

现代操作系统实验报告

——生产者消费者问题

实验编号 二
实验名称 生产者消费者问题
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实验日期 2016 年 10 月 27 日
至 2016 年 11 月 8 日

评分教师 实验报告成绩
评分日期 年 月 日

一、实验目的：

- 掌握信号量及相关知识
- 理解临界区及保护操作原理

二、实验环境

Java

Eclipse Mars Release (4.5.0)

三、实验报告

1. 运行结果：

```
- Stock is 1
Producer 2
- Stock is 2
Producer 1
- Stock is 3
Producer 3
- Stock is 4
Producer 4
+ Stock is 3
+ Stock is 2
Consumer 2
+ Stock is 1
Consumer 1
+ Stock is 0
Consumer 4
Consumer 3
- Stock is 1
Producer 2
- Stock is 2
Producer 3
- Stock is 3
Producer 1
- Stock is 4
Producer 4
- Stock is 5
Producer 1
- Stock is 6
Producer 4
- Stock is 7
Producer 3
- Stock is 8
Producer 2
- Stock is 9
Producer 3
- Stock is 10
Producer 4
+ Stock is 9
Consumer 2
+ Stock is 8
Consumer 3
```

说明：程序停止的设定为生产及操作共进行 20 次。

2. 关键代码说明:

a. 创建线程及 buffer:

```
P1 = new Thread(new Producer());
P2 = new Thread(new Producer());
P3 = new Thread(new Producer());
P4 = new Thread(new Producer());
P1.start();
P2.start();
P3.start();
P4.start();
C1 = new Thread(new Consumer());
C2 = new Thread(new Consumer());
C3 = new Thread(new Consumer());
C4 = new Thread(new Consumer());
C1.start();
C2.start();
C3.start();
C4.start();
}

static int time = 0;

static Thread P1;
static Thread P2;
static Thread P3;
static Thread P4;
static Thread C1;
static Thread C2;
static Thread C3;
static Thread C4;

static Warehouse buffer = new Warehouse();
```

分别创建生产者与消费者各 4 个，并创建 buffer 以用于产品数量的存储与处理。

b. 生产者类:

```
// producer
static class Producer implements Runnable {
    static int num = 1;
    @Override
    public void run() {
        int n = num++; // every time a producer run, stock + 1
        while (true) {
            try {
                buffer.put(n);
                System.out.println("Producer " + n);
                // fast, sleep for 10 ms
                Thread.sleep(10);
            } catch (InterruptedException e) {
                e.printStackTrace();
            }
        }
    }
}
```

类定义中包含了每次 run 中进行的产品数量的增一操作。

c. 消费者类:

```

// consumer
static class Consumer implements Runnable {
    @Override
    public void run() {
        while (true) {
            try {
                System.out.println("Consumer " + buffer.take());
                // slow, sleep for 1000 ms
                Thread.sleep(1000);
            } catch (InterruptedException e) {
                e.printStackTrace();
            }
        }
    }
}

```

类定义中包含了每次 run 中进行的产品数量的减一操作。

d. 仓库类（核心）：

首先实现三种信号量：

```

// Lock_NotFull
final Semaphore notFull = new Semaphore(10);
// Lock_NotEmpty
final Semaphore notEmpty = new Semaphore(0);
// Lock_Mutex(core)
final Semaphore mutex = new Semaphore(1);

```

每次生产操作的实现：

```

/**
 * put products into warehouse
 *
 * @param x
 * @throws InterruptedException
 */
public void put(Object x) throws InterruptedException {
    // guarantee NotFull
    notFull.acquire(); // Semaphore.acquire() -- get a permission
    // guarantee NotConflict
    mutex.acquire();
    try {
        // add stock
        items[putptr] = x;
        if (++putptr == items.length)
            putptr = 0;
        ++count;
        time++;
        if (time > 20) {
            P1.stop();
            P2.stop();
            P3.stop();
            P4.stop();
        }
        System.out.println("- Stock is " + count);
    } finally {
        // quit from core
        mutex.release(); // Semaphore.release() -- liberate a permission
        // add NotEmpty Semaphore, there for allowing to take Item out
        notEmpty.release();
    }
}

```

每次消费操作的实现：

```

/**
 * get products from warehouse
 *
 * @return
 * @throws InterruptedException
 */
public Object take() throws InterruptedException {
    // guarantee NotFull
    notEmpty.acquire();
    // guarantee NotConflict
    mutex.acquire();
    try {
        // reduce stock
        Object x = items[takeptr];
        if (++takeptr == items.length)
            takeptr = 0;
        --count;
        time++;
        if (time > 20) {
            C1.stop();
            C2.stop();
            C3.stop();
            C4.stop();
        }
        System.out.println("+ Stock is " + count);
        return x;
    } finally {
        // quit from core
        mutex.release();
        // add NotEmpty Semaphore, there for allowing to put Item in
        notFull.release();
    }
}

```

四、写在最后

感谢李旭东老师对此次实验的辛勤指导和悉心解答。