Carsten Hood
UIN: 922009787
CSCE 313-200
August 10, 2016

Machine Problem 5 Report

The performance of the MP5 system closely resembles that of MP3 and MP4. As with the previous implementations, increasing the number of request channels up to a point can greatly reduce runtime. With the MP5 implementation it is also possible to adjust the backlog buffer size, as well as to run multiple client programs simultaneously in order to test their increased burden on the data server. However, varying these factors evinced no significant effect on client performance. Running increasing numbers of client programs simultaneously resulted in similar overall runtimes. Runtimes of tests with increasing backlog buffer sizes were also relatively consistent. This is evident in the graph below, which plots five tests, each with 100 network request channels and 10,000 overall requests, executed with increasing backlog size arguments. Note that these run times closely mirror those of MP3 and MP4 tests with similar input arguments.