* front = 0;  
*int* rear = -1;  
*int* itemCount = 0;  
  
*void* Qinit(){  
 front = 0;  
 rear = -1;  
 itemCount = 0;  
}  
  
*int* Qpeek() {  
 *return* intArray[front];  
}  
  
**bool** QisEmpty() {  
 *return* itemCount == 0;  
}  
  
**bool** QisFull() {  
 *return* itemCount == **MAX**;  
}  
  
*int* Qsize() {  
 *return* itemCount;  
}  
  
*void* Qinsert(*int* data) {  
  
 *if*(!QisFull()) {  
  
 *if*(rear == **MAX**-1) {  
 rear = -1;  
 }  
  
 intArray[++rear] = data;  
 itemCount++;  
 }  
}  
  
*int* QremoveData() {  
 *int* data = intArray[front++];  
  
 *if*(front == **MAX**) {  
 front = 0;  
 }  
  
 itemCount--;  
 *return* data;  
}

The queue will save us the index of the wanted task in the tasks table.

After that, we created the following function to handle the scheduling – note that this function is not iterative and prints the whole scheduled events.

*// printing the task in a round robin manner  
void* printRoundRobin(*struct* task\* tasks, *int* curr\_time, *int* quantumTime, **bool** withPrior){  
 *int* ntasks = getNumTasks(tasks);  
 Qinit();  
 **bool** busy = **false**;  
 *int* busy\_time = -1;  
 *int* busy\_index = -1;  
 *while*( (!QisEmpty()) || (ntasks >0) || busy ){ *// there are tasks in the table or in the queue that did not run yet or*  *running right now...  
 // adding tasks to the queue by curr\_time  
 for* (*int* i = 0; i < **MAX**; i++) {  
 *if* (tasks[i].arrival\_time == curr\_time && tasks[i].id != -1){ *// adding the tasks in the curr\_time tick* Qinsert(i); *// in the Q - the indices of the tasks (the table)* ntasks--; *// this task is gone* }  
 }  
 *// running job did not finished  
 if*(busy == **true** && busy\_time > 0){  
 curr\_time ++; *// continue ticking...* busy\_time --; *// 1 time ticked for busy curr\_time* }  
 *// running job finished  
 else if*(busy == **true** && busy\_time == 0){  
 *if*(tasks[busy\_index].burst\_time > 0){ *// the busy task did not end yet* Qinsert(busy\_index); *// inserting Queue* }*// else: busy task is over - do not add it back to the queue* busy = **false**;  
 *// NOW - it will try to accomplish the busy==true cases* }  
  
 *// no running job, and no one is waiting.  
 if*(busy == **false** && QisEmpty()){  
 curr\_time ++; *// continue ticking...* }  
 *// no running job but there is one waiting  
 else if*(busy == **false**){  
 *// getting the next index in the queue  
 if* (withPrior){  
 busy\_index = QremovePriorData(tasks); *// removing priority task from queue* }*else* {  
 busy\_index = QremoveData(); *// removing from queue* }  
 busy = **true**;  
 busy\_time = (quantumTime < tasks[busy\_index].burst\_time) ? (quantumTime) : (tasks[busy\_index].burst\_time);  
 tasks[busy\_index].burst\_time -= busy\_time; *// updating the task* printf("<P%d,%d>", tasks[busy\_index].id, busy\_time);  
 curr\_time ++; *// continue ticking...* busy\_time --; *// 1 time ticked for busy curr\_time* }  
 }  
}

While we have tasks to do, we first add the tasks that are in the same arrival time as the CPU time, to the queue.

Next, we have 2 main conditions – busy, which means the CPU is running on a job, or not busy, which means we can do tasks from the queue if there are tasks.

Each task is being executed as the quantum time Q, or less (if it needs less time than Q…).

* **Priority with Round Robin** – To implement it, we only needed to change the way we remove data from the queue. Instead of getting the first item in the queue, we searched for the first item with the highest priority that exists in the queue.

*int* QremovePriorData(*struct* task \* tasks){  
 *// this is liek removeData, only that we get the higher priority FIRST, and fix the queue if needed  
 int* highestPrior = 0;  
 *for* (*int* i=front; i!=(rear+1)%**MAX**; i=(i+1)%**MAX**){  
 *int* taskIndex = intArray[i];  
 *if* (tasks[taskIndex].priority > highestPrior)  
 highestPrior = tasks[taskIndex].priority;  
 }  
 *// now we got the highest priority in highestPrior  
 int* queueIndex = front;  
 *// searching for the first task with priority = highestPrior:  
 while*(tasks[intArray[queueIndex]].priority != highestPrior){  
 queueIndex = (queueIndex + 1)%**MAX**;  
 }  
 *int* taskIndex = intArray[queueIndex];  
 *// now we got the index of the task we want to return  
  
 // fixing the array (from front to the task index)  
 for* (*int* i=(queueIndex-1)%**MAX**; i!=(front-1)%**MAX**; i=(i-1)%**MAX**){  
 intArray[(i+1)%**MAX**] = intArray[i];  
 }  
 front = (front+1)%**MAX**;  
 itemCount--;  
  
 *return* taskIndex;  
}

Note that this function is an extended version of the QremoveData function(..) we showed earlier.

**Results:**

We created the main function to run on simple examples:

*int* main() {  
 *// TEST FOR BUILD  
 char* \*line = "15, 13, 2, 5";  
 *struct* task task = Build(line);  
 printf("id '%d', priority '%d', arrival\_time '%d', burst\_time '%d'\n",  
 task.id, task.priority, task.arrival\_time, task.burst\_time);  
  
 *// TESST FOR TABLE  
 char* \*file\_name = "../processes.txt";  
 *struct* task \*tasks = Table(file\_name);  
  
 *// TEST FOR DISPLAY* Display(tasks);  
  
 *// TEST FOR SCHEDULER* file\_name = "../processes.txt";  
 tasks = Table(file\_name);  
 Schedule(tasks, First\_Come\_First\_Serve, -1);  
 file\_name = "../processes\_SJF.txt";  
 tasks = Table(file\_name);  
 Schedule(tasks, Shortest\_Job\_First, -1);  
 file\_name = "../processes\_prior.txt";  
 tasks = Table(file\_name);  
 Schedule(tasks, Priority, -1);  
 file\_name = "../processes\_roundrobin.txt";  
 tasks = Table(file\_name);  
 Schedule(tasks, Round\_Robin, 2);  
 file\_name = "../processes\_priorroundrobin.txt";  
 tasks = Table(file\_name);  
 Schedule(tasks, Priority\_With\_Round\_Robin, 2);  
 *return* 0;  
}

processes.txt

1, 4, 0, 10  
2, 3, 3, 8  
3, 3, 2, 9

processes\_SJF.txt

1, 4, 1, 7  
2, 3, 3, 5  
3, 3, 3, 1  
4, 0, 4, 2  
5, 0, 5, 8

processes\_prior.txt

1, 2, 0, 4  
2, 4, 1, 2  
3, 6, 2, 3  
4, 10, 3, 5  
5, 8, 4, 1  
6, 12, 5, 4  
7, 9, 6, 6

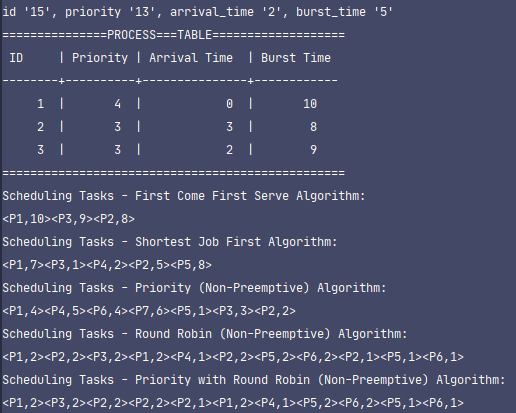
processes\_priorroundrobin.txt

1, 0, 0, 4  
2, 1, 1, 5  
3, 2, 2, 2  
4, 0, 3, 1  
5, 0, 6, 3  
6, 0, 6, 3

processes\_roundrobin.txt

1, 0, 0, 4  
2, 0, 1, 5  
3, 0, 2, 2  
4, 0, 3, 1  
5, 0, 6, 3  
6, 0, 6, 3

The terminal output is as we learned and solved by hand:



**Part 2 – XV6 Scheduling implementation**

**2.1: Priority-based Scheduler for XV6**

In this part, we replaced the round-robin scheduler for xv6 with a priority-based scheduler. We have changed the *proc.c* and *proc.h* to work with priority – first added the priority field to process structure, then we changed the *scheduler* function in the *proc.c* file to work first on the highest prioritized processes.

proc.c

*void*scheduler(*void*)  
{  
 *struct* proc \*p;  
 *// ------start edit : 14.12.2020------  
 struct* proc \*p\_find\_high\_Priority;  
 *int* highestPriority;  
 *// ------ end edit -------------------  
 struct* cpu \*c = mycpu();  
 c->proc = 0;  
  
 *for*(;;){  
 *// Enable interrupts on this processor.* sti();  
 *// Loop over process table looking for process with highestPriority to run.* acquire(&ptable.lock);  
 *// ------start edit : 14.12.2020-----  
 for*(p = ptable.proc; p < &ptable.proc[NPROC]; p++){  
 *// find the highest priority that exist in the process table* highestPriority = 200;  
 *for*(p\_find\_high\_Priority = ptable.proc; p\_find\_high\_Priority < &ptable.proc[NPROC]; p\_find\_high\_Priority++) {  
 *if* (p\_find\_high\_Priority->state != RUNNABLE)  
 *continue*;  
 *if* (highestPriority > p\_find\_high\_Priority->priority)  
 highestPriority = p\_find\_high\_Priority->priority;  
 }  
 *if*((p->state != RUNNABLE)||(p->priority != highestPriority))  
 *continue*;  
  
 *// Switch to chosen process. It is the process's job  
 // to release ptable.lock and then reacquire it  
 // before jumping back to us.* c->proc = p;  
 switchuvm(p);  
 p->state = RUNNING;  
  
 swtch(&(c->scheduler), p->context);  
 switchkvm();  
  
 *// Process is done running for now.  
 // It should have changed its p->state before coming back.* c->proc = 0;  
 *// ------ end edit -------------------* }  
 release(&ptable.lock);  
 }  
}

As you can see, we used the same pattern as we implemented the priority with round-robin, in the previous section, to find the most prioritized task.

**2.2: Add a Syscall to Set Priority**

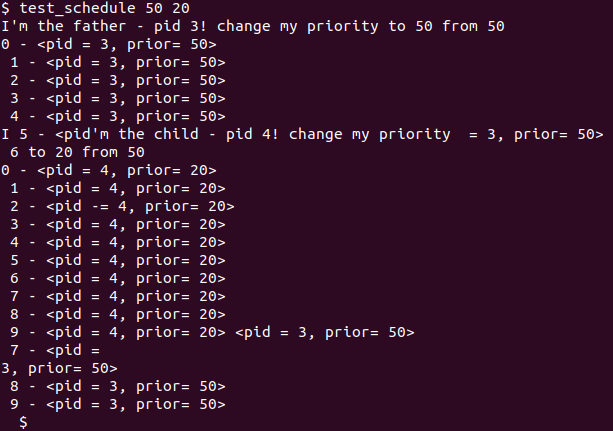
As we did in task 1, we added the system call *setpriority* to the XV6 system call and to the user space – by updating *syscall.h, user.h, usys.S, syscall.c, sysproc.c* according to the new changes (as done in task 1…).

To test the priority setter, and the scheduler, we created a user space program – *test\_scheduling.c*.

#include "types.h"  
#include "stat.h"  
#include "user.h"  
#include "fcntl.h"  
  
*//passing command line arguments  
  
int* main(*int* argc, *char* \*\*argv)  
{  
 *int* newprior = atoi(argv[1]);  
 *int* myPid = getpid();  
 *int* oldPrior = setpriority(newprior);  
 printf(1, "I'm the father - pid %d! change my priority to %d from %d\n",myPid,newprior,oldPrior);  
   
 *int* pid = fork();  
 *if*(pid == 0){  
 *int* newprior = atoi(argv[2]);  
 *int* myPid = getpid();  
 *int* oldPrior = setpriority(newprior);  
 printf(1, "I'm the child - pid %d! change my priority to %d from %d\n",myPid,newprior,oldPrior);  
 *for*(*int* i=0;i<10;i++){  
 *for*(*int* j=0; j<1000000; j++){}  
 printf(1, "%d - <pid = %d, prior= %d>\n ", i, myPid,newprior);  
 }  
 exit();  
 } *else if*(pid < 0){  
 printf (1, "This is fork failed\n");  
 exit();  
 }*else*{  
 *for*(*int* i=0;i<10;i++){  
 *for*(*int* j=0; j<1000000; j++){}  
 printf(1, "%d - <pid = %d, prior= %d>\n ", i, myPid,newprior);  
 }  
 }  
 wait();  
 exit();  
}

We created a user program that will spend a lot of CPU time on an empty for loop, to see when the CPU is given for each task.

The first try is to give the father lower priority (50) and the child higher priority (20):



As we can see when the child got a new priority, it takes the CPU time and not giving it to the father, although it has time to take back the CPU if we scheduled it otherwise (empty loop for 100000 times).

We can notice that the default priority is 50 as demanded.