

Changing the Buffer Capacity

Originally, with the buffer size at 10, the runtime of the client receiving and sending threads was ~55ms, and the runtime of the server was ~80ms. With the buffer size increased to 20, there was no consistent change in runtime. After not seeing much difference, we changed the buffer size to 30 and then 45 to experiment further, and there was still no consistent change. Then, out of curiosity, we tested lowering the buffer size. Below a buffer capacity of 4 is where the runtimes seemed to consistently be closer to 60ms for the client and 100ms for the server. Based on these results, there seems to be an optimal buffer size beyond which further increases do not significantly impact performance.