CS 553 Cloud Computing

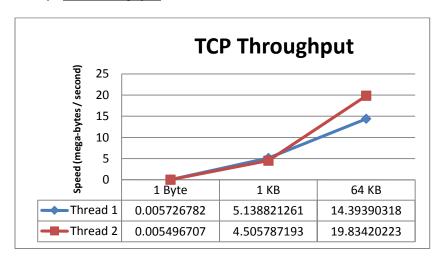
Programming Assignment 1

Sujay Gunjal (CWID: A20351746)

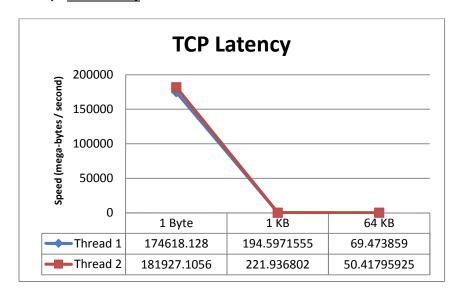
Performance

> Network Benchmarking:

1) TCP Throughput

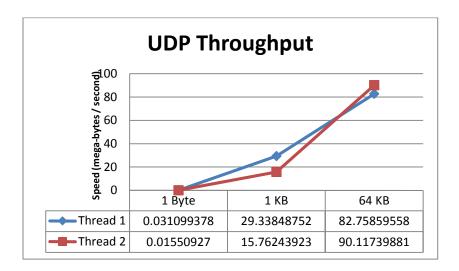


2) TCP Latency

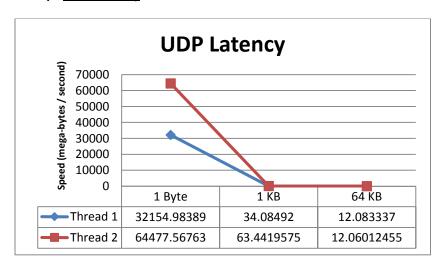


- There is drastic increasing in performance of TCP operations when we increase the packet size from 1 Byte to 64KB.
- Throughput of TCP operation goes on increasing and latency goes on decreasing as we increase the packet size.
- Throughput increases as we increase the concurrency.

3) UDP Throughput



4) UDP Latency



- There is slight decreasing in performance of UDP operations when we increase the packet size from 1 Byte to 1KB while when we increase the packet size from 1 Byte to 64KB there is drastic increasing in performance.
- Throughput of UDP operation goes on increasing and latency goes on decreasing as we increase the packet size.
- Throughput increases as we increase the concurrency.

TCP and UDP throughput comparison:-

	ТСР	UDP
(1 Byte) 1 Thread	0.0057268	0.0310994
2 Threads	0.0054967	0.0155093
(1KB) 1 Thread	5.1388213	29.338488
2 Threads	4.5057872	15.762439
(64KB) 1 Thread	14.393903	82.758596
2 Threads	19.834202	90.117399

Observations:-

- We can clearly see from above table that performance of UDP protocol is far better than TCP protocol.
- But TCP is more reliable than UDP.

Theoretical Performance of a Network:

• Amazon has given t2.micro instance theoretical value for Network's Bandwidth is given as 2.7MB/S.

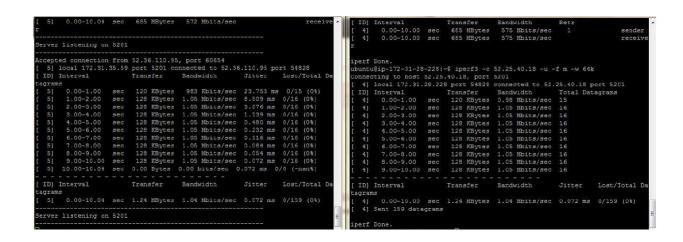
Extra Credit for Network Benchmarking:

- > Iperf Benchmarking system
- Compared evaluation of self-implemented benchmarking with Iperf benchmarking.
- Both systems (mine & Iperf) are evaluated on amazon's t2.micro instance.
- Imerf has been evaluated for packet size 64BK.

Iperf TCP:

	ted connection												
		35.59		nnected to 52.36	.110.95 pc	rt 60647	[4]	2.00-3.00	sec	41.2 MBytes	346 Mbits/sec		83.4 KBytes
	Interval		Transfer	Bandwidth									
[5]				332 Mbits/sec			[4]	3.00-4.00	sec	40.1 MBytes	336 Mbits/sec		83.4 KBytes
	1.00-2.00		41.8 MBytes	351 Mbits/sec			E - 20.						
	2.00-3.00		41.3 MBytes				[4]	4.00-5.00	sec	37.2 MBytes	312 Mbits/sec		83.4 KBytes
[5]	3.00-4.00		40.2 MBytes										
[5]			37.2 MBytes	312 Mbits/sec			[4]	5.00-6.00	sec	41.2 MBytes	346 Mbits/sec		83.4 KBytes
[5]			41.1 MBytes										
[5]	6.00-7.00		42.1 MBytes	353 Mb1ts/sec			[4]	6.00-7.00	зес	42.1 MBytes	353 Mbits/sec		83.4 KBytes
	7.00-8.00	sec	41.6 MBytes	349 Mbits/sec									
			39.9 MBytes	335 Mb1ts/sec			[4]	7.09-8.00	sec	41.7 MBytes	350 Mblts/sec		83.4 KBytes
			38.4 MBytes	322 Mbits/sec									
	10.00-10.04	300	1.48 MBytes	332 Mbits/sec			[4]	8.00-9.00	300	39.8 MBytes	334 Mbits/sec		83.4 KBytes
r TD1	Interval		Transfer	Bandwidth	Retr		F 41	9.00-10.00	300	38.4 MBytes	322 Mbits/sec		83.4 KBytes
51		sec		338 Mbits/sec	21	sender	,						
r 51			405 MBytes			receive							
* -1							f TDI	Interval		Transfer	Bandwidth	Retr	
								0.00-10.00	990		340 Mbits/sec	21	sender
Serve	r listening on	5201						0.00-10.00		405 MByces	340 Mbits/sec		receive
							r -1	0.00 10.00	300	100 110,000	0.10 110100/000		100270
Acces	ted connection	from	52 36 110 95	port 60648			*						
				nnected to 52.36	110 05 po	rt 60649	iperf	Done					
	Interval		Transfer	Bandwidth	p-	20 00015			-220	-C inarf2 -c	52.25.40.18 -f m		S-
51		202		330 Mbits/sec				ting to host					
51	1.00-2.00		37.6 MBytes								connected to 52.	25 40	10 port 5201
[5]	2.00-3.00			270 Mb1ts/sec				Interval	20.22	Transfer	Bandwidth		CWnd
51			35.2 MBytes				[4]	0.00-1.00			344 Mbits/sec	Kett	83.4 KBytes
5 5 1	4.00-5.00		38.3 MBytes				[4]	1.00-2.00			315 Mbits/sec		83.4 KBytes
[5]	5.00-6.00			261 Mbits/sec			[4]	2.00-3.00			267 Mbits/sec		83.4 KBytes
	6.00-7.00		32.5 MBytes				[4]	3.00-4.00			298 Mbits/sec		83.4 KBytes
	7.00-8.00		35.0 MBytes	294 Mbits/sec			[4]	4.00-5.00		38.0 MByces	319 Mbits/sec		83.4 KBytes
			39.9 MBytes	335 Mbits/sec			[4]	5.00-6.00		31.0 MBytes			83.4 KBytes
			39.4 MBytes	330 Mbits/sec			[4]	6.00-7.00		32.8 MBytes	275 Mbits/sec		83.4 KBytes
	10.00-10.04	sec	1.51 MBytes	338 Mbits/sec			[4]	7.00-8.00		35.0 MBytes	294 Mbits/sec		83.4 KBytes
							[4]	8.00-9.00		40.1 MByces	336 Mb1ts/sec		83.4 KBytes
	Interval		Transfer	Bandwidth	Retr		[4]	9.00-10.00	sec	39.4 MBytes	330 Mbits/sec		83.4 KBytes
	0.00-10.04		362 MBytes	303 Mb1ts/sec		sender							
	0.00-10.04	sec	362 MBytes	303 Mbits/sec		receive	[ID]	Interval		Transfer	Bandwidth	Retr	
						-	[4]	0.00-10.00	300	362 MBytes	304 Mbits/sec		sender
							[4]	0.00-10.00	sec	362 MBytes	304 Mbits/sec		receive
Serve	r listening on	5201						New					1.524
						· ·	iperf	Done.					
						1000							

Iperf UDP:



Comparing this values with my system values, efficiency for my system is calculated and found to be high as compared to the Iperf performance.

• Instruction to TCP Iperf: 1. Install Iperf benchmark in local:

Sudo apt-get install iperf3

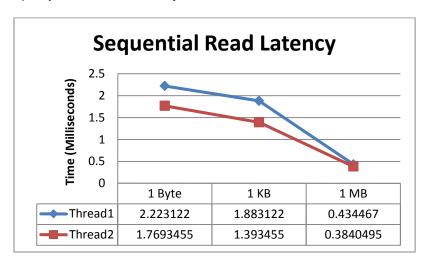
- 2. Run TCP server Iperf3 –s
- 3. Run TCP client : Iperf3 -c @"public_ip"-f m -w 64k
 - Instruction to UDP Iperf: 1. Install Iperf benchmark in local:

Sudo apt-get install iperf3

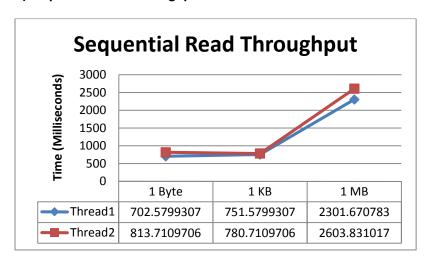
- 2. Run TCP server Iperf3 -s
- 3. Run TCP client : Iperf3 -c @"public_ip"-f m -w 64k
 - For UDP:
- 1. For running a Server: Iperf3 -s
- 2. Run UDP client: Iperf3 -c @"public_ip" -u -f m -w 64k.

2) Disk Benchmarking:-

1) Sequential Read Latency:-



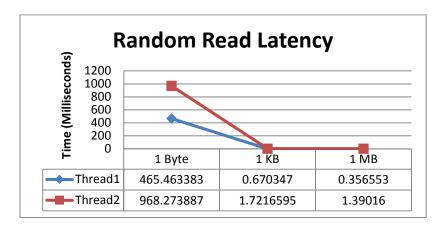
2) Sequential Read Throughput:-



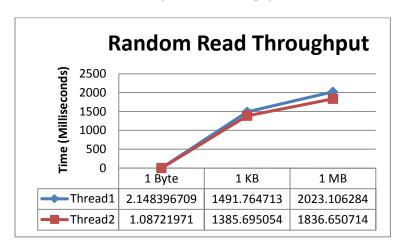
Observation:-

- There is increase in throughput as we increase the block-size from 1 Byte, 1 KB to 1MB.
- Throughput increases as we increase the concurrency and latency goes on decreasing.

3) Random Read Operation Latency:-



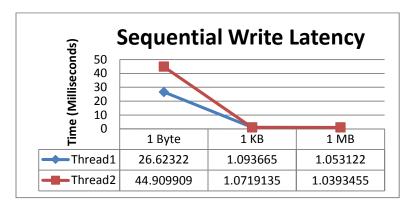
4) Random Read Operation Throughput:-



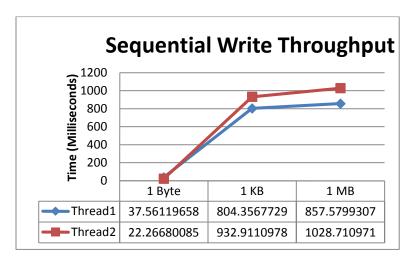
Observation:-

- Random read operation performance decreases as we increase the concurrency.
- Performance of system is better with 1 thread than 2 thread concurrent execution.

5) Sequential Write Operation Latency:-



6) Sequential Write Operation Throughput:-



Observation:-

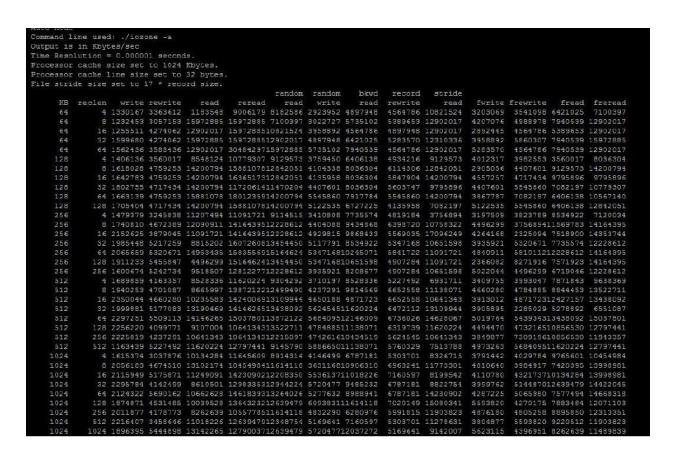
- There is increase in throughput as we increase the block-size from 1 Byte, 1 KB to 1MB.
- Throughput increases as we increase the concurrency and latency goes on decreasing.

Theoretical Performance of a disk:

Amazon has given t2.micro instance theoretical value for disk is given as 160Mb/S.

IOZONE Benchmarking system (Extra Credit)

- Compared evaluation of self-implemented benchmarking with IOZONE benchmarking.
- Both systems (mine & IOZONE) are evaluated on amazon's t2.micro instance.
- Imerf has been evaluated for packet size 100MBytes.



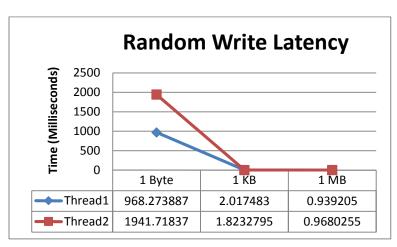
Following are the results for 1024KB:

Operations	Throughput in MB/S
Sequential Read	780.710970570172
Sequential Write	932.911097770482
Random Read	1385.6950542465
Random Write	932.911097770482

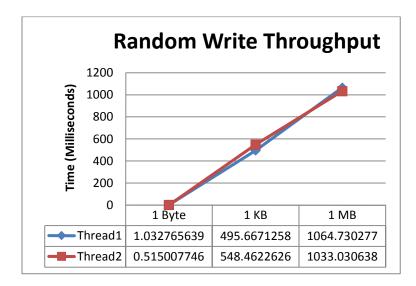
Comparing this values with my system values.

Operations	My System Throughput	IOZONE Throughput
Sequential Read	41234.38	14563456
Sequential Write	1350.3435	1347123
Random Read	1138.63	8765876
Random Write	78.77	4356754

7) Random Write Latency:-

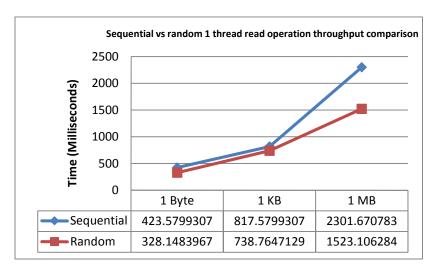


8) Random Write Throughput



- There is liner increase in throughput when there is increase in block-size.
- As we increase the concurrency performance of random write operation starts decreasing.

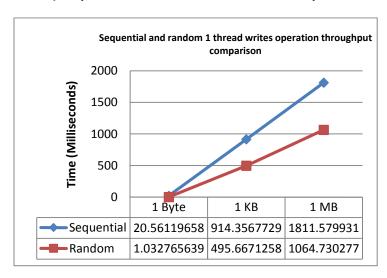
9) Sequential and random 1 thread read operation throughput comparison



Observation:-

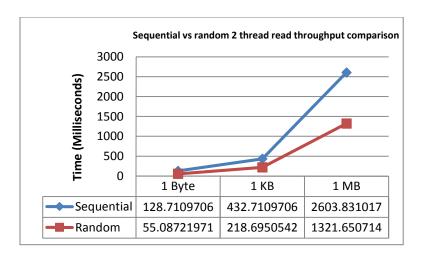
• Performance of sequential read operation is better than random read operation as we increase the block size.

10) Sequential and random 1 thread writes operation throughput comparison



Performance of sequential write operation is better than random write operation as we increase
the block size.

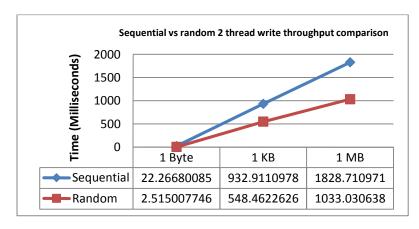
11) Sequential vs random 2 thread read comparison:-



Observation:-

There is drastic increase in sequential read operation as we increase the concurrency on other
hand throughput of random read operation is not as good as sequential read while we increase
the concurrency.

12) Sequential vs random 2 thread write comparison



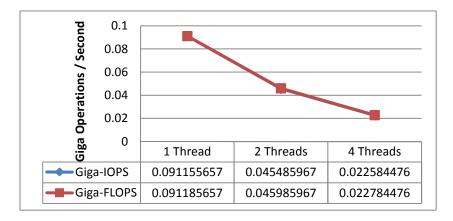
• Throughput of sequential write operation with 2 concurrent threads is better than random write operation.

5) CPU Benchmarking:-

1) CPU operations:-

Number of Threads	FLOPS	IOPS		
1	10.966637	10.884979		
2	21.745764	21.654305		
4	43.889532	43.719291		

2) CPU Benchmarking graph:-



X-axis: GFLOPS and GIOPS Y-axis: Number of threads

- Above Table shows CPU speed in terms of GIGA FLOPS and GIGA IOPS i.e. Giga Floating Point Operation per Second and Giga Integer Operations per second respectively.
- This benchmark is performed in three different threads (1, 2 & 4).
- As more threads put more overhead of thread maintenance, concurrency and switching we can conclude that, the optimal number of concurrency for best performance is achieved using 4 threads.
- Theoretical Peak Performance = number of cores* clock cycle * FLOPs/cycle
 = 2*1.7*4
 = 13.6 GFLOPS

Efficiency = (FLOPS for 1 thread /Theoretical Peak Performance)*100
 = (0.091185657/13.6)* 100
 = 0.6 %