

Motilal Nehru National Institute of TechnologyAllahabad Prayagraj-211004 [India]

Department of Computer Science & Engineering

Programme Name: B.Tech Semester: VII Branch: Computer Science & Engg.

Course Code: CS17201 Course Name: Distributed Systems (Lab)

Lab Assignment 4

Lab #	Name of Experiment
4	Simulate the Distributed Mutual Exclusion.

```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
#include <time.h>
int critical_section = 0; // Shared resource
int num_processes = 5; // Number of processes
pthread_mutex_t mutex;
pthread_cond_t request_cv;
// Function to sleep for a specified number of milliseconds
void delay_ms(int milliseconds) {
   struct timespec ts;
    ts.tv_sec = milliseconds / 1000;
    ts.tv_nsec = (milliseconds % 1000) * 1000000;
    nanosleep(&ts, NULL);
void request_critical_section(int process_id) {
   pthread_mutex_lock(&mutex);
   // You would typically send a message to the server here
    printf("Process %d requesting access to the critical section\n", process_id);
    pthread_cond_wait(&request_cv, &mutex);
    pthread_mutex_unlock(&mutex);
void release_critical_section(int process_id) {
   pthread_mutex_lock(&mutex);
   // You would typically send a message to the server here
    printf("Process %d releasing critical section\n", process_id);
    pthread_cond_broadcast(&request_cv);
    pthread_mutex_unlock(&mutex);
```

```
// Simulated process
void *process(void *arg) {
   int process_id = *(int *)arg;
   while (1) {
        request_critical_section(process_id);
       printf("Process %d is in the critical section\n", process_id);
        delay_ms(1000); // Delay for 1 second
        release_critical_section(process_id);
       printf("Process %d is in the non-critical section\n", process_id);
       delay_ms(1000); // Delay for 1 second
   pthread_exit(NULL);
int main() {
   pthread_t threads[num_processes];
   int process_ids[num_processes];
   pthread_mutex_init(&mutex, NULL);
   pthread_cond_init(&request_cv, NULL);
   // Create and start threads
   for (int i = 0; i < num_processes; i++) {</pre>
        process_ids[i] = i;
       pthread_create(&threads[i], NULL, process, &process_ids[i]);
   // Wait for threads to finish
   for (int i = 0; i < num\_processes; i++) {
       pthread_join(threads[i], NULL);
   // Cleanup
   pthread_mutex_destroy(&mutex);
   pthread_cond_destroy(&request_cv);
   return 0;
```

