

Lab 4 Report:

1)

	B					
		1	2	4	8	10
N	20	0.000228	0.000233	0.000238	0.000238	0.000239
	40	0.000232	0.000232	0.000232	0.000247	0.000238
	80	0.000234	0.00024	0.000237	0.00023	0.000232
	160	0.000232	0.00023	0.000228	0.000232	0.000244
	320	0.000233	0.00023	0.000235	0.000238	0.00023

Table 1 - Average system initialization time

	B					
		1	2	4	8	10
N	20	0.000081	0.000087	0.000126	0.000116	0.000129
	40	0.000096	0.000115	0.000066	0.000153	0.000124
	80	0.000098	0.000107	0.000114	0.000075	0.000107
	160	0.000119	0.000074	0.000074	0.000096	0.000138
	320	0.000103	0.000097	0.000102	0.000162	0.000082

Table 2 - Standard deviation of the system initialization time

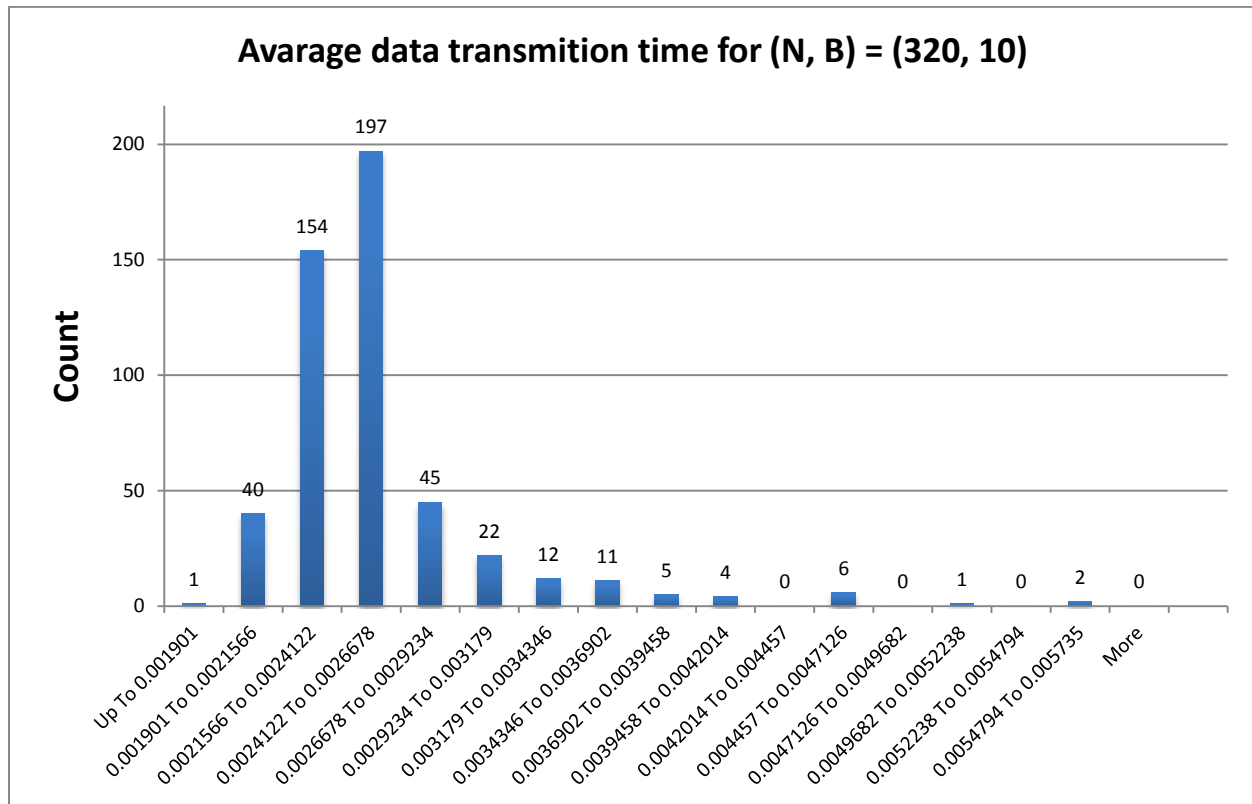
	B					
		1	2	4	8	10
N	20	0.001548	0.001547	0.00154	0.001507	0.001496
	40	0.001626	0.001579	0.0016	0.001572	0.001554
	80	0.001782	0.001714	0.001719	0.001703	0.001693
	160	0.00218	0.002064	0.001985	0.001943	0.001961
	320	0.003111	0.002847	0.002663	0.002587	0.002575

Table 3 - Average data transmission time

	B					
		1	2	4	8	10
N	20	0.000169	0.000196	0.000195	0.000171	0.0002
	40	0.000194	0.000228	0.000213	0.000203	0.000185
	80	0.000194	0.000243	0.000266	0.000199	0.000203
	160	0.000341	0.000189	0.000256	0.000195	0.000224
	320	0.000568	0.00054	0.000452	0.000593	0.000476

Table 4 - Standard deviation of the data transmission time

2) HISTOGRAM:



3)

A discussion of how the system initialization time and the data transmission time are related to the values of different (N,B) pairs on ecelinux :

The system initialization time remains almost the same for different values of N and B. Hence it does not depend on the values of N and B.

The data transmission time changes when the value of N and B are different.

As N increases and B remains constant, it is observed from the tables that the data transmission time also increases.

As B increases and N remains constant, it is observed from the tables that the data transmission time decreases.

Appendix:

Producer: (produce.c)

```
#include <stdio.h>
#include <stdlib.h>
#include <sys/types.h>
#include <unistd.h>
#include <string.h>
#include <mqueue.h>
#include <sys/stat.h>
#include <time.h>
#include <sys/time.h>
#include <sys/wait.h>

//initializing the timing variables
double t1, t2, t3;
struct timeval tv;

int spawn (char* program, char* b, char* n)
{
    pid_t child_pid;

    /* Duplicate this process. */
    gettimeofday(&tv, NULL);
    t1 = tv.tv_sec + tv.tv_usec/1000000.0; //Time before the fork
    child_pid = fork ();
    gettimeofday(&tv, NULL);
    t2 = tv.tv_sec + tv.tv_usec/1000000.0; //Time before the first integer is
    generated

    //arg_list contains a list of arguments that will be passed to the consumer
    char* arg_list[] = {
        "consumer", //argv[0], the name of the program
        b, //The size of the queue mailbox
        n, //The number of items to be produced by the producer
        NULL //the argument list MUST end with NULL
    };

    if (child_pid != 0) {
        /* This is the parent process. */
        return child_pid;
    }
    else {
        /* Now execute PROGRAM, searching for it in the path. */
        execvp (program, arg_list);
        /* The execvp function returns only if an error occurs. */
        fprintf (stderr, "an error occurred in execvp\n");
        abort ();
    }
}

int main(int argc, char *argv[])
{
    int child_status;
    mqd_t qdes;
```

```

char  qname[] = "/mailbox1_G11"; //queue name must start with '/'
mode_t mode = S_IRUSR | S_IWUSR;
struct mq_attr attr;
int i;

if ( argc !=3 ) {
    printf("You have to enter: ./produce <N> <B>");
    printf("<N> = number of integers the producer should produce\n");
    printf("<B> = number of integers the message queue can hold\n");
    exit(1);
}
spawn("./consumer.out", argv[2], argv[1]);

//the maximum number of messages in the queue. <B>
attr.mq_maxmsg = atoi(argv[2]);
attr.mq_msgsize = sizeof(int);
attr.mq_flags = 0;          /* a blocking queue */

qdes = mq_open(qname, O_RDWR | O_CREAT, mode, &attr);
if (qdes == -1 ) {
    perror("mq_open() failed");
    exit(1);
}

srand(time(NULL));
for(i=0; i<atoi(argv[1]); i++) {
    int rand_num;
    rand_num = rand()%100; //Generating a random number
    //Sending a message to the queue
    if (mq_send(qdes, (char *)&rand_num , sizeof(int), 0) == -1) {
        perror("mq_send() failed");
    }
}

//Waiting for the consumer to finish consuming
wait(&child_status);

gettimeofday(&tv, NULL);
//Time after the last integer is consumed and displayed
t3 = tv.tv_sec + tv.tv_usec/1000000.0;
//Calculating the initialization time
printf("Time to initialize system: %f seconds\n", t2-t1);
//Calculating the data transmission time
printf("Time to transmit data: %f seconds\n", t3-t2);
if (mq_close(qdes) == -1) {
    perror("mq_close() failed");
    exit(2);
}

if (mq_unlink(qname) != 0) {
    perror("mq_unlink() failed");
    exit(3);
}
return 0;
}

```

Consumer (consumer.c):

```
#include <stdbool.h>
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <mqueue.h>
#include <sys/stat.h>
#include <signal.h>
#include <unistd.h>
#include <sys/time.h>

#define _XOPEN_SOURCE 600

int i;

int main(int argc, char *argv[])
{
    mqd_t qdes;
    char  qname[] = "/mailbox1_G11";
    mode_t mode = S_IRUSR | S_IWUSR;
    struct mq_attr attr;

    attr.mq_maxmsg  = atoi(argv[1]); //Receiving "b" from producer
    attr.mq_msgsize = sizeof(int); // The size of each message
    attr.mq_flags   = 0;    /* a blocking queue */

    //Opening the correct mailbox
    qdes = mq_open(qname, O_RDONLY, mode, &attr);
    if (qdes == -1 ) {
        perror("mq_open()");
        exit(1);
    }

    //Consuming "N" integers that were produced by producer
    for(i=0 ; i<atoi(argv[2]) ; i++) {
        int rand_num;

        //Receiving the messages sent by the producer
        if (mq_receive(qdes, (char *)&rand_num, sizeof(int), 0) == -1) {
        } else {
            printf("%d is consumed\n",rand_num);
        }
    }

    //Closing the mailbox and checking for errors in the process
    if (mq_close(qdes) == -1) {
        perror("mq_close() failed");
        exit(2);
    }

    return 0;
}
```