

Experiment: Remove rand timing in perform function and make it $1 + (2 * \text{thread number})$

Results:

All the threads end up sleeping for the same amount of time. The amount of time the threads all sleep for is a constant 11 seconds.

Experiment: Add a spin loop helper function that takes one parameter as the number of seconds. Replace the call to sleep with the call to the new *spin_loop(int seconds)* call.

Results:

A spin loop of 8000000 ticks results in a delay roughly of 100 milliseconds. Since 1000 milliseconds are in 1 second, 80000000 ticks results in a delay roughly of 1 second. Given x seconds, we multiply x by 1000 to convert it to milliseconds then multiply that number by 80000000.

Experiment: Added a command line parameter *reverse* which changes the timing to $1 * (2 * (5 - \text{thread_number}))$

Results:

When given the input **reverse** the threads will sleep for 0 seconds. When given an input other than **reverse** or no input at all, the threads will sleep for 11 seconds.