

multithreaded program that tests your solution to Exercise 3.20. You will create a number of threads—for example, 100—and each thread will request a pid, sleep for a random period of time, and then release the pid. (Sleeping for a random period of time approximates the typical pid usage in which a pid is assigned to a new process, the process executes and then terminates, and the pid is released on the process's termination.) On UNIX and Linux systems, sleeping is accomplished through the `sleep()` function, which is passed an integer value representing the number of seconds to sleep. This problem will be modified in Chapter 7.

- 4.29 Exercise 3.25 in Chapter 3 involves designing an echo server using the Java threading API. This server is single-threaded, meaning that the server cannot respond to concurrent echo clients until the current client exits. Modify the solution to Exercise 3.25 so that the echo server services each client in a separate request.

## Programming Projects

### Project 1—Sudoku Solution Validator

A *Sudoku* puzzle uses a  $9 \times 9$  grid in which each column and row, as well as each of the nine  $3 \times 3$  subgrids, must contain all of the digits  $1 \dots 9$ . Figure 4.26 presents an example of a valid Sudoku puzzle. This project consists of designing a multithreaded application that determines whether the solution to a Sudoku puzzle is valid.

There are several different ways of multithreading this application. One suggested strategy is to create threads that check the following criteria:

- A thread to check that each column contains the digits 1 through 9
- A thread to check that each row contains the digits 1 through 9

6	2	4	5	3	9	1	8	7
5	1	9	7	2	8	6	3	4
8	3	7	6	1	4	2	9	5
1	4	3	8	6	5	7	2	9
9	5	8	2	4	7	3	6	1
7	6	2	3	9	1	4	5	8
3	7	1	9	5	6	8	4	2
4	9	6	1	8	2	5	7	3
2	8	5	4	7	3	9	1	6

Figure 4.26 Solution to a  $9 \times 9$  Sudoku puzzle.

- Nine threads to check that each of the  $3 \times 3$  subgrids contains the digits 1 through 9

This would result in a total of eleven separate threads for validating a Sudoku puzzle. However, you are welcome to create even more threads for this project. For example, rather than creating one thread that checks all nine columns, you could create nine separate threads and have each of them check one column.

## I. Passing Parameters to Each Thread

The parent thread will create the worker threads, passing each worker the location that it must check in the Sudoku grid. This step will require passing several parameters to each thread. The easiest approach is to create a data structure using a struct. For example, a structure to pass the row and column where a thread must begin validating would appear as follows:

```
/* structure for passing data to threads */
typedef struct
{
    int row;
    int column;
} parameters;
```

Both Pthreads and Windows programs will create worker threads using a strategy similar to that shown below:

```
parameters *data = (parameters *) malloc(sizeof(parameters));
data->row = 1;
data->column = 1;
/* Now create the thread passing it data as a parameter */
```

The data pointer will be passed to either the `pthread_create()` (Pthreads) function or the `CreateThread()` (Windows) function, which in turn will pass it as a parameter to the function that is to run as a separate thread.

## II. Returning Results to the Parent Thread

Each worker thread is assigned the task of determining the validity of a particular region of the Sudoku puzzle. Once a worker has performed this check, it must pass its results back to the parent. One good way to handle this is to create an array of integer values that is visible to each thread. The  $i^{th}$  index in this array corresponds to the  $i^{th}$  worker thread. If a worker sets its corresponding value to 1, it is indicating that its region of the Sudoku puzzle is valid. A value of 0 indicates otherwise. When all worker threads have completed, the parent thread checks each entry in the result array to determine if the Sudoku puzzle is valid.

## Project 2—Multithreaded Sorting Application

Write a multithreaded sorting program that works as follows: A list of integers is divided into **two smaller lists of equal size**. Two separate threads (which we

will term **sorting threads** sort each sublist using a sorting algorithm of your choice. The two sublists are then **merged by a third thread—a merging thread**—which merges the two sublists into a single sorted list.

Because global data are shared across all threads, perhaps the easiest way to set up the data is to create a **global array**. Each sorting thread will work on **one half of this array**. A second global array of the same size as the unsorted integer array will also be established. The merging thread will then merge the two sublists into this second array. Graphically, this program is structured as in Figure 4.27.

This programming project will require passing parameters to each of the sorting threads. In particular, it will be necessary to identify the starting index from which each thread is to begin sorting. Refer to the instructions in Project 1 for details on passing parameters to a thread.

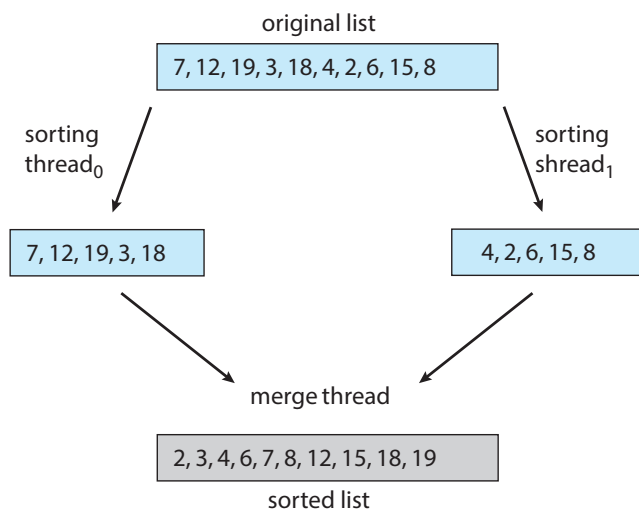
The parent thread will **output the sorted array once all sorting threads have exited**.

### Project 3—Fork-Join Sorting Application

Implement the preceding project (Multithreaded Sorting Application) using Java's fork-join parallelism API. This project will be developed in two different versions. Each version will implement a different divide-and-conquer sorting algorithm:

1. Quicksort
2. Mergesort

The Quicksort implementation will use the Quicksort algorithm for dividing the list of elements to be sorted into a *left half* and a *right half* based on the



**Figure 4.27** Multithreaded sorting.

position of the pivot value. The Mergesort algorithm will divide the list into two evenly sized halves. For both the Quicksort and Mergesort algorithms, when the list to be sorted falls within some threshold value (for example, the list is size 100 or fewer), directly apply a simple algorithm such as the Selection or Insertion sort. Most data structures texts describe these two well-known, divide-and-conquer sorting algorithms.

The class `SumTask` shown in Section 4.5.2.1 extends `RecursiveTask`, which is a result-bearing `ForkJoinTask`. As this assignment will involve sorting the array that is passed to the task, but not returning any values, you will instead create a class that extends `RecursiveAction`, a non result-bearing `ForkJoinTask` (see Figure 4.19).

The objects passed to each sorting algorithm are required to implement Java's `Comparable` interface, and this will need to be reflected in the class definition for each sorting algorithm. The source code download for this text includes Java code that provides the foundations for beginning this project.