EVAL PROBLEM 1

a) CPU clock speed using the SLEEP method

WaitMethod: SLEEP WaitMethod: SLEEP

WaitTime: 1 0 WaitTime: 6 0

WaitMethod: SLEEP WaitMethod: SLEEP

WaitTime: 2 0 | WaitTime: 7 0

WaitMethod: SLEEP WaitMethod: SLEEP

WaitTime: 3 0 WaitTime: 8 0

WaitMethod: SLEEP WaitMethod: SLEEP

WaitTime: 4 0 | WaitTime: 9 0

WaitMethod: SLEEP WaitMethod: SLEEP

WaitTime: 5 0 WaitTime: 10 0

STATISTICS

Minimum: Maximum:

WaitMethod: SLEEP WaitMethod: SLEEP

WaitTime: 10 0 WaitTime: 1 0

Average: 1113.5202893 MHz SD: 0.25230400533127

b) CPU clock speed using the BUSYWAIT method

WaitMethod: BUSYWAIT WaitMethod: BUSYWAIT

WaitTime: 1 0 WaitTime: 6 0

WaitMethod: BUSYWAIT WaitMethod: BUSYWAIT

WaitTime: 2 0 WaitTime: 7 0

WaitMethod: BUSYWAIT WaitMethod: BUSYWAIT

WaitTime: 3 0 WaitTime: 8 0

WaitMethod: BUSYWAIT WaitMethod: BUSYWAIT

WaitTime: 4 0 | WaitTime: 9 0

WaitMethod: BUSYWAIT WaitMethod: BUSYWAIT

WaitTime: 5 0 | WaitTime: 10 0

STATISTICS

Minimum: Maximum:

WaitMethod: BUSYWAIT | WaitMethod: BUSYWAIT

WaitTime: 9 0 WaitTime: 1 0

Average: 1113.5896895 MHz SD: 0.062839163866565

c) Overall results

Which method yielded more precise and stable results?

- Busy wait yielded more precise and stable results as the standard deviation was 0.062839163866565 whereas for sleep the standard deviation was 0.25230400533127.

Which method produced a result that is closer to the specifications provided by the manufacturer of your CPU?

- The busy wait method produced a result closer to the specifications provided by the manufacturer of my CPU. The busy wait method has a larger standard deviation than the specifications for my CPU but it is closer then the sleep method.

EVAL PROBLEM 2

a)

After running the server and connecting to the client, I calculated the time window by using the receipt timestamp of the first request and the completion timestamp of the last request which yielded these numbers:

Receipt Timestamp: 1695075549.377295 Completion Timestamp: 1695075600.941988

In finding the difference between the two I found that the time window is 51.5646929741.

To calculate the average throughput I took the total amount of requests run and divided it by the time window.

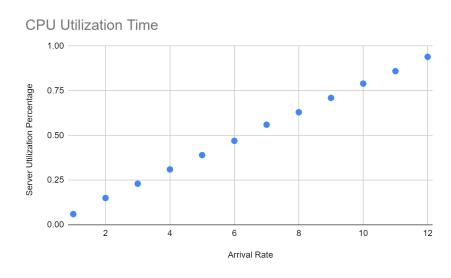
500/51.5646929741= 9.69655729844 requests per second

b)

In order to calculate the total utilization time, I summed the request timestamp of each of the 500 requests. To do this, I used R studio and imported the data. After using R, I found that the total time was 40.6641 between all the requests.

To calculate the total utilization time, I divided the total time and the time window. 40.6641/51.5646929741 = 0.78860355127 = 78.860355127%

- c) While working in the build directory and calling the given command, I got that the percent of CPU of this job was 79% which matches with my calculated utilization time of 78.860355127%.
- d) There is a trend that as the arrival rate increases so does the server utilization percentage. According to the data the increase occurs at almost a linear rate.



e) Using a Python script and outputting the data into the server-output.txt file, I calculated the average difference, maximum difference, minimum difference and the standard deviation of differences.

Average Difference: 1695142531.4651315 Maximum Difference: 1695142532.576828 Minimum Difference: 1695142531.129072

Standard Deviation of Differences: 0.3134776309260052

f) In using the same Python script from part E for each of the 12 arrival rates, I recorded the data of each of the CPU Utilization percentages and then calculated the average response time for each. The data I found is mapped in the graph below. The overall trend is that there is an exponential increase relationship between the server utilization percentage and the average response time.

Server Utilization Percentage and Average Response Time

