Practical No 5

Aim: Process Synchronization and Bounded Buffer Problem.

5.1: Stimulate producer-consumer bounded buffer using mutex and semaphores.

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5.2: Buffer control with synchronized access.
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import threading
import time
import random
BUFFER_SIZE = 5
buffer = []
mutex = threading.Lock()
empty = threading.Semaphore(BUFFER_SIZE) # Starts full (5 slots empty)
full = threading.Semaphore(0)
                                     # Starts empty
running = True # Stop flag
def producer():
  global running
  while running:
    item = random.randint(1, 100)
    if not empty.acquire(timeout=1): # Avoid deadlock on exit
       continue
    with mutex:
       buffer.append(item)
       print(f"Produced: {item}, Buffer: {buffer}")
    full.release()
    time.sleep(random.uniform(0.1, 0.5)) # Simulate variable production time
def consumer():
  global running
  while running:
    if not full.acquire(timeout=1): # Avoid deadlock on exit
       continue
    with mutex:
       if buffer:
         item = buffer.pop(0)
         print(f"Consumed: {item}, Buffer: {buffer}")
    empty.release()
    time.sleep(random.uniform(0.1, 0.5)) # Simulate variable consumption time
if __name__ == "__main__":
  producerThread = threading.Thread(target=producer)
  consumerThread = threading.Thread(target=consumer)
  producerThread.start()
  consumerThread.start()
```

time.sleep(10) # Let the simulation run for 10 seconds running = False

Unblock threads if they're waiting empty.release() full.release()

producerThread.join() consumerThread.join()

print("Simulation Finished")

```
Produced: 13, Buffer: [13]
Consumed: 13, Buffer: []
Produced: 7, Buffer: [7]
Consumed: 7, Buffer: []
Produced: 35, Buffer: [35]
Consumed: 35, Buffer: []
Produced: 66, Buffer: [66]
Consumed: 66, Buffer: []
Produced: 8, Buffer: [8]
Consumed: 8, Buffer: []
Produced: 37, Buffer: [37]
Consumed: 37, Buffer: []
Produced: 58, Buffer: [58]
Consumed: 58, Buffer: []
Produced: 64, Buffer: [64]
Produced: 70, Buffer: [64, 70]
Consumed: 64, Buffer: [70]
Produced: 78, Buffer: [70, 78]
Consumed: 70, Buffer: [78]
Consumed: 78, Buffer: []
Produced: 26, Buffer: [26]
Consumed: 26, Buffer: []
Produced: 96, Buffer: [96]
Consumed: 96, Buffer: []
Produced: 75, Buffer: [75]
Consumed: 75, Buffer: []
Produced: 59, Buffer: [59]
Consumed: 59, Buffer: []
Produced: 74, Buffer: [74]
Consumed: 74, Buffer: []
Produced: 9, Buffer: [9]
Consumed: 9, Buffer: []
Produced: 16, Buffer: [16]
Consumed: 12, Buffer: [30, 44]
Produced: 86, Buffer: [30, 44, 86]
Consumed: 30, Buffer: [44, 86]
Produced: 10, Buffer: [44, 86, 10]
Produced: 99, Buffer: [44, 86, 10, 99]
Consumed: 44, Buffer: [86, 10, 99]
Consumed: 86, Buffer: [10, 99]
Produced: 13, Buffer: [10, 99, 13]
Consumed: 10, Buffer: [99, 13]
Consumed: 99, Buffer: [13]
Produced: 75, Buffer: [13, 75]
Produced: 74, Buffer: [13, 75, 74]
Consumed: 13, Buffer: [75, 74]
Simulation Finished
```

```
5.3: Circular queue technique(bounded buffer)
import threading
import queue
import time
import random
BUFFER_SIZE = 5
buffer = queue.Queue(BUFFER_SIZE)
running = True
SENTINEL = None
def producer():
  global running
  while running:
    item = random.randint(1, 100)
    buffer.put(item)
    print(f"Produced: {item}")
    time.sleep(random.uniform(0.1, 0.5)) # Simulate some delay
  # Send sentinel value to stop the consumer
  buffer.put(SENTINEL)
def consumer():
  while True:
    item = buffer.get()
    if item is SENTINEL:
       buffer.task done()
       break
    print(f"Consumed: {item}")
    buffer.task_done()
    time.sleep(random.uniform(0.1, 0.5)) # Simulate processing delay
if name == " main ":
  producerThread = threading.Thread(target=producer)
  consumerThread = threading.Thread(target=consumer)
  producerThread.start()
  consumerThread.start()
  # Let it run for a while
  time.sleep(10)
  running = False # Signal the producer to stop
  producerThread.join()
  consumerThread.join()
  print("Simulation Finished")
```

Produced: 28 Consumed: 28 Produced: 59 Consumed: 59 Produced: 51 Consumed: 51 Produced: 50 Produced: 93 Consumed: 50 Consumed: 93 Produced: 11 Consumed: 11 Produced: 92 Consumed: 92 Produced: 25 Consumed: 25 Produced: 9 Consumed: 9 Produced: 25 Consumed: 25 Produced: 58 Consumed: 58 Produced: 88 Consumed: 88 Produced: 25 Consumed: 25 Produced: 83 Consumed: 83 Produced: 33 Consumed: 33 Produced: 44 Consumed: 44 Produced: 74 Consumed: 74 Produced: 97 Consumed: 97 Produced: 11 Consumed: 11 Produced: 80 Consumed: 80 Produced: 29 Consumed: 29 Produced: 43 Consumed: 43 Produced: 78 Consumed: 78 Produced: 98 Consumed: 98 Produced: 46 Consumed: 46 Produced: 96 Consumed: 96 Produced: 83 Consumed: 83 Produced: 26

Consumed: 26
Simulation Finished