

Small Cluster 3

| | | TCP | UDP | |
|----------|--------------|-------------|-------------|----------|
| | | Banda | Banda | Jitter |
| NO VPN | Bridge | 754,50 Mbps | 735,00 Mbps | 0,024 ms |
| | Nat | 551,20 Mbps | 560,00 Mbps | 0,035 ms |
| Open VPN | AES128 | 80,20 Mbps | 94,10 Mbps | 0,026 ms |
| | AES256 | 69,40 Mbps | 80,25 Mbps | 0,042 ms |
| | Blowfish | 97,10 Mbps | 114,80 Mbps | 0,040 ms |
| IPSec | AES128 | 74,22 Mbps | 80,40 Mbps | 0,079 ms |
| | AES256 | 68,60 Mbps | 73,50 Mbps | 0,064 ms |
| | Blowfish 128 | 69,70 Mbps | 71,30 Mbps | 0,074 ms |
| | 3DES | 37,80 Mbps | 40,00 Mbps | 0,023 ms |

Jitter: In the context of computer networks, jitter is the variation in latency as measured in the variability over time of the packet latency across a network. A network with constant latency has no variation (or jitter).[3] Packet jitter is expressed as an average of the deviation from the network mean latency. However, for this use, the term is imprecise. The standards-based term is "packet delay variation" (PDV).[4] PDV is an important quality of service factor in assessment of network performance.

Deepen jitter: <http://en.wikipedia.org/wiki/Jitter>