

École polytechnique de Louvain

Observing the detailed behaviour of large distributed applications in real time using $\triangle QSD$

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Chapter 1 Introduction

Design

- 2.1 Objective
- 2.1.1 Choices
- 2.1.2 Limitations
- 2.2 Design diagram
- 2.2.1 System under test
- 2.2.2 Stub
- 2.2.3 Oscilloscope

An overview of $\Delta \mathbf{Q}$

- 3.1 Timeliness
- 3.2 Outcome
- 3.3 Quality attenuation
- 3.4 Convolution
- 3.5 Operators
- 3.5.1 First to finish
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Wrapper/Stub

- 4.1 Design
- 4.2 API
- 4.2.1 Samples
- 4.2.2 Start span
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- 4.2.4 Fail span
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- 4.4 Internal workings

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Parser

5.4.1 Syntax

Oscilloscope

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Application on synthethic programs

- $6.1 \quad M/M/1/K$ queue
- 6.2 Cache

Performance study

- 7.1 Convolution comparison
- 7.2 Server performance
- 7.3 Stub performance

