Embedded System Design
Dining Philosophers

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November 19, 2012

Description

The purpose of this lab was to implement a solution to the 'Dining Philosophers Problem'. In short, the problem describes 5 philosophers all sitting around a circular table. Each philosopher shares a fork with the person next to him. A philosopher can either be thinking, in which he holds no forks, or eating, in which he holds both. If a fork is not available then he waits until it does become available. To solve this problem we implemented the common resource hierarchy solution [1]. Our solution is based on the convention that each fork is numbered and the philosopher will pick up the fork with the lowest number first. This prevents the deadlock of each person simply picking up the fork to their left. For instance, with 5 philosophers philosopher 5 and philosopher 1 both share fork 1. Fork 1 is the lowest value fork for both these philosophers so they cannot both pick it up at the same time. This fact prevents the deadlock of all the philosophers taking one fork from a particular side.

In our program each fork is representing by a mutex. During initialization we loop through each eater and calculate which fork is on its left and right. We then spawn the eater tasks which start off by 'thinking' for a random amount of time. We then check to see which fork has the lower value. If the fork on the left has the lowest value we try to pick that one up first and vica versa. Each fork is represented by a mutex which ensures that it can only be touched by one thread (aka philosopher) at a time. After the philosopher has obtained both forks it delays for a random amount of time while it 'eats' and then releases both forks.

Finally, a thread safe print function was developed to facilitate different types of printing modes and formats. Every time the eater changes states or pends or posts on a mutex it calls the print function specifying whether it should print this change as a standard INFO message (shown in unique color per task) or a DEBUG message (shown in gray). Two different types of printing modes are supported: regular, and in-place. The in-place mode uses ANSI control sequences to write the status of each eater on the same unique line every time. This allows you to easily see all at once which eaters are eating and which are thinking. Regular print mode is more useful for debugging as it will show the linear history of status messages.

References

[1] http://en.wikipedia.org/wiki/Dining_philosophers_problem#Resource_hierarchy_solution