

# CS39002 Operating Systems Laboratory

## Spring 2024

Lab Assignment: 4  
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### Shared Memory without Synchronization

One producer and  $n$  consumers share a memory  $M[]$  capable of storing two int variables. The producer generates items (random integers) in  $M[1]$  for a predetermined number  $t$  of times. For each item generated, the producer specifies in  $M[0]$  the consumer (an integer in the range  $1, 2, 3, \dots, n$ ) for which the item written in  $M[1]$  is meant. The designated consumer reads  $M[1]$ , and sets  $M[0]$  to 0, indicating that the item is consumed. After all of the  $t$  items are generated and consumed, the producer writes  $-1$  to  $M[0]$ . After reading this special value of  $M[0]$ , each consumer prints some aggregate information, and terminates. Finally, the producer terminates too after printing some aggregate information.

In order to implement this set of actions, write a C program *prodcons.c*. The parent process (call it  $P$ ) plays the role of the producer.  $P$  reads  $n$  (the number of consumers) and  $t$  (the number of items to be produced) from the user or as command-line arguments. Then,  $P$  creates a shared-memory segment  $M$  capable of storing two int variables.  $P$  also initializes  $M[0]$  to 0 (implying that no item is available for consumption at the beginning).  $P$  then forks  $n$  child processes  $C_1, C_2, \dots, C_n$  which play the roles of the  $n$  consumers. These child processes (or consumers) are numbered  $1, 2, \dots, n$ . After this,  $P$  goes to a production loop, and each  $C_i$  goes to a consumption loop. The loops run until all of the  $t$  items are produced and consumed. These loops work as follows.

#### Production loop

For each  $i = 1, 2, \dots, t$ , the producer  $P$  (parent in our case) generates a random 3-digit int value *item* and a random consumer  $c$  in the range  $1, 2, \dots, n$ .  $P$  waits (*busy wait*) until  $M[0]$  becomes 0. When  $M[0]$  becomes 0,  $P$  sets  $M[0]$  to  $c$  and  $M[1]$  to *item* (in that order). An optional delay (you can use *usleep()*) between setting  $M[0]$  and setting  $M[1]$  should be used if a compile-time macro SLEEP is set.

After producing  $t$  items,  $P$  waits (*busy wait*) until  $M[0]$  becomes 0 (that is, the last item is consumed by the designated consumer child).  $P$  then writes  $-1$  to  $M[0]$ , and waits until all of the  $n$  child processes terminate.  $P$  then prints, for each consumer  $c$ , the count of items produced for  $c$ , and the sum of these items.

$P$  finally removes the shared-memory segment  $M$ , and exits.

#### Consumption loop

The  $c$ -th consumer waits until  $M[0]$  becomes  $c$  or  $-1$ . If  $M[0]$  becomes  $c$ , the consumer reads  $M[1]$  as the next item meant for it. When  $M[0]$  becomes  $-1$ , the consumption loop is broken. The number of items read by the consumer and the sum of these items are then printed, and the child process terminates.

#### Compile-time flags

The default behavior of your program should be to print only an initial message and the final statistics. If the compile-time flag VERBOSE is set, then the production and the consumption of each item should also be printed (see the Sample Output). Another compile-time flag SLEEP (already mentioned above) dictates whether there is no delay between the setting of  $M[0]$  and the setting of  $M[1]$  by the producer (this should be the default behavior if the flag is not set) or there is a small delay (of 1–10 microseconds) between these two assignments. This delay simulates preemption of  $P$  (which would otherwise be very difficult to reproduce), and highlights the necessity of synchronization for this producer-consumer problem.

Submit a single C source file *prodcons.c*.

## Sample Output

```
$ gcc -Wall prodcons.c ; ./a.out
n = 5
t = 100
```

```
Producer is alive
```

```
Producer has produced 100 items
17 items for Consumer 1: Checksum = 10204
23 items for Consumer 2: Checksum = 13657
17 items for Consumer 3: Checksum = 7715
18 items for Consumer 4: Checksum = 10798
25 items for Consumer 5: Checksum = 13488
```

```
$ gcc -Wall -DVERBOSE prodcons.c ; ./a.out
n = 4
t = 10
```

```
Producer is alive
Producer produces 288 for Consumer 2
```

```
Producer produces 281 for Consumer 3
```

```
Producer produces 326 for Consumer 4
```

```
Producer produces 535 for Consumer 2
```

```
Producer produces 505 for Consumer 1
```

```
Producer produces 848 for Consumer 2
```

```
Producer produces 799 for Consumer 3
```

```
Producer produces 828 for Consumer 4
```

```
Producer produces 884 for Consumer 4
```

```
Producer produces 688 for Consumer 4
```

```
Producer has produced 10 items
1 items for Consumer 1: Checksum = 505
3 items for Consumer 2: Checksum = 1671
2 items for Consumer 3: Checksum = 1080
4 items for Consumer 4: Checksum = 2726
```

```
$ gcc -Wall -DVERBOSE -DSLEEP prodcons.c ; ./a.out
n = 2
t = 10
```

```
Producer is alive
Producer produces 846 for Consumer 1
```

```
Producer produces 648 for Consumer 1
```

```
Producer produces 889 for Consumer 1
```

```
Producer produces 861 for Consumer 2
```

```
Producer produces 913 for Consumer 1
```

```
Producer produces 924 for Consumer 2
```

```
Producer produces 450 for Consumer 1
```

```
Producer produces 671 for Consumer 1
```

```
Producer produces 168 for Consumer 2
```

```
Producer produces 364 for Consumer 2
```

```
Producer has produced 10 items
6 items for Consumer 1: Checksum = 4417
4 items for Consumer 2: Checksum = 2317
```

```
Consumer 1 is alive
Consumer 2 is alive
Consumer 3 is alive
```

```
Consumer 5 is alive
Consumer 4 is alive
Consumer 5 has read 25 items: Checksum = 13488
Consumer 2 has read 23 items: Checksum = 13657
Consumer 1 has read 17 items: Checksum = 10204
Consumer 4 has read 18 items: Checksum = 10798
Consumer 3 has read 17 items: Checksum = 7715
```

```
Consumer 1 is alive
Consumer 2 is alive
```

```
Consumer 2 reads 288
```

```
Consumer 3 is alive
Consumer 3 reads 281
```

```
Consumer 4 is alive
Consumer 4 reads 326
```

```
Consumer 2 reads 535
```

```
Consumer 1 reads 505
```

```
Consumer 2 reads 848
```

```
Consumer 3 reads 799
```

```
Consumer 4 reads 828
```

```
Consumer 4 reads 884
```

```
Consumer 4 reads 688
Consumer 1 has read 1 items: Checksum = 505
Consumer 2 has read 3 items: Checksum = 1671
Consumer 3 has read 2 items: Checksum = 1080
Consumer 4 has read 4 items: Checksum = 2726
```

```
Consumer 1 is alive
```

```
Consumer 1 reads 0
Consumer 2 is alive
```

```
Consumer 1 reads 846
```

```
Consumer 1 reads 648
```

```
Consumer 2 reads 889
```

```
Consumer 1 reads 861
```

```
Consumer 2 reads 913
```

```
Consumer 1 reads 924
```

```
Consumer 1 reads 450
```

```
Consumer 2 reads 671
```

```
Consumer 2 reads 168
Consumer 1 has read 6 items: Checksum = 3729
Consumer 2 has read 4 items: Checksum = 2641
```