

## **CSE 344 System Programming Homework #5 Report**

Firstly I created a file structure `FileInformation`. In this structure `sourceFd` hides `sourceFiles` file descriptor, `destFd` hides destination files file descriptor, `filename` hides name of copied file, `type` hides type of file. This is for `consumerThreadFunc`. In this function I first look for type of my file. My copy operation is different for FIFO and Regular Files so I need to pass the type of copied file, `destinationPath` is for hide files destination path. I use it for create FIFO to destination file with `mkfifo`, and `fileSize` is for hiding copied regular files sizes. I open descriptors here and I get information about files (like type, filename, path) here so I need to pass them in `producerThreadFunc` so I must hide them in here for usage in `consumerThreadFunc`. The global variables `bufferMutex`, `bufferEmpty`, `bufferFull`, and `outputLock` are used for synchronization and mutual exclusion in program. Since it is a multithreaded program I need them for prevent race conditions and data corruption.

`bufferMutex`: that is used to protect access to shared resources or critical sections of code. It ensures that only one thread can enter the critical section at a time for preventing data races.

`bufferEmpty` and `bufferFull`: These are used with the `bufferMutex` to implement a producer-consumer pattern. They allow threads to wait until a certain condition is met before proceeding. `bufferEmpty` is used by consumer threads to wait until there is data in the buffer to consume, and `bufferFull` is used by the producer thread to wait until there is space available in the buffer to produce more data.

`outputLock`: This mutex is used to synchronize access to the standard output, such as printing messages. It ensures that only one thread can access the standard output at a time.

I create `copyDirs` function for creating directories to destination directory. I need to recursively copy subdirectories. So for this, I created this function. When `producerThreadFunc` finds a folder for copy, it calls this function. This function is recursive. Every time it recursively finds subdirectories and files. Looks directory for if it is a parent directory or current directory. If one of them it skip it. Creates destination directory if it doesn't exist. This is done by checking the existence of the destination directory using `stat`. If the directory doesn't exist, `mkdir` is called to create it with permissions `0777`. And fills information about files. If file is directory, calls himself again. If it is regular file, makes its type 0. Opens `sourceFd` and `destFd` for usage in `consumerThreadFunc`. Save file info in buffer. Then wait for consumer thread to copy file. If it is a FIFO makes its type 1. Hides infos like path type in buffer. And wait for consumer thread to copy fifo.

My `producerThreadFunc` is so similar to `copyDirs` function. It again controls files for 3 type. Directory, FIFO, Regular File then make same operation as `copyDirs` function.

My `consumerThreadFunc` reads an item from the buffer. If file type is regular file (`type==1`) copies the file from the source file descriptor to the destination file descriptor and closes files. If the type is FIFO, it creates a new FIFO with same name and its same directory. In critical section it writes a message to standard output, increases regular files count or FIFO count and add `totalBytesSize` to `fileSize`.

In main I allocate space for global pointer variables. Control if the program called properly. Program should call like `./pCp bufferSize numberOfConsumers oldDirectory newDirectory`. I hide this information in variables and then create threads. I get time of day before creating threads. There must be one producer thread and there should be at most

bufferSize consumer thread. Then pthread join, I wait for all thread finish ther jobs. Then get time of day again and subtrack them to each other to find time passed for program working time. Then I print required informations.

Different runs and results:

The screenshot shows a file manager window with files: a.txt, aaa.txt, alphabet.txt, as, den, deneme, hello, HWS.pdf, and random.txt. The terminal window shows the command `./pCp 1 1 old new` and the following output:

```

karacete@karacete-GL553VD: ~/Desktop/system$ ./pCp 1 1 old new
File aaa.txt copied successfully
Directory as has copied successfully!
Directory hey has copied successfully!
File HWS.pdf copied successfully
File a.txt copied successfully
Fifo deneme3 copied successfully
Fifo deneme2 copied successfully
File mrb copied successfully
File alphabet.txt copied successfully
File hello copied successfully
Fifo deneme copied successfully
File random.txt copied successfully
File den copied successfully
Total second pass for copy operation: 16875 microseconds.
Total Counts:
Folder Count: 2 Regular File Count:8 , Fifo Count: 3
Total copied bytes: 546641
karacete@karacete-GL553VD: ~/Desktop/system$

```

The code snippet at the bottom shows the consumer thread function:

```

217 // Consumer thread function
218 void* consumerThreadFunc(void* arg) {
219     while (1) {
220         pthread_mutex_lock(&bufferMut
221         while (bufferCount == 0) {
222             if (!doneFlag) {
223

```

With 1 thread it took very long time then others.

The screenshot shows the same file manager window. The terminal window shows the command `./pCp 5 5 old new` and the following output:

```

karacete@karacete-GL553VD: ~/Desktop/system$ ./pCp 5 5 old new
Directory as has copied successfully!
File a.txt copied successfully
Directory hey has copied successfully!
Fifo deneme3 copied successfully
File mrb copied successfully
Fifo deneme copied successfully
File hello copied successfully
File den copied successfully
Fifo deneme2 copied successfully
File aaa.txt copied successfully
File alphabet.txt copied successfully
File random.txt copied successfully
File HWS.pdf copied successfully
Total second pass for copy operation: 8724 microseconds.
Total Counts:
Folder Count: 2 Regular File Count:8 , Fifo Count: 3
Total copied bytes: 546641
karacete@karacete-GL553VD: ~/Desktop/system$

```

The code snippet at the bottom shows the consumer thread function:

```

217 // Consumer thread function
218 void* consumerThreadFunc(void* arg) {
219     while (1) {
220         pthread_mutex_lock(&bufferMut
221         while (bufferCount == 0) {
222             if (!doneFlag) {
223

```

The screenshot shows the same file manager window. The terminal window shows the command `./pCp 1 5 old new` and the following output:

```

karacete@karacete-GL553VD: ~/Desktop/system$ ./pCp 1 5 old new
File random.txt copied successfully
File HWS.pdf copied successfully
Total second pass for copy operation: 9278 microseconds.
Total Counts:
Folder Count: 2 Regular File Count:8 , Fifo Count: 3
Total copied bytes: 546641
karacete@karacete-GL553VD: ~/Desktop/system$

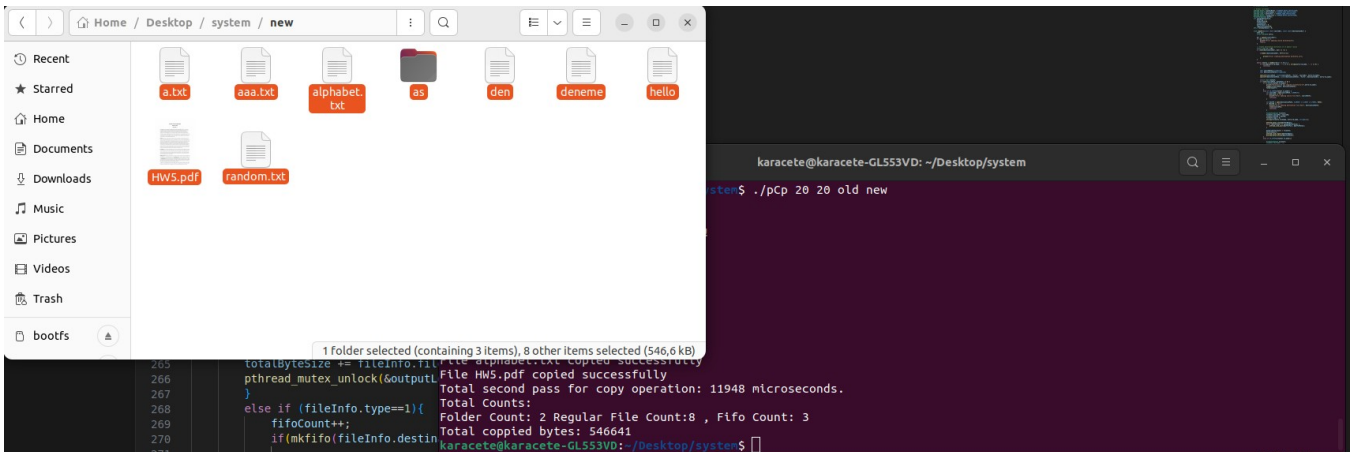
```

The code snippet at the bottom shows the consumer thread function:

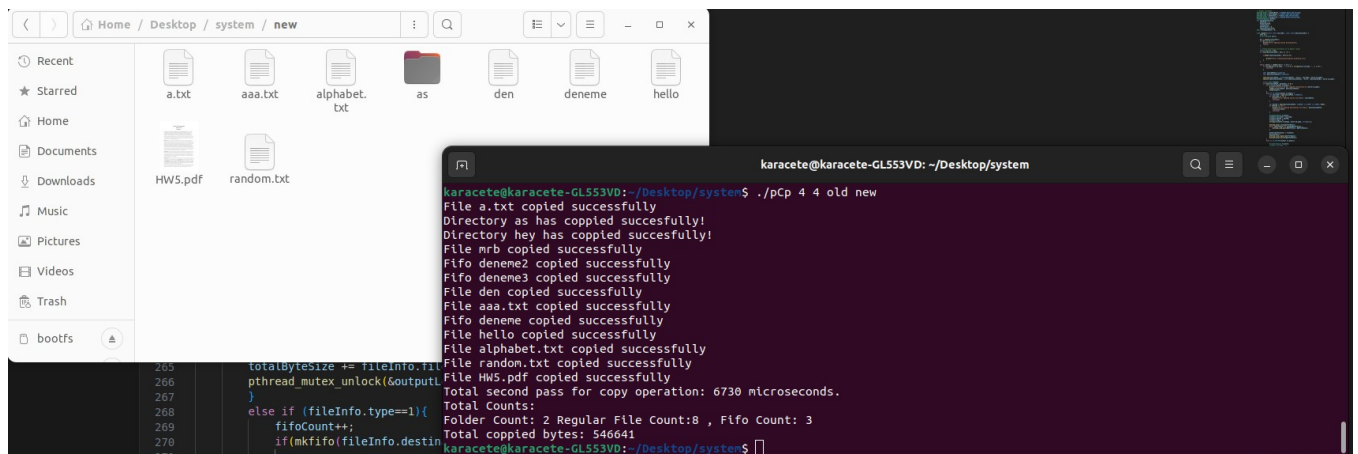
```

265 totalbytesize += fileInfo.size;
266 pthread_mutex_unlock(&outputM
267 }
268 else if (fileInfo.type==1){
269     fifoCount++;
270     if(mkfifo(fileInfo.destin
271

```

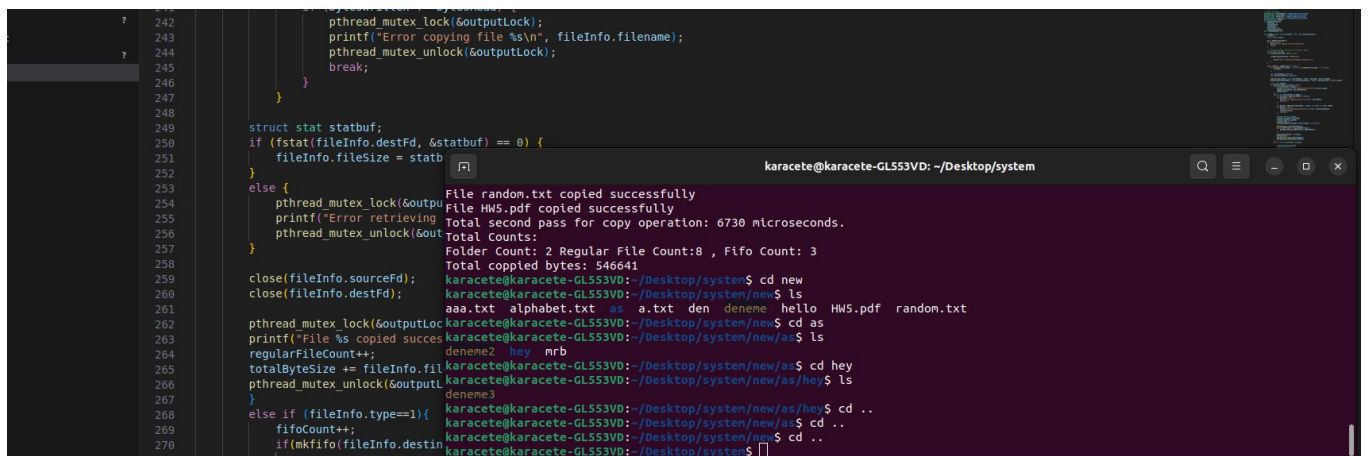


When thread size increased, programs started to become slow.



I get best result in 4 thread and 4 buffer size.

Look from terminal:



The limit on the number of open file descriptors is determined by the operating system.

1. **Per-process limit:** This is the maximum number of file descriptors that a single process can have open at the same time. I check my limit with

```
karacete@karacete-GL553VD: ~/Desktop/system$ ulimit -n
1024
karacete@karacete-GL553VD: ~/Desktop/system$
```

Exceeding the per-process limit on open file descriptors can lead to errors when attempting to open additional files.

`ulimit -n` it gives me 1024.

I firstly use it and result:

```
karacete@karacete-GL553VD: ~/Desktop/system
Total second pass for copy operation: 412777 microseconds.
; Total Counts:
/ Folder Count: 32 Regular File Count:1814 , Fifo Count: 0
e Total copied bytes: 153676320
karacete@karacete-GL553VD:~/Desktop/system$ ./pCp 5 5 old new
t: Directory as has copied successfully!
; File a.txt copied successfully
n Directory hey has copied successfully!
Fifo deneme2 copied successfully
l Fifo deneme3 copied successfully
b File mrb copied successfully
u File den copied successfully
u File aaa.txt copied successfully
o Fifo deneme copied successfully
l File hello copied successfully
r File alphabet.txt copied successfully
r File random.txt copied successfully
' File HW5.pdf copied successfully
0 Total second pass for copy operation: 9202 microseconds.
= Total Counts:
= Folder Count: 2 Regular File Count:8 , Fifo Count: 3
oi Total copied bytes: 546641
i: karacete@karacete-GL553VD:~/Desktop/system$ ulimit -n 5
karacete@karacete-GL553VD:~/Desktop/system$ ./pCp 5 5 old new
nst char* sourceDir, const char* destinationDir) {
```

I change it to 5 with `ulimit -n 5` .I get error.

```
me Total copied bytes: 546641
/ karacete@karacete-GL553VD:~/Desktop/system$ ulimit -n 5
at: karacete@karacete-GL553VD:~/Desktop/system$ ./pCp 5 5 old new
e; Error opening destination file new/aaa.txt
on Error opening destination file new/HW5.pdf
Error opening destination file new/a.txt
bl Directory as has copied succesfully!
bi Directory hey has copied succesfully!
bu Error opening source directory
bu Error opening source file old/as/mrb
oi Error creating FIFO.May be Fifo exists!
* Error opening destination file new/alphabet.txt
Error opening destination file new/hello
er Error opening destination file new/random.txt
0, Error creating FIFO.May be Fifo exists!
=0 Error opening destination file new/den
' Total second pass for copy operation: 1979 microseconds.
= Total Counts:
Co Folder Count: 2 Regular File Count:0 , Fifo Count: 2
Si Total copied bytes: 0
karacete@karacete-GL553VD:~/Desktop/system$ 
onst char* sourceDir, const char* destinationDir) {
```

Limit is so high so there is no problem.