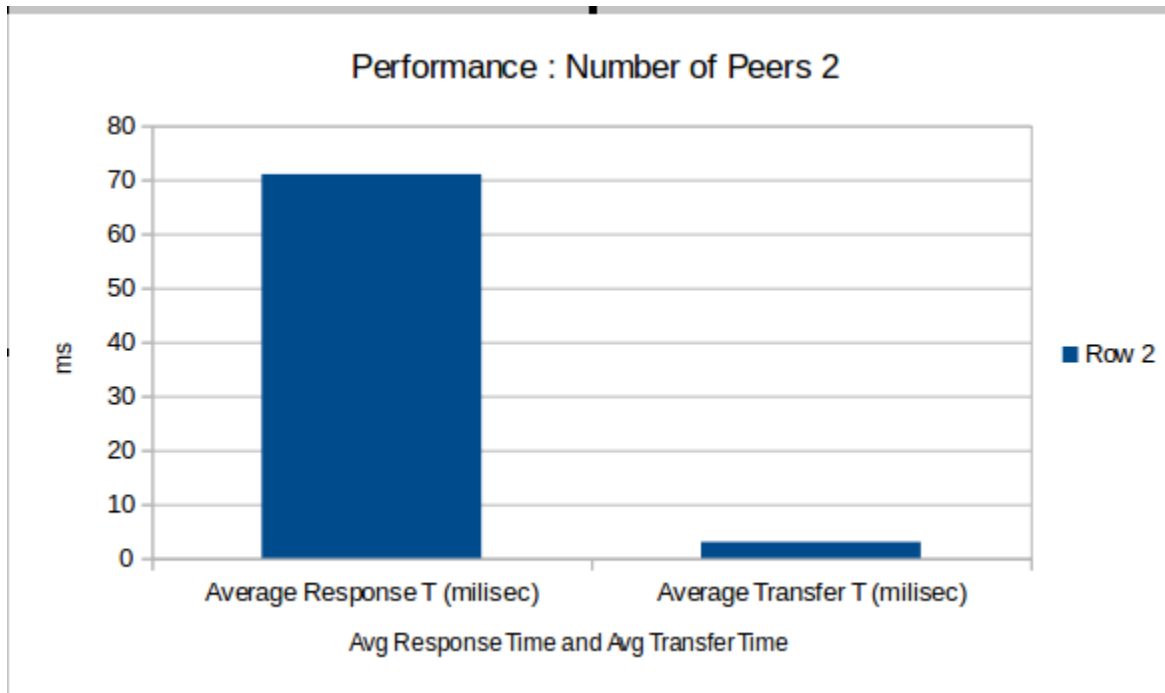
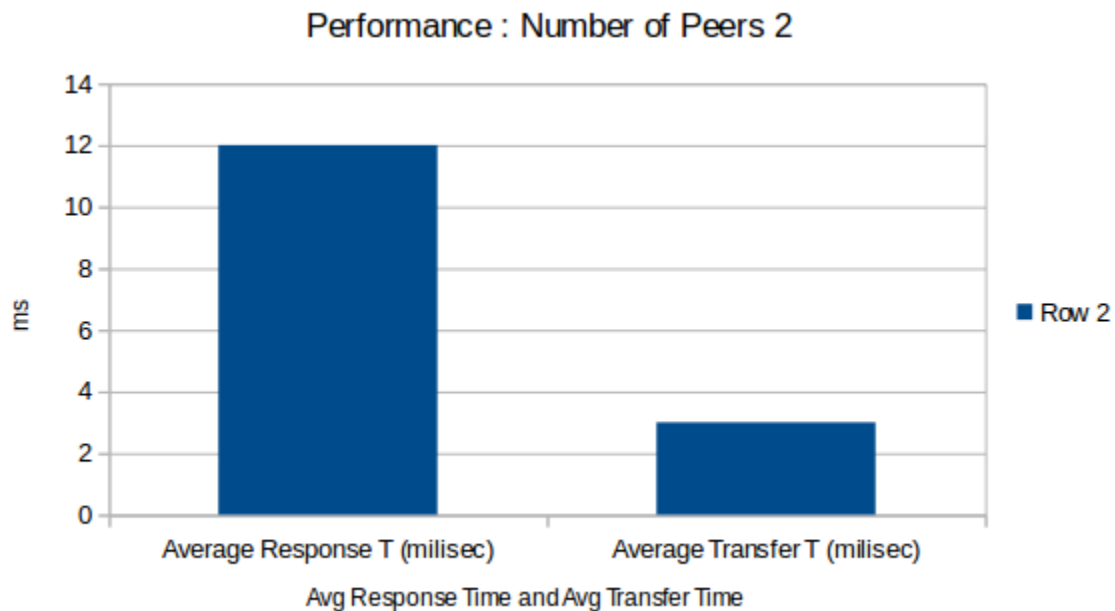


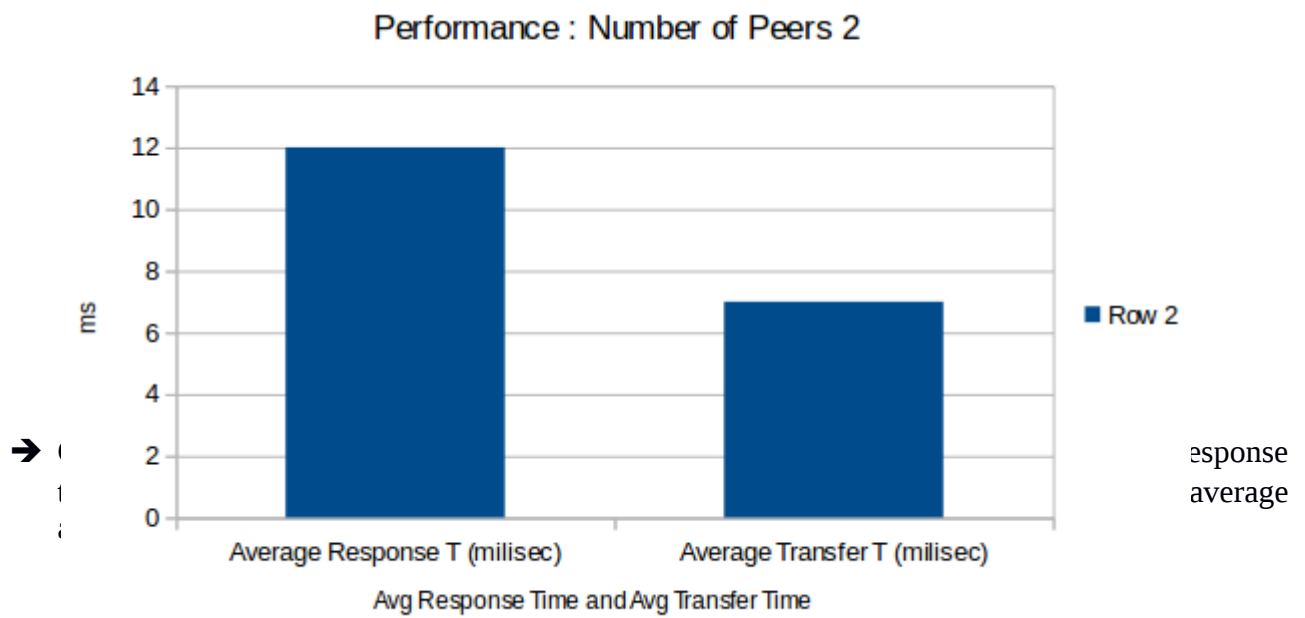
- Compute the average response time per client query request by measuring the average response time seen by a client where there's only 1 client issuing queries, then 2 clients, 3 clients, and so on.(BUS TOPOLOGY).



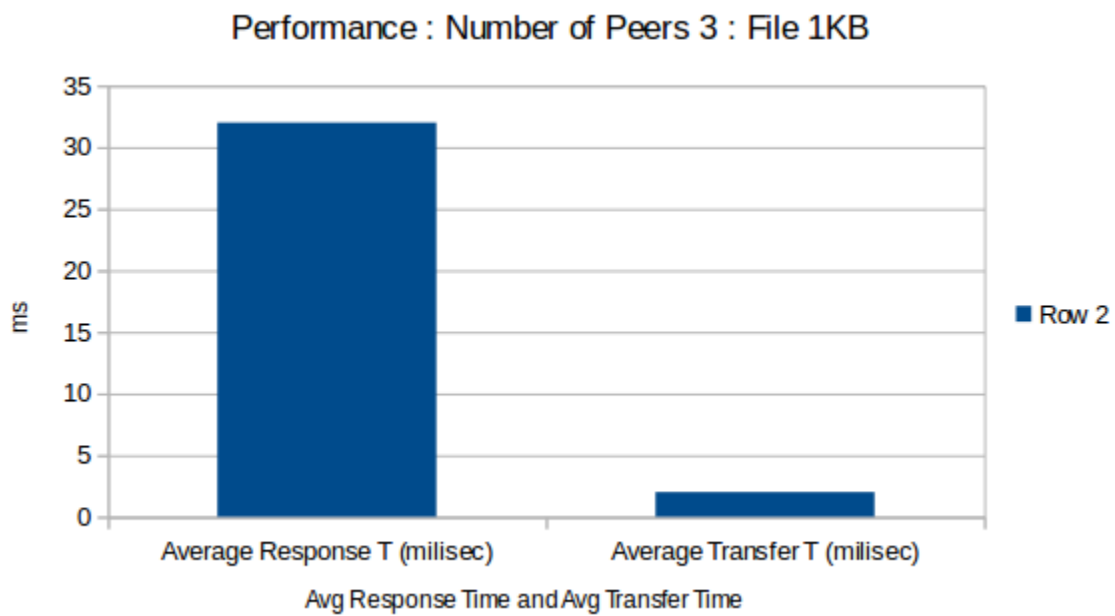
Number of peers :2 [File:1KB](#)



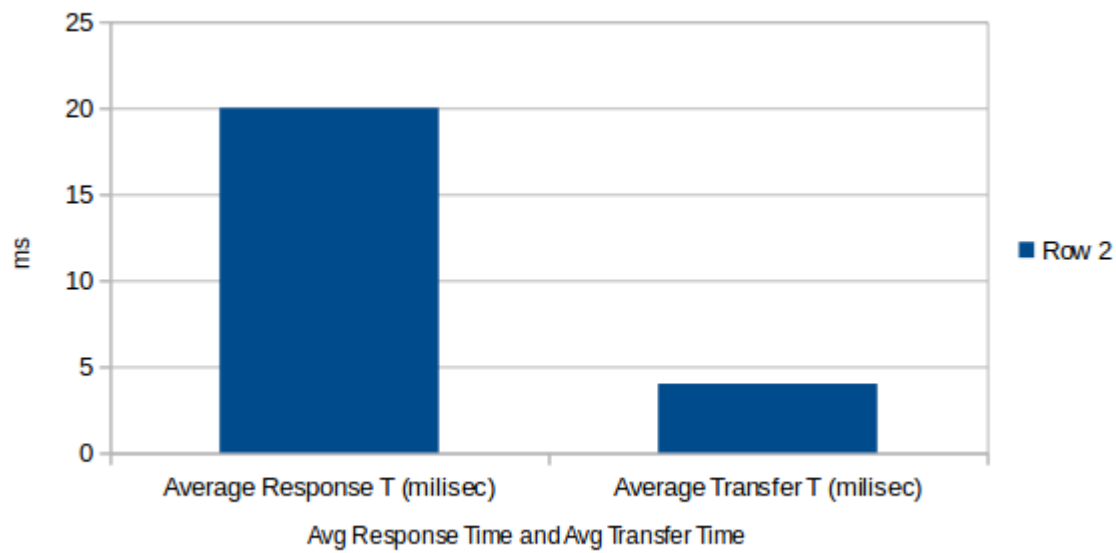
Number of peers : 2 [File:10KB](#)



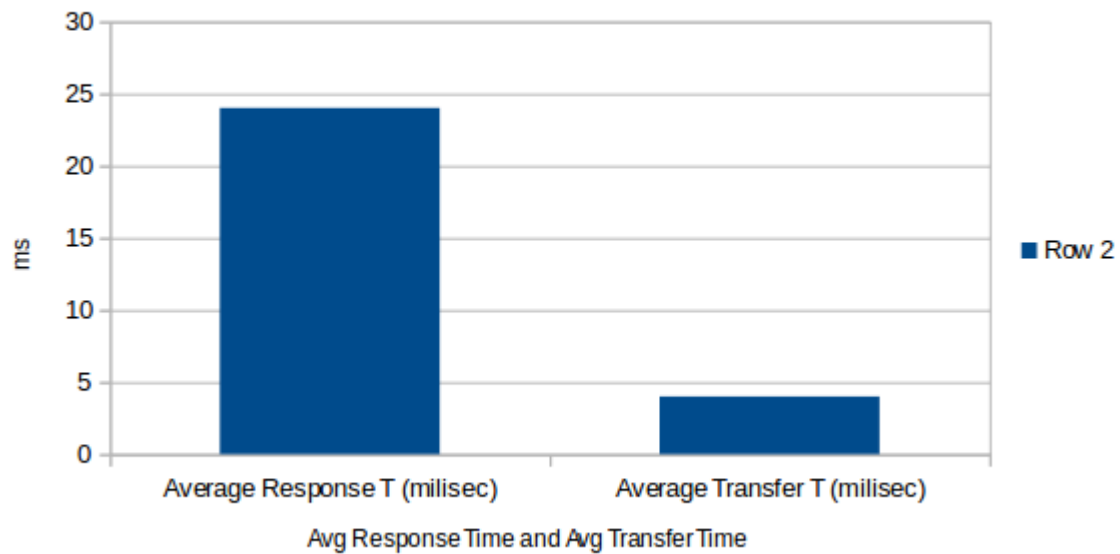
Number of Peers 2 : File :100kb1.



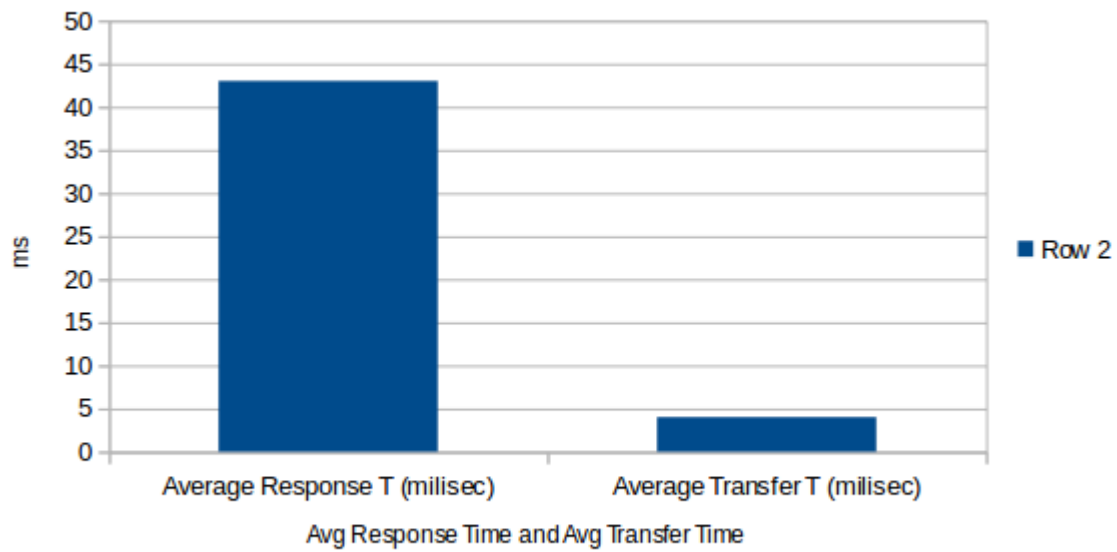
Performance : Number of Peers 3 : File 10KB



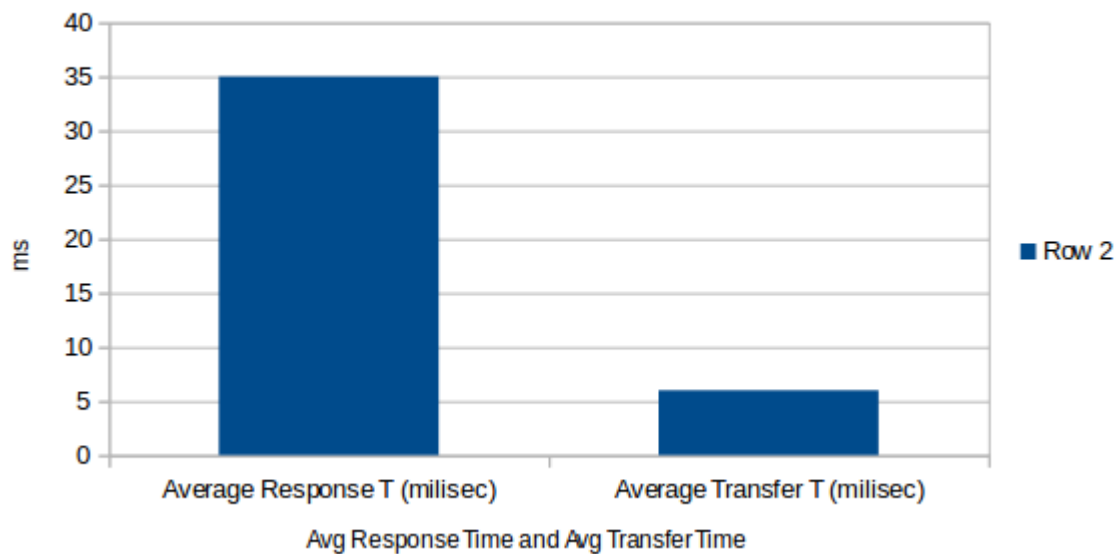
Performance : Number of Peers 3 : File 100KB



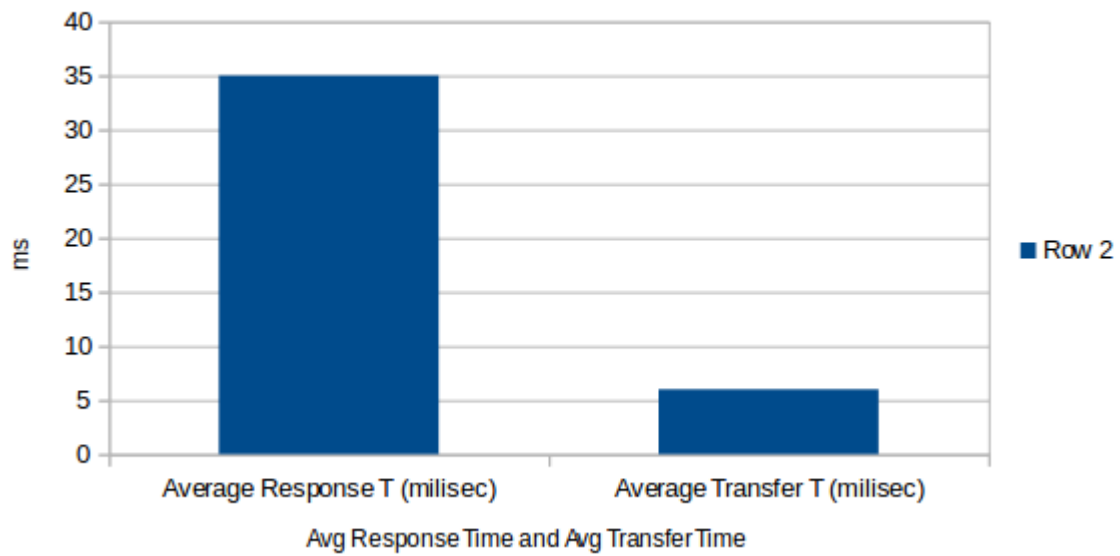
Performance : Number of Peers 4 : File 1KB



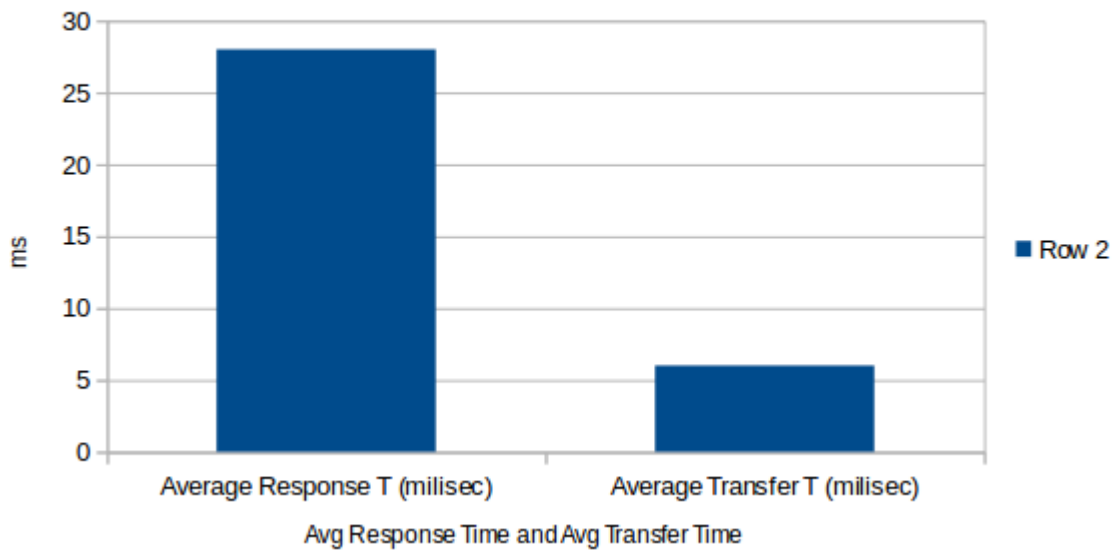
Performance : Number of Peers 4 : File 10KB



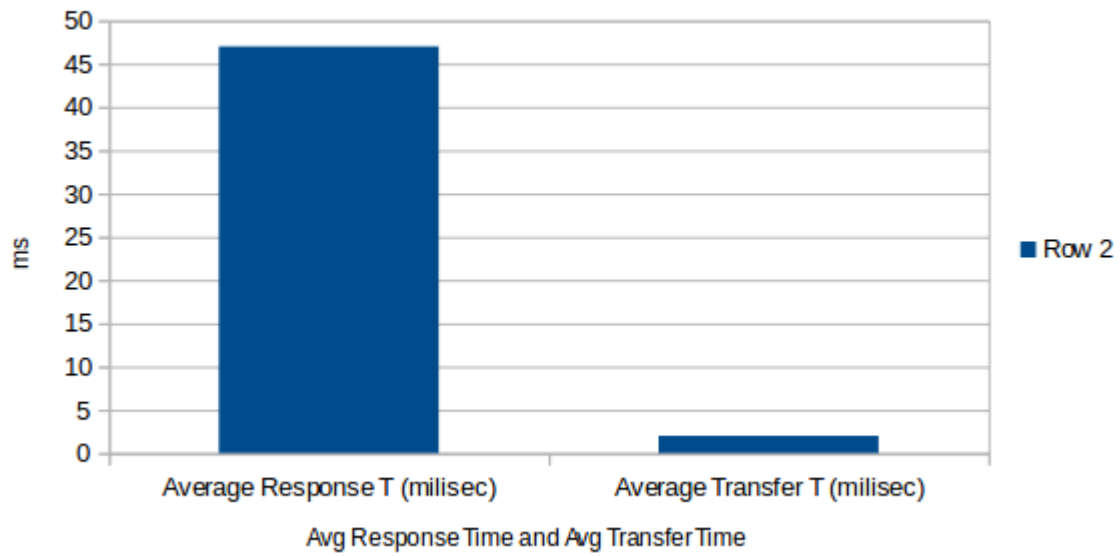
Performance : Number of Peers 4 : File 10KB



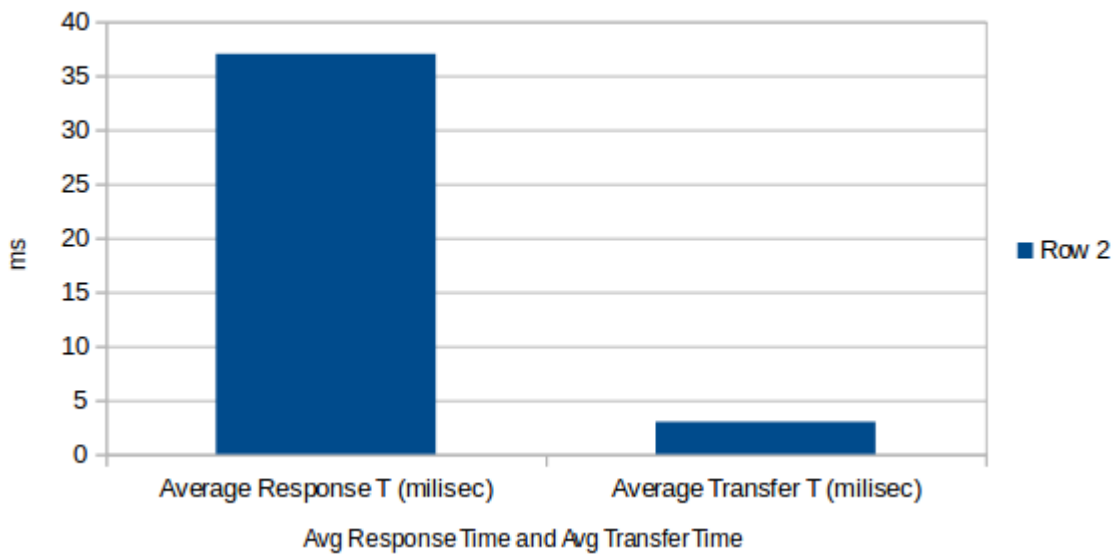
Performance : Number of Peers 4 : File 100KB



Performance : Number of Peers 5 : File 1KB



Performance : Number of Peers 5 : File 10KB



➔ Compare the result to the first programming assignment 1 and justify your conclusion.(BUS TOPOLOGY)

1) **For 1 KB file : Avg** Transfer time =4 ms Assignment 1

Avg Transfer time = 3 ms Assignment 2 Bus Topology for 2 Peers network

Avg Transfer time = 2 ms Assignment 2 Bus Topology for 3 Peers network

Hence we can conclude that in a Bus topology transfer time is lesser compared to Assignment 1 using Central Indexing Server.

2) **For 10 KB file : Avg** Transfer time =6 ms Assignment 1

Avg Transfer time = 4 ms Assignment 2 Bus Topology for 2 Peers network

Avg Transfer time = 6 ms Assignment 2 Bus Topology for 3 Peers network

Hence we can conclude that in a Bus topology transfer time is lesser compared to Assignment 1 using Central Indexing Server.

3) **For 100 KB file : Avg** Transfer time =7 ms Assignment 1

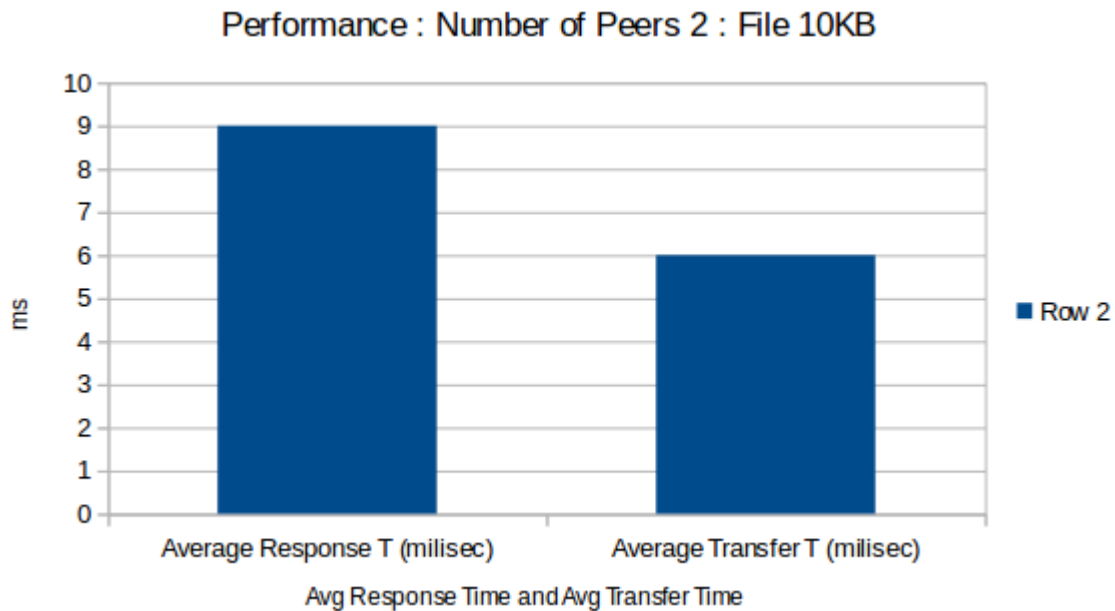
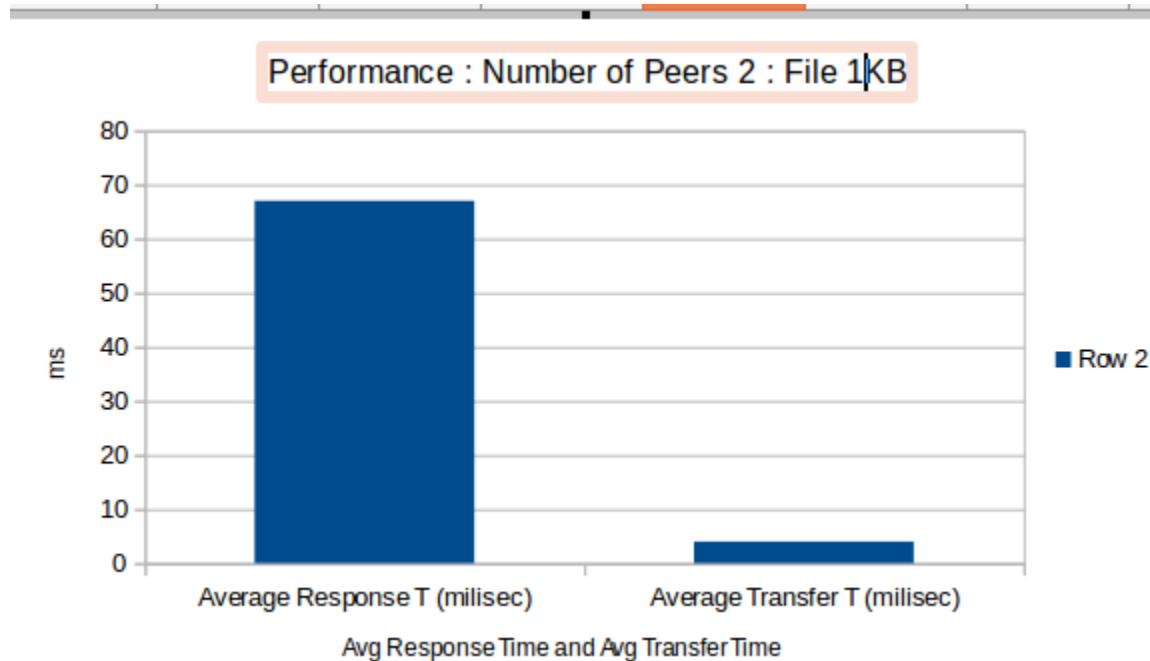
Avg Transfer time = 4 ms Assignment 2 Bus Topology for 2 Peers network

Avg Transfer time = 4 ms Assignment 2 Bus Topology for 3 Peers network

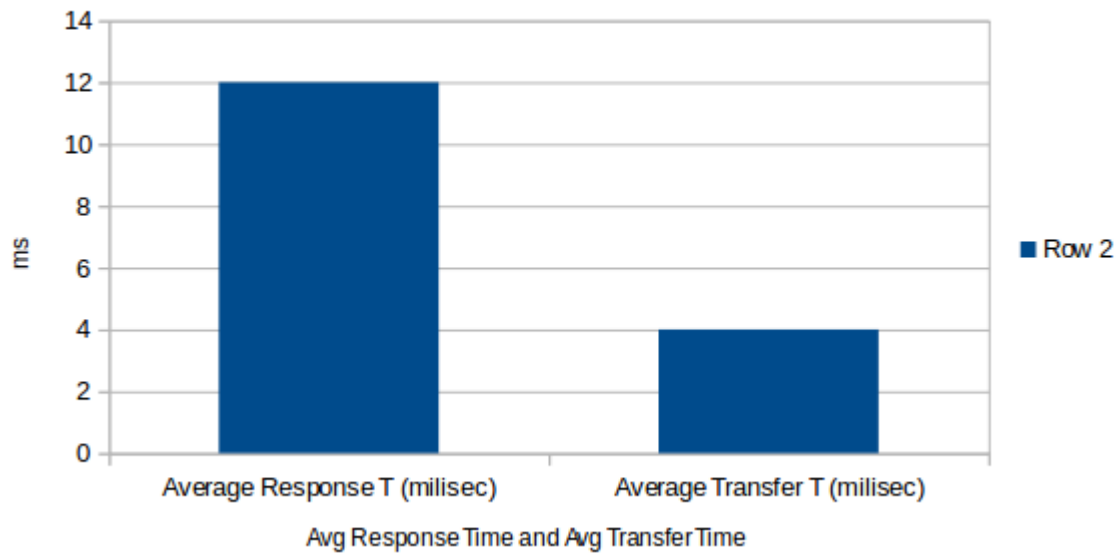
Hence we can conclude that in a Bus topology transfer time is lesser compared to Assignment 1 using Central Indexing Server.

With the above data we can say that in Assignment 1's Central indexing server Transfer time increase with the size of file while in a bus topology transfer time is much faster comparatively and there is no proper relation between the transfer times in a bus topology. It highly depends on the bus traffic.

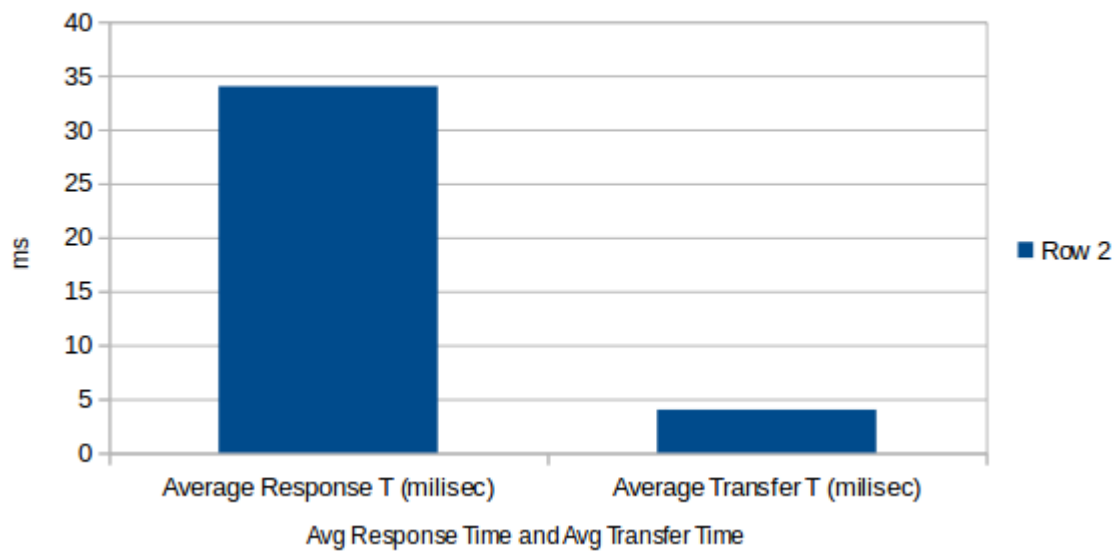
- Compute the average response time per client query request by measuring the average response time seen by a client where there's only 1 client issuing queries, then 2 clients, 3 clients, and so on.(STAR TOPOLOGY)



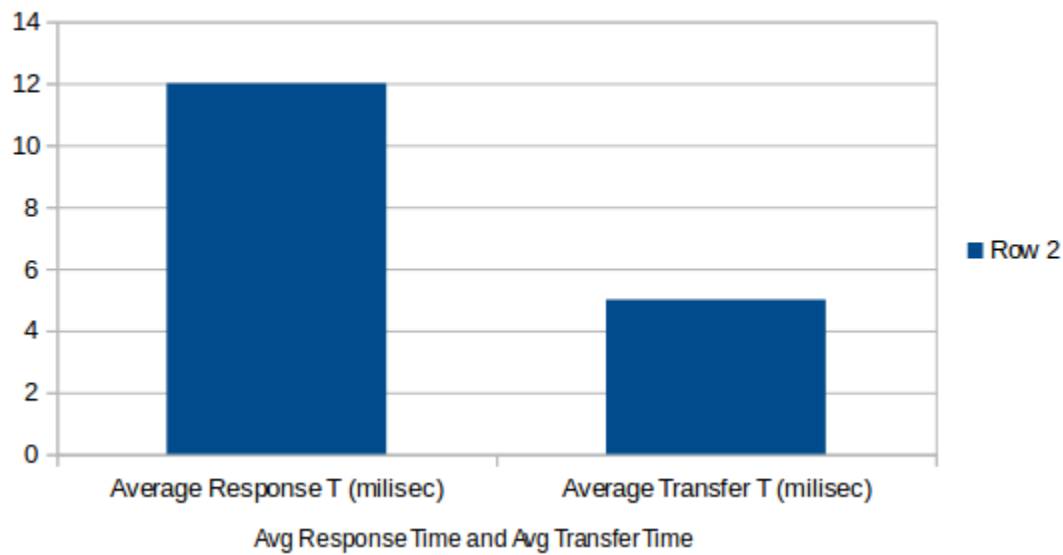
Performance : Number of Peers 2 : File 100KB



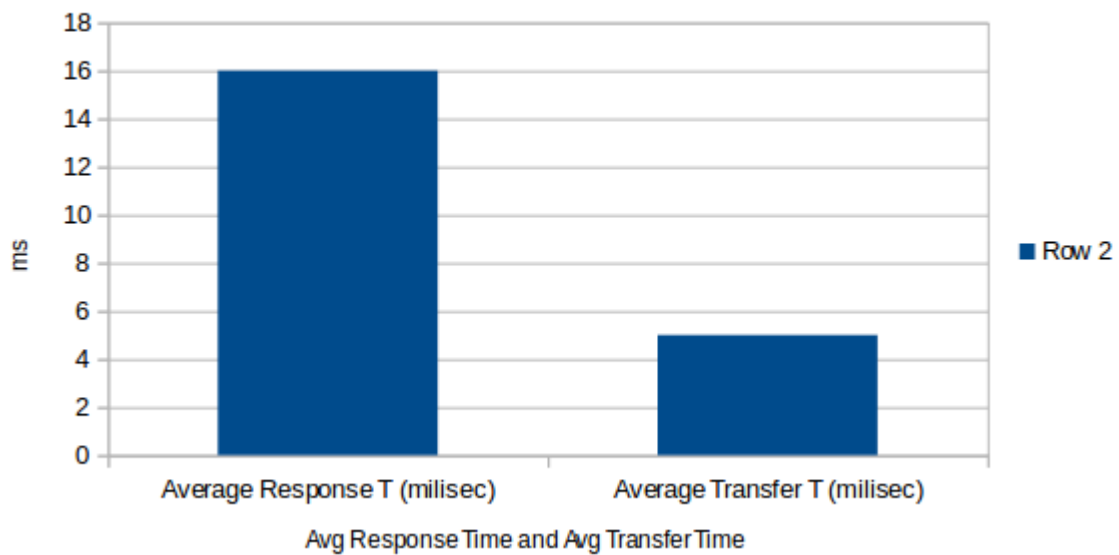
Performance : Number of Peers 3 : File 1KB



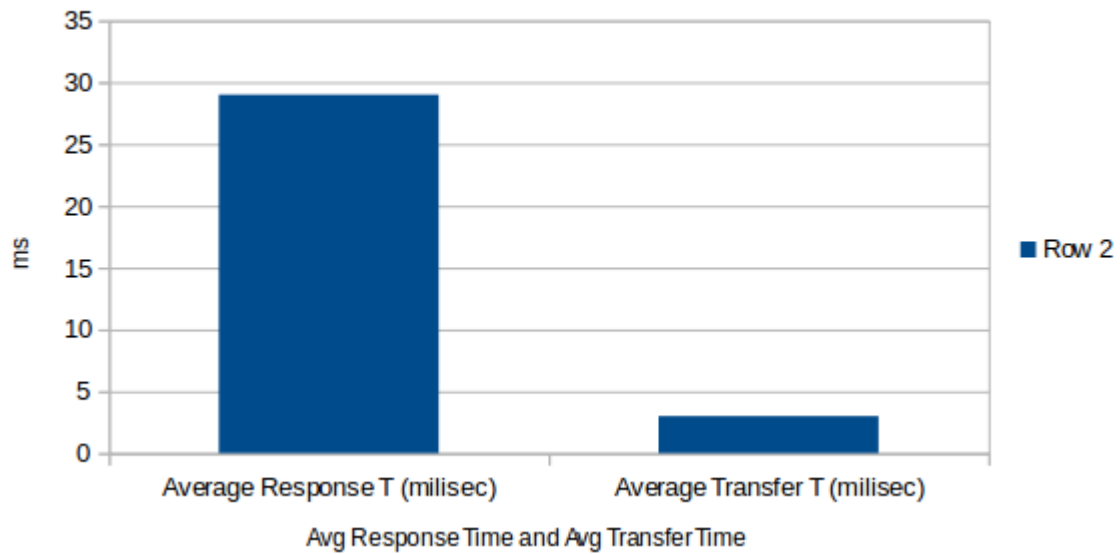
Performance : Number of Peers 3 : File 10KB



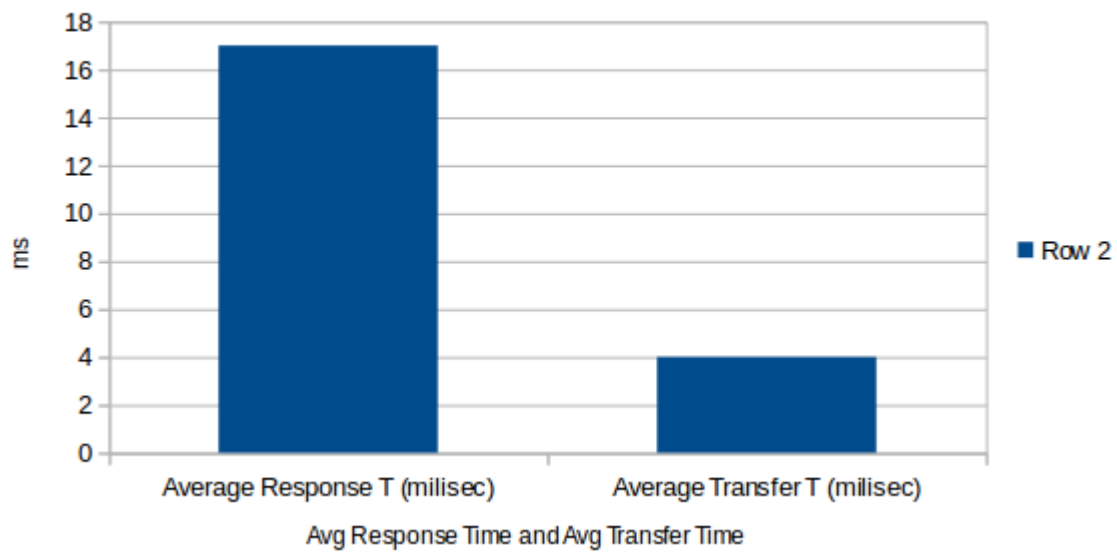
Performance : Number of Peers 3 : File 100KB

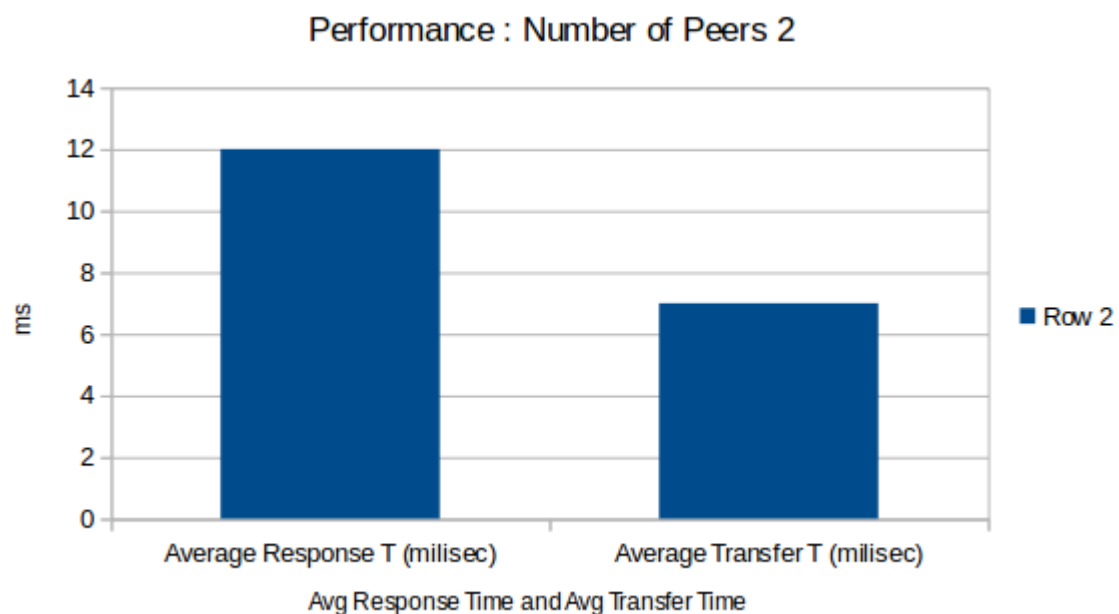
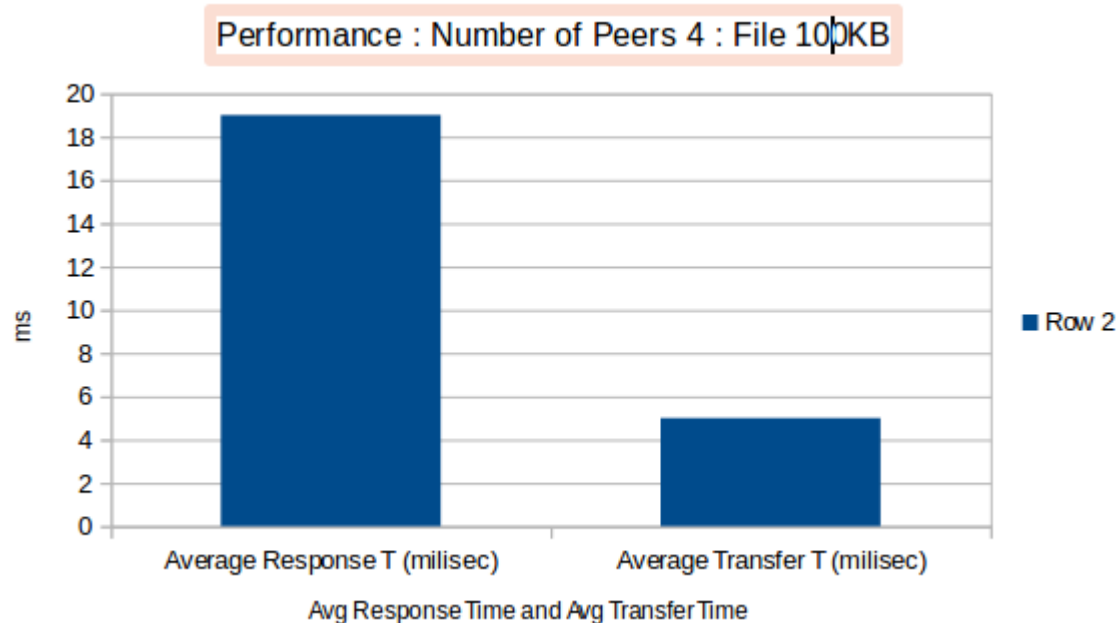


Performance : Number of Peers 4 | : File 1KB



Performance : Number of Peers 4 : File 10KB





- ➔ Compute the average response time per client query request by measuring the average response time seen by a client, since there may be multiple results for each query, measure the average among them.(STAR TOPOLOGY)

Refer STAROutputfile.txt for test cases and comparison.

➔ Compare the result to the first programming assignment 1 and justify your conclusion.(STAR TOPOLOGY)

1) **For 1 KB file** : Transfer time =4 ms Assignment 1

Transfer time = 4 ms Assignment 2 Bus Topology for 2 Peers network

Transfer time = 3 ms Assignment 2 Bus Topology for 3 Peers network

Hence we can conclude that in a Star topology transfer time is lesser compared to Assignment 1 using Central Indexing Server.

2) **For 10 KB file** : Transfer time =6 ms Assignment 1

Transfer time = 6 ms Assignment 2 Bus Topology for 2 Peers network

Transfer time = 5 ms Assignment 2 Bus Topology for 3 Peers network

Hence we can conclude that in a Star topology transfer time is lesser compared to Assignment 1 using Central Indexing Server.

3) **For 100 KB file** : Transfer time =7 ms Assignment 1

Transfer time = 4 ms Assignment 2 Bus Topology for 2 Peers network

Transfer time = 5 ms Assignment 2 Bus Topology for 3 Peers network

Hence we can conclude that in a Star topology transfer time is lesser compared to Assignment 1 using Central Indexing Server.

From the above reading we can conclude that Assignment 1's Central indexing server Transfer time increase with the size of file while in a Star topology transfer time is faster and there is an slight increase in the transfer time with the size of the file related.

- ➔ You should compare the system performance between a star topology and linear topology under the same system size. List their advantages, disadvantages and applicability.

STAR TOPOLOGY:

ADVANTAGE :

- Good performance.
- Scalable, Easy to set up and to expand.
- Any non-centralised failure will have very little effect on the network, whereas on a ring network it would all fail with one fault.
- Easy to detect faults
- Data Packets are sent quickly as they do not have to travel through any unnecessary nodes.
- It is used for centralised control.

DISADVANTAGE :

- Expensive to install
- Extra hardware required
- If the hub/switch fails the entire system is affected.

LINEAR OR BUS TOPOLOGY:

ADVANTAGE :

- Easy to implement and extend
- Requires less cable length than a star topology
- Well suited for temporary or small networks not requiring high speeds(quick setup)
- Cheaper than other topologies.

DISADVANTAGE :

- Limited cable length and number of stations.
- If there is a problem with the cable, the entire network goes down.
- Maintenance costs may be higher in the long run.
- Performance degrades as additional computers are added or on heavy traffic.
- Proper termination is required.(loop must be in closed path).
- If many computers are attached, the amount of data flowing causes the network to slow down.
- Significant Capacitive Load (each bus transaction must be able to stretch to most distant link)
- It works best with limited number of nodes.

System performance between a star topology and linear topology.

