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Programming Assignment #2

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## **Problem 1**

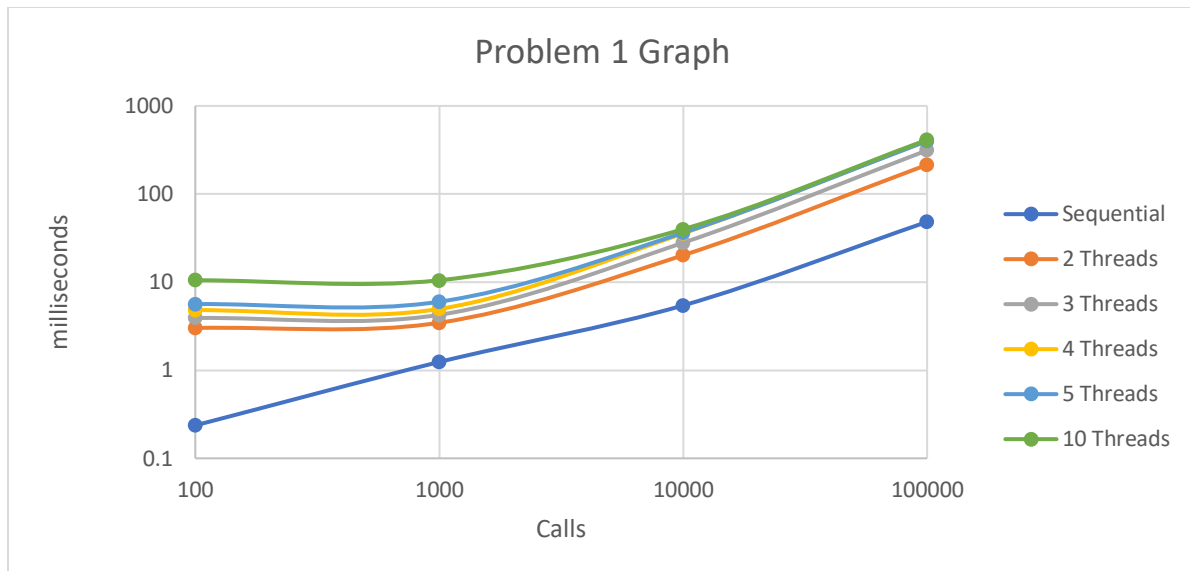
**HOW TO RUN:** Compile using "javac SuperAwesomeAtomicStack.java" on a Linux based terminal. I have provided a Test case in a file called "Test.java". The test case randomly calls the push() or pop() methods 10,000 times. Compile and run the Test class to test the SuperAwesomeAtomicStack class.

**OBJECTIVE:** To design a lock free stack that supports a "size" member.

**EFFECIENCY:** When *pop()* is called, a head-deletion is performed on a Linked List, which is an  $O(1)$  operation. When *push()* is called, a head-insertion is performed, which is also an  $O(1)$  operation. Each node in the stack takes up a constant amount of space, so a stack with  $n$  nodes would take up  $O(n)$  space. I don't think you could get more efficient than this when it comes to a stack.

**CORRECTNESS:** We guarantee the correctness of the stack by using a Descriptor object that encapsulates the *head* node and the *size* of the stack. Using the *compareAndSwap()* method in a while-loop, we can guarantee that the *head* is only swapped if it's the head we expect. Since we use a single *compareAndSwap()* to update both the *head* and the *size*, we also guarantee the linearizability of the *push()* and *pop()* methods.

**PROGRESS:** Below is a graph that shows the average time it takes for a program of  $x$  threads to make  $n$  method calls. The method calls were 50% push() methods and 50% pop() methods. The time displayed on the graph is the average time of 1,000 trials. When plotted on a log-log graph, you can see that the time it takes is linear with the number of threads. Which is a good sign and shows that the threads are not deadlocking.



## Problem 2

**HOW TO RUN:** Compile using "javac SuperAwesomeAtomicStack.java" on a Linux based terminal. I have provided a Test case in a file called "Test.java". The test case randomly calls the *push()* or *pop()* methods 10,000 times. Compile and run the Test class to test the SuperAwesomeAtomicStack class.

**OBJECTIVE:** To design a lock free stack that supports a *size* member AND a capacity limit of 10,000 nodes.

**EFFECIENCY:** When *pop()* is called, a head-deletion is performed on a Linked List, which is an  $O(1)$  operation. When *push()* is called, a head-insertion is performed, which is also an  $O(1)$  operation. Each node in the stack takes up a constant amount of space, so a stack with  $n$  nodes would take up  $O(n)$  space. There are also no locks used, which prevents the threads from bottlenecking at the lock.

**CORRECTNESS:** We guarantee the correctness of the stack by using a Descriptor object that encapsulates the *head* node and the *size* of the stack. This time, before using the *compareAndSwap()* method, we first check to see if the size of the temporarily stored head is less than the capacity. If it is, then we call CAS in a while-loop, we can guarantee that the *head* is only swapped if it's the head we expect. Since we use a single CAS to update both the *head* and the *size*, we also guarantee the linearizability of the *push()* and *pop()* methods.

**PROGRESS:** Below are three graphs that show the average time it takes for a program of  $x$  threads to make  $n$  method calls. Each graph represents a certain ratio to *push()* to *pop()* methods (see title of graph to know the ratio). The time displayed on the graph is the average time of 1,000 trials. When plotted on a log-log graph, you can see that the time it takes is linear with the number of threads once the number of threads exceeds 5. Which is a good sign and shows that the threads are not deadlocking. The *push()* method also calls the *size()* method. Therefore by testing the *push()* method, we are also implicitly testing the correctness of the *size()* method.

