
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 1058 times
- 2) [chain_100.xml](#), downloaded 1037 times
- 3) [chain_1000.xml](#), downloaded 1093 times
