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Div: C Batch: C3

Practical 3

Implement the synchronization for Dining Philosopher Problem using MPI Synchronization Primitives.

Source Code:

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

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

```
#include <time.h>
```

```
#include <list>
```

```
#include <bits/stdc++.h>
```

```
#include "mpi.h"
```

```
void philosopher(int);
```

```
void table(int, int);
```

```
#define FORK_REQUEST 1
```

```
#define FORK_RESPONSE 2
```

```
#define FORK_RELEASE 3
```

```
#define DEBUG 1
```

```
int main(int argc, char **argv) {
```

```
    int myrank, nprocs;
```

```
    // Initialize MPI
```

```
    MPI_Init(&argc, &argv);
```

```
    MPI_Comm_size(MPI_COMM_WORLD, &nprocs);
```

```
    MPI_Comm_rank(MPI_COMM_WORLD, &myrank);
```

```

// Depending on rank, assign role of Philosopher or Table
if (myrank == 0)
    table(myrank, nprocs);
else
    philosopher(myrank);

MPI_Finalize();
return 0;
}

/* Philosopher function - only philosopher processes run this */
void philosopher(int myrank) {
    if (DEBUG)
        printf("Hello from philosopher %d \n", myrank);

    int in_buffer[1];
    int out_buffer[1];
    MPI_Status stat;

    srand(time(NULL) + myrank);

    // Philosopher main loop
    while (true) {
        if (DEBUG)
            printf("Philosopher %d is sleeping \n", myrank);
        sleep(rand() % 10); // Sleep

        if (DEBUG)
            printf("Philosopher %d is waiting to eat \n", myrank);
        MPI_Send(out_buffer, 1, MPI_INT, 0, FORK_REQUEST, MPI_COMM_WORLD); // Request forks
    }
}

```

```

        MPI_Recv(in_buffer, 1, MPI_INT, 0, FORK_RESPONSE, MPI_COMM_WORLD, &stat); // Wait for
response
        if (DEBUG)
            printf("Philosopher %d is eating\n", myrank);
        sleep(rand() % 10); // Eat

        if (DEBUG)
            printf("Philosopher %d is done eating \n", myrank);
        MPI_Send(out_buffer, 1, MPI_INT, 0, FORK_RELEASE, MPI_COMM_WORLD); // Release forks
    }
}

```

/* Table function - only table process runs this */

```

void table(int myrank, int nprocs) {

```

```

    printf("Hello from table %d \n", myrank);

```

```

    int in_buffer[1];

```

```

    int out_buffer[1];

```

```

    int philosopher;

```

```

    MPI_Status stat;

```

```

    std::list<int> queue;

```

```

    bool fork[nprocs - 1];

```

```

    // Initialize all forks as free

```

```

    for (int i = 0; i < nprocs - 1; i++)

```

```

        fork[i] = true;

```

```

    // Table main loop

```

```

    while (true) {

```

```

        MPI_Recv(in_buffer, 1, MPI_INT, MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD,
&stat); // Receive next message

```

```

        philosopher = stat.MPI_SOURCE; // Read source of message

```

```

if (stat.MPI_TAG == FORK_REQUEST) { // Request for forks

    if (DEBUG)
        printf("Table got philosopher %d fork request\n", philosopher);

    if (fork[philosopher % (nprocs - 1)] && fork[philosopher - 1]) {
        // If both forks are free
        fork[philosopher % (nprocs - 1)] = false; // Set forks as taken
        fork[philosopher - 1] = false;

        MPI_Send(out_buffer, 1, MPI_INT, philosopher, FORK_RESPONSE, MPI_COMM_WORLD); //
Send Fork response

        if (DEBUG)
            printf("Table sent philosopher %d the forks\n", philosopher);
    } else {
        // If not both forks are free, add to wait queue
        queue.push_back(philosopher);
    }
} else if (stat.MPI_TAG == FORK_RELEASE) { // Release of forks
    fork[philosopher % (nprocs - 1)] = true; // Set forks to free again
    fork[philosopher - 1] = true;

    if (DEBUG)
        printf("Table got philosopher %d fork release\n", philosopher);

    // Check if any philosopher in the queue can proceed
    if (!queue.empty()) {
        for (auto it = queue.begin(); it != queue.end(); ) {
            philosopher = *it;

            if (fork[philosopher % (nprocs - 1)] && fork[philosopher - 1]) {

```

