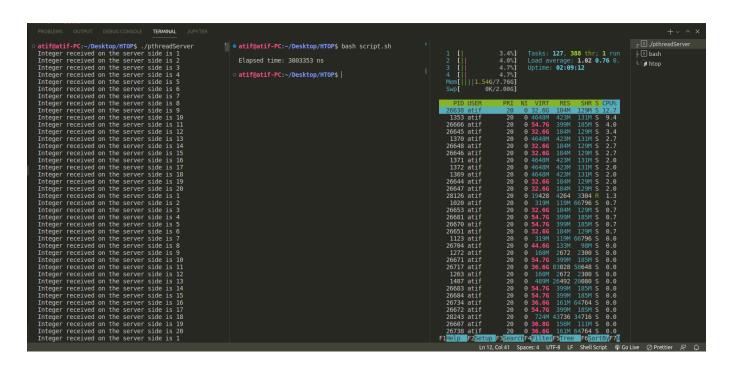
Assignment 2

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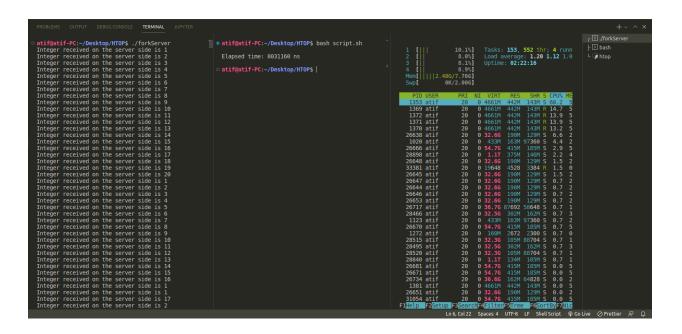
Answer 3

1. pThread-server.c



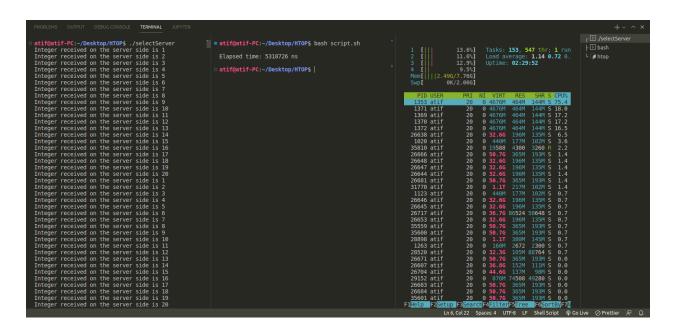
- a) Elapsed Time: 6803393 ns
- b) CPU cores utilization was initially 3-5%. As soon as the clients are run, the CPU utilization shoots up to 10-15%.
- c) Memory utilization was 1.54G/7.76G previously. As soon as the clients are run, the memory utilization goes to 1.55G/7.76G.

2. fork-server.c



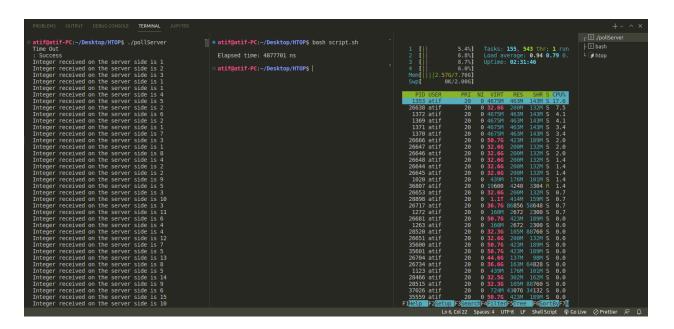
- a) Elapsed Time: 8031160 ns
- b) CPU cores utilization was initially 5-10%. As soon as the clients are run, the CPU utilization shoots up to 20-25%.
- c) Memory utilization was 2.48G/7.76G previously. As soon as the clients are run, the memory utilization goes to 2.52G/7.76G.

3. select-server.c



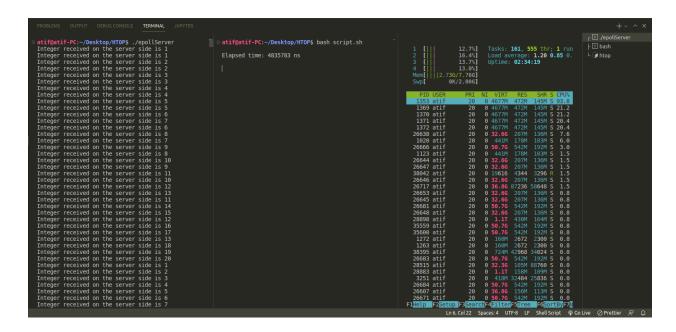
- a) Elapsed Time: 5318726 ns
- b) CPU cores utilization was initially 10-15%. As soon as the clients are run, the CPU utilization shoots up to 20-25%.
- c) Memory utilization was 2.49G/7.76G previously. As soon as the clients are run, the memory utilization goes to 2.50G/7.76G.

4. poll-server.c



- a) Elapsed Time:- 4877701 ns
- b) CPU cores utilization was initially 5-10%. As soon as the clients are run, the CPU utilization shoots up to 15-20%.
- c) Memory utilization was 2.57G/7.76G previously. As soon as the clients are run, the memory utilization goes to 2.58G/7.76G.

5. epoll-server.c



- a) Elapsed Time: 2835783 ns
- b) CPU cores utilization was initially 10-15%. As soon as the clients are run, the CPU utilization shoots up to 25-30%.
- c) Memory utilization was 2.73G/7.76G previously. As soon as the clients are run, the memory utilization goes to 2.74G/7.76G.

Answer 4

It is evident from the results that the server with fork() process is the heaviest. It is because as soon as a new client request connects to the server, fork() creates a new process for executing it, and creating a process is heavy.

On the other hand, a thread is lightweight and can be managed independently by the scheduler. It also increases the performance of the program, as evident by the results.

For the results of poll() vs epoll() vs select() we see that:-

1. select()

- a) We are building each set for each call to the server for each client connection.
- b) For checking the set bit, it may take up to O(n) operations, as it runs a for-loop to check the set bit.
- c) Its performance is similar to the poll() server.

2. poll()

- a) poll() does not require that the user calculate the value of the highest-numbered file descriptor.
- b) Better than select() in terms of operations performed.

3. epoll()

- a) Best performance as it performs O(1) operations in the I/O list instead of O(n)
- b) The execution time is the least compared to the other two operations.
- c) epoll() can behave as level triggered or edge triggered.