CN Assignment -2 Vedang Rajendrakumar Patel (2022565) Vedika Agarwal (2022566)

The Assignment involves:

- Developing a client-server application using socket programming in C
- Running client and server on separate Virtual Machines.
- Handling multiple clients concurrently by the server using multithreading
- Processing client requests, retrieving the top two processes consuming most of the CPU
- Analyzing performance using perf tools

GitHub: https://github.com/kamperemu/CN-Assignments/tree/main/Assignment2

Question 1:

We need to create two separate files: server.c and client.c.

These files are compiled using make all.

To run the files you use:

taskset -c <cpu>./server and taskset -c <cpu> ./client <number of client connections>

1. The server sets up a TCP socket and listens for client connections

socket(): System call to create a TCP socket on server side

bind(): To bind the socket to the server's IP address and port.

listen(): Wait for incoming connect requests

2. The server should be able to handle multiple concurrent clients

Multithreading is implemented using pthread library to create a new thread every time the server receives a new connection. This enables us to handle multiple client requests concurrently.

Upon receiving a connection request, a new socket is created with server IP, server listening port, client IP, client port

3. The client creates a socket and initiates the TCP connection

socket(): System call to create a TCP socket on client side

connect(): Establish connection with the server

The client is running on multiple connections with the use of pthread. The next 3 steps are run on each of these client connections.

4. The client sends a request and the server finds top CPU-consuming process

The client requests for top CPU processes by sending a message to the server.

The information about CPU-consuming process is available in /proc directory.

The specific information is available in /proc/[pid]/stat.

We do string manipulation the find the relevant information about the CPU consuming processes on the server.

We then sort the processes based on total CPU time.

5. The server sends the information collected to the client

After the server gets the information on the top processes it sends a response to the client containing the information of the top 2 processes. send(sock, response, strlen(response), 0);

6. The client prints this information and closes the connection

The client reads the information sent by the server and prints it. Then closes the connection.

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int valread = read(sock, buffer, BUFFER_SIZE);
printf("Client Message received:\n%s\n\n", buffer);
close(sock);
```

Question 2:

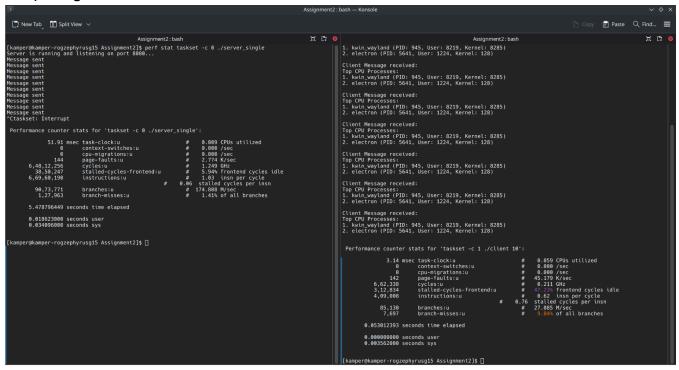
- (a) A slightly modified version of server.c was created called server_single.c. This file is identical to server.c except that it removes pthread functionality. (Assumption: clients still use pthread to emulate multiple connections that is multiple machines trying to connect to the server)
- (b) The code is same as Q1.
- (c) The server.c was modified to use select in a new file called server_select.c

To analyse the data between 3 we use **perf stat** before running the server and the client codes.

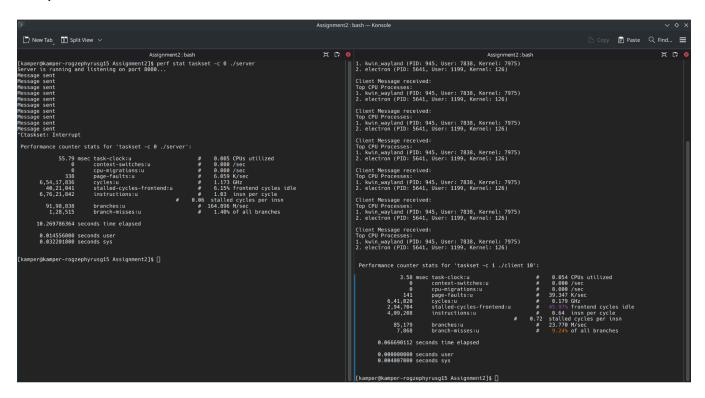
The performance metrics that matter in this case are:

- CPU utilization
- Page faults
- Cycles
- Instructions
- Time elapsed on the client

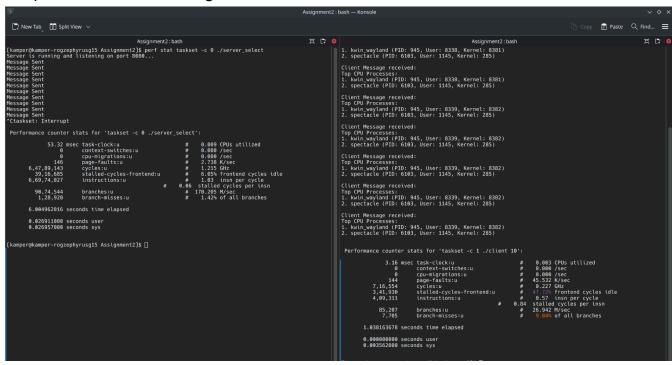
a) Single Threaded TCP Client-Server



b) Multi Threaded TCP Client-Server



c) TCP client-server using "select"



Performance Observations made:

- Multithreading server requires less CPU utilization
- Multithreading server uses more page faults.
- The time elapsed in the clients in case of using select is by far the longest.
- Not much performance information can be extracted from the information from other statistics as they aren't very different.