Alex Kaiser
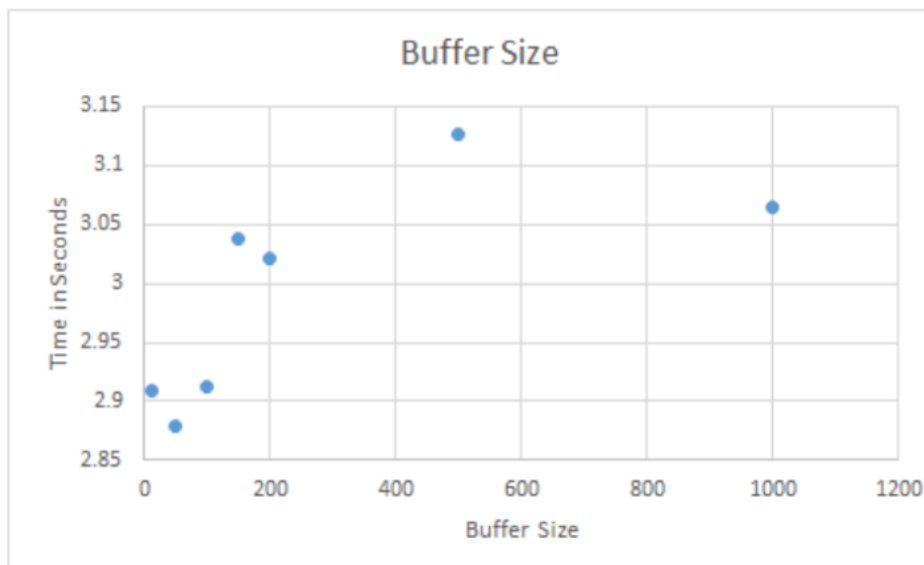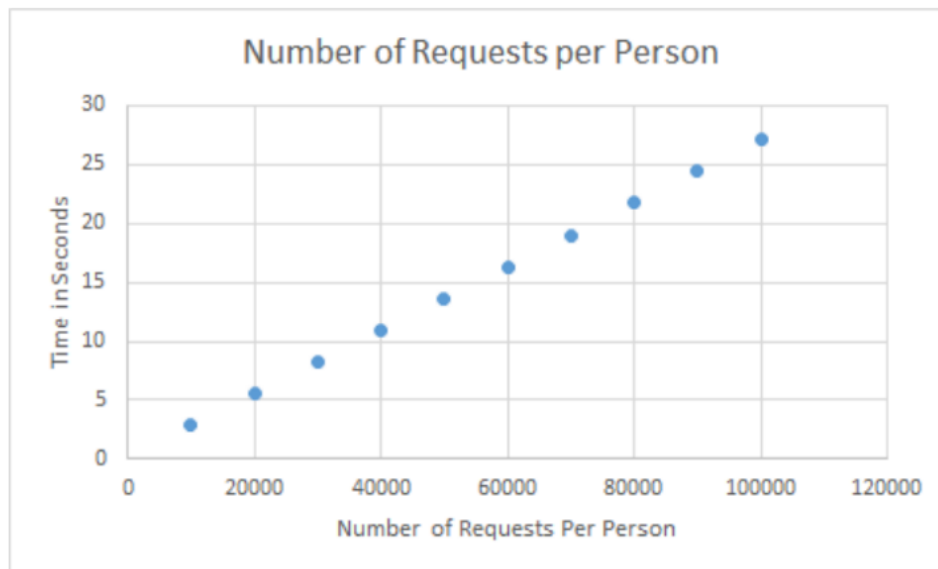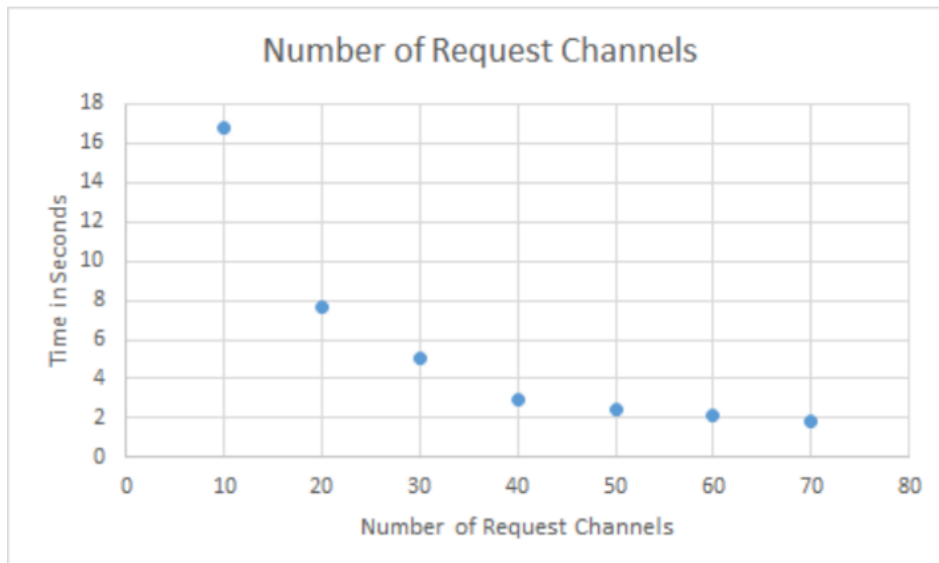
MP7 Report

Summary: In MP7 we expanded upon MP6. The main change was modifying the client and data server to send and receive requests over network request channel. The client generates requests and deposits them into a bounded buffer. The size of the buffer and number of requests and number of request channels is based on user input. The dataserver was designed so that multiple instances of the client program can connect to the dataserver simultaneously.

Number of Request Channels

MP7 is faster than MP6 as the w value increases. This is because web sockets are faster than FIFO pipes at transmitting data. We can use more request channels than MP6 because of the reason listed before.