

ELEVATOR CUSTOMER SCHEDULER

[文件副標題]

作業系統期末專案

第十二組

103703033 吳綠庭

103703035 賴宥安

103703047 黃彥魁

目錄

一、報告主題簡介.....	P.3
二、組員分工.....	P.3
三、執行緒(Thread)類型以及功能.....	P.4
四、共有資源與共享變數.....	P.5
五、關鍵區域程式(使用 C++).....	P.6
六、文字顯示狀態與結果.....	P.7
七、GUI 呈現.....	P.8
八、參考資料.....	P.9
九、Github.....	P.9

一、報告主題簡介

本組的實作題目是 Elevator Customer Schedule Problem。我們必須實作一個趨近無限快、每一層樓間只需花好 100 ticks 的電梯。當沒有人按電梯時它會處於休眠狀態，收到來自 Passenger 的通知後便會醒來並前往指定樓層載客。

而 Passenger 有兩個參數：startFloor 和 endFloor，分別代表按下電梯的樓層和欲前往的樓層。在隨機的時間點會產生隨機變數的 Passenger，電梯必須判斷現在應該前往哪一個樓層接獲送出乘客。

二、組員分工

- 103703033 吳綠庭：主程式優化（電梯演算法優化、Poisson 隨機分佈時間生成乘客）、GUI 圖片製作
- 103703035 賴宥安：主程式建構（電梯載客雛形、乘客生成雛形、Multi-Thread 管理）
- 103703047 黃彥魁：GUI 建構、主程式細節調整

三、執行緒(Thread)類型需求以及各自功能

依照題目要求，我們將要搭乘電梯的乘客與電梯分別做成執行緒

(1) 乘客的執行緒(void t_passenger(int startFloor,int endFloor))：

每個隨機產生出來的乘客，都各自擁有獨立的 thread，裡面做的事情依序為:按電梯(上樓或下樓)->等電梯->進電梯並按下欲前往之樓層->等待電梯到達目的地->出電梯，當此執行緒被判定為出電梯之後，就結束。

(此圖僅上樓程式碼，下樓與上樓雷同，為免冗長故不列出)

```
void t_passenger(int startFloor,int endFloor){/*{{{*/
    bool isGoingUp;
    int dataVectorPlace=0;
    if(startFloor<endFloor)
        isGoingUp=true;
    else
        isGoingUp=false;

    Data localData;
    localData.startFloor=startFloor;
    localData.endFloor=endFloor;
    localData.isGoingUp=isGoingUp;
    dataVectorPlace=dataVector.size();
    dataVector.push_back(localData);

    if(isGoingUp){
        mtx_havePeople.lock();
        havePeople_up[startFloor-1]=true;
        passengers[startFloor-1]->count++;
        std::cout<<"BORN : ["<<std::this_thread::get_id()<<" at "<<startFloor<<" to "<<endFloor<<std::endl; //when born
        mtx_havePeople.unlock();

        std::unique_lock <std::mutex> lck(mtx_floor);
        cvFloorIn_up[startFloor-1].wait(lck);

        mtx_destination.lock();
        destination_up[endFloor-1]=true;
        passengers[startFloor-1]->count--;
        std::cout<<["<<std::this_thread::get_id()<<" INNNNN!!!! from "<<startFloor<<" to "<<endFloor<<std::endl; //when in
```

(2) 電梯的執行緒(void t_elevator()):

此執行緒是用來模擬電梯的移動透過 Shared Variables 來取得資訊並移動，而電梯會有上樓、下樓，或者是沒人按時停止不動，此執行緒並不會因為沒有乘客而結束，而是繼續等待下一個隨機產生出來的乘客。

(此圖僅上樓程式碼，下樓與上樓雷同，為免冗長故不列出)

```
void t_elevator(){/*{*/  
    while(!elevatorIsAwake){  
        //usleep(1*Time_TIMES_NUM);  
        std::this_thread::sleep_for(std::chrono::microseconds(Time_TIMES_NUM));  
        std::cout<<"Elevator Sleeping"<<std::endl;  
    }  
    std::cout<<"Elevator Awaken"<<std::endl;  
    int i;  
    while(peopleNum!=0){  
        int targetFloor;  
        targetFloor=stairSelect();  
        std::cout<<"target = "<<targetFloor<<std::endl;  
        if(targetFloor>nowFloor){  
            upOrDown=true;  
        }  
        else if(targetFloor<nowFloor){  
            upOrDown=false;  
        }  
        else if(targetFloor==nowFloor){  
            cvFloorOut_up[nowFloor-1].notify_all();  
            cvFloorIn_up[nowFloor-1].notify_all();  
            havePeople_up[nowFloor-1]=false;  
            destination_up[nowFloor-1]=false;  
            std::cout<<"open door!"<<std::endl;  
        }  
        while(!dataVector[nowDataPlace].isDone){  
            int initialFloor=nowFloor;  
            if(upOrDown==true){  
                for(i=0;i<targetFloor-initialFloor+1;i++){  
                    mainElevator->getPos(nowFloor,upOrDown);  
                }  
            }  
        }  
    }  
}
```

四、共有資源與共享變數(Shared Variables)需要進行 Multi-Thread (or -Process)之間的同步與合作

(1) Shared Variables:

bool havePeople_up[NumberOfFloors];

有要上樓的乘客的樓層

bool destination_up[NumberOfFloors];

上樓乘客要去的樓層

bool havePeople_down[NumberOfFloors];

有要下樓的乘客的樓層

bool destination_down[NumberOfFloors];

下樓乘客要去的樓層

以上的 Shared Variables 是為了要讓電梯與乘客去做溝通，例如：乘客在五樓想要去七樓，那麼 havePeople_up[4]就會被改成 true，進電梯後，因為已經載到人了，電梯執行緒又會把它改成 false，然後乘客執行緒就會將 destination_up[6]改成 true，電梯將人載到目的地後，再改成 false，以此類推。

(2) Mutex:

`std::mutex mtx_havePeople;`

為了不要讓 `havePeople_up[NumberOfFloors]` 和 `havePeople_down[NumberOfFloors]` 被乘客與電梯同時修改。

`std::mutex mtx_destination;`

為了不要讓 `destination_up[NumberOfFloors]` 和 `destination_down[NumberOfFloors]` 被乘客與電梯同時修改。

`std::mutex mtx_floor;`

與 condition variable 配合使用

(3) Condition Variable:

`std::condition_variable cvFloorIn_up[NumberOfFloors];`

`notify_all()` 在 N 樓等上樓電梯的乘客進電梯

`std::condition_variable cvFloorOut_up[NumberOfFloors];`

`notify_all()` 要上到 N 樓的乘客下電梯

`std::condition_variable cvFloorIn_down[NumberOfFloors];`

`notify_all()` 在 N 樓等下樓電梯的乘客進電梯

`std::condition_variable cvFloorOut_down[NumberOfFloors];`

`notify_all()` 要下到 N 樓的乘客下電梯

(4) Multi-Thread:

電梯先等待乘客，一有乘客之後，就取得 data 並且前往載客，並用 Condition Variable 來告訴乘客何時該進出電梯。

五、關鍵區域程式 (使用 C++)

`t_Passenger` 底下，每個時間點只能有一個 passenger 按電梯

```
if(isGoingUp){
    mtx_havePeople.lock();
    havePeople_up[startFloor-1]=true;
    passengers[startFloor-1][0]~>setIO(0,isGoingUp);
    std::cout<< "["<<std::this_thread::get_id()<<" ] (from "<<startFloor<<" to "<<endFloor<<" ) \033[30;42mpressed the elevator.\033[m"<<std::endl; //when in
    mtx_havePeople.unlock();

    std::unique_lock<std::mutex> lck(mtx_floor);
    cvFloorIn_up[startFloor-1].wait(lck);

    mtx_destination.lock();
    destination_up[endFloor-1]=true;
    passengers[startFloor-1][0]~>setIO(1,isGoingUp);
    std::cout<< "["<<std::this_thread::get_id()<<" ] (from "<<startFloor<<" to "<<endFloor<<" ) \033[30;43mget in .\033[m"<<std::endl; //when in
    dataVector[dataVectorPlace].isIn=true;
    mtx_destination.unlock();
}
```

t_Elevator 底下，passenger 出電梯後電梯要改變樓層狀態，所以同一時間點不能有 passenger 按電梯

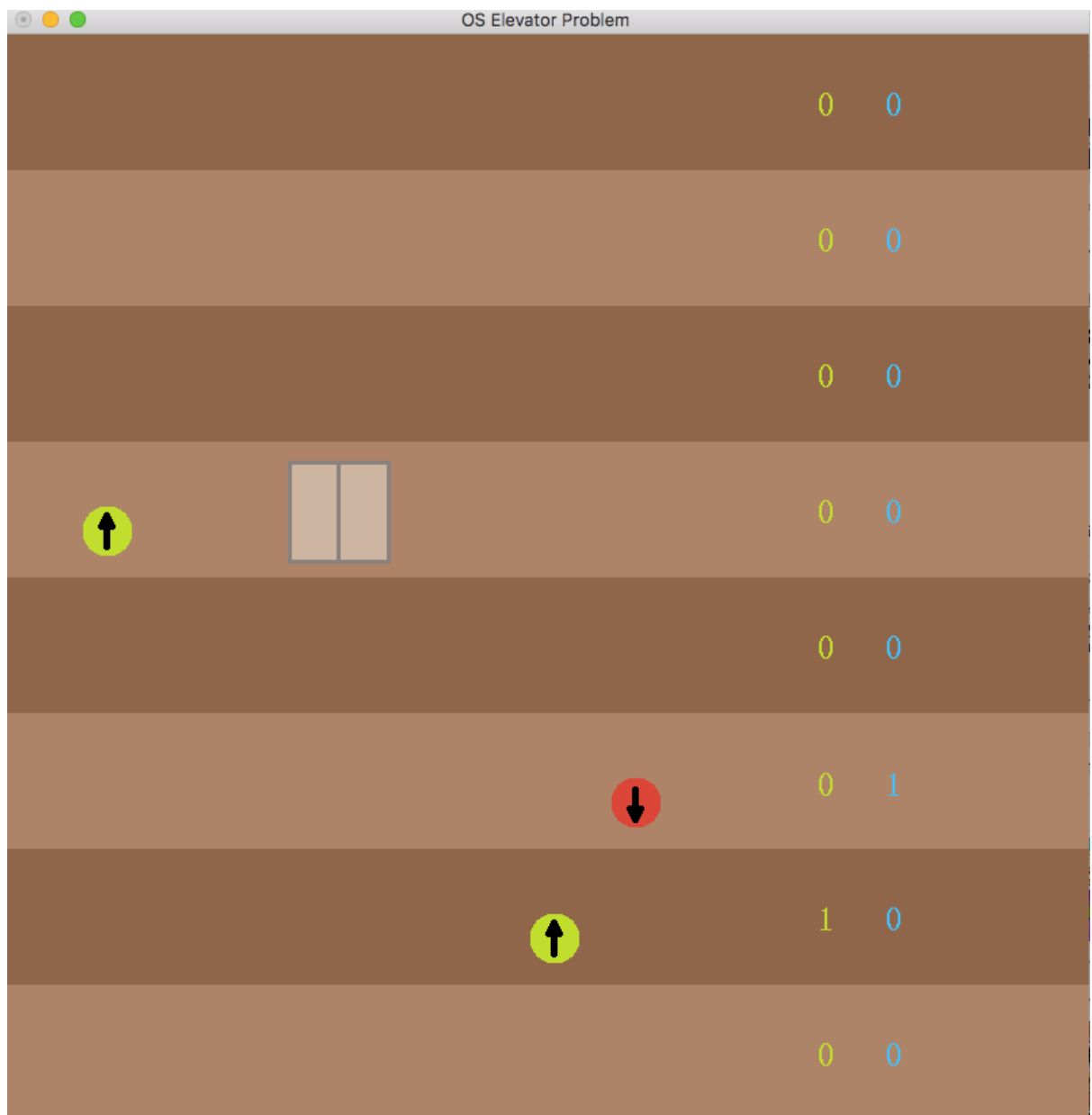
```
327 while(!dataVector[nowDataPlace].isDone){
328     int initialFloor=nowFloor;
329     if(upOrDown==true){
330         for(i=0;i<targetFloor-initialFloor+1;i++){
331             mainElevator->getPos(nowFloor,upOrDown);
332             std::cout << "0331:3melevator arrive at "<<nowFloor<<"\033[m"<<std::endl;
333             mtx_havePeople.lock();mtx_destination.lock();
334             if(havePeople_up[nowFloor-1]==true || destination_up[nowFloor-1]==true){
335                 cvFloorOut_up[nowFloor-1].notify_all();
336                 cvFloorIn_up[nowFloor-1].notify_all();
337                 havePeople_up[nowFloor-1]=false;
338                 destination_up[nowFloor-1]=false;
339                 //std::cout<<"open door!"<<std::endl;
340             }
341             mtx_havePeople.unlock();mtx_destination.unlock();
342         }
```

六、文字顯示狀態與結果

```
Elevator is waiting...
Elevator is waiting...
Elevator is waiting...
[0x70000e83b000] (from 3 to 4) pressed the elevator.
Elevator is waiting...
elevator arrive at 1
elevator arrive at 2
[0x70000e62f000] (from 1 to 5) pressed the elevator.
elevator arrive at 3
[0x70000e83b000] (from 3 to 4) get in .
elevator arrive at 3
[0x70000e8be000] (from 3 to 4) pressed the elevator.
elevator arrive at 4
[0x70000e83b000] (from 3 to 4) come out.
elevator arrive at 4
[0x70000e941000] (from 5 to 2) pressed the elevator.
elevator arrive at 3
elevator arrive at 2
[0x70000e9c4000] (from 4 to 2) pressed the elevator.
elevator arrive at 1
elevator arrive at 1
[0x70000e62f000] (from 1 to 5) get in .
elevator arrive at 2
[0x70000ea47000] (from 2 to 6) pressed the elevator.
elevator arrive at 3
[0x70000e8be000] (from 3 to 4) get in .
elevator arrive at 4
[0x70000e8be000] (from 3 to 4) come out.
elevator arrive at 5
[0x70000e62f000] (from 1 to 5) come out.
elevator arrive at 5
[0x70000eb4d000] (from 2 to 1) pressed the elevator.
elevator arrive at 5
[0x70000e941000] (from 5 to 2) get in .
elevator arrive at 4
[0x70000e9c4000] (from 4 to 2) get in .
[0x70000ebd0000] (from 4 to 5) pressed the elevator.
elevator arrive at 3
```

七、GUI 呈現

G U I 一開始試圖使用 Qt 實作，但在主程式出來後發現不大能把 `std::thread` 接到 Qt 上，也許是對 Qt 比較不熟的緣故，在試了幾次後放棄改使用 OpenGL



八、參考資料
















[Poisson Distribution](#)

[C++ 的多執行序程式開發 Thread：基本使用](#)










[C++11 并发指南一\(C++11 多线程初探\)](#)

九、Github







Commits on Jan 17, 2017






















	整理檔案 www10177 committed 11 hours ago		6b43881	
	新增一個書面報告資料夾，把東西丟進去 laisj123 committed 11 hours ago		6dec5d4	
	Merge branch 'master' of https://github.com/www10177/OS_Elevator laisj123 committed 11 hours ago		7e37bf3	
	完成書面報告題目三和四 laisj123 committed 11 hours ago		dcc4921	
	刪掉多於mtx和cv malu0906 committed 12 hours ago		dae039f	

Commits on Jan 16, 2017

	修正電梯動畫，console output上色 www10177 committed 12 hours ago		5f17d4e	
	完成電梯進出動畫 www10177 committed 20 hours ago		a9f4e8a	
	加入進入電梯的動畫 www10177 committed a day ago		f24cbb9	

Commits on Jan 15, 2017

	加入電梯與人，而且可以動了 www10177 committed 2 days ago		406f41f	
	加入Thread到GUI裡 www10177 committed 2 days ago		09baae4	

	優化complete ... malu0906 committed 2 days ago		47a5c6c	
	separate OS_project.cpp to header www10177 committed 2 days ago		39a36ab	
	Merge branch 'master' into OpenGL www10177 committed 2 days ago		7bc0586	
	time change ... malu0906 committed 2 days ago		3fcb777	
	add elevator and passenger www10177 committed 2 days ago		a8ac8be	
	add simple GUI www10177 committed 2 days ago		5f95fbc	
	Merge branch '優化' ... malu0906 committed 3 days ago		459f120	

Commits on Jan 14, 2017

	電梯優化 ... malu0906 committed 3 days ago		803070e	
	init simple windows www10177 committed 3 days ago		5798c51	
	電梯Loop與Random結合 lalsj123 committed 3 days ago		17da2ad	
	Poisson and Vector thread ... malu0906 committed 3 days ago		905ce8c	
	電梯可以下樓(從1到10樓 然後從10樓到1樓) lalsj123 committed 3 days ago		1e86448	

	std:: added for GUI malu0906 committed 3 days ago		159f10d	
	初版Code(完成簡單的電梯功能) lalsj123 committed 3 days ago		1274259	

Commits on Jan 13, 2017

	Init With Very Easy Test Code and gitignore www10177 committed 4 days ago		ae9ccbb	
---	---	---	---------	---