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Subject: Re: Ptolemy II performance

Posted by [Sergey Linev](#) on Mon, 26 Apr 2004 13:00:46 GMT

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As was proposed by Ivan Kisel,

I add JAVAFLAGS=-Xmx256m variable, which specify heap size, used by running JAVA program. Seems to be, that is not memory size problem at all. When I look in memory consumption via "top", I see, that my 1000+1000 nodes example consumes about 68 MBytes of memory. Via JAVAFLAGS I specify 400 MBytes of heap and run my 1000+1000 test again. And it again produce only about 900 transactions/sec.

Probably, this is pure Ptolemy II issue, which implements non effective scheduling at all? Or this is problem to operate in JAVA more than 5000 objects simultaneously?

In next few days I will test simplest model with chain of TimedDelay actors.

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