

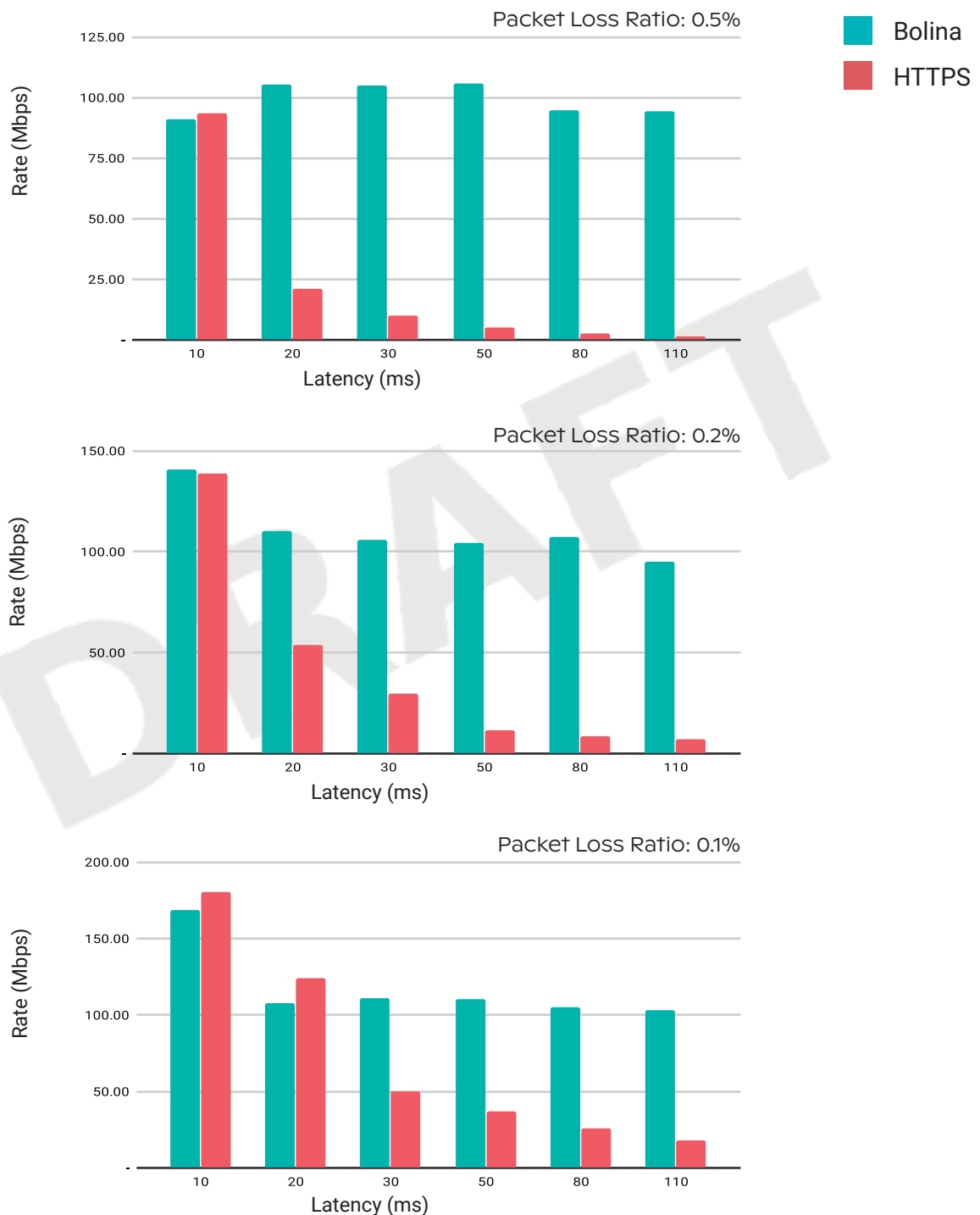
codavel

Performance Report

Shielding every user from Wi-Fi, 3G or 4G network instability

Bolina is a new end-to-end protocol specially designed for mobile apps that ensures:

- **Significantly faster network calls**
- **Robustness to packet loss and latency**



Evaluating Bolina's performance (and how can you do it too)

The performance results presented in this report were gathered using Bolina's Sample Project, a tool that Codavel developed so anyone can test Bolina's performance with minimal effort (see it for yourself [here](#)).

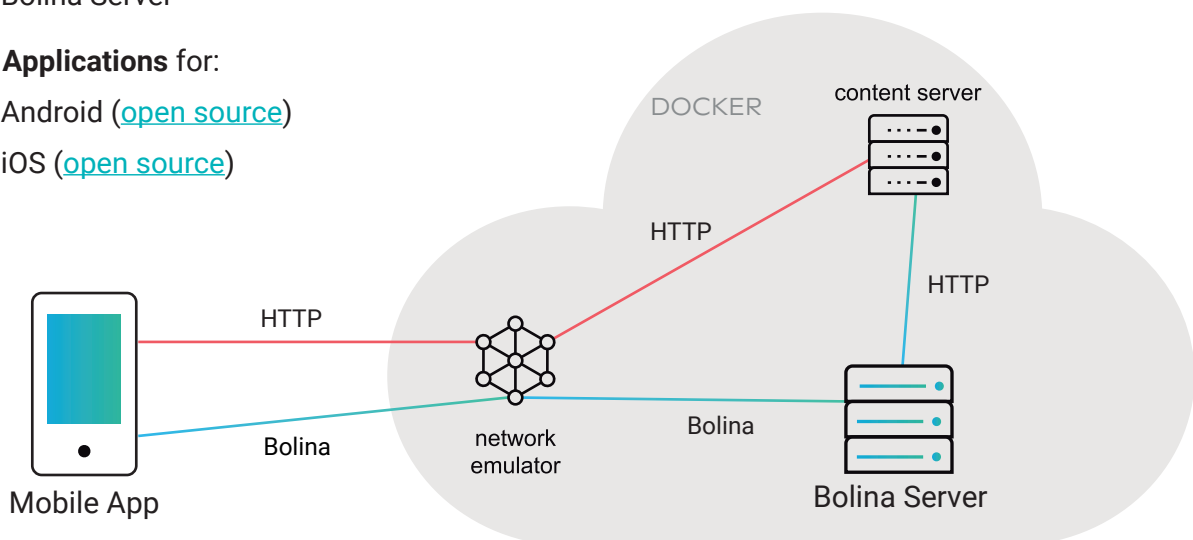
Bolina Sample Project basically emulates different network conditions (namely packet loss and latency) to see how Bolina speeds up HTTPS requests in a wide variety of scenarios. This Sample Project is composed of two pieces, as described below.

Server Components (with 3 main services):

- Content Server ([open source](#))
- Network Emulator ([open source](#))
- Bolina Server

Mobile Applications for:

- Android ([open source](#))
- iOS ([open source](#))



The Server Components (Content Server, Bolina Server, and Network Emulator) are orchestrated and managed via docker-compose, with each component having its own docker container.

TEST CONDITIONS

For the aforementioned results, we ran Bolina Sample Project in the following conditions:

- Mobile Device: OnePlus 5 (with Android 9.0)
- Server: Linux Ubuntu 18.04, Quad-Core CPU, 8GB RAM
- Network: WiFi, 5Ghz, 802.11ac, uncongested channel
- HTTP Methods: GET only (using OkHttp v3.12.1)
- Number of repetitions: 23
- Bolina SDK Version: 0.9.21
- Demo App Version: 0.9.22
- Bolina Server Version: 0.9.39
- Network Emulator Version: 1.0.0

LEARN MORE

- Explore Bolina SDK and see what it can do for you, [here](#)
- Check our **documentation** to see how easy it is to integrate Bolina
- Discover what's behind Bolina at our **technology page**

