Client Architecture Overview

Key Components and Structure

The client implementation comprises the following essential classes:

1. MultiThreadedLiftRideClient.java

- **Purpose:** Acts as the program's main entry point, orchestrating the load testing process.
- Functions:
 - Configures parameters such as server URL, number of threads, and requests per thread
 - Utilizes ExecutorService to manage concurrent execution.
 - Monitors thread completion and delegates task execution to HTTPClientThread.

2. HTTPClientThread.java

- Purpose: Handles HTTP request execution and logs responses from simulated clients.
- Functions:
 - Sends HTTP POST requests via HttpClient.
 - Logs request details, including timestamp, type, latency, response code, and throughput, to a CSV file.
 - Implements retry logic for failed requests.
 - Calculates and stores response times for further evaluation.

3. EventProducer.java

- Purpose: Generates randomized event data for HTTP POST requests, simulating skier lift events.
- Functions:
 - Produces synthetic data representing ski resort activities with randomized attributes (e.g., resort ID, season ID, skier ID).
 - Ensures varied request simulation to enhance realism in load testing.

4. LatencyComputationForClient2.java

- **Purpose:** Processes collected latency data post-test to derive performance metrics.
- Functions:
 - Reads logged data from CSV files.

- Computes statistics such as mean, median, minimum, maximum, and p99 latencies.
- Determines system throughput.

The server implementation comprises the following essential classes:

1.SkierServlet.java

Purpose:

- Handles HTTP POST requests for skier lift ride data, validates parameters, processes data, and returns appropriate responses.
- Functions:
 - Listens at /skiers/*, extracts parameters, and processes skier events.
 - Checks URL and request body for correct format and valid values. Returns 400 Bad Request on failure.
 - Reads JSON body and ensures required fields (liftID, time) are present.
 - Returns 201 Created on success or 400 Bad Request with error message on failure.

Project Structure and Class Interactions

Modules:

- **client1**: Houses the primary classes (MultiThreadedLiftRideClient, HTTPClientThread, EventProducer, LatencyComputationForClient2).
- **server:** Contains the servlet responsible for request handling.

Class Interactions:

- MultiThreadedLiftRideClient initiates and supervises multiple HTTPClientThread instances.
- Each HTTPClientThread collaborates with EventProducer to generate request data.
- After execution, LatencyComputationForClient2 evaluates and reports system performance.

Throughput Performance Estimation Using Little's Law

Throughput Calculation:

Throughput is measured by analyzing the total test duration and the number of completed requests.

Given:

- **Total Requests** = 200,000
- Request time per request = 0.1 sec
- Number of threads = 500

Steps:

1. Time to process all requests:

Since we have 500 threads running in parallel, each thread can handle requests simultaneously. The total time to process all 200,000 requests would be:

Total time=Total Requests / Threads \times Request time per request = Total time =200,000 / 500 \times 0.1 = 400 \times 0.1 = 40 seconds

2. Throughput using Little's Law:

We can now calculate the throughput. Throughput is the number of requests handled per second. In this case, it's simply:

Throughput=Total Requests / TotalTime = 200,000 / 40 =5,000 requests/sec

The esitmated throughput is **5,000 requests per second**, as it takes 40 seconds to process all 200,000 requests with 500 threads, where each request takes 0.1 second.

This metric provides insight into the system's capacity and performance under different load conditions.

Screenshots

Client 1

====== Client 1 Output ======

Number of Threads: 500

Successful requests: 200000

Failed requests: 0

Total requests sent: 200000

Total response time: 41675 ms

Throughput: 4799.040191961608 requests per second

Client 2

====== Client 1 Output ====== Number of Threads: 500 Successful requests: 200000 Failed requests: 0 Total requests sent: 200000 Total response time: 41675 ms Throughput: 4799.040191961608 requests per second ====== Client 2 Output ====== Response Time Metrics: Average: 99.720575 ms Median: 96 ms Minimum: 21 ms Maximum: 2061 ms 99th Percentile: 371 ms Throughput Metrics: Per-thread: 10.02802079711233 requests/sec Estimated Total (500 threads): 5014.010398556165 requests/sec Process finished with exit code θ

EC2 Instance

