# BARRIERS作业报告

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### 一、准备工作

下载barrier.c并在电脑上进行编译:

2指定在borrier上同步的线程数( barrier.c 中的 nthread )。每个线程都处于紧密的循环中。在每个循环迭代中,线程都会调用 barrier() ,然后在随机的微秒数内休眠。断言触发,因为一个线程在另一线程到达屏障之前就离开了屏障。理想的行为是所有线程都应阻塞,直到 nthread 调用 barrier 为止。

目标是实现所需的行为。除了以前看到的<mark>锁原语</mark>之外,您还将需要以下新的pthread原语:

```
pthread_cond_wait(&cond, &mutex); // go to sleep on cond, releasing
lock mutex
pthread_cond_broadcast(&cond); // wake up every thread sleeping on
cond
pthread_cond_wait releases the mutex when called, and re-acquires the
mutex before returning.
```

#### 二、实现barrier()

```
1 static void
2 barrier()
3 {
```

```
pthread mutex lock(&bstate.barrier mutex);
4
5
        bstate.nthread++;
        printf("in round %d as %d\n", bstate.round, bstate.nthread);
 6
        if (bstate.nthread != nthread)
 7
 8
            pthread_cond_wait(&bstate.barrier_cond,
    &bstate.barrier mutex);
10
        }
        else
11
12
        {
13
            bstate.round++;
14
            bstate.nthread = 0;
15
            pthread cond broadcast(&bstate.barrier cond);
16
        }
        pthread mutex unlock(&bstate.barrier mutex);
17
18
```

### 三、测试结果

使用一个、两个和多个线程测试代码。

#### 1个线程

```
in round 19995 as 1
in round 19996 as 1
in round 19997 as 1
in round 19998 as 1
in round 19999 as 1
OK; passed
```

#### 2个线程

```
[(base) houyuqiandeMacBook-Pro:barriers yuqianhou$ ./a.out 2
in round 0 as 1
in round 1 as 1
in round 1 as 2
in round 2 as 1
in round 2 as 2
in round 3 as 1
in round 4 as 1
in round 4 as 2
in round 5 as 1
in round 5 as 2
in round 6 as 1
```

. . . . . .

```
in round 19995 as 1
in round 19996 as 2
in round 19996 as 1
in round 19997 as 2
in round 19997 as 2
in round 19998 as 1
in round 19998 as 2
in round 19999 as 2
in round 19999 as 2
OK; passed
```

## 3个线程

```
[(base) houyuqiandeMacBook-Pro:barriers yuqianhou$ ./a.out 3
in round 0 as 1
in round 0 as 2
in round 1 as 1
in round 1 as 2
in round 1 as 3
in round 2 as 3
in round 2 as 2
in round 3 as 1
in round 3 as 3
in round 3 as 3
in round 4 as 1
```

. . . . . .

```
in round 19995 as 3
in round 19996 as 1
in round 19996 as 2
in round 19996 as 3
in round 19997 as 1
in round 19997 as 2
in round 19997 as 3
in round 19998 as 1
in round 19998 as 2
in round 19998 as 3
in round 19999 as 3
in round 19999 as 2
in round 19999 as 2
in round 19999 as 3
OK; passed
```