Structured Abstract

Cloud Computing - CSC8634

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Context

Measuring system performance, discovering findings, and optimizing based on them is crucial and unavoidable in big cloud-based systems.

Objective

The goal of this project is to assess the current cloud system's performance and identify optimization opportunities for improvements.

Method

This data mining project has been carried out using the CRISP-DM methodology. Exploratory Data Analysis techniques were used to obtain useful and important information. The Git tool has contributed in the repeatability and reproducibility of the project.

Results

The result from this study, rendering event is the most time-consuming activity and the rendering time varies different particular tiles, for example, uncomplicated or monochrome structures and places is also very low. Furthermore, there is a loss of approximately 2.5 minutes for each machine during task scheduling. In addition, there is also a performance difference between the graphics cards in the system.

Novelty

It helps the University of Newcastle and other organisations to use the outcomes from this data mining investigation in their systems and studies.