National University of Computer & Emerging Sciences Karachi Campus



PROJECT REPORT

Course Name: Operating Systems (CS2006)

Project Name: Dining Philosophers

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OBJECTIVE:

The problem is to **solve the deadlock** between 2 or more philosophers in the case if it occurs while eating (for the sake of chopsticks). The problem is how to design a discipline of behavior (a concurrent algorithm) such that no philosopher will starve, i.e., each can forever continue to alternate between eating and thinking, assuming that no philosopher knows when others may want to eat or think.

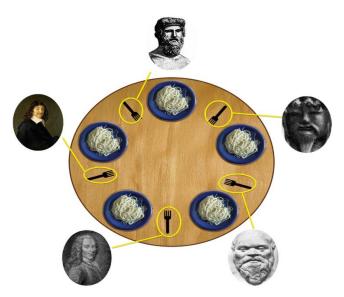
PROJECT DESCRIPTION:

INTRODUCTION:

Five silent philosophers sit at a round table with bowls of spaghetti. Forks are placed between each pair of adjacent philosophers as shown in the figure.

Each philosopher must alternately think and eat. However, a philosopher can only eat spaghetti when they have both left and right forks. Each fork can be held by only one philosopher and so a philosopher can use the fork only if it is not being used by another philosopher. After an individual philosopher finishes eating, they need to put down both forks so that the forks become available to others. A philosopher can only take the fork on their right or the one on their left as they become available and they cannot start eating before getting both forks.

Eating is not limited by the remaining amounts of spaghetti or stomach space; an infinite supply and an infinite demand are assumed.



METHODOLOGY:

- To initialize the philosophers eating we do the following:
- Number/identify each philosopher (Concept of ID)
- Initialize semaphore(s) to ensure each philosopher gets an opportunity to eat.
- Going clockwise (or maybe anti-clockwise) around the table each philosopher picks up the fork to his right.
- If it is unavailable, the code blocks the philosopher to take the right fork and puts in the waiting queue.
- Iterate again going clockwise and each philosopher who has access to his left & right fork starts eating.
- It does *prevent deadlocks* in each iteration (where N being the number of philosophers, that is equal to 5 in our case)

Configuration steps (Kernel Compile):

- 1. Download required packages
- Open the terminal and use the wget command to download the Linux kernel source code: wget

https://cdn.kernel.org/pub/linux/kernel/v4.x/linux-4.10.13.tar.xz

- 3. When the file is ready, run the tar command to extract the source code: tar xvf linux-4.10.13.tar.xz
- 4. Make folder and save the main c code.
- 5. Save the **makefile**
- 6. Edit syscalls.h and syscall_64.tlb by adding our system call
- 7. Configure kernel by make menuconfig
- 8. Build the kernel by **make** command
- 9. Install required modules after compilation.

CODE & RESULTS:

Image-Descriptions:

Image-1 to Image-4: Dining Philosophers' Code
Image-5 to Image-8: Dining Philosophers' System Call's results

1.

```
iningPhilosophers.c (/usr/src/linux-4.10.13/DiningPhilosophers) - gedit
                                                                                                                                                                                                                                                                                                                                       DiningPhilosophers.c
                        tinclude tinc
                        define HUNGRY 1
define EATING 0
define LEFT (phnum + 4) % N
define RIGHT (phnum + 1) % N
                    int state[N];
int phil[N] = { 0, 1, 2, 3, 4 };
                    struct semaphore mutex;
struct semaphore S[N];
                      void test(int phnum)
                                   if (state[phnum] == HUNGRY && state[LEFT] != EATING && state[RIGHT] != EATING){
                                                 // state that eating
state[phnum] = EATING;
                                                \label{eq:msleep(2);printk("Philosopher %d takes fork %d and %d\n", phnum + 1, LEFT + 1, phnum + 1); \\ printk("Philosopher %d is Eating\n", phnum + 1); \\ \end{aligned}
                                                 // up(&S[phnum]) has no effect
// during takefork
// used to wake up hungry philosophers
// during putfork
up(&S[phnum]);
                     // take up chopsticks
void take_fork(int phnum)
                                  down(&mutex);
                                   // state that hungry
                                   state[phnum] = HUNGRY;
                                  printk("Philosopher %d is Hungry\n", phnum + 1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  C ▼ Tab Width: 8 ▼ Ln 15, Col 33 ▼ INS
```

```
losophers.c (/usr/src/linux-4.10.13/DiningPhilosophers) - gedit
                                                                                                            DiningPhilosophers.c
0
           // eat if neighbours are not eating
test(phnum);
           up(&mutex);
           // if unable to eat wait to be signalled
down(&S[phnum]);
           msleep(1);
        // put down chopsticks
void put_fork(int phnum)
down(&mutex);
           // state that thinking
state[phnum] = THINKING;
            printk("Philosopher %d putting fork %d and %d down\n", phnum + 1, LEFT + 1, phnum + 1); \\ printk("Philosopher %d is thinking\n", phnum + 1); 
a
           up(&mutex);
        .nt philosopher(void* num)
           while (1) {
                int* i = num:
                msleep(1);
                take_fork(*i);
                msleep(0);
               put_fork(*i);
                                                                                                                                                                                C ▼ Tab Width: 8 ▼ Ln 15, Col 33 ▼ INS
```

```
DiningPhilosophers.c (/usr/src/linux-4.10.13/DiningPhilosophers) - gedit
                                                                                                                                                        DiningPhilosophers.c
  Q
                  up(&mutex);
             int philosopher(void* num)
                  while (1) {
                        int* i = num;
                        msleep(1);
                        take_fork(*i);
                        msleep(0);
                        put_fork(*i);
a
             asmlinkage long sys_DPP(void)
                  int i;
//kthread_t thread_id[N];
struct task_struct *thread_id[N];
// initialize the semaphores
sema_init(&mutex,1);
                  for (i = 0; i < N; i++)
    sema_init(&S[i],0);</pre>
                 for (i = 0; i < N; i++){
   // create philosopher processes
   thread_id[i]= kthread_create(philosopher, (void*) &phil[i], "philosopher_thread");
   if(thread_id[i])
        wake_up_process(thread_id[i]);
   else
        kthread_stop(thread_id[i]);
   printk("Philosopher %d is thinking\n", i + 1);
}</pre>
                  return 0;
                                                                                                                                                                                                                                           C ▼ Tab Width: 8 ▼ Ln 100, Col 38 ▼ INS
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CONCLUSION:

To ensure each philosopher gets an opportunity to eat, we'll be going clockwise around the table each philosopher picks up the fork to his right. If it is unavailable, the code blocks the philosopher to take the right fork and puts in the *waiting queue*. Iterate again going clockwise and each philosopher who has access to his left & right fork starts eating. It will *prevent deadlocks* in each iteration (where N being the number of philosophers, that is equal to 5 in our case). Moreover, to initialize the philosophers eating we have assigned an identity to each philosopher.

References:

https://phoenixnap.com/kb/build-linux-kernel

https://www.youtube.com/watch?v=AP-tBd84vbM

https://www.ee.ryerson.ca/~courses/coe518/Labs/lab4/lisi.edu-dining-Philosopherecture8.pdf

https://www.geeksforgeeks.org/dining-philosopher-problem-using-semaphores/