

## Lab 3.1

Write a C program using Pthreads that tests the **sem\_trywait** system call on a Producer & Consumer problem using two buffers.

In particular, the main thread must create a Producer and a Consumer thread, and must wait for their termination.

The Producer thread

- loops **10000** times sleeping a random number of milliseconds (**1-10**),
- fills a variable **ms** with the current time in milliseconds, using the function

```
long long current_timestamp() {
    struct timeval te;
    gettimeofday(&te, NULL); // get current time
    long long milliseconds = te.tv_sec*1000LL + te.tv_usec/1000;
    return milliseconds;
}
```
- selects randomly a buffer **urgent** or **normal** in which it will put the value of **ms**. It must select the normal buffer **80%** of the times.
- prints the message: "**putting <ms> in buffer <buffer>**", where **<ms>** is the value, and **<buffer>** is either **urgent** or **normal**
- puts the value of **ms** in the selected buffer
- signals on a semaphore that something has been produced

The Consumer thread loops

- sleeps **10** milliseconds
- waiting that something has been produced
- tries to get an **ms** from the **urgent** buffer, but if it is empty it can proceed to get it from the **normal** buffer
- prints the value of **ms** and the buffer identity (**urgent** or **normal**) from which it has got this value

## Lab 3.2

Write a C program using Pthreads that implements the Producer & Consumer protocol, where the Producer thread produces and puts on a shared buffer 10000 integer numbers (from 0 to 9999), and the Consumer thread gets and prints the received numbers (see the example posted in the course site).

You must solve the problem implementing the semaphore functions:

**`sema_init`, `sema_wait`, `sema_post`**

using **conditions**.

You cannot use standard semaphores.

## Lab 3.3

Write a C program using Pthreads that sorts the content of a **binary** file including a sequence of integer numbers. Implement a threaded quicksort program where the recursive calls to **quicksort** are replaced by threads activations, i.e. sorting is done, in parallel, in different regions of the file.

Use **mmap** to map the file as a vector in memory.

If the difference between the **right** and **left** indexes is less than a value **size**, given as an argument of the command line, sorting is performed by the standard **quicksort** algorithm.

This is a sequential recursive implementation of the quicksort algorithm.

```
void quicksort (int v[], int left, int right) {
    int i, j, x, tmp;
    if (left >= right)    return;
    x = v[left];
    i = left - 1;
    j = right + 1;
    while (i < j) {
        while (v[--j] > x);
        while (v[++i] < x);
        if (i < j)
            swap (i,j);
    }
    quicksort (v, left, j);
    quicksort (v, j + 1, right);
}

void swap(int i, int j){
    int tmp;

    tmp = v[i];
    v[i] = v[j];
    v[j] = tmp;
}
```