实 验 报 告

课程名称： 操作系统实验

学　院： 计算机科学与工程学院

专　业： 软件工程　　**班级：** 2018 级 班

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山东科技大学教务处制

实 验 报 告

组　别		姓 名	KAFLE SAMRAT	同组实验者	
实验项目名称	添加最简单的 linux 内核模块			实验日期	月 日
教 师 评 语					
实验成绩:			指导教师（签名）: 2020 年 月 日		

一. 实验目的

熟练掌握基本的 Linux 内核模块开发框架和编译方法。

熟练掌握 Linux 内核模块添加流程。

理解 Linux 内核模块代码中的一些常见宏和参数。

掌握 Linux 内核模块程序和应用程序的差异。

深入理解操作系统为用户提供服务的方式、方法

深入理解计算机程序的运行方式

二， 实验要求:

通过阅读、执行 hello.c 及其对应的 Makefile 文

件，理解 Linux 内核模块 LKM 的基本框架和运行方式、原理。

结合操作系统知识，通过实验深入理解计算机程序在操作系统支持下的运行方式。

三. 实验内容

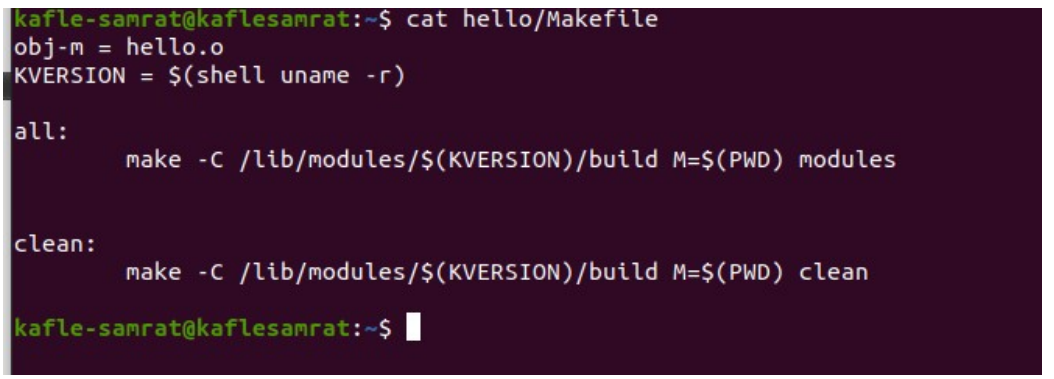
从教材提供的电子资源中找到或者按教材提示自己编写简单的 Linux 内核模块 kellо.c 及其对应的 Makefile 文件

```
#include<linux/module.h>

static int __init hello_start(void)
{
   printk(KERN_INFO "\n Hello kernal!This is in
kernel space!\n");
```

```
   return 0;
}
static void __exit hello_end(void)
{
   printk(KERN_INFO "\n Goodbye kernal! \n");
}

module_init(hello_start);
module_exit(hello_end);
```


```
obj-m = hello.o
KVERSION = $(shell uname -r)
```

```
all:
   make -C /lib/modules/$(KVERSION)/build M=$(PWD)
modules


clean:
   make -C /lib/modules/$(KVERSION)/build M=$(PWD)
clean
```



编译、安装、删除该模块，查看该模块的安装位置、运行情况

本次采用单独编译、动态插入内核；把将开发的内核代码文件直接进行编译，然后使用命令动态插入内核或者从内核卸载。

优点：编译速度快；单独调试代码

缺点：每次系统启动后都需要再加载代码

```
kafle-samrat@kaflesamrat:~/hello$ ls
hello.c  Makefile
kafle-samrat@kaflesamrat:~/hello$ make
make -C /lib/modules/5.4.0-56-generic/build M=/home/kafle-samrat/hello modules
make[1]: Entering directory '/usr/src/linux-headers-5.4.0-56-generic'
  CC [M]  /home/kafle-samrat/hello/hello.o
  Building modules, stage 2.
  MODPOST 1 modules
WARNING: modpost: missing MODULE_LICENSE() in /home/kafle-samrat/hello/hello.o
see include/linux/module.h for more information
  CC [M]  /home/kafle-samrat/hello/hello.mod.o
  LD [M]  /home/kafle-samrat/hello/hello.ko
make[1]: Leaving directory '/usr/src/linux-headers-5.4.0-56-generic'
kafle-samrat@kaflesamrat:~/hello$ ls
hello.c   hello.mod    hello.mod.o  Makefile       Module.symvers
hello.ko  hello.mod.c  hello.o      modules.order
kafle-samrat@kaflesamrat:~/hello$
```

.

```
kafle-samrat@kaflesamrat:~/hello$ sudo insmod ./hello.ko
kafle-samrat@kaflesamrat:~/hello$ lsmod | grep hello
hello                  16384  0
kafle-samrat@kaflesamrat:~/hello$
```

dmesg 后显示:

.

```
[18717.523437] mce: CPU5: Package temperature/speed normal
[18717.523438] mce: CPU11: Package temperature/speed normal
[18717.523439] mce: CPU4: Package temperature/speed normal
[18717.523440] mce: CPU1: Package temperature/speed normal
[18717.523441] mce: CPU10: Package temperature/speed normal
[18717.523441] mce: CPU8: Core temperature/speed normal
[18717.523442] mce: CPU3: Package temperature/speed normal
[18717.523443] mce: CPU7: Package temperature/speed normal
[18717.523443] mce: CPU0: Package temperature/speed normal
[18717.523444] mce: CPU9: Package temperature/speed normal
[18717.523445] mce: CPU8: Package temperature/speed normal
[18717.523446] mce: CPU2: Package temperature/speed normal
[19286.009911]
               Hello kernal!This is in kernel space!
```

删除模块:

sudo rmmod hello.ko

```
[19286.009911]
               Hello kernal!This is in kernel space!
[19628.050706]
               Goodbye kernal!
kafle-samrat@kaflesamrat:~/hello$ lsmod | grep hello
kafle-samrat@kaflesamrat:~/hello$
```

实验心得:

通过这次实验，我学习了基本的Linux内核模块开发框架和编译方法，熟悉了添加Linux内核模块的过程，了解了程序的工作原理。

实 验 报 告

组　别		姓 名	KAFLE SAMRAT	同组实验者	
实验项目名称	进程间通信			实验日期	月 日
教 师 评 语					
实验成绩：			指导教师（签名）： 2020 年 月 日		

一. 实验目的

掌握管道、信号、共享内存、消息队列等进程间通信机制；

二. 实验内容

```
#include <stdio.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>
#include<sys/wait.h>
#include <unistd.h>
```

```
#include <stdlib.h>
#include <string.h>
int main(){
   pid_t pid;
   int len;
   int pipe_fd[2];
   char str_read[100], str_write[100];
   char str[100];

   memset(str_read,0,sizeof(str_read));
   memset(str,0,sizeof(str));
   if(pipe(pipe_fd)<0){
      printf("Failed to create pipeline：");
      return-1;
   }
   pid = fork();
   if(pid == 0){
      close(pipe_fd[1]);
```

```
        if((len = read(pipe_fd[0],str_read,100))>0){
        int i = 0;
        for(i = 0; i < len; i++){
           str[i] = str_read[len - i - 1];
        }
        printf("The reverse order string received by process
2 is：%s\n",str);
      }
      close(pipe_fd[0]);
      exit(0);
   }
   else if(pid > 0){
      close(pipe_fd[0]);
      printf("Enter a string to write to the pipe\n");
      scanf("%s", str_write) ;
      if(write(pipe_fd[1],str_write, strlen(str_write)) != -1){
         printf("The string that process 1 writes to the pipe
is: %s\n", str_write);
```

```
    }
    close(pipe_fd[1]);
    waitpid(pid,NULL,0);
    exit(0);
  }
  else if(pid < 0){
    printf("Child process creation failed");
    exit(0);
  }
}
```

实验结果：


kafle-samrat@kaflesamrat:~/Documents/C folder$ sudo gcc -o hello thirdexp.c
[sudo] password for kafle-samrat:
kafle-samrat@kaflesamrat:~/Documents/C folder$ ls
hello thirdexp.c
kafle-samrat@kaflesamrat:~/Documents/C folder$ ./hello
Enter a string to write to the pipe
wsdkfjdskjgbf
The string that process 1 writes to the pipe is: wsdkfjdskjgbf
The reverse order string received by process 2 is : fbgjksdjfkdsw
kafle-samrat@kaflesamrat:~/Documents/C folder$ ./hello
Enter a string to write to the pipe
t43teruehegrg
The string that process 1 writes to the pipe is: t43teruehegrg
The reverse order string received by process 2 is : grgeheuret34t
kafle-samrat@kaflesamrat:~/Documents/C folder$

实 验 报 告

组　别		姓 名	KAFLE SAMRAT	同组实验者	
实验项目名称	LINUX 内存管理			实验日期	月 日
教 师 评 语					
实验成绩：			指导教师（签名）： 2020 年 月 日		

一. 实验目的

1, 通过本次试验体会操作系统中内存的分配模式;
2, 掌握内存分配的方法（FF,BF,WF）;
3, 学会进程的建立，当一个进程被终止时内存是如何处理被释放块，并当内存不满足进程申请时是如何使用内存紧凑;
4, 掌握内存回收过程及实现方法;
5, 学会进行内存的申请释放和管理;

二. 实验内容

```
#include<stdio.h>
      #include<stdlib.h>


      #define PROCESS_NAME_LEN 32 /* Process name length */
#define MIN_SLICE 10          /* The size of the smallest fragment */
```

```
#define DEFAULT_MEM_SIZE 1024     /* Memory size */
#define DEFAULT_MEM_START 0              /* The starting position */

/* Memory allocation algorithm */
#define MA_FF 1
#define MA_BF 2
#define MA_WF 3



    /* Describes the data structure for each free block */
    typedef struct free_block_type{
        int size;
        int start_addr;
        struct free_block_type *next;
    }FBT;


    /* A description of the memory blocks allocated by each process */
    typedef struct allocated_block{
        int pid;
        int size;
        int start_addr;
        char process_name[PROCESS_NAME_LEN];
        struct allocated_block *next;
    }AB;


    /* A pointer to the first pointer to a list of free blocks in memory */
    FBT *free_block;


    /* The process allocates the first pointer to a linked list of memory blocks */
    AB *allocated_block_head = NULL;
```

```
int mem_size = DEFAULT_MEM_SIZE; /* Memory size */
int ma_algorithm = MA_FF; /* Current allocation algorithm */
static int pid = 0; /*The initial pid*/
int flag = 0; /* Sets the memory size flag */
int min_mem_size = 10; /* Sets a flag that the remaining partitions are too small */


FBT *init_free_block(int mem_size);
void display_menu();
int set_mem_size();
int display_mem_usage();
int dispose(AB *free_ab);
int free_mem();
int kill_process();
int allocate_mem(AB *ab);
int new_process();
void rearrange_FF();
void rearrange_BF();
void rearrange_WF();
void rearrange(int algorithm);
void set_algorithm();


void do_exit(){
    /* The general operating system will reclaim the applied memory after the program exit or return, so the place is empty.*/
    return;
}


int main(int argc, char const *argv[]){
    /* code */
    char choice;
    pid = 0;
    free_block = init_free_block(mem_size); // Initialize the free zone
    while(1){
```

```
            fflush(stdin);
            display_menu(); // According to the menu
            fflush(stdin);
            while((choice = getchar()) != '\n'){
            //choice = getchar();
            fflush(stdin);
            switch(choice){
                case '1':set_mem_size();break;
                case '2':set_algorithm();flag = 1;break;
                case '3':new_process();flag = 1;break;
                case '4':kill_process();flag = 1;break;
                case '5':display_mem_usage();flag = 1;break;
                case '0':do_exit();exit(0);
                default: break;
            }
            fflush(stdin);
            }
        }
}


void display_menu(){
        puts("");
        printf("1 - Set memory size(fedault=%d)\n",DEFAULT_MEM_SIZE);
        printf("2 - Select memory allocation algorithm\n");
        printf("3 - New process\n");
        printf("4 - Terminate a process \n");
        printf("5 - Display memory usage\n");
        printf("0 - Exit\n");
}


// Initializes a linked list of free partitions
FBT *init_free_block(int mem_size){
        FBT *fb;
```

```
        fb = (FBT*)malloc(sizeof(FBT));
        if(fb==NULL){
                printf("No mem\n");
                return NULL;
        }
        fb->size = mem_size;
        fb->start_addr = DEFAULT_MEM_START;
        fb->next = NULL;
        return fb;
}


// Reset the memory size
int set_mem_size(){
        int size;
        if(flag!=0){
                printf("Cannot set memory size again\n");
                return 0;
        }
        printf("Total memory size =");
        scanf("%d",&size);
        if(size>0){
                mem_size = size;
                free_block->size = mem_size;
        }
        flag = 1;
        min_mem_size = mem_size / 100;
        return 1;
}


int display_mem_usage(){
        /* Displays current memory usage, including free partitions and allocated ones */
        FBT *fbt = free_block;
        AB *ab = allocated_block_head;
```

```
        // if(fbt == NULL) return -1;
        printf("\e[0;31;1m--------------------------------------------------------------\e[0m\n");
        // Display free area
        printf("\e[0;32;1mFree Memory:\e[0m\n");
        printf("\e[0;33;1m%20s %20s\e[0m\n","    start_addr","      size");
        while(fbt!=NULL){
            printf("%20d %20d\n",fbt->start_addr,fbt->size);
            fbt = fbt->next;
        }


        // Displays the allocated areas
        printf("\n");
        printf("\e[0;35;1mUsed Memory:\e[0m\n");
        printf("\e[0;33;1m%10s %20s %20s %10s\e[0m\
n","PID","ProcessName","start_addr","size");
        while(ab != NULL){
            printf("%10d %20s %20d %10d\n",ab->pid,ab->process_name,ab-
>start_addr,ab->size);
            ab = ab->next;
        }
        printf("\e[0;31;1m--------------------------------------------------------------\e[0m\n");
        return 0;
    }


    // Release the linked list nodes
    int dispose(AB *free_ab){
        /* Release ab data structure nodes */
        AB *pre,*ab;
        if(free_ab == allocated_block_head){
            // If you want to release the first node
            allocated_block_head = allocated_block_head->next;
            free(free_ab);
            return 1;
        }
```

```
        pre = allocated_block_head;
        ab = allocated_block_head->next;
        while(ab!=free_ab){
            pre = ab;
            ab = ab->next;
        }
        pre->next = ab->next;
        free(ab);
        return 2;
    }


    // Frees up memory occupied by the process
    int free_mem(AB *ab){
        /* Return the allocated areas represented by AB and make a possible merge */
        int algorithm = ma_algorithm;
        FBT *fbt,*pre,*work;
        fbt = (FBT*)malloc(sizeof(FBT));
        if(!fbt) return -1;
        /*
        For a possible merger, the basic strategy is as follows

1. Insert the newly released node to the end of the queue in the free partition

2. Organize free lists by address

3. Check and merge adjacent free partitions

4. Reorder the free linked list according to the current algorithm            */
        fbt->size = ab->size;
        fbt->start_addr = ab->start_addr;


        // Insert to the end
        work = free_block;
        if(work == NULL){
```

```
                free_block = fbt;
                fbt->next == NULL;
        }else{
                while(work ->next != NULL){
                        work = work->next;
                }
                fbt->next = work->next;
                work->next = fbt;
        }
        // Rearrange the layout according to the address
        rearrange_FF();


        /* Merge possible partitions; If two free partitions are connected, they are merged*/
        pre = free_block;
        while(pre->next){
                work = pre->next;
                if(pre->start_addr + pre->size == work->start_addr ){
                        pre->size = pre->size + work->size;
                        pre->next = work->next;
                        free(work);
                        continue;
                }else{
                        pre = pre->next;
                }
        }


        // Sort by the current algorithm
        rearrange(ma_algorithm);
        return 1;
    }


    // Find the linked list node corresponding to pid
```

```
AB *find_process(int pid){
	AB *tmp = allocated_block_head;
	while(tmp != NULL){
		if(tmp->pid == pid){
			return tmp;
		}
		tmp = tmp->next;
	}
	printf("\e[0;31;1m Cannot find pid:%d \e[0m\n",pid);
	return NULL;
}


int kill_process(){
	AB *ab;
	int pid;
	printf("Kill Process,pid=");
	scanf("%d",&pid);
	ab = find_process(pid);
	if(ab!=NULL){
		free_mem(ab);	// Release the allocation table represented by ab
		dispose(ab);	// Release ab data structure nodes
		return 0;
	}else{
		return -1;
	}
}


// Find if there are partitions that can be non-process allocated

int find_free_mem(int request){
	FBT *tmp = free_block;
	int mem_sum = 0;
	while(tmp){
		if(tmp->size >= request){
```

```
                // Can be directly allocated
                return 1;
            }
            mem_sum += tmp->size;
            tmp = tmp->next;
        }
        if(mem_sum >= request){
            // Post-merge allocation
            return 0;
        }else{
            // There is not enough space to allocate
            return -1;
        }


}




// Sort the allocated table from large to small by starting address
void sort_AB(){
    if(allocated_block_head == NULL || allocated_block_head->next == NULL)
        return;
    AB *t1,*t2,*head;
    head = allocated_block_head;
    for(t1 = head->next;t1;t1 = t1->next){
        for(t2 = head;t2 != t1;t2=t2->next){
            if(t2->start_addr > t2->next->start_addr){
                int tmp = t2->start_addr;
                t2->start_addr = t2->next->start_addr;
                t2->next->start_addr = tmp;


                tmp = t2->size;
                t2->size = t2->next->size;
```

```
                        t2->next->size = tmp;
                    }
                }
            }
        }


    // Reassign memory addresses to all processes
    void reset_AB(int start){
        /* In a real operating system this is not easy, so memory crunch is not frequently
used */
        AB *tmp = allocated_block_head;
        while(tmp != NULL){
            tmp->start_addr = start;
            start += tmp->size;
            tmp = tmp->next;
        }
    }


    void  memory_compact(){
        // Squeeze memory
        FBT *fbttmp = free_block;
        AB *abtmp = allocated_block_head;
        // Detect remaining memory
        int sum = 0;
        while(fbttmp!=NULL){
            sum += fbttmp->size;
            fbttmp = fbttmp->next;
        }


        // Merge blocks into one
        fbttmp = free_block;
        fbttmp->size = sum;
        fbttmp->start_addr = 0;
```

```
        fbttmp->next=NULL;

        // Release redundant partitions
        FBT *pr = free_block->next;
        while(pr != NULL){
                fbttmp = pr->next;
                free(pr);
                pr = fbttmp;
        }
        // Reorder the allocated space
        sort_AB();
        reset_AB(sum);


}


// Perform memory allocation
void do_allocate_mem(AB *ab){
        int request = ab->size;
        FBT *tmp = free_block;
        while(tmp != NULL){
                if(tmp->size >= request){
                        // allocation
                        ab->start_addr = tmp->start_addr;
                        int shengyu = tmp->size - request;
                        if(shengyu <= min_mem_size){
                                // The surplus is too small to allocate all
                                ab->size = tmp->size;
                                if(tmp == free_block){
                                        free_block = free_block->next;
                                        free(tmp);
                                }else{
                                        FBT *t = free_block;
                                        while(t->next != tmp){
                                                t = t->next;
```

```
                    }
                    t->next = tmp->next;
                    free(tmp);
                }
            }else{
                // Cut out the allocated memory
                tmp->size = shengyu;
                tmp->start_addr = tmp->start_addr + request;
            }
            return ;
        }
        tmp = tmp->next;
    }
}


int allocate_mem(AB *ab){
    /* Allocated memory module */
    FBT *fbt,*pre;
    int request_size=ab->size;
    fbt = pre = free_block;
    /*
```

According to the current algorithm, the appropriate free partition is searched in the linked list of free partition for allocation.

Pay attention to the following situations when allocating:

1. If the free partition can be found and the remaining space after allocation is large enough, then divide

2. If the free partition can be found and the remaining space after allocation is relatively small, then allocate it together

3. Find the free partitions that cannot meet the needs, but the sum of the free partitions can meet the needs.

Then the memory compression technique is adopted to merge the free partitions and then redistribute them

4. After the successful allocation of memory, the free partition should be kept in order according to the corresponding algorithm

5. Return 1 if the allocation is successful, otherwise return -1 */

```
        // Try to find allocable idle, the results of which are explained in the function

        int f = find_free_mem(request_size);
        if(f == -1){
                // Allocate enough
                printf("Free mem is not enough,Allocate fail!\n");
                return -1;
        }else{
                if(f == 0){
                        // Memory crunch is required to allocate
                        memory_compact();
                }
                // Perform assigned
                do_allocate_mem(ab);
        }
        // Rearrange the free partitions
        rearrange(ma_algorithm);
        return 1;
}


// Create a new process
int new_process(){
        AB *ab;
        int size;
        int ret;
        ab = (AB*)malloc(sizeof(AB));
        if(!ab) exit(-5);


        ab->next=NULL;
        pid++;
        sprintf(ab->process_name,"PROCESS-%02d",pid);
        ab->pid = pid;
```

```
        printf("Memory for %s:",ab->process_name);
        scanf("%d",&size);
        if(size>0) ab->size=size;
        ret = allocate_mem(ab);       /* Allocate memory from the free partition, ret==1 indicates successful allocation */

        if((ret == 1) && (allocated_block_head == NULL)){

            allocated_block_head = ab;
            return 1;
        }else if(ret == 1){
            /* Successfully allocate, inserts the description of the allocated block into the allocated linked list */
            ab->next = allocated_block_head;
            allocated_block_head = ab;
            return 2;
        }else if(ret == -1){
            //分配不成功
            printf("\e[0;31;1m Allocation fail \e[0m\n");
            free(ab);
            return -1;
        }
        return 3;
    }


    void rearrange_FF(){
        /* For the first time, the free zone size is sorted in ascending order according to the starting address */
        // We use bubble sort here
        if(free_block == NULL || free_block->next == NULL)
            return;
        FBT *t1,*t2,*head;
        head = free_block;
        for(t1 = head->next;t1;t1 = t1->next){
            for(t2 = head;t2 != t1;t2=t2->next){
```

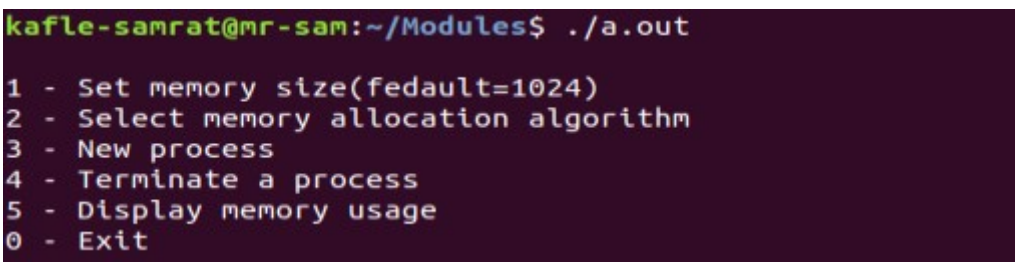
```
                if(t2->start_addr > t2->next->start_addr){
                    int tmp = t2->start_addr;
                    t2->start_addr = t2->next->start_addr;
                    t2->next->start_addr = tmp;


                    tmp = t2->size;
                    t2->size = t2->next->size;
                    t2->next->size = tmp;
                }
            }
        }
    }


    void rearrange_BF(){
        /* The best adaptive algorithm sorts free partitions by size from small to large */
        if(free_block == NULL || free_block->next == NULL)
            return;
        FBT *t1,*t2,*head;
        head = free_block;
        for(t1 = head->next;t1;t1 = t1->next){
            for(t2 = head;t2 != t1;t2=t2->next){
                if(t2->size > t2->next->size){
                    int tmp = t2->start_addr;
                    t2->start_addr = t2->next->start_addr;
                    t2->next->start_addr = tmp;


                    tmp = t2->size;
                    t2->size = t2->next->size;
                    t2->next->size = tmp;
                }
            }
        }
    }
```

```
void rearrange_WF(){
	/* The worst fit algorithm sorts free partitions from large to small */
	if(free_block == NULL || free_block->next == NULL)
		return;
	FBT *t1,*t2,*head;
	head = free_block;
	for(t1 = head->next;t1;t1 = t1->next){
		for(t2 = head;t2 != t1;t2=t2->next){
			if(t2->size < t2->next->size){
				int tmp = t2->start_addr;
				t2->start_addr = t2->next->start_addr;
				t2->next->start_addr = tmp;


				tmp = t2->size;
				t2->size = t2->next->size;
				t2->next->size = tmp;
			}
		}
	}
}


/* Collates a list of memory free blocks according to the specified algorithm */
void rearrange(int algorithm){
	switch(algorithm){
		case MA_FF:rearrange_FF();break;
		case MA_BF:rearrange_BF();break;
		case MA_WF:rearrange_WF();break;
	}
}


void set_algorithm(){
```

```
        /* Sets the current allocation algorithm */
        int algorithm;
        printf("\t1 - First Fit\n");
        printf("\t2 - Best Fit\n");
        printf("\t3 - Worst Fit\n");
        scanf("%d",&algorithm);
        if(algorithm>=1 && algorithm<=3)
            ma_algorithm = algorithm;


        // Rearrange the list of free areas according to the specified algorithm
        rearrange(ma_algorithm);
    }
```

实验结果：

The experimental interface：



After prompted for input, type 1, and the display is as follows:

```
1 - Set memory size(fedault=1024)
2 - Select memory allocation algorithm
3 - New process
4 - Terminate a process
5 - Display memory usage
0 - Exit
1
Total memory size =2048

1 - Set memory size(fedault=1024)
2 - Select memory allocation algorithm
3 - New process
4 - Terminate a process
5 - Display memory usage
0 - Exit
```

Then input: 3 and set the memory space to 256.
The display is as follows:

```
1 - Set memory size(fedault=1024)
2 - Select memory allocation algorithm
3 - New process
4 - Terminate a process
5 - Display memory usage
0 - Exit
3
Memory for PROCESS-01:256

1 - Set memory size(fedault=1024)
2 - Select memory allocation algorithm
3 - New process
4 - Terminate a process
5 - Display memory usage
0 - Exit
```

Repeat the previous operation. Input : 5
the display is as follows:

```
1 - Set memory size(fedault=1024)
2 - Select memory allocation algorithm
3 - New process
4 - Terminate a process
5 - Display memory usage
0 - Exit
5
-----------------------------------------------------------------
Free Memory:
          start_addr                  size
                 256                  1792

Used Memory:
       PID          ProcessName           start_addr       size
         1           PROCESS-01                    0        256
-----------------------------------------------------------------

1 - Set memory size(fedault=1024)
2 - Select memory allocation algorithm
3 - New process
4 - Terminate a process
5 - Display memory usage
0 - Exit
```

After entering : input: 4, kill process 1, as shown below:

```
1 - Set memory size(fedault=1024)
2 - Select memory allocation algorithm
3 - New process
4 - Terminate a process
5 - Display memory usage
0 - Exit
4
Kill Process,pid=1

1 - Set memory size(fedault=1024)
2 - Select memory allocation algorithm
3 - New process
4 - Terminate a process
5 - Display memory usage
0 - Exit
```

Input 0 to Exit the process

实验心得体会：

通过计算机实验让我进一步了解操作系统对内存分配的知识，也让我认识到 C 语言的重要性，对记忆分配的方法和思路可以理解，但在具体实现时我感觉有点困难，通过与同学的沟通和咨询相关信息来发现问题，这些都是 C 语言基础不扎实，而且长期不练习，将来编程练习太重。

实 验 报 告

组　别		姓 名	KAFLE SAMRAT	同组实验者	
实验项目名称	linux proc 文件系统查看及进程信息			实验日期	月 日
教 师 评 语					
实验成绩:			指导教师（签名）： 2020 年 月 日		

一. 实验目的

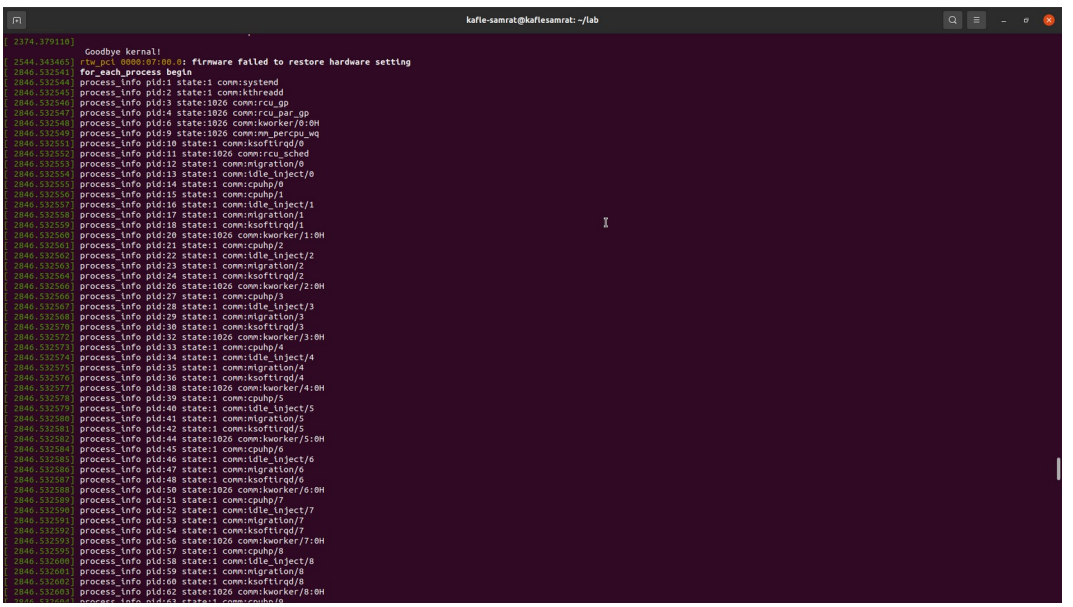
简单了解如何在 Linux 下使用 PROC 文件系统来获取进程信息。通过 PROC 文件系统获取的信息主要是进程使用的虚拟内存，以及 Linux 下的实际内存、信号机制信息等监控工具，可以全面掌握系统的运行情况。

二. 实验内容

```
kafle-samrat@kaflesamrat:~/lab$ ls
Makefile        Module.symvers  tasklist.ko   tasklist.mod.c  tasklist.o
modules.order   tasklist.c      tasklist.mod  tasklist.mod.o
kafle-samrat@kaflesamrat:~/lab$ sudo insmod ./tasklist.ko
[sudo] password for kafle-samrat:
kafle-samrat@kaflesamrat:~/lab$ lsmod | grep tasklist.
tasklist               16384  0
kafle-samrat@kaflesamrat:~/lab$
```

.

sudo dmesg



.

```
[ 2846.532926] process_info pid:19250 state:1 comm:chrome
[ 2846.532927] process_info pid:19251 state:1 comm:nacl_helper
[ 2846.532928] process_info pid:19254 state:1 comm:chrome
[ 2846.532929] process_info pid:19275 state:0 comm:chrome
[ 2846.532930] process_info pid:19278 state:1 comm:chrome
[ 2846.532931] process_info pid:19290 state:1 comm:chrome
[ 2846.532932] process_info pid:19297 state:1 comm:chrome
[ 2846.532933] process_info pid:19318 state:1 comm:chrome
[ 2846.532934] process_info pid:19320 state:1 comm:chrome
[ 2846.532935] process_info pid:19346 state:1 comm:chrome
[ 2846.532936] process_info pid:19375 state:1 comm:chrome
[ 2846.532938] process_info pid:19422 state:1 comm:chrome
[ 2846.532939] process_info pid:19435 state:1 comm:chrome
[ 2846.532940] process_info pid:19439 state:1 comm:chrome
[ 2846.532941] process_info pid:19447 state:1 comm:chrome
[ 2846.532942] process_info pid:19467 state:1 comm:chrome
[ 2846.532943] process_info pid:19480 state:1 comm:chrome
[ 2846.532944] process_info pid:19487 state:1 comm:chrome
[ 2846.532945] process_info pid:19495 state:1 comm:chrome
[ 2846.532946] process_info pid:19520 state:1 comm:chrome
[ 2846.532948] process_info pid:19630 state:1026 comm:kworker/11:0
[ 2846.532949] process_info pid:19666 state:1026 comm:kworker/7:0
[ 2846.532951] process_info pid:19698 state:1 comm:chrome
[ 2846.532952] process_info pid:19724 state:1 comm:chrome
[ 2846.532953] process_info pid:19725 state:1 comm:chrome
[ 2846.532954] process_info pid:19729 state:1 comm:chrome
[ 2846.532955] process_info pid:19869 state:1026 comm:kworker/9:1
[ 2846.532956] process_info pid:19881 state:1 comm:chrome
[ 2846.532957] process_info pid:19903 state:1 comm:chrome
[ 2846.532958] process_info pid:19919 state:1026 comm:kworker/4:1
[ 2846.532960] process_info pid:19921 state:1 comm:chrome
[ 2846.532961] process_info pid:19998 state:1026 comm:kworker/u24:1
[ 2846.532962] process_info pid:20032 state:1 comm:chrome
[ 2846.532963] process_info pid:20047 state:1 comm:chrome
[ 2846.532965] process_info pid:20071 state:1026 comm:kworker/8:0
[ 2846.532966] process_info pid:20074 state:1 comm:chrome
[ 2846.532967] process_info pid:20165 state:1026 comm:kworker/2:2
[ 2846.532968] process_info pid:20184 state:1026 comm:kworker/10:1
[ 2846.532970] process_info pid:20185 state:1026 comm:kworker/5:0
[ 2846.532971] process_info pid:20236 state:1026 comm:kworker/u24:2
[ 2846.532972] process_info pid:21359 state:1 comm:oosplash
[ 2846.532973] process_info pid:21393 state:1 comm:soffice.bin
[ 2846.532974] process_info pid:21540 state:1 comm:gedit
[ 2846.532975] process_info pid:22045 state:1026 comm:kworker/2:1
[ 2846.532976] process_info pid:22518 state:1026 comm:kworker/0:1
[ 2846.532977] process_info pid:22527 state:0 comm:gnome-terminal-
[ 2846.532978] process_info pid:22537 state:1 comm:bash
[ 2846.532979] process_info pid:23042 state:1026 comm:kworker/1:1
[ 2846.532980] process_info pid:23043 state:1026 comm:kworker/10:0
[ 2846.532982] process_info pid:23044 state:1026 comm:kworker/10:2
[ 2846.532983] process_info pid:23045 state:1026 comm:kworker/10:3
[ 2846.532984] process_info pid:23134 state:1 comm:sudo
[ 2846.532985] process_info pid:23136 state:0 comm:insmod
[ 2846.532985] process_info pid:23137 state:0 comm:systemd-udevd
kafle-samrat@kaflesamrat:~/lab$
```

.

code : tasklist.c

```
#include <linux/kernel.h>
#include <linux/module.h>
#include <linux/proc_fs.h>
#include <linux/sched/signal.h>
#include <linux/init.h>
static int __init hello_init(void)
{
    struct task_struct *pp;
    printk("for_each_process begin\n");
    for_each_process(pp)
    {
        printk(KERN_INFO "process_info pid:%i state:
%lu comm:%s \n",pp->pid,pp->state,pp->comm);
        }
    return 0;
}
static void __exit hello_exit(void)
{
```

```
    printk("for_each_process end!\n");
}
module_init(hello_init);
module_exit(hello_exit);
MODULE_LICENSE("GPL");
```

mod.c

```
#include <linux/build-salt.h>
#include <linux/module.h>
#include <linux/vermagic.h>
#include <linux/compiler.h>

BUILD_SALT;

MODULE_INFO(vermagic, VERMAGIC_STRING);
MODULE_INFO(name, KBUILD_MODNAME);

__visible struct module __this_module
__section(.gnu.linkonce.this_module) = {
```

```
   .name = KBUILD_MODNAME,
   .init = init_module,
#ifdef CONFIG_MODULE_UNLOAD
   .exit = cleanup_module,
#endif
   .arch = MODULE_ARCH_INIT,
};

#ifdef CONFIG_RETPOLINE
MODULE_INFO(retpoline, "Y");
#endif

MODULE_INFO(depends, "");


MODULE_INFO(srcversion, "F79FE6886324425D89377F9");
```

make file :

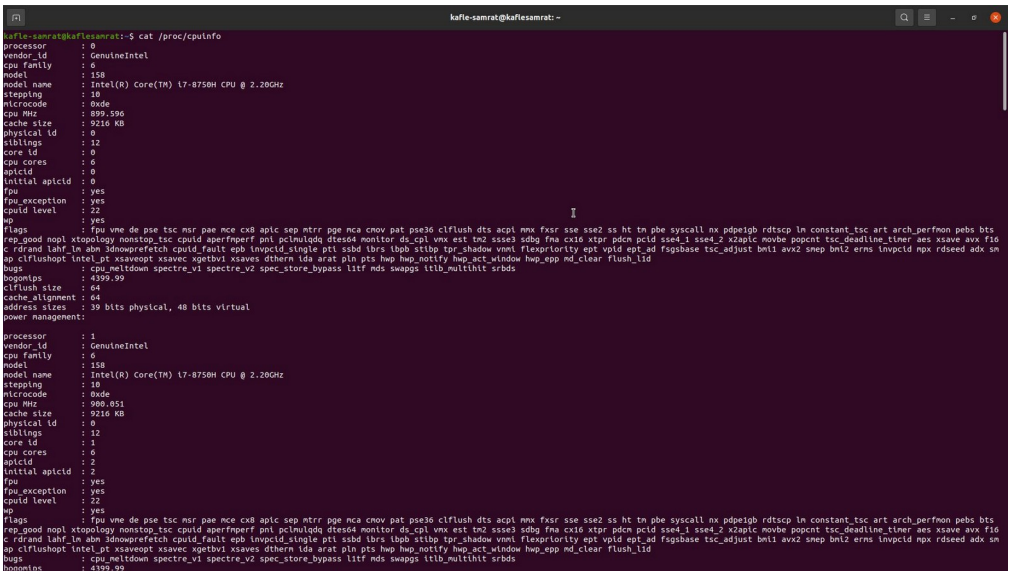
```
obj-m := tasklist.o
```

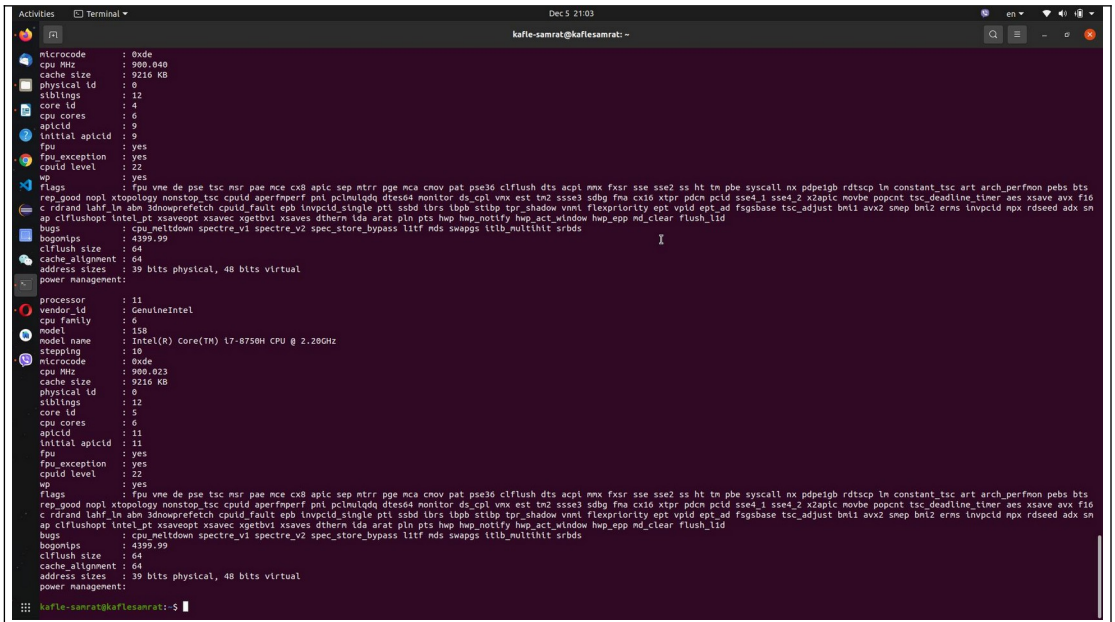
```
KVERSION = $(shell uname -r)

KERNELDR :=/lib/modules/$(KVERSION)/build

PWD := $(shell pwd)

modules:

   $(MAKE) -C $(KERNELDR) M=$(PWD) modules

moduels_install:

   $(MAKE) -C $(KERNELDR) M=$(PWD) modules_install

clean:

   rm -rf *.o *~ core .depend .*.cmd *.ko

*.mod.c .tmp_versions


ls /proc

View the contents of the /proc directory
```

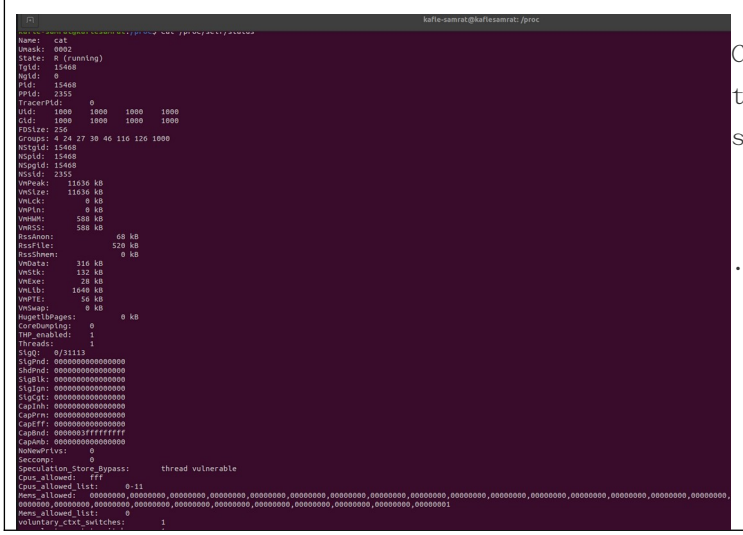
```
kafle-samrat@kaflesamrat:/proc$ ls
1       13814  151    1964  269   378   606   823          filesystems
10      13815  15140  1977  27    38    607   8233         fs
1004    13817  152    1981  270   381   608   83           interrupts
1008    13840  15210  1983  271   3816  62    8309         iomem
1012    13842  1534   1992  272   386   63    8313         ioports
1016    13865  1539   2     28    3869  637   8382         irq
1036    1389   154    20    282   39    64    84           kallsyms
1049    13894  155    2001  29    4     643   847          kcore
1075    13896  156    2010  2991  40    65    86           keys
1076    139    157    2016  2998  41    657   8665         key-users
1077    13921  158    2031  2999  42    658   869          kmsg
10986   13935  16     2043  3     43    659   87           kpagecgroup
11      13967  1622   2055  30    4316  66    879          kpagecount
11027   14     1639   2056  3002  433   660   88           kpageflags
1114    140    1645   2057  3003  44    661   8835         loadavg
11167   14027  165    2058  3004  441   662   89           locks
11225   14038  1651   2061  3007  444   68    893          mdstat
11370   1406   166    2066  301   447   69    9            meminfo
11629   14062  1674   2069  3027  4472  693   90           misc
11649   14089  1675   2072  303   448   694   900          modules
11726   1409   168    2074  3030  449   70    901          mounts
12      1412   1680   2075  304   45    71    91           mtrr
12115   1414   1682   2079  3046  450   72    9164         net
12214   14190  1685   2081  3052  453   727   932          pagetypeinfo
12225   14191  1688   2082  3095  46    728   933          partitions
12236   142    17     2083  3138  463   731   9335         pressure
12265   14210  1705   2084  3150  465   732   941          sched_debug
12266   14212  171    2087  3174  466   734   943          schedstat
12300   14213  1710   2090  3183  47    737   944          scsi
12333   14214  1715   2096  3193  474   739   946          self
12413   1425   1722   21    32    48    74    949          slabinfo
12471   143    1727   2120  3206  490   740   950          softirqs
12530   1436   1731   2155  3215  497   748   9544         stat
12588   144    1735   2170  3216  50    75    959          swaps
12632   1448   1739   22    3235  51    755   9606         sys
12689   145    1747   2203  3260  510   76    978          sysrq-trigger
12722   146    1757   2272  33    511   762   985          sysvipc
12916   1461   1760   23    3320  52    763   998          thread-self
12918   1463   1762   2327  3333  53    766   9999         timer_list
12961   1465   18     2328  3376  531   77    acpi         tty
13      1466   180    2333  3389  532   772   asound       uptime
13093   1469   1828   2345  34    535   7736  buddyinfo    version
13144   147    183    2355  344   54    775   bus          version_signature
13178   1472   1888   24    3490  540   776   cgroups      vmallocinfo
13204   1474   1898   255   35    554   777   cmdline      vmstat
1321    1478   1904   256   3516  555   778   consoles     zoneinfo
1358    1481   1910   257   3549  56    779   cpuinfo
1359    1488   1917   26    3586  57    78    crypto
1360    1489   1931   260   36    58    782   devices
13607   1497   1955   262   363   584   80    diskstats
1363    1498   1959   264   367   59    8036  dma
1368    15     196    266   370   592   81    driver
13743   1500   1960   267   3731  6     82    execdomains
138     1508   1962   268   3734  60    820   fb
kafle-samrat@kaflesamrat:/proc$
```

.

cat /proc/cpuinfo check cpu info

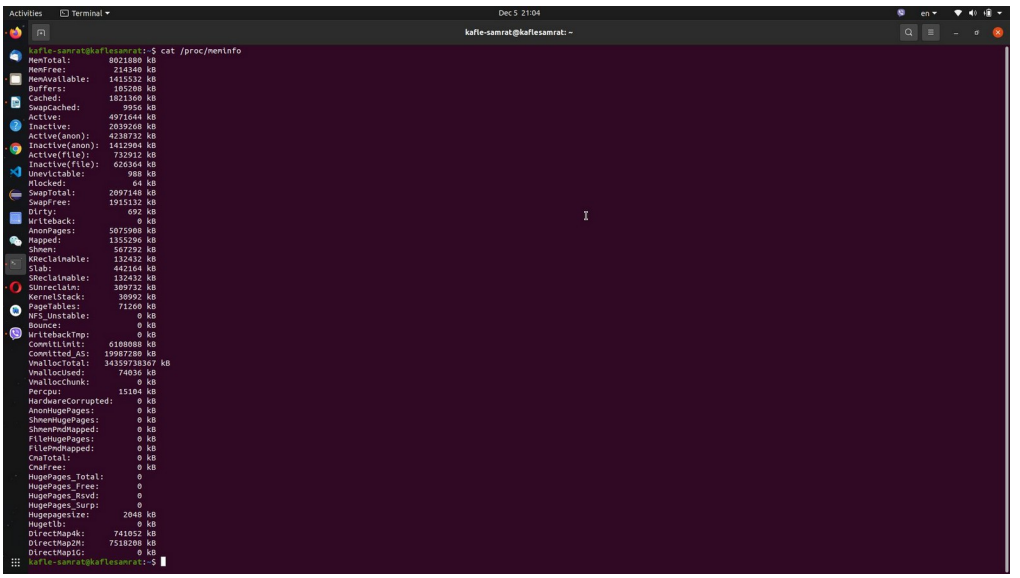




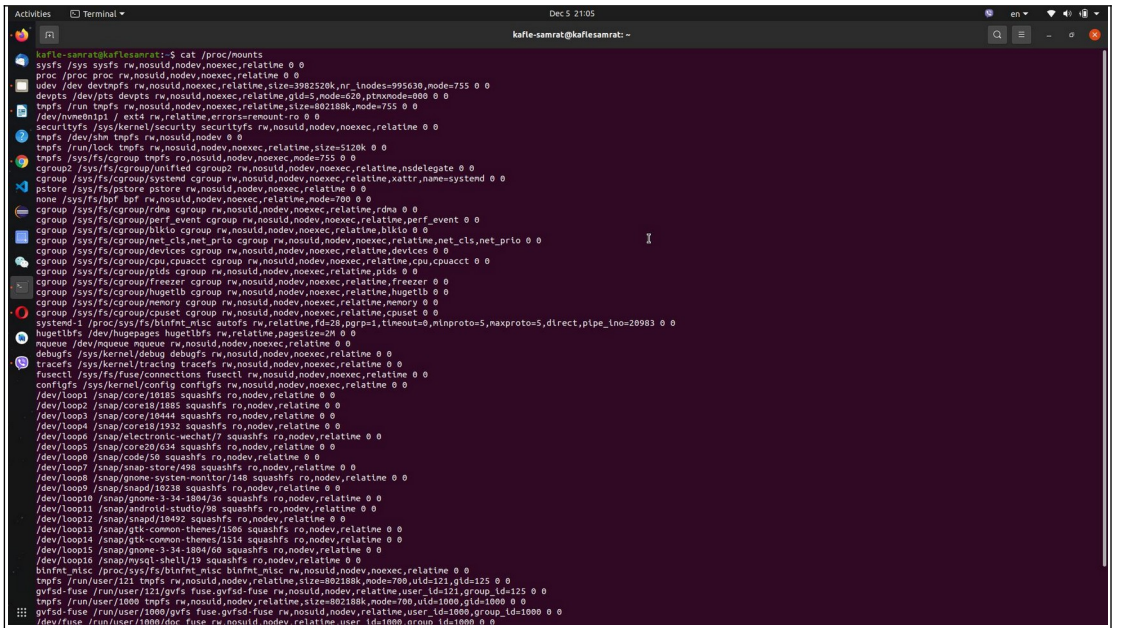


Cat /proc/self/status view the current status of the system

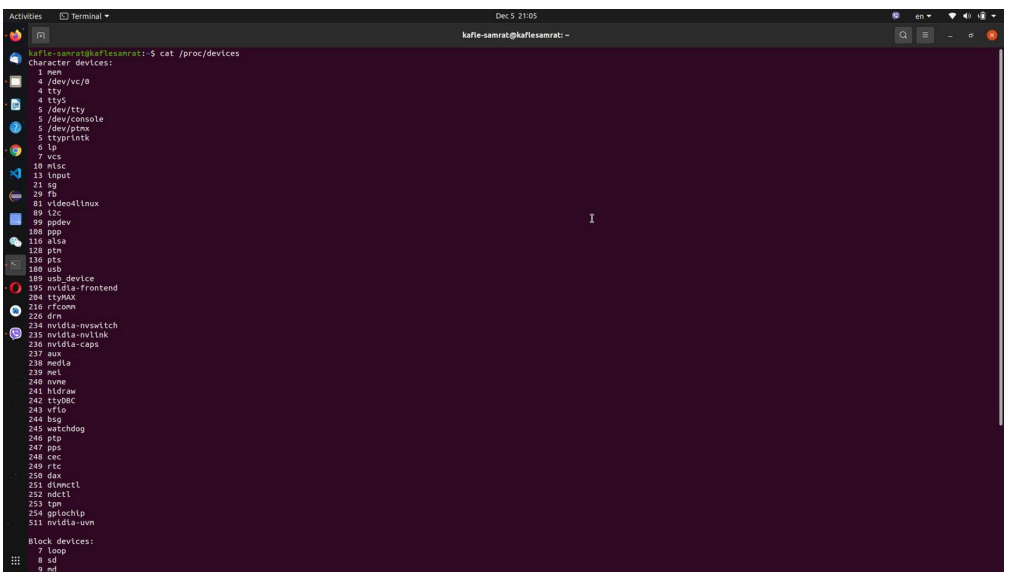
/proc/meminfo and converts the number of bytes given to kilobytes



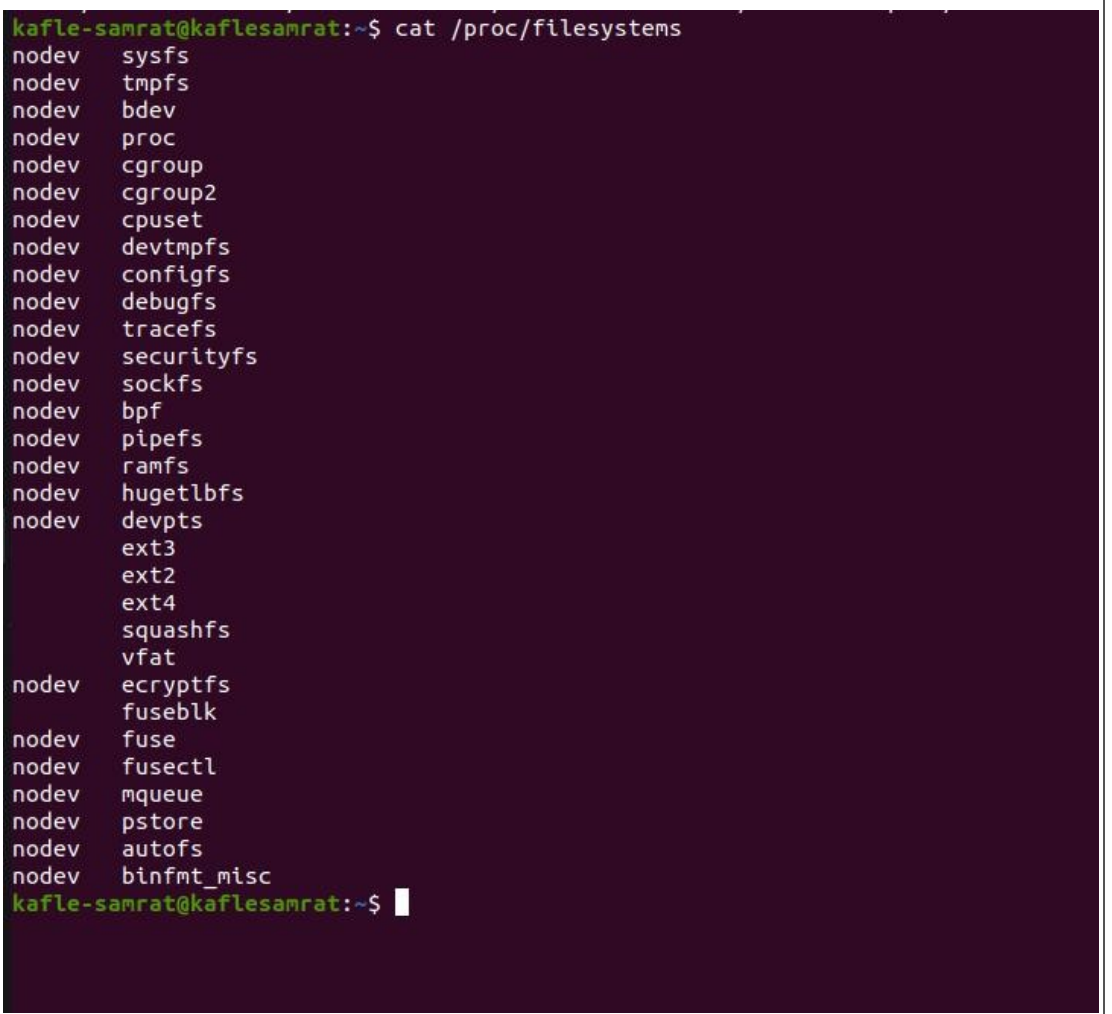
cat */proc/*mounts Table of the file system that has been loaded



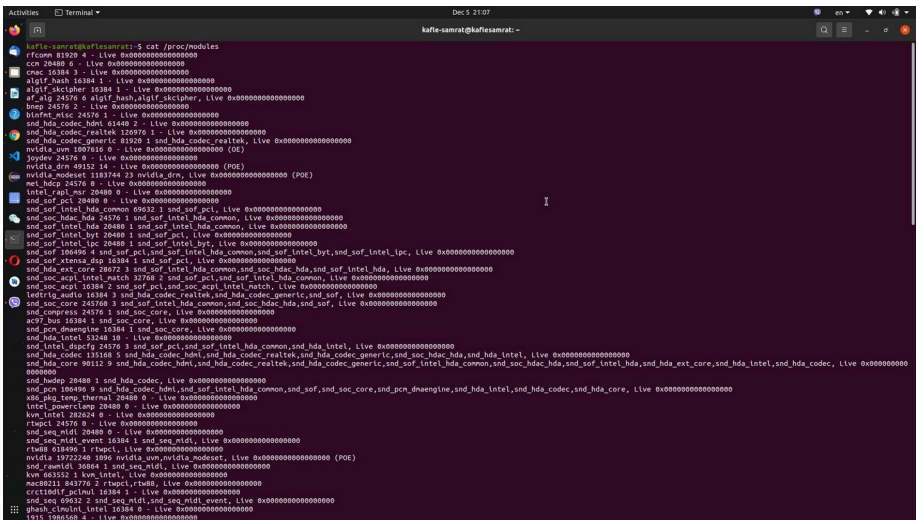
cat *proc*devices uses devices info

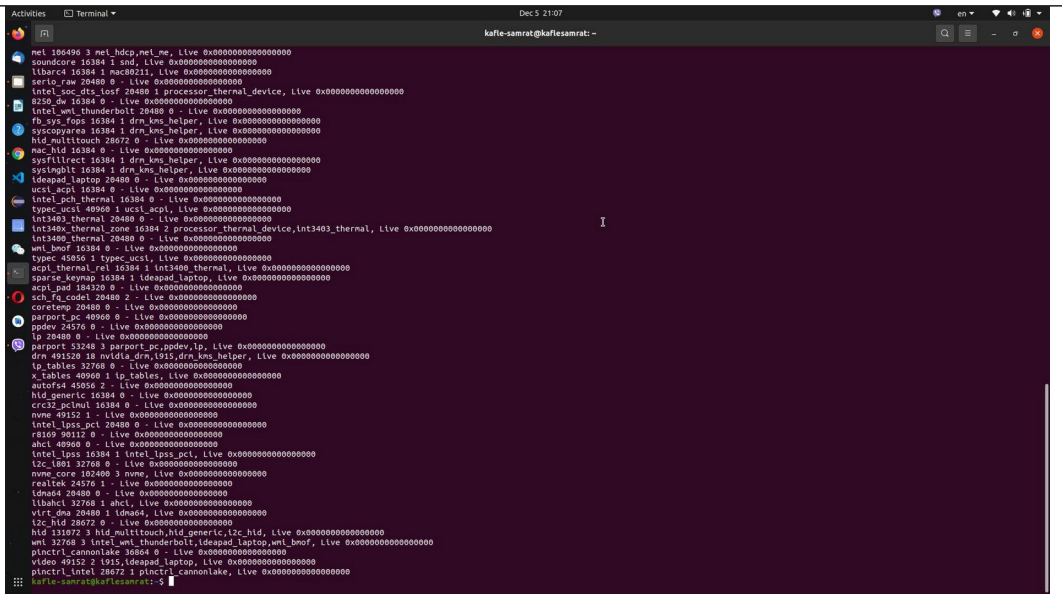


cat *proc/*filesystems check file system

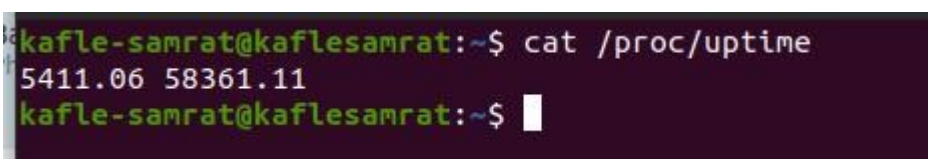


cat *proc*modules check modules





cat proc/uptime shows time



cat *proc/*version check version

```
kafle-samrat@kaflesamrat:~$ cat /proc/version
Linux version 5.4.0-56-generic (buildd@lgw01-amd64-025) (gcc version 9.3.0 (Ubuntu 9.3.0-17ubuntu1~20.04))
kafle-samrat@kaflesamrat:~$
```

la *proc*/sys list system files

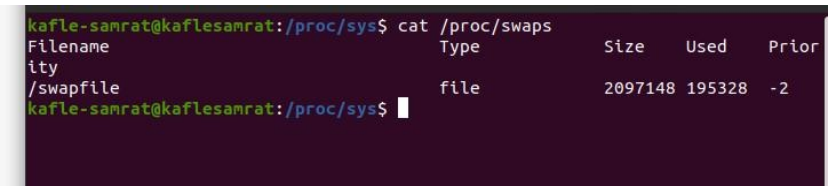
.

```
kafle-samrat@kaflesamrat:/proc/sys$ ls
abi  debug  dev  fs  kernel  net  user  vm
kafle-samrat@kaflesamrat:/proc/sys$
```

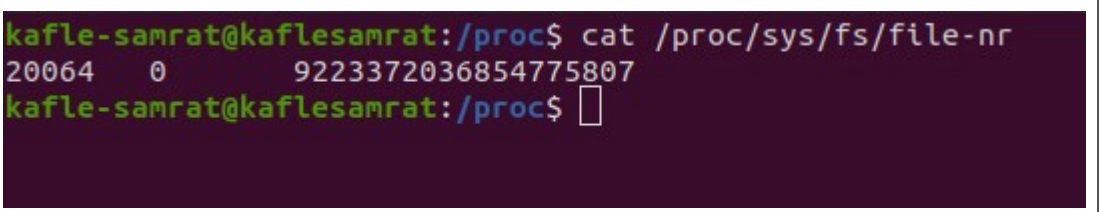
cat proc/kmsg

```
kafle-samrat@kaflesamrat:~$ cat /proc/kmsg
cat: /proc/kmsg: Permission denied
kafle-samrat@kaflesamrat:~$ cat /proc/kcore
cat: /proc/kcore: Permission denied
kafle-samrat@kaflesamrat:~$
```

cat *proc/*swaps



Cat /proc/sys/fs/file-nr looks at the current usage of the file handle



.

The total number of file handles allocated, the number of file handles currently used, and the maximum number of file handles that can be allocated.

.

```
kafle-samrat@kaflesamrat:/proc$ cat /proc/sys/fs/file-max
9223372036854775807
```

```
kafle-samrat@kaflesamrat:/proc$ cat /proc/sys/net/ipv4/ip_default_ttl
64
```

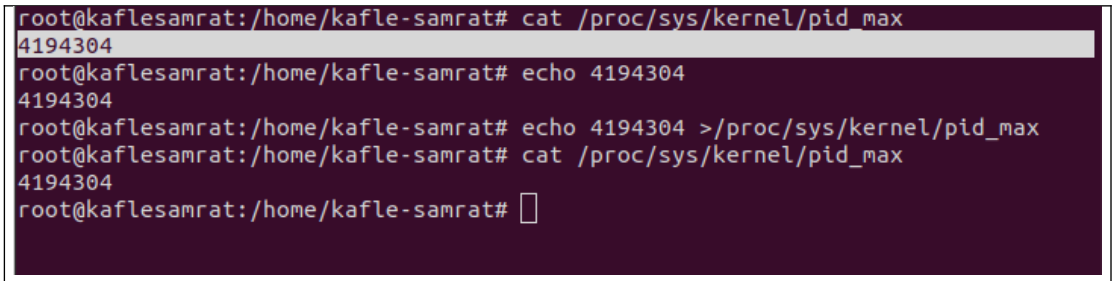
.

```
kafle-samrat@kaflesamrat:/proc$ cat /proc/sys/fs/file-nr
20064   0       9223372036854775807
kafle-samrat@kaflesamrat:/proc$ cat /proc/sys/fs/file-max
9223372036854775807
kafle-samrat@kaflesamrat:/proc$ echo 65536 > /proc/sys/fs/file-max
bash: /proc/sys/fs/file-max: Permission denied
kafle-samrat@kaflesamrat:/proc$ cat /proc/sys/net/ipv4/ip_default_ttl
64
kafle-samrat@kaflesamrat:/proc$ echo 128> /proc/sys/net/ipv4/ip_default_ttl
bash: /proc/sys/net/ipv4/ip_default_ttl: Permission denied
kafle-samrat@kaflesamrat:/proc$ sudo 128> /proc/sys/net/ipv4/ip_default_ttl
bash: /proc/sys/net/ipv4/ip_default_ttl: Permission denied
kafle-samrat@kaflesamrat:/proc$
```

.

```
kafle-samrat@kaflesamrat:~$ sudo su
[sudo] password for kafle-samrat:
root@kaflesamrat:/home/kafle-samrat# cat /proc/sys/net/ipv4/ip_default_ttl
64
root@kaflesamrat:/home/kafle-samrat# echo 128 >/proc/sys/net/ipv4/ip_default_tt
l
root@kaflesamrat:/home/kafle-samrat# cat /proc/sys/net/ipv4/ip_default_ttl
128
root@kaflesamrat:/home/kafle-samrat#
```

.



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实验心得机会：

通过这次实验我了解到 PROC 文件系统是一个虚拟的文件系统，通过文件系统的接口实现，用于输出系统的运行状态。形式的文件系统，它提供了一个接口，用于操作系统本身和应用程序之间的通信过程，这样应用程序就可以安全地和容易获得的当前健康系统和内核的内部数据信息，并且可以修改某些系统的配置信息。此外，由于 PROC 是作为文件系统接口实现的，所以用户可以像访问常规文件一样访问它，但是它只存在于内存中，而不存在于实际的物理磁盘上。因此，当系统重新启动并关闭电源时，系统中的所有数据和信息都会消失。

实 验 报 告

组　别		姓 名	KAFLE SAMRAT	同组实验者	
实验项目名称	Linux 驱动程序			实验日期	月 日
教 师 评 语					
实验成绩：			指导教师（签名）： 2020 年 月 日		

一. 实验目的

在 linux 系统中，一个硬件设备想要运行同样需要提供设备驱动程序，底层的原理和 MCU 中的设备驱动程序一样：收发数据以及处理数据，只是由于桌面操作系统的特殊性，设备驱动程序的流程会复杂很多。

linux 将内核与用户分离，驱动模块运行在内核空间中，而应用程序运行在用户空间，内核主要对公共且有限的资源进行管理、调度，比如硬件外设资源、内存资源等。

当用户需要使用系统资源时，通过系统调用进入内核，由内核基于某种调度算法对这部分资源进行调度。

二. 实验内容

从教材提供的电子资源中找到或者按教材提示自己编写简单的Linux内核模块driver.c及其对应的Makefile文件

```
#include <linux/init.h>
#include <linux/module.h>
#include <linux/kernel.h>
#include <linux/kthread.h>
#include <linux/delay.h>
#include <linux/kobject.h>
#include <linux/sysfs.h>
#include <linux/slab.h>
#include <linux/string.h>
#include <linux/gpio.h>

MODULE_LICENSE("GPL");
```

```
MODULE_AUTHOR("Downey");
MODULE_DESCRIPTION("Kobject test!");
MODULE_VERSION("0.1");

static int led_status = 0;
#define LED_PIN   26

static struct kobject *kob;

static ssize_t led_show(struct kobject*
kobjs,struct kobj_attribute *attr,char *buf)
{
    printk(KERN_INFO "Read led\n");
    return sprintf(buf,"The led_status status =
%d\n",led_status);
}

static ssize_t led_status_show(struct kobject*
kobjs,struct kobj_attribute *attr,char *buf)
{
```

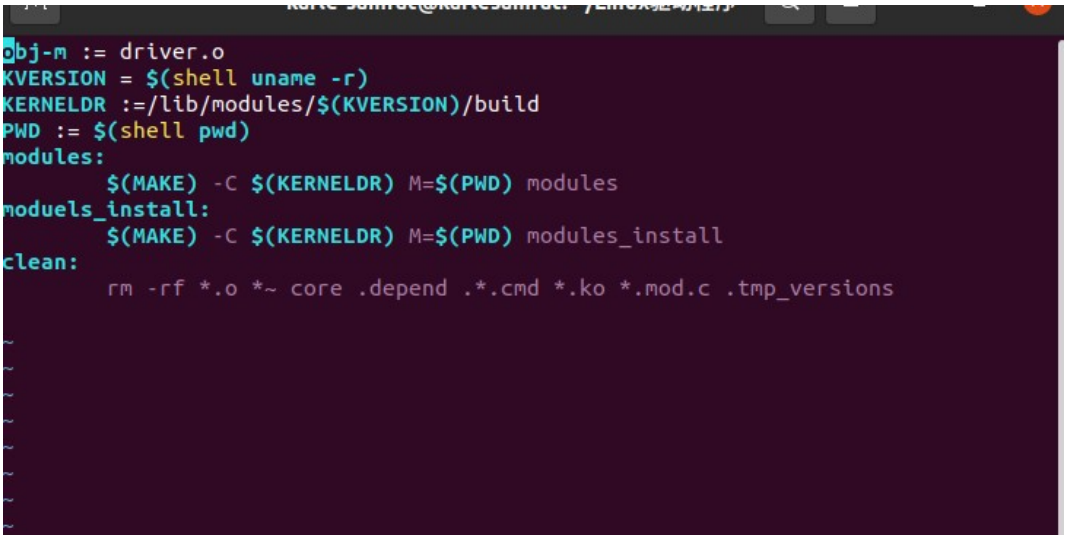
```
    printk(KERN_INFO "led status show\n");
    return sprintf(buf,"led status : \n%d\
n",led_status);
}

static ssize_t led_status_store(struct kobject
*kobj, struct kobj_attribute *attr,const char
*buf, size_t count)
{
    printk(KERN_INFO "led status store\n");
    if(0 == memcmp(buf,"on",2))
    {
        gpio_set_value(LED_PIN,1);
        led_status = 1;
    }
    else if(0 == memcmp(buf,"off",3))
    {
        gpio_set_value(LED_PIN,0);
```

```
        led_status = 0;
    }
    else
    {
        printk(KERN_INFO "Not support cmd\n");
    }

    return count;
}


static struct kobj_attribute status_attr =
__ATTR_RO(led);
static struct kobj_attribute led_attr =
__ATTR(led_status,0660,led_status_show,led_status_
store);  //Doesn't support 0666 in new version.


static struct attribute *led_attrs[] = {
    &status_attr.attr,
```

```
    &led_attr.attr,
    NULL,
};

static struct attribute_group attr_g = {
    .name = "kobject_test",
    .attrs = led_attrs,
};


int create_kobject(void)
{
    kob =
kobject_create_and_add("obj_test",kernel_kobj-
>parent);
    return 0;
}

static void gpio_config(void)
{
```

```
    if(!gpio_is_valid(LED_PIN)){
        printk(KERN_ALERT "Error wrong gpio
number\n");
        return ;
    }
    gpio_request(LED_PIN,"led_ctr");
    gpio_direction_output(LED_PIN,1);
    gpio_set_value(LED_PIN,1);
    led_status = 1;
}

static void gpio_deconfig(void)
{
    gpio_free(LED_PIN);
}

static int __init sysfs_ctrl_init(void){
    printk(KERN_INFO "Kobject test!\n");
    gpio_config();
```

```
    create_kobject();
    sysfs_create_group(kob, &attr_g);
    return 0;
}

static void __exit sysfs_ctrl_exit(void){

    gpio_deconfig();
    kobject_put(kob);
    printk(KERN_INFO "Goodbye!\n");
}

module_init(sysfs_ctrl_init);
module_exit(sysfs_ctrl_exit);
```



```
obj-m := driver.o
KVERSION = $(shell uname -r)
KERNELDR :=/lib/modules/$(KVERSION)/build
PWD := $(shell pwd)
modules:
	$(MAKE) -C $(KERNELDR) M=$(PWD) modules
moduels_install:
	$(MAKE) -C $(KERNELDR) M=$(PWD) modules_install
clean:
	rm -rf *.o *~ core .depend .*.cmd *.ko *.mod.c .tmp_versions
```

```
obj-m := driver.o

KVERSION = $(shell uname -r)

KERNELDR :=/lib/modules/$(KVERSION)/build

PWD := $(shell pwd)

modules:

   $(MAKE) -C $(KERNELDR) M=$(PWD) modules

moduels_install:

   $(MAKE) -C $(KERNELDR) M=$(PWD) modules_install

clean:
```

```
rm -rf *.o *~ core .depend .*.cmd *.ko
*.mod.c .tmp_versions
```

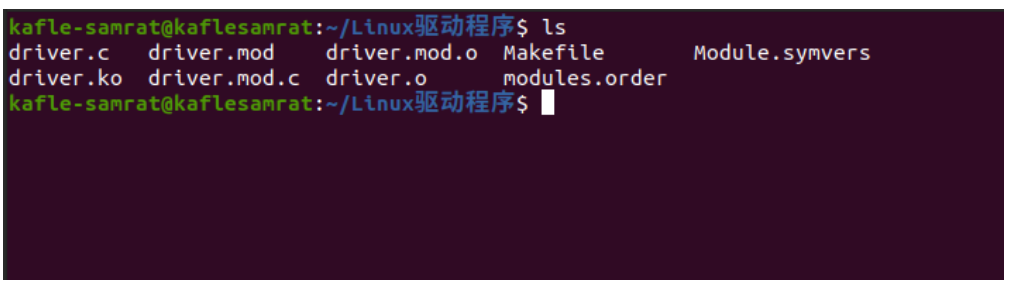
编译、安装、删除该模块，查看该模块的安装位置、运行情况

本次采用单独编译、动态插入内核；把将开发的内核代码文件直接进行编译，然后使用命令动态插入内核或者从内核卸载。

优点：编译速度快；单独调试代码

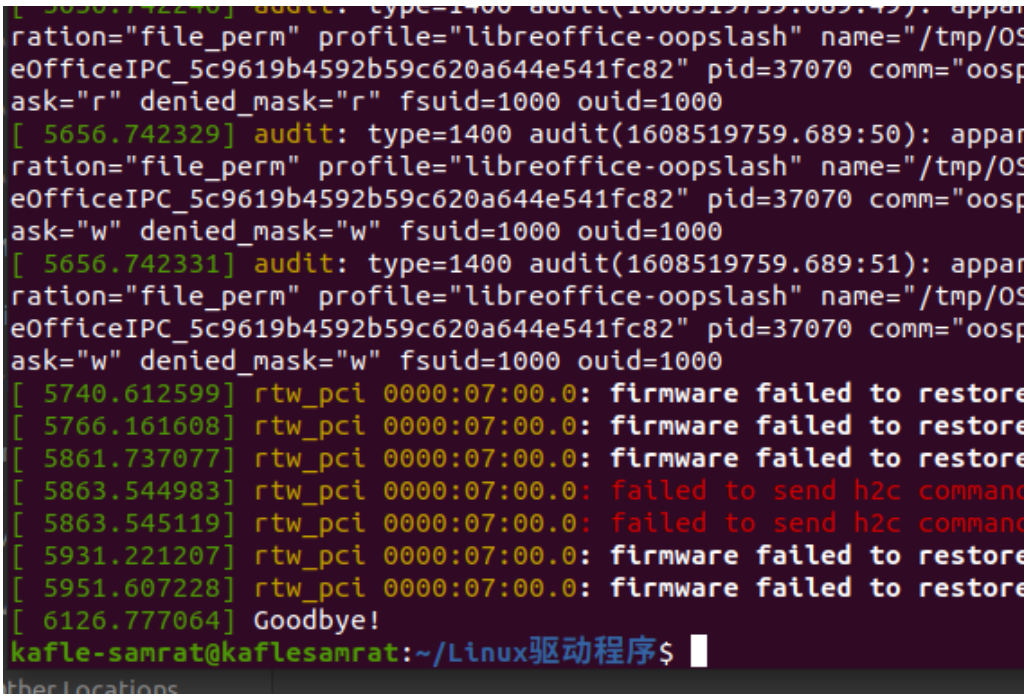
缺点：每次系统启动后都需要再加载代码

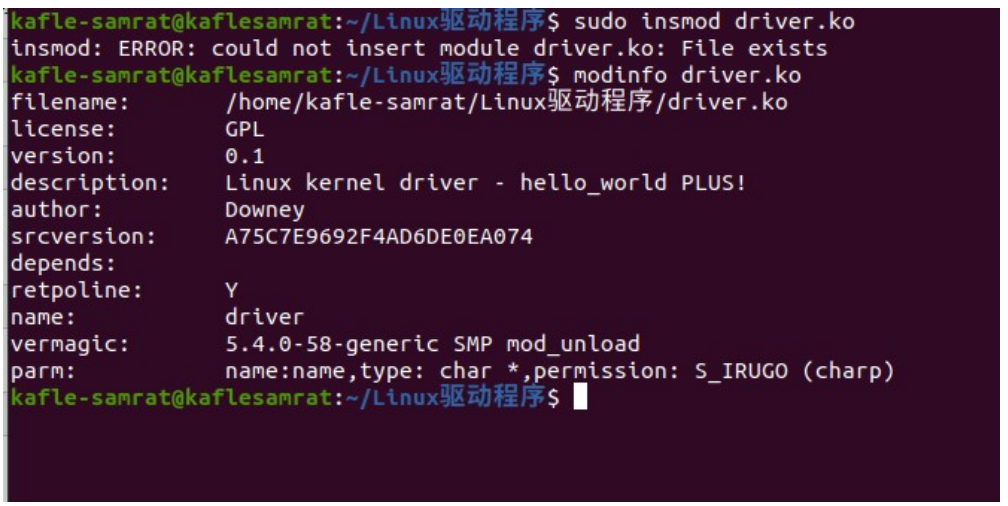
.

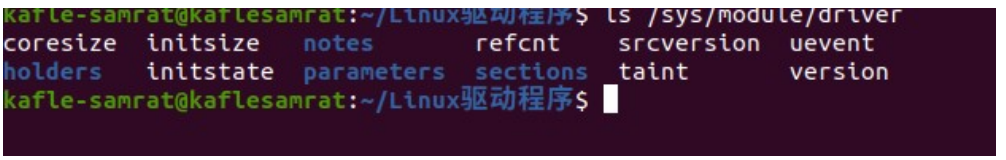


删除模块：

```
sudo rmmod driver.ko
```


ration="file_perm" profile="libreoffice-oopslash" name="/tmp/OS
eOfficeIPC_5c9619b4592b59c620a644e541fc82" pid=37070 comm="oosp
ask="r" denied_mask="r" fsuid=1000 ouid=1000
[5656.742329] audit: type=1400 audit(1608519759.689:50): appar
ration="file_perm" profile="libreoffice-oopslash" name="/tmp/OS
eOfficeIPC_5c9619b4592b59c620a644e541fc82" pid=37070 comm="oosp
ask="w" denied_mask="w" fsuid=1000 ouid=1000
[5656.742331] audit: type=1400 audit(1608519759.689:51): appar
ration="file_perm" profile="libreoffice-oopslash" name="/tmp/OS
eOfficeIPC_5c9619b4592b59c620a644e541fc82" pid=37070 comm="oosp
ask="w" denied_mask="w" fsuid=1000 ouid=1000
[5740.612599] rtw_pci 0000:07:00.0: firmware failed to restore
[5766.161608] rtw_pci 0000:07:00.0: firmware failed to restore
[5861.737077] rtw_pci 0000:07:00.0: firmware failed to restore
[5863.544983] rtw_pci 0000:07:00.0: failed to send h2c comman
[5863.545119] rtw_pci 0000:07:00.0: failed to send h2c comman
[5931.221207] rtw_pci 0000:07:00.0: firmware failed to restore
[5951.607228] rtw_pci 0000:07:00.0: firmware failed to restore
[6126.777064] Goodbye!
kafle-samrat@kaflesamrat:~/Linux驱动程序$


kafle-samrat@kaflesamrat:~/Linux驱动程序$ sudo insmod driver.ko
insmod: ERROR: could not insert module driver.ko: File exists
kafle-samrat@kaflesamrat:~/Linux驱动程序$ modinfo driver.ko
filename: /home/kafle-samrat/Linux驱动程序/driver.ko
license: GPL
version: 0.1
description: Linux kernel driver - hello_world PLUS!
author: Downey
srcversion: A75C7E9692F4AD6DE0EA074
depends:
retpoline: Y
name: driver
vermagic: 5.4.0-58-generic SMP mod_unload
parm: name:name,type: char *,permission: S_IRUGO (charp)
kafle-samrat@kaflesamrat:~/Linux驱动程序$


kafle-samrat@kaflesamrat:~/Linux驱动程序$ ls /sys/module/driver
coresize initsize notes refcnt srcversion uevent
holders initstate parameters sections taint version
kafle-samrat@kaflesamrat:~/Linux驱动程序$

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实验心得：

通过这次实验，我学习了基本的Linux内核模块开发框架和编译方法，熟悉了添加Linux内核模块的过程，了解了程序的工作原理。

实 验 报 告

组　别		姓 名	KAFLE SAMRAT	同组实验者	
实验项目名称	进程同步：生产者/消费者问题			实验日期	月　日
教 师 评 语					
实验成绩：			指导教师（签名）： 2020 年　月　日		

一．实验目的

在系统中有 b 个缓冲区（每个可以放 1 个产品）构成的仓库。有 n 个生产者 $p_1, p_2, \cdots, p_n$，每个生产者 $p_i(i=1,2,\cdots,n)$ 可以生产 k_i 个产品。有 m 个消费者 $c_1, c_2, \cdots, c_m$，每个消费者消费若干个产品，直到消费完所有的产品为止，即 $\sum_{i=1}^{n} k_i = \sum_{j=1}^{m} q_j$，其中 $q_j(j=1,2,\cdots,m)$ 是消费者 c_j 实际消费的产品个数。

输入：生产者个数 n、消费者个数 m、缓冲区个数 b、每个生产者生产产品的个数 $k_i(i=1,2,\cdots,n)$ 等。

输出：生产者-消费者并发执行的过程、每个进程的状态变化。如：

（1）生产者 p_i 将第 X 个产品放入仓库；

（2）消费者 c_j 从仓库中消费第 Y 个产品；

（3）生产者 p_i 阻塞；

（4）消费者 c_j 阻塞；

（5）生产者 p_i 被唤醒；

（6）消费者 c_j 被唤醒。

二. 实验内容

1.通过 pthread_t 来创建线程对象，通过 pthread_create 来实现对线程的执行创建。

2.创建 linuxlab.c 文件来实现对互斥的实现。

code:

```
#include <stdio.h>
#include <pthread.h>
#include <unistd.h>
#include <stdlib.h>
#define true 1

int product_id = 0;

int consumer_id = 0;

int N;
```

```
int producerNum;

int consumerNum;

typedef int semaphore;

typedef int item;

item* buffer;

int in = 0;

int out = 0;

int proCount = 0;

semaphore mutex = 1, empty , full = 0, proCmutex = 1;

void * producer(void * a){
   int id = ++product_id;
   while(true){
      int flag = 0;

      while(empty <= 0){
         printf("Producer %d: Buffer full! jam……\n",id);
         flag =1;
         sleep(1);
      }
      if(flag == 1)
         printf("Producer %d wakes up with empty buffer!\n",id);

      flag = 0;
      while(proCmutex <= 0){printf("Producer %d...\n",id);flag =
1;sleep(1);};
```

```
        proCmutex--;
        if(flag == 1)
            printf("Producer %d production wake up!\n",id);

        proCount++;
        printf("Producer %d: Produce a product ID%d!\
n",id,proCount);

        flag = 0;
        while(mutex <= 0){printf("Producer %d loaded into the
block.....\n",id);sleep(1);flag=1;};

        mutex--;

        if(flag == 1)
            printf("The producer %d load wakes up, loads the product
ID%d, and the buffer location %d!  \n",id,proCount,in);
        else
            printf("The producer %d loads the product ID%d and the
buffer location %d!  \n",id,proCount,in);


        empty--;

        buffer[in] = proCount;

        in = (in + 1) % N;


        full++;

        mutex++;

        proCmutex++;
```

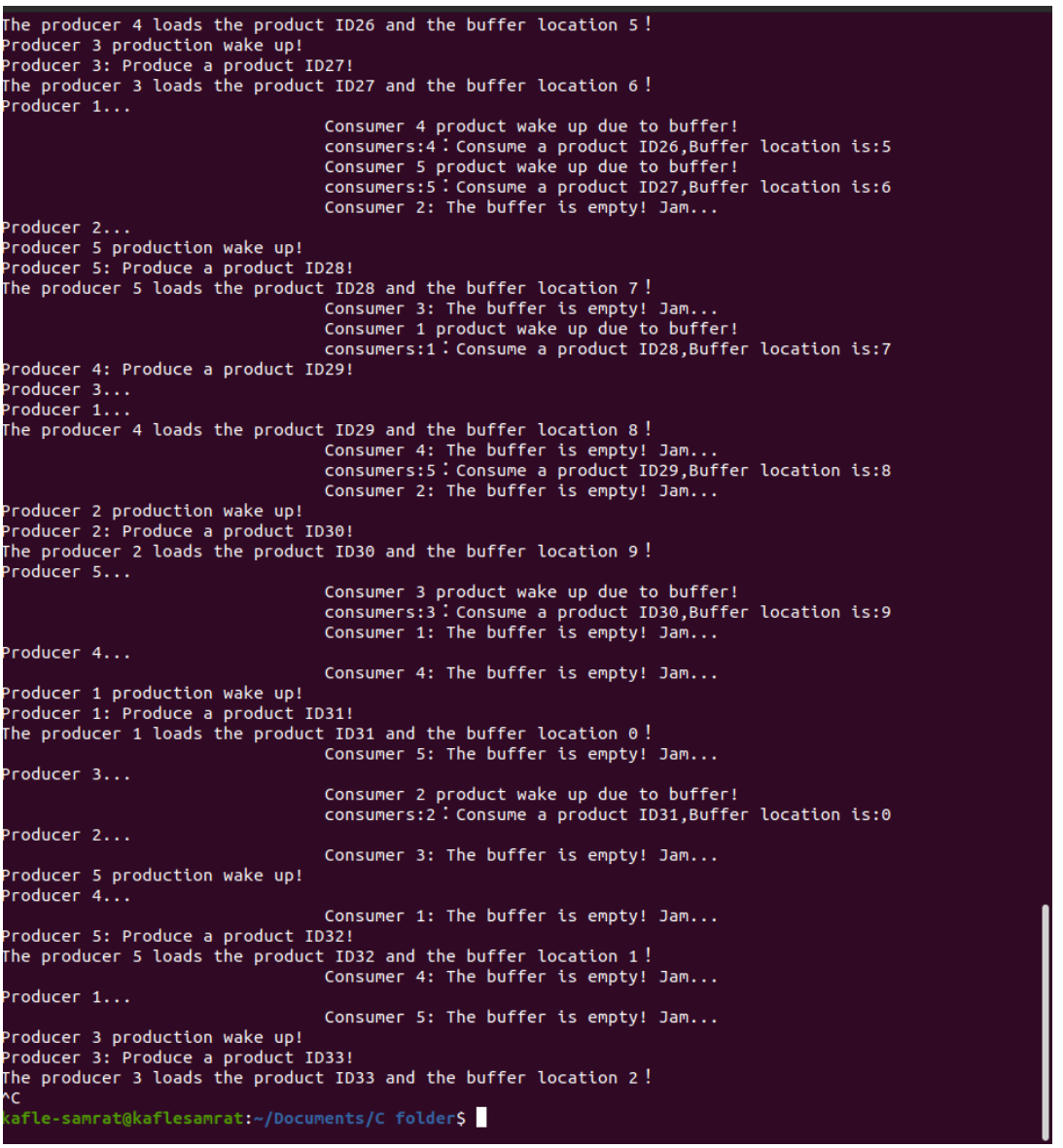
```
        sleep(1);
    }
}

void * consumer(void *b){
    int id = ++consumer_id;
    while(true){
        int flag = 0;
        while(full <= 0){
            printf("\t\t\t\tConsumer %d: The buffer is empty! Jam...\
n",id);
            flag = 1;
            sleep(1);
        }
        full--;
        if(flag ==1)
            printf("\t\t\t\tConsumer %d product wake up due to buffer!\
n",id);
        flag = 0;

        while(mutex <= 0){printf("\t\t\t\tIn consumer %d
consumption congestion... ...\n",id);sleep(1);};
        mutex--;
        if(flag == 1)

            printf("\t\t\t\tConsumer %d consumption wake up!  \n",id);

        int nextc = buffer[out];
        buffer[out] = 0;//Set the buffer to 0 after consumption
        empty++;

        printf("\t\t\t\tconsumers:%d:  Consume a product ID%d,Buffer

location is:%d\n",id, nextc,out);
        out = (out + 1) % N;
        mutex++;
        sleep(1);
    }
```

```
}

int main()
{
    int tempnum;

    printf("Please enter number of producers:\n");
    scanf("%d",&tempnum);
    producerNum = tempnum;

    printf("Please enter number of consumers:\n");
    scanf("%d",&tempnum);
    consumerNum = tempnum;

    printf("Please enter buffer size:\n");
    scanf("%d",&tempnum);
    N = tempnum;
    empty = N;
    buffer = (item*)malloc(N*sizeof(item));
    for(int i=0;i<N;i++)
    {
        buffer[i]=0;
    }

    pthread_t threadPool[producerNum+consumerNum];//Declares
an array of threads as a thread pool
    int i;
    for(i = 0; i < producerNum; i++){
        pthread_t temp;
        //In an if statement, the first argument is a thread pointer,
the second is a thread property pointer, and the third is a function
pointer, that is, what the thread is going to execute code
        //Functions create objects via the producer pointer and
assign values to TEMp for execution as threads
        if(pthread_create(&temp, NULL, producer, NULL) == -1)
        {
```

```
            printf("ERROR, fail to create producer%d\n", i);
            exit(1);
        }
        //Temp is put into the process pool as a thread that can
execute
        threadPool[i] = temp;
    }//Create a producer process to put into the thread pool

    //Processes are also created for consumer processes
    for(i = 0; i < consumerNum; i++){
        pthread_t temp;
        if(pthread_create(&temp, NULL, consumer, NULL) == -1){
            printf("ERROR, fail to create consumer%d\n", i);
            exit(1);
        }
        threadPool[i+producerNum] = temp;
    }



    void * result;
    for(i = 0; i < producerNum+consumerNum; i++){

        if(pthread_join(threadPool[i], &result) == -1){
            printf("fail to recollect\n");
            exit(1);
        }
    }
    return 0;
}
```

实验结果：

```
kafle-samrat@kaflesamrat:~/Documents/C folder$ gcc -o linuxlab linuxlab.c
/usr/bin/ld: /tmp/ccbBmC6p.o: in function `main':
linuxlab.c:(.text+0x59c): undefined reference to `pthread_create'
/usr/bin/ld: linuxlab.c:(.text+0x608): undefined reference to `pthread_create'
/usr/bin/ld: linuxlab.c:(.text+0x67c): undefined reference to `pthread_join'
collect2: error: ld returned 1 exit status
kafle-samrat@kaflesamrat:~/Documents/C folder$ gcc -pthread -o  linuxlab linuxlab.c
kafle-samrat@kaflesamrat:~/Documents/C folder$ ls
 2nd              Fat_mouse.c     KnightMove.cpp                projectSovit.c
 2nd.cpp          Fat_mouse.o     KnightMove.o                  projectSovit.o
 2nd.o            hamilton       'library management system.c'  Readme.docx
 2nquestion       Hamilton        linuxlab                      Strangelift
 2nquestion.cpp   Hamilton.cpp    linuxlab.c                    Strangelift.cpp
 2nquestion.o     Hamilton.o      linuxlab.o                    Strangelift.o
 Cal.c            hello           M_Knighy                      thirdexp.c
 Calculator       i_ans           M_Knighy.cpp                  Zipper
 Calculator.c     i_ans.cpp       M_Knighy.o                    Zipper.cpp
 Calculator.o     i_ans.o         patient.txt                   Zipper.o
 Fat_mouse        KnightMove      projectSovit
kafle-samrat@kaflesamrat:~/Documents/C folder$ ./linuxlab
Please enter number of producers:
5
Please enter number of consumers:
5
Please enter buffer size:
10
Producer 1: Produce a product ID1!
Producer 3...
The producer 1 loads the product ID1 and the buffer location 0 !
Producer 2...
Producer 4: Produce a product ID2!
The producer 4 loads the product ID2 and the buffer location 1 !
Producer 5: Produce a product ID3!
The producer 5 loads the product ID3 and the buffer location 2 !
                              consumers:1：Consume a product ID1,Buffer location is:0
                              consumers:2：Consume a product ID2,Buffer location is:1
                              consumers:3：Consume a product ID3,Buffer location is:2
                              Consumer 4: The buffer is empty! Jam...
                              Consumer 5: The buffer is empty! Jam...
Producer 3...
Producer 1: Produce a product ID4!
The producer 1 loads the product ID4 and the buffer location 3 !
Producer 2...
Producer 5...
Producer 4: Produce a product ID5!
The producer 4 loads the product ID5 and the buffer location 4 !
                              consumers:1：Consume a product ID4,Buffer location is:3
                              consumers:2：Consume a product ID5,Buffer location is:4
                              Consumer 3: The buffer is empty! Jam...
                              Consumer 4: The buffer is empty! Jam...
                              Consumer 5: The buffer is empty! Jam...
Producer 3 production wake up!
Producer 3: Produce a product ID6!
The producer 3 loads the product ID6 and the buffer location 5 !
Producer 1...
Producer 5...
```


The producer 4 loads the product ID26 and the buffer location 5 !
Producer 3 production wake up!
Producer 3: Produce a product ID27!
The producer 3 loads the product ID27 and the buffer location 6 !
Producer 1...
Consumer 4 product wake up due to buffer!
consumers:4 : Consume a product ID26,Buffer location is:5
Consumer 5 product wake up due to buffer!
consumers:5 : Consume a product ID27,Buffer location is:6
Consumer 2: The buffer is empty! Jam...
Producer 2...
Producer 5 production wake up!
Producer 5: Produce a product ID28!
The producer 5 loads the product ID28 and the buffer location 7 !
Consumer 3: The buffer is empty! Jam...
Consumer 1 product wake up due to buffer!
consumers:1 : Consume a product ID28,Buffer location is:7
Producer 4: Produce a product ID29!
Producer 3...
Producer 1...
The producer 4 loads the product ID29 and the buffer location 8 !
Consumer 4: The buffer is empty! Jam...
consumers:5 : Consume a product ID29,Buffer location is:8
Consumer 2: The buffer is empty! Jam...
Producer 2 production wake up!
Producer 2: Produce a product ID30!
The producer 2 loads the product ID30 and the buffer location 9 !
Producer 5...
Consumer 3 product wake up due to buffer!
consumers:3 : Consume a product ID30,Buffer location is:9
Consumer 1: The buffer is empty! Jam...
Producer 4...
Consumer 4: The buffer is empty! Jam...
Producer 1 production wake up!
Producer 1: Produce a product ID31!
The producer 1 loads the product ID31 and the buffer location 0 !
Consumer 5: The buffer is empty! Jam...
Producer 3...
Consumer 2 product wake up due to buffer!
consumers:2 : Consume a product ID31,Buffer location is:0
Producer 2...
Consumer 3: The buffer is empty! Jam...
Producer 5 production wake up!
Producer 4...
Consumer 1: The buffer is empty! Jam...
Producer 5: Produce a product ID32!
The producer 5 loads the product ID32 and the buffer location 1 !
Consumer 4: The buffer is empty! Jam...
Producer 1...
Consumer 5: The buffer is empty! Jam...
Producer 3 production wake up!
Producer 3: Produce a product ID33!
The producer 3 loads the product ID33 and the buffer location 2 !
^C
kafle-samrat@kaflesamrat:~/Documents/C folder$

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