

DIM Performance Measurements

09 November 2005

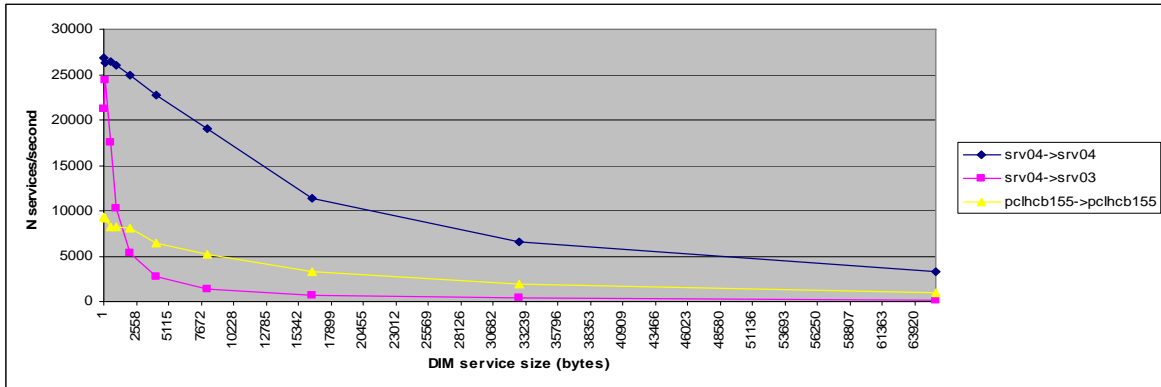
Description:

- A server updates DIM services at full speed and a client counts the number of received services
- Srv04 and Srv03 are Linux Machines, Xeon dual-processor 2.8 GHz, 1 GB of Ram. Connected via a private Ethernet network 100Mbit/s
- pclhcb155 is a Windows XP PC, 1CPU, 3 GHz Pentium 4, 1 GB of Ram

Results:

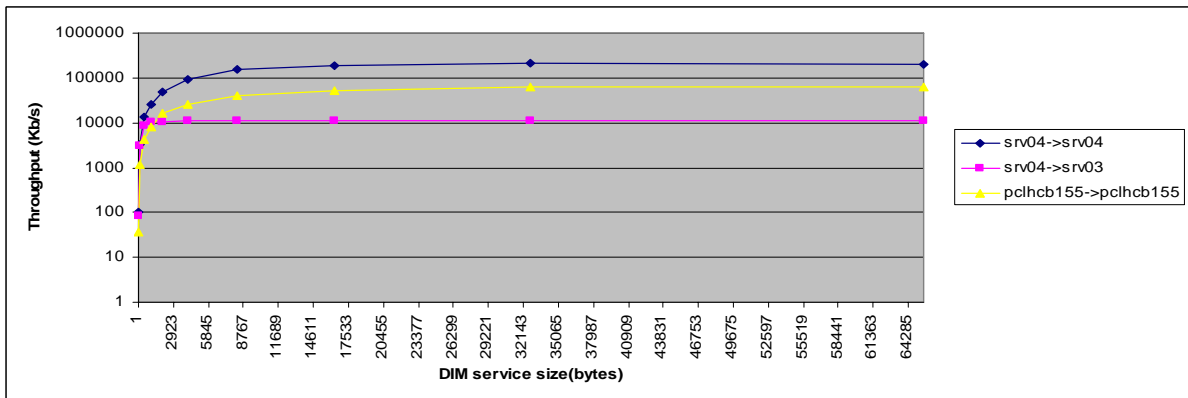
Number of services received per second for different data sizes (in bytes):

| | 4 | 128 | 512 | 1024 | 2048 | 4096 | 8192 | 16384 | 32768 | 65536 |
|----------------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| srv04->srv04 | 26795 | 26362 | 26370 | 25980 | 24977 | 22703 | 19022 | 11398 | 6621 | 3226 |
| srv04->srv03 | 21176 | 24399 | 17541 | 10214 | 5384 | 2794 | 1414 | 711 | 358 | 179 |
| pclhcb155->pclhcb155 | 9254 | 9154 | 8253 | 8188 | 8048 | 6443 | 5182 | 3314 | 1933 | 1015 |



Throughput in Kbytes/second for different data sizes (in bytes):

| | 4 | 128 | 512 | 1024 | 2048 | 4096 | 8192 | 16384 | 32768 | 65536 |
|----------------------|-------|------|-------|-------|-------|-------|--------|--------|--------|--------|
| srv04->srv04 | 104.7 | 3295 | 13185 | 25980 | 49954 | 90812 | 152176 | 182368 | 211872 | 206464 |
| srv04->srv03 | 82.6 | 3049 | 8771 | 10214 | 10696 | 11176 | 11312 | 11376 | 11456 | 11456 |
| pclhcb155->pclhcb155 | 36.1 | 1144 | 4127 | 8188 | 16098 | 25772 | 41456 | 53024 | 61856 | 64960 |



Conclusions:

Since the nominal wire speed throughput (i.e. without the Ethernet and IP overhead) between srv04 and srv03 is 12500 Kbytes/s the measurements show that DIM is very close to saturating the available bandwidth (with the achieved 11450 Kbytes/s)

Srv04 performs much better than pclhcb155 for local communications, there are two reasons for this:

- Srv04 has two CPUs so the server can use one while the client uses the other one while on pclhcb155 they have to share the same CPU.
- On Linux, local TCP/IP communications are very much optimized, transfers within the same machine bypass the TCP/IP stack, while on windows the packets go through the whole protocol stack and then come back.

The maximum throughput on the windows machine is 65Mbytes/s so it would easily saturate a 100Mbit/s network.

While for the Linux machine it seems like it would saturate a 1 Gbit/s network. But this would have to be checked, due to the optimized local communications, it might be difficult to achieve similar performances over the network.