For some reason my code only worked sometimes, so I did not get enough data to actually get any graphs but based on what I saw I have some guesses as to how the varied number for request channels and buffersizes would affect the program.

For a varied number of request channels. I believe this would have imporved the runtime for the code because with the few test I did the time seemd to go down as I increased the number of request channels. When I did a test with 50 request channels it the porgram did take significantly longer so I think for my code, anything past 45-55 would just increase the runtime.

For varied buffer sizes I think increasing them could help improve the efficiency of the server to a certain extent. I did find with my few tests that it seemed to decrease the runtime as the buffer size increased. In the last machine problem increasing the buffer size past 1500 began to increase the runtime so I believe the same would happen in this case as well.

MP3 vs MP4
The difference between this machine problem and the last one is that instead of using multiple worker threads, we only used one in this case to create many more request channels. Ideally, this would result in MP4 working faster because if you just used threads then it would take much more time to switch between them, because all the threads share the same resources.