Operating System Principles Project 1 Report

Names:

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Unsynchronized execution of threads

Executing 1 thread

```
new1004Mocelot:-/Documents/Operating 523% ./pthreads 1
Thread 0 recarded successfully
***thread 0 sees value 1
***thread 0 sees value 3
***thread 0 sees value 3
***thread 0 sees value 4
***thread 0 sees value 4
***thread 0 sees value 6
***thread 0 sees value 7
***thread 0 sees value 8
***thread 0 sees value 8
***thread 0 sees value 10
***thread 0 sees value 11
***thread 0 sees value 12
***thread 0 sees value 13
***thread 0 sees value 14
***thread 0 sees value 15
***thread 0 sees value 16
***thread 0 sees value 16
***thread 0 sees value 17
***thread 0 sees value 18
Thread 0 sees value 18
***thread 0 sees value 18
Thread 0 sees value 19
Thread 0 sees val
```

Executing 2 threads

Executing 3 threads

```
***thread 1 sees value 7
***thread 2 sees value 8
***thread 3 sees value 9
***thread 3 sees value 10
***thread 3 sees value 10
***thread 3 sees value 11
***thread 3 sees value 12
***thread 3 sees value 13
***thread 3 sees value 13
***thread 3 sees value 14
***thread 1 sees value 16
***thread 1 sees value 16
***thread 1 sees value 17
***thread 1 sees value 18
***thread 1 sees value 19
***thread 1 sees value 20
***thread 1 sees value 21
***thread 1 sees value 22
***thread 0 sees value 22
***thread 0 sees value 23
***thread 0 sees value 25
***thread 0 sees value 26
***thread 1 sees value 27
***thread 1 sees value 28
***thread 1 sees value 29
***thread 1 sees value 29
***thread 1 sees value 29
***thread 1 sees value 30
***thread 2 sees value 31
***thread 3 sees value 34
***thread 3 sees value 35
***thread 3 sees value 34
***thread 3 sees value 39
***thread 1 sees value 39
***thread 1 sees value 39
***thread 1 sees value 39
***thread 2 sees value 39
***thread 3 sees value 39
***thread 3 sees value 39
***thread 5 sees value 44
***thread 5 sees value 45
***thread 6 sees value 45
***thread 7 sees value 45
***thread 7 sees value 45
***thread 8 sees value 45
***thread 9 sees valu
```

Executing 4 threads

```
***thread 1 sees value 32
***thread 0 sees value 33
***thread 0 sees value 34
***thread 0 sees value 35
***thread 0 sees value 36
***thread 1 sees value 37
***thread 1 sees value 38
***thread 1 sees value 38
***thread 1 sees value 40
***thread 0 sees value 40
***thread 0 sees value 41
***thread 3 sees value 42
***thread 3 sees value 42
***thread 3 sees value 44
***thread 3 sees value 45
***thread 3 sees value 45
***thread 3 sees value 47
***thread 3 sees value 47
***thread 3 sees value 48
***thread 3 sees value 50
***thread 3 sees value 51
***thread 3 sees value 52
***thread 3 sees value 54
***thread 3 sees value 58
***thread 3 sees value 66
***thread 3 sees value 66
***thread 3 sees value 66
***thread 3 sees value 67
***thread 3 sees value 68
Thread 0 sees value 69
Thread 3 sees final value 69
Thread 3 sees final value 70
***thread 1 sees value 71
***thread 2 sees value 72
***thread 1 sees value 73
***thread 3 sees value 77
Thread 2 sees value 77
Thread 2 sees value 78
***thread 1 sees value 78
***thread 2 sees value 77
Thread 2 sees value 78
***thread 3 sees value 77
Thread 2 sees value 78
***thread 3 sees value 79
Thread 1 sees value 78
***thread 1 sees value 78
***thread 2 sees value 77
Thread 2 sees value 78
***thread 3 sees value 78
***thread 1 sees value 78
***thread 1 sees value 78
***thread 2 sees value 78
***thread 3 sees value 78
***thread 1 sees value 78
***thread 2 sees value 79
Thread 1 sees value 79
Thread 1 sees value 79
Thread 2 sees final value 80
oavil004@ocelot:~/Documents/Operating 533%
```

Executing 5 threads

```
***thread 1 sees value 54
***thread 1 sees value 54
***thread 1 sees value 54
***thread 1 sees value 56
***thread 2 sees value 56
***thread 3 sees value 59
***thread 3 sees value 69
***thread 3 sees value 60
***thread 4 sees value 61
***thread 3 sees value 61
***thread 3 sees value 64
***thread 3 sees value 64
***thread 3 sees value 64
***thread 4 sees value 66
***thread 4 sees value 66
***thread 5 sees value 66
***thread 5 sees value 67
***thread 5 sees value 67
***thread 6 sees value 68
***thread 6 sees value 71
***thread 6 sees value 72
***thread 6 sees value 74
***thread 6 sees value 77
***thread 6 sees value 78
***thread 6 sees value 79
***thread 7 sees value 79
***thread 8 sees final value 78
***thread 8 sees final value 80
***thread 1 sees value 78
***thread 3 sees value 78
***thread 5 sees value 78
***thread 6 sees value 78
***thread 7 sees value 79
***thread 6 sees value 80
***thread 7 sees value 80
***thread 7 sees value 80
***thread 8 sees final value 80
***thread 9 sees value 99
```

Analysis of output

Each thread runs a total of twenty times. During each iteration, the value of the shared value is increased by one.

When only one thread is running, the program increases the shared variable by one twenty times and the thread sees the final value of 20 at the end as it should.

When two or more threads are running, we run into two main synchronization issues. The simplest one is that the threads are not waiting for each other before outputting the final value. Therefore, the threads that finish early will output a value that is less than the actual final value.

The more complex problem is a race condition that occurs when one thread adds one to the shared variable after the other thread has seen the value but before it has gotten a change to add one to it. The result is that both threads will output the same value.

This happens in the "Executing 2 threads" picture at the very beginning. Initially the value of sharedVariable is 0. Then thread 1 outputs this value and adds one to it. Now the value of sharedVariable is 1. Then, thread 1 runs again and shows the value 1 of sharedVariable. Now, thread 1 should add one to it to make sharedVariable equal to 2. It performs the addition but before it has a chance to store it in sharedVariable, thread 0 comes in and outputs the value 1 and adds one to it, making it 2. Then thread 1 finishes storing 2 into sharedVariable which overrides the previously stored 2. In other words, both threads ended up adding one to 1 and storing 2 in the same variable. What should have happened is that each thread should have each added one to sharedVariable when it was equal to 1, making it 3. Consequently, this will cause the final value of sharedVariable to be less than 40, which is what it should be.

Synchronized execution of threads

Executing 1 thread

Executing 2 threads

```
oavil004@ocelet:-/Bocuments/Operating 147% ./pthread5 2
Thread 0 created successfully
Thread 1 sees value 0
Thread 1 sees value 2
Thread 1 sees value 2
Thread 2 sees value 2
Thread 3 sees value 2
Thread 3 sees value 4
Thread 4 sees value 4
Thread 5 sees value 4
Thread 5 sees value 4
Thread 6 sees value 4
Thread 6 sees value 4
Thread 6 sees value 6
Thread 1 sees value 7
Thread 1 sees value 7
Thread 1 sees value 8
Thread 1 sees value 8
Thread 3 sees value 10
Thread 4 sees value 10
Thread 5 sees value 11
Thread 6 sees value 11
Thread 6 sees value 12
Thread 6 sees value 13
Thread 6 sees value 14
Thread 6 sees value 15
Thread 6 sees value 16
Thread 6 sees value 17
Thread 6 sees value 18
Thread 6 sees value 19
Thread 6 sees value 18
Thread 6 sees value 18
Thread 6 sees value 18
Thread 6 sees value 19
Thread 6 sees value 19
Thread 7 sees value 19
Thread 7 sees value 19
Thread 8 sees value 19
Thread 1 sees value 20
Thread 1 sees value 23
Thread 6 sees value 24
Thread 6 sees value 24
Thread 6 sees value 25
Thread 6 sees value 26
Thread 7 sees value 27
Thread 7 sees value 28
Thread 8 sees value 28
Thread 9 sees value 39
Thread 9 sees 7 salue 39
Thread 9 sees 7 salue 30
Thread 1 sees value 39
Thread 1 sees ralue 39
Thread 1 sees ralue 39
Thread 1 sees ralue 39
Thread 9 sees final value 40
Thread 1 sees ralue 30
Thread 5 sees final value 40
Thread 5 sees final value 40
Thread 6 sees ralue 30
Thread 6 sees ralue 30
Thread 9 sees ralue 30
```

Executing 3 threads

```
***thread 2 sees value 11
***thread 3 sees value 12
***thread 3 sees value 13
***thread 3 sees value 34
***thread 3 sees value 38
***thread 3 sees value 39
***thread 3 sees value 39
***thread 3 sees value 39
***thread 2 sees value 20
***thread 2 sees value 27
***thread 2 sees value 28
***thread 2 sees value 28
***thread 3 sees value 39
***thread 4 sees value 30
***thread 3 sees value 31
***thread 4 sees value 31
***thread 3 sees value 31
***thread 4 sees value 31
***thread 5 sees value 31
***thread 6 sees value 33
***thread 6 sees value 34
***thread 6 sees value 34
***thread 6 sees value 34
***thread 6 sees value 36
***thread 6 sees value 37
***thread 6 sees value 38
***thread 6 sees value 38
***thread 6 sees value 39
***thread 6 sees value 39
***thread 6 sees value 44
***thread 6 sees value 47
***thread 7 sees value 47
***thread 8 sees value 48
***thread 9 sees value 49
***thread 1 sees value 49
***thread 1 sees value 49
***thread 6 sees value 49
***thread 6 sees value 49
***thread 7 sees value 49
***thread 8 sees value 49
***thread 9 sees value 49
**thread 9 sees value 49
***thread 9 sees va
```

Executing 4 threads

```
***thread 1 sees value 32
***thread 1 sees value 33
***thread 2 sees value 34
***thread 3 sees value 35
***thread 3 sees value 36
***thread 3 sees value 36
***thread 3 sees value 37
***thread 3 sees value 39
***thread 3 sees value 41
***thread 2 sees value 42
***thread 2 sees value 42
***thread 3 sees value 44
***thread 3 sees value 44
***thread 3 sees value 46
***thread 3 sees value 46
***thread 3 sees value 47
***thread 3 sees value 48
***thread 3 sees value 49
***thread 3 sees value 51
***thread 3 sees value 52
***thread 3 sees value 54
***thread 3 sees value 67
***thread 5 sees value 67
**thread 5 sees value 67
***thread 5 sees value 68
***thread 5 sees value 68
***thread 5 sees value 69
***thread 6 sees value 69
***thread 6 sees va
```

Executing 5 threads

```
***thread 3 sees value 54
***thread 3 sees value 54
***thread 3 sees value 56
***thread 3 sees value 56
***thread 4 sees value 58
***thread 4 sees value 58
***thread 4 sees value 59
***thread 4 sees value 69
***thread 4 sees value 61
***thread 4 sees value 61
***thread 4 sees value 61
***thread 5 sees value 64
***thread 6 sees value 64
***thread 6 sees value 64
***thread 6 sees value 66
***thread 7 sees value 66
***thread 6 sees value 67
***thread 7 sees value 68
***thread 8 sees value 69
***thread 8 sees value 71
***thread 9 sees value 71
***thread 9 sees value 71
***thread 9 sees value 74
***thread 9 sees value 74
***thread 1 sees value 76
***thread 1 sees value 78
***thread 1 sees value 88
***thread 2 sees value 88
***thread 3 sees value 88
***thread 1 sees value 89
***thread 3 sees value 99
***thread 3 sees value 99
***thread 4 sees value 99
***thread 5 sees value 98
***thread 6 sees value 98
***thread 7 sees value 98
***thread 2 sees value 98
***thread 2 sees value 98
***thread 3 sees final value 100
Thread 5 sees final value 100
**Thread 5 sees final val
```

Analysis of output

This time, threads are synchronized in two ways.

First, access to sharedVariable is locked. Secondly, all threads will wait for each other before outputting the final value of sharedValue that they see. That is why they all output that value at the very end.

The major race condition problem is fixed because now, no threads will access sharedVariable at the same time. Therefore, each thread can add one to sharedVariable without worrying about other threads doing the same before the thread is done.

The result of this is that each thread adds exactly one to sharedVariable each time they are run. As a result, the end result of sharedVariable will always be 20 multiplied by the number of threads. This can be seen from the pictures of the output.