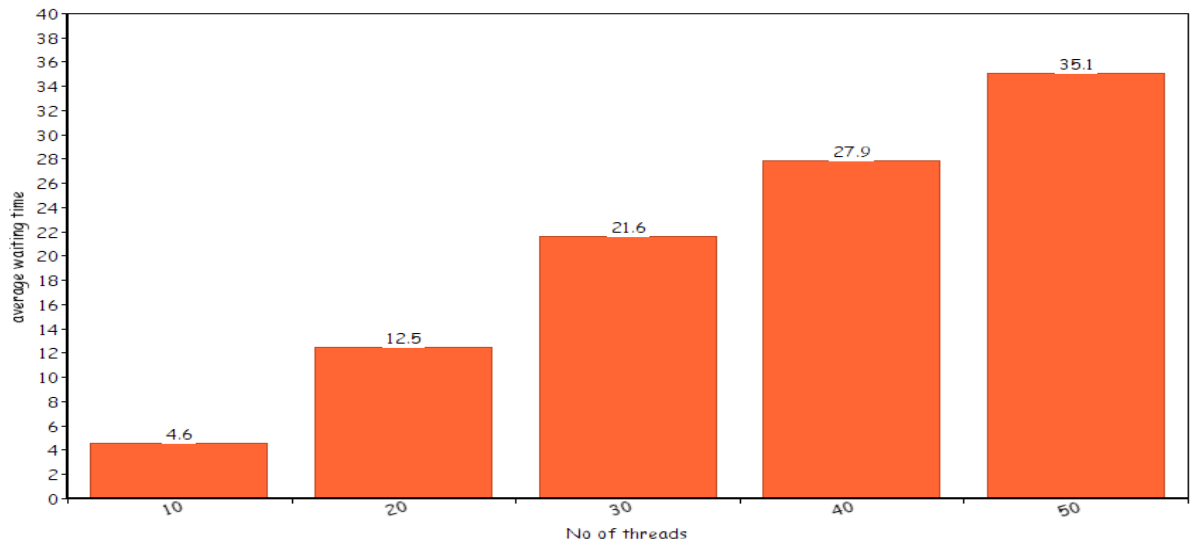


# OS REPORT PROG ASSIGNMENT 4

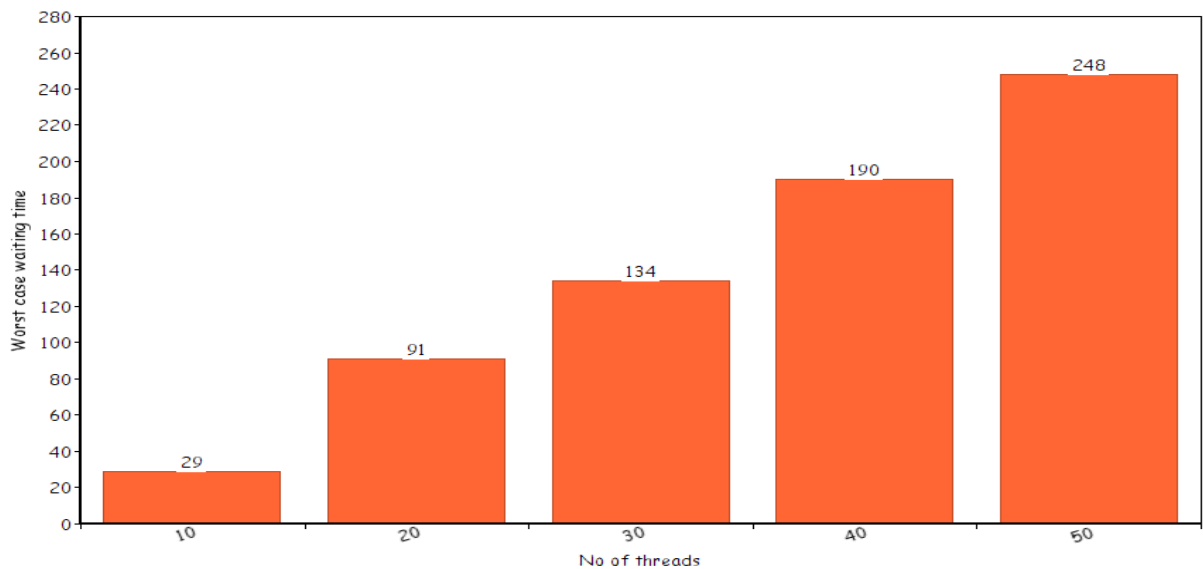
## Average waiting time Graph of TAS:

Average waiting time of a process vs no of threads(TAS)



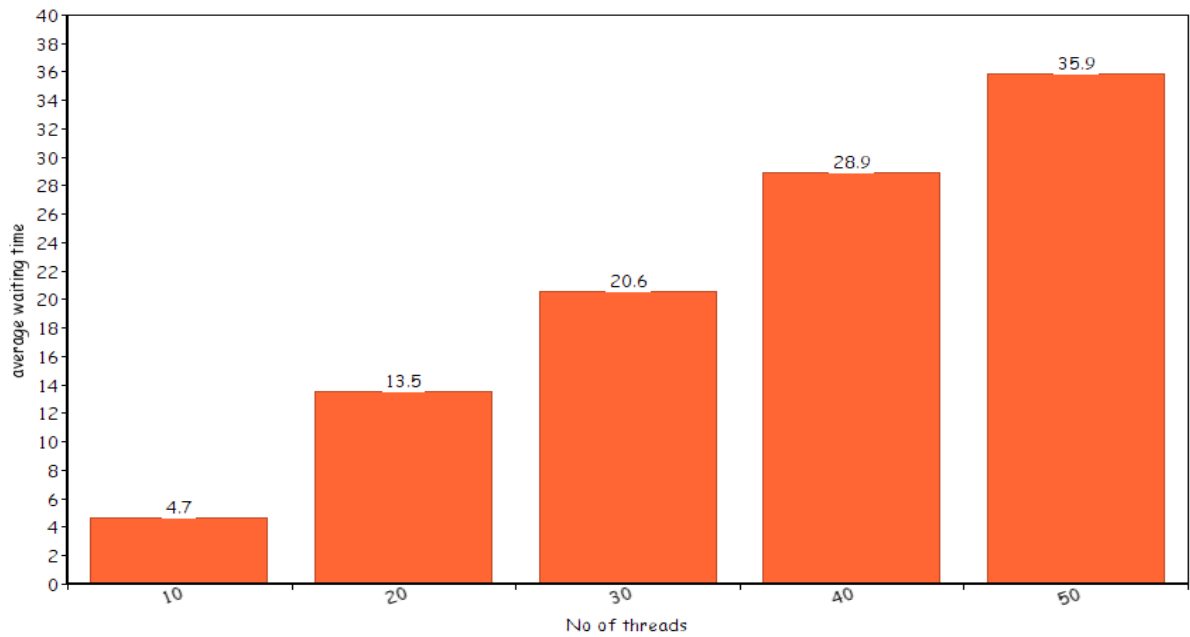
## Worst case waiting time graph of TAS:

worst case waiting time of a process vs no of threads(TAS)



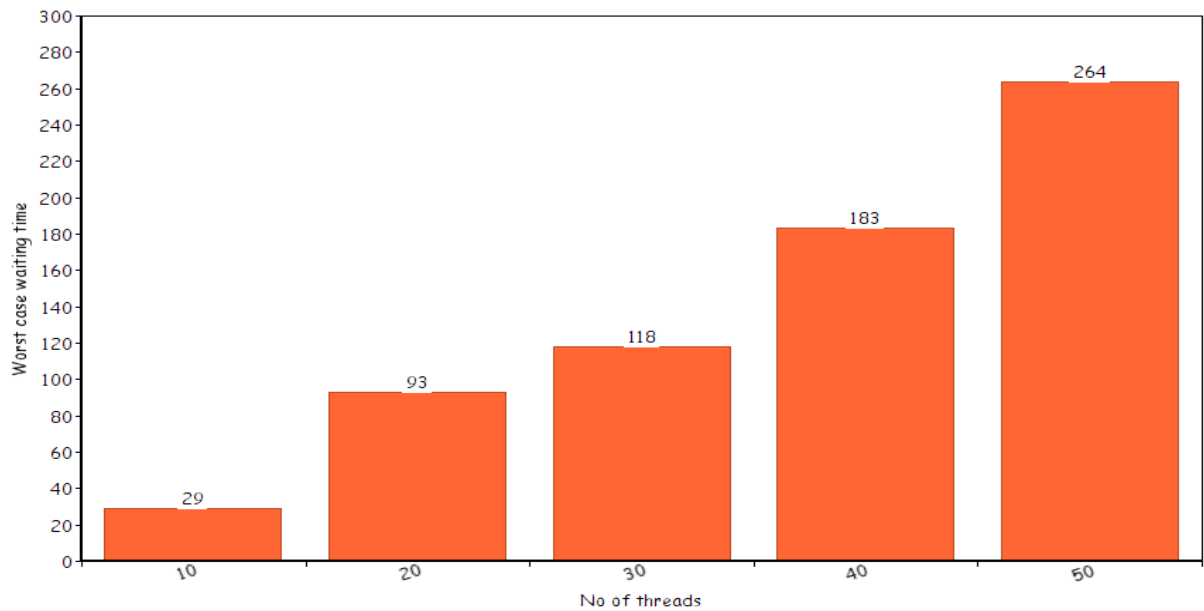
## Average waiting time graph of CAS:

Average waiting time of a process vs no of threads(CAS)



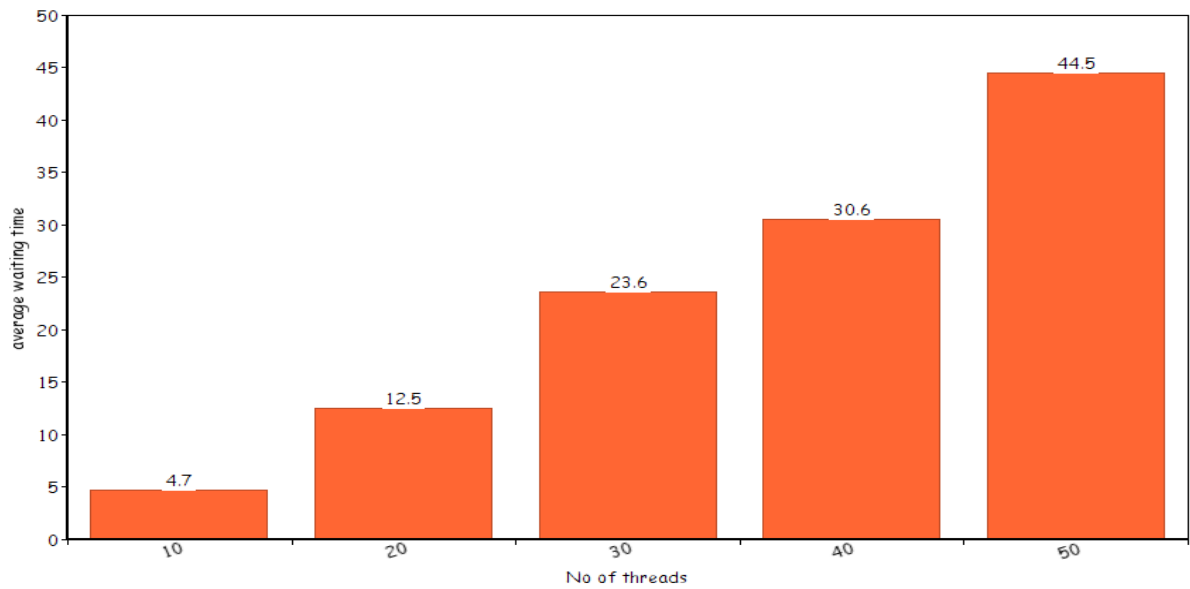
## Worst case waiting time graph of CAS:

worst case waiting time of a process vs no of threads(CAS)



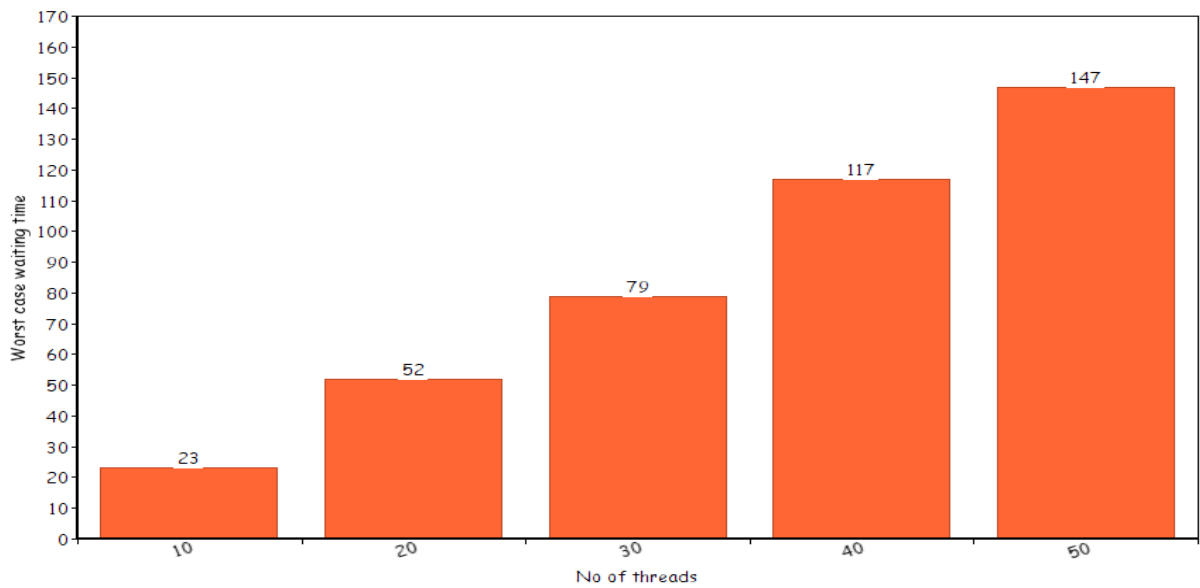
## Average waiting time graph of CAS-Bounded:

Average waiting time of a process vs no of threads(CAS\_Bounded)



## Worst case waiting time graph of CAS-Bounded:

worst case waiting time of a process vs no of threads(CAS\_bounded)



### Analysis:

1. For all the above graphs I took  $\lambda_1$  (average time in critical section) and  $\lambda_2$  (average time in remainder section) values as 1 and 2 respectively.
2. From the above graphs we can see that the average waiting of TAS, CAS and CAS\_Bounded is almost the same. It increases with increase in no of threads since there is more competition for a thread to enter the critical section. Another notable point is the average waiting time of CAS\_Bounded is slightly bigger than the other two for more no of threads.
3. But the worst case waiting time of CAS\_bounded differs greatly from TAS and CAS. TAS and CAS have nearly the same worst case waiting times and their values are much larger than those of CAS\_Bounded.
4. It is because CAS\_bounded prevents a process from starving while TAS, CAS don't. Also worst case waiting times of all three algorithms increase with increase in no of threads.