Subject: Further tests of Ptolemy II Perfomance
Posted by Sergey Linev on Mon, 26 Apr 2004 16:13:17 GMT
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I made further tests with Ptolemy II.

I create several models, which are just chain of standard TimedDelay actors. In the beginning I put Clock actor, which generate sequence of 0 and 1 with interval 1 sec. All these tokens just transferred further by each TimedDelay actors with delay of 1 sec. In the end all tokens are

at the end.

There are four files:

File----------actors---tokens---transf----exec---rate--memory
chain_10.xml-------10---100000--~1000000----14s--~70000---15M
chain_100.xml-----100----10000--~1000000----25s--~40000---16M
chain_1000.xml---1000-----1000---~500000----88s---~5000---28M-
chain_10000.xml-10000------100-----~5000-->1000s--~5?----168M

In this table:
actors - number of TimedDelay actors in chain
tokens - number of generated tokens by Clock actor
transf - total number of data transfers during run
exec - execution time on Athlon 1800M+, 512Mb RAM
rate - transfers per second
memory - used memory size as shown by top

First two files can be viewed and run with vergil, with other can be some problems.

I run these examples with ptexecute routine like:
> $PTII/bin/ptexecute chain_100.xml

Variable JAVAFLAGS was set to use 400 Mbytes memory for heap.
JAVAFLAGS=-Xmx400m

How I can explain and improve these results?

File Attachments

1) chain_10.xml, downloaded 959 times
2) chain_100.xml, downloaded 937 times
3) chain_1000.xml, downloaded 992 times