An-Najah National University
Faculty of Engineering and IT

جامعة النجاح الوطنية
كلية الهندسة وتكنولوجيا المعلومات

Computer Engineering Department

Course name - number: Operating Systems - 10636451

Report Grading Sheet

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Students	
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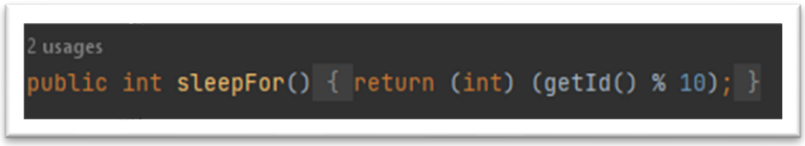
Contents

Part1 – Code: without synchronization

In the first part, we have two classes:

1. **"`Part1Thread`" class**, which represents the thread that will increase the value of the shared memory. It has these following methods:

- `sleepFor` – returns the time the thread will sleep



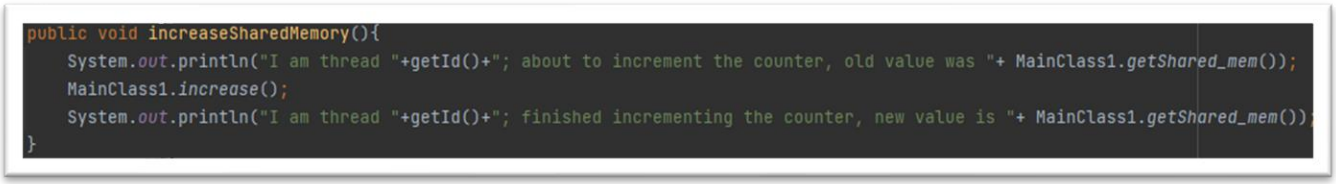
```
2 usages
public int sleepFor() { return (int) (getId() % 10); }
```

- `printDelayAndSleep` – prints the requested message then calls "`sleep`" method for the thread.

```
public void printDelayAndSleep() {
    try {
        System.out.println("I am thread " + getId() + "; about to go to sleep for " + sleepFor() + " nanoseconds");
        Thread.sleep(sleepFor());
    } catch (InterruptedException e) {
        e.printStackTrace();
    }

}
```

- `increaseSharedMemory` – to call increase method from the main so we can increase the value of shared_mem



```
public void increaseSharedMemory(){
    System.out.println("I am thread "+getId()+"; about to increment the counter, old value was "+ MainClass1.getShared_mem());
    MainClass1.increase();
    System.out.println("I am thread "+getId()+"; finished incrementing the counter, new value is "+ MainClass1.getShared_mem());
}
```

- `run`, this method will automatically be called when the thread starts

```
@Override
public void run() {
    for(int i = 0; i< MainClass1.getN(); i++){
        printDelayAndSleep();
        increaseSharedMemory();
    }
}
```

This is the main function in the class which will call "`printDelayAndSleep`" & "`increaseSharedMemory`" methods **N** times for each thread

2. **“MainClass1”** class, which contains:

- shared-mem, its methods (getter & setter), the variable N and its getter

```
//N for Amjad's ID = 12028467
//N = 467 + 500
//Riham's ID = 12029366
6 usages
private static int N = 967, shared_mem = 0;
1 usage
public static void increase() { shared_mem++; }
3 usages
public static int getShared_mem() { return shared_mem; }

1 usage
public static int getN() { return N; }
```

- `Main` method

```
public static void main(String[] args){
    Thread[] threads = new Thread[N];
    int expected_value = N * N;

    for (int i = 0; i < N; i++) {
        Part2Thread tmp = new Part2Thread();
        threads[i] = new Thread(tmp);
        threads[i].start();
    }

    for (int i = 0; i < N; i++) {
        try {
            threads[i].join();
        } catch (InterruptedException e) {
            throw new RuntimeException(e);
        }
    }
    System.out.println("Expected value = "+expected_value);
    System.out.println("Real value = "+SharedMemory.getShared_mem());
}
```

First, we created an array of threads with size **N**, then created **N** objects of our class `Part1Thread`, assigned each one to a pointer in our threads array and start it using **“`start`”** method.

The next step is iterating over `threads` array, and calling **“`join`”** method, so the parent thread won’t continue running until all the **N** threads finish their work.

Finally, we printed the expected value (= N^2; we have **N** threads each will call “`increase`” method **N** times), and the real value we have.

Part1 – Result

On windows11 OS

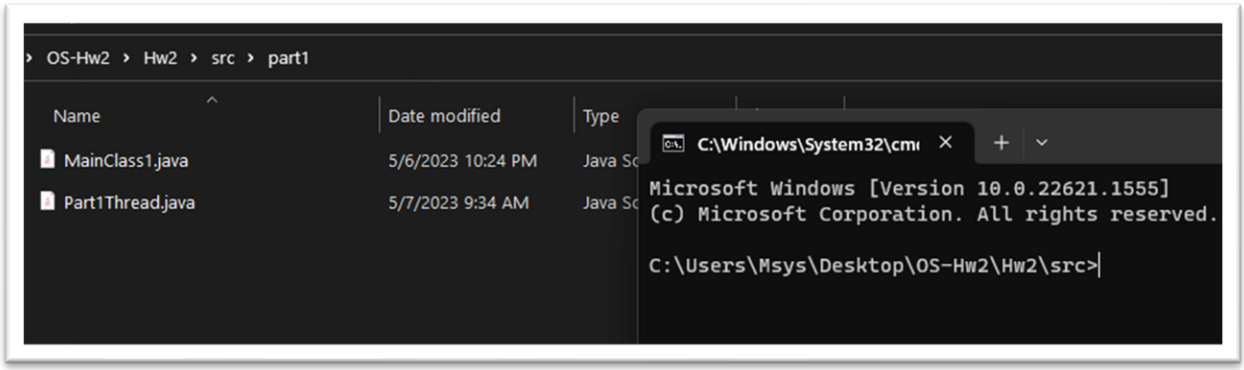


Figure 1: Part1 classes on windows before compiling.

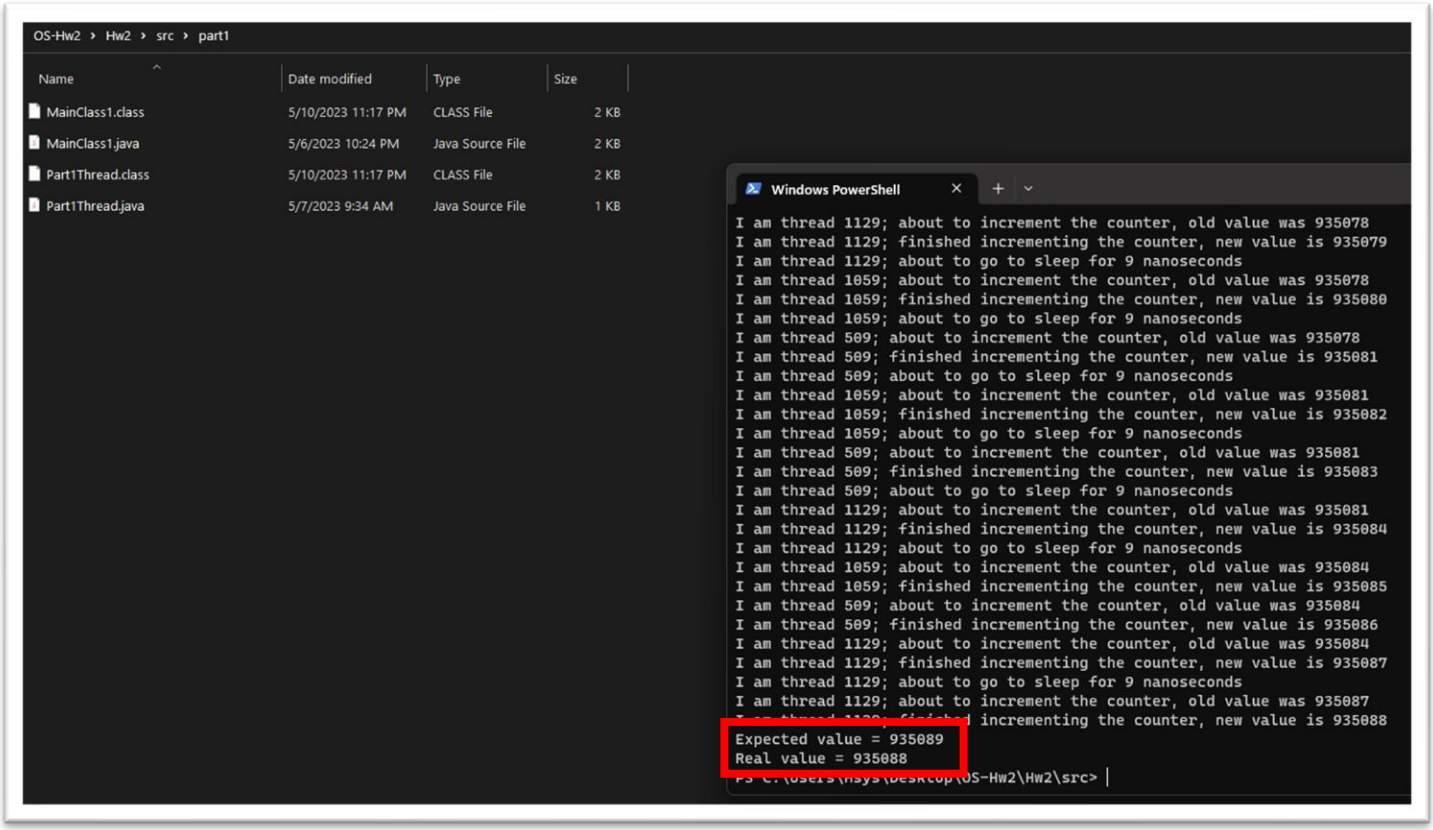


Figure 2: Part1 compiling and run result.

- as we can see, the real result is different than the expected, that is caused by multithreads calling ”`increase`” method at the same time.

```
I am thread 1068; finished incrementing the counter, new value is 935077
I am thread 1068; about to go to sleep for 8 nanoseconds
I am thread 1138; about to increment the counter, old value was 935077
I am thread 138; about to increment the counter, old value was 935077
I am thread 138; finished incrementing the counter, new value is 935079
I am thread 798; about to increment the counter, old value was 935077
I am thread 798; finished incrementing the counter, new value is 935080
I am thread 1138; finished incrementing the counter, new value is 935078
```

Figure 3: Error example

- we notice that there are 3 threads called "`increase`" method at the same time.

On centOS8

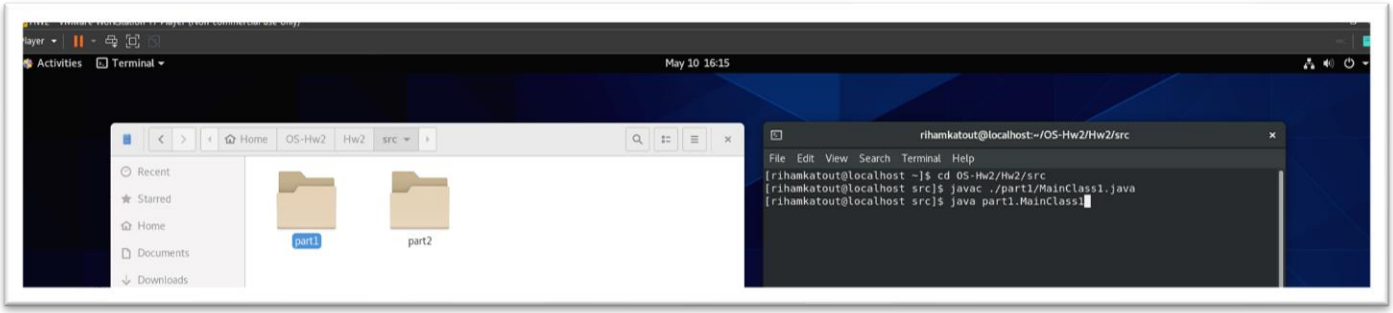


Figure 4: files of the project on CentOS

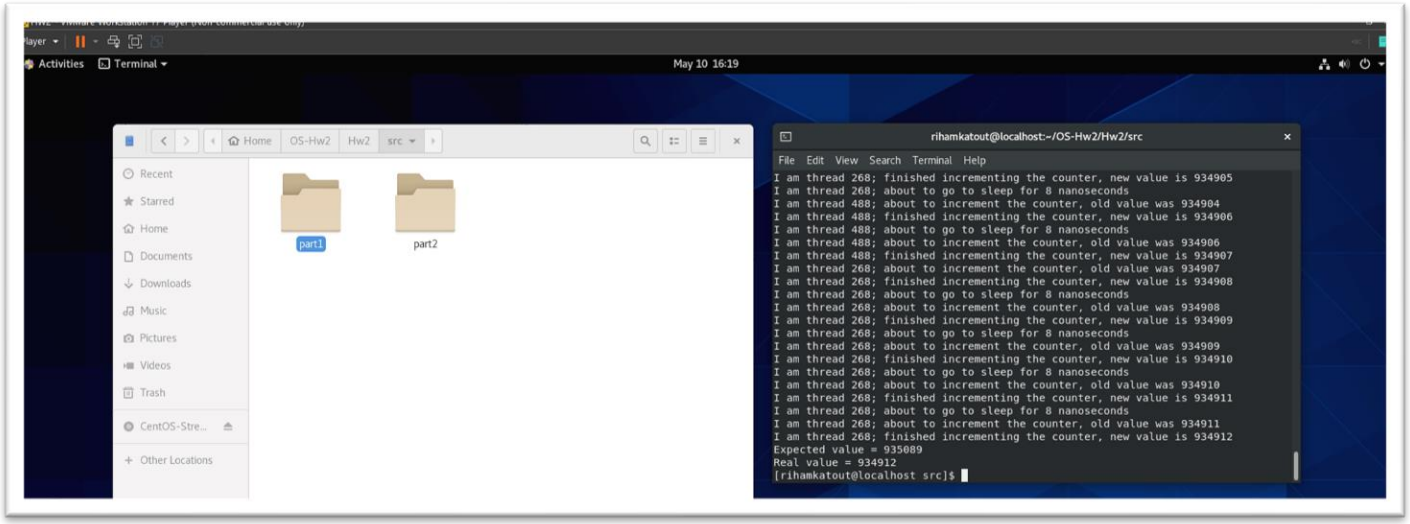


Figure 5: Compile and run result on CentOS

- Result is same to the one on windows

Part2 – Code: with synchronization

We used the third method (static synchronization) according to our IDs (12029366 + 12028467) % 3 = 2

In the second part, we have three classes:

1. **"SharedMemory" class**, contains shared_memory, its getter and setter.

```
package part2;

public class SharedMemory {
    2 usages
    private static int shared_mem = 0;
    1 usage
    public static synchronized void increase() { shared_mem++; }
    3 usages
    public static int getShared_mem() { return shared_mem; }
}
```

Figure 6: ShaedMemory Class contents

- increase method is static & synchronized, that means that it is running only by one thread at the same time, the other threads will be waiting in a queue, so we can guarantee that we will get the correct value of it.

2. **“Part2Thread” class**, which represents the thread that will increase the value of the shared memory. It has these following methods:

- `sleepFor` – returns the time the thread will sleep

```
2 usages
public int sleepFor() { return (int) (getId() % 10); }
```

- `printDelayAndSleep` – prints the requested message then calls “`sleep`” method for the thread.

```
public void printDelayAndSleep() {
    try {
        System.out.println("I am thread " + getId() + "; about to go to sleep for " + sleepFor() + " nanoseconds");
        Thread.sleep(sleepFor());
    } catch (InterruptedException e) {
        e.printStackTrace();
    }

}
```

- `increaseSharedMemory` – to call increase method from `SharedMemory` class

```
public void increaseSharedMemory(){
    System.out.println("I am thread "+getId()+"; about to increment the counter, old value was "+ SharedMemory.getShared_mem());
    SharedMemory.increase();
    System.out.println("I am thread "+getId()+"; finished incrementing the counter, new value is "+ SharedMemory.getShared_mem());
}
```

- `run`, this method will automatically be called when the thread starts

```
@Override
public void run() {
    for(int i = 0; i< MainClass1.getN(); i++){
        printDelayAndSleep();
        increaseSharedMemory();
    }
}
```

This is the main function in the class which will call “`printDelayAndSleep`” & “`increaseSharedMemory`” methods **N** times for each thread

3. **“MainClass2”** class, which contains **N** and the main method only.

```java
public class MainClass2 {
    //N for Amjad's ID = 12028467
    //N = 467 + 500
    //Riham's ID = 12029366
    6 usages
    private static int N = 967;
    1 usage
    public static int getN() { return N; }
    public static void main(String[] args){
        Thread[] threads = new Thread[N];
        int expected_value = N * N;

        for (int i = 0; i < N; i++) {
            Part2Thread tmp = new Part2Thread();
            threads[i] = new Thread(tmp);
            threads[i].start();
        }

        for (int i = 0; i < N; i++) {
            try {
                threads[i].join();
            } catch (InterruptedException e) {
                throw new RuntimeException(e);
            }
        }
        System.out.println("Expected value = "+expected_value);
        System.out.println("Real value = "+SharedMemory.getShared_mem());
    }
}
```

Figure 7: MainClass2 - part2

The process is same to part1, but instead of calling the value of shared_mem from the main, we called it from SharedMemory class.

Part2 – Result

On centOS8

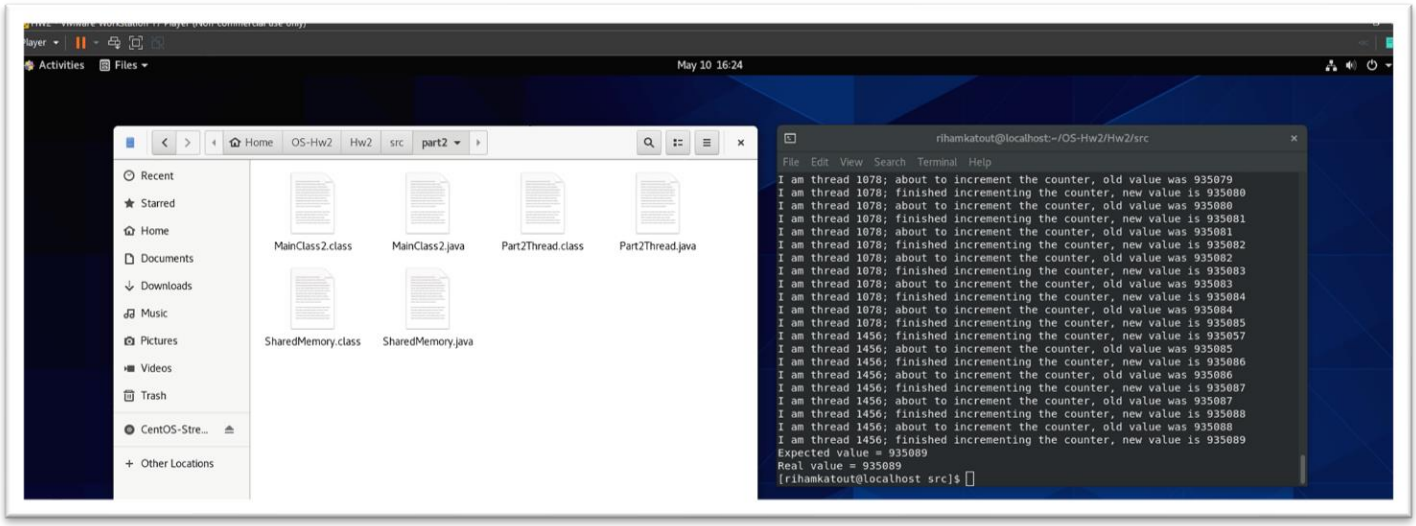


Figure 8: running part2 on centOS

On windows11

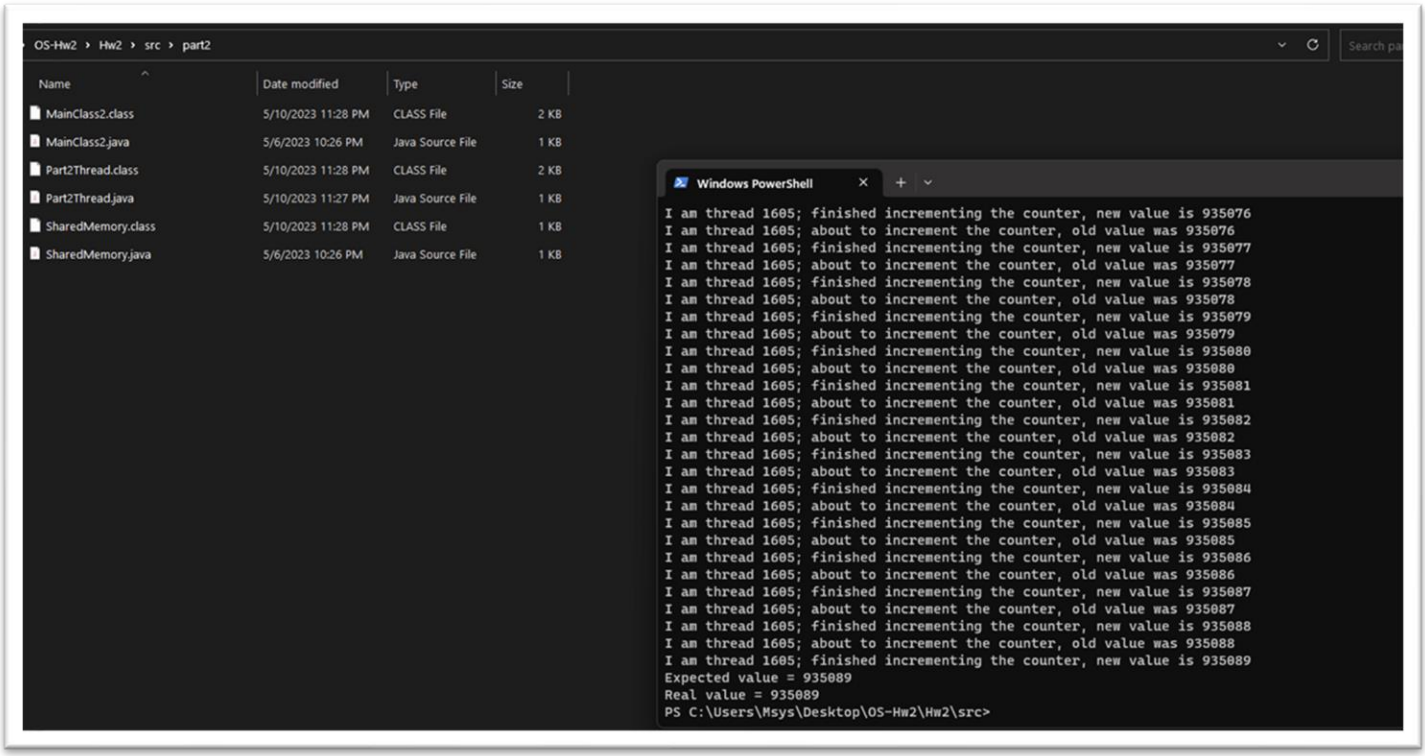


Figure 9: running it on windows

- We got the same value as we expected 😊

Compression between centOS & windows11

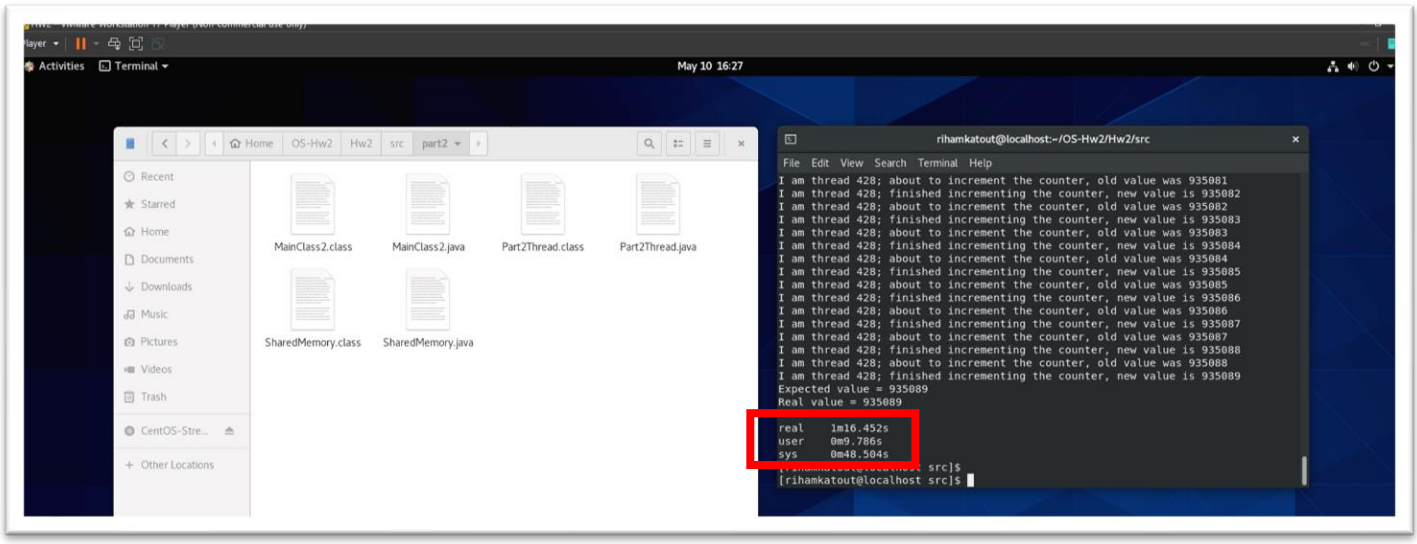


Figure 10: CentOS using time command

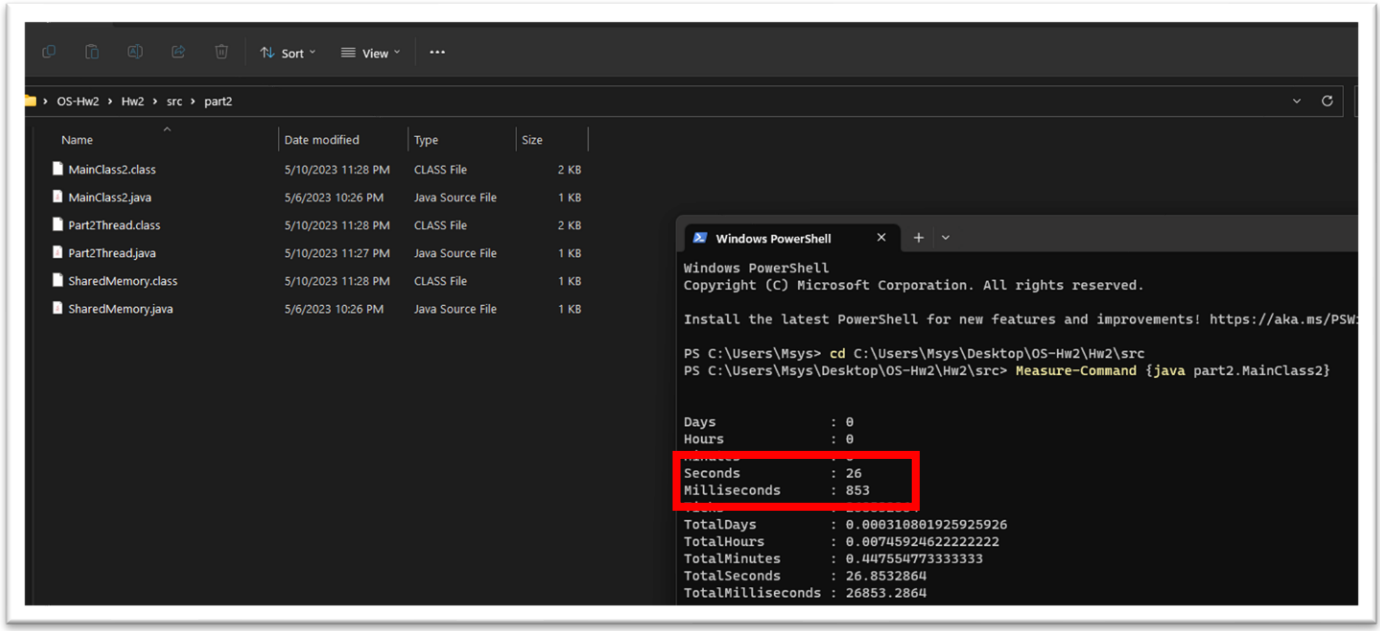


Figure 9: Windows using measure-command command

- It's clear that Windows is approximately 3times faster than CentOS VM, this is due many reasons.

- **Why Windows is faster?**

1. **Hardware configuration:** the host machine has better compatibility, such as specific drivers or hardware features that enhance Windows performance.

2. **Virtualization software:** different virtualization platforms may have varying levels of performance optimization for different operating systems.

3. **Resource allocation:** the amount of CPU, memory, and other resources allocated to each VM affect its performance

4. **Software configuration:** the specific software packages and configurations on the CentOS VM may have performance implications. Suboptimal settings or configurations on CentOS could lead to reduced performance compared to a well-optimized Windows setup.