

Forfattere:

13.07-89 Rane Eriksen BVL193

dd.mm-yy Christian Efternavn NUMMERPLADE 14.06-79 Sebastian O. Jensen

GJX653

Hold 1

DATALOGISK INSTITUT

KØBENHAVNS UNIVERSITET

OSM

G-Assignment 1

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0.1 Task 1. A priority queue

notes

The max-heap data structure is a tree structure with the priority that the root element always contains the element with the highest value. Inserting elements and removing the root element has a running time of $O(\log n)$. Therefore it makes a good structure for a priority queue, and can be used to improve the current priority queue with a running time of $O(n^2)$

The implementation of the heap priority queue are as follow:

Heap initialize(heap *h) initialize a new heap by allocating size for a heap array and initialize the size of the elements in the heap

*heap_clear(heap * h) will free the memory used by a priority queue*

heap_size return the size of the heap

heap_insert insert an element into the heap and sort the heap to maintain the heap properties. If the heap

heap_pop return the root element which is the element with highest priority and then sort the heap to maintain the heap properties.

Implementation

0.2 Task 2. Buenos system calls for basic I/O

notes

Implementing Buenos syscall read and write.

In the folder test a userland program which make calls to read and write is implemented. The program is named readwrite. Readwrite make use of file the test/lib.c which already define functions to call the two syscall functions. Read and write both has three arguments filehandle, buffer and length. Filehandle is normally a file. But you can also read or write to stdin or stdout as they are both considered as files by the system. In proc/syscall.h the stdin and stdout filehandlers are defined to 0 and 1 respectively. The buffer argument is the buffer where the content is written to or read from. The length are the maximum length to read or write. The return value is the length of the read or written characters or -1 if the syscall failed. When a syscall is made, the number corresponding to the syscall as defined in proc/syscall.h is saved to mips register A0. The arguments are stored in mips register A1, A2, A3. When the syscall return the return value is saved to register V0.

syscall, handle in proc/syscall.c are handling the system call by calling the syscall function which if it failed
read.c defines the function syscall_read. Read also make use of the gcc driver. It reads one character at a time. If it failed the file kernel/module.mk is a make file that is handling the compilation of the kernel module. interrupt.S ??????????
main.c ????????????

Implementation