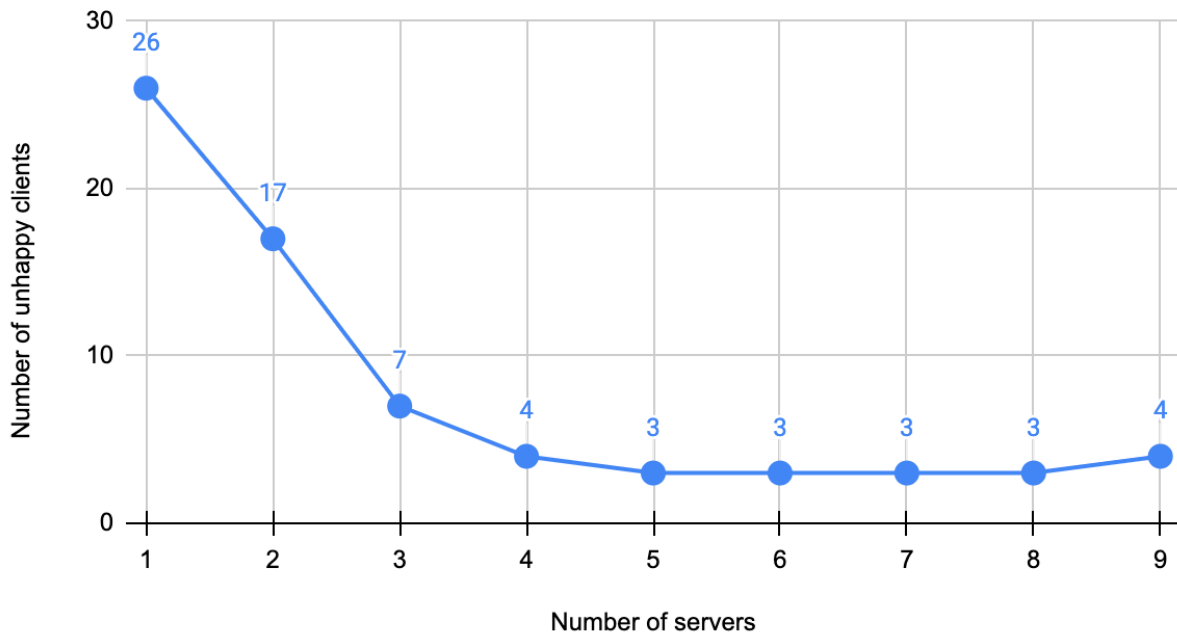


## Server-client graphs



Initially, when server number increases, the number of unhappy clients is reduced remarkably. When the number of servers goes to ~4, the number of unhappy clients stops to go down remarkably and goes stable. A good number for servers could be 4. At this point, the unhappy clients are rare and the resources cost by the servers are also desirable. 3 or 5 could also be a fair number of servers depending on whether the resource is really expensive or not.