

Systems Programming HW3 Report

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- HOW TO RUN AND TEST THE PROGRAM ?

- You can find the instructions in README.txt in order to run and test the program.

```
-HOW TO RUN THE PROGRAM:
> Run below commands in order:

alias vg='valgrind --leak-check=full -v --track-origins=yes --log-file=vg_logfile.out'
make

*****

- HOW TO TEST THE PROGRAM:

- FOR NAMED SEMAPHORE TEST RUN:
vg ./hw3named -i ingredients.txt -n sem
- FOR UNNAMED SEMAPHORE TEST RUN:
vg ./hw3unnamed -i ingredients.txt

*****
```

Implemented Concepts:

- File read, write, syscalls.
- Signal handling, parent child signal relations.
- Multiple child process, fork.
- Make files.
- Waiting for the child process to finish their task.
- Named and unnamed semaphores.
- Producer and consumer paradigm.
- Cigarette smoker problem variant.

Working Cases:

- This program works for cases all the cases.
- Works on **relative path**.

Note Working Cases:

- NONE

Design Explanation:

- All the System-Calls and their possible return error values are checked with detailed errno checks.
- The program start by setting some variables and setting the signal handler mechanism to catch in SIGINT signal.

- I implemented both the named and unnamed semaphores with separate running files.
- I used shared memory in order to produce ingredients into and consume ingredients from.
- As a whole, I have 6 process for chefs and 1 process for wholesaler and one semaphore in order to synchronize the processes.
- My design for each chef and for wholesaler is as:

```
// CHEFS
for (;;) {
    sem_wait(my_semaphore);
    if (some condition) { // if initially wholeseller hasn't been put any ingredients yet (Enters only once in the whole process's lifetime).
        // do something...
        sem_post(my_semaphore);
        continue;
    }
    else if (some condition) { // if wholeseller has done bringing all the ingredients (Enters only once in the whole process's lifetime).
        // do something...
        sem_post(my_semaphore);
        return 0;
    }
    else if (some condition) { // if the shared memory contains my ingredients.
        // do something...
        sem_post(my_semaphore);
    }
    else { // if none of above occurs. THEN increment the semaphore.
        // do something...
        sem_post(my_semaphore);
    }
}

// WHOLESALER
for (;;) {
    // do something...
    sem_wait(sp);
    if (some condition) { // if chef's haven't been emptied the shared memory yet THEN increment the semaphore.
        sem_post(sp);
        continue;
    }
    // do something...
    sem_post(sp);
    // do something...
}
```

- In above design: wholesaler creates 6 process as it's child process each process indicating for one process. And produces the ingredient by storing it into the shared memory and waits for chefs to consume it.
- CHEFS design: each chef waits for the ingredients to arrive and check if the shared memory contains the ingredients that they want, if yes then they consume the ingredients and release the semaphore. If not then release the semaphore again and keep waiting (NO BUSY WAITING).
- I create the chefs process's as below in which I attach a function for each chef and when ever the process runs the corresponding function runs:

```
for (int i = 0; i < chefCount; ++i) {
    forkVal = fork();
    if (forkVal == -1) { // if error occurred.
        perror("fork:");
        close(sharedMemFd);
        close(inpfd);
    }
}
```

```

sem_close(sp);

sem_unlink(semName);

exit(EXIT_FAILURE);

} else if (forkVal == 0){ // if child processes

    childPidsArr[i] = getpid(); // store childs pids.

    if (i == 0 ){ // if chef0

        return chef0(i,addr);

    } else if(i == 1){ // if chef1

        return chef1(i,addr);

    } else if(i == 2){ // if chef2

        return chef2(i,addr);

    }

    } else if(i == 3){ // if chef3

        return chef3(i,addr);

    } else if(i == 4){ // if chef4

        return chef4(i,addr);

    } else if(i == 5){ // if chef5

        return chef5(i,addr);

    }

}
}
}

```

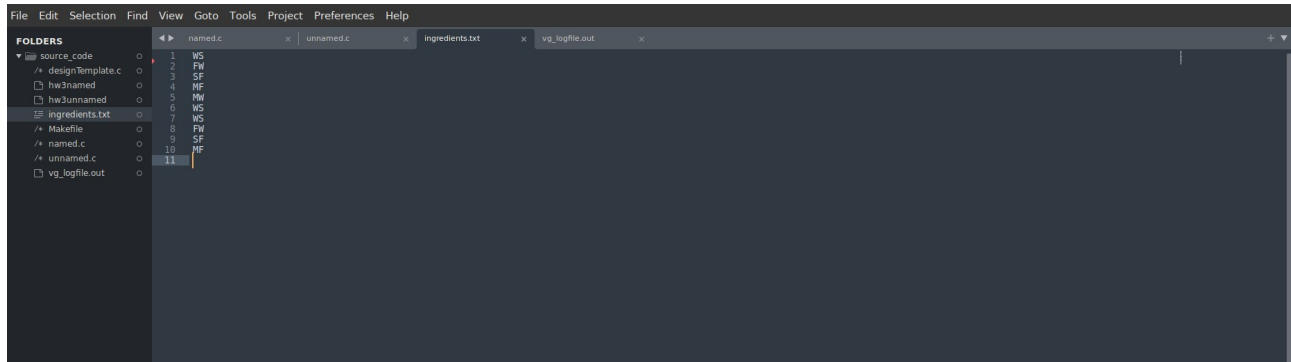
MEMORY LEAK CHECK OF THE PROGRAM:

```

named.c | unnamed.c | ingredients.txt | vg_logfile.out
213 ==68581== Reachable blocks (those to which a pointer was found) are not shown.
214 ==68581== To see them, rerun with: --leak-check=full --show-leak-kinds=all
215 ==68581==
216 ==68581== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
217 ==68583==
218 ==68583== HEAP SUMMARY:
219 ==68583==   in use at exit: 60 bytes in 2 blocks
220 ==68583==   total heap usage: 3 allocs, 1 frees, 1,084 bytes allocated
221 ==68583==
222 ==68583== Searching for pointers to 2 not-freed blocks
223 ==68583== Checked 99,720 bytes
224 ==68583==
225 ==68583== LEAK SUMMARY:
226 ==68583==   definitely lost: 0 bytes in 0 blocks
227 ==68583==   indirectly lost: 0 bytes in 0 blocks
228 ==68583==   possibly lost: 0 bytes in 0 blocks
229 ==68583==   still reachable: 60 bytes in 2 blocks
230 ==68583==   suppressed: 0 bytes in 0 blocks
231 ==68583== Reachable blocks (those to which a pointer was found) are not shown.
232 ==68583== To see them, rerun with: --leak-check=full --show-leak-kinds=all
233 ==68583==
234 ==68583== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
235 --68579-- REDIR: 0x4a43ae0 (libc.so.6: __strcmp_avx2) redirected to 0x483fed0 (strcmp)
236 --68579-- REDIR: 0x495a708 (libc.so.6: free) redirected to 0x483c9d0 (free)
237 --68579==
238 ==68579== HEAP SUMMARY:
239 ==68579==   in use at exit: 0 bytes in 0 blocks
240 ==68579==   total heap usage: 3 allocs, 3 frees, 1,084 bytes allocated
241 ==68579==
242 ==68579== All heap blocks were freed -- no leaks are possible
243 ==68579==
244 ==68579== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
245

```

INPUT FILE AS:



SCREEN SHOTS FROM THE PROGRAMS:

