CS 6650 Assignment 2

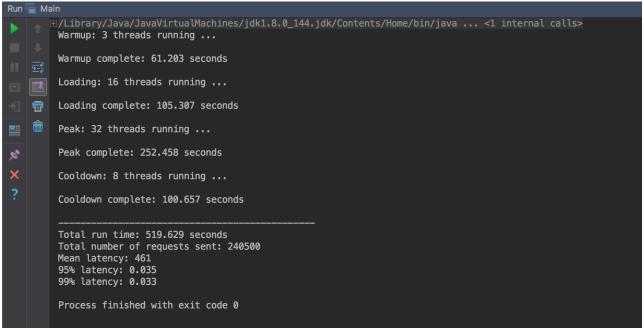
Shujian Wen

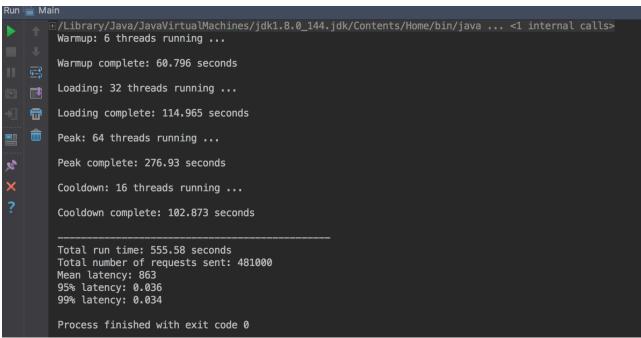
Assignment 2 codes are available at my github repo: https://github.com/Greatjian/CS_6650_distributed_system

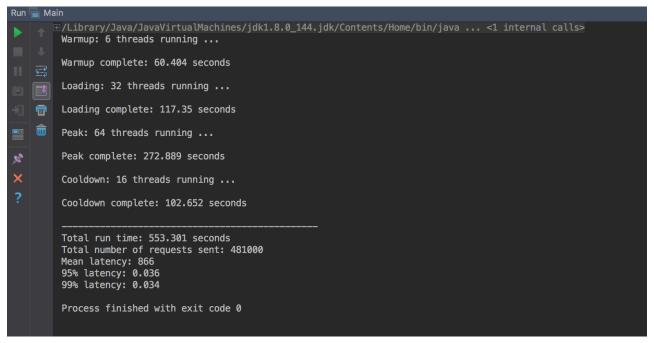
Performance test

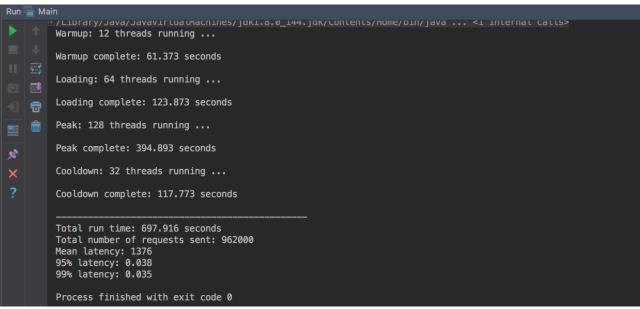
	Warmup	Loading	Peak	Cooldown	Total
regular 32	61.039	103.544	253.285	103.95	521.824
load balancing 32	61.203	105.307	252.458	100.657	519.629
regular 64	60.796	114.965	276.93	102.873	555.58
load balancing 64	60.404	117.35	272.889	102.652	553.301
regular 128	61.373	123.873	394.893	117.773	697.916
load balancing 128	61.479	126.7	390.976	117.489	696.65
regular 256	78.264	165.795	760.424	123.325	1127.815
load balancing 256	78.634	166.142	741.485	125.694	1112.233

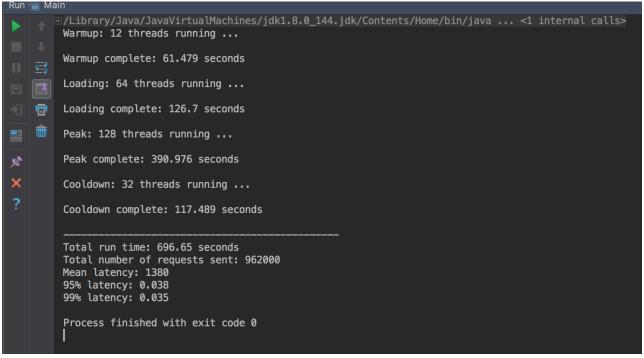
```
Warmup: 3 threads running ...
        Warmup complete: 61.039 seconds
        Loading: 16 threads running ...
        Loading complete: 103.544 seconds
   ₽
        Peak: 32 threads running ...
        Peak complete: 253.285 seconds
2
        Cooldown: 8 threads running ...
        Cooldown complete: 103.95 seconds
        Total run time: 521.824 seconds
        Total number of requests sent: 240500
        Mean latency: 459
        95% latency: 0.035
        99% latency: 0.033
        Process finished with exit code 0
```

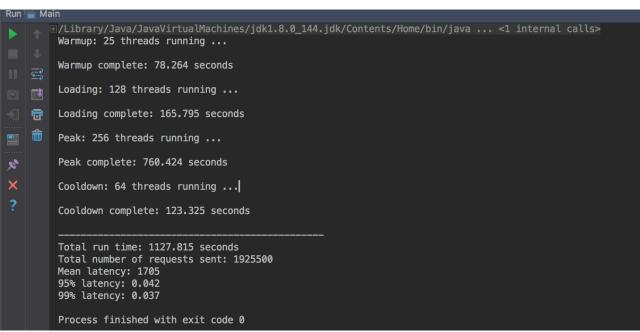








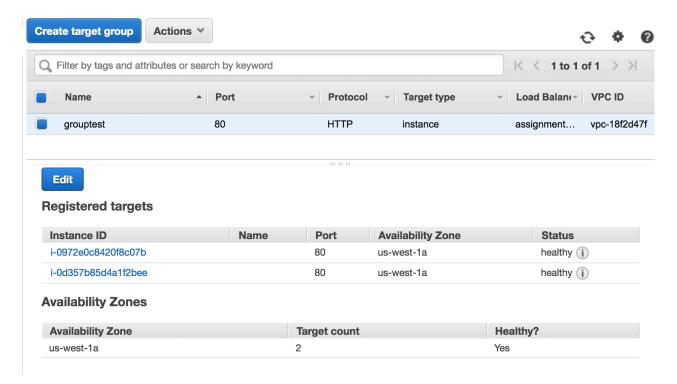




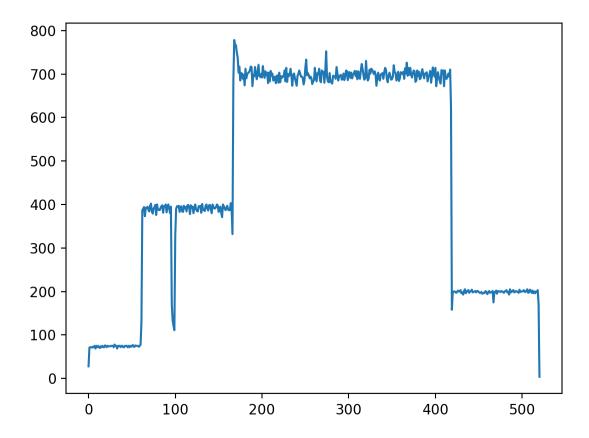
```
⊞/Library/Java/JavaVirtualMachines/jdk1.8.0_144.jdk/Contents/Home/bin/java ... <1 internal calls>
        Warmup: 25 threads running ...
        Warmup complete: 78.634 seconds
        Loading: 128 threads running ...
        Loading complete: 166.142 seconds
    Peak: 256 threads running ...
        Peak complete: 741.485 seconds
2
        Cooldown: 64 threads running ...
        Cooldown complete: 125.964 seconds
        Total run time: 1112.233 seconds
        Total number of requests sent: 1925500
        Mean latency: 1730
        95% latency: 0.042
        99% latency: 0.037
        Process finished with exit code 0
```

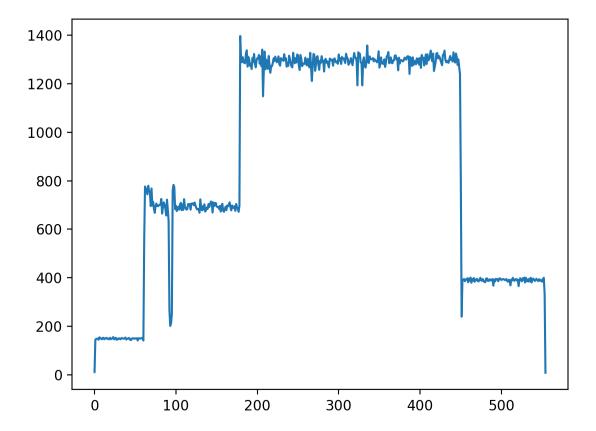
Plot

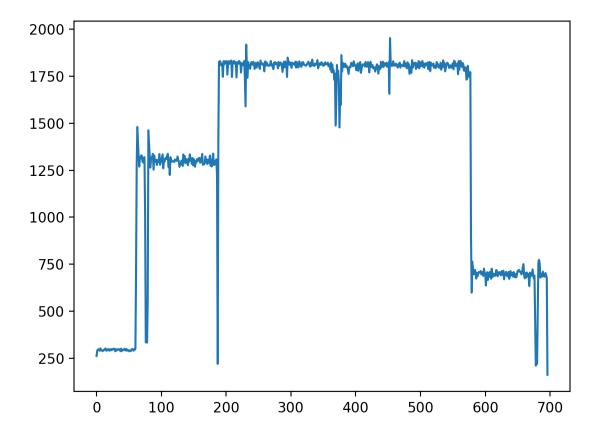
- load balancing: two instance, improvement is limited
- for 256 threads, both regular and load balancing reach a maximum throughput of 2000 per second, making the loading phase and peak phase in the same level

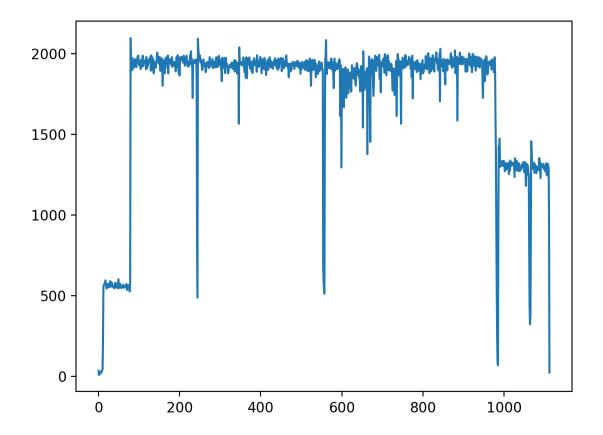


• regular: 32, 64, 128, 256









• load balacing: 32, 64, 128, 256

