Operating System

Report Assignment Simulation Based

16th Question

16. A barrier is a tool for synchronizing the activity of a number of threads. When a thread reaches a barrier point, it cannot proceed until all other threads have reached this point as well. When the last thread reaches the barrier point, all threads are released and can resume concurrent execution. Assume that the barrier is initialized to N —the number of threads that must wait at the barrier point:

init(N);

Each thread then performs some work until it reaches the barrier point:

/* do some work for awhile */barrier point();

/* do some work for awhile */

Using synchronization tools described in this chapter, construct a barrier that implements the following API:

- int init(int n) —Initializes the barrier to the specified size.
- int barrier point(void) —Identifies the barrier point. All threads are released from the barrier when the last thread reaches this point.

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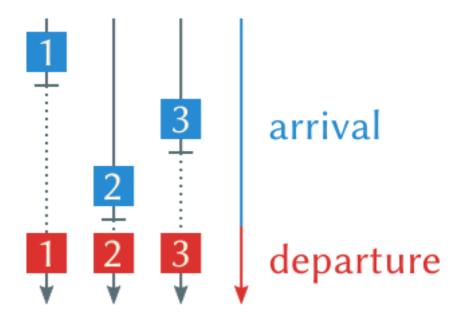
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GitHub Link: https://github.com/adityasingh110/OS_Assignment_Q16.git

Barriers

A barrier is a type of synchronization method. A barrier for a group of threads or processes in the source code means any thread/process must stop at this point and cannot proceed until all other threads/processes reach this barrier.

A barrier is a method to implement synchronization. Synchronization ensures that concurrently executing threads or processes do not execute specific portions of the program at the same time. When a barrier is inserted at a specific point in a program for a group of threads [processes], any thread [process] must stop at this point and cannot proceed until all other threads [processes] reach this barrier.



Algorithm:

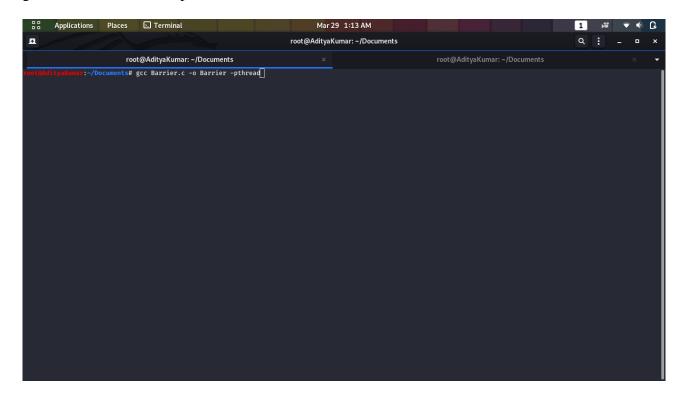
- 1. Initialize barrier size and thread count;
- 2. Create threads
- 3. Threads doing some work
- 4. Threads waiting at the barrier.
- 5. Barrier is released when last thread comes at the thread.
- 6. All threads complete thier task and exit.
- 7. Exit.

Complexity:

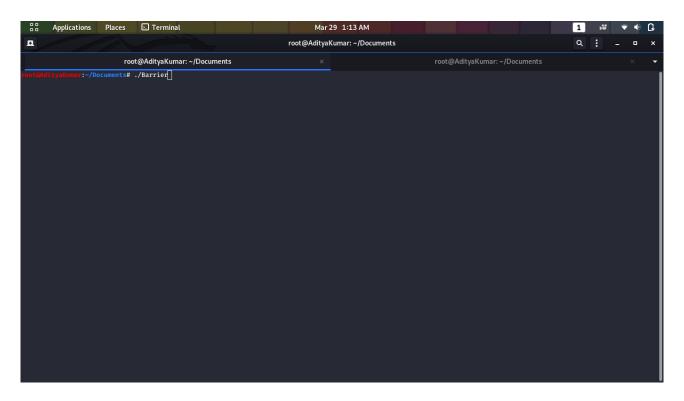
O (n) complexity. "n" is no of thread count.

Compile and Run:

Use following command to compile program - gcc Barrier.c -o Barrier -pthread

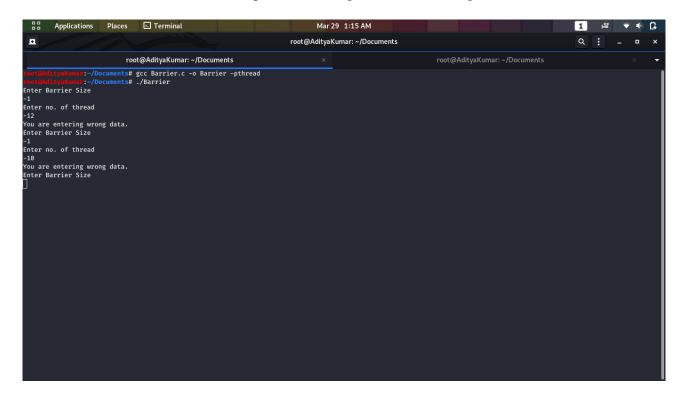


use following command to run program-./Barrier

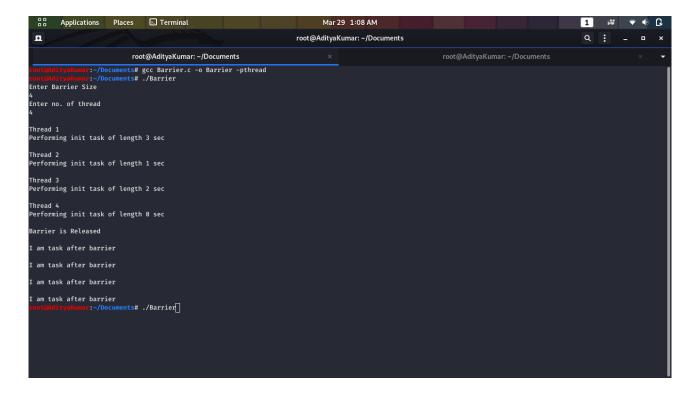


Test Cases:-

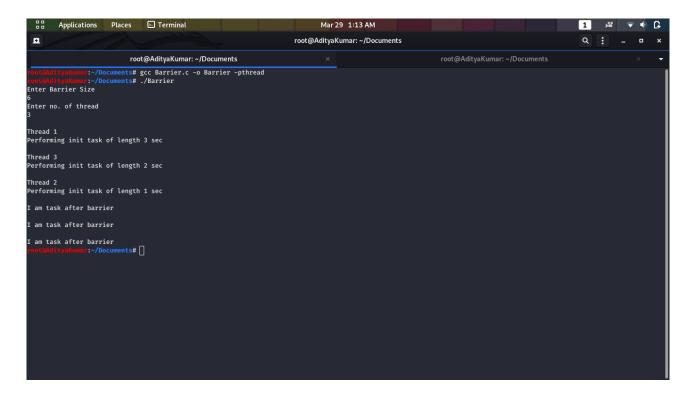
Case 1: when user enter invalid input like – string, double, float, negative no. etc.



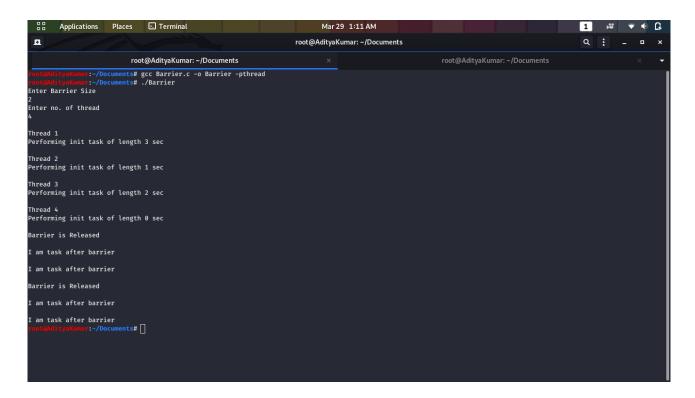
Case 2: when no. of thread equal to size of barrier.



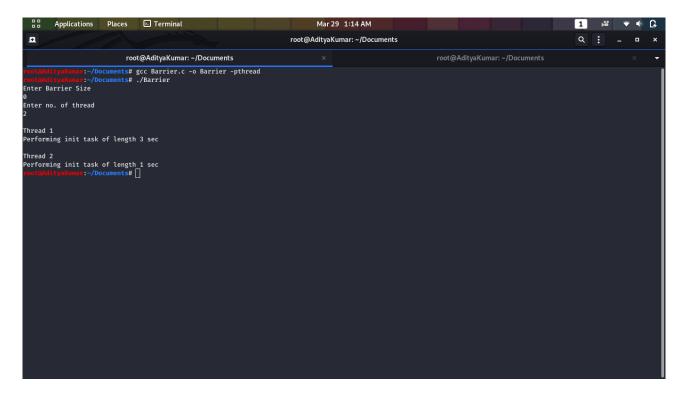
Case 3: when no. of thread is less than size of barrier.



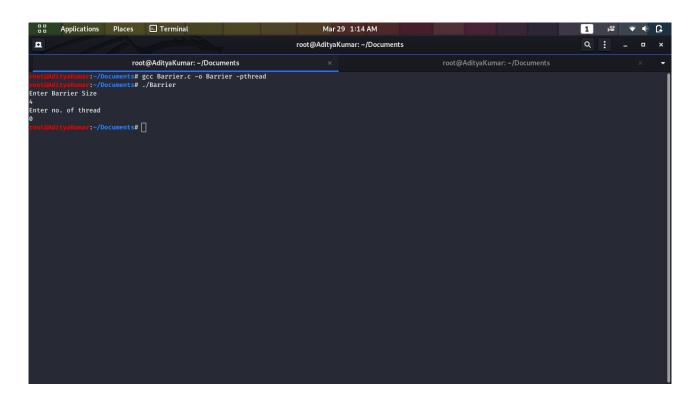
Case 4: when no. of thread is greater than size of Barrier.



Case 5: when size of Barrier equal to '0'.



Case 6: when thread equal to '0'.



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