

Graphs and htop results

Fork

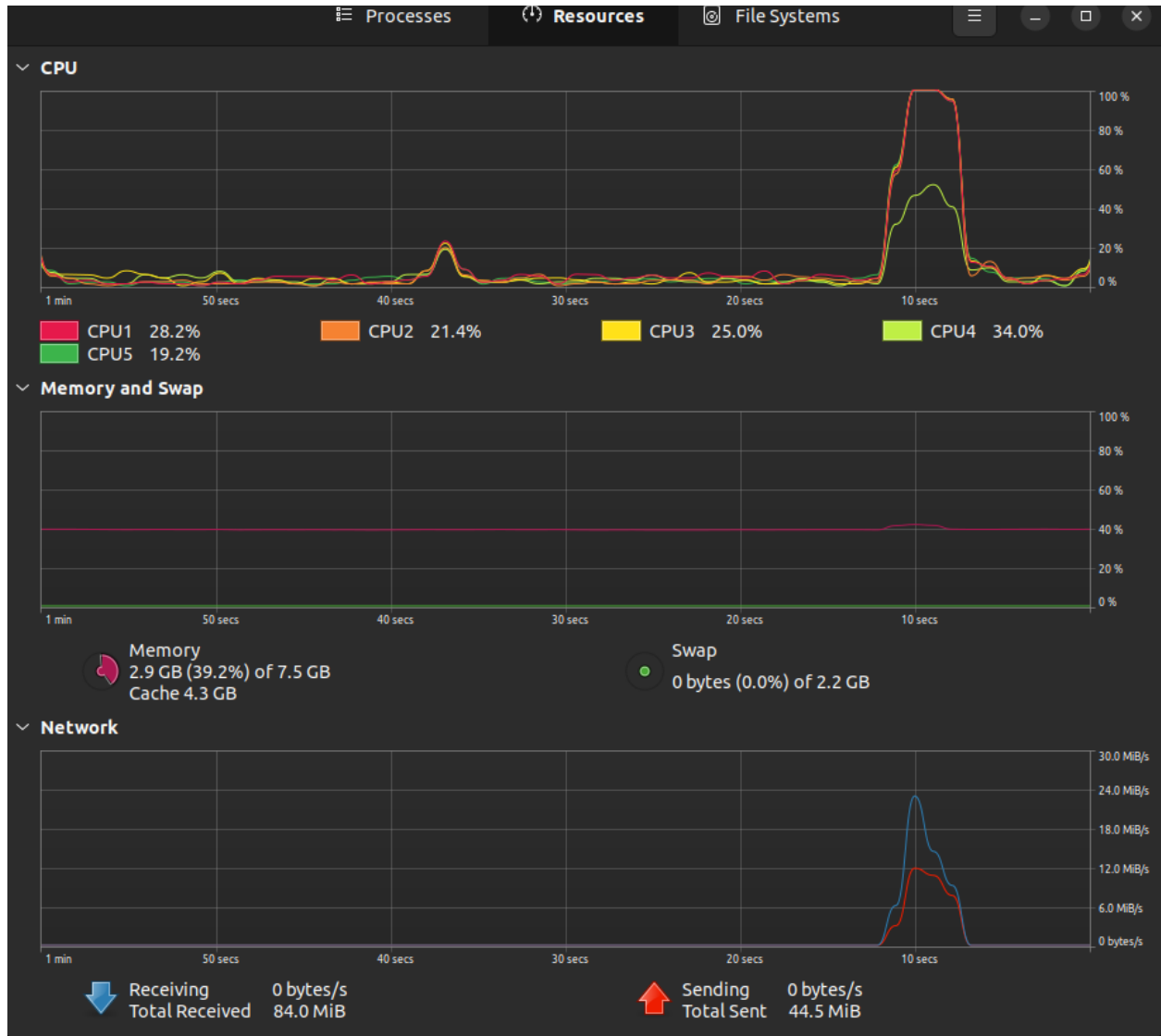
500



```
kitkat2@ubuntuchota:~/Desktop/final_rev2$ time -v ./client_x86_64 10.0.2.15:808
1 50 500
-v: command not found

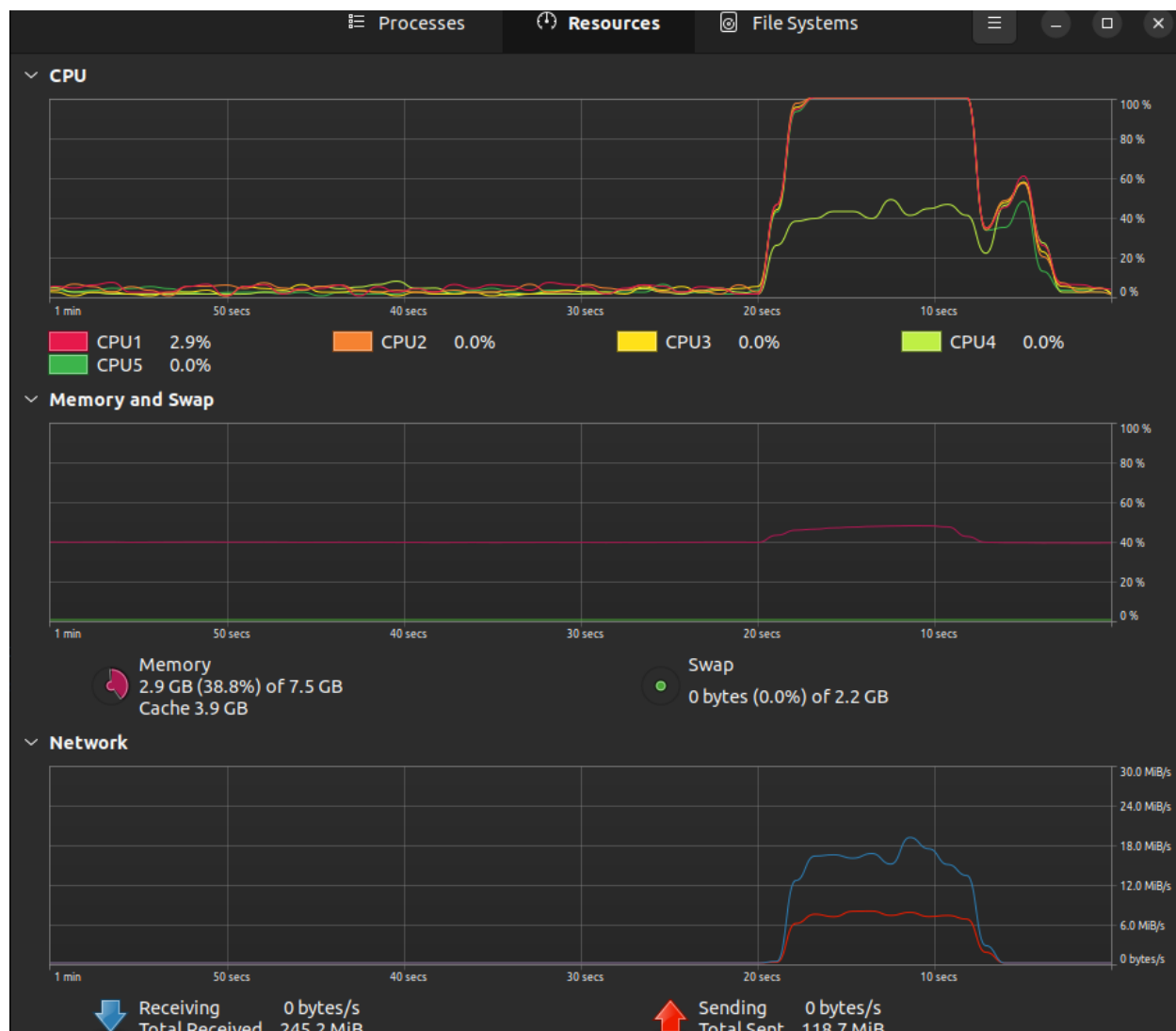
real    0m0.592s
user    0m0.055s
sys     0m0.417s
```

1000



```
Command being timed: "./client_x86_64 10.0.2.15:8081 50 1000"
User time (seconds): 0.11
System time (seconds): 1.47
Percent of CPU this job got: 43%
Elapsed (wall clock) time (h:mm:ss or m:ss): 0:03.67
```

3000



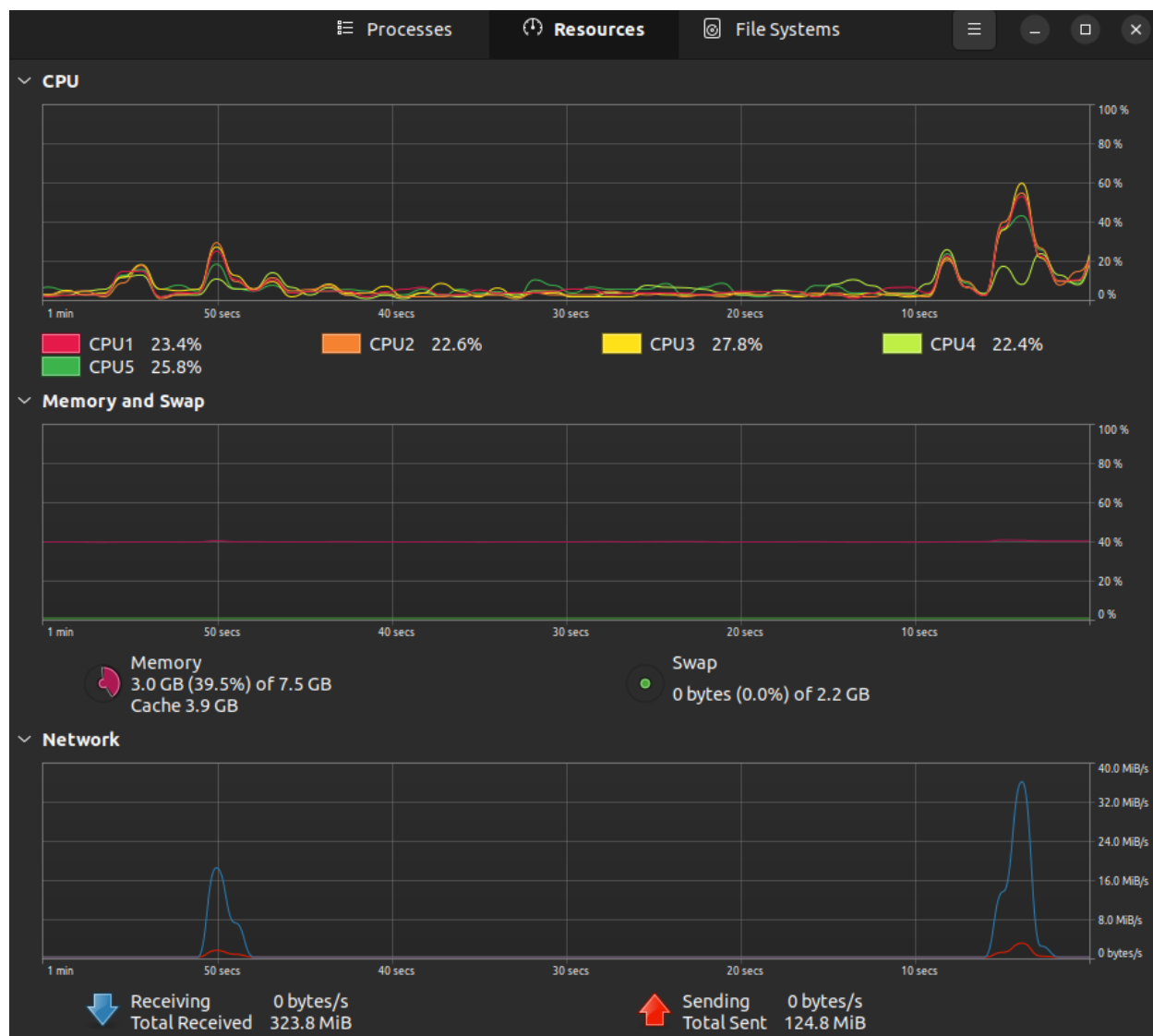
```
Command being timed: "./client_x86_64 10.0.2.15:8081 50 3000"
User time (seconds): 0.67
System time (seconds): 4.35
Percent of CPU this job got: 45%
Elapsed (wall clock) time (h:mm:ss or m:ss): 0:10.96
Average shared text size (kbytes): 0
```

Thread
500



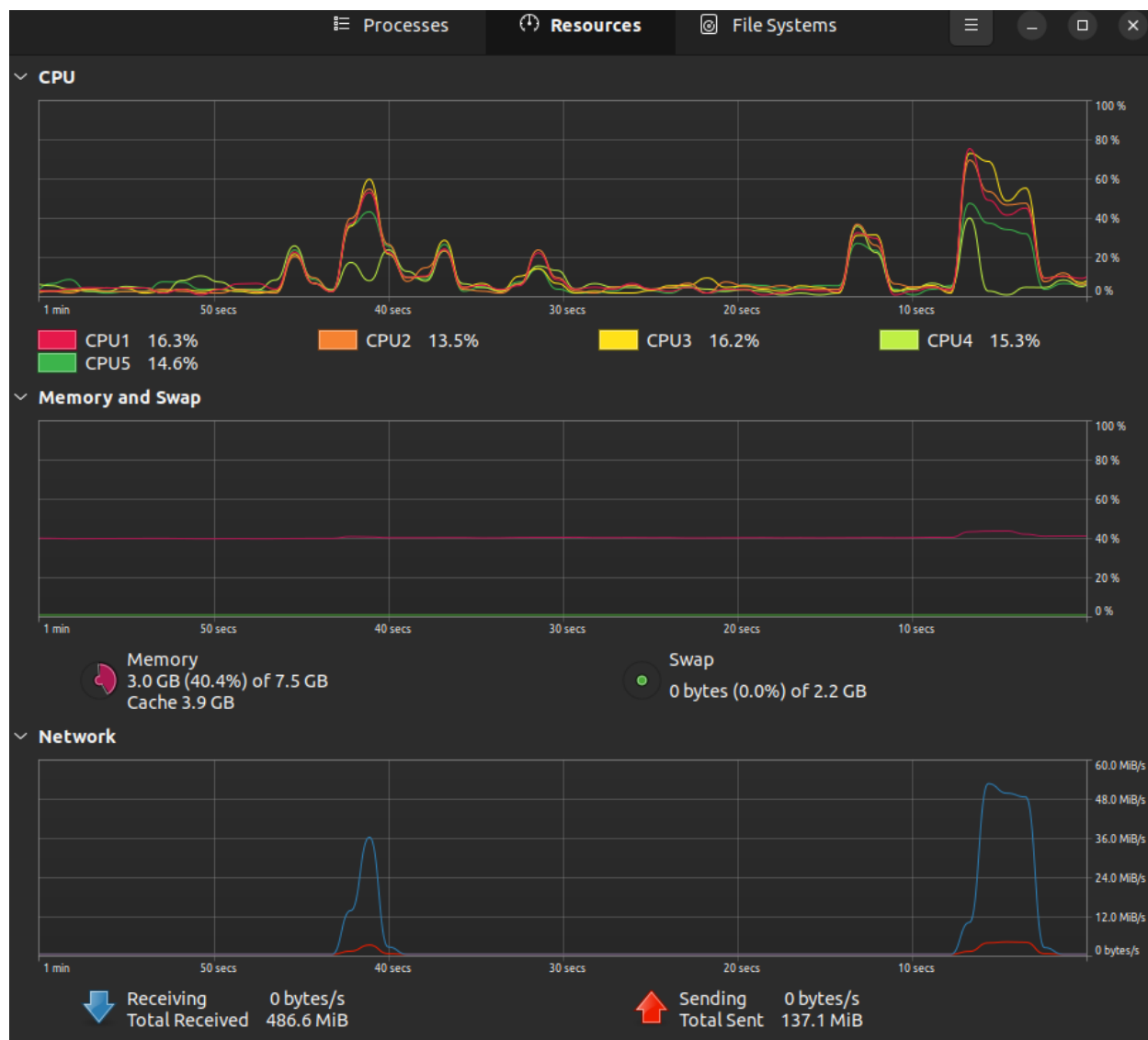
```
Command being timed: "./client_x86_64 10.0.2.15:8081 50 500"
User time (seconds): 0.02
System time (seconds): 0.49
Percent of CPU this job got: 61%
```

1000



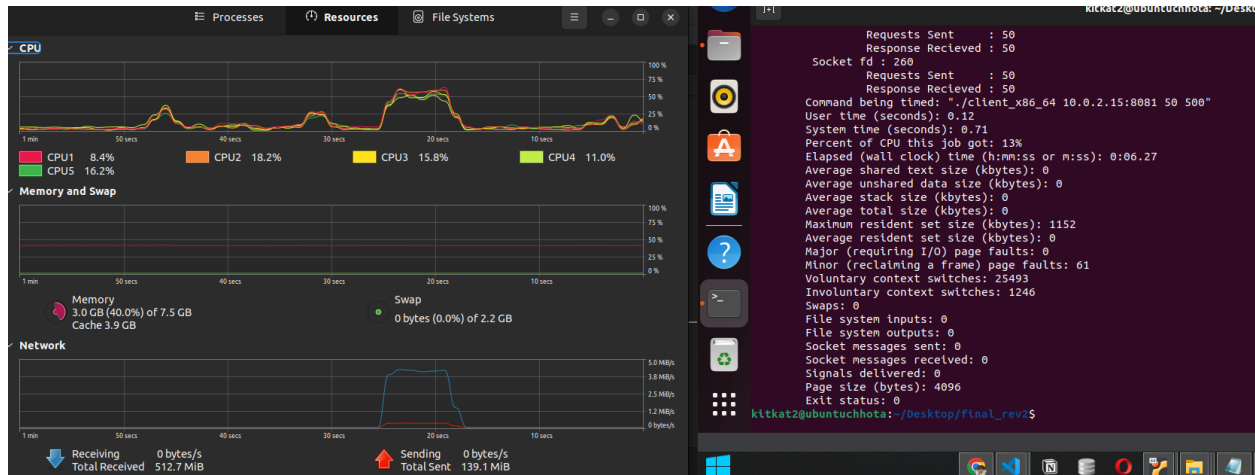
```
Command being timed: "./client_x86_64 10.0.2.15:8081 50 1000"
User time (seconds): 0.10
System time (seconds): 1.18
Percent of CPU this job got: 74%
```

3000

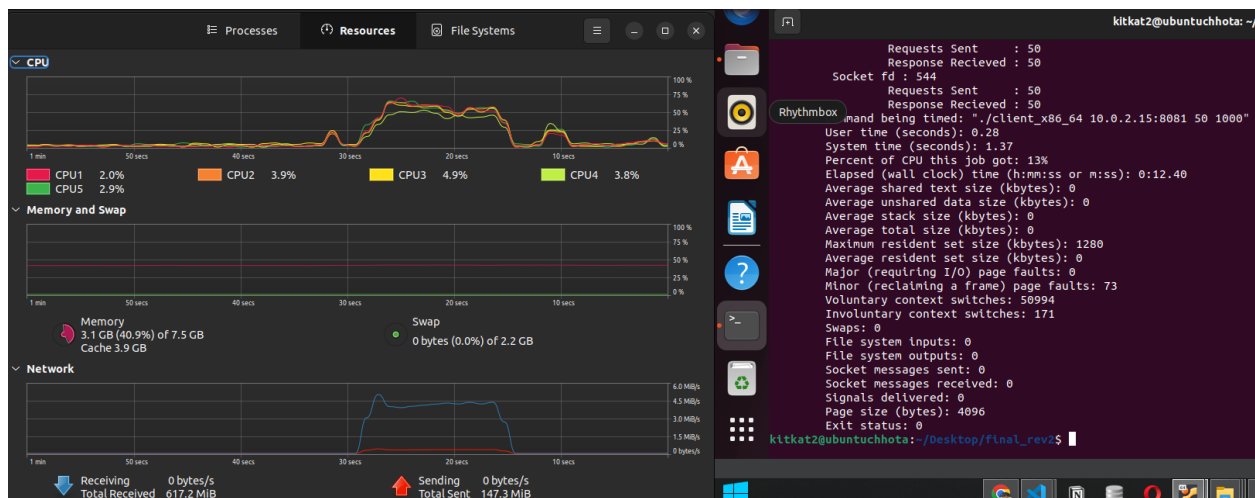


```
Command being timed: "./client_x86_64 10.0.2.15:8081 50 3000"
User time (seconds): 0.31
System time (seconds): 3.15
Percent of CPU this job got: 84%
```

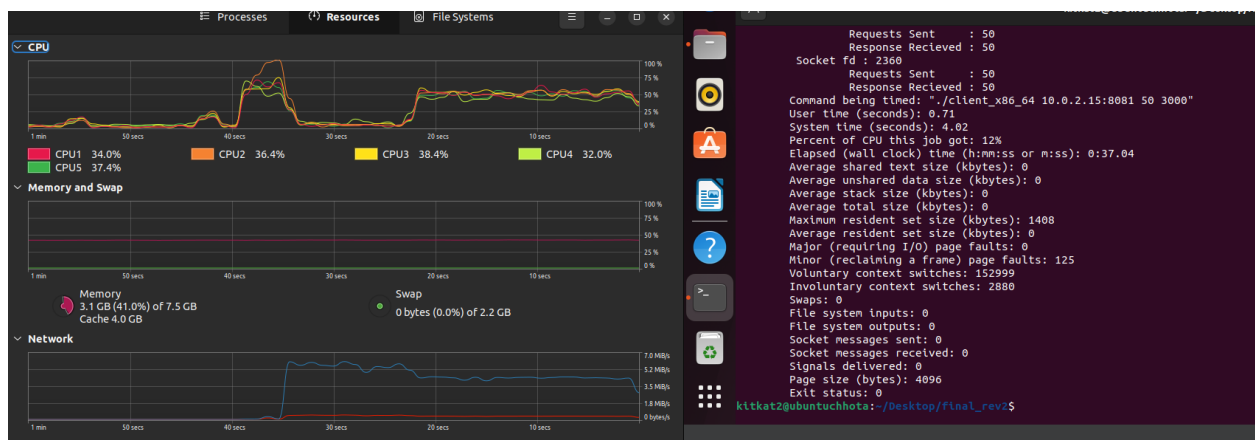
Epoll
500



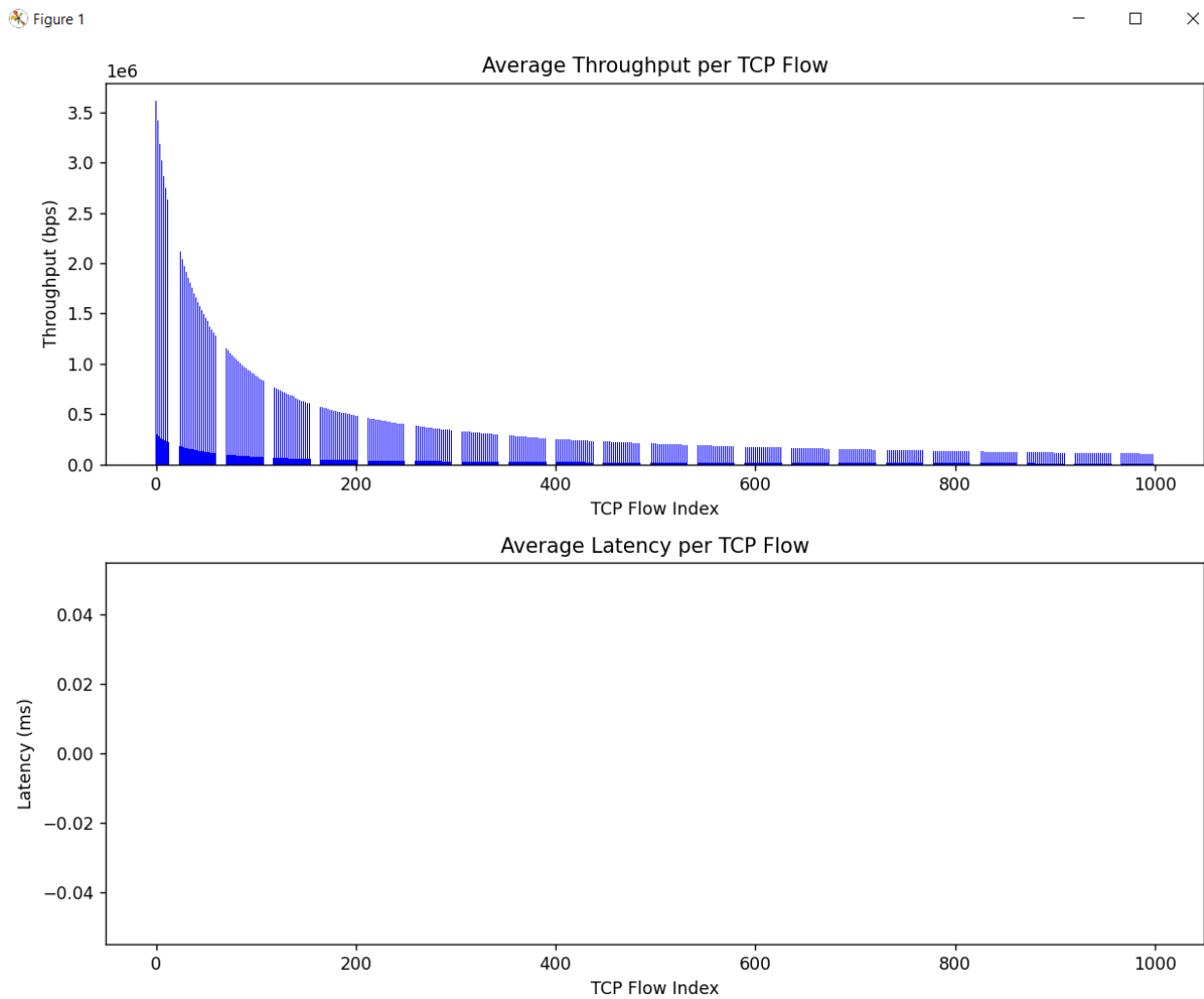
1000



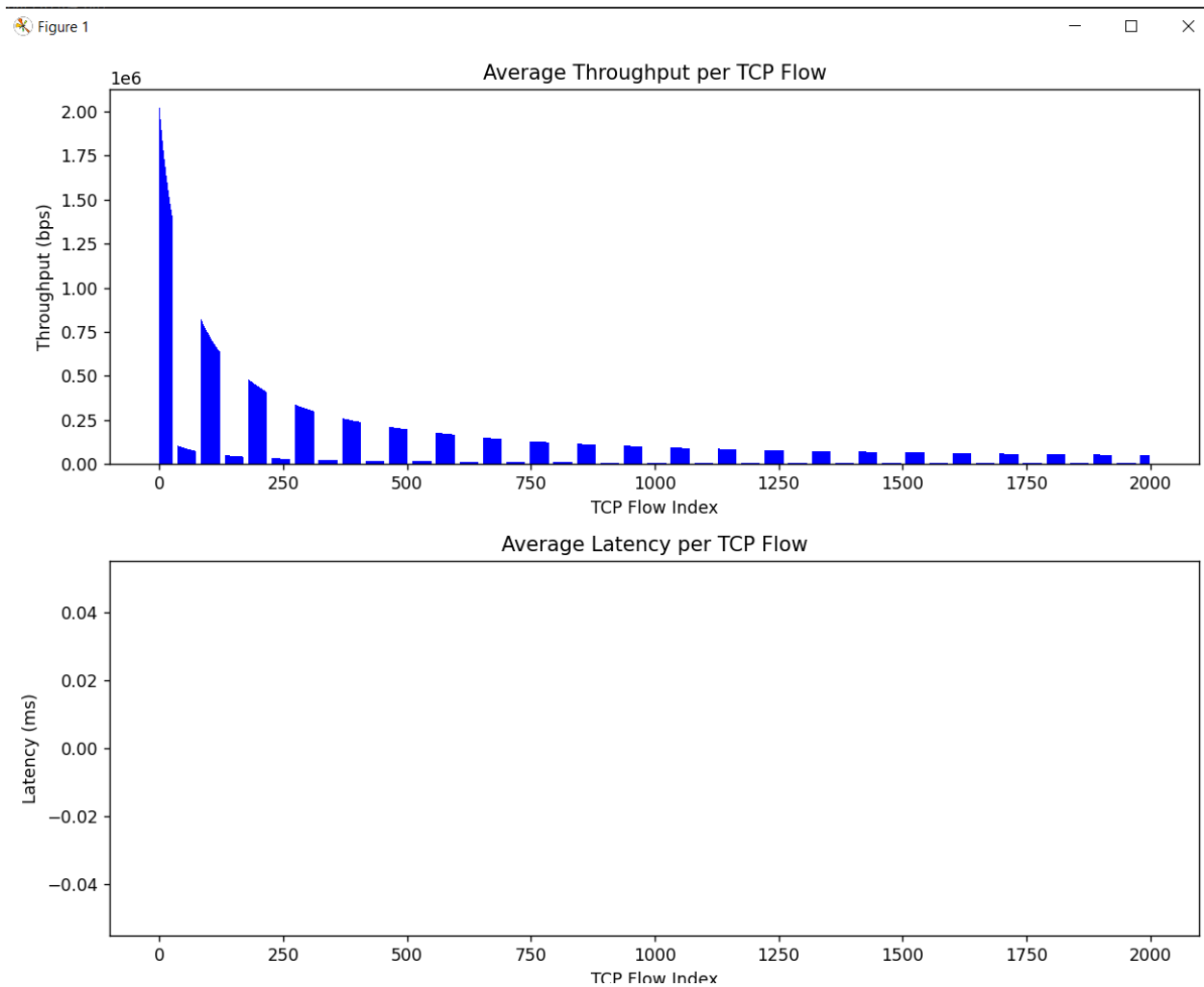
3000



Epoll 500 throughput

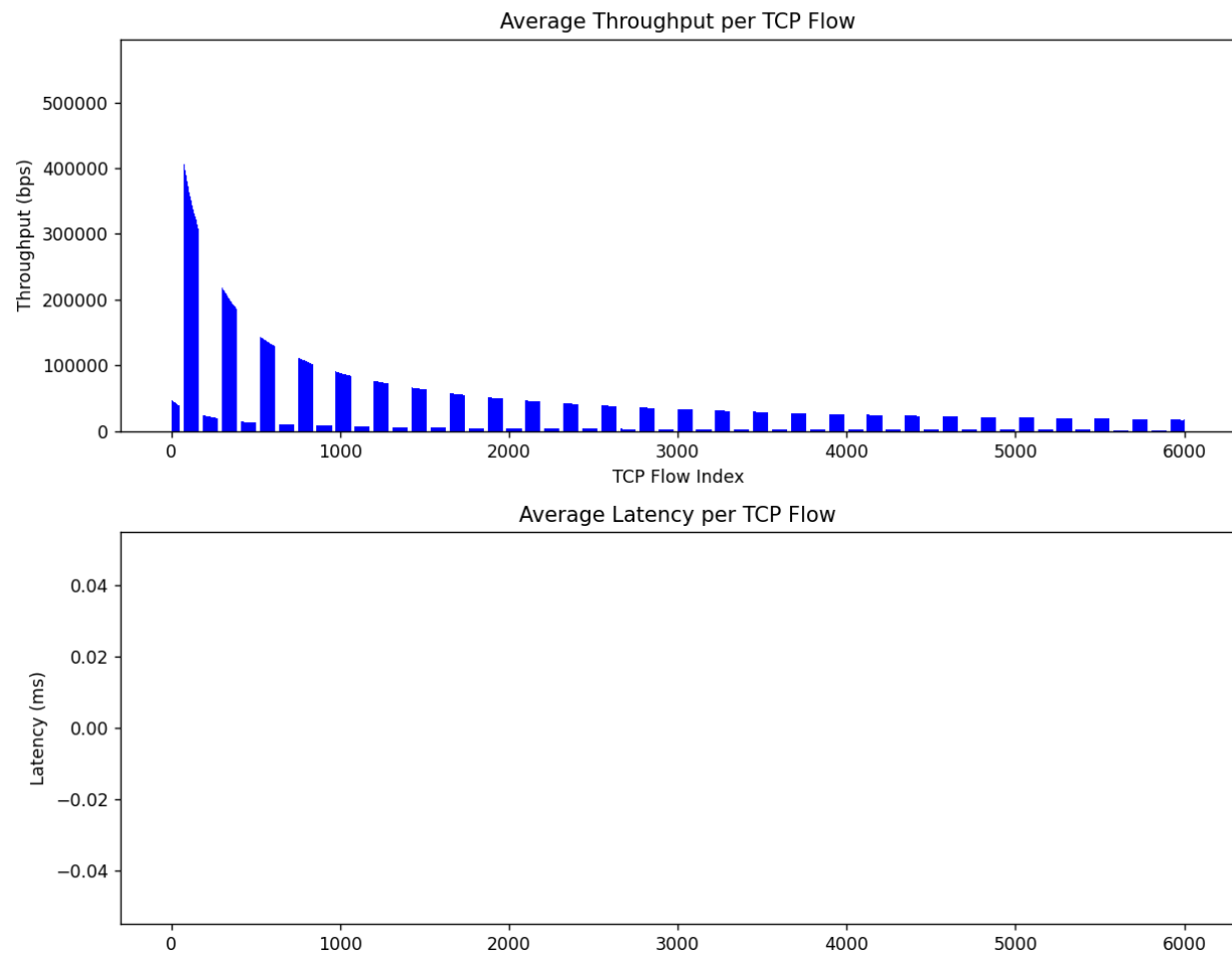


Epoll 1000 Throughput

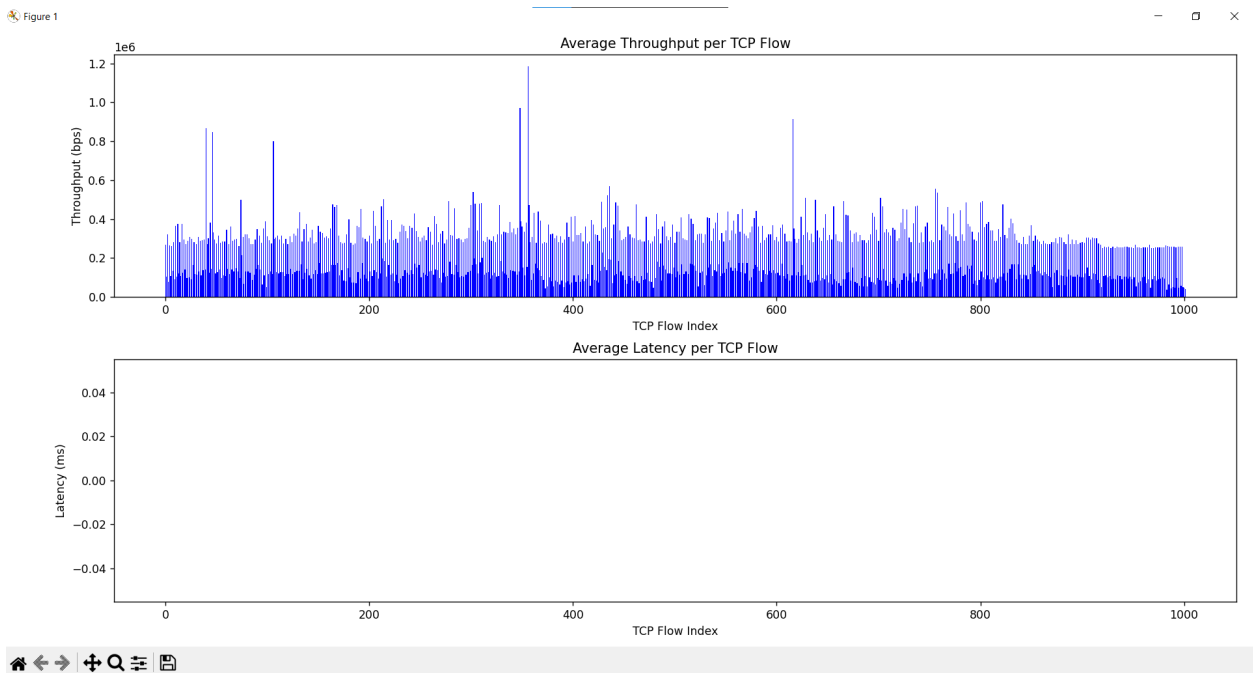


Epoll 3000 throughput

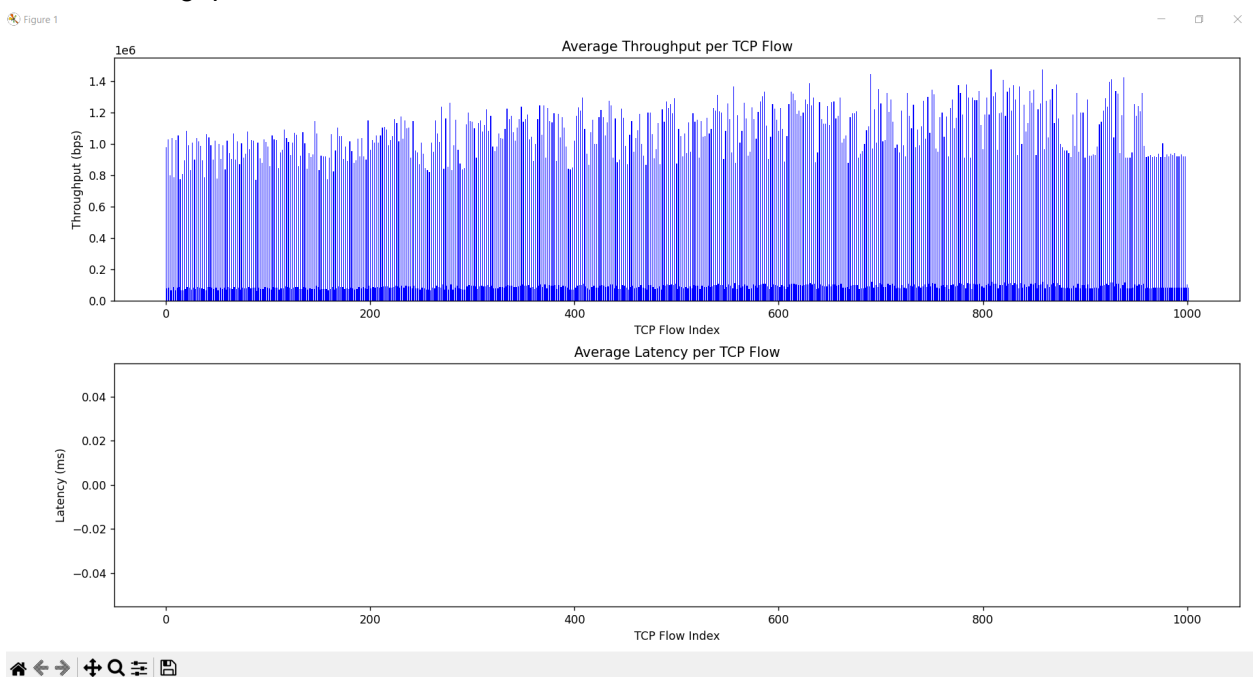
Figure 1



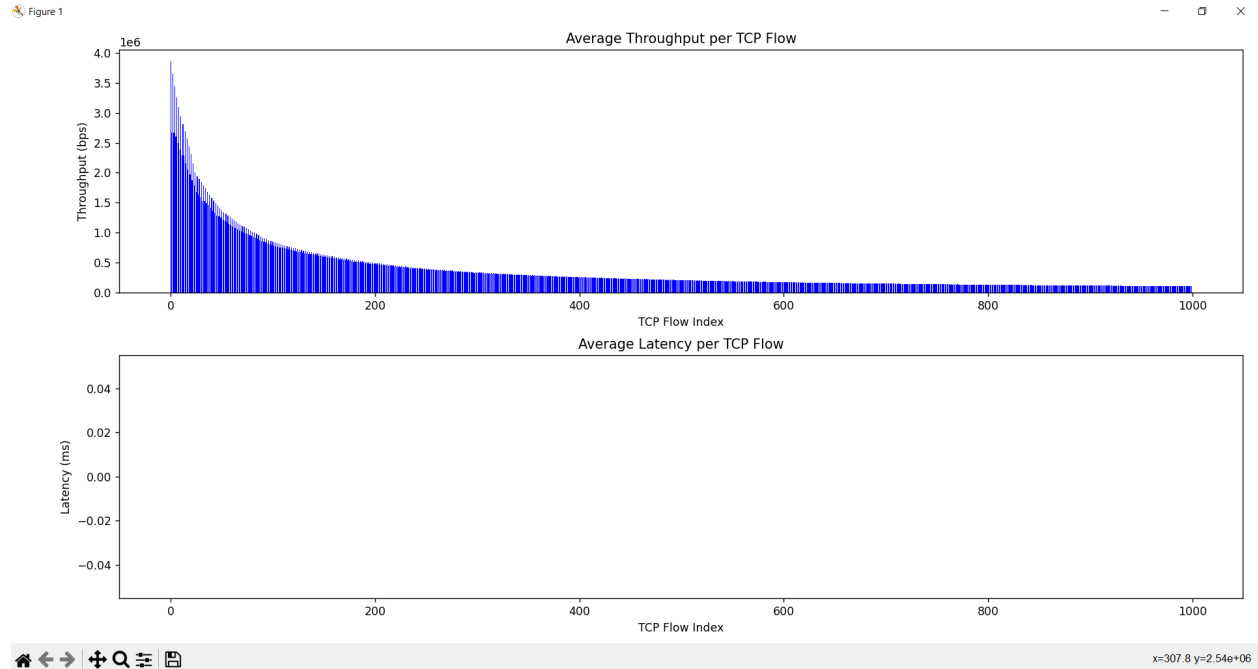
Fork 500 throughput



Thread Throughput



SELECTG THROUGHPUT



Fork-based servers:

- Spawning of new process per connection escalates memory usage due to isolated resource allocation.
- CPU overhead intensified by increased process count and higher context-switching frequency.
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pthread-based servers:

- Threads within a single process share memory, reducing overall memory footprint compared to process-per-connection model.
- High thread counts still strain CPU with scheduling overhead.
- Thread synchronization introduces significant resource overhead.
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I/O Multiplexing (select, poll, epoll):

- Single process/thread manages multiple connections, leveraging asynchronous polling of file descriptors, optimizing memory and CPU usage.
- select and poll exhibit linear complexity, leading to decreased efficiency as file descriptor count grows.
- epoll provides near-constant time complexity post-initialization, enhancing performance consistency.
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Resource utilization factors:

- Management overhead for each process/thread and their associated data structures.
- CPU load correlates with context switch rates, system call overhead, and computation-intensive operations such as factorial calculations.
- Each bullet point reflects a more precise and technical language suited for an audience familiar with server architectures and performance considerations.