

# CS 536 Lab Answers 5

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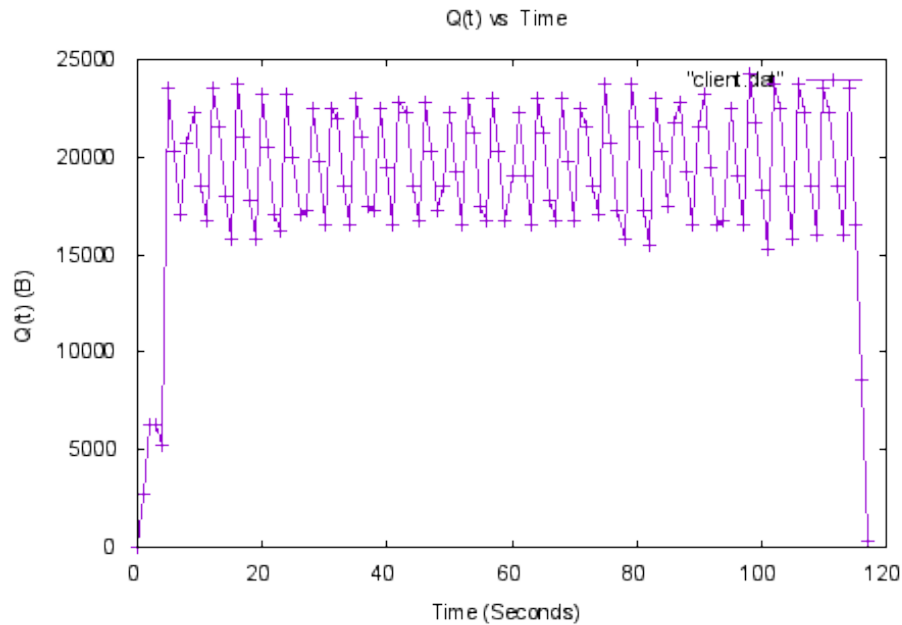
November 18, 2016

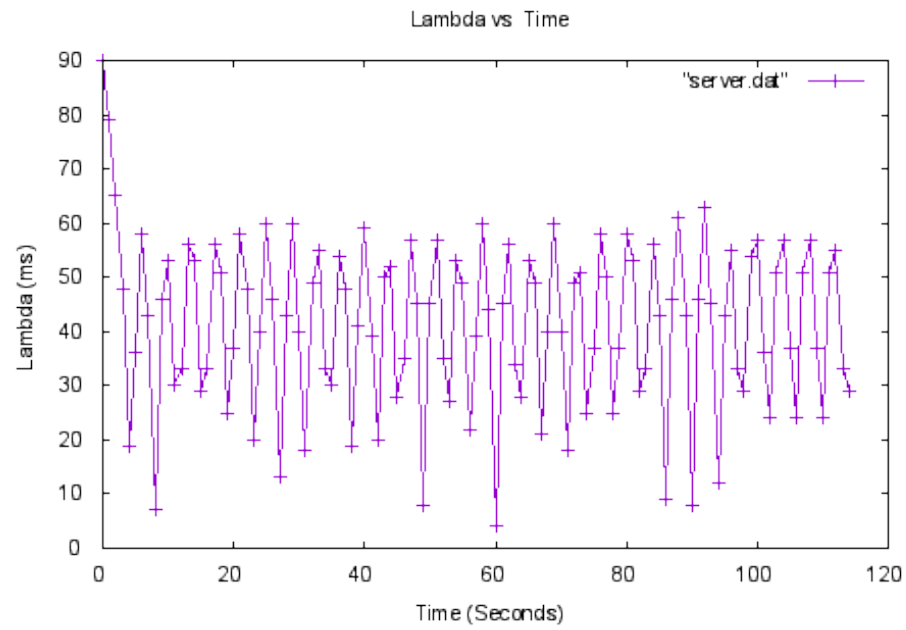
## Problem 1

Benchmarked the application between two machines using the pp.au file provided. I set payload size to 250 B, initial packet-spacing at the sender side to 90 msec, playback-del to 2.5 seconds,  $1/\gamma = 30$  msec, buf-sz to 40 KB, and target-buf to 20 KB.

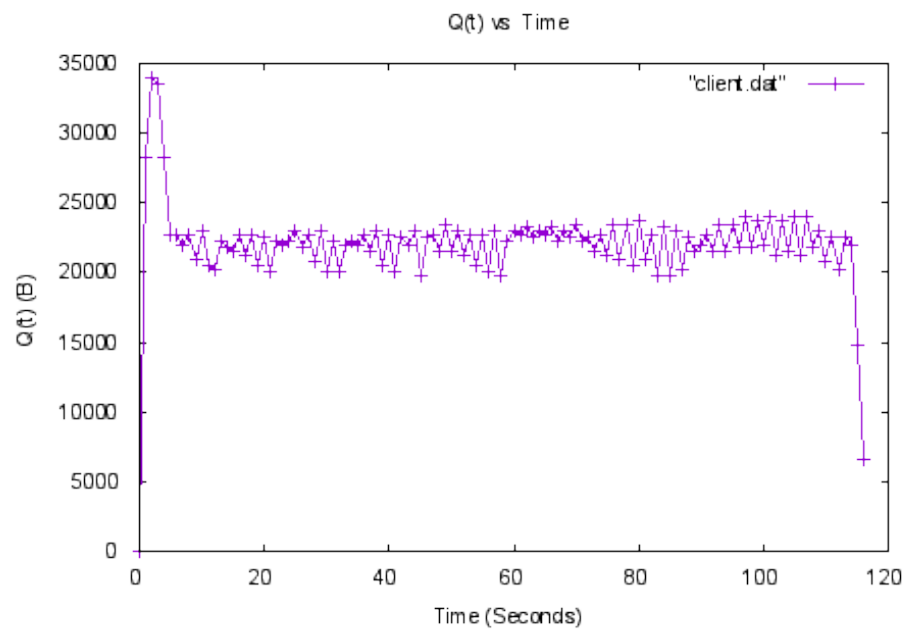
Yes, by servicing two clients there is a drop in performance. Especially when for some instance the packet spacing is small for a client request handling thread, causing it to miss its deadline because of the strain that two client processes puts on the scheduler.

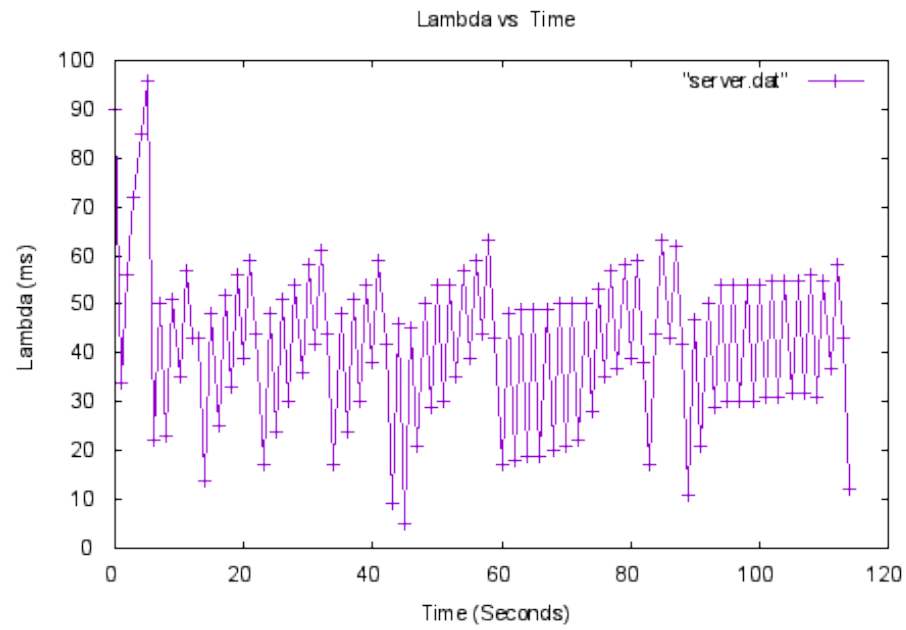
### 1 Method A



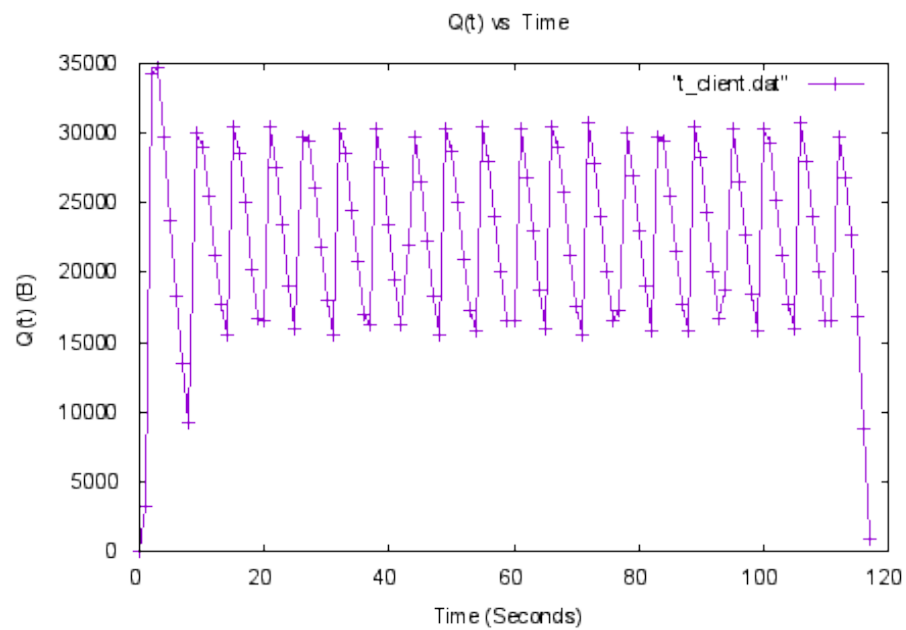


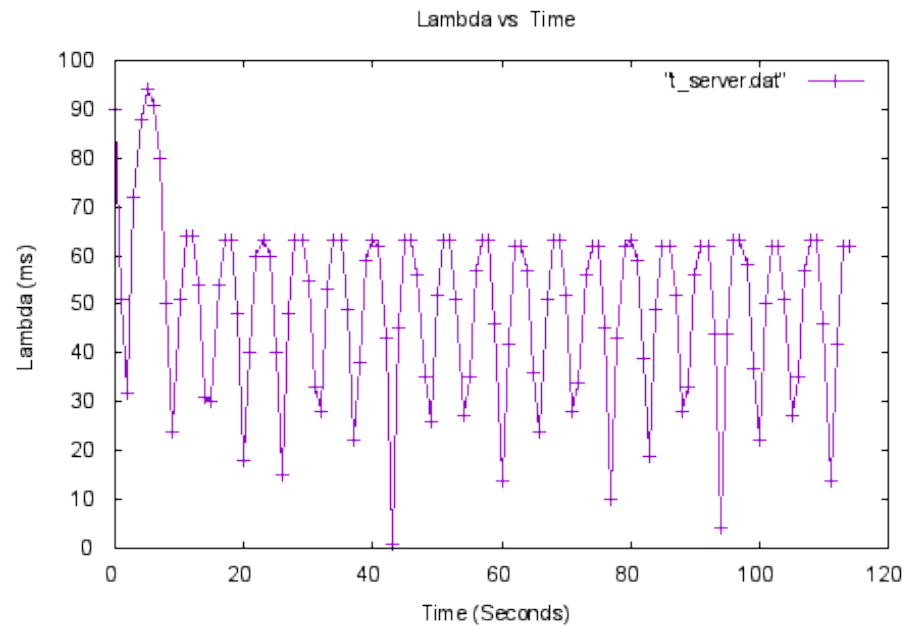
## 2 Method B





### 3 Method C





#### 4 Method D

