Gebze Technical University Computer Engineering Department

CSE 344 – System Programming

Homework-5 Report

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Differences and Improvements from HW4 code:

In the updated code, the barrier is defined and all threads, including the manager thread, are included and initialized.

Barrier ensures that all worker threads and the manager thread exit synchronously after completing their work. This guarantees that all threads complete at the same time and there are no synchronization issues in the process.

Cond. Variable and Barrier Usage:

Manager and worker threads perform their operations according to the state of the buffer using condition variables. Manager thread adds new files to the buffer, while worker threads remove files from the buffer.

When the operations are complete, all threads meet at the barrier and complete synchronously. This guarantees that the copying of all files is complete and all threads have finished their work.

Purpose and Details of the Assignment:

This assignment is a multi-threaded program designed to copy files from one directory to another. The program is built using POSIX threads to handle multiple file operations simultaneously.

The system architecture consists of a manager thread that populates a shared buffer with file metadata and

multiple worker threads that perform copying of files based on data retrieved from the buffer. Synchronization between these threads is achieved using mutexes and condition variables to manage access to the shared buffer and coordinate the producer-consumer relationship.

The program handles different types of files, including regular files and FIFOs. Regular files are directly copied, whereas FIFOs are recreated at the destination.

Directories are processed recursively, ensuring that all nested files and subdirectories are copied. The program replicates directory structures accurately at the destination.

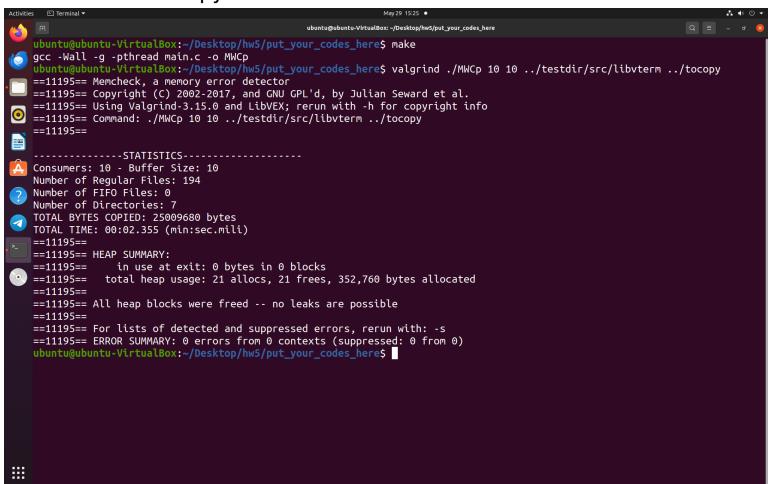
Mutexes are used to ensure exclusive access to the shared buffer by one thread at a time, while condition variables manage thread synchronization, signaling threads to sleep or wake up based on the buffer's state of being empty or full.

Pseudocode:

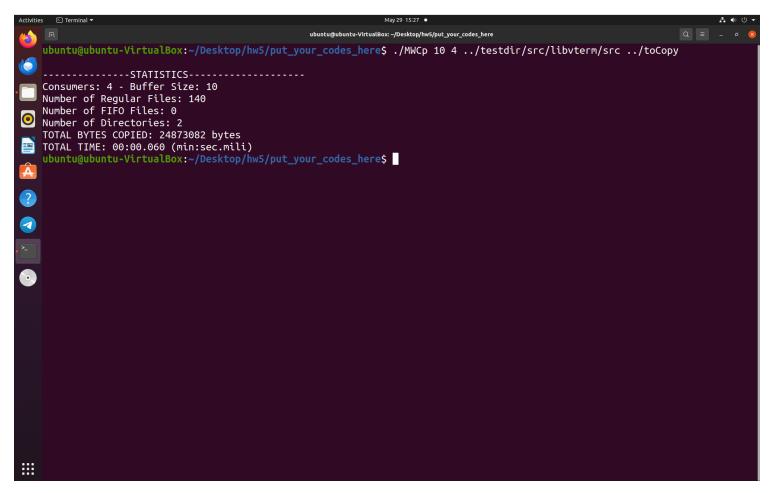
```
Main Program:
  Initialize resources (buffer, threads, barrier)
  Start timing
  Create manager thread with source and destination directories
  Create worker threads
  Wait for all threads to complete
  Stop timing
  Print performance statistics
  Clean up resources
Manager Thread:
  For each file in the source directory:
    Wait until there is space in the buffer
    Lock the buffer
    Add file to buffer
    Signal worker threads that buffer is not empty
    Unlock the buffer
  Wait at the barrier to synchronize termination with worker threads
  Indicate completion and exit
Worker Thread:
  While not done:
    Lock the buffer
    Wait for buffer to be not empty
    Retrieve file information from buffer
    If file is a FIFO:
      Create FIFO at destination
    Else:
      Copy file from source to destination
    Update copied bytes and file count
    Unlock the buffer
  Wait at the barrier to synchronize termination with other threads
  Exit thread
Signal Handling:
  On SIGINT or SIGTERM:
    Set termination flag
    Signal all conditions to ensure no thread is left waiting
```

Test Scenarios:

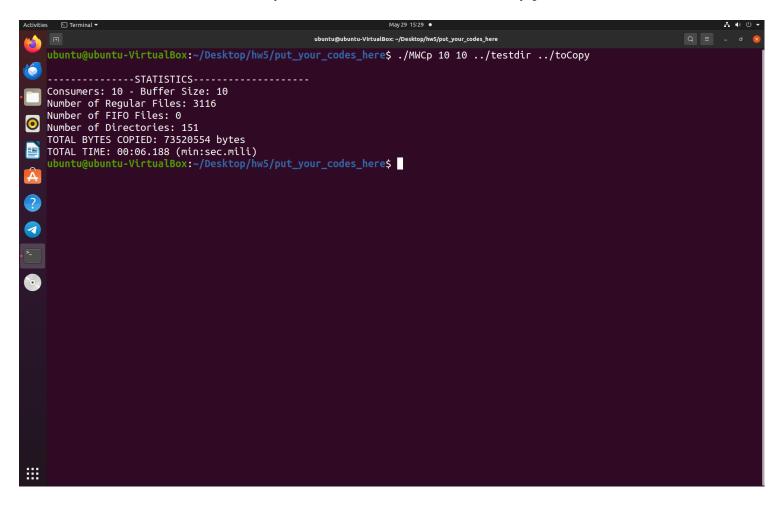
 Test1: valgrind ./MWCp 10 10 ../testdir/src/libvterm ../tocopy



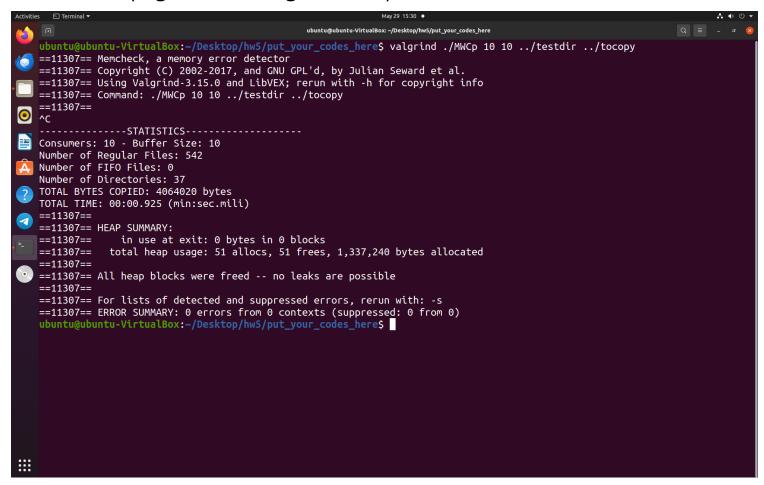
Test2: ./MWCp 10 4 ../testdir/src/libvterm/src ../toCopy



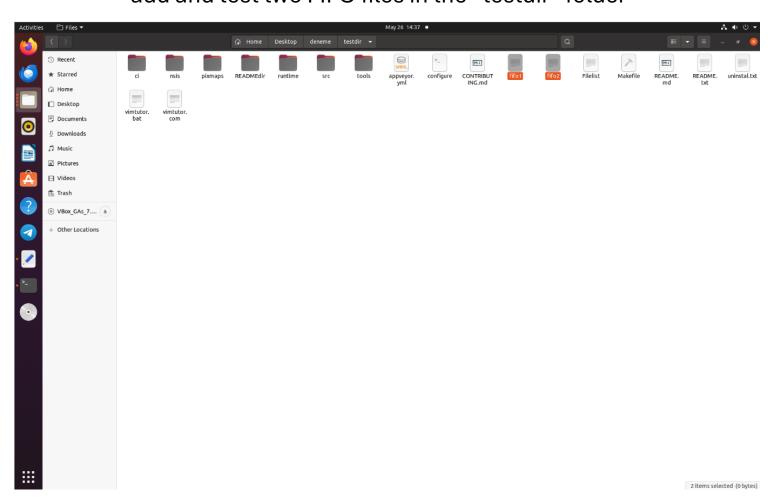
Test3: ./MWCp 10 10 ../testdir ../toCopy



 Test4: valgrind ./MWCp 10 10 ../testdir ../tocopy (Signal Handling CTRL+C)



add and test two FIFO files in the "testdir" folder



Test5: valgrind ./MWCp 4 4 ../testdir ../tocopy

