DECSERVER
REPORT
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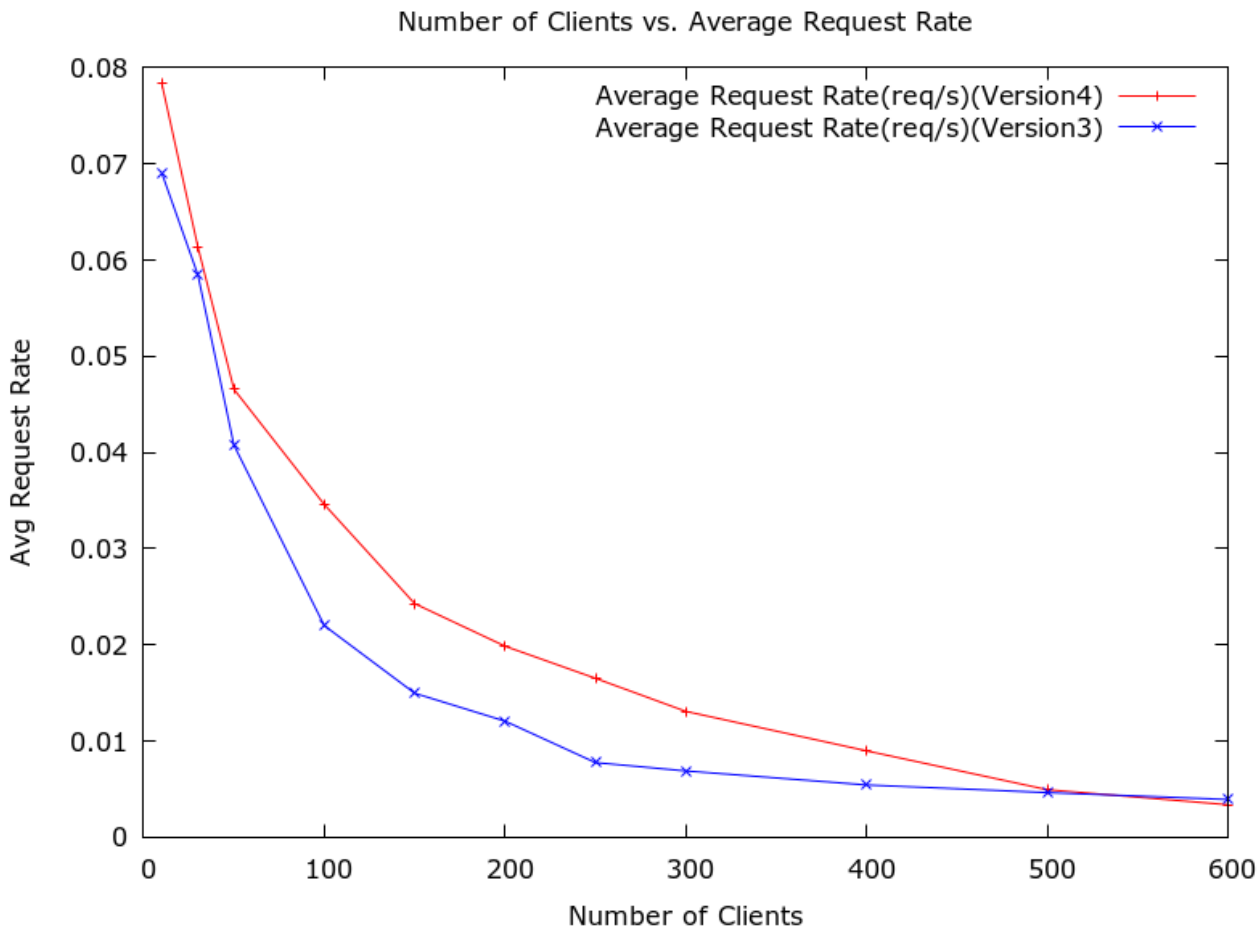
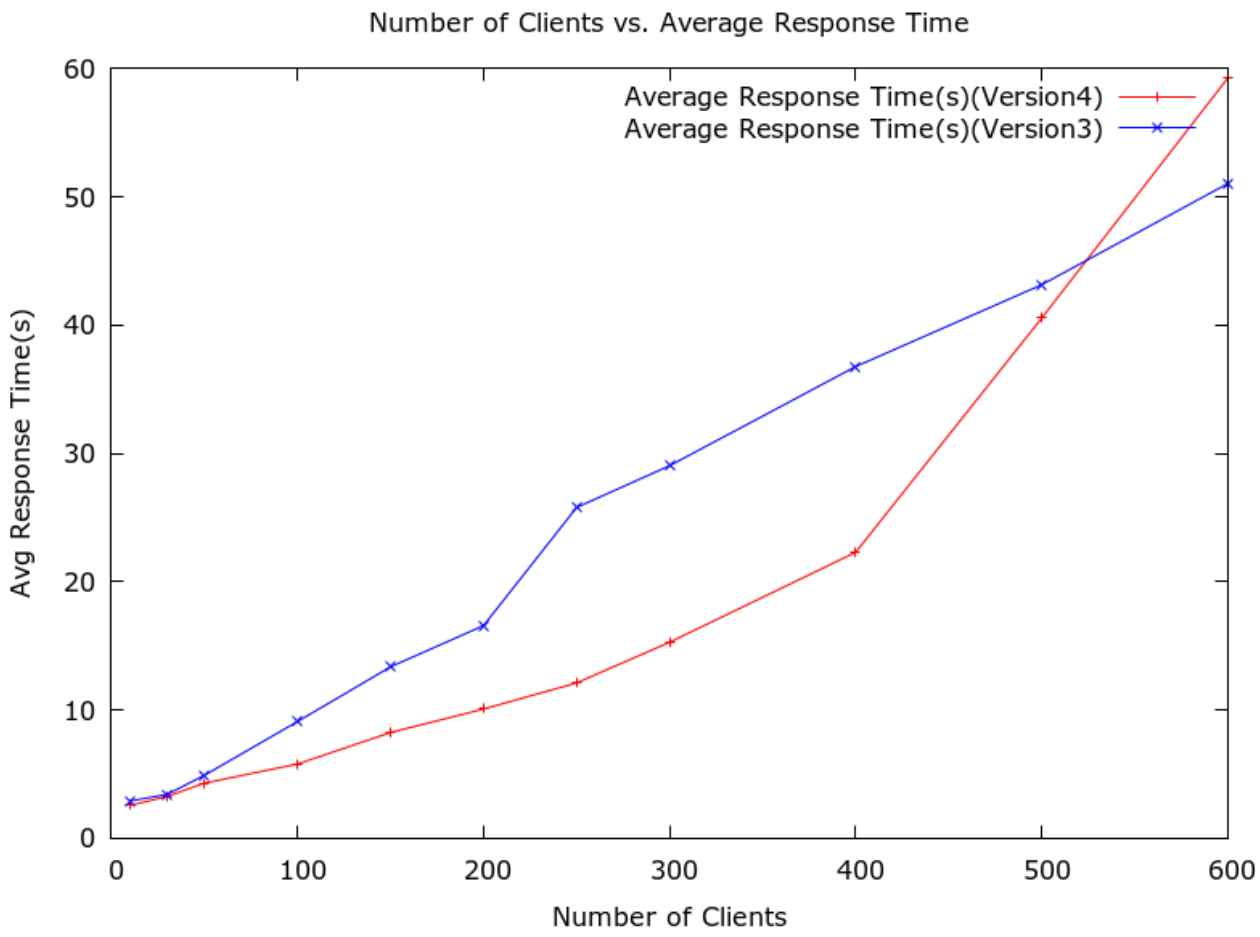
Average Number of Request



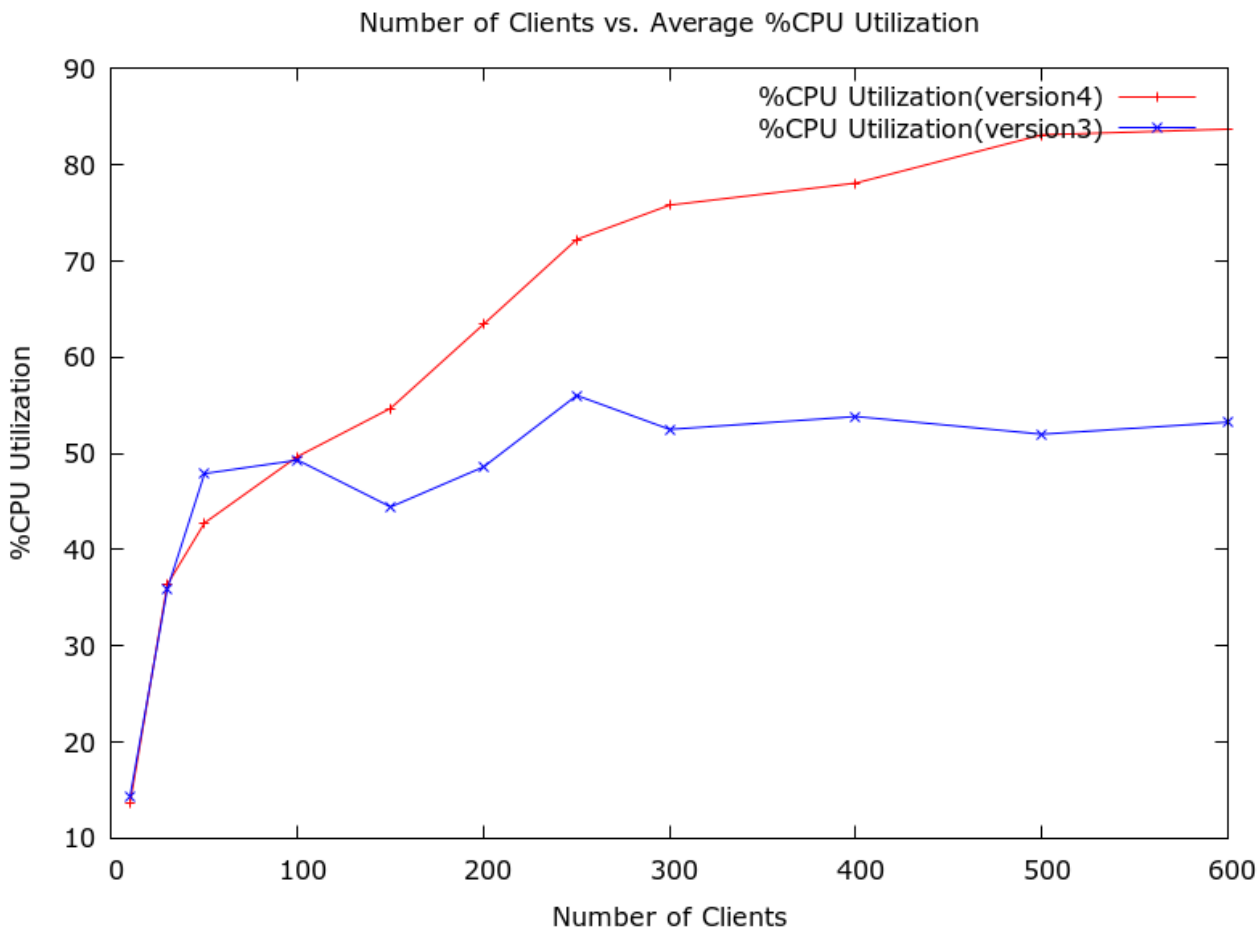
With the increase in number of client the avg request rate slow downs as the server response time increases which decreases the throughtput at the client side.

Average Response Time

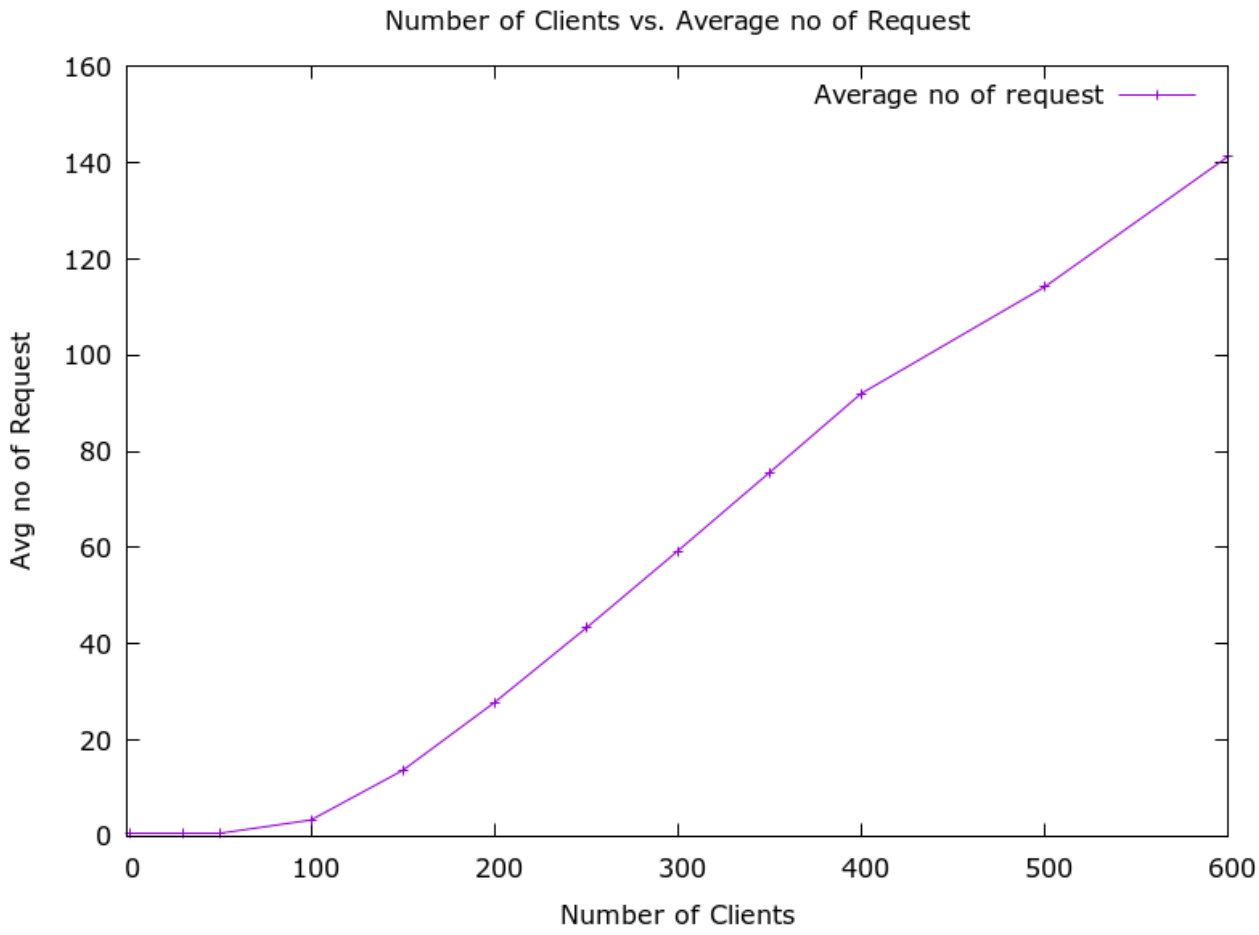


The graph clearly shows that the system is attaining saturation after 400 clients that is now increasing the number of clients, increases the average response time linearly.

CPU Utilization



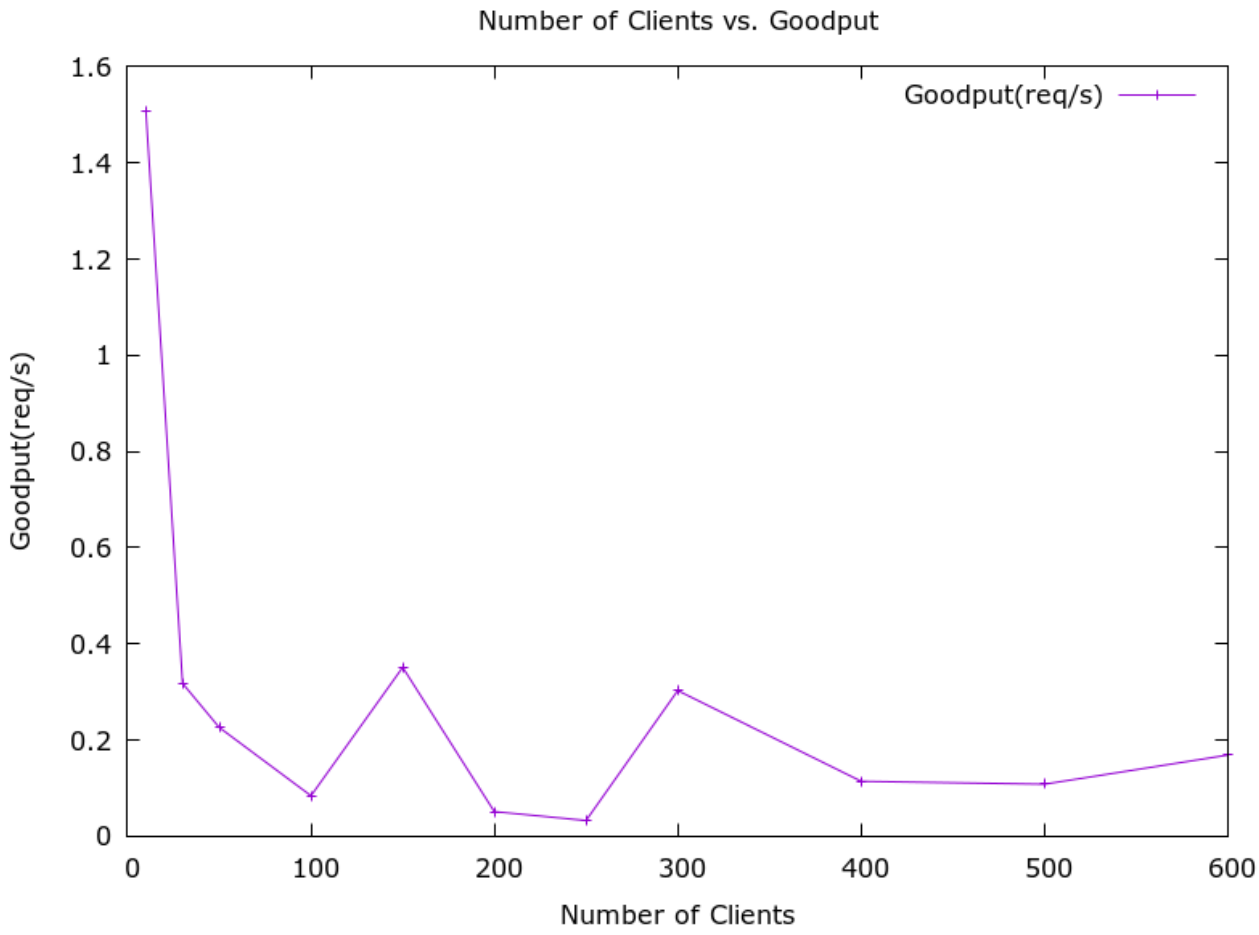
Average Number of Request in queue



Average Throughput

As the system achieve saturation, the arrival rate of new requests may exceed the system's ability to process them. This leads to congestion, longer queues, and increased waiting times. When the system reaches or exceeds its capacity, the throughput can start to decrease because it cannot process incoming requests efficiently.

GoodPut


Number of Clients vs. Goodput
Goodput(req/s)
Goodput(req/s)
Number of Clients
1.6
1.4
1.2
1
0.8
0.6
0.4
0.2
0
0
100
200
300
400
500
600