



Due: Midnight, March 5, 2020

## 1. pthreads API

Write a “C” program that will:

- a) Accept two parameters from the command line:
  - i. The number of threads to start
  - ii. Length of the string to generate
- b) Program will start up the number of threads specified. A thread number (integer) should be passed to each thread to identify its output.
- c) Each thread will add characters (of your choice) to a string until it reaches the length specified. Make sure this operation is atomic! When a thread discovers that the string is already of the required length, it will terminate. Thread should print out each character (and the thread number) added.
- d) After all threads have terminated, print the final string.

Notes:

- i. Strings in “C” must be terminated by NULL (0) characters. A simple way to handle this is for the main to initialize the memory to all nulls (lookup the `memset()` function) .
- ii. There are a number of ways the string memory could be acquired and the address passed to the thread function. One simple approach would be to have a global pointer and `malloc()` the required size (remember space for a trailing NULL). Another approach would be to allocate the string storage on the stack and pass its address to the thread function.

## 2. Locking

A locking simulator (locks.zip) has been uploaded to Oaks. The zip archive contains several files:

- x86.py – The simulator program
- README.txt – A description of the simulator
- flags.s, test\_and\_set.s and yield.s – Simple “assembler” programs

As with the previously python programs downloaded, you will run the program using Python version 2 installed in the Linux virtual machine.

- a) Read the README file to get an idea how the simulator works.
- b) Run the simulator on each of the “assembler” programs with the following parameters specified:

- |                 |   |
|-----------------|---|
| i. -p program.s | - Name of the .s file to run                            |
| ii. -c          | - Compute results                                       |
| iii. -a bx=10   | - Set the bx register to 10 (number of loop iterations) |
| iv. -M count    | - Display the value of the count variable               |
| v. -i 5         | - Interrupt every 5 instructions                        |
| vi. -t 3        | - Run three tasks                                       |
| vii. -S         | - Print extra statistics                                |



- c) The final count in each case should be 30. For each of the programs:
  - i. If this is not true, explain why it isn't correct.
  - ii. If it is true explain why it is correct.
- d) What is the total number of instructions executed for each program. Why do you think it varies as much as it does?
- e) Run the programs again varying the -I parameter. For each program explain:
  - i. What happens to the count value?
  - ii. Does the number of instructions executed change?