



OS Project - Reader Writer Problem

Instructor: Safia Baloch

Submitted by:

1. Fatima Liaquat (2023202)
2. Muhammad Sanawar (2023331)
3. Muhammad Abdullah Farrukh (2023345)

Introduction:

Reader-Writer Problem is a classic problem that occurs in Operating Systems. The problem occurs in a situation when multiple processes, threads or users want to access the same shared resource at the same time. The main idea is to apply a lock whenever a certain process or threads acquires the shared resource and release the lock when the desired operation is formed.

Setup:

Ubuntu is installed on our computers using a virtual machine named "[Virtual Box](#)" and a ISO file for [Ubuntu](#). We allocated the following resources to the virtual machine:

- i. 4 GB RAM
- ii. 75 GB Storage Space on SSD
- iii. 4 Cores of CPU
- iv. 16 MB of Video Memory



Implementation:

After the installation of Ubuntu, we implemented our project with the following steps:

- i. We prepared all the dependencies and installed them using the following commands:

```
sudo apt update

sudo apt install -y \
    build-essential \
    libncurses-dev \
    bison \
    flex \
    libssl-dev \
    libelf-dev \
    bc \
    fakeroot \
    dpkg-dev \
    libncurses5-dev \
    wget \
    git
```

- ii. After installing all the dependencies, we cloned the latest version on Linux onto our virtual machine:

```
mkdir ~/kernel-build
cd ~/kernel-build

git clone
https://git.kernel.org/pub/scm/linux/kernel/git/torvalds/linux.git linux
```

- iii. After cloning the latest version of Linux, we prepared our kernel for configuration:

```
cd ~/kernel-build/linux
cp /boot/config-$(uname -r) .config
make olddefconfig
mkdir kernel/rw_sync
```

- iv. Create the Kernel Source File using the command “nano kernel/rw_sync/rw_syscalls.c”. The code for the file is given below:

```
#include <linux/kernel.h>
#include <linux/syscalls.h>
#include <linux/rwsem.h>
#include <linux/uaccess.h>

static DECLARE_RWSEM(rw_lock);

/* Acquire read lock */
SYSCALL_DEFINE0(rw_read_lock)
{
    down_read(&rw_lock);
    printk(KERN_INFO "Reader acquired lock\n");
    return 0;
}

/* Release read lock */
SYSCALL_DEFINE0(rw_read_unlock)
{
    up_read(&rw_lock);
    printk(KERN_INFO "Reader released lock\n");
    return 0;
}

/* Acquire write lock */
SYSCALL_DEFINE0(rw_write_lock)
{
    down_write(&rw_lock);
    printk(KERN_INFO "Writer acquired lock\n");
    return 0;
}

/* Release write lock */
SYSCALL_DEFINE0(rw_write_unlock)
{
    up_write(&rw_lock);
    printk(KERN_INFO "Writer released lock\n");
    return 0;
}
```

- v. After this, we created a Makefile using the command “nano kernel/rw_sync/Makefile” with the following code:

```
obj-y := rw_syscalls.o  
obj-y += kernel/rw_sync/
```

- vi. We assigned the system calls numbers to the system calls we created in the **master lookup table**. We opened the syscalls_64.tbl using the command “nano arch/x86/entry/syscalls/syscall_64.tbl”.

```
471 common rw_read_lock sys_rw_read_lock  
472 common rw_read_unlock sys_rw_read_unlock  
473 common rw_write_lock sys_rw_write_lock  
474 common rw_write_unlock sys_rw_write_unlock
```

- vii. We added the declarations in the syscalls.h header file after assigning the numbers to the system calls. First, we opened the syscall.h file using the command “nano include/linux/syscalls.h” and then added the declarations.

```
asm linkage long sys_rw_read_lock(void);  
asm linkage long sys_rw_read_unlock(void);  
asm linkage long sys_rw_write_lock(void);  
asm linkage long sys_rw_write_unlock(void);
```

- viii. After adding the declarations, we recompiled the kernel, updated the boot-loader and rebooted the system using the following commands.

```
make -j4  
sudo make modules_install  
sudo make install  
sudo update-grub  
sudo reboot  
uname -r
```

- ix. In the end, we tested our custom system calls using the following C program:

```
#include <stdio.h>  
#include <unistd.h>  
#include <sys/syscall.h>  
#include <sys/wait.h>  
#include <errno.h>  
#include <string.h>  
#include <stdlib.h>
```

```

#define SYS_RW_READ_LOCK 471
#define SYS_RW_READ_UNLOCK 472
#define SYS_RW_WRITE_LOCK 473
#define SYS_RW_WRITE_UNLOCK 474

#define NUM_USERS 6 // Total processes (readers + writers)

void reader_process(int id)
{
    long ret;

    printf("[Reader %d] Trying to acquire read lock\n", id);
    ret = syscall(SYS_RW_READ_LOCK);
    if (ret == -1)
    {
        printf("[Reader %d] Error: %s\n", id, strerror(errno));
        exit(1);
    }

    printf("[Reader %d] Acquired read lock\n", id);
    sleep(2);

    ret = syscall(SYS_RW_READ_UNLOCK);
    if (ret == -1)
    {
        printf("[Reader %d] Error unlocking: %s\n", id, strerror(errno));
        exit(1);
    }

    printf("[Reader %d] Released read lock\n", id);
    exit(0);
}

void writer_process(int id)
{
    long ret;

    printf("[Writer %d] Trying to acquire write lock\n", id);
    ret = syscall(SYS_RW_WRITE_LOCK);
    if (ret == -1)
    {
        printf("[Writer %d] Error: %s\n", id, strerror(errno));
        exit(1);
    }
}

```

```

}

printf("[Writer %d] Acquired write lock\n", id);
sleep(3);

ret = syscall(SYS_RW_WRITE_UNLOCK);
if (ret == -1)
{
    printf("[Writer %d] Error unlocking: %s\n", id, strerror(errno));
    exit(1);
}

printf("[Writer %d] Released write lock\n", id);
exit(0);
}

int main()
{
    pid_t pid;

    for (int i = 0; i < NUM_USERS; i++)
    {
        pid = fork();

        if (pid < 0)
        {
            perror("fork failed");
            exit(1);
        }

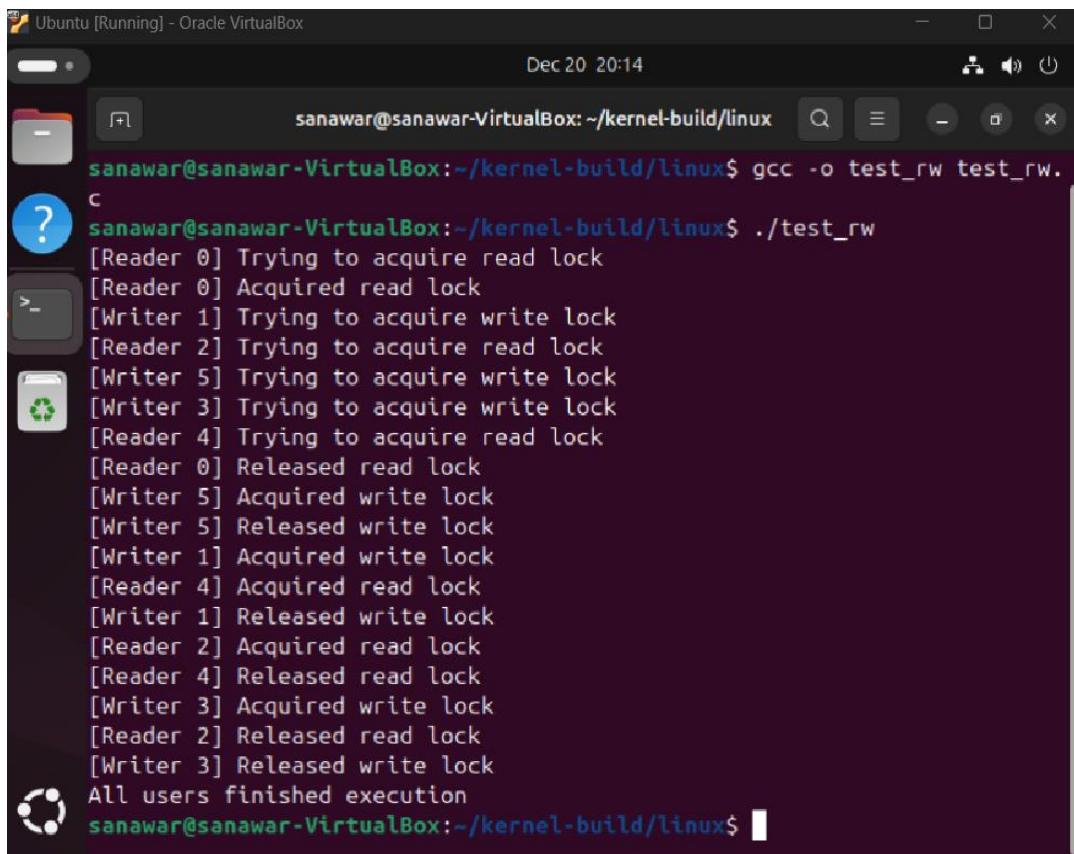
        if (pid == 0)
        {
            // Child process
            if (i % 2 == 0)
                reader_process(i);
            else
                writer_process(i);
        }
    }

    // Parent waits for all children
    for (int i = 0; i < NUM_USERS; i++)
        wait(NULL);
}

```

```
    printf("All users finished execution\n");
    return 0;
}
```

Output:



The screenshot shows a terminal window titled "Ubuntu [Running] - Oracle VirtualBox". The terminal window has a dark background with light-colored text. It displays the output of a C program. The program starts by compiling a file named "test_rw.c" into an executable "test_rw". Then it runs the executable. The output shows several processes: Reader 0, Reader 1, Reader 2, Writer 1, Writer 2, Writer 3, and Writer 5. These processes are shown trying to acquire and release both read and write locks. The sequence of events includes acquiring locks, releasing them, and eventually all users finishing execution.

```
Ubuntu [Running] - Oracle VirtualBox
Dec 20 20:14
sanawar@sanawar-VirtualBox:~/kernel-build/linux$ gcc -o test_rw test_rw.c
sanawar@sanawar-VirtualBox:~/kernel-build/linux$ ./test_rw
[Reader 0] Trying to acquire read lock
[Reader 0] Acquired read lock
[Writer 1] Trying to acquire write lock
[Reader 2] Trying to acquire read lock
[Writer 5] Trying to acquire write lock
[Writer 3] Trying to acquire write lock
[Reader 4] Trying to acquire read lock
[Reader 0] Released read lock
[Writer 5] Acquired write lock
[Writer 5] Released write lock
[Writer 1] Acquired write lock
[Reader 4] Acquired read lock
[Writer 1] Released write lock
[Reader 2] Acquired read lock
[Reader 4] Released read lock
[Writer 3] Acquired write lock
[Reader 2] Released read lock
[Writer 3] Released write lock
All users finished execution
sanawar@sanawar-VirtualBox:~/kernel-build/linux$
```

Diagram Flow:

