

CSE 438: EMBEDDED SYSTEMS PROGRAMMING

ASSIGNMENT 4

EVENT HANDLING AND SIGNALLING IN LINUX

AUTHORS
TEAM 5

RAMA KUMAR KANA SUNDARA 1213347614
SHARATH RENJIT NAIK 1213340750

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PROBLEM STATEMENT

In vxWorks' Kernel API Reference Manual, it is stated that "If a task is pended (for instance, by waiting for a semaphore to become available) and a signal is sent to the task for which the task has a handler installed, then the handler will run before the semaphore is taken. When the handler returns, the task will go back to being pended (waiting for the semaphore). If there was a timeout used for the pending task, then the original value will be used again when the task returns from the signal handler and goes back to being pended. If the handler alters the execution path, via a call to `longjmp()` for example, and does not return then the task does not go back to being pended."

This description of the signal delivery mechanism is certainly OS dependent. In task 2 of the assignment, you are requested to develop a program or several pieces of program to test what the Linux's signal facility does precisely and to show the time that a signal handler associated to a thread gets executed in the following conditions:

- a. The thread is runnable (but not running, i.e. the running thread has a higher priority).
- b. The thread is blocked by a semaphore (i.e. `sema_wait()` is called).
- c. The thread is delayed (i.e., `nanosleep()` is called).

To show the time that a signal handler is invoked, you are required to use "trace_cmd" to collect events from the Linux internal tracer `ftrace`. The traced records can then be viewed via a GUI front end `kernelshark` in a Linux host machine. A report should be compiled that includes `kernelshark`'s report images to illuminate the execution of signal handlers.

TASK 1

The thread is runnable but not running due to the presence of a higher priority thread

Kernelshark Image

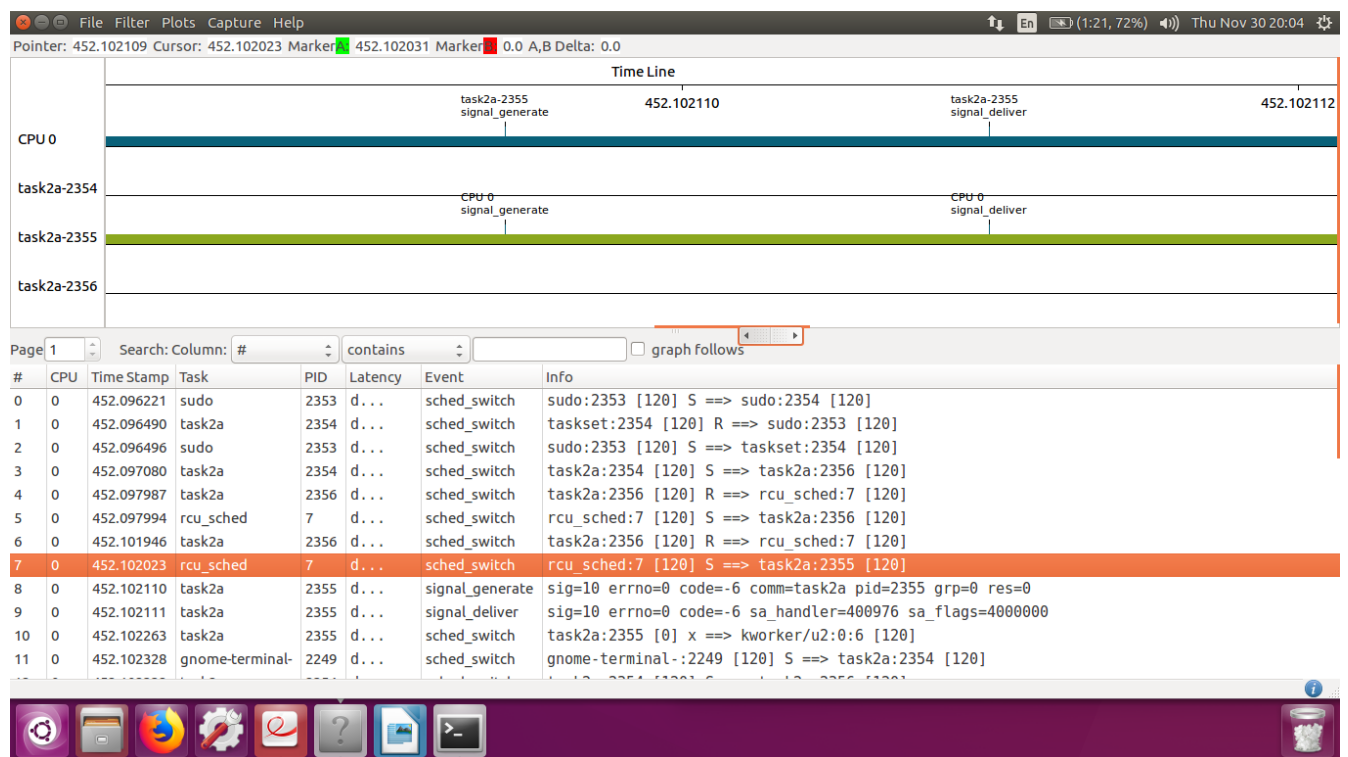


Figure 1 The thread is runnable but not running due to the presence of a higher priority thread

Analysis

In this part, a thread is runnable, but it is unable to execute due the execution of a higher priority thread running in the background.

The signal_generate is given at 452.102110 but the signal_deliver occurs at 452.102111, which is a delay of 1 microseconds.

TASK 2

The thread is blocked by a semaphore

Kernelshark Image

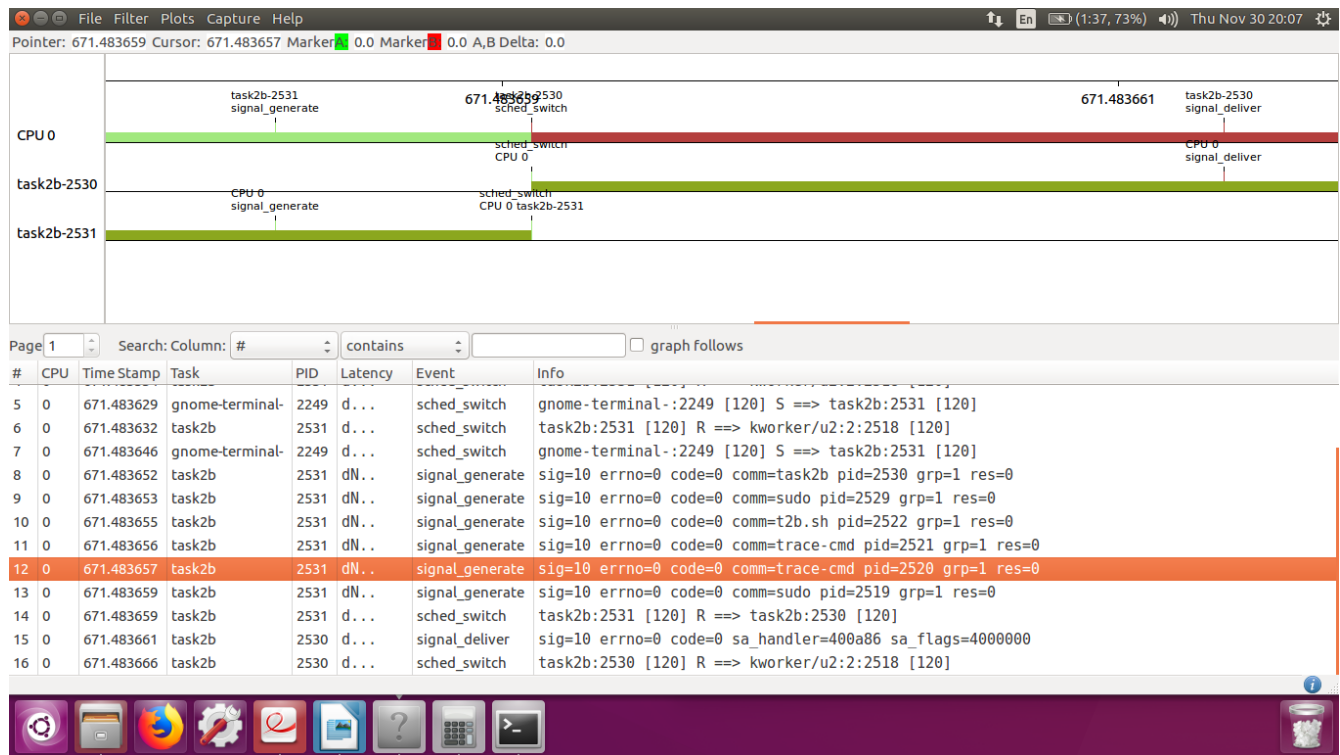


Figure 2 The thread is blocked by a semaphore

Analysis

This part of the assignment involves checking for a thread that has been waiting for a semaphore to be freed.

The signal_generate has been sent at 671.483657 and the signal_deliver occurs at 671.483661 which results in delay of 6 microsecond.

TASK 3

The thread is delayed by a sleep function call

Kernelshark Image

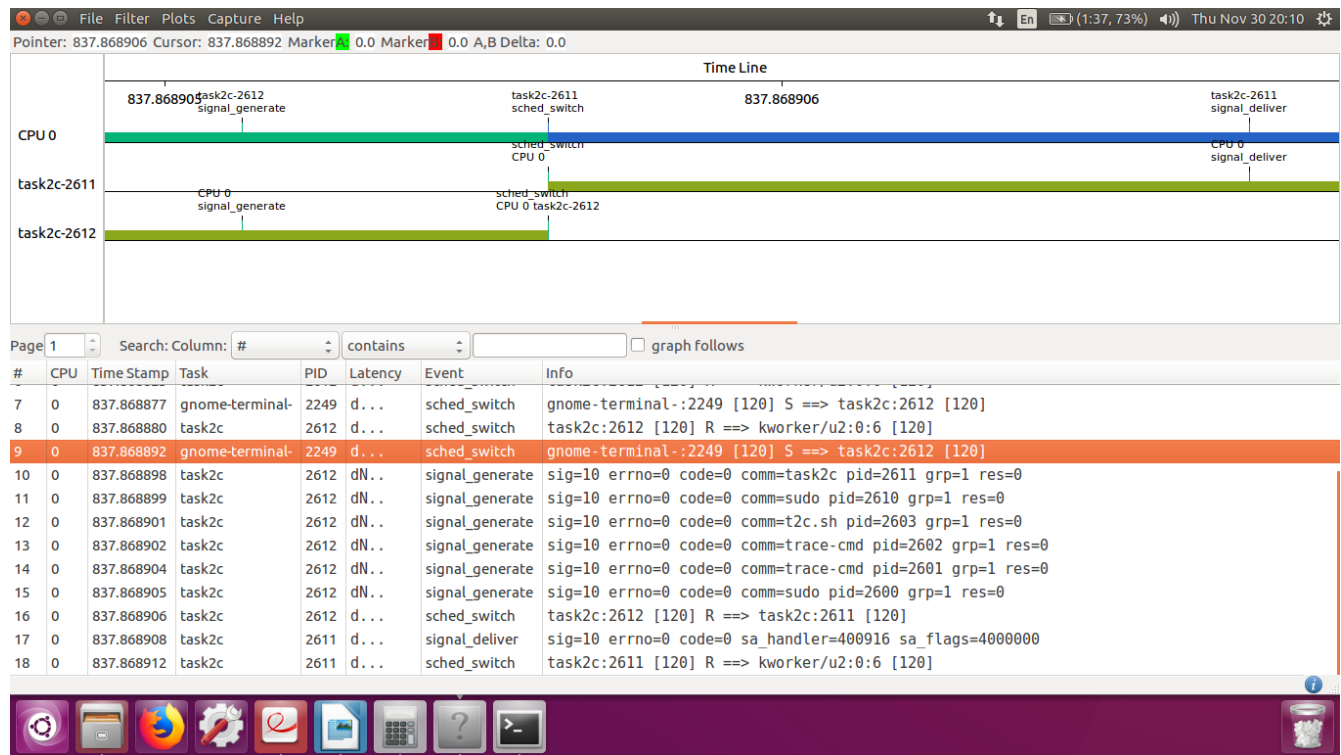


Figure 3 The thread is delayed by a sleep function call

Analysis

The last part of the assignment involves the delaying of a thread with a nanosleep function. The signal_generate here occurs at 837.868905 and the signal_deliver occurs at 837.868908 which is a resultant delay of 3 microsecond.