Operating System Lab Lab 2

1)

Setup Description:

Connected Two Machines with CAT 6 Lan cable

File size = 2000000 byte

Maximum disk read capacity of server machine - 60814 KB/s

Number of requests/sec = (46320*1024)/2000000 = 23.71584 reg/sec

Maximum Bandwidth = 11.775 MiB/s

Number of request/sec = (11.775*1000)/2000 = 5.8875 reg/sec

2)

Client mode: random

Sleep: 0

Duration: 120

a) optimal value of n: 25

b) Throughput increases from 5.016 req/sec to 5.84 req/s and saturates afterwards .i.e remains nearly constant for further increase in N .

The response time conitinuoly increases linearly with increasse in number of threads. This is due to the fact that as the number of users increases the server forks a new thread for each client and tus the response time to cater any individual client increases due to limited disk and network bandwidth

c)Identification:

Command Output

For disk: iostat -x 1 10 Disk Read Rate ~=11894 KiB/s

For Network : iperf 11.775 Mib/s

Clearly the network bandwidth reached its upper limit.

Thus network is the bandwidth

d)Server Throughput = 5.84 reg/s

File Size = 2000000 bytes

Total Bytes sent per sec = 5.84*2000000 bytes/sec = 11.68 MiB/s (nearly equal to maximum network bandwidth)

3) Client mode: random

Sleep: 0

Duration: 120

a) optimal value of n = 25

b)Throughput increases from 0.8347 req/sec to 5.78 req/sec and remains saturated with fluctuation of +-0.1 in ts value on further increase of N

The response time conitinuoly increases linearly with increasse in number of threads. This is due to the fact that as the number of users increases the server forks a new thread for each client and tus the response time to cater any individual client increases due to limited disk and network bandwidth

c)Identification:

Command Output

For disk : iostat -x 1 10 Disk Read Rate \sim =11894 KiB/s

For Network : iperf 11.775 Mib/s

Here also the network bandwidth is the bottleneck

d)Server Throughput = 5.78 req/s

File Size = 2000000 bytes

Total Bytes sent per sec = 5.78*2000000 bytes/sec = 11.56 MiB/s (nearly equal to maximum network bandwidth)

4) Client Mode : fixed Duration : 120

Sleep: 0

a) saturation value of n = 2

b) Throughput increases from 5.8264 to 5.8842 and remains saturated on further increase of N (within +-0.02)

The response time conitinuoly increases linearly with increasse in number of threads. This is due to the fact that as the number of users increases the server forks a new thread for each client and tus the response time to cater any individual client increases due to limited disk and network bandwidth

c)

Command Output

For disk: iostat -x 1 10 Disk Read Rate ~=11894 KiB/s

For Network : iperf 11.775 Mib/s

Clearly the network bandwidth reached its upper limit and is thus the bottleneck resource here

d)Server Throughput = 5.884 req/s
File Size = 2000000 bytes
Total Bytes sent per sec = 5.884*2000000 bytes/sec = 11.768 MiB/s
(nearly equal to maximum network bandwidth)