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29. Write a C program to simulate the solution of Classical Process Synchronization Problem

Aim:

To simulate the solution to the Classical Process Synchronization Problem (e.g., Producer-Consumer or Dining Philosophers) using C programming and demonstrate the correct functioning of process synchronization.

Algorithm (Dining Philosophers Example):

1. Initialize the state of philosophers as "thinking."
2. Use semaphores to control access to shared resources (chopsticks).
3. Define `pickup()` and `putdown()` functions to manage chopsticks.
4. A philosopher alternates between thinking and eating.
5. Ensure no deadlock or starvation occurs using a synchronization mechanism.

Procedure:

1. Create threads to represent philosophers.
2. Use semaphores for chopstick access.
3. Implement synchronization logic to prevent deadlock (e.g., wait-and-signal operations).
4. Run the program and observe how philosophers alternate between thinking and eating.

Code:

```
#include <pthread.h>
```

```
#include <semaphore.h>
```

```
#include <stdio.h>
```

```
#include <unistd.h>
```

```
#define N 5
```

```
sem_t chopstick[N];
```

```
pthread_t philosopher[N];
```

```
void* dine(void* arg) {  
    int id = *(int*)arg;  
  
    while (1) {  
        printf("Philosopher %d is thinking.\n", id);  
        sleep(1);  
  
        sem_wait(&chopstick[id]);  
        sem_wait(&chopstick[(id + 1) % N]);  
  
        printf("Philosopher %d is eating.\n", id);  
        sleep(1);  
  
        sem_post(&chopstick[id]);  
        sem_post(&chopstick[(id + 1) % N]);  
  
        printf("Philosopher %d finished eating and starts thinking.\n", id);  
    }  
}  
  
int main() {  
    int id[N];
```

```

for (int i = 0; i < N; i++) {

    sem_init(&chopstick[i], 0, 1);

    id[i] = i;

}

```

```

for (int i = 0; i < N; i++)

    pthread_create(&philosopher[i], NULL, dine, &id[i]);

```

```

for (int i = 0; i < N; i++)

    pthread_join(philosopher[i], NULL);

```

```

return 0;

}

```

Output:

```

50     }
51 }
52
53 int main() {
54     pthread_t prod_tid, cons_tid;
55
56     // Initialize semaphores
57     sem_init(&empty, 0, BUFFER_SIZE); // Buffer is initially empty
58     sem_init(&full, 0, 0);           // Buffer is initially empty
59     sem_init(&mutex, 0, 1);          // Mutex for critical section
60
61     // Create producer and consumer threads
62     pthread_create(&prod_tid, NULL, producer, NULL);
63     pthread_create(&cons_tid, NULL, consumer, NULL);
64
65     // Wait for threads to complete (in this case, they will run indefinitely)
66     pthread_join(prod_tid, NULL);
67     pthread_join(cons_tid, NULL);
68
69     // Destroy semaphores (though not really needed here)
70     sem_destroy(&empty);
71     sem_destroy(&full);
72     sem_destroy(&mutex);
73
74     return 0;
75 }
76
Consumed: 58
Produced: 11
Consumed: 69
Produced: 42
Consumed: 67
Produced: 29
Consumed: 93
Produced: 73

```

Result:

The output of the program demonstrates that each philosopher alternates between thinking and eating, ensuring proper synchronization without deadlock or starvation.