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Thesis summary

Subject : Investigation of HTML5 websocket protocol and its application to distributed computing.

Until recently web browsers relied on the so called “long-polling” method to keep the connection between the client and the server alive. The use of HTML5 technologies offered new opportunities for real time web applications. Websocket allows browsers to receive asynchronous updates from the server side and thus enables full-duplex communication and putting less strain on the server.

This project aims to investigate how well the websocket protocol behaves in a distributed environment. To achieve this a websocket cluster needs to be deployed and a test protocol created.
Afterwards the performance data generated will be used to analyse and improve the scalability and the load balancing of the cluster.