## U18CO018

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SE

## **Assignment 5**

J

- 1. There are four philosophers sitting around a round table. There are forks on the table, one between each pair of philosophers. The philosophers want to eat spaghetti from a large bowl in the center of the table. Unfortunately the spaghetti is of a particularly slippery type, and a philosopher needs both forks in order to eat it. The philosophers have agreed on the following protocol to obtain the forks: Initially philosophers think about philosophy, when they get hungry they do the following:
  - Take the left fork
  - Take the right fork and start eating
  - Return both forks simultaneously, and repeat from the beginning.

Build a SPIN model for this scenario.

Code:

Think:

```
#define N 4
byte fork[N];
byte nr_eat;
proctype Philosopher(byte id)
{
```

```
printf("Plilosopher with id %d is thinking\n",id);
     if
     :: atomic { fork[id] == 0 -> fork[id] = id + 1; };
    :: atomic { fork[(id + 1)\%N] == 0 \rightarrow fork[(id + 1)\%N] = id + 1; \};
    fi;
  One:
     if
    :: atomic
     {
       fork[id] == id + 1 -> fork[(id + 1)%N] == 0 -> fork[(id + 1)%N] = id + 1;
       nr_eat++;
     }
     :: atomic
     {
       fork[id] == 0 -> fork[(id + 1)\%N] == id + 1 -> fork[id] = id + 1;
       nr_eat++;
     }
     fi;
  Eat:
     printf("Plilosopher with id %d is eating\n",id);
    d_step { nr_eat--; fork[(id + 1)%N] = 0; fork[id] = 0;}
  goto Think;
init {
  atomic
  {
     byte i = 0;
     do
```

}

```
:: i < N -> run Philosopher(i); i++;
:: else -> break;
od;
}
```

```
E:\Asem7\Software Engineering\Assignment5>spin prog.pml
          Plilosopher with id 0 is thinking
              Plilosopher with id 1 is thinking
                  Plilosopher with id 2 is thinking
                      Plilosopher with id 3 is thinking
      timeout
#processes: 5
                fork[0] = 4
                fork[1] = 1
                fork[2] = 2
                fork[3] = 3
                nr eat = 0
       proc 4 (Philosopher:1) prog.pml:13 (state 20)
 32:
       proc 3 (Philosopher:1) prog.pml:13 (state 20)
 32:
       proc 2 (Philosopher:1) prog.pml:13 (state 20)
 32:
       proc 1 (Philosopher:1) prog.pml:13 (state 20)
 32:
32:
       proc 0 (:init::1) prog.pml:40 (state 11) <valid end state>
5 processes created
```



