DECISIONS AND ASSUMPTIONS:

For task 1, we chose to implement our semaphore logic inside the ENTER_OPERATION and EXIT_OPERATION functions. This is simply to make the code clearer and for personal preference.

For task 2, we implemented alternating directions with which the buffer is traversed and implemented a merge_sort algorithm to boost code performance. Not using a sorting algorithm would have the code search for the highest/lowest value then the next highest/lowest value in the case of elevator algorithm making the code extremely inefficient. We could have used other sorting algorithms but merge_sort provides the best combination of runtime O(n log n) and ease of coding/debugging. We decided to use it and grabbed the code directly from http://www.geeksforgeeks.org/merge-sort-for-linked-list/. As the sorting algorithm is not one of the main goals of this assignment, and after asking on piazza and unfortunately receiving no response, we assumed we could use it.

For task 3, we used simple clock_gettime operations to fetch the time. As the PA5 prompt did not specify a specific method to use, we went with that instead of signals and alarms.

PSEUDOCODE:

driver.c:

```
init();
sem_init(&buff_mutex, 0, 1); // initialized as Lock
sem_init(&full_buffer, 0, 0); // initialized as CV
pthread create(&disk thread, NULL, disk ops, algo);
void read_disk (int sector_number) {
       ENTER OPERATION(t, sector number); (Lock)
       read();
       temp1->req id = sector number;
       EXIT OPERATION(t, sector number); (Release) // wait for operation to finish up
       while(temp1->req_id != MAGIC); // spin-lock for request to finish
}
void write_disk (int sector_number, int data) {
       ENTER_OPERATION(t,sector_number); (Lock)
       write();
       temp1->reg id = sector number;
       EXIT_OPERATION(t,sector_number); (Release) // wait for operation to finish up
```

```
while(temp1->req_id != MAGIC); //spin-lock for request to finish
}
void ENTER_OPERATION (char *op_name, int sector_number) {
       /* ENTER CS */
       sem_wait(&buff_mutex); // acquire the lock
       /* Add to buffer, wait if buffer is full - signaled from disk ops! */
       while(buff_count >= limit)
              sem_wait(&full_buffer);
}
void EXIT_OPERATION(char *op_name, int sector_number) {
       sem_post (&buff_mutex); // release the lock
       /* EXIT CS */
}
disk.c:
void *disk_ops(void *arg)
{
While (num_request_served < n) {
       clock_gettime(CLOCK_MONOTONIC, &beginWait); // begin time
       clock_gettime(CLOCK_MONOTONIC, &currentWait);
       While (buff_count < limit && (currentWait - beginWait) < TIME) { //Spin lock + Timer
              sem_post(&full_buffer);
                                           // signal that buffer empty
              clock_gettime(CLOCK_MONOTONIC, &currentWait);
       }
       if (*algo == 0); //do nothing, don't sort
       else if (*algo == 1) {
              // sort based on head direction
```

Average Service Times:

NOTE: buffer timer set to 5 seconds

Sample_input.txt				
	Average Disk Latency (s)	Average Service Time (s)		
FCFS	0.2084443	0.4470291		
Elevator	0.2090728	0.4439153		
FCFS with buffer timer	0.2078879	0.4421133		
Elevator with buffer timer	0.2073989	0.4403812		

Sample_input_2.txt				
	Average Disk Latency (s)	Average Service Time (s)		
FCFS	0.2095052	1.0883277		
Elevator	0.2078467	1.0851105		
FCFS with buffer timer (bug - negative times)	0.2086271	1.8431462		
Elevator with buffer timer (bug - negative times)	0.2085136	1.8451873		

Sample_input_3.txt				
	Average Disk Latency (s)	Average Service Time (s)		
FCFS	0.2087527	1.6070352		
Elevator	0.2081509	1.6051160		
FCFS with buffer timer (bug - negative times)	0.2080264	2.4881310		
Elevator with buffer timer	0.2085536	2.3604200		

Sample_input_4.txt			
	Average Disk Latency (s)	Average Service Time (s)	
FCFS	0.1990808	0.7721411	
Elevator	0.2030198	0.9348065	
FCFS with buffer timer	0.2070401	0.9379416	
Elevator with buffer timer	0.2131695	0.8829188	