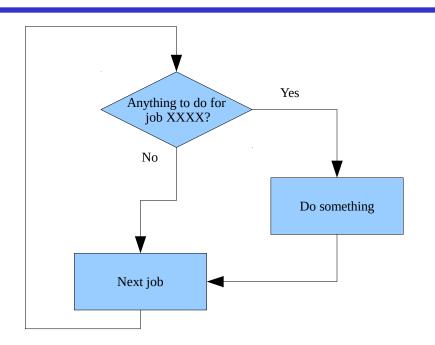


A-REX jobs handling performance considerations

Aleksandr Konstantinov



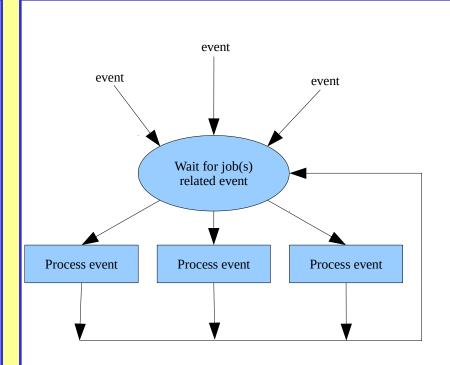
Simple polling loop



- Simple single place job conditions are evaluated
- Reliable never looses jobs
- Resistant to coding errors
- Resistant to misbehavior of external components
- Not scalable
- Reaction time limitations



Fully event driven



- Fast ideally only performs actions needed for advancing job state
- Scales well at least much better
- Good reaction time to conditions changes and external requests
- Must envision proper events for every internal state

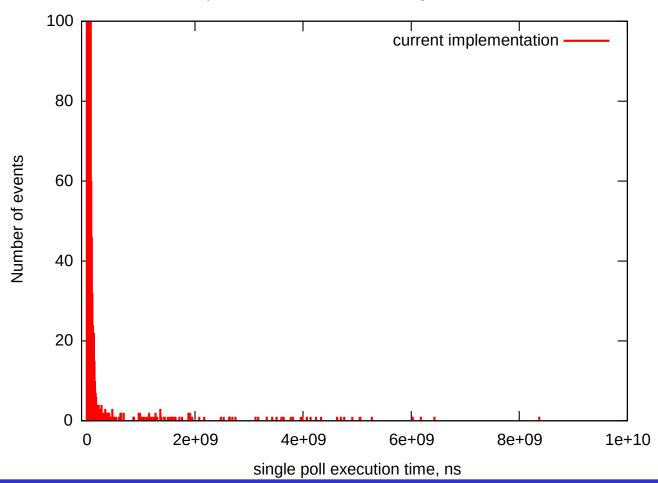


Job handling bottleneck

- Real implementations somewhere in between.
- Current implementation close to first option
- Is it worth shifting toward second option?

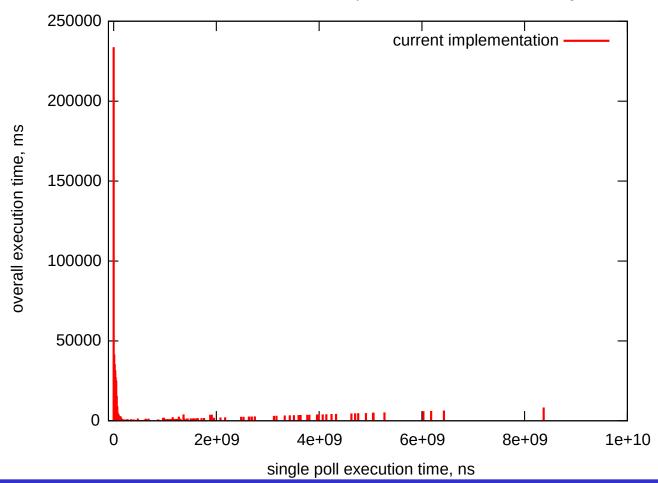


Distribution of poll events for whole time range. Number of events is cut.



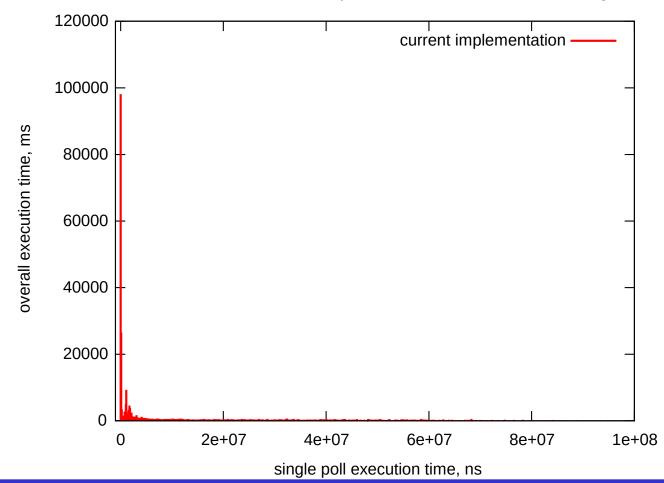


Overall execution times for poll events for whole time range.



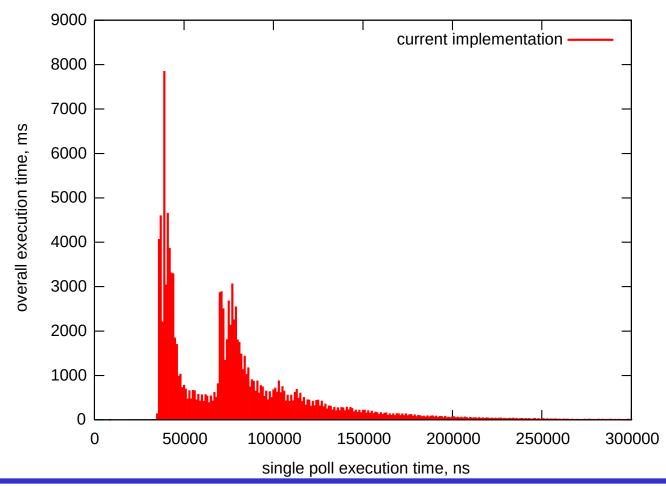


Overall execution times for poll events for intermediate time range.



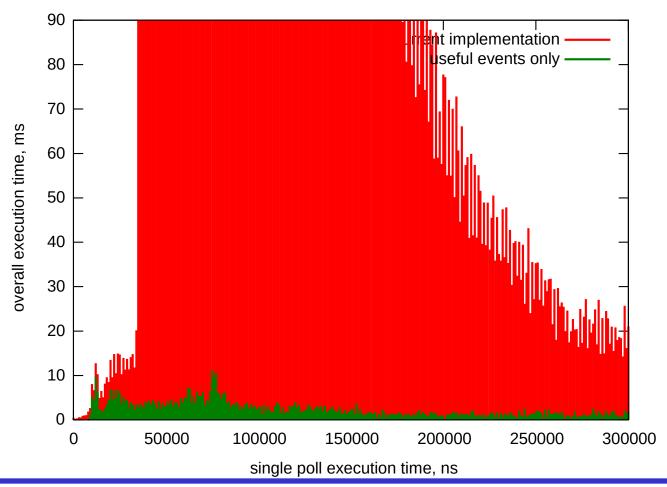


Overall execution times for poll events for short time range.



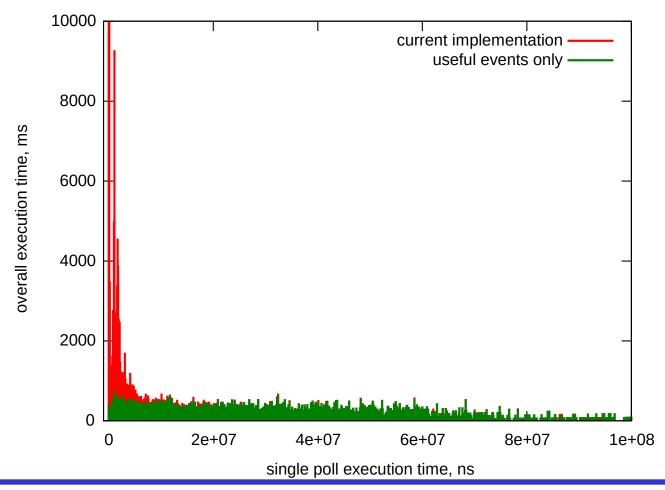


Comparing to usefull poll events for short time range.



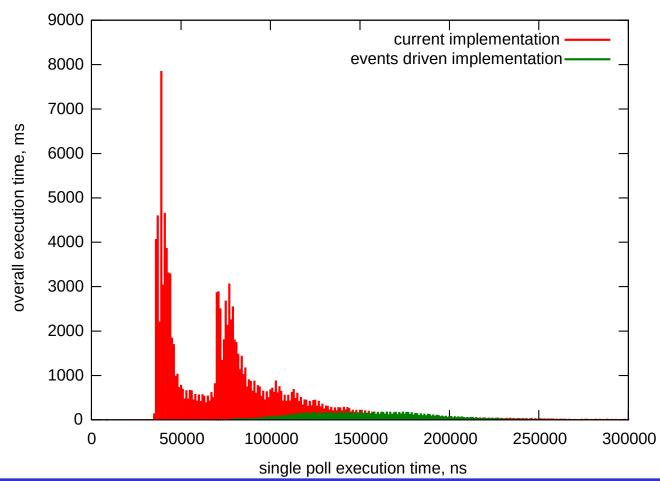


Comparing to useful poll events for intermediate time range.

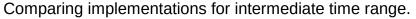


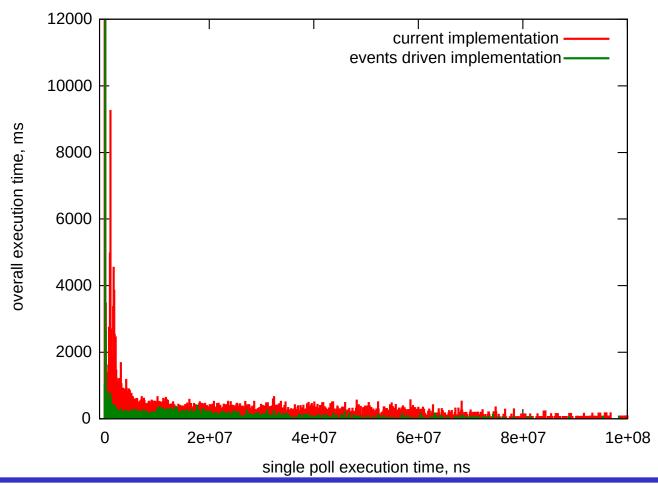


Comparing implementations for short time range.



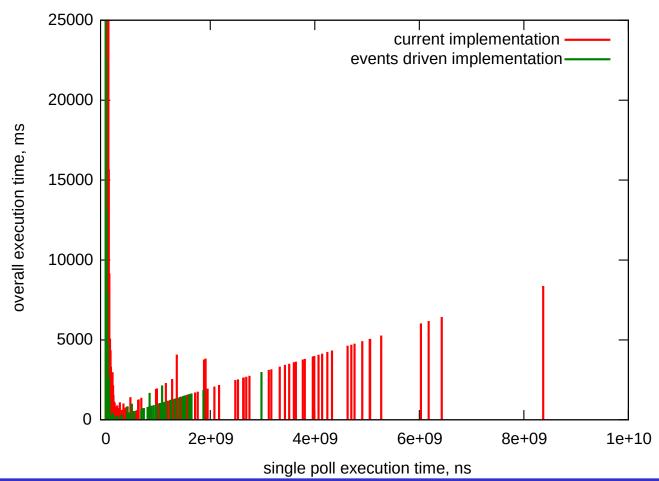














Conclusions

- Most probably it is worth to go towards event driven implementation
- But no drastic changes evolutionary modifications.