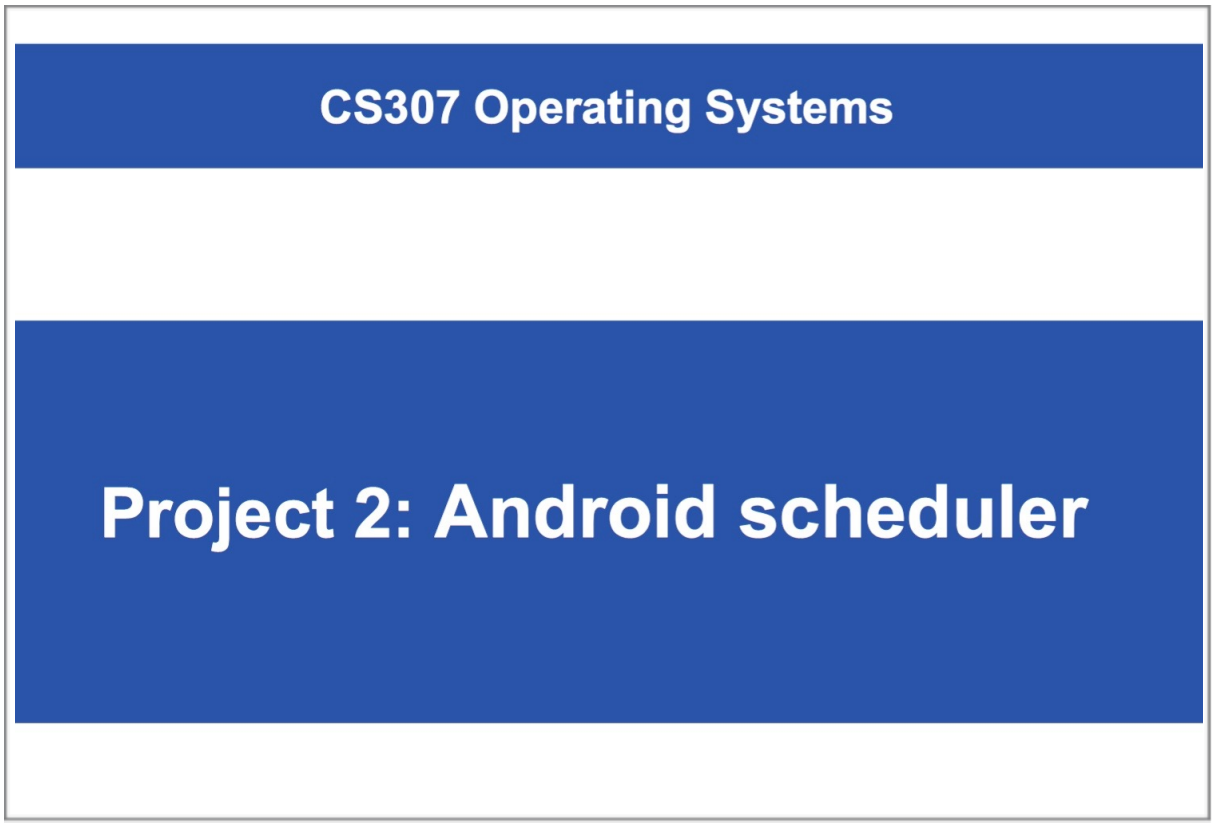
OsPrj2 Report



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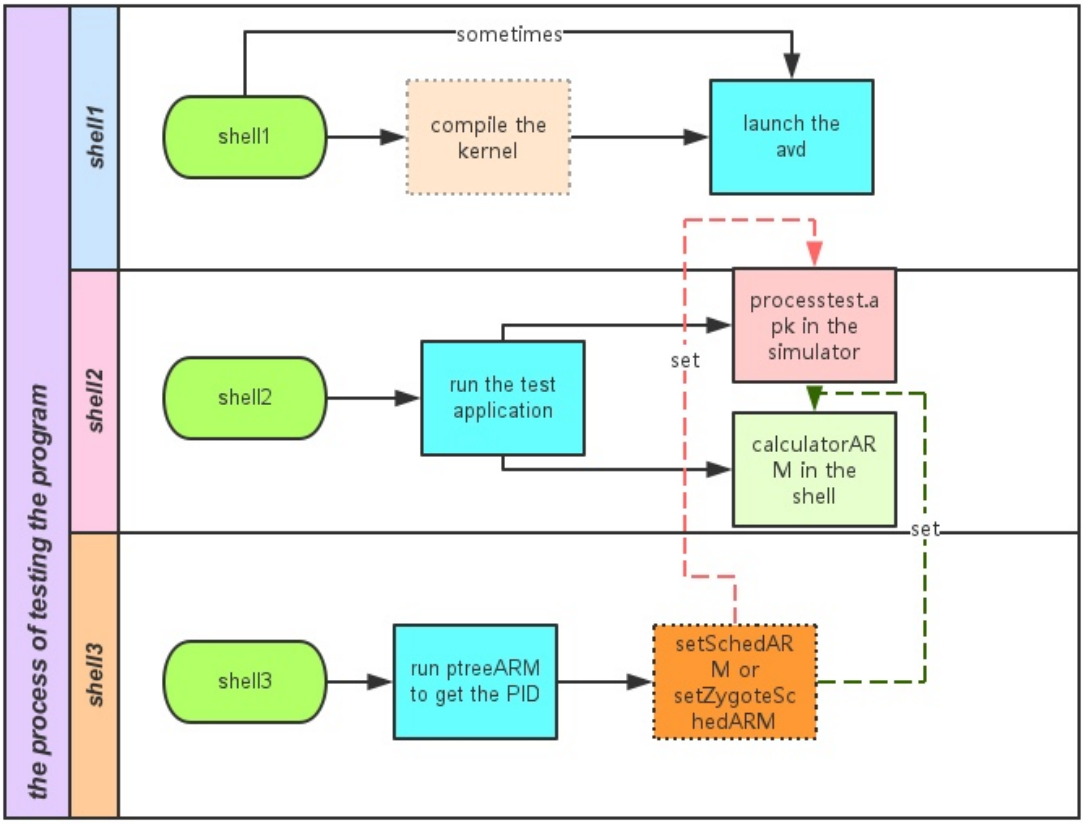
2016/06/24

Objectives

- Compile the Android kernel
- Familiarize Android scheduler
- Implement a random policy in round robin scheduler
- Get experience with software engineering techniques



How I complete the project

The project includes some problems.

1. Problem 1: Compile the Linux kernel

Just following the instructions on the slices, we can compile the kernel without much difficulty.

2. Problem 2: Change the scheduler of test applications

To change the scheduler of a process, the most significant function is sched_setscheduler(), this function can address the process by the pid and set the scheduler and rt_priorty of the process.

Before we run "setSchedARM" in the shell, we first need to run the test application ("processtest" apk in the simulator or "calculatorARM" in the shell),

then we run “ptreeARM” or use the command “ps -p” to get the process id of the testing application. After doing these preparations, we can run “setSchedARM” in the shell and input the proper parameters. What we should keep in mind is that the testing application must not be closed during the whole procedure.

The main part of the code is following:

```
//input the parameters
printf("Please input the Choice of Scheduling algorithms (0-normal,1-FIFO,2-RR): ");
scanf("%d",&myScheduler);
printf("Please input the id of the testprocess : ");
scanf(“%d",&processpid);
printf("Set Process's priority (1-99): “);
scanf("%d", &myPriority);

//set the scheduler and priority
if (sched_setscheduler(processpid, myScheduler, &param) == -1)
{
        perror("sched_setscheduler() failed");
        return -1;
}
```

3. Problem 3 : change the scheduler to all descendants of process zygote to SCHED_RR

The main idea is really similar to the problem 2. The difference is that we should set schedulers for multi processes at one time. This part is following:

```
for (i = i - 1; i >= 0; --i) //exclude for i times
{
        if (sched_setscheduler(processpid[i], myScheduler, &param) == -1)
        {
                perror("sched_setscheduler() failed");
                return -1;
        }
}
```

4. Problem 4: change the default scheduler of all descendants of process zygote.

Problem 4 and 5 change something in the kernel, so we need to compile the kernel after we modify them.

To solve this problem, we must find where the process zygote or main fork its subprocess and change the priority of these subprocesses according to their pids.

At first, I believed I just need to change something in core.c but I failed. Finally I
divide my operation into two parts, one is in the core.c and the other is in the fork.c. Both of them are really simple.

In the function sched_fork() in core.c, we add the following code near line 1780:

```
//the subprocess of process main at this point has a comm main;
//the real main process or zygote process is not created in this way.
if(strcmp(p->comm,"main") == 0){
        p->policy = SCHED_RR;
}
```

In the function copy_process() in fork.c, we add the following code near line 178

```
// set the priorty of subprocesses of zygote(main)
if(strcmp(p->real_parent->comm,"main") ==0 )
        p->rt_priority = (p->pid % 5) * 99/ 5 + 1;
```

5. Problem 5: change the policy of SCHED_RR to pick the next process randomly.

To address this problem, we need to change something in the rt.c which contains the real time scheduling class of SCHED_RR. Following is the new sched_rt_entity:

```
static struct sched_rt_entity *pick_next_rt_entity(struct rq *rq, struct rt_rq *rt_rq)
{
        struct rt_prio_array *array = &rt_rq->active;
        struct sched_rt_entity *next = NULL;
        struct list_head *queue;
        int idx;

        idx = sched_find_first_bit(array->bitmap);
        BUG_ON(idx >= MAX_RT_PRIO);

        queue = array->queue + idx;  // get the queue of highest priority
```

```
        next = list_entry(queue->next, struct sched_rt_entity, run_list); //find the next
sched_rt_entity

        // Here Zhushunjia puts his code
        // get the consistent process by function contain_of()
        struct task_struct *nextprocess  = container_of(next,struct task_struct, rt);
        if(nextprocess->policy != SCHED_RR ) return next; //we do not operate
SCHED_FIFO policy

        struct  list_head *queuehead = queue;

        int random_number;
        int numberofTask = 0;
        get_random_bytes(&random_number,sizeof(random_number)); //get a random
number

        //get the length of the queue.
        while(queue -> next != queuehead) {
          numberofTask++;
          queue = queue->next;
       }

        //get a random number between 0 and numberofTask - 1
        int randomTaskNumber = random_number % numberofTask;
        int i;

        //pick the next sched_rt_entity according to the random number
        queue = queuehead;
        for(i = 0; i < randomTaskNumber; i++ ) {
            queue = queue->next;
            next = list_entry(queue, struct sched_rt_entity, run_list);
            nextprocess  = container_of(next,struct task_struct, rt);
            if(nextprocess->policy != SCHED_RR) return next;
          }
```

```
        next = list_entry(queue->next, struct sched_rt_entity, run_list);
        queue = queuehead;

        return next;
}
```

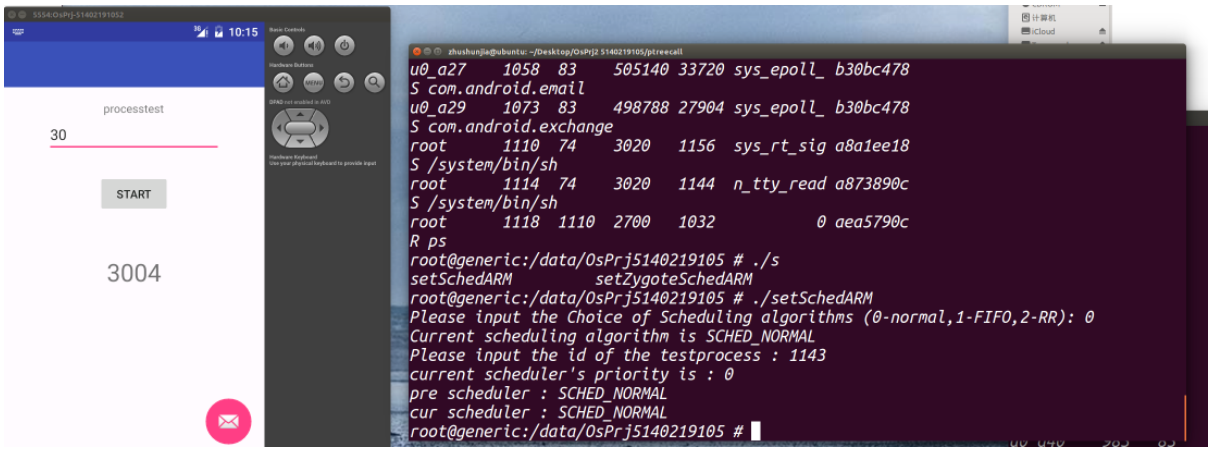
Actual operation results

Configuration of my computers:

Processtest.apk:

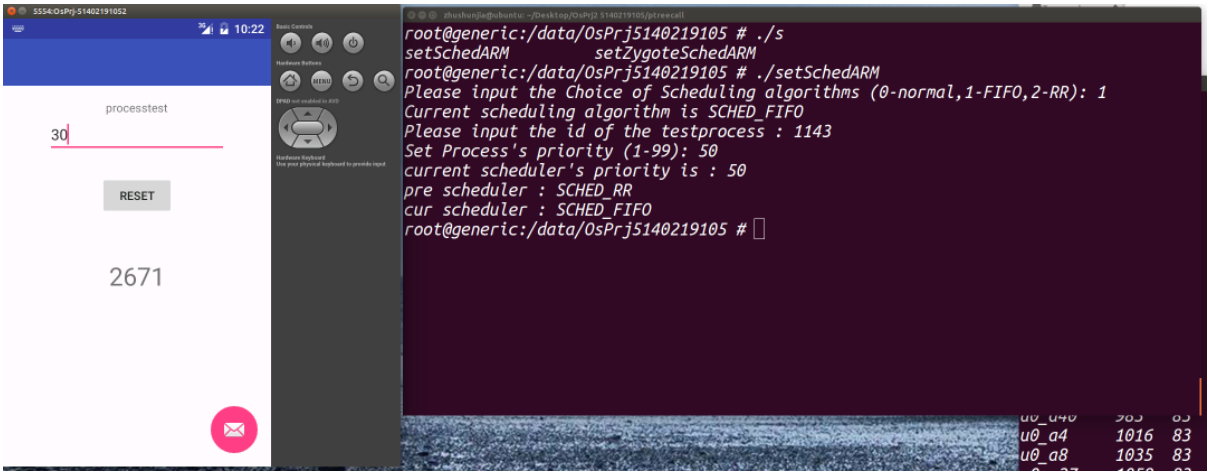
1. SCHED_NORMAL:

Input: 30 Output: 3004 3219 3103 3133 3007 3152



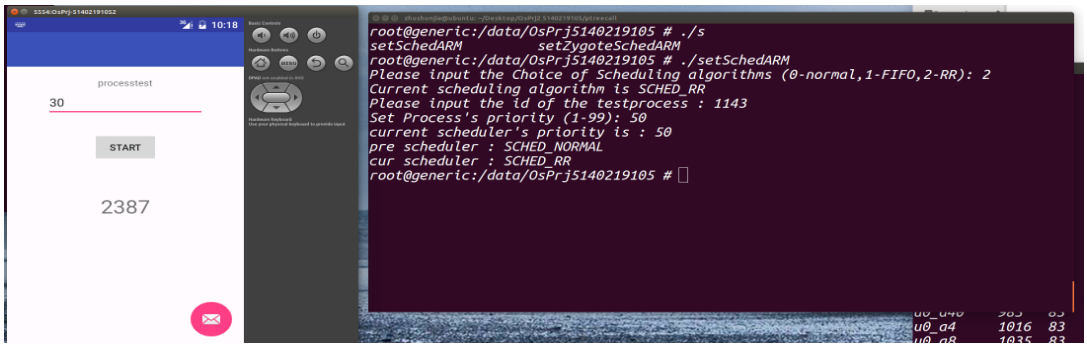
2. SCHED_FIFO:

Input: 30 Output: 2671 2564 2517 2537 2502 2646



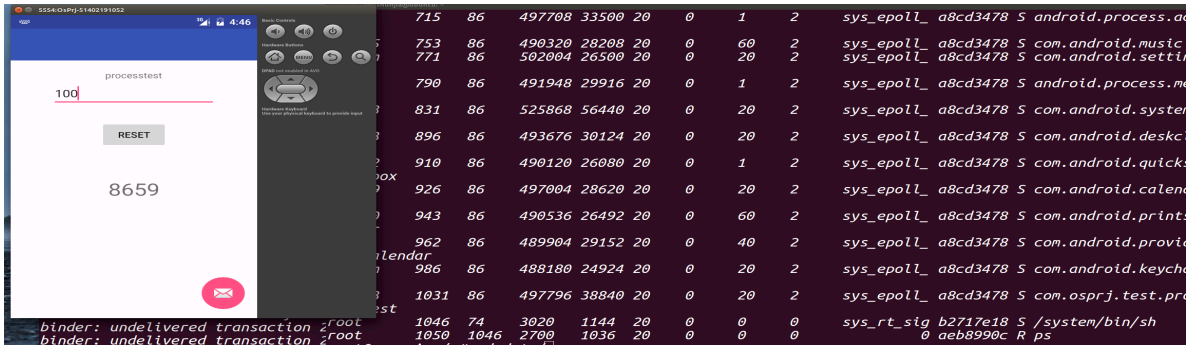
SCHED_RR

Input: 30 Output: 2387 2340 2377 2505 2559 2323



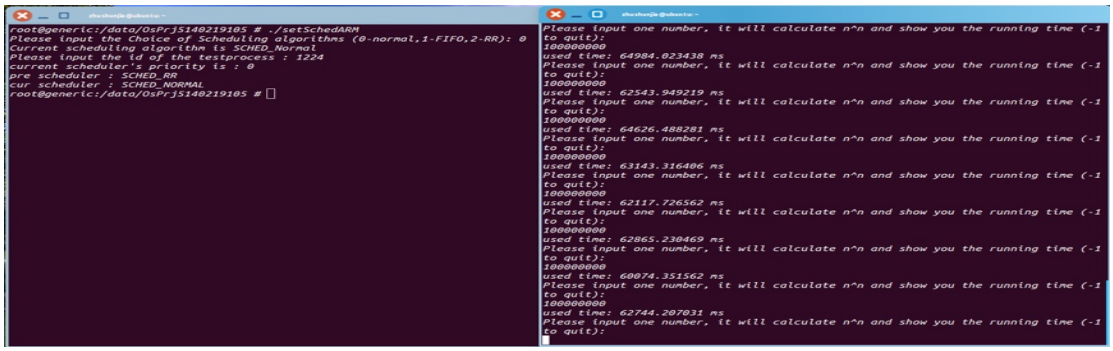
3. Modified SCHED_RR

Input: 100 Output:8659 8788 8555

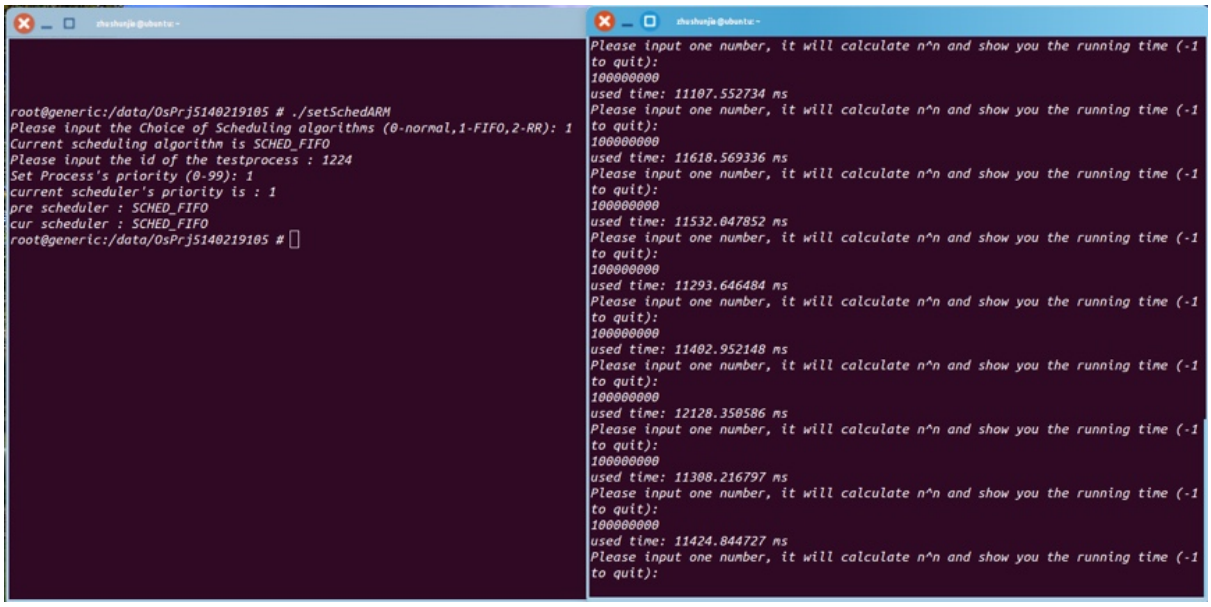


calculatorARM:

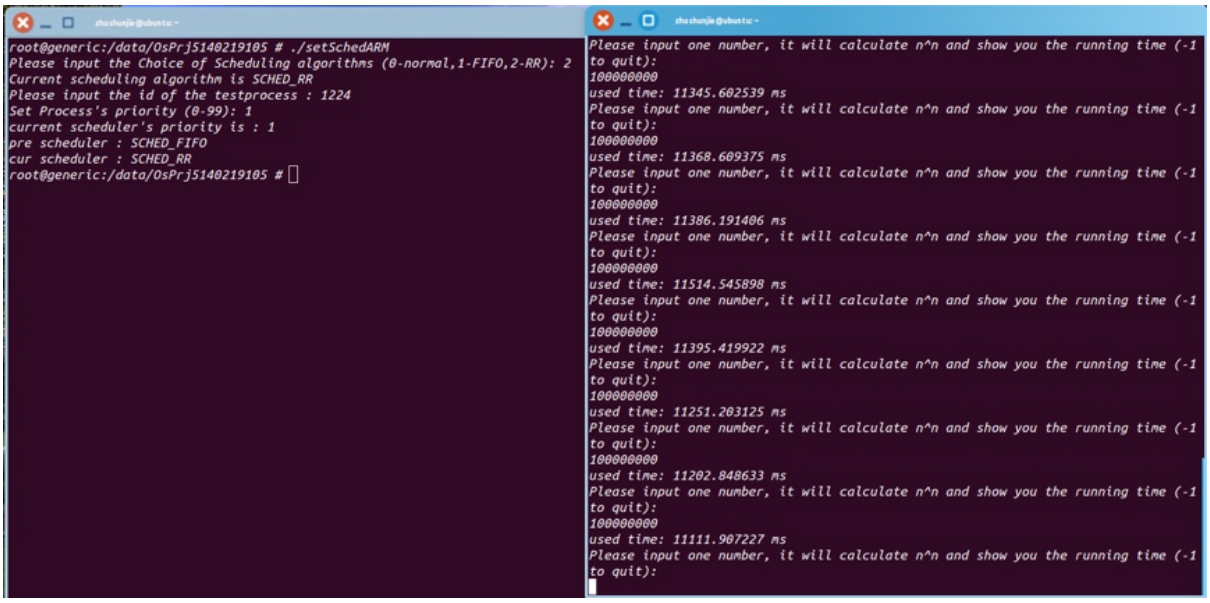
1.SCHED_NORMAL:



2.SCHED_FIFO:



3.SCHED_RR：



Compare three Scheduling policy and Analysis of the result：

SCHED_NORMAL

This is how most normal applications are run. The amount of cpu each process consumes and the latency it will get is mostly determined by the 'nice' value. They run for short periods and share cpu amongst all other processes running with the same policy, across all nice values.

SCHED_FIFO

The processes schedule according to their realtime priority which is unrelated to the nice value. The highest priority process runs indefinitely, never releasing the cpu except to an even higher priority realtime task or voluntarily. Only proper realtime code should ever use this policy as the potential for hardlocking a machine is high if the process runs away. Audio applications for professional performance such as jack use this policy.

SCHED_RR

The processes run similar to SCHED_FIFO except that if more than one process has the same realtime priority, they will run for short periods each and share the cpu.

According to the result above, we can draw the conclusion that the same processes under SCHED_FIFO or SCHED_RR will run faster than that whose scheduler policy is SCHED_NORMAL, and SCHED_FIFO and SCHED_RR have the similar performance. This is because these two scheduling policies are applied by real time processes which have higher priority than the common ones. The real time processes can be operated in a limited time.

There is a confusing phenomenon that "processtest.apk" will have a better performance when the input number is comparatively large (over 50). May this is partly due to the fact we run the application on a simulator.

The origin SCHED_RR is sensible to the priority of the process. Consider the situation that there are many real time processes that run with SCHED_RR policy and they all have higher priority than the test process. In this case, the test process will not occupy the CPU immediately. It usually need to wait for the processes of higher priority. The modified SCHE_RR is less related to the priority of the process because it just pick the next process at random.

Thoughts and Feelings

I do consider this project as a meaningful one and it helps me better understand some scheduling algorithms, the Linux kernel and the android system.

To complete this hard task, I refer to many resources on the Internet. I have learnt a lot from those internet forums like Stackoverflow and CSDN. Of course, I also discussed these problems I faced with other students. And I think that we all benefit a lot during the procedure of working on the project.

I encountered many problems when I want to change the kernel. The virtual machine crashed down for several times , Thankfully, I used the app TimeMachine to recover my system and it did work! It is difficult for me to

understand the whole kernel system of Linux. However, I am still attracted by its elegant and brief principle.

Finally, thanks for TA Wang 's kindness and useful suggestions!