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Homework 3

1) The aging algorithm with $a = \frac{1}{2}$ is being used to predict run times. The previous four runs, from oldest to most recent are 40, 20, 40, and 15 msec. What is the next run time?

Taking the four previous run times into consideration, the prediction is:

$$(((40 + 20)/2 + 40) / 2 + 15) / 2$$

$$= ((30 + 40) / 2 + 15) / 2$$

$$= (35 + 15) / 2$$

$$= 25$$

Taking the previous two run times into consideration, the prediction is:

$$(40 + 15) / 2$$

$$= 27.5$$

2) Measurement of a certain system have shown that the average process runs for a time T before blocking on I/O. A process switch requires a time S , which is effectively wasted (overhead). For round robin scheduling with quantum Q , give a formula for the CPU efficiency for each of the following:

1. $Q = \text{infinity}$
2. $Q > T$
3. $S < Q < T$
4. $Q = S$
5. $Q \text{ nearly } 0$

Number of times switched = (T/Q) -> Time wasted switching = $(T/Q) * S$

Therefore the efficiency = $T / (T + \text{Time wasted switching}) = T / (T + ST/Q)$

- a) $S = 0$ -> CPU efficiency = $T / T = 100\%$
- b) $S = 0$ -> CPU efficiency = $T / T = 100\%$
- c) CPU Efficiency = $T / ((ST/Q) + T) = (\text{varies from } 100\% \text{ down to } 50\% \text{ depending on how much less } Q \text{ is than } T)$
- d) $S = Q$ -> CPU efficiency = $T / ((QT/Q) + T) = T / 2T = 50\%$
- e) $Q \sim 0$ -> CPU efficiency = $T / ((ST/Q) + T) = T / \sim \text{infinity} = \sim 0\%$

3) Write a multithreaded program using SDL threads or POSIX threads. The program uses a number of threads to multiply two matrices. The multiplication of an M X L matrix A and an L X N matrix B gives an M X N matrix C, and is given by the formula,

$$C_{ij} = \sum_{k=0}^{L-1} A_{ik} B_{kj} \quad 0 \leq i < M, 0 \leq j < N$$

Basically, each element C_{ij} is the dot product of the i-th row vector of A with the j-th column vector of B. The program uses one thread to calculate a dot product. Therefore, it totally needs M x N threads to calculate all the elements of matrix C.

```

1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <SDL/SDL.h>
4  #include <iostream>
5
6
7  #include <SDL/SDL_thread.h>
8
9  #include <vector>
10
11 //global
12
13 int matrixA[3][2] = { {1, 2}, {5, 8}, {7, 12} };
14 int matrixB[2][3] = { {3, 14, 0}, {6, 10, 15} };
15 int matrixC[3][3] = { {0, 0, 0}, {0, 0, 0}, {0, 0, 0} };
16
17 using namespace std;
18
19 class matrix
20 {
21 public:
22 void printA (int m[][2]);
23 void printB (int m[][3]);
24 void printC (int m[][3]);
25
26 private:
27 int row;
28 int col;
29 int product;
30 };
31
32 /* This function is a thread entry point. */
33
34 int dotProduct ( void *data )
35 {
36 int row;
37 int col;
38 int product;
39 char *threadname;
40 threadname = (char *) data;
41
42
43 cout << "This is " << threadname << endl;;
44
45
46 for(row = 0; row < 3; row++)
47 {
48 for(col = 0; col < 3; col++)
49 {
50 for(product = 0; product < 2; product++)
51 {
52 matrixC[row][col] += matrixA[row][product] *
53 matrixB[product][col];
54 }
55 }
56
57 }
58 }
59

```

```

61     return 0;
62 }
63 //void print ( const vector<double> &v )
64 void matrix::printA (int m[][2])
65 {
66     cout << "Matrix A: " << endl;
67     for (row = 0; row < 3; row++)
68     {
69         for (col = 0; col < 2; col++)
70             cout << matrixA[row][col] << " ";
71         cout << endl;
72     }
73     cout << endl;
74 }
75 void matrix::printB (int m[][3])
76 {
77     cout << "Matrix B: " << endl;
78     for (row = 0; row < 2; row++)
79     {
80         for (col = 0; col < 3; col++)
81             cout << matrixB[row][col] << " ";
82         cout << endl;
83     }
84     cout << endl;
85 }
86
87 void matrix::printC (int m[][3])
88 {
89     cout << "Matrix C: " << endl;
90     for (row = 0; row < 3; row++)
91     {
92         for (col = 0; col < 3; col++)
93             cout << matrixC[row][col] << " ";
94         cout << endl;
95     }
96 }
97
98
99
100
101 //main
102
103
104 int main()
105 {
106     //initVectors();
107     matrix matrices;
108
109
110     SDL_Thread *sumThread;
111
112
113     sumThread = SDL_CreateThread( dotProduct, ( void *) "Dot Product Thread");
114
115     ---
116
117     if (sumThread == NULL)
118     {
119         cout << "\nSDL_CreateThread failed: " << SDL_GetError() << endl;
120     }
121     else
122     {
123         // Wait for the thread to complete.
124         int returnValue;
125         SDL_WaitThread( sumThread, &returnValue);
126         cout << "Dot product of matrices A and B: " << endl;
127         matrices.printA (matrixA);
128         matrices.printB (matrixB);
129         cout << "equal matrix C: " << endl;
130         matrices.printC (matrixC);
131         cout << endl;
132     }
133     |
134     return 0;

```

```

Script started on Thu Feb 21 10:25:50 2017
[?1034hbash-3.2$ g++ -o mdp dot_product.cpp -lsDL
[?1034hbash-3.2$ ./mdp
This is Dot Product Thread
Dot product of matrices A and B:
Matrix A:
1 2
5 8
7 12

Matrix B:
3 14 0
6 10 15

equal matrix C:
Matrix C:
15 34 30
63 150 120
93 218 180
|
bash-3.2$

```

4) In the class the implementation of the readers-writers problem using SDL threads has been presented. However, the read and write tasks of the reader thread and the writer thread are not given. Implement these tasks as reading and writing of a file named *counter.txt*, which contains an integer counter.

A reader thread

- reads the counter from the file, and
- prints out its thread name and the value of the counter.

A writer thread

- increments the value of the counter in the file,
- prints out its thread name and the new value of the counter.

Each thread repeats its task indefinitely in a random amount of time between 0 and 3000 ms. Your main program should create 20 reader threads and 3 writer threads.

```

1  #include <SDL/SDL.h>
2  #include <SDL/SDL_thread.h>
3  #include <stdio.h>
4  #include <stdlib.h>
5  #include <math.h>
6  #include <fstream>
7  #include <sstream>
8  #include <iostream>
9
10 using namespace std;
11
12 //SDL_bool condition = SDL_FALSE;
13 SDL_mutex *mutex;
14 SDL_cond *readerQ; //condition variable
15 SDL_cond *writerQ; //condition variable
16 int readers = 0;
17 int writers = 0;
18 class RW
19 {
20 public:
21 int reader (void* data);
22 int writer (void* data);
23
24
25 };
26 int RW::reader (void* data)
27 {
28
29 while(1)
30 {
31 SDL_Delay(rand() % 3000);
32 SDL_LockMutex(mutex);
33 while(!(writers == 0))
34 {
35 SDL_CondWait(readerQ, mutex);
36 }
37 ++readers;
38 SDL_UnlockMutex(mutex);
39 ifstream file("counter.txt");
40 if(file.good())
41 {
42 int count;
43 file >> count;
44 cout << *((string*)data) << " with value: " << count <<
45 endl;
46 file.close();
47 }
48 else
49 {
50 cout << "Unable to read counter.txt" << endl;
51 }
52 SDL_LockMutex (mutex);
53 //printf("\nThis is %s thread\n", (char *) data);
54 if(--readers == 0)
55 {
56 SDL_CondSignal (writerQ);
57 }

```

```

58  SDL_UnlockMutex (mutex);
59  }
60  }
61  int RW::writer (void* data)
62  {
63      while(1)
64      {
65          SDL_Delay (rand() % 3000);
66          SDL_LockMutex(mutex);
67          while (!(readers == 0) && !(writers == 0))
68          {
69              SDL_CondWait ( writerQ, mutex );
70          }
71          ++writers;
72          SDL_UnlockMutex (mutex);
73
74
75          int count = -1;
76          ifstream read("counter.txt");
77          if(read.good())
78          {
79              read >> count;
80              read.close();
81          }
82          else
83
84          {
85              cout << "write file failed" << endl;
86          }
87          ++count;
88          ofstream write("counter.txt", ios::trunc);
89          write << count;
90          write.close();
91
92
93          cout << *((string*)data) << " with value: " << count << endl;
94
95
96          SDL_LockMutex (mutex);
97          --writers; //only one writer at one time
98          SDL_CondSignal (writerQ);
99          SDL_CondSignal (readerQ);
100         SDL_UnlockMutex (mutex);
101     }
102 }
103 int main ()
104 {
105     RW result;
106     //thread identifiers
107     SDL_Thread* idr[20];
108     SDL_Thread* idw[3];
109
110
111     mutex = SDL_CreateMutex();
112     readerQ = SDL_CreateCond();
113     writerQ = SDL_CreateCond();

```



```

115     for (int i = 0; i < 3; ++i)
116     {
117         stringstream flavio;
118         flavio << "writer: " << i;
119         string* name = new string(flavio.str());
120         idw[i] = SDL_CreateThread(result.writer(void*)name);
121     }
122
123 }
124
125
126 for(int i = 0; i < 20; ++i)
127 {
128     stringstream flavio;
129     flavio << "reader: " << i;
130     string* name = new string(flavio.str());
131     idr[i] = SDL_CreateThread(result.reader(void*)name);
132 }
133 SDL_WaitThread(idw[0], NULL);
134 SDL_DestroyCond(readerQ);
135 SDL_DestroyCond(writerQ);
136 SDL_DestroyMutex(mutex);
137 return 0;

```

//g++ -o readwrite readwrite.cpp -lSDL -lpthread


```
reader: 15 with value: 343
reader: 7 with value: 343
reader: 18 with value: 343
reader: 6 with value: 343
reader: 14 with value: 343
reader: 4 with value: 343
reader: 13 with value: 343
reader: 4 with value: 343
reader: 19 with value: 343
reader: 15 with value: 343
reader: 16 with value: 343
writer: 2 with value: 344
writer: 1 with value: 345
reader: 18 with value: 345
reader: 8 with value: 345
reader: 7 with value: 345
reader: 17 with value: 345
reader: 4 with value: 345
reader: 14 with value: 345
reader: 13 with value: 345
reader: 11 with value: 345
reader: 1 with value: 345
reader: 0 with value: 345
writer: 1 with value: 346
reader: 10 with value: 346
reader: 17 with value: 346
reader: 6 with value: 346
reader: 18 with value: 346
reader: 2 with value: 346
writer: 0 with value: 347
reader: 3 with value: 347
writer: 0 with value: 348
reader: 8 with value: 348
reader: 15 with value: 348
reader: 5 with value: 348
reader: 9 with value: 348
reader: 18 with value: 348
reader: 16 with value: 348
```

Conclusion: After completing all parts, I believe I deserve full credit.