**Part A:** From terminal, I ran 'nproc' which returned 10. Then I ran 'cat /proc/cpuinfo', as recommended on Piazza. This showed me that I actually have 11 total processers because the 10 returned by nproc was accounting for the first processer being the 0th one. Given the formula w + 2, with w being the number of worker threads and 2 of them are reserved for the client/parent threads:

```
11 = w + 2, w = 9
```

So the max number of worker threads w that I can utilize is 9.

```
from google.colab import files

uploaded = files.upload()

for filename in uploaded.keys():
    print('User uploaded file "{name}" with length {length}
bytes'.format(name=filename, length=len(uploaded[filename])))

<IPython.core.display.HTML object>

Saving server_outputPartD1.txt to server_outputPartD1.txt
Saving server_outputPartD2.txt to server_outputPartD2.txt
User uploaded file "server_outputPartD1.txt" with length 101278 bytes
User uploaded file "server_outputPartD2.txt" with length 102625 bytes
```

**Part B:** With the code below I was able to calculate the following: Utilization of T0: 0.05226861322081577 Utilization of T1: 0.046908640050697045

With this data, we can conclude that the load is pretty well balanced between the two.

```
# OPen server output
with open('server_outputPartB.txt', 'r') as file:
    lines = file.readlines()
# Dictionaries to store the data for TO and T1
data T0 = []
data T1 = []
# Split data into respective lists based on the thread
for line in lines:
    if line.startswith("T0"):
        data T0.append(line)
    elif line.startswith("T1"):
        data T1.append(line)
# Function to calculate utilization
def calculate utilization(data):
    total utilization = 0
    for line in data:
        parts = line.split(",")
```

```
# Assuming the 2nd value in the split is the utilization time
        utilization time = float(parts[1])
        total utilization += utilization time
    average utilization = total utilization / len(data)
    return average utilization
# Calculate utilization for each thread
utilization T0 = calculate utilization(data T0)
utilization T1 = calculate utilization(data T1)
print(f"Utilization of TO: {utilization TO}")
print(f"Utilization of T1: {utilization T1}")
if abs(utilization T0 - utilization T1) < 0.01:
    print("The load seems balanced between the two threads.")
    print("The load doesn't seem balanced between the two threads.")
Utilization of TO: 0.05226861322081577
Utilization of T1: 0.046908640050697045
The load seems balanced between the two threads.
```

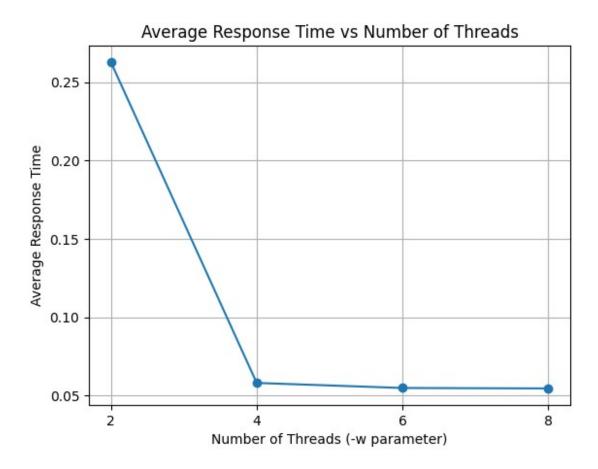
**Part C:** "Is the improvement in response time linear or super-linear as the number of threads increases?"

With the plot I generated:

From 2 to 4 threads, the response time decreases significantly. From 4 to 6 threads, the response time remains fairly constant, with only a minor decrease. From 6 to 8 threads, the response time again remains quite stable, showing a very minor decrease.

The drastic decrease from 2 to 4 threads may hint towards a super-linear improvement initially. However, as the number of threads continues to increase (from 4 to 8), the improvement in response time plateaus, only showing minor changes. This behavior is not characteristic of either linear or super-linear improvement in this range. So the improvement in response time as the number of threads increases isn't purely linear nor purely super-linear. The response time sees a potential super-linear improvement when moving from 2 to 4 threads but then plateaus going forward.

```
# Checking if the line starts with a thread identifier
like T0, T1, ...
            if line.startswith("T"):
                parts = line.split(",")
                sent time = float(parts[0].split(":")[-1]) #
Extracting the sent time after the colon
                completion time = float(parts[-1]) # Last value in
the split is the completion time
                response time = completion time - sent time
                response times.append(response time)
    return response times
def calculate average response time(response times):
    Calculate the average of a list of response times.
    return sum(response times) / len(response times)
# Paths to the server output files (corrected file names)
files = [
    "server outputPartB.txt"
    "server outputPartC4.txt"
    "server outputPartC6.txt"
    "server outputPartC8.txt"
1
# Lists to store results
worker counts = [2, 4, 6, 8]
avg response times = []
# Extracting data from each file and calculating average response time
for file in files:
    response times = extract response times(file)
    avg response time =
calculate average response time(response times)
    avg response times.append(avg response time)
# Plotting the results
plt.plot(worker counts, avg response times, marker='o')
plt.title('Average Response Time vs Number of Threads')
plt.xlabel('Number of Threads (-w parameter)')
plt.ylabel('Average Response Time')
plt.xticks(worker counts)
plt.grid(True)
plt.show()
```



**Part D:** As seen in the plot generated below, The rejection results of both './server\_multi -w 1 -q 10', and './server\_multi -w 2 -q 10' have been plotted.

Given that X is the rejection rate with 1 worker, the question asks if X/W is the rejection rate with W workers. For 1 worker (W = 1): X/W = 0.03/1 = 0.03. This is accurate as it lines up with my plot. Then, for 2 workers (W=2): X/W = 0.03/2 = 0.015

The results indicated that the rejection ratio with 2 workers was 0.00, which doesn't match with 0.015.

So based on the provided results: The statement "if X is the rejection rate with 1 worker, then X/W is the rejection rate with W workers" is not true.

Motivation: I guess the idea behind the statement is that as the number of workers goes up, each worker will handle a portion of the load, reducing the rejection rate proportionally. In a perfect scenario the rejection rate would decrease linearly with the increase in the number of workers. But the real world is not made up of perfect scenarios so the actual results, as seen here, can deviate from this model. In the experiment we were supposed to do it seems that adding one more worker was able to handle all requests without any rejections. It shows that doubling the workers doesn't just halve the rejection rate. In this case it eliminated rejections entirely.

```
import matplotlib.pyplot as plt
def parse_file(file_path):
```

```
with open(file path, "r") as file:
        lines = file.readlines()
    # Count total requests and rejections
    total_requests = len([line for line in lines if
line.startswith(('T', 'X'))])
    rejections = len([line for line in lines if line.startswith('X')])
    rejection times = [float(line.split(':')[1].split(',')[0]) for
line in lines if line.startswith('X')]
    inter rejection times = [rejection times[i+1] - rejection times[i]]
for i in range(len(rejection times)-1)]
    return total requests, rejections, inter rejection times
# Parse both files
total requests 1, rejections 1, inter rejection times 1 =
parse file("server outputPartD1.txt")
total requests 2, rejections 2, inter rejection times 2 =
parse file("server outputPartD2.txt")
# Calculate rejection ratios
rejection ratio 1 = rejections 1 / total requests 1
rejection ratio 2 = rejections 2 / total requests 2
print(f"Rejection ratio with 1 worker: {rejection ratio 1:.2f}")
print(f"Rejection ratio with 2 workers: {rejection ratio 2:.2f}")
# Plotting for the first file
plt.figure(figsize=(10, 6))
plt.hist(inter rejection times 1, bins=30, edgecolor='k', alpha=0.7,
label="1 Worker")
plt.hist(inter rejection times 2, bins=30, edgecolor='k', alpha=0.5,
label="2 Workers")
plt.title('Distribution of Inter-Rejection Times')
plt.xlabel('Inter-Rejection Time')
plt.ylabel('Frequency')
plt.legend()
plt.grid(True)
plt.show()
Rejection ratio with 1 worker: 0.03
Rejection ratio with 2 workers: 0.00
```

