

# Assignment 5

## Operating Systems (PG)

### Objective:

To understand the initial thread system provided by Pintos kernel and implement thread blocking mechanism.

### Details:

Pintos already provides following functionalities:

1. Thread creation and completion,
2. A very basic scheduler,
3. Synchronization primitives.

Understand the thread system provided by Pintos kernel using following link under section A.2:

[Pintos Thread Implementation](#)

Also, go through following link that provides the functionalities of files under src/threads:

[Pintos Thread Directory Demystified](#)

### To implement:

Reimplement `timer_sleep()`, defined in `devices/timer.c`. Although a working implementation is provided, it "busy waits," that is, it spins in a loop checking the current time and calling `thread_yield()` until enough time has gone by. Reimplement it to avoid busy waiting.

Function: void **timer\_sleep** (int64\_t ticks)

Suspends execution of the calling thread until time has advanced by at least x timer ticks. Unless the system is otherwise idle, the thread need not wake up after exactly x ticks. Just put it on the ready queue after they have waited for the right amount of time.

`timer_sleep()` is useful for threads that operate in real-time, e.g. for blinking the cursor once per second.

The argument to `timer_sleep()` is expressed in timer ticks, not in milliseconds or any another unit. There are `TIMER_FREQ` timer ticks per second, where `TIMER_FREQ` is a macro defined in `devices/timer.h`. The default value is 100. We don't recommend changing this value, because any change is likely to cause many of the tests to fail.

Separate functions `timer_msleep()`, `timer_usleep()`, and `timer_nsleep()` do exist for sleeping a specific number of milliseconds, microseconds, or nanoseconds, respectively, but these will call `timer_sleep()` automatically when necessary. You do not need to modify them.

**Deadline: 17th October, Wednesday, 11:59PM**

**Upload Format: .tar.gz**

Create a folder named your roll number.

Copy the /src directory from PINTOS directory to this folder.

Create a tar.gz named “Assignment5.tar.gz” and upload it.