CSCD 340

Lab 6 Problem 1

My first observation is that one process will often be locked up for quite a while in comparison to the others. In the example below, philosopher 1 is kept thinking the whole time. Conversely, it seems like the scheduler will prefer one region of operation for a good amount of time rather than switching contexts too often to hit all threads equally. In the example below, 4 is nearly always eating or hungry.

Philosopher 1 is deep in thought.

Philosopher 2 is hungry.

Philosopher 2 starts eating.

[1, 0, 2, 1, 2]

Philosopher 2 puts down the forks and starts thinking.

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Philosopher 2 is hungry.

Philosopher 2 starts eating.

[1, 0, 2, 1, 2]

Philosopher 2 puts down the forks and starts thinking.

[1, 0, 0, 1, 2]

Philosopher 1 is deep in thought.

Philosopher 2 puts down the forks and starts thinking.

[1, 0, 0, 1, 2]

Philosopher 1 is deep in thought.

Philosopher 2 is hungry.

Philosopher 2 starts eating.

[1, 0, 2, 1, 2]

Philosopher 4 puts down the forks and starts thinking.

[1, 0, 2, 1, 0]

Philosopher 0 starts eating.

[2, 0, 2, 1, 0]

Philosopher 4 is hungry.

Philosopher 4 does not have enough chopsticks available

[2, 0, 2, 1, 1]

Philosopher 2 puts down the forks and starts thinking.

[2, 0, 0, 1, 1]

Philosopher 1 is deep in thought.

Philosopher 3 starts eating.

[2, 0, 0, 2, 1]

Philosopher 2 is hungry.

Philosopher 2 does not have enough chopsticks available

[2, 0, 1, 2, 1]

Philosopher 0 puts down the forks and starts thinking.

[0, 0, 1, 2, 1]

Philosopher 1 is deep in thought.

Philosopher 0 is hungry.

Philosopher 0 starts eating.

[2, 0, 1, 2, 1]

Philosopher 0 puts down the forks and starts thinking.

[0, 0, 1, 2, 1]

Philosopher 1 is deep in thought.

Philosopher 0 is hungry.

Philosopher 0 starts eating.

[2, 0, 1, 2, 1]

Philosopher 0 puts down the forks and starts thinking.

[0, 0, 1, 2, 1]

Philosopher 1 is deep in thought.

Philosopher 0 is hungry.

Philosopher 0 starts eating.

[2, 0, 1, 2, 1]

Philosopher 0 puts down the forks and starts thinking.