

Project 3 Roadmap

Scheduling
Semaphores

Multilevel Feedback Scheduling

- `struct Kernel_Thread` in `kthread.h`
 - **current queue:** `int currentReadyQueue`
 - **blocked state:** `bool blocked`
- **there are 4 run queues now:**
 - `s_runQueue[MAX_QUEUE_LEVEL]` in `kthread.c`
- **a thread is initially in `s_runQueue[0]`**
 - except IDLE thread that enters at 3 when switching to MLF mode
- **check the scenarios**
 - `Find_Best()` automatically pick the highest priority thread in a queue
 - `Get_Next_Runnable()` will call `Find_Best()` for each queue until it finds a ready process

Multilevel Feedback Scheduling

- end of quantum ?
 - if blocked promote
 - if has just run demote (check TODO in `Timer_Interrupt_Handler()` defined in `timer.c`)
- make sure your `Sys_SetSchedulingPolicy()` works before stuff gets complicated
- A thread becomes blocked in `Wait()`.