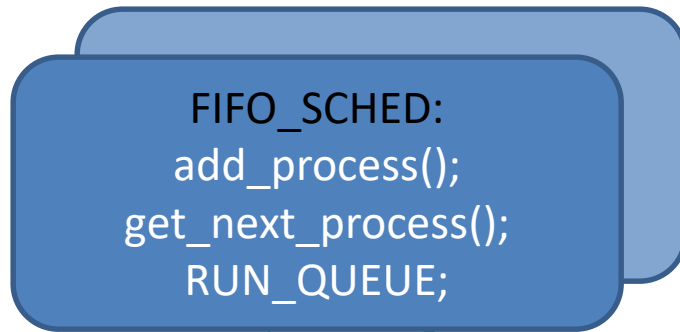


# LAB 2 discussion

# Generic Structure of your Lab-2 infrastructure



Generic Interface  
Allows for plugging  
Different schedulers

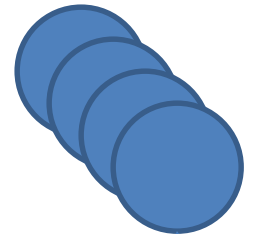
(\*add\_process());

(\*get\_next\_process());

## *Simulation and Scheduler Interaction*

```
While (get_event) {  
    decode_event() and run action(); // see next page  
}
```

Processes



get\_event()

put\_event()

Event

DES-Layer



Time ordered

Timestamp  
Process  
oldstate  
newstate

```

void Simulation() {
    EVENT* evt;
    while( (evt = get_event()) ) {
        Process *proc = evt->evtProcess;    // this is the process the event works on
        CURRENT_TIME = evt->evtTimeStamp;    // time jumps discretely
        timeInPrevState = CURRENT_TIME - proc->state_ts; // good for accounting

        switch(evt->transition) { // which state to transition to?
            case TRANS_TO_READY:
                // must come from BLOCKED or from PREEMPTION
                // must add to run queue
                CALL_SCHEDULER = true; // conditional on whether something is run
                break;

            case TRANS_TO_RUN:
                // create event for either preemption or blocking
                break;

            case TRANS_TO_BLOCK:
                //create an event for when process becomes READY again
                CALL_SCHEDULER = true;
                break;

            case TRANS_TO_PREEMPT:
                // add to runqueue (no event is generated)
                CALL_SCHEDULER = true;
                break;
        }
        //remove current event object from Memory
        delete evt;
        evt = nullptr;

        if(CALL_SCHEDULER) {
            if (get_next_event_time() == CURRENT_TIME) {
                continue; //process next event from Event queue
            }
            CALL_SCHEDULER = false;
            if (CURRENT_RUNNING_PROCESS == nullptr) {
                CURRENT_RUNNING_PROCESS = THE_SCHEDULER->get_next_process();
                if (CURRENT_RUNNING_PROCESS == nullptr)
                    continue;
                // create event to make process runnable for same time.
            }
        }
    }
}

```

## ./sched -v -e input\_show rfile

ShowEventQ: 0:0 20:1

0 0 0: CREATED -> READY

AddEvent(0:0:RUNNG): 20:1:READY ==> 0:0:RUNNG 20:1:READY

0 0 0: READY -> RUNNG cb=8 rem=100 prio=1

AddEvent(8:0:BLOCK): 20:1:READY ==> 8:0:BLOCK 20:1:READY

8 0 8: RUNNG -> BLOCK ib=2 rem=92

AddEvent(10:0:READY): 20:1:READY ==> 10:0:READY 20:1:READY

10 0 2: BLOCK -> READY

AddEvent(10:0:RUNNG): 20:1:READY ==> 10:0:RUNNG 20:1:READY

10 0 0: READY -> RUNNG cb=10 rem=92 prio=1

AddEvent(20:0:BLOCK): 20:1:READY ==> 20:1:READY 20:0:BLOCK

20 1 0: CREATED -> READY

20 0 10: RUNNG -> BLOCK ib=7 rem=82

AddEvent(27:0:READY): ==> 27:0:READY

AddEvent(20:1:RUNNG): 27:0:READY ==> 20:1:RUNNG 27:0:READY

20 1 0: READY -> RUNNG cb=7 rem=100 prio=3

AddEvent(27:1:BLOCK): 27:0:READY ==> 27:0:READY 27:1:BLOCK

## Input file

0 100 10 10

20 100 20 10

## RESULTS OF SIMULATION

FCFS

0000: 0 100 10 10 2 | 234 234 89 45

0001: 20 100 20 10 4 | 226 206 77 29

SUM: 234 85.47 57.26 220.00 37.00 0.855

./sched -v -e input\_show rfile

Input file

0 100 10 10  
20 100 20 10

ShowEventQ: 0:0 20:1

line triggered by "-v"  
Timestamp pid howlong:  
FROM -> TO

0 0 0: CREATED -> READY

AddEvent(0:0:RUNNG): 20:1:READY ==> 0:0:RUNNG 20:1:READY

0 0 0: READY -> RUNNG cb=8 rem=100 prio=1

AddEvent(8:0:BLOCK): 20:1:READY ==> 8:0:BLOCK 20:1:READY

One Event

8 0 8: RUNNG -> BLOCK ib=2 rem=92

AddEvent(10:0:READY): 20:1:READY ==> 10:0:READY 20:1:READY

10 0 2: BLOCK -> READY

AddEvent(10:0:RUNNG): 20:1:READY ==> 10:0:RUNNG 20:1:READY

10 0 0: READY -> RUNNG cb=10 rem=92 prio=1

AddEvent(20:0:BLOCK): 20:1:READY ==> 20:1:READY 20:0:BLOCK

line triggered by "-e"  
event added: (time,pid,transition)  
EventQ-Before → EventQ-After  
(should be time ordered)

20 1 0: CREATED -> READY

20 0 10: RUNNG -> BLOCK ib=7 rem=82

AddEvent(27:0:READY): ==> 27:0:READY

AddEvent(20:1:RUNNG): 27:0:READY ==> 20:1:RUNNG 27:0:READY

20 1 0: READY -> RUNNG cb=7 rem=100 prio=3

AddEvent(27:1:BLOCK): 27:0:READY ==> 27:0:READY 27:1:BLOCK