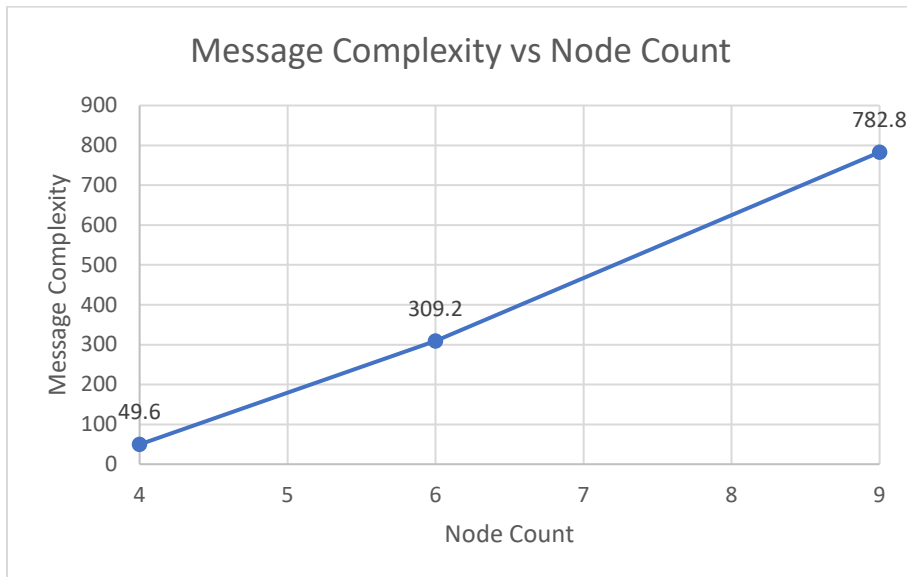
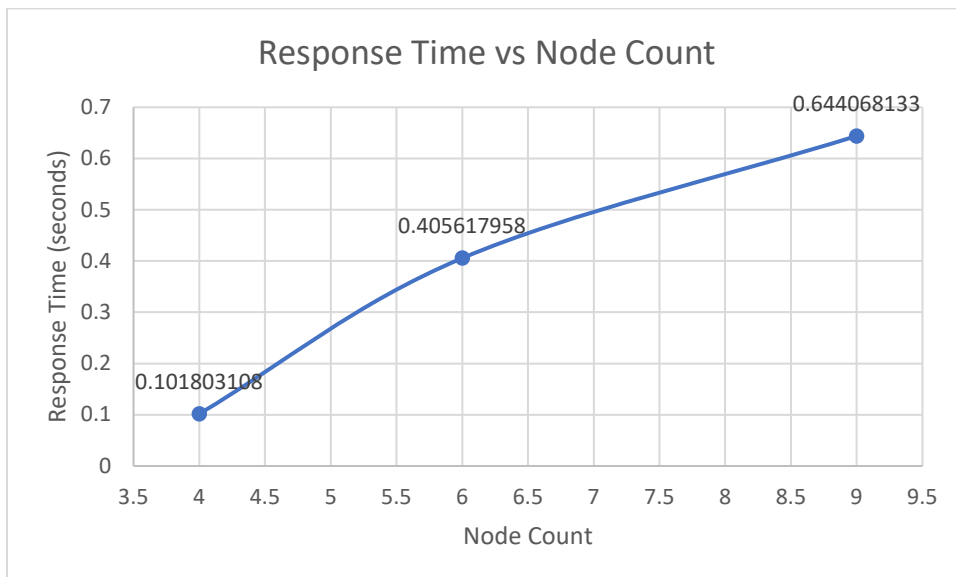


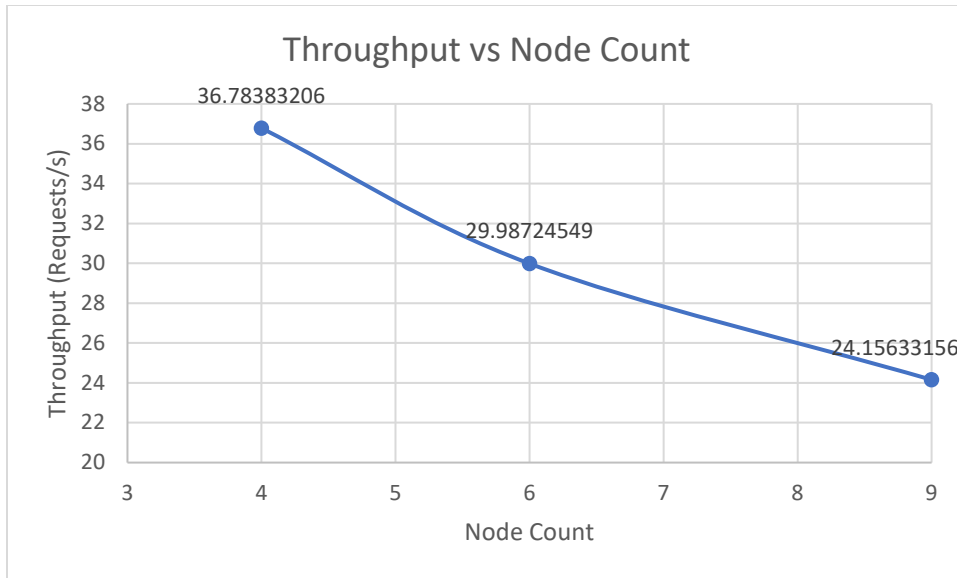
For the following Node Count related statistics, inter-request delay is set to be 20ms; cs-execution time is set to be 10ms.



Message Complexity vs Node Count. When there are more nodes in the system, more messages need to be generated.

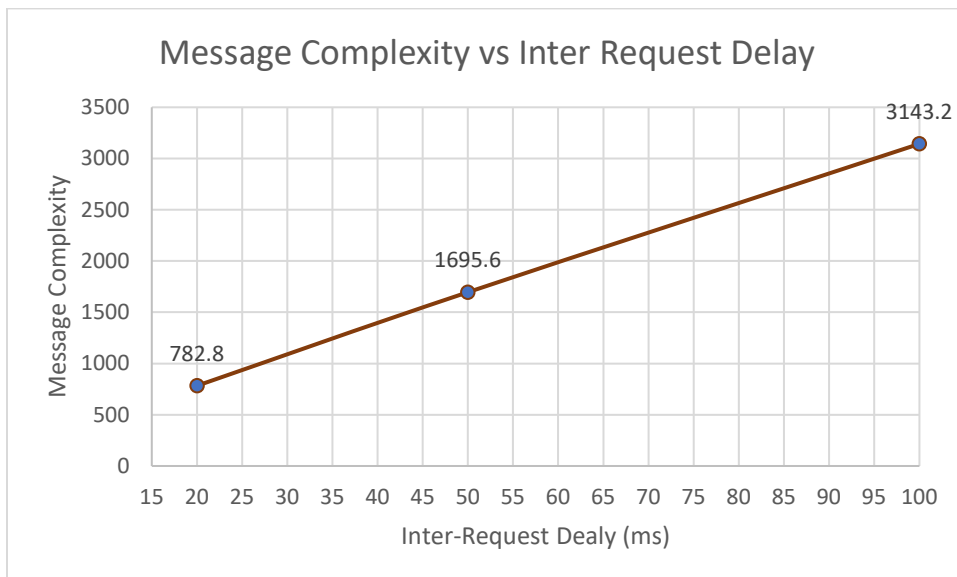


Response Time vs Node Count. When there are more nodes in the system, the time it takes for a request to be satisfied is longer.

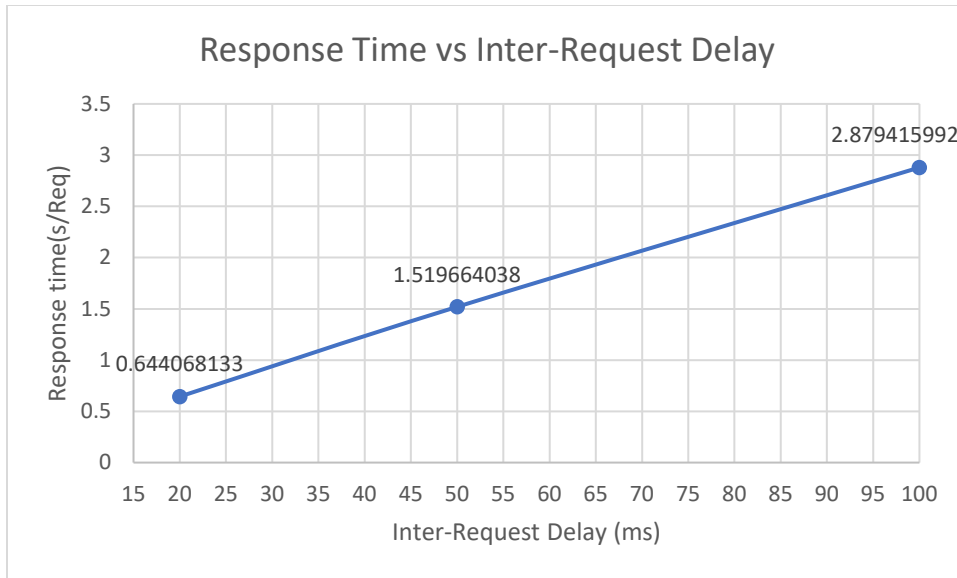


Throughput vs Node Count. When there are more nodes in the system, requests that can be satisfied in a second is less.

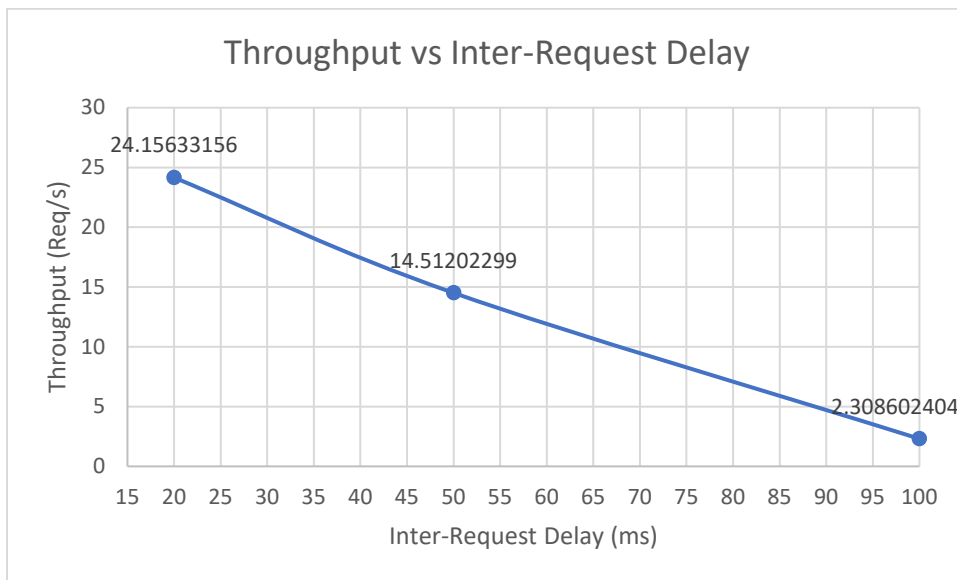
For the following inter-request delay related statistics, the nodes in the system is set to be 9; cs-execution time is set to be 10ms.



When the inter-request delay increases, more messages are sent in the system due to nodes has higher chance to claim others' key during the gap between requests.

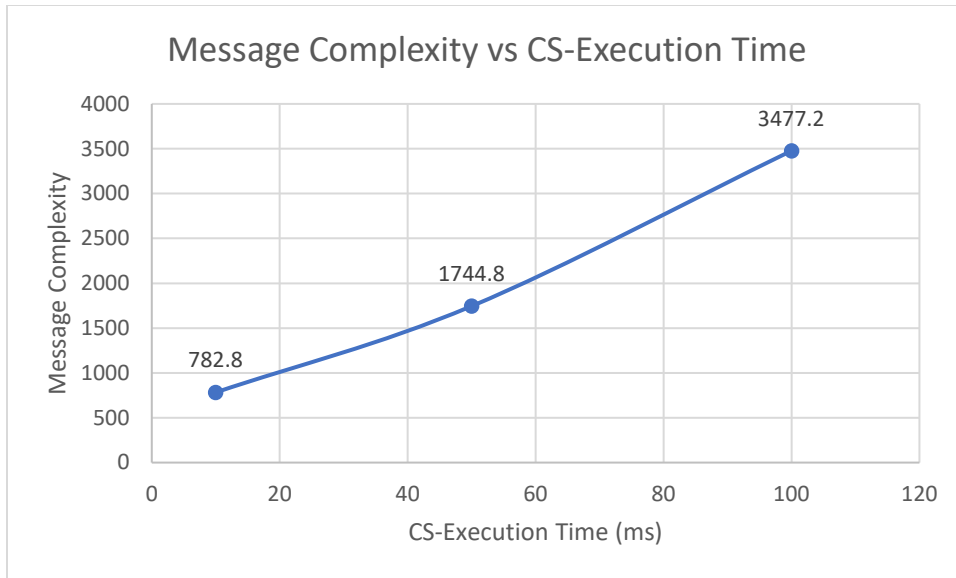


As inter-request delay increases, requests in each node takes longer time to be satisfied due to higher chance a node will lose a key and longer wait time spent in claiming all keys back from other nodes.

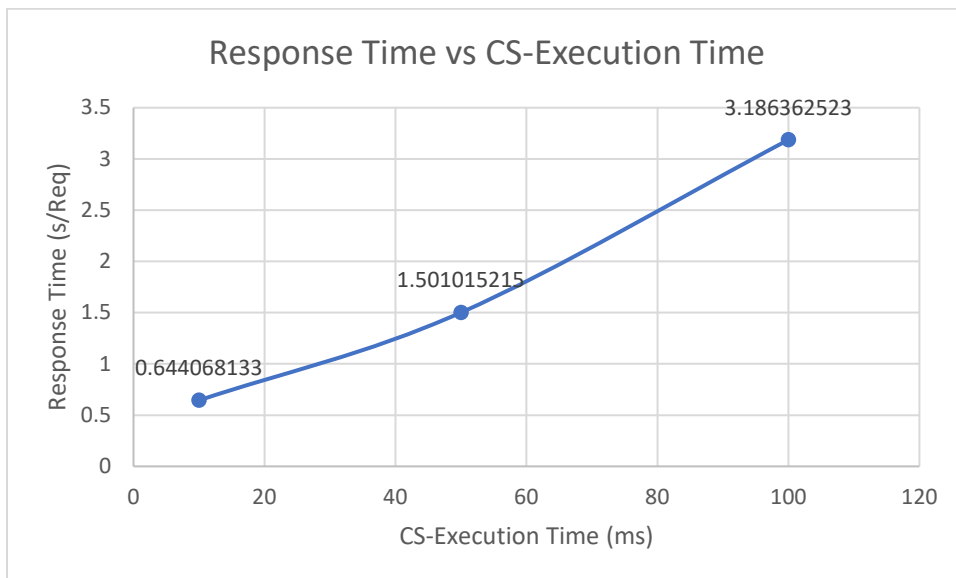


As inter-request delay increases, more time is spent between requests and lengthening the time it takes to execute all requests.

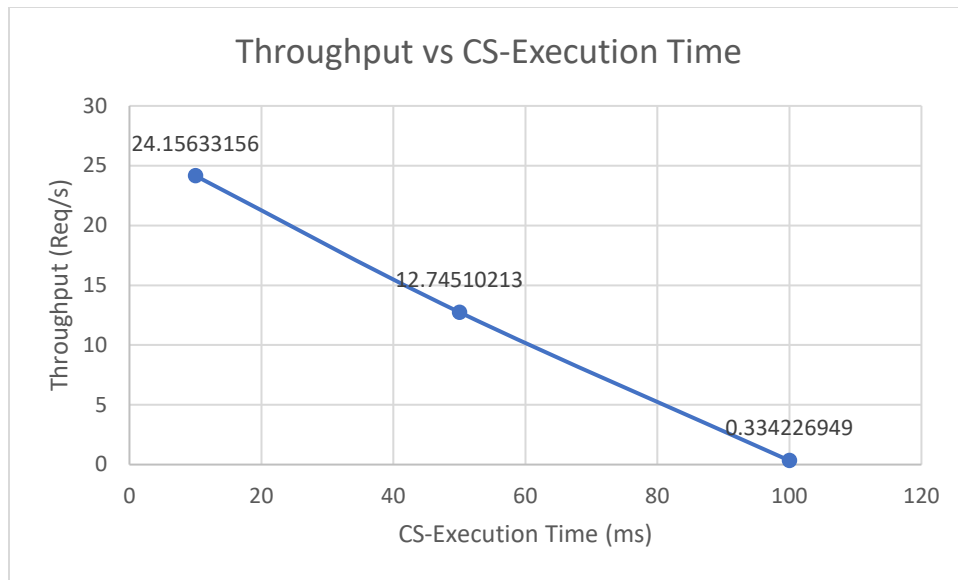
For the following cs-execution time related statistics, the nodes in the system is set to be 9; inter-request delay is set to be 20ms.



As time spent in critical section is longer, other nodes have a higher opportunity to have their nodes be deferred, causing more request messages to be sent.



As time spent in critical section is longer, causing more deferred requests, it takes more time for some requests to be responded.



As time spent in critical section is longer, it delays the time for a batch of requests to be satisfied, degrading the throughput.