

OS Assignment 05 Solution

1. Write a program in C that creates multiple threads to perform concurrent tasks. Implement a mechanism for communication and synchronization between these threads to ensure data consistency and proper execution order.

```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
#include <unistd.h>

#define BUFFER_SIZE 10

int buffer[BUFFER_SIZE];
int buffer_filled = 0; // Indicates whether the buffer is filled with random
                        // numbers

pthread_mutex_t mutex = PTHREAD_MUTEX_INITIALIZER;
pthread_cond_t cond = PTHREAD_COND_INITIALIZER;

// Function prototypes
void *generate_numbers(void *arg);
void *sort_numbers(void *arg);
void *calculate_sum_and_average(void *arg);

int main() {
    pthread_t thread1, thread2, thread3;

    // Create threads
    pthread_create(&thread1, NULL, generate_numbers, NULL);
    pthread_create(&thread2, NULL, sort_numbers, NULL);
    pthread_create(&thread3, NULL, calculate_sum_and_average, NULL);

    // Wait for all threads to finish
    pthread_join(thread1, NULL);
    pthread_join(thread2, NULL);
    pthread_join(thread3, NULL);

    return 0;
}

// Thread 1: Generates random numbers and fills the buffer
void *generate_numbers(void *arg) {
    pthread_mutex_lock(&mutex);
    printf("Thread 1: Generating random numbers...\n");
    for (int i = 0; i < BUFFER_SIZE; i++) {
        buffer[i] = rand() % 100; // Generate random numbers between 0 and 99
        printf("%d ", buffer[i]);
    }
    printf("\n");

    buffer_filled = 1; // Mark the buffer as filled
```

```

pthread_cond_signal(&cond); // Signal Thread 2 to start sorting
pthread_mutex_unlock(&mutex);

return NULL;
}

// Thread 2: Sorts the numbers in the buffer
void *sort_numbers(void *arg) {
    pthread_mutex_lock(&mutex);
    while (!buffer_filled) {
        pthread_cond_wait(&cond, &mutex); // Wait for Thread 1 to fill the buffer
    }

    printf("Thread 2: Sorting numbers...\n");
    // Simple bubble sort
    for (int i = 0; i < BUFFER_SIZE - 1; i++) {
        for (int j = 0; j < BUFFER_SIZE - i - 1; j++) {
            if (buffer[j] > buffer[j + 1]) {
                int temp = buffer[j];
                buffer[j] = buffer[j + 1];
                buffer[j + 1] = temp;
            }
        }
    }

    for (int i = 0; i < BUFFER_SIZE; i++) {
        printf("%d ", buffer[i]);
    }
    printf("\n");

    buffer_filled = 2; // Mark the buffer as sorted

    pthread_cond_signal(&cond); // Signal Thread 3 to start calculations
    pthread_mutex_unlock(&mutex);

    return NULL;
}

// Thread 3: Calculates the sum and average of the numbers
void *calculate_sum_and_average(void *arg) {
    pthread_mutex_lock(&mutex);
    while (buffer_filled < 2) {
        pthread_cond_wait(&cond, &mutex); // Wait for Thread 2 to sort the buffer
    }

    printf("Thread 3: Calculating sum and average...\n");
    int sum = 0;
    for (int i = 0; i < BUFFER_SIZE; i++) {
        sum += buffer[i];
    }

    double average = (double)sum / BUFFER_SIZE;
    printf("Sum: %d, Average: %.2f\n", sum, average);

    pthread_mutex_unlock(&mutex);
}

```

```
return NULL;  
}
```

Explanation:

1. Thread 1: Generate Numbers

- Fills the buffer with random numbers.
- Signals Thread 2 to start sorting once the buffer is filled.

2. Thread 2: Sort Numbers

- Waits for the signal from Thread 1.
- Sorts the buffer using a simple bubble sort algorithm.
- Signals Thread 3 to start calculations once sorting is complete.

3. Thread 3: Calculate Sum and Average

- Waits for the signal from Thread 2.
- Calculates the sum and average of the sorted numbers.
- Prints the results.

Output Example:

```
Thread 1: Generating random numbers...  
38 54 67 93 23 21 83 5 3 85  
Thread 2: Sorting numbers...  
3 5 21 23 38 54 67 83 85 93  
Thread 3: Calculating sum and average...  
Sum: 472, Average: 47.20
```

Synchronization Mechanism:

- **Mutex (pthread_mutex_t):** Ensures that only one thread can access shared resources at a time.
- **Condition Variable (pthread_cond_t):** Used to signal between threads when a certain condition is met, such as the buffer being filled or sorted.

This program demonstrates how to create multiple threads and coordinate their execution using synchronization mechanisms in a simple operating system context.

2. Create a C program that implements a parallel merge sort algorithm on an array of integers. The program will utilize multiple threads to sort the array concurrently, ensuring thread safety during the merge process.

```
#include <stdio.h>  
#include <stdlib.h>  
#include <pthread.h>
```

```

#include <string.h>
#define MAX_THREADS 16

typedef struct {
    int *array;
    int left;
    int right;
} SortParams;

pthread_mutex_t mutex = PTHREAD_MUTEX_INITIALIZER;

void merge(int *array, int left, int mid, int right) {
    int i, j, k;
    int n1 = mid - left + 1;
    int n2 = right - mid;
    int *L = (int *)malloc(n1 * sizeof(int));
    int *R = (int *)malloc(n2 * sizeof(int));

    for (i = 0; i < n1; i++)
        L[i] = array[left + i];

    for (j = 0; j < n2; j++)
        R[j] = array[mid + 1 + j];

    i = 0;
    j = 0;
    k = left;

    while (i < n1 && j < n2) {
        if (L[i] <= R[j]) {
            array[k++] = L[i++];
        } else {
            array[k++] = R[j++];
        }
    }
    while (i < n1) {
        array[k++] = L[i++];
    }
    while (j < n2) {
        array[k++] = R[j++];
    }

    free(L);
    free(R);
}

void *merge_sort(void *params) {
    SortParams *p = (SortParams *)params;
    int left = p->left;
    int right = p->right;

    if (left < right) {

```

```

    int mid = left + (right - left) / 2;
    SortParams leftParams = {p->array, left, mid};
    SortParams rightParams = {p->array, mid + 1, right};
    pthread_t leftThread, rightThread;
    printf("Thread created to sort subarray [%d, %d]\n", left, right);
    pthread_create(&leftThread, NULL, merge_sort, &leftParams);
    pthread_create(&rightThread, NULL, merge_sort, &rightParams);
    pthread_join(leftThread, NULL);
    pthread_join(rightThread, NULL);
    pthread_mutex_lock(&mutex);
    merge(p->array, left, mid, right);
    pthread_mutex_unlock(&mutex);
    printf("Merging subarrays [%d, %d] and [%d, %d]\n", left, mid, mid
+ 1, right);
    printf("Sorted subarray [%d, %d]:\n", left, right);
    for (int i = left; i <= right; i++) {
        printf("%d ", p->array[i]);
    }
    printf("\n");
}
pthread_exit(NULL);
}

int main() {
    int n;
    printf("Enter the number of elements: ");
    if (scanf("%d", &n) != 1 || n <= 0) {
        fprintf(stderr, "Invalid number of elements.\n");
        return EXIT_FAILURE;
    }

    int *array = (int *)malloc(n * sizeof(int));

    if (array == NULL) {
        perror("Failed to allocate memory");
        return EXIT_FAILURE;
    }

    printf("Enter the elements:\n");
    for (int i = 0; i < n; i++) {
        if (scanf("%d", &array[i]) != 1) {
            fprintf(stderr, "Invalid input.\n");
            free(array);
            return EXIT_FAILURE;
        }
    }

    SortParams params = {array, 0, n - 1};
    pthread_t sortThread;
    printf("Thread created to sort the entire array [0, %d]\n", n - 1);
    pthread_create(&sortThread, NULL, merge_sort, &params);

```

```
pthread_join(sortThread, NULL);
printf("Sorted array:\n");
for (int i = 0; i < n; i++) {
    printf("%d ", array[i]);
}
printf("\n");
free(array);
pthread_mutex_destroy(&mutex);
return EXIT_SUCCESS;
}
```

Input:

```
Enter the number of elements: 8
Enter the elements:
38 27 43 3 9 82 10 55
```

Output:

```
Thread created to sort the entire array [0, 7]
Thread created to sort subarray [0, 3]
Thread created to sort subarray [0, 1]
Thread created to sort subarray [0, 0]
Thread created to sort subarray [1, 1]
Merging subarrays [0, 0] and [1, 1]
Sorted subarray [0, 1]:
27 38
Thread created to sort subarray [2, 3]
Thread created to sort subarray [2, 2]
Thread created to sort subarray [3, 3]
Merging subarrays [2, 2] and [3, 3]
Sorted subarray [2, 3]:
3 43
Merging subarrays [0, 1] and [2, 3]
Sorted subarray [0, 3]:
3 27 38 43
Thread created to sort subarray [4, 7]
Thread created to sort subarray [4, 5]
Thread created to sort subarray [4, 4]
Thread created to sort subarray [5, 5]
Merging subarrays [4, 4] and [5, 5]
Sorted subarray [4, 5]:
9 10
Thread created to sort subarray [6, 7]
Thread created to sort subarray [6, 6]
```

```
Thread created to sort subarray [7, 7]
Merging subarrays [6, 6] and [7, 7]
Sorted subarray [6, 7]:
55 82
Merging subarrays [4, 5] and [6, 7]
Sorted subarray [4, 7]:
9 10 55 82
Merging subarrays [0, 3] and [4, 7]
Sorted array:
3 9 10 27 38 43 55 82
```