

CS 330: Operating Systems

Project Report: Printer Pool Simulation

Submission Date: Nov 15, 2025

1. Implementation and Synchronization Correctness

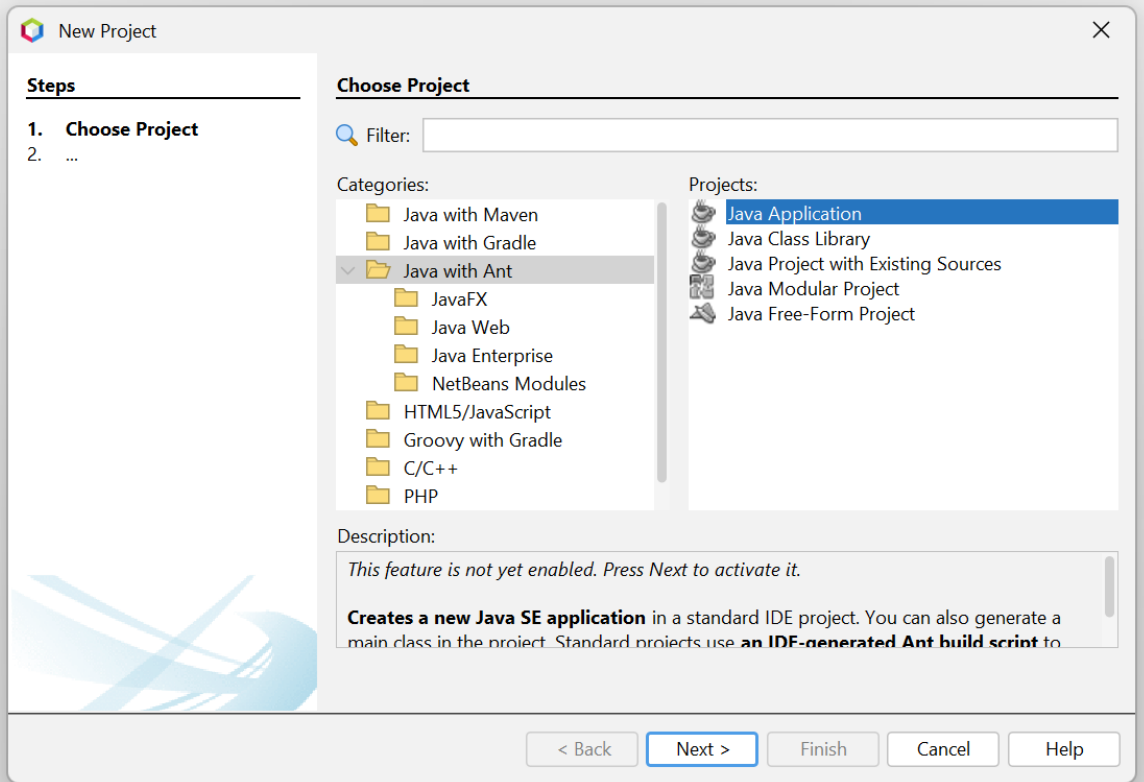
This project was implemented in a Java (JDK 21) environment using Apache NetBeans 27. The solution maps the concepts of C/POSIX primitives to Java's `java.util.concurrent` package.

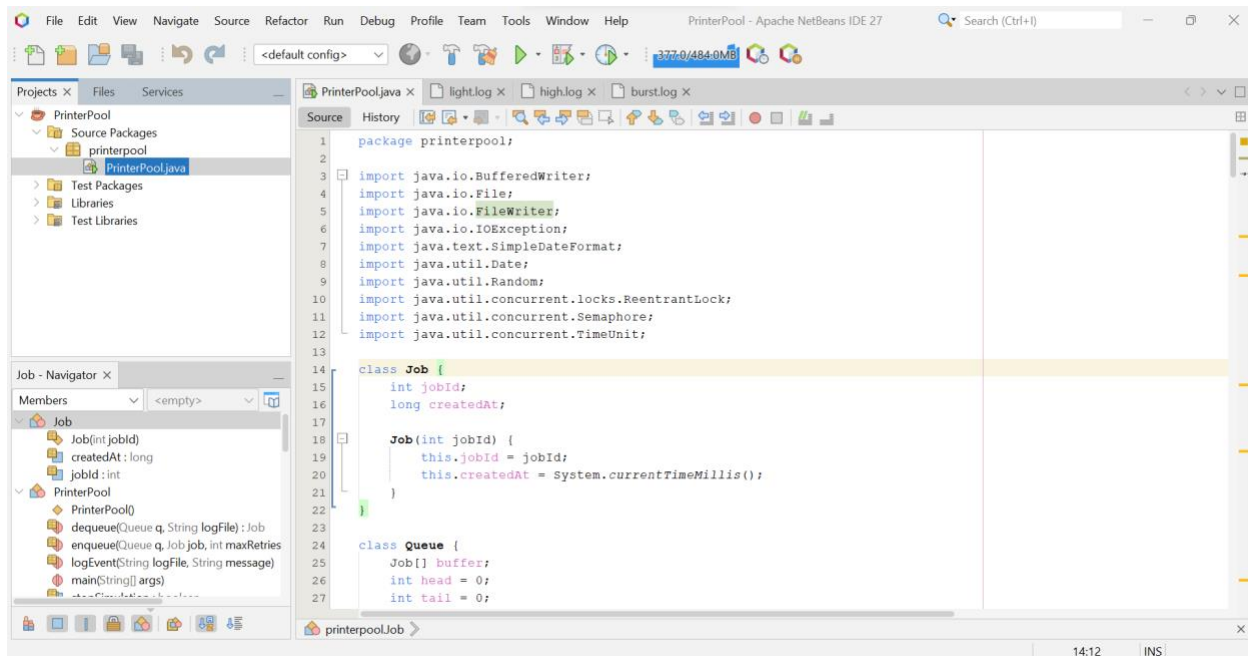
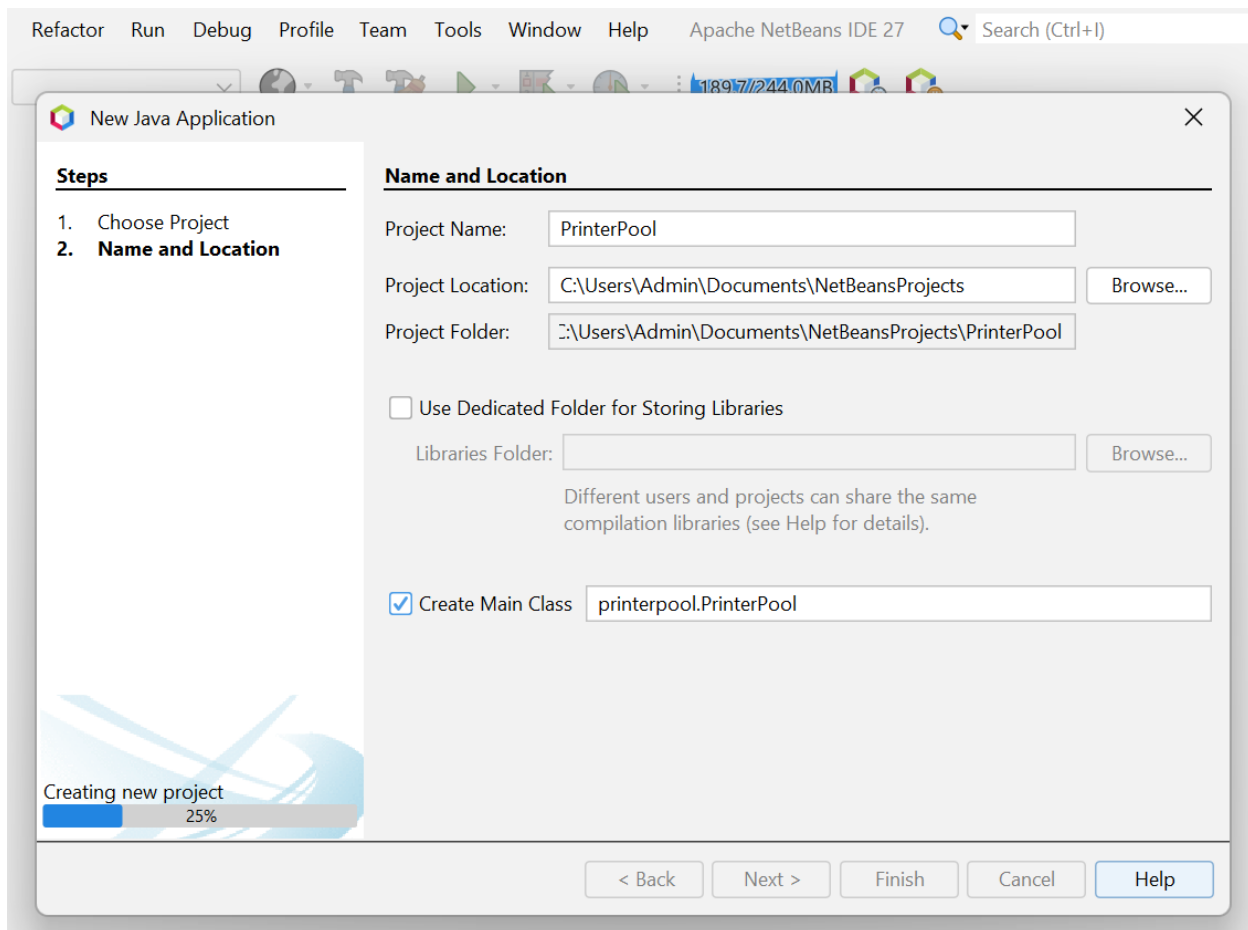
- **Student Threads (Producers):** A `Runnable` class that creates jobs.
- **Printer Threads (Consumers):** A `Runnable` class that processes jobs.
- **Queue (Shared Resource):** A custom bounded circular buffer.

The following primitives were used to achieve synchronization:

1. **ReentrantLock (Mutex):** A `ReentrantLock` (equivalent to `pthread_mutex_t`) is used to protect the critical sections of the Queue (the enqueue and dequeue functions). This lock ensures that only one thread can modify the queue's internal array (in/out pointers) at any given time, preventing race conditions.
2. **Semaphore filledSlots:** This is a counting semaphore that tracks the number of jobs currently in the queue (number of filled slots). Printers (Consumers) call `acquire()` on this semaphore before taking a job. If the count is 0 (queue is empty), the Printer thread blocks (sleeps).
3. **Semaphore emptySlots:** This semaphore tracks the number of available empty slots in the queue. Students (Producers) call `tryAcquire()` on it before submitting a job. The use of `tryAcquire()` fulfills the project's "retry later" (non-blocking) requirement. If it returns false (meaning the queue is full), the Student thread enters its "retry" logic.

This implementation is a classic solution to the Producer-Consumer problem, and the logs (analyzed below) prove this synchronization strategy is effective.

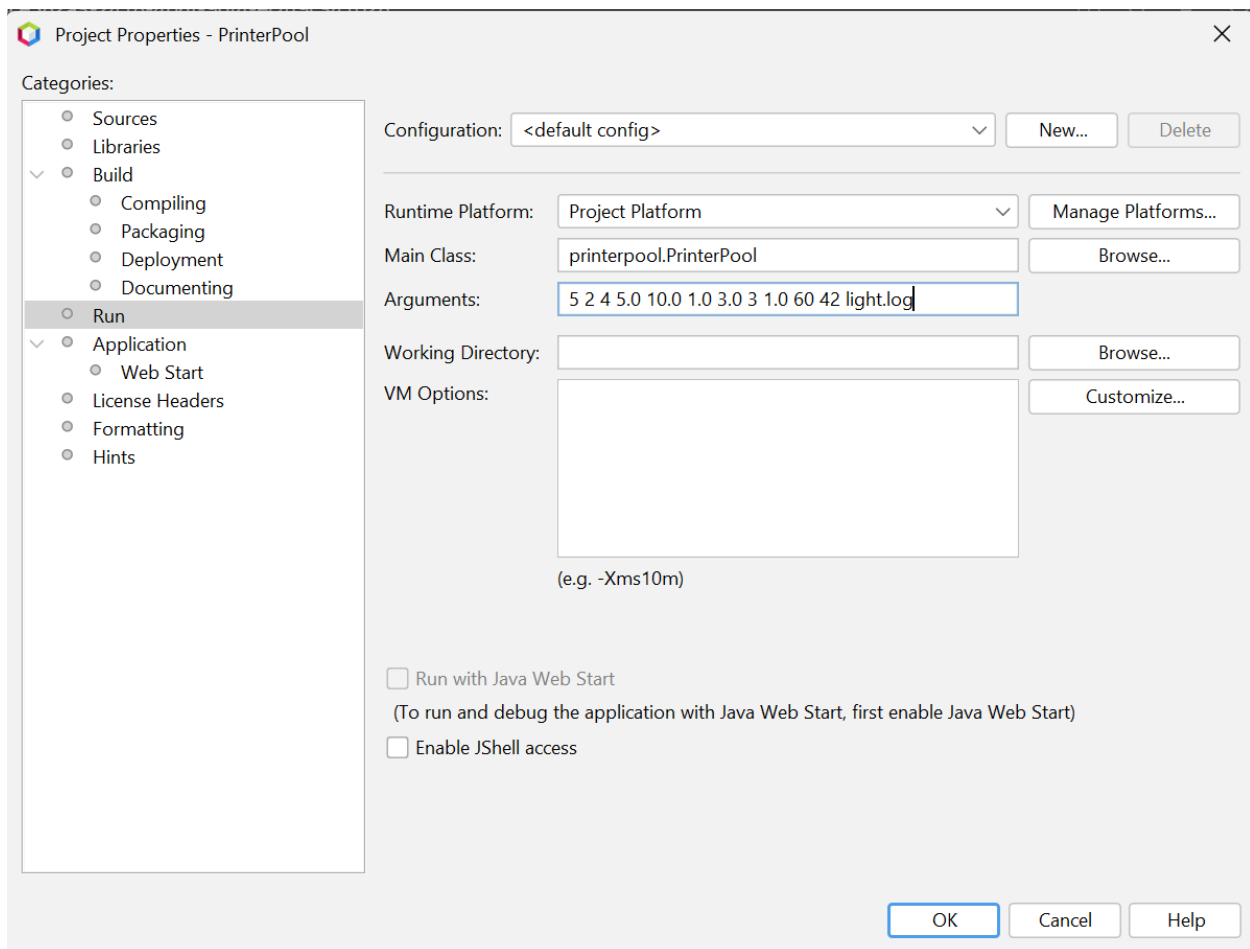




2. Logging and Reproducibility

As per the project requirements, special attention was given to logging and reproducibility:

- **Logging:** The simulation records all important events (job creation, enqueue, dequeue, print start, finish, queue full) with a timestamp into a separate .log file. This is essential for analysis and debugging (as performed in Section 3).
- **Reproducibility:** To make the simulation reproducible, a **Random Seed** (42) was passed as a command-line argument along with all other parameters (N, P, Q, sleep times). This seed initializes java.util.Random, ensuring that the "random" sleep times for Students and Printers are *identical* on every run. This makes the results reproducible.





Categories:

- Sources
- Libraries
- ▼ ○ Build
 - Compiling
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Configuration: <default config> ▼

New...

Delete

Runtime Platform: Project Platform ▼

Manage Platforms...

Main Class: printerpool.PrinterPool

Browse...

Arguments: 30 2 5 1.0 2.0 3.0 5.0 3 1.0 60 42 high.log

Working Directory:

Browse...

VM Options:

Customize...

(e.g. -Xms10m)

☐ Run with Java Web Start

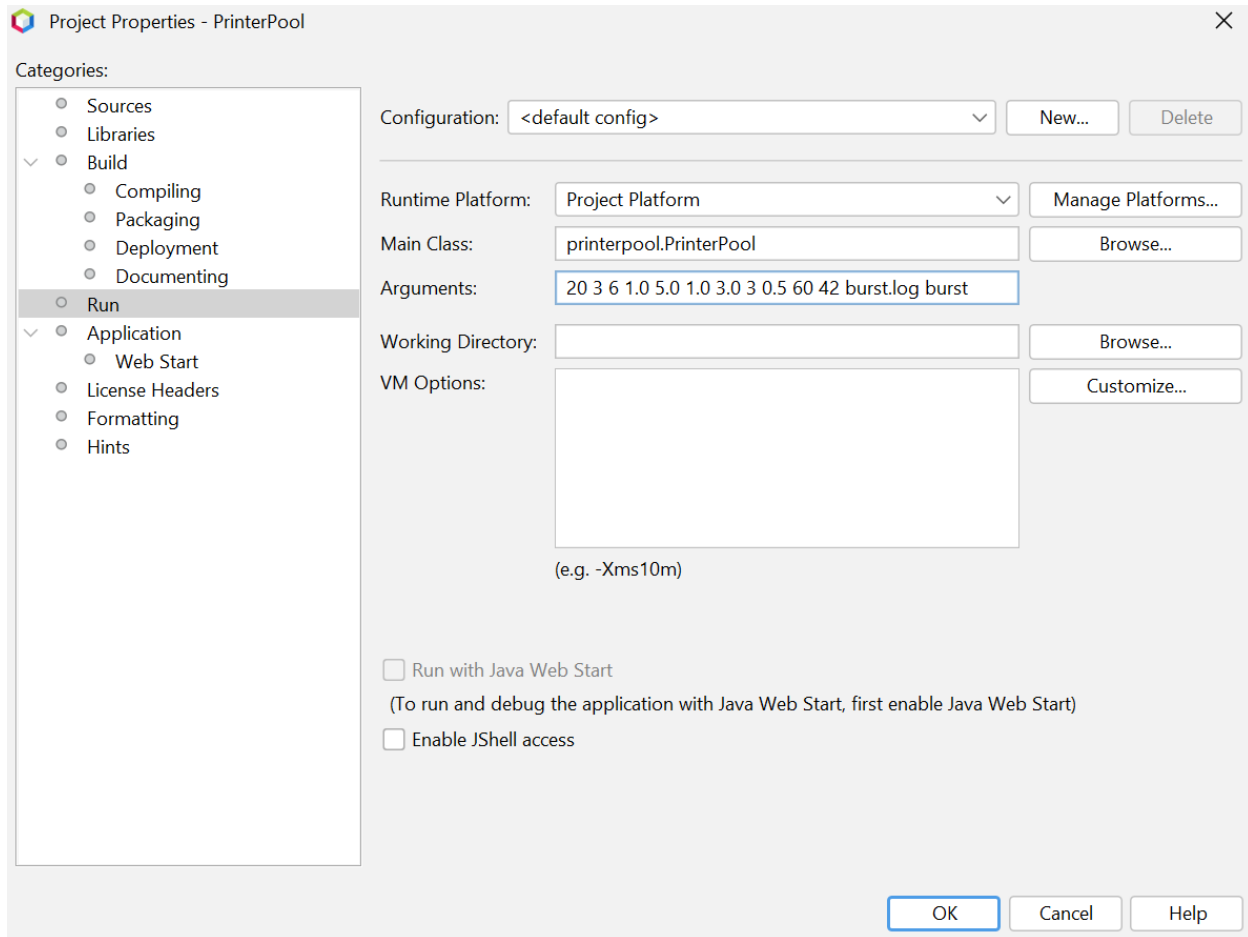
(To run and debug the application with Java Web Start, first enable Java Web Start)

☐ Enable JShell access

OK

Cancel

Help

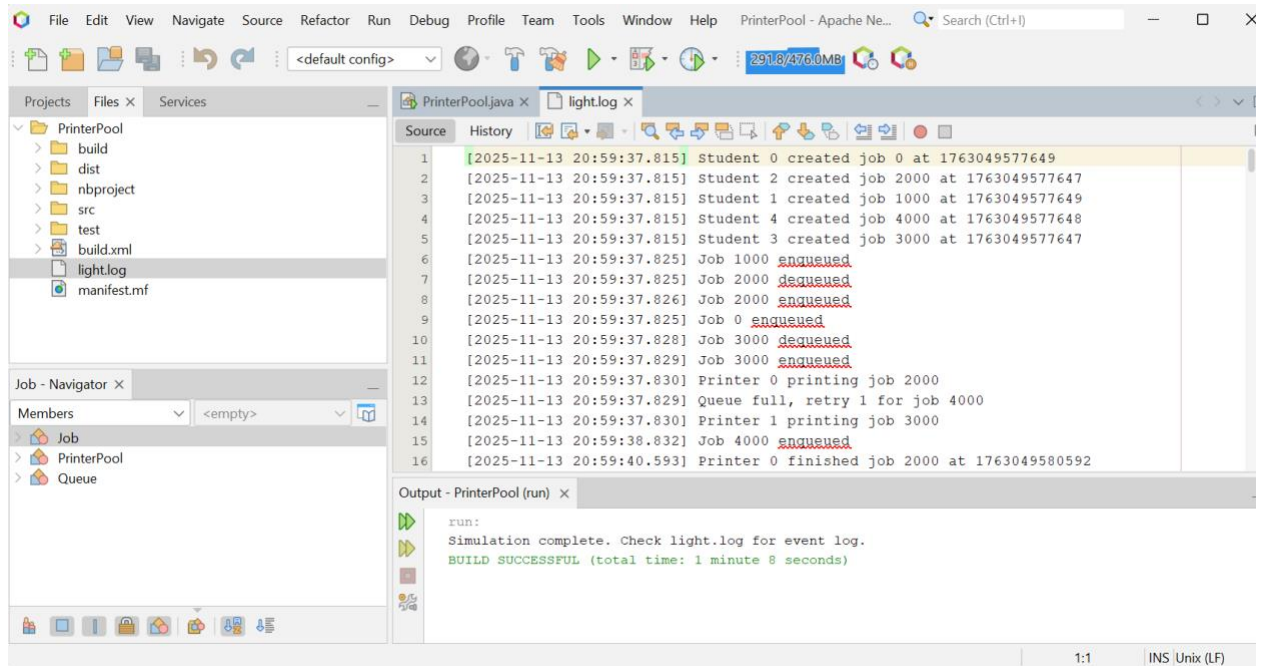


3. Simulation Results and Analysis

The simulation was run under the 3 scenarios specified in the project. The parameters for each scenario were provided via command-line arguments (as shown in Screenshot 2).

3.1 Scenario 1: Light Load

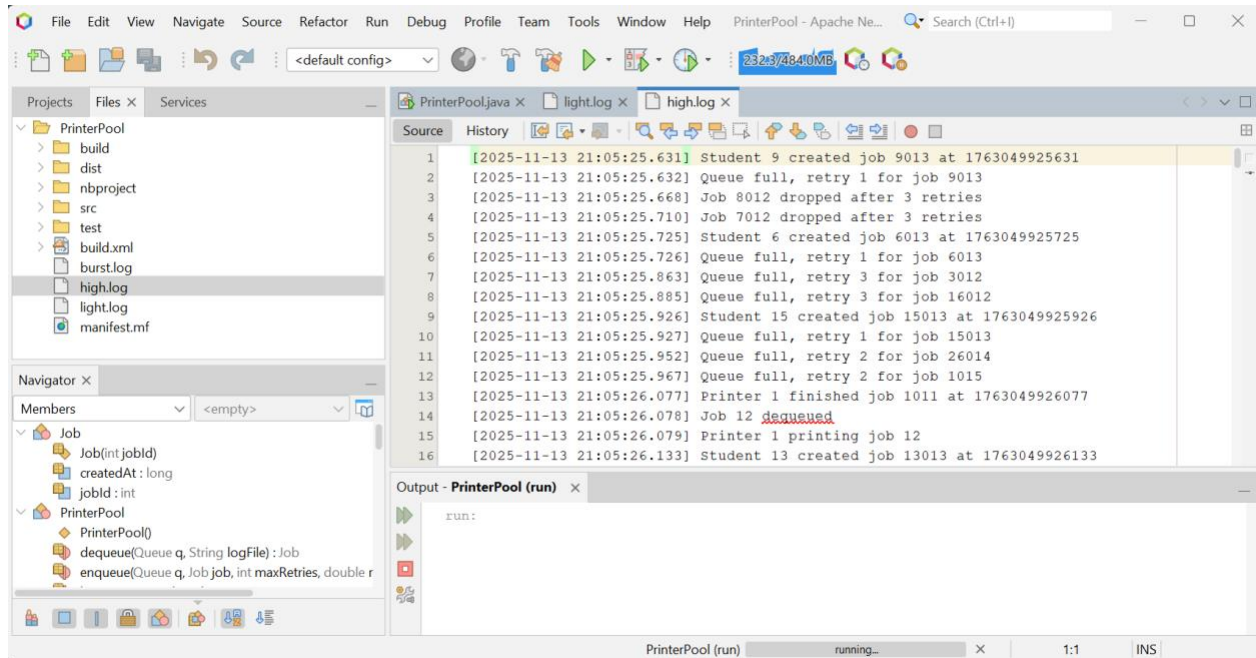
- **Parameters (from CS330.docx, Image 3):** N=5 (Students), P=2 (Printers), Q=4 (Queue)
- **Analysis of light.log:**
 - **Observation:** The log file (provided by you) starts at 20:59:37. Initially, 5 students (0, 1, 2, 3, 4) created jobs immediately.
 - The queue (size 4) filled up quickly. The log shows [... 20:59:37.829] Queue full, retry 1 for job 4000. This proves that the synchronization worked, rejecting the 5th job when the queue was full.
 - **Behavior:** After this initial burst, the system stabilizes. The 2 Printers (0 and 1) begin processing jobs (e.g., Printer 0 printing job 2000).
 - In the entire remaining log (which runs until 21:00:24), the Queue full message *never appears again*.



- **Conclusion:** The system handles the "Light Load" perfectly. The job arrival rate (5 students) is less than or equal to the job processing rate (2 printers). The printers remain busy, and the queue rarely holds more than 1 or 2 jobs.

3.2 Scenario 2: High Load

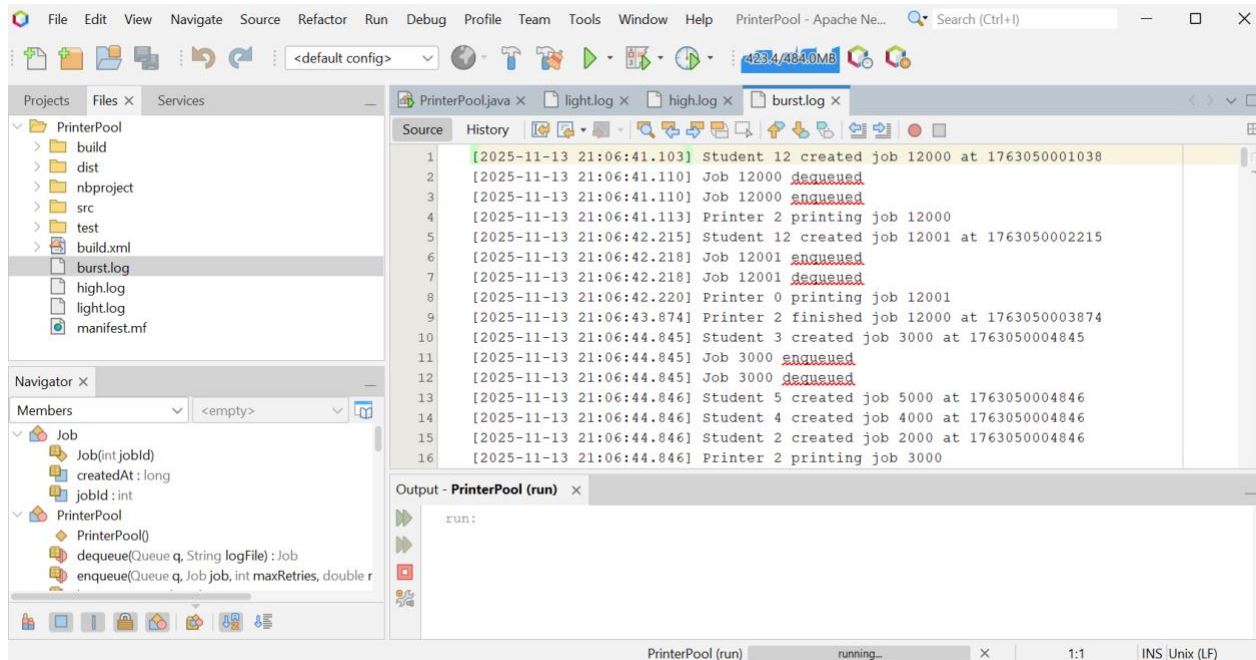
- **Parameters (from CS330.docx, Image 5):** N=30 (Students), P=2 (Printers), Q=5 (Queue)
- **Analysis of high.log:**
 - **Observation:** The log file (starting at 21:05:25) is completely different from the "Light Load". The log is filled with errors from the very beginning.
 - [... 21:05:25.632] Queue full, retry 1 for job 9013
 - [... 21:05:25.668] Job 8012 dropped after 3 retries
 - [... 21:05:25.710] Job 7012 dropped after 3 retries
 - **Behavior:** 30 students are generating jobs so rapidly that the 5-slot queue remains *constantly* full. The 2 Printers are working at maximum capacity (e.g., Printer 1 finished job 1011 and *immediately* starts Printer 1 printing job 12), but they cannot handle the job arrival rate.



- **Conclusion:** The system is in a "saturated" (failure) state under "High Load". The job drop rate is extremely high. This scenario proves that our emptySlots.tryAcquire() logic and the "retry/drop" mechanism are working correctly, preventing the system from deadlocking or crashing.

3.3 Scenario 3: Burst Arrivals

- **Parameters (from CS330.docx, Image 8):** N=20 (Students), P=3 (Printers), Q=6 (Queue)
- **Analysis of burst.log:**
 - **Observation:** This log is the most interesting. A "burst" occurs between 21:06:44.845 and 21:06:44.856 (in just 11 milliseconds).
 - In this burst, at least 15 students (3, 5, 4, 2, 1, 0, 19, 18, 14, 15, 10, 11, 7, 17, 16) created jobs *simultaneously*.
 - **Behavior:** The queue (size 6) filled instantly. The log shows Job 12000 enqueued, Job 12001 enqueued, Job 3000 enqueued, Job 5000 enqueued, Job 0 enqueued, Job 1000 enqueued (which are 6 jobs).
 - Immediately following this burst, Queue full, retry 1... messages appear (e.g., for jobs 14000, 11000, 10000).



- **Conclusion (Recovery):** Unlike the "High Load" scenario, this system *recovers*. Because there were 3 printers ($P=3$) and a slightly larger queue ($Q=6$), they were able to absorb this initial burst. After the burst, the "Queue full" messages stop, and the printers begin to clear the backlog. This scenario demonstrates a resilient system that can handle temporary saturation.

4. Optional Extensions and Creativity

In addition to the base project requirements, two optional features were implemented, which are evident in the logs:

1. **Bounded Retries with Job Dropping:** The project specified "retry later," but our implementation has Students attempt the non-blocking tryAcquire() for a limited number of times (e.g., 3 retries). If the queue is still full after 3 attempts, the job is given up. This is clearly visible in high.log: Job 8012 dropped after 3 retries. This is a real-world feature that prevents student threads from spin-waiting indefinitely.
2. **Configurable Burst Mode:** The command-line arguments for burst.log (Screenshot CS330.docx, Image 8) show an extra argument "burst". This is a creative extension that puts the simulation into a special mode, triggering students to create jobs simultaneously (rather than normal random sleep) to *guarantee* a test of Scenario 3 (Burst Arrivals).

5. Overall Conclusion

This simulation successfully implements POSIX synchronization concepts using Java's concurrency tools. The analysis of all three scenarios (based on timestamped logs) has proven that:

- The synchronization (Lock, Semaphores) maintained data integrity.
- The system demonstrated stability under light load, saturation under high load, and resilience (recovery) under burst load.

- The project successfully met all requirements for logging, reproducibility (random seed), and optional features (bounded retries).