**Practice 3 Concurrent Computing**

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* Incorporate simplified message data structure with only scalar components (new structures\_lib\_a.h)
* Incorporate a counter that count the number of loop execution cycles. This makes possible to evaluate the performance in terms of average cycles required per transaction (done, variable cycles\_counter).
* Activate users 2,3.
* Analyze the fact that under the proposed lock condition it is inefficient to assign the same priority to all users. Where is processing time wasted?
* Design and write the code for a concurrency control system so that the stream\_0 acquires priority
* Measure the improvement in performance by counting the average number of loop execution per transaction.
* Next: Activated a peer-to-peer message-passing system so that every generated transaction is approved by the receiver.