

CS 323_33

Programming Language: C++

Project #9

Dependency Scheduling

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Due Date:

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*****Main*****

```
Step 0: inFile1, inFile1, outFile1, outFile2 ← open
        numProcs ← from argv[3]
        if (numProcs > numNodes)
            numProcs ← numNodes // means unlimited processors, why?

Step 1: initialization (...) // see algorithm below.
Step 2: loadOpen(...) // see algorithm below.
Step 3: printList(Open, outFile2) // debug print
Step 4: loadProcAry(...) // see algorithm below.
Step 5: hasCycle ← checkCycle (...) // on your own, see the description in the above.
        if hasCycle == true
            output error message to console: "there is cycle in the graph!!!"
            and exit the program
step 6: printScheduleTable (outFile1) // print intermediate schedule table to outFile1
step 7: currentTime++
step 8: updateProcTime (...) // on your own, see the description in the above.
step 9: deleteFinishedNodes (...)
step 10: repeat step 2 to step 11 until graphIsEmpty (...)
step 11: printScheduleTable (outFile1) // The final schedule table to outFile1
step 12: close all files
```


Source code:

```
#include <iostream>
#include <string>
#include <fstream>

using namespace std;

class Scheduling {

    class Node {
    public:
        int jobId;
        int jobTime;
        int dependentCount;
        Node* next;
        Node() {

        }

        Node(int id, int time, int dCount){
            jobId = id;
            jobTime = time;
            dependentCount = dCount;
            next = NULL;
        }

        void printNode(ofstream& outFile) {
            if(this->next == NULL){
                outFile << "(" << "jobId:" << jobId << ", " << "dependetCount: " << dependentCount <<
", next.jobId:" << "NULL" << ") -> NULL";
            } else {
                outFile << "(" << "jobId:" << jobId << ", " << "dependetCount: " << dependentCount <<
", next.jobId:" << next->jobId << ") ->";
            }
        }
    };

    class Job {
    public:
        int jobTime;
        int onWhichProc;
        int onOpen;
        int parentCount;
        int depedentCount;

        Job(){ // set all to zero?
            jobTime = 0;
            onWhichProc = 0;
            onOpen = 0;
            parentCount = 0;
            depedentCount = 0;
        }
    };

    class Proc {
    public:
        int doWhichJob = -1;
        int timeRemain = 0; // start at zero AKA available
    };

public:
    int numNodes;
    int numProcs;
    int procUsed;

    Job* jobAry;
    Proc* procAry;
```

```

Node* Open;

int** adjMatrix;
int* parentCountAry;
int* dependentCountAry;
int* onGraphAry;
int totalJobTimes;
int** scheduleTable;

int currentTime; // This could be outside the code however it will make passing the variable
around an pain so KEEP IN CLASS!

void initialization(ifstream& inputFile1, ifstream& inputFile2, int numberOfProcs){
    // 0
    procUsed = 0;
    currentTime = 0; // Maybe be class variable? Does it get passed around?
    Open = new Node(0,0,0); // headList

    // 1
    numProcs = numberOfProcs; // from argument

    // 2
    inputFile1 >> numNodes;
    if (numProcs > numNodes){
        numProcs = numNodes; // because each node can have thier own processors
    }
    // cout << "numNodes: " << numNodes << " " << numProcs << endl;

    // 3
    // adjMatrix init and then set to zero
    adjMatrix = new int*[numNodes+1];
    for(int i = 0; i < numNodes+1; i++){
        adjMatrix[i] = new int[numNodes+1];
    }
    // to zeros
    for(int i = 0; i < numNodes+1; i++){
        for(int j = 0; j < numNodes+1; j++){
            adjMatrix[i][j] = 0;
        }
    }

    parentCountAry = new int[numNodes+1];
    for(int i = 1 ; i < numNodes+1; i++){parentCountAry[i] = 0;}

    dependentCountAry = new int[numNodes+1];
    for(int i = 1 ; i < numNodes+1; i++){dependentCountAry[i] = 0;}

    onGraphAry = new int[numNodes+1];
    for(int i = 1; i < numNodes + 1; i++){
        onGraphAry[i] = 1;
    }

    jobAry = new Job[numNodes+1];
    // for(int i = 1; i < numNodes+1; i++){
    //     jobAry[i] = Job();
    // }
    procAry = new Proc[numProcs+1];
    // for(int i = 1; i < numProcs+1; i++){
    //     procAry[i] = Proc();
    // }

```

```

// 4
loadMatrix(inputFile1);

// 5
computeParentCount();

// 6
computeDependentCount();

// 7
totalJobTimes = constructJobAry(inputFile2);
// cout << "Total job times: " << totalJobTimes << endl;

// need totalJobTimes first
scheduleTable = new int*[numProcs+1];
for(int i = 0; i < numProcs+1; i++){
    scheduleTable[i] = new int[totalJobTimes+1];
}

// for(int i = 0; i < numProcs+1; i++){
//     for(int j = 0; j < totalJobTimes+1; j++){
//         scheduleTable[i][j] = 0;
//     }
// }

}

void loadMatrix(ifstream& inputFile1){
    int parent;
    int dependent;
    while(!inputFile1.eof()){
        inputFile1 >> parent;
        inputFile1 >> dependent;
        adjMatrix[parent][dependent] = 1;
    }
}

int constructJobAry(ifstream& inputFile2){
    int totalTime = 0;
    int emptyRead;
    inputFile2 >> emptyRead; // clear the header information
    int nodeID;
    int jobTime;
    while(!inputFile2.eof()){

        inputFile2 >> nodeID;
        inputFile2 >> jobTime;

        // cout << "nodeID : " << nodeID << " jobtime: " << jobTime << endl;
        totalTime += jobTime;

        // 2
        jobAry[nodeID].jobTime = jobTime;
        jobAry[nodeID].onWhichProc = -1;
        jobAry[nodeID].onOpen = 0;
        jobAry[nodeID].parentCount = parentCountAry[nodeID];
        jobAry[nodeID].depedentCount = dependentCountAry[nodeID];
    }
    return totalTime;
}

void computeParentCount(){
    for(int nodeId = 1; nodeId < numNodes+1; nodeId++){
        int sum = 0;
        for(int i = 1; i < numNodes+1; i++){
            sum += adjMatrix[i][nodeId];
        }
    }
}

```

```

        parentCountAry[nodeId] = sum;
        jobAry[nodeId].parentCount = parentCountAry[nodeId];
    }

}

void computeDependentCount(){
    for(int nodeId = 1; nodeId < numNodes+1; nodeId++){
        int sum = 0;
        for(int j = 1; j < numNodes+1; j++){
            sum += adjMatrix[nodeId][j];
        }
        dependentCountAry[nodeId] = sum;
        jobAry[nodeId].depedentCount = dependentCountAry[nodeId];
    }
}

int findOrphan(){
    for(int i = 1; i < numNodes+1; i++){
        // cout << "node: " << i << endl;
        // cout << "parentCountAry[i]: " << parentCountAry[i] << endl;
        // cout << "jobAry[i].onOpen : " << jobAry[i].onOpen << endl;
        // cout << "jobAry[i].onWhichProc" << jobAry[i].onWhichProc << endl;
        if(parentCountAry[i] <= 0 && jobAry[i].onOpen == 0 && jobAry[i].onWhichProc <= 0){
            // cout << "***** found orphan node: " << i << endl;
            return i;
        }
    }
    return -1;
}

// Why isnt 9 at the end of the list?!
Node* findSpot(Node* newNode){
    Node* Spot = Open; //Head
    while(Spot->next != NULL && dependentCountAry[Spot->next->jobId] >=
dependentCountAry[newNode->jobId]){
        Spot = Spot->next;
    }
    return Spot;
}

void listInsert(Node* newNode){
    Node* Spot = findSpot(newNode);
    newNode->next = Spot->next;
    Spot->next = newNode;
}

void loadOpen(){
    // cout << "calling loadOpen" << endl;

    int orphanNode = findOrphan();
    if(orphanNode == -1){return;}
    int jId;
    int jt;
    // cout << "foudn orphan: " << orphanNode << endl;
    while(orphanNode != -1){
        if (orphanNode > 0) {
            // cout << "*** *** foudn orphan: " << orphanNode << endl;
            jId = orphanNode;
            jt = jobAry[jId].jobTime;
            Node* newNode = new Node(jId, jt, dependentCountAry[jId]);
            listInsert(newNode);
            jobAry[jId].onOpen = 1; // bool flag better?
        }
        orphanNode = findOrphan();
    }
}

void loadProcAry(int currentTime){

```

```

    int availProc = findProcessor();
    while(availProc > 0 && Open->next != NULL && procUsed < numProcs){
        if( availProc > 0){
            procUsed++;

            Node* newJob = Open->next;
            Open->next = Open->next->next;
            newJob->next = NULL;

            int jobId = newJob->jobId;
            int jobTime = newJob->jobTime;
            procAry[availProc].doWhichJob = jobId;
            procAry[availProc].timeRemain = jobTime;
            putJobOnTable(availProc, currentTime, jobId, jobTime);
        }
        availProc = findProcessor();
    }
}

void printList(ofstream& outFile2){
    outFile2 << "head" << "-> ";
    Node* printSpot = Open->next;
    while(printSpot != NULL){
        printSpot->printNode(outFile2);
        printSpot = printSpot->next;
    }
    outFile2 << endl;
}

void printScheduleTable(ofstream& outFile1){
    // Times
    outFile1 << "\t ";
    for(int i = 0; i <= totalJobTimes; i++){
        outFile1 << "-" << i << "--";
    }
    outFile1 << endl;

    // Each proccessor P(i) | Pi. | | | |
    for(int proc = 1; proc < numProcs + 1; proc++){
        outFile1 << "P(" << proc << ") |";
        for(int time = 1; time < totalJobTimes+1; time++){
            if(scheduleTable[proc][time] == 0){
                outFile1 << " - |";
            } else {
                outFile1 << " " << time << " |";
            }
        }
        outFile1 << endl;
    }
}

void putJobOnTable(int availProc, int currentTime, int jobId, int jobTime){
    int time = currentTime;
    int endTime = time + jobTime;

    while(time < endTime){
        scheduleTable[availProc][time] = jobId;
        time++;
    }
}

int findProcessor(){
    for(int i = 1; i < numProcs + 1; i++){
        if(procAry[i].timeRemain <= 0){
            return i;
        }
    }
    return -1;
}

```

```

bool checkCycle(){
    if(Open->next == NULL && !graphIsEmpty() && checkCond3()){
        return true;
    } else {
        return false;
    }
}

bool graphIsEmpty(){
    for(int i = 1; i < numNodes + 1; i++){
        if(onGraphAry[i] != 0){
            return false;
        }
    }
    return true;
}

bool checkCond3(){
    for(int i = 1; i < numProcs+1; i++){
        if(procAry[i].doWhichJob != -1){
            return false;
        }
    }
    return true;
}

void updateProcTime(){
    for(int i = 1; i < numProcs + 1; i++){
        if(procAry[i].timeRemain != 0){
            // cout << "timeReain " << procAry[i].timeRemain << endl;
            procAry[i].timeRemain--;
        }
    }
}

int findDoneProc(){
    for(int i = 1; i < numProcs + 1; i++){
        if(procAry[i].doWhichJob != -1 && procAry[i].timeRemain <= 0){
            int j = procAry[i].doWhichJob;
            procAry[i].doWhichJob = -1;
            return j;
        }
    }
    // no more finished procs
    return -1;
}

void deleteEdge(int jobId){
    // cout << "**** from deleteEdge" << endl;
    for(int dependent = 1 ; dependent < numNodes+1 ; dependent++){
        if(adjMatrix[jobId][dependent] > 0){
            parentCountAry[dependent]--;
        }
    }
}

void deleteFinishedNodes(){
    int j = findDoneProc();
    while(j > 0){
        // cout << "J:" << j << endl;
        if(j > 0){
            // cout << "HELLO\n\n\n\n" << endl;
            onGraphAry[j] = 0;
            deleteEdge(j);
        }
        j = findDoneProc();
    }
}

```



```

}; // End of Schedule class

int main(int argc, char* argv[]){
    bool hasCycle;

    ifstream inFile1(argv[1]);
    ifstream inFile2(argv[2]);
    int numberOfProc = stoi(argv[3]);
    ofstream outFile1(argv[4]);
    ofstream outFile2(argv[5]);

    Scheduling S;
    S.initialization(inFile1, inFile2, numberOfProc);

    // for (int i = 1; i < S.numNodes+1; i++){
    //     cout << "node " << i << " has " << S.parentCountAry[i] << " parents" << endl;
    // }

    while(!S.graphIsEmpty()){
        // for (int i = 1; i < S.numNodes+1; i++){
        //     cout << "node " << i << " has " << S.parentCountAry[i] << " parents" << endl;
        // }
        // for(int i = 1; i < S.numNodes+1; i++){
        //     cout << S.onGraphAry[i];
        // }
        // cout << endl;
        S.loadOpen();

        // cout << "is open empty? " << (S.Open->next == NULL) << endl;
        S.printList(outFile2);
        S.loadProcAry(S.currentTime);
        hasCycle = S.checkCycle();
        if(hasCycle){
            cout << "Cycle detected!! Exitting Program Now...." << endl;
            exit(1);
        }

        S.printScheduleTable(outFile1);
        S.currentTime++;
        S.updateProcTime();
        S.deleteFinishedNodes();
    }

    S.printScheduleTable(outFile1);

    inFile1.close();
    inFile2.close();
    outFile1.close();
    outFile2.close();
}

```

Data1 with 3 Processors (Cycle)

		-0--	1--	2--	3--	4--	5--	6--	7--	8--
P(1)		-		-		-		-		-
P(2)		-		-		-		-		-
P(3)		-		-		-		-		-
		-0--	1--	2--	3--	4--	5--	6--	7--	8--
P(1)		1		-		-		-		-
P(2)		-		-		-		-		-
P(3)		-		-		-		-		-

```
head-> (jobId:1, dependetCount: 4, next.jobId:7) ->(jobId:7, dependetCount: 2, next.jobId:NULL) -> NULL
head-> (jobId:2, dependetCount: 2, next.jobId:NULL) -> NULL
head->
```

Data2 with 2 Processors (Infinite Loop)

outFile1.txt

		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
P(1)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
P(2)	1	2	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
P(1)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
P(2)	1	2	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
P(1)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
P(2)	1	2	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
P(1)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
P(2)	1	2	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
P(1)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
P(2)	1	2	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
P(1)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
P(2)	1	2	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
P(1)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
P(2)	1	2	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
P(1)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
P(2)	1	2	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
P(1)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
P(2)	1	2	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

[illegible]

Data2 with numNodes+3 [13]

[illegible]

