Os q3 report

Armin Gholampoor

97521414

Differences between multithreading and multiprocessing:

1) I didn't see any accountable difference in their performance with small client requests. Although multithreading might be so much faster in large amount request handlings; because most of the PCB values are shared between threads, whereas in multiprocessing, the whole PCB is generated each time a process is created.
2) The advantage of multiprocessing is probably the lower amount of code needed for it and the simplicity.
3) While both of these approaches worked perfectly on my laptop, they may face failures while being used in global scale requests. For processes this is obvious, due to the fact that process creation and context switching is an expensive job. But in threads, this might be a problem only when the context switching time is more than half of the thread idle time, which is directly related to the OS that is running the server.