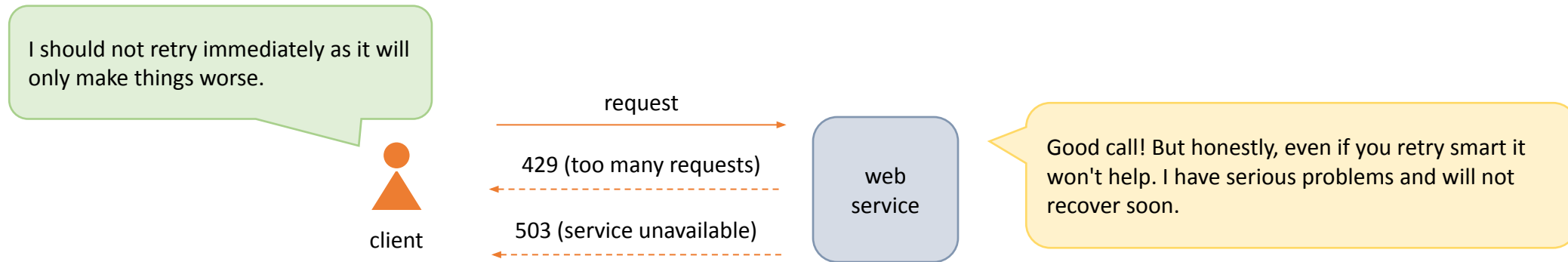


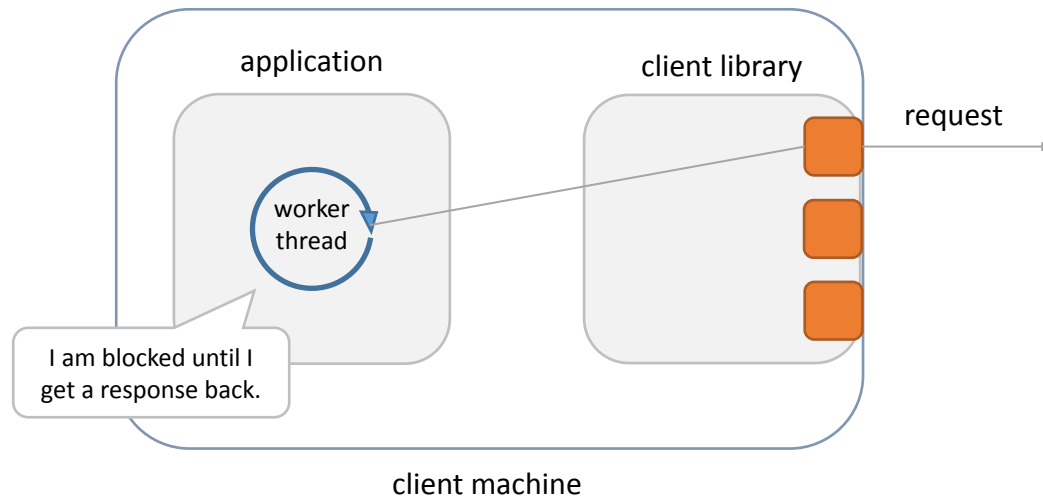
Synchronous and asynchronous clients

admission control system
shapes traffic using load shedding and rate limiting



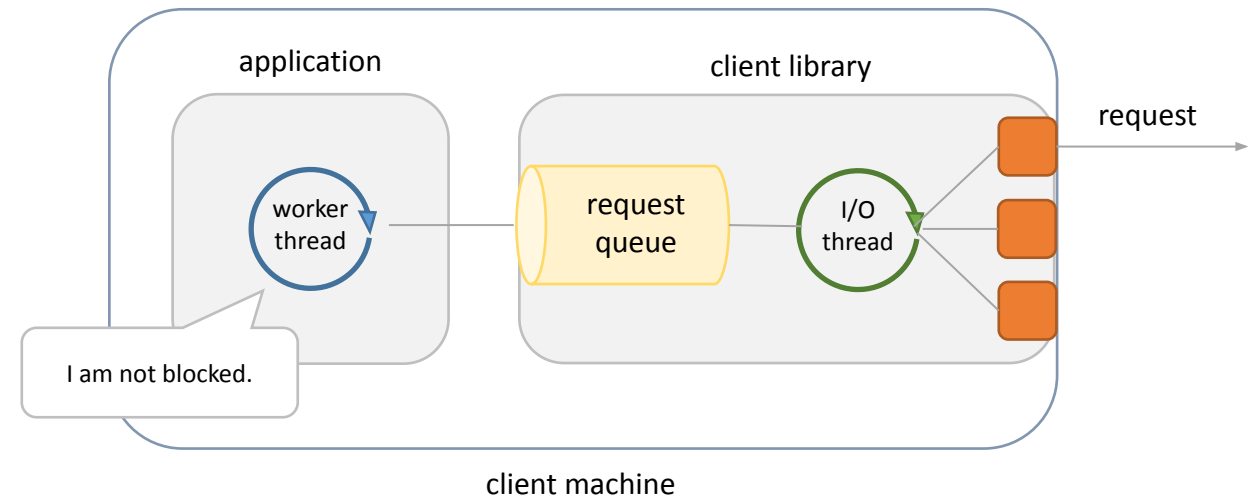
Synchronous and asynchronous clients

blocking I/O client



synchronous client

non-blocking I/O client



asynchronous client

Synchronous and asynchronous clients

synchronous client

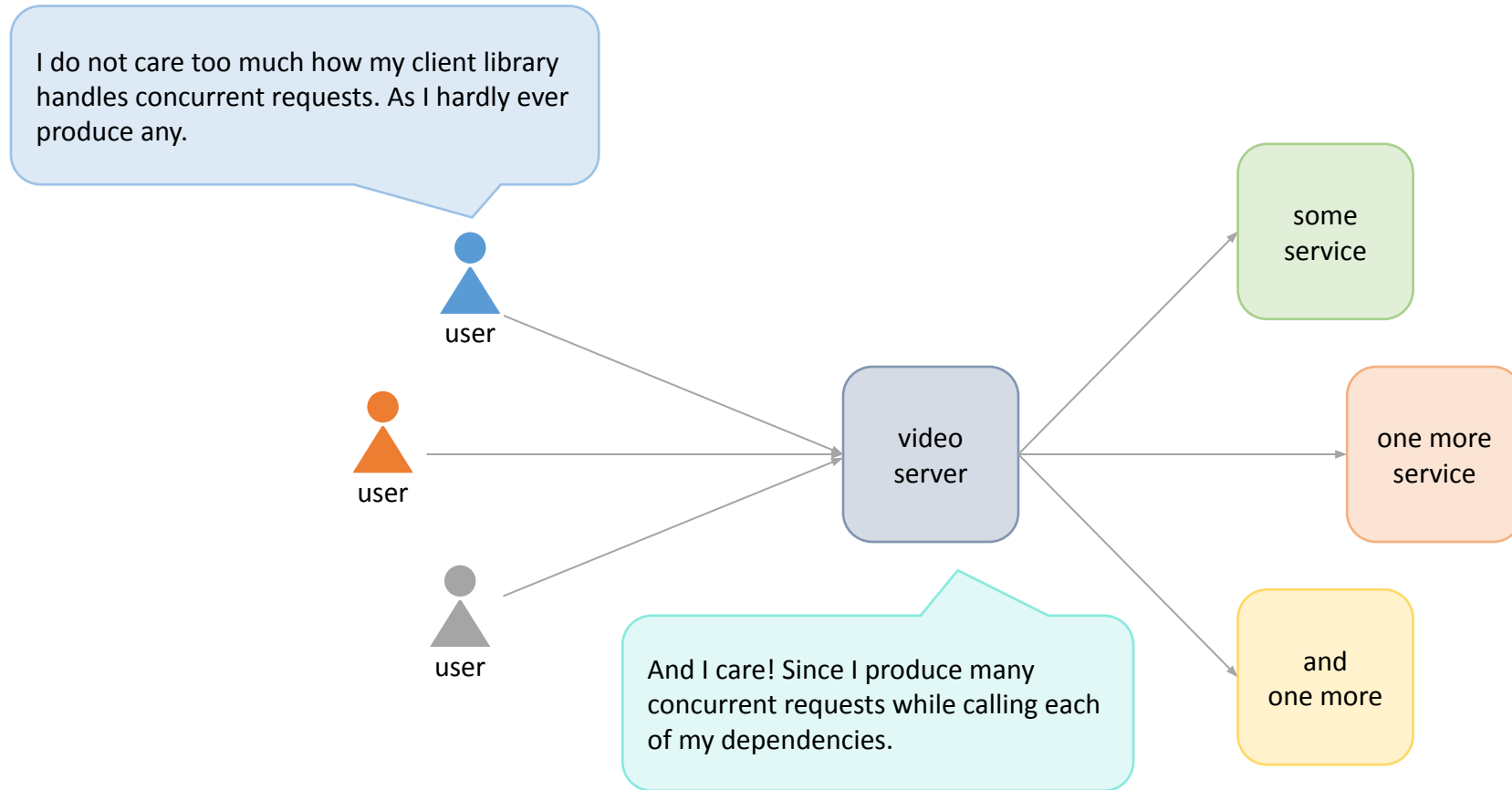
vs

asynchronous client

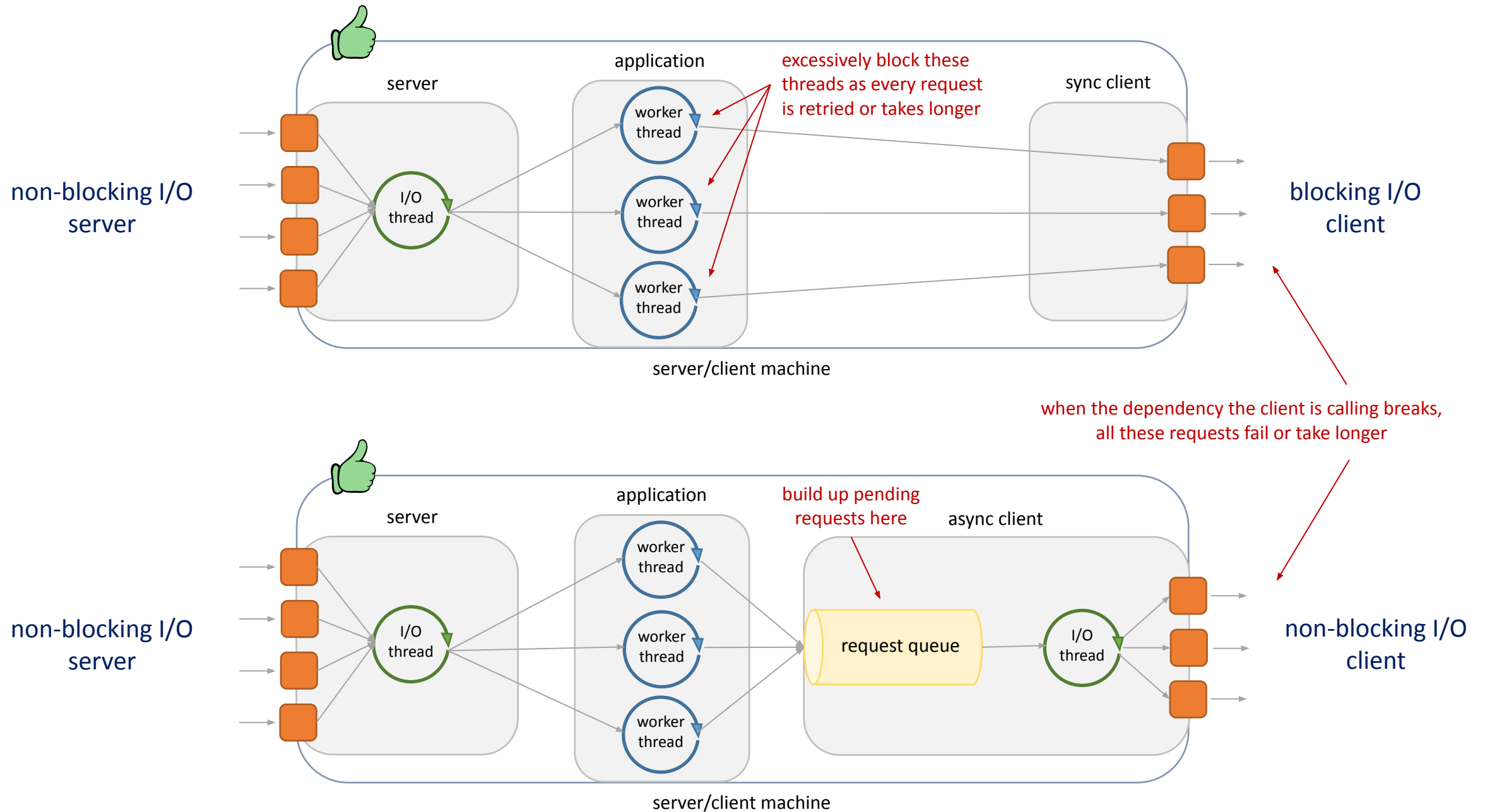
- simplicity (easier to write, test and debug client-side applications)
- latencies are usually lower in case of small number of concurrent requests

- higher throughput in case of large number of concurrent requests
- more efficient in handling traffic spikes
- more resilient to server outages and degraded server performance

Synchronous and asynchronous clients



Synchronous and asynchronous clients



Synchronous and asynchronous clients

