Jesi Merrick
Ron Pyka
CS553-01

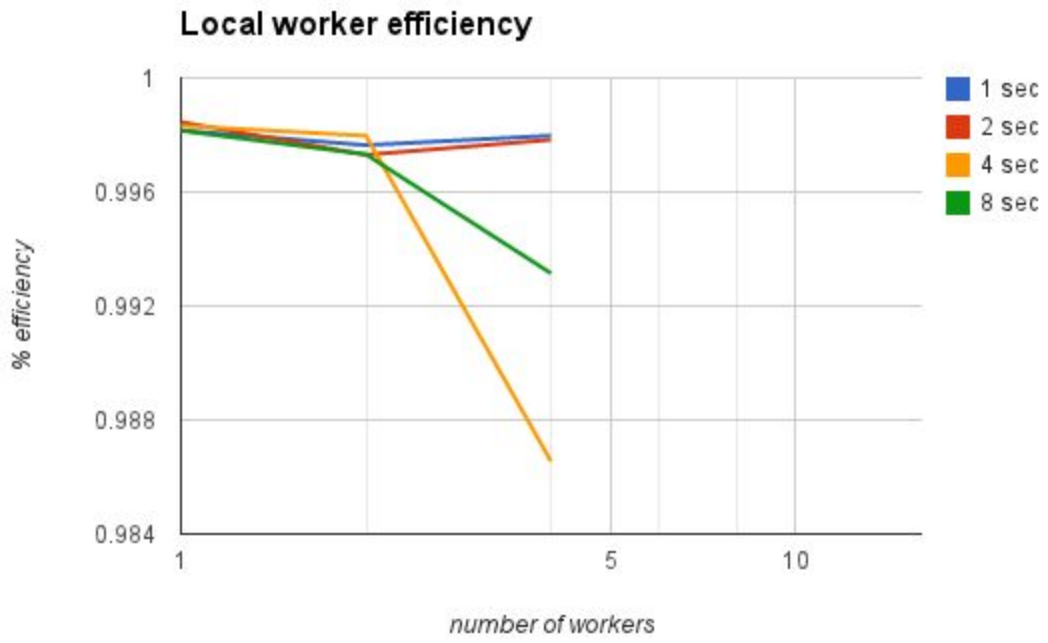
Performance

**Throughput**

Unfortunately, due to the problems with the asyncore library (the problem is outlined in the Design document), the scheduler would receive a bad message within a few hundred messages, well before reaching 10000 tasks or enough to give worthwhile data. If we had more time to work to resolve the asyncore issues, we would.

**Efficiency**

Below is what we managed to obtain for local worker efficiency:




This plot only covers 1, 2 and 4 workers. We lost a lot of time attempting to fix asyncore (see Design doc and above) and our efficiency testing got delayed. Based on this plot, though, we see that the efficiency for the 1 and 2 second sleeps is high, while the 4 and 8 second sleep efficiency drops as the number of workers increases. This does not make sense to us, since we would expect there to be more overhead from the lower sleep times since there would be more messages, and less overhead from the higher sleep times.

We were also unable to complete the remote worker efficiency in time due to the aforementioned asyncore issues.