1. Process tree

We implemented a kernel module (chardev) that prints all of the parent processes to the root from the process calling the device. The communication has been done using the ioctl() function inside a process, and we have used our own structure containing the process name and the process id. Inside the module, it searches the processes using task_struct and task_struct→parent, and puts the information in our structure, and we

```
and task_simply read the _

Opening device file: 3
get process tree:
\process name: swapper/0, process id: 0
\process name: mdm, process id: 1560
\process name: mdm, process id: 1560
\process name: cinnamon-sessio, process id: 2606
\process name: cinnamon, process id: 2602
\process name: cinnamon, process id: 2602
\process name: gnome-terminal, process id: 2911
\process name: make, process id: 4677
\process name: sudo, process id: 4678
\process name: tree, process id: 4679
```

We also implemented a kernel module starting, stopping, resetting, selecting, and reading the PMU counter and also reading the TSC register. For the job in between resetting, starting, and stopping the counter, we thought about doing a simple bubble sort for an array of size 8. You'll have to enter one of the provided options to observe a particular register, and you'll be able to see the differences.

```
Hello! this is PMU counter. We would do some bubble sort. These are options you can choice!
 0: exit.
1: uops retired.
2: uops issued.
3. stalled cycles.
 4. resource stalls.
5. instr retired.
 core cycles.

    ref cycles.
    all.

 Please select PMU event to monitor!
 Type your event: 8
 Stopping PMU counter...Done! Reseting PMU counter...Done! Reading PMU counter...Done!
 uops retired:
 uops issued:
 stalled cycles:
resource stalls:
                                              0
                                              Θ
 instr retired:
core cycles:
ref cycles:
TSC: 244350091123
Starting PMU counter...Done!
array[8]: [7, 9, 3, 1, 7, 9, 3, 1]
array[8]: [7, 3, 9, 1, 7, 9, 3, 1]
array[8]: [7, 3, 1, 7, 9, 3, 1]
array[8]: [7, 3, 1, 7, 9, 9, 3, 1]
array[8]: [7, 3, 1, 7, 9, 3, 9, 1]
array[8]: [7, 3, 1, 7, 9, 3, 9, 1] array[8]: [7, 3, 1, 7, 9, 3, 1, 9] array[8]: [3, 7, 1, 7, 9, 3, 1, 9] array[8]: [3, 1, 7, 7, 9, 3, 1, 9] array[8]: [3, 1, 7, 7, 3, 9, 1, 9] array[8]: [3, 1, 7, 7, 3, 1, 9, 9] array[8]: [1, 3, 7, 7, 3, 1, 9, 9] array[8]: [1, 3, 7, 3, 7, 1, 7, 9, 9] array[8]: [1, 3, 7, 3, 7, 7, 9, 9] array[8]: [1, 3, 3, 7, 1, 7, 9, 9] array[8]: [1, 3, 3, 7, 1, 7, 9, 9] array[8]: [1, 3, 3, 7, 1, 7, 9, 9]
array[8]: [1, 3, 3, 1, 7, 7, 9, 9]
array[8]: [1, 3, 1, 3, 7, 7, 9, 9]
array[8]: [1, 1, 3, 3, 7, 7, 9, 9]
Stopping PMU counter...Done! Reading PMU counter...Done!
 uops retired:
                                    134293
 uops issued:
                                    110124
 stalled cycles:
                                      86826
 resource stalls:
                                        3642
 instr retired:
                                    107174
 core cycles:
                                     50615
 ref cycles:
TSC: 244351156204
                                    113850
 Please select PMU event to monitor!
 Type your event: 0
 Bye!
```