

Operating Systems

Practical Coursework 2

Tom Spink
tspink@inf.ed.ac.uk

February 2017

Task 1 was to implement a **round-robin** scheduler

Answer!

Notes:

- schedtest-1 crashing
- UniqueIRQLock
- OS-X SSH X forwarding – Mac sends Mac scancodes
- Other

Task 2

Buddy Memory Allocator

Due: Thursday 9th March, 2017 @ 4PM GMT

Worth 50 marks

Task 2: Buddy Memory Allocator

- Two types of memory allocators in InfOS:
 - Page Allocator
 - Object Allocator
- InfOS has an interface for physical memory allocation called the **page allocation algorithm**
- Your job is to implement this interface, by creating a **buddy memory allocator**

Task 2: Buddy Memory Allocator

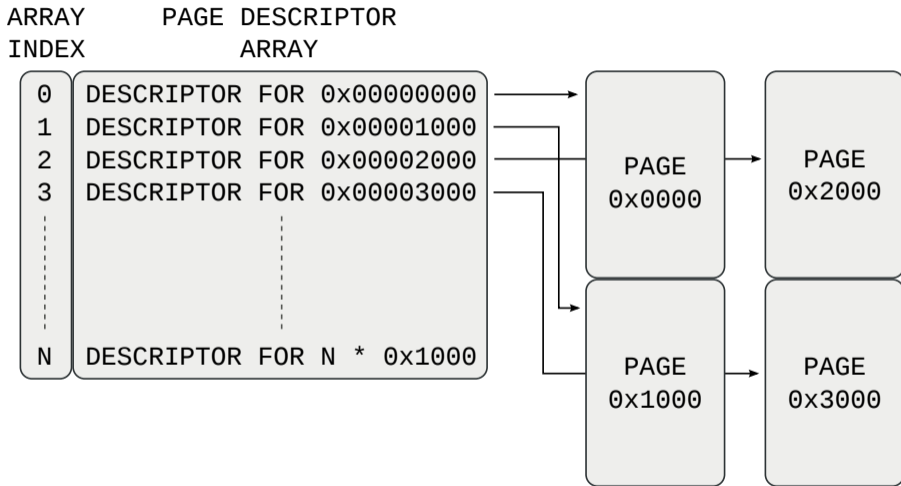
- `(mm/mm.cpp)`
- `mm/page-allocator.cpp`
- `mm/simple-page-alloc.cpp`
 - Simple, and inefficient, linear scan.
 - Does not use the `next_free` pointer.
- `include/infos/mm/page-allocator.h`
 - Contains `PageDescriptor` structure.
 - You do **not** (and should **not**) modify the `type` field.

Task 2: Buddy Memory Allocator

- Provided skeleton is `buddy.cpp`
- You are given these useful methods:
 - `split_block`
 - `merge_block`
 - `insert_block`
 - `remove_block`
- Implement these four methods:
 - `alloc_pages`
 - `free_pages`
 - `reserve_page`
 - `init`

Task 2: Buddy Memory Allocator

- Page allocator returns **page descriptors** NOT pointers.
- One page descriptor for **every** physical page.
- Page descriptors held in a **contiguous** array.
- Page descriptors in the array have a one-to-one mapping to **contiguous** physical pages.
- If you have a pointer to a page descriptor, then advancing the pointer moves to the **next** page descriptor, and hence the next physical page.



Task 2: Buddy Memory Allocator

- Page Descriptor structure contains a `next_free` pointer.
- Use this to build linked-lists.
- You **cannot** use the `List<>` or `Map<>` containers, and you **cannot** allocate memory.

- Allocates by **order**, not by size or count.
- **Always** returns contiguous pages, by returning first page descriptor in a sequence.
- Order 0 allocation means $2^0 = 1$ pages.
- Order 4 allocation means $2^4 = 16$ pages.

- Counter-part to `alloc_pages`
- Frees by **order**, not by size or count.
- **Always** frees contiguous pages, by accepting first page descriptor in a sequence.

- Called by the kernel to mark a **specific** page as allocated.
- Your allocator sees the entire physical memory as one big blob.
- Therefore, your allocator must be told which pages contain the kernel, so you do not allocate those pages!
- Accepts a **single** page descriptor, you must remove it from your free lists (following the buddy algorithm)

- Your opportunity to initialise the free lists.

Task 2: Buddy Memory Allocator

- Test by using the `build-and-run.sh` script
 - `./build-and-run.sh pgallocc.algorithm=buddy`
- If your implementation is broken, it's likely that the system will hang.
 - Although you could get away with not implementing `free_pages`, the self-test will fail if this doesn't work.
- Use the `self-test mode` to test the memory allocator.
 - `./build-and-run.sh pgallocc.algorithm=buddy pgallocc.self-test=1`
- There are no shell test commands, but being able to run any command in the shell is a `good` indication that your allocator is working.
- Modify the skeleton however you want, but you should only need to implement the four functions.

Self-test Output

```
notice: mm: PAGE ALLOCATOR SELF TEST - BEGIN
notice: mm: -----
  info: mm: * INITIAL STATE
debug: mm: BUDDY STATE:
debug: mm: [0]
debug: mm: [1]
debug: mm: [2]
debug: mm: [3]
debug: mm: [4]
debug: mm: [5]
debug: mm: [6]
debug: mm: [7]
debug: mm: [8]
debug: mm: [9]
debug: mm: [10]
debug: mm: [11]
debug: mm: [12]
debug: mm: [13]
debug: mm: [14]
debug: mm: [15]
debug: mm: [16] 0 10000 20000 30000 40000 50000 60000 70000 80000 90000 a0000 b0000 c0000 d0000 e0000 f0000 100000 110000
              120000 130000 140000
```

Self-test Output

```
info: mm: -----  
info: mm: (1) ALLOCATING ONE PAGE  
info: mm: ALLOCATED PFN: 0x0  
debug: mm: BUDDY STATE:  
debug: mm: [0] 1  
debug: mm: [1] 2  
debug: mm: [2] 4  
debug: mm: [3] 8  
debug: mm: [4] 10  
debug: mm: [5] 20  
debug: mm: [6] 40  
debug: mm: [7] 80  
debug: mm: [8] 100  
debug: mm: [9] 200  
debug: mm: [10] 400  
debug: mm: [11] 800  
debug: mm: [12] 1000  
debug: mm: [13] 2000  
debug: mm: [14] 4000  
debug: mm: [15] 8000  
debug: mm: [16] 10000 20000 30000 40000 50000 60000 70000 80000 90000 a0000 b0000 c0000 d0000 e0000 f0000 100000 110000  
120000 130000 140000
```

Questions/Clarifications?