



Lab 7 - Homework

1 Homework

PROBLEM 1

Design and implement a logger support the two operations `wrlog()` and `flushlog()` to manipulate the log data buffer "logbuf"

```
#define MAX_LOG_LENGTH 10
#define MAX_BUFFER_SLOT 6
#define MAX_LOOPS 30

string logbuf[MAX_BUFFER_SLOT];

int wrlog(char** logbuf, char* new_data);
int flushlog(char** logbuf);
```

For simplicity, we assume the buffer contains 6 (=MAX_BUFFER_SLOT) data slots and the flushlog() event occurred when a predefined timeout expire. We also assume a LOG is a fixed length string, i.e. MAX_LOG_LENGTH

The behaviour of the system can be illustrated as a sequence of write log data and the flush will be periodically trigger when a timeout is reached.

```
int main()
{
    wrlog(data1);
    wrlog(data2);
    wrlog(data3);
    ...
    wrlog(datan);
}
```

Further development: The interruptable mechanism of flush log can further support more unpredict event, i.e. it acknowledge a signal `$SIGUSR1`, `$SIGUSR2` which are introduced in previous lab appendix.

GUIDE

You have been provided a non-protected implementation of logbuf program. This implementation includes the timing trigger flushlog() setup and a simple wrlog() instance. There are fixed MAX_LOOPS of thread calling wrlog(), and the behavior of the original program as following illustration.

```
$ ./logbuf
flushlog()
wrlog(): 6
wrlog(): 7
wrlog(): 8
wrlog(): 9
```



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```
wrlog(): 10  
wrlog(): 11  
wrlog(): 3  
wrlog(): 13  
wrlog(): 14  
wrlog(): 15  
wrlog(): 16  
wrlog(): 17  
wrlog(): 18  
wrlog(): 2  
wrlog(): 20  
wrlog(): 21  
wrlog(): 22  
wrlog(): 23  
wrlog(): 24  
wrlog(): 25  
wrlog(): 26  
wrlog(): 27  
wrlog(): 28  
wrlog(): 29  
wrlog(): 0  
wrlog(): 5  
wrlog(): 4  
wrlog(): 12  
wrlog(): 19  
wrlog(): 1  
flushlog()  
flushlog()  
flushlog()  
flushlog()  
flushlog()  
flushlog()  
flushlog()
```

The detailed implementation is include in this code listing.

```
1 #include <chrono>  
2 #include <thread>  
3 #include <iostream>  
4 #include <pthread.h>  
5 #include <unistd.h>  
6  
7 using namespace std;  
8  
9 #define MAX_LOG_LENGTH 10  
10 #define MAX_BUFFER_SLOT 6  
11 #define MAX_LOOPS 30  
12
```



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```
13 string logbuf[MAX_BUFFER_SLOT];
14
15 int count;
16
17 void* wrlog(void *data)
18 {
19     int id = *(int *) data;
20
21     usleep(20);
22     cout << "wrlog(): " << id << "\n";fflush(stdout);
23
24     return 0;
25 }
26
27
28 void flushlog()
29 {
30     int i;
31
32     cout << "flushlog() \n";
33
34     for (i = 0; i < count; i++) {
35         std::cout << "Slot " << i << ": " << logbuf[i] << "\n";
36         logbuf[i] = std::to_string(-1);
37     }
38     fflush(stdout);
39
40     /* Reset buffer */
41     count = 0;
42
43     return;
44
45 }
46
47 void timer_start(std::function<void(void)> func, unsigned int interval)
48 {
49     std::thread([func, interval]() {
50         while (true)
51         {
52             func();
53
54             std::this_thread::sleep_for(std::chrono::milliseconds(interval));
55         }
56     }).detach();
57 }
58
59 int main()
60 {
61     int i;
62     count = 0;
```



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```
63  pthread_t tid[MAX_LOOPS];
64  int id[MAX_LOOPS];
65
66  /* Setup periodically invoke flushlog() */
67  timer_start(flushlog, 50);
68
69  /* Asynchronous invoke task writelog */
70  for (i = 0; i < MAX_LOOPS; i++) {
71      id[i] = i;
72      pthread_create(&tid[i], NULL, wrlog, (void *) &id[i]);
73  }
74
75  for (i = 0; i < MAX_LOOPS; i++)
76      pthread_join(tid[i], NULL);
77
78  sleep(5);
79
80  return 0;
}
```

To compile the program, using this command (with the compiler support C++11 Standard):

```
$ g++ -pthread -std=c++11 -o logbuf logbuf.cpp
```

Implement the protection mechanism to make it safe data access of wrlog() and flushlog() routines. If it has a proper configuration then the program behaviour is somehow like this illustration

```
./logbuf
Slot 0: 5
Slot 1: 6
Slot 2: 7
Slot 3: 8
Slot 4: 9
Slot 5: 4
Slot 0: 10
Slot 1: 11
Slot 2: 12
Slot 3: 13
Slot 4: 14
Slot 5: 15
Slot 0: 16
Slot 1: 17
Slot 2: 18
Slot 3: 3
Slot 4: 19
Slot 5: 20
Slot 0: 21
Slot 1: 22
Slot 2: 23
Slot 3: 24
```



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Slot 4: 25
Slot 5: 26
Slot 0: 27
Slot 1: 28
Slot 2: 2
Slot 3: 29
Slot 4: 1
Slot 5: 0