CSE231 - Operating Systems Assignment 4 Exercise 4.1

Name: Abhik S Basu Roll Number: 2020165

Section: A Branch: CSE

Task: Solving the Producer-Consumer problem in the kernel

space

I have submitted 2 files namely: p.c & c.c

Approach

In this assignment we need to do mainly 3 things in order for the problem to be solved.

We need to create two sys calls: reader & writer

Before we walk into the details of what is happening, we first tell you what all we are taking globally.

We have made a circular queue of type unsigned long long and initialise it to null. Similarly head and tail are initialised to -1 as initial values. The size is 10 for the queue which is also used for instantiating the producer semaphore.

We instantiate 3 semaphores:

1) sem1: This is essentially a counting semaphore. This is the producer semaphore, we initialise it with the size of our queue. So producer is initially not sending anything to the consumer so its initial values are that

of the queue. And as we send data to the consumer the semaphore updates itself accordingly.

- 2) sem2: This is essentially a counting semaphore. This is the consumer semaphore, we initialise it with the size zero. So consumer is essentially not receiving anything from the producer so its initial values are that of zero. And as we send data from the producer, the semaphore updates itself accordingly.
- 3) sem3: This is a binary semaphore and acts like the mutex lock in our solution. It makes sure that the process happening between producer and consumer is mutually exclusive to one of the users and helps in providing exclusive access to one of them hence helping in solving the problem.

Now we implement our reader and writer sys calls. In both of these we only take a single parameter which is an unsigned long long and indicates the number to be enqueued or dequeued.

Both the calls are similar to each other, we first check in both if the circular queue is null or not. If it is null then we initialise the semaphores and queues head and tail as well. Then we essentially just replicate the enqueue and dequeue operations in write and read respectively. We make sure to use our down (wait) and up (notify) operations for the producer and consumer and mutex lock semaphores accordingly to avoid any sort of synchronisation issues.

After this we just add these to our sys call table and click on make and then make the kernel.

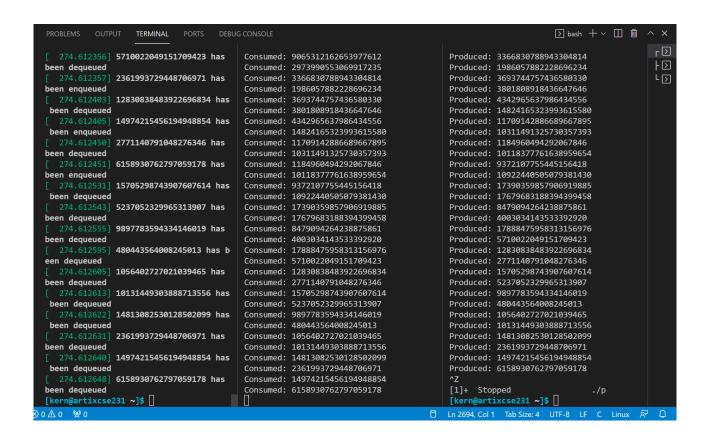
Testing

We now need to test whether our sys call is working or not. For that we create two c programmes.

One is p.c, which is basically the producer, in this we open the /dev/urandom file which is basically a pseudo random number generators. Here we generate our number and then using our syscall we put it into our queue.

In the c.c, which is basically the consumer, we just read this value from our created queue and print it as well.

In order, to make sure that both the sys calls were working, I have also printed the values enqueued and dequeued in the log to make sure that the sys call is working correctly.



To make all the files, we have to run the command make

```
M makefile
3   p: p.c
4   gcc p.c -o p
5
6   c: c.c
7   gcc c.c -o c
8
9   clean:
10   rm p c
```

To run the code, open 3 terminals and put the following commands:

./p ./c sudo dmesg