

System Programming

Programming HW 2

TAs

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IRLAB

Outline

- Goal
- Problem Description
- Execution Flow
- Tasks
- Grading
- Submission
- Punishment
- Reminder

Goal

- In this assignment, you are required to...
 - Understand how to use `fork()` and `exec()` to create and execute new process.
 - Understand how to use `pipe` and `FIFO` to communicate between processes.
 - `mkfifo()`, `pipe()`

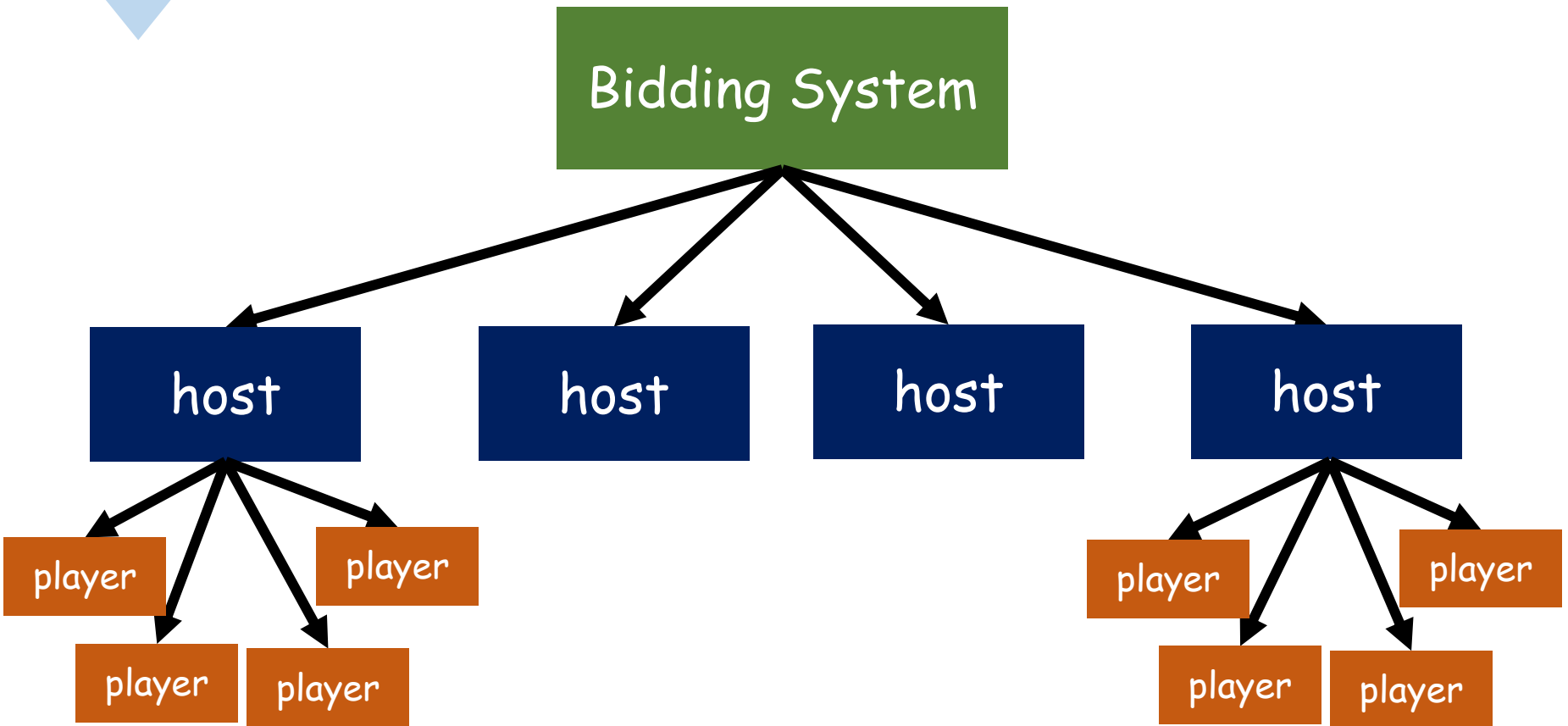
Problem Description

- Implement a bidding system which will handle a sequence of competitions.
- A **Bidding system** to handle the competitions
- Several **hosts** to hold these competition.
- Many **players** join in a competition.

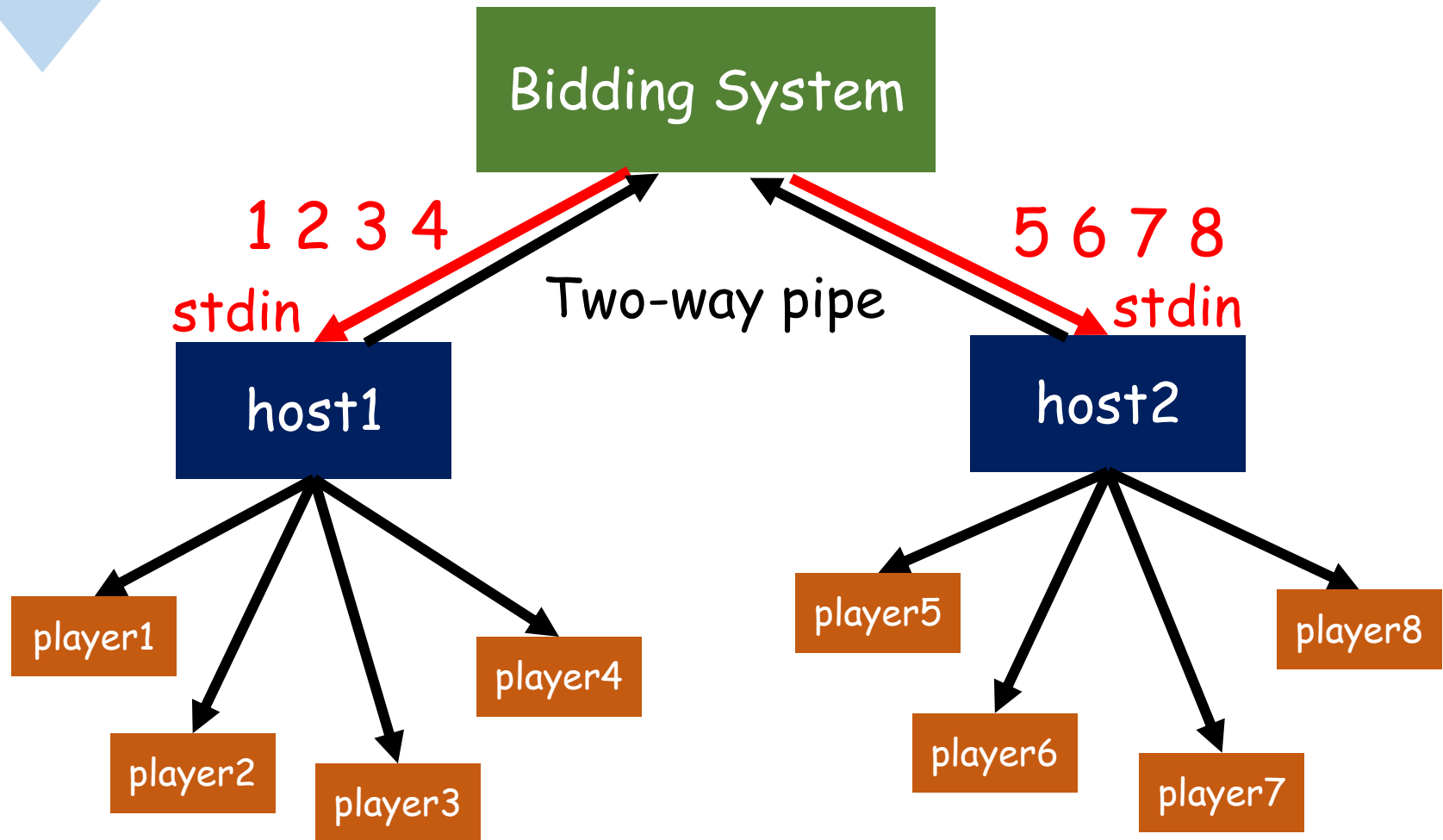
Problem Description

- We can assign **host number** and **player number** to the Bidding System.
- There are **$C(\text{player_num}, 4)$** competitions.
- A competition will hold **10** rounds.
- At the beginning of each round, host will tell how much do they have(as well as others).
- Each round every player will get **1000** dollars.
- The **largest and unique** announcement will win the item.

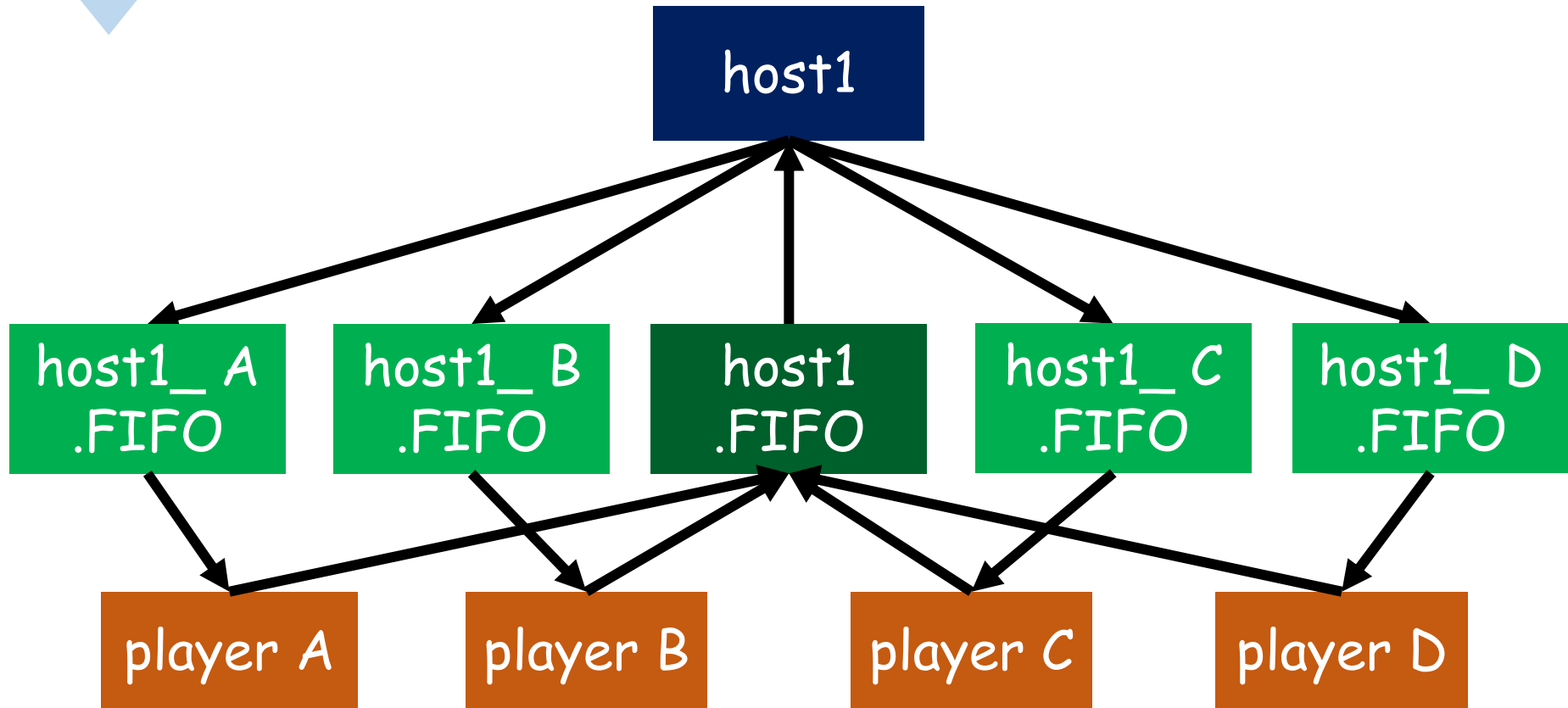
Bidding System Structure



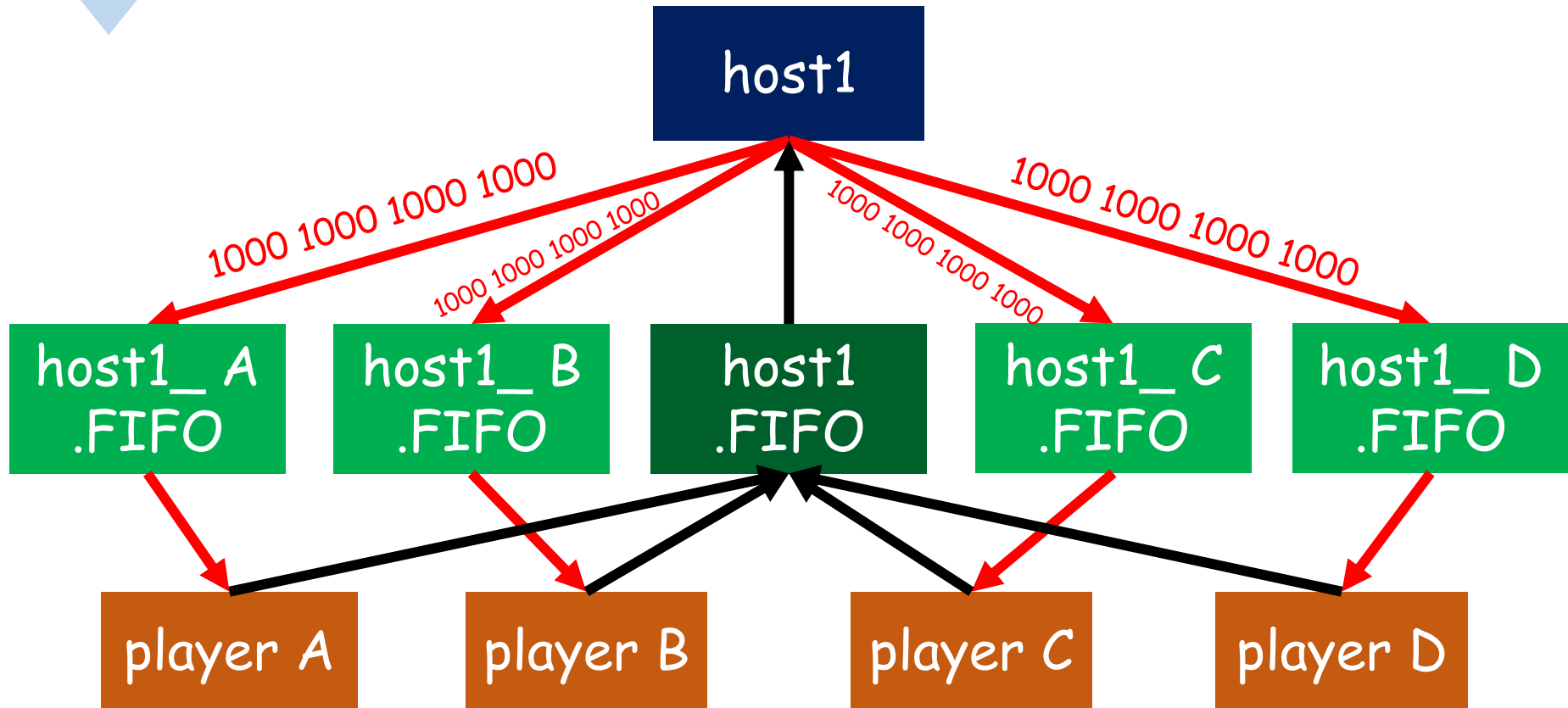
Execution Flow



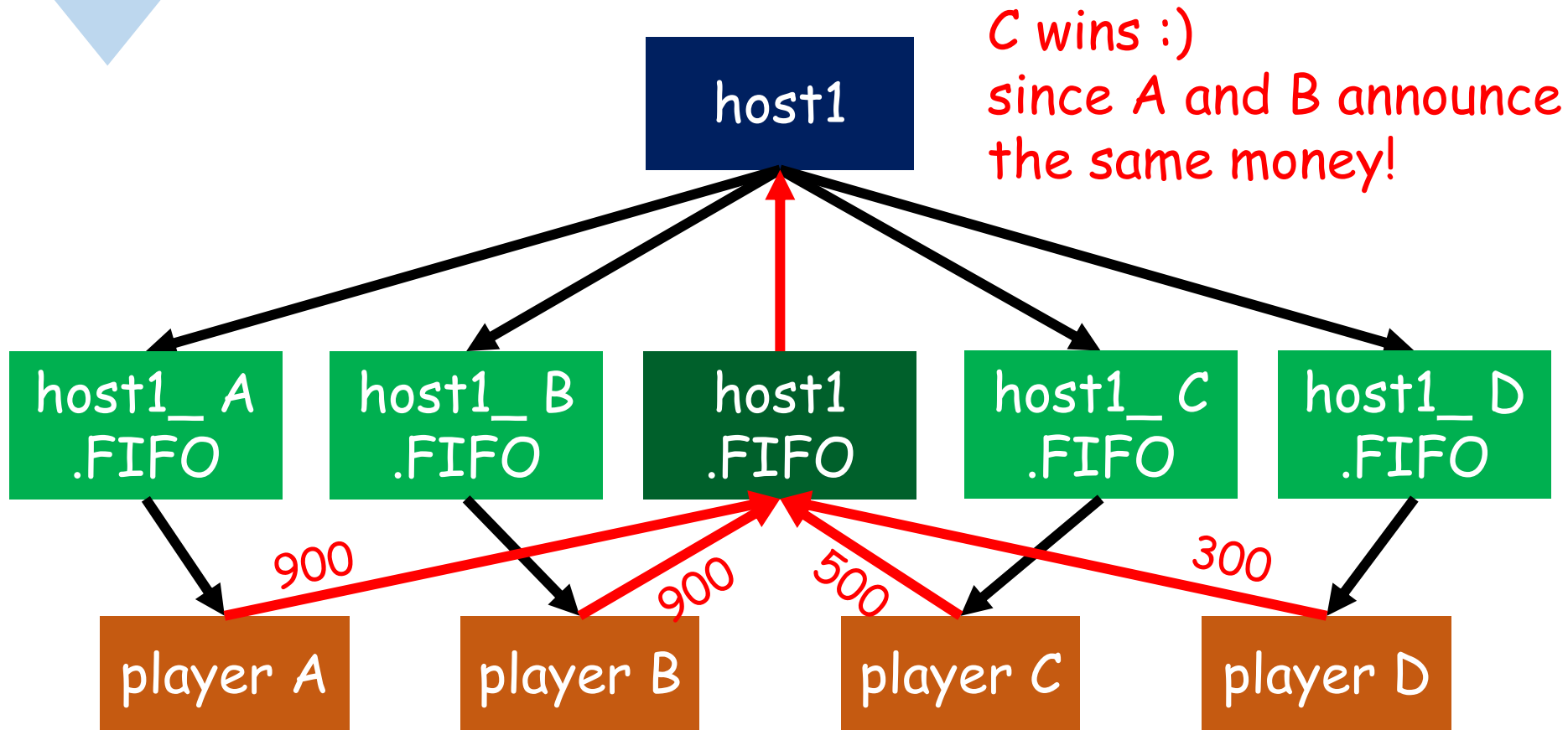
Execution Flow



Execution Flow



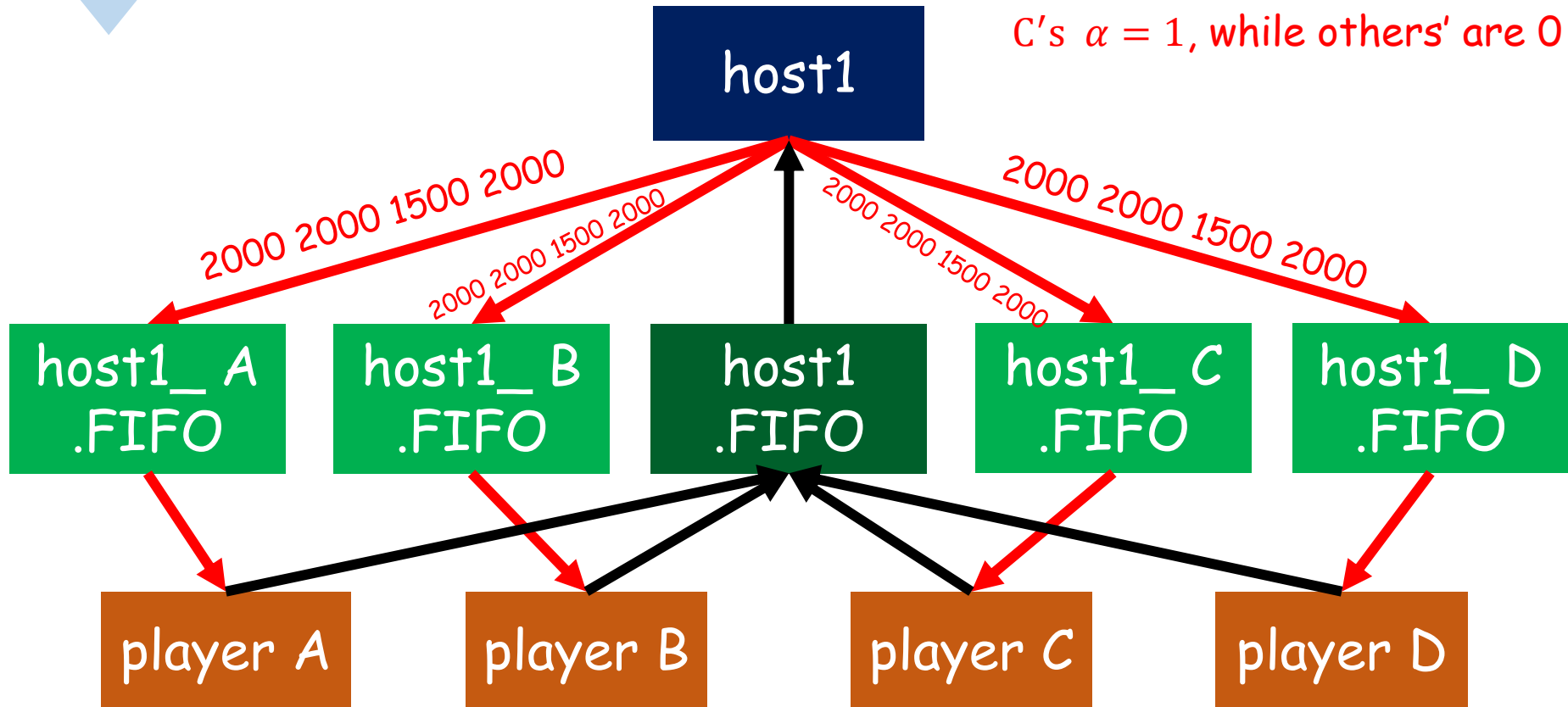
Execution Flow



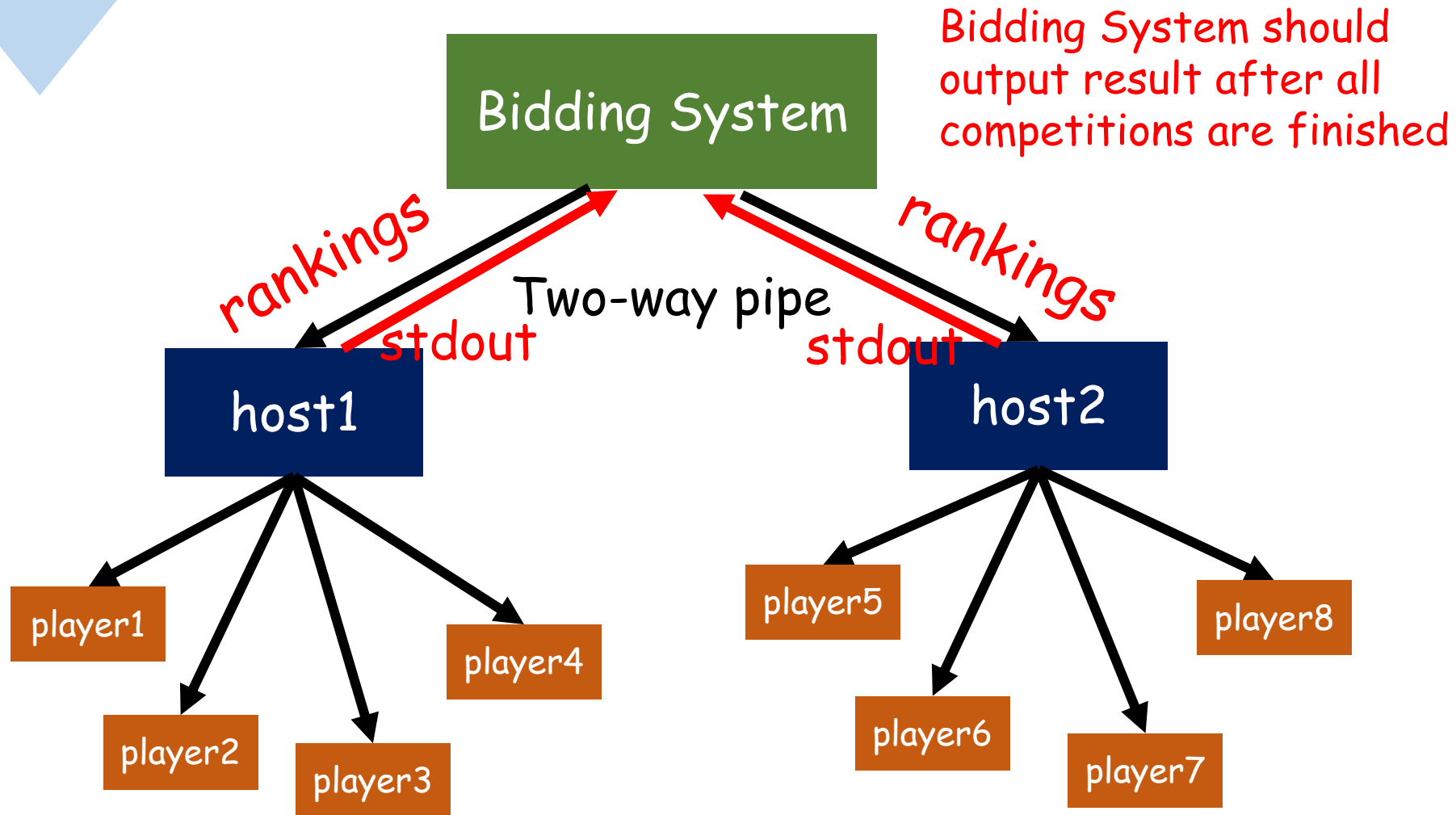
Execution Flow

$$money_{next} = 1000 + money_{prev} - \alpha \times pay$$

C's $\alpha = 1$, while others' are 0



Execution Flow



Tasks

- `./bidding_system [host_num] [player_num]`
 - Create **host_num** hosts with `id = 1 ~ host_num`.
 - Assign every 4 players(`id = 1 ~ player_num`) to host.
 - Separate with **space**, `id` in **ascending** order
 - `[player_id] [player_id] [player_id] [player_id]\n`
 - Communicate with host through **pipes**.
 - Remember do **redirection** before you execute host

Tasks

- `./bidding_system [host_num] [player_num]`
 - Once all competitions are finished, send
"`-1 -1 -1 -1\n`" to all hosts.
 - Output result
 - Separate with `space` and put `\n` in the end.
 - 1 [ranking]\n
 - 2 [ranking]\n
 - ⋮
 - player_num [ranking]\n
- If they got 7, 10, 3, 7, 3, then
- ```
1 2\n2 1\n3 4\n4 2\n5 4\n
```

# Hint

```
//Build two-way pipe
```

```
pid = fork();
```

```
if(pid == 0){
```

```
 // child process
```

```
 // Redirection
```

```
 // exec()
```

```
}
```



```
else{
```

```
 //parent process
```

```
 //record pipe_fd
```

```
}
```

# Tasks

- `./host [host_id]`
  - Get 4 player id from **standard input**.
  - Create 5 FIFOs
    - `host[host_id]_A.FIFO, host[host_id]_B.FIFO,`  
`host[host_id]_C.FIFO, host[host_id]_D.FIFO,`  
`host[host_id].FIFO`
  - Stop when receiving `"-1 -1 -1 -1\n"`.



# Tasks

- `./host [host_id]`
  - Send how much do they have at the beginning of each round.
  - After 10 rounds, output rankings to **standard output**
    - `[playerA_id] [ranking]\n`  
`[playerB_id] [ranking]\n`  
`[playerC_id] [ranking]\n`  
`[playerD_id] [ranking]\n`

# Tasks

- `./player [host_id] [player_index] [random_key]`
  - `player_index = {A, B, C, D}`
  - `Random_key = [0, 65535]`
  - `Announce` should be of the format
    - Separate with **space**
    - `[player_index] [random_key] [money]\n`

# Tasks

- `./player [host_id] [player_index] [random_key]`

pay all their money in turn

- $A \rightarrow B \rightarrow C \rightarrow D \rightarrow A \dots$
- Round1 A pays 1000, round2 B pays 2000, ...

# Grading

- 1. Your bidding\_system works fine.(1pt)
- 2. Your bidding\_system schedules host effectively.(0.5pt)
- 3. Your bidding\_system executes host correctly.(0.5pt)
- 4. Your host works fine.(2pt)
- 5. Your player works fine.(1pt)
- 6. Completeness.(1.5pt)
- 7. Produce executable files successfully.(0.5pt)

# Grading

- TA's `bidding_system`, `host`, `player`
- Student's `bidding_system`, `host`, `player`
- We will judge your code in the following way
  - `bidding_system` + `host` + `player`
  - `bidding_system` + `host` + `player`
  - `bidding_system` + `host` + `player`
- So please follow the SPEC carefully

# Submission

- Submit `SP_HW2_{student_id}.tar.gz` to CEIBA
- All the following files should be in the folder named `{student_id}`
  - 1. `bidding_system.c`
  - 2. `host.c`
  - 3. `player.c`
  - 4. `Makefiles`(as well as other `*.c`)
  - 5. `readme.txt`

# Punishment

- You will get **NO** credits if plagiarism
- Late submission
  - **5%** for each day
- Error format
  - wrong file name/format
  - wrong output format

# Reminder

- Please read **SPEC** files carefully.
  - We will strictly follow the SPEC
  - including **input/output format**
- Test your code on the CSIE workstation
- Start your work ASAP and do not leave it until the last day



# Reminder

- Use **ssh** to access from `linux?.csie.ntu.edu.tw`
- Use **scp** to copy files from `linux?.csie.ntu.edu.tw`

Q&A