




COSC 3360 - 24967 - Fundamentals of Operating Systems



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 Description

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 **Available from:** Thursday, 30 March 2023, 12:00 AM

 **Due date:** Monday, 1 May 2023, 11:59 PM

 **Requested files:** main.cpp, huffmanTree.h, huffmanTree.cpp ( [Download](#))

Type of work:  Individual work

Similarity Threshold: 90%

Objective:

This assignment will introduce you to interprocess synchronization mechanisms in UNIX using named POSIX semaphores, pthread mutex semaphores, and pthread condition variables.

Problem:

For this assignment, you will modify your solution for [programming assignment 1](#) to comply with the restrictions explained below.

Given the information about the alphabet and the compressed file as input from STDIN, you need to implement a multithreaded Huffman decompressor based on the following steps:

- Read the input from STDIN (the Moodle server will implement input redirection to send the information from a file to STDIN). The input has the following format:

```
4
A 3
C 3
B 1
D 2
11 1 3 5
0 0 2 4
101 6 8
100 7
```

- The first line has a single integer value representing the number of symbols in the alphabet (n).
- The next n lines present the information about the alphabet. Each line presents the information about a symbol from the alphabet:
 - A character representing the symbol.
 - An integer representing the frequency of the symbol.
- The final n lines present the information about the compressed file. Each line presents the information about a compressed symbol:

- A string representing the binary code of the symbol.
 - A list of m integers (where m is the frequency of the symbol) representing the positions where the symbol appears in the message.
- Generate the Huffman Tree based on the input.
 - Create n POSIX threads (where n is the number of symbols in the alphabet). Each child thread executes the following tasks:
 - Receives the Huffman tree and the information about the symbol to decompress (binary code and list of positions) from the main thread.
 - Uses the Huffman tree to determine the character from the original message based on the binary code.
 - Stores the decompressed character (as many times as needed based on the list of positions) on a memory location accessible by the main thread.
 - Print the information about the assigned symbol using the output message from the example below.
 - Print the original message.

Given the previous input, the expected output is:

```
Symbol: A, Frequency: 3, Code: 11
Symbol: C, Frequency: 3, Code: 0
Symbol: D, Frequency: 2, Code: 101
Symbol: B, Frequency: 1, Code: 100
Original message: CACACADB
```

NOTES:

- You can safely assume that the input files will always be in the proper format.
 - You cannot use global variables. A 100% penalty will be applied to submissions using global variables.
 - You must define the critical sections following the guidelines that we discussed in class.
 - You must use POSIX threads. A penalty of 100% will be applied to submissions using a thread library other than the pthread library.
 - You can only use named POSIX semaphores, pthreads mutex semaphores, or pthreads condition variables to achieve synchronization. Using pthread_join or sleep to synchronize your threads is not allowed (you must use pthread_join to guarantee that the parent thread waits for all its child threads to end before ending its execution). A penalty of 100% will be applied to submissions using the previous system calls to synchronize the child threads.
 - You cannot use different memory addresses to pass the information from the parent thread to the child threads.
 - You must use the output statement format based on the example above.
-

Requested files

main.cpp

```
1 // Write your program here
```

huffmanTree.h

```
1 // Write the definition of the huffmanTree class here (OPTIONAL)
```

huffmanTree.cpp

```
1 // Write the implementation of the member functions of the huffmanTree class here (OPTIONAL).
```

[VPL](#)

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Data retention summary

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