15-410 *"...misbehave(7)..."* 

Project 2 Feb. 4, 2004

Dave Eckhardt
Bruce Maggs

- 1 - L11a\_P2 15-410, S'04

# **Synchronization**

#### P2 (et seq.) partners

- "Partner Registration Page" on web site
- 17 groups have already registered Thanks!
- If you know, please register today
  - This will help people still looking for partners

#### Good things to talk about

- How many late days?
- Project schedule in other classes
  - Write down a joint project schedule
- Auditing or pass/fail? Target 410 grade?
- Prior experience

- 2 - 15-410, S'04

### **Outline**

#### What you'll build

- Mutex, condition variable
- Thread library
- Supplemental library routines
- Tests

#### How the pieces fit together

- A picture is worth 1000 words
- You'll need to read the handouts too
  - (two, each >1000 words)
  - kspec specifies our kernel for P2, your kernel for P3
  - thr\_lib specifies thread library

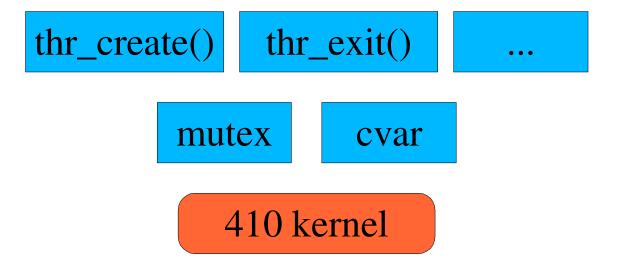
- 3 -

### **Mutex & Condition Variable**

mutex cvar
410 kernel

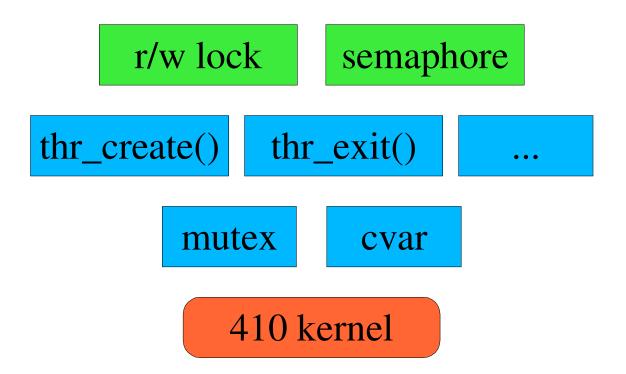
- 4 - 15-410, S'04

### Remainder of Thread Library



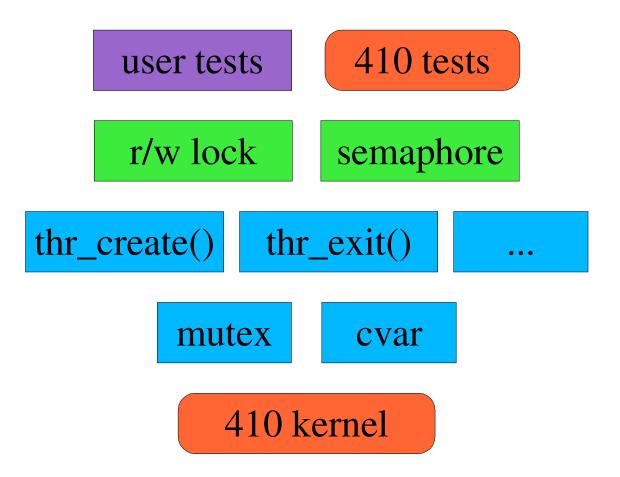
- 5 -

## **Supplemental Library Routines**



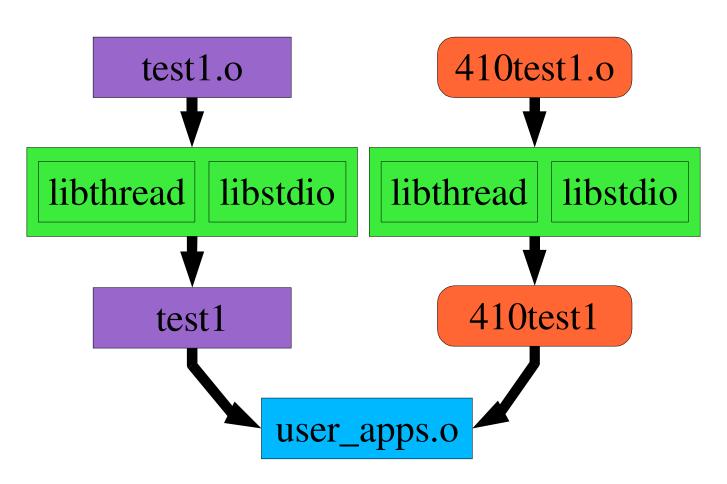
- 6 -

### **Tests (Yours & Ours)**



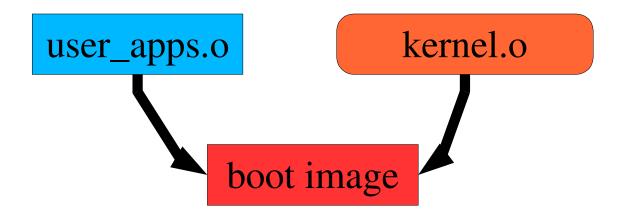
- 7 -

## Building a "RAM disk" image



- 8 -

# Linking "RAM disk" to kernel



- 9 -

# The "Misbehave" System Call

#### misbehave(int mode)

- Special debugging-support system call in our 410 kernel
- Adjusts behavior of system
  - Multiple legal behaviors (you will feel this during P3)
  - Each mode selects a particular mix
    - We will not document these
    - We expect you to not document them either
- Debug your thread library with one mode, then the next...
  - A dazzling array of flavors
    - 0...15
    - -1
- You will not be required to implement misbehave() in P3

- 10 -

### Plea

#### This code is *tricky*

- Most of you have already written multi-threaded code
  - That can be tricky enough
- Writing the internals is harder
  - Get a part 99% done
  - Discover a bug
  - Totally new design to fix it

#### The first 90% will take the first 90% of the time

- The last 10% will take the second 90% of the time

- 11 - 15-410, S'04