

# Performance Evaluation

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In this report, I will mainly evaluate the response time. Other evaluations have been done in OutputFile and ManualFile.

To run the performance code, please refer the Evaluation folder. Some codes have been modified for better evaluation convenience.

## One client scenario:

### 1. Register response

I test how long would a client get response when sending register request to server. I set the register request times as 10, 100, 1000, 5000 and 10000, and record the overall time below. I will calculate the average time for one request.

```
n/Code/Evaluation> java -cp commons-io-2.5.jar:commons-codec-1.10.jar:. PeerClient1.Peer
||=====||
||                                     ||
||           P2P File Sharing System           ||
|| *****                                     ||
||           Client                             ||
||=====||
***** Client 1 Starts *****
***** Sharing Folder lies in ./PeerClient1/ShareFiles/*****
test register 10 times spending: 96 ms

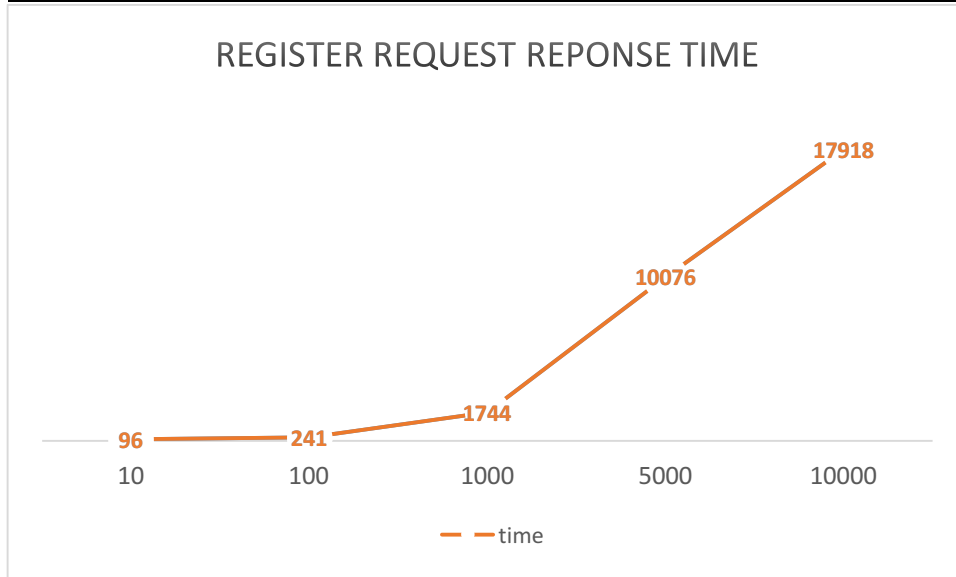
test register 100 times spending: 241 ms

test register 1000 times spending: 1744 ms

test register 5000 times spending: 10076 ms

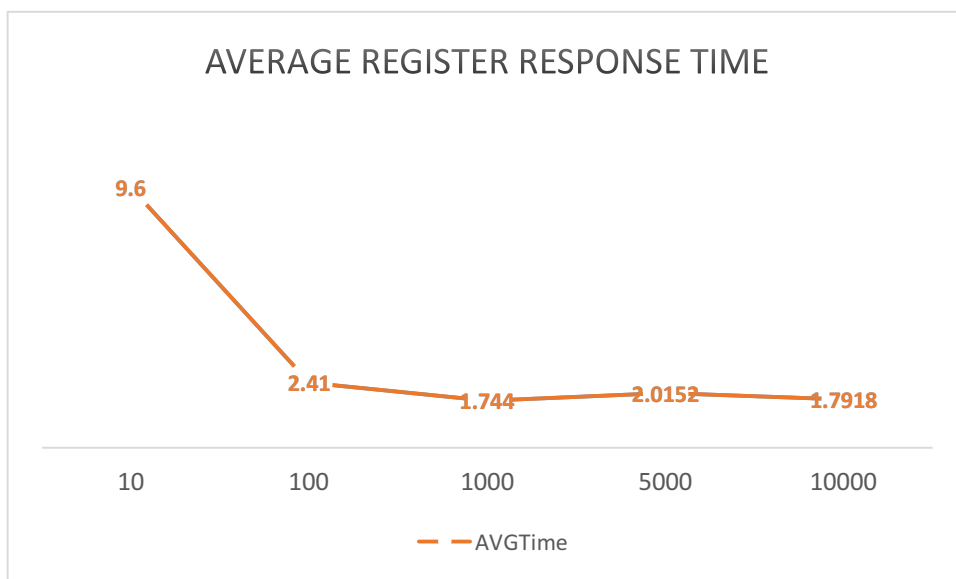
test register 10000 times spending: 17918 ms
```

numers	10	100	1000	5000	10000
time / ms	96	241	1744	10076	17918



Then I calculate the average time response time. We can see more requests actually degrade the request time, which should be a good thing.

Numers	10	100	1000	5000	10000
AVGTime / ms	9.6	2.41	1.744	2.0152	1.7918



## 2. Unregister response

I test how long would a client get response when sending unregister request to server. The setting is the same with register test, again I set the register request times as 10, 100, 1000, 5000 and 10000, and record the overall time below.

```

n/Code/Evaluation java -cp commons-io-2.5.jar:commons-codec-1.10.jar:. PeerClient1.Peer
||=====||
||                                     ||
||           P2P File Sharing System           ||
|| *****                                     ||
||           Client                                     ||
||=====||
***** Client 1 Starts *****
***** Sharing Folder lies in ./PeerClient1/ShareFiles/*****
test unregister 10 times spending: 227 ms

test unregister 100 times spending: 470 ms

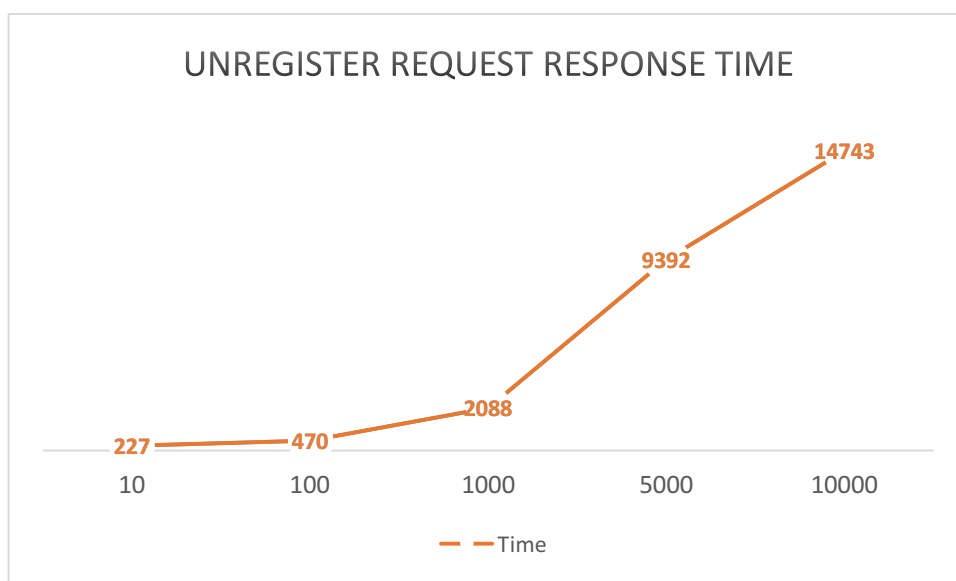
test unregister 1000 times spending: 2088 ms

test unregister 5000 times spending: 9392 ms

test unregister 10000 times spending: 14743 ms

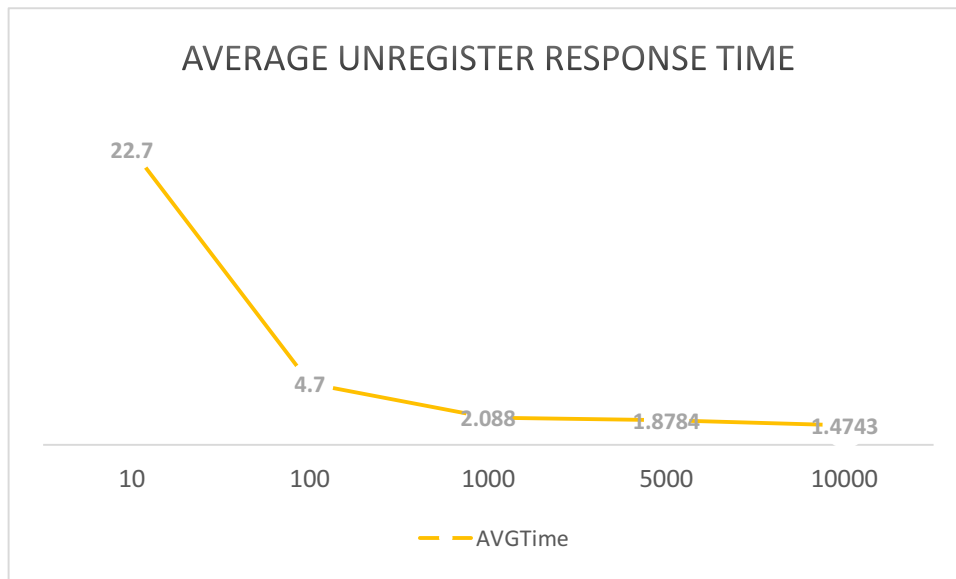
```

Numers	10	100	1000	5000	10000
AVGTime/ms	227	470	2088	9392	14743



I also calculate the average time below:

Numers	10	100	1000	5000	10000
AVGTime/ms	22.7	4.7	2.088	1.8784	1.4743



### 3. Lookup response

The setting here is the same. I set the lookup request times as 10, 100, 1000, 5000 and 10000, and record the overall time below.

```

ten/Code/Evaluation java -cp commons-io-2.5.jar:commons-codec-1.10.jar:. PeerClient1.Peer
=====||
|                                     ||
|           P2P File Sharing System   ||
| *****                          ||
|           Client                    ||
|=====||
***** Client 1 Starts *****
***** Sharing Folder lies in ./PeerClient1/ShareFiles/*****
test lookup 10 times spending: 96 ms

test lookup 100 times spending: 211 ms

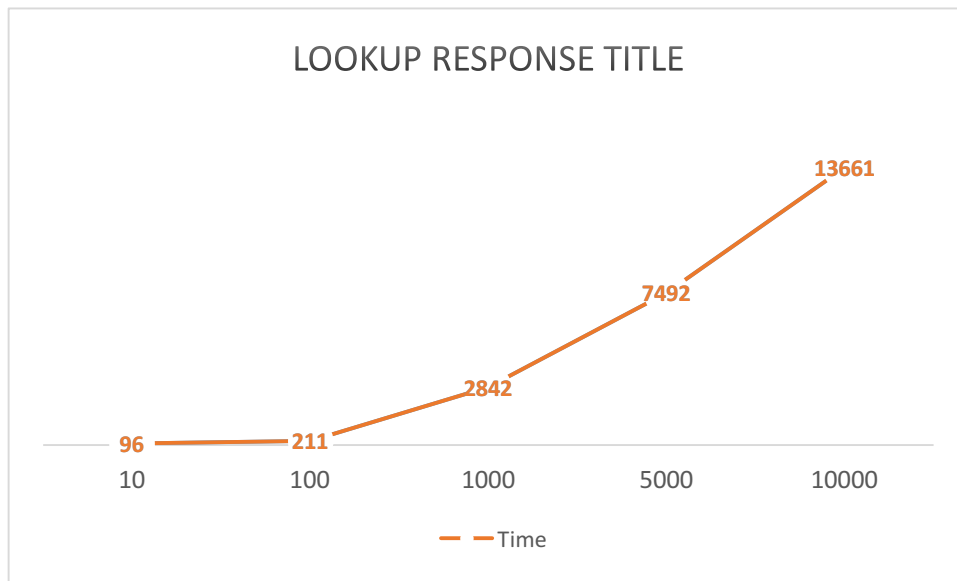
test lookup 1000 times spending: 2842 ms

test lookup 5000 times spending: 7492 ms

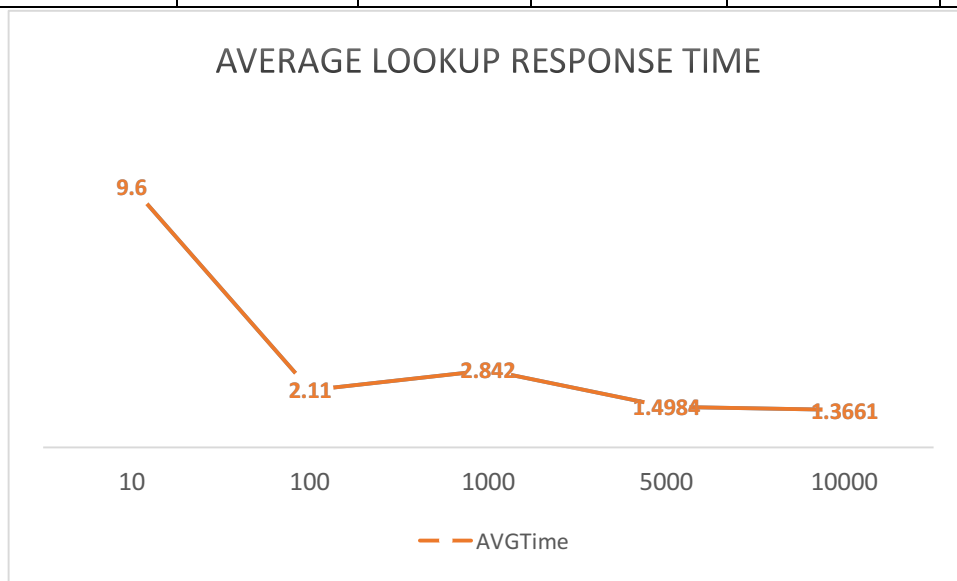
test lookup 10000 times spending: 13661 ms

```

Numers	10	100	1000	5000	10000
Time/ms/ms	96	211	2842	7492	13661



Numers	10	100	1000	5000	10000
AVGTime/ms	22.7	4.7	2.088	1.8784	1.4743



## Multiple Client Scenario

I also test when multiple clients concurrently send request, unregister and lookup, how would be the response time changed. I show one running result below. For the simplify, I will not show other running results screenshots.

```

||=====||
||
||          P2P File Sharing System          ||
||          *****                          ||
||          Client                          ||
||=====||
***** Client 1 Starts *****
***** Sharing Folder lies in ./PeerClient1/ShareFiles/*****
test lookup 10 times spending: 197 ms

test lookup 100 times spending: 240 ms

test lookup 1000 times spending: 2463 ms

test lookup 5000 times spending: 13146 ms

test lookup 10000 times spending: 39359 ms

```

```

||=====||
||
||          P2P File Sharing System          ||
||          *****                          ||
||          Client                          ||
||=====||
***** Client 2 Starts *****
***** Sharing Folder lies in ./PeerClient2/ShareFiles/*****
test register 10 times spending: 146 ms

test register 100 times spending: 816 ms

test register 1000 times spending: 3983 ms

test register 5000 times spending: 14627 ms

test register 10000 times spending: 38383 ms

```

I calculate modify the client number from 1 to three, and show the average time per client per request. (The summation of all time divided by the client number and request number).

## 1. Register request time

	Register Request numbers					
Client Num	AVGTime / ms	10	100	1000	5000	10000
	1	9.6	2.41	1.744	2.0152	1.7918
	2	19.3	5.31	4.211	4.98	3.122
	3	24.1	9.321	8.46	6.343	5.43

We can see with more clients, the average time increases, approximately the same order with the client number.

## 2. Unregister request time

	Unregister Request numbers					
Client Num	AVGTime / ms	10	100	1000	5000	10000
	1	8.6	3.21	2.131	2.253	1.938
	2	15.91	5.246	4.421	5.233	3.41
	3	25.562	9.981	8.12	7.445	4.912

Again, we can see the with more clients the average time increases, and with more requests, the average time decrease. The increasing of time shares the same order with the increasing of clients' number.

	Unregister Request numbers					
Client Num	AVGTime / ms	10	100	1000	5000	10000
	1	19.1	5.214	3.546	3.861	2.90
	2	29.912	6.611	4.977	6.1223	5.60
	3	35.785	9.88	9.014	8.991	6.12

## 3. Lookup request time

We can also find that the with more clients the average time increases, and with more requests, the average time decrease. The increasing of time shares the same order with the increasing of clients' number.