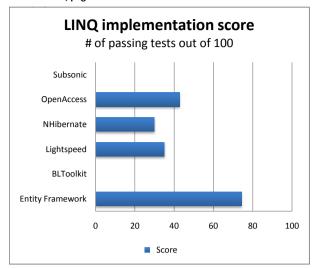
ORMBattle.NET test results

Visit http://ormbattle.net for details

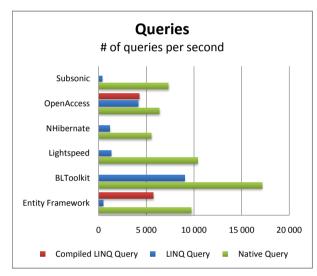
							LINQ implementation				
Test name	Minimum Maximum	SqlClient	Entity Framework	BLToolkit	Lightspeed	NHibernate	OpenAccess	Subsonic	Unit		
LINQ implementation											
Aggregates	0 5	n/a	0	n/a	3	3	1	n/a	f,a		
All/Any/Contains	0 6	n/a	3	n/a	6	4,2	4	n/a	f,a		
Complex	0 6	n/a	1	n/a	6	6	6	n/a	f,a		
Element operations	0 9	n/a	4	n/a	6	6	5	n/a	f,a		
Filtering	0 12	n/a	4,2	n/a	5,5	6,1	2	n/a	f,a		
Grouping	0 10,2	n/a	1	n/a	10	10,2	5	n/a	f,a		
Join	0 4	n/a	1	n/a	4	4	4	n/a	f,a		
Ordering	0 8	n/a	3,2	n/a	5,1	6	6	n/a	f,a		
Projections	0 13	n/a	2	n/a	9,2	6,1	8,1	n/a	f,a		
References	0 4	n/a	0	n/a	4	3	2	n/a	f,a		
Set operations	0 9	n/a	0	n/a	5,1	6,2	9	n/a	f,a		
Standard functions	0 21	n/a	9	n/a	8	16	11	n/a	f,a		
Take/Skip	0 5	n/a	1	n/a	2,1	2,1	2	n/a	f,a		
Type casts	0 5	n/a	1	n/a	3,1	4	2	n/a	f,a		
LINQ Implementation total:											
Performed									#		
Passed	0 117	n/a	87	n/a	41	35	50	n/a	#		
Failed	0 117	n/a	30	n/a	76	82	67	n/a	#		
Properly	0 117	n/a	26	n/a	65	73	66	n/a	#		
Asserted	0 11	n/a	4	n/a	11	9	1	n/a	#		
Score	0 100	n/a	74	n/a	35	30	43	n/a	%		
Color bar			V	orst result				В	est result		
Units:											
f/a	total count of failed tests [/ count of tests failed with assertion], less is better (0 is ideal)										
#	count										
%	percentage (9	% of passed t	ests), more i	s better							

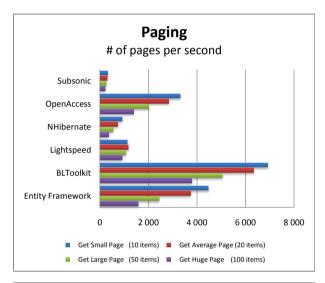
						1000 item sequenc				
Test name	Minimum	Maximum SqlClient	Entity Framework	BLToolkit	Lightspeed	NHibernate	OpenAccess	Subsonic	Unit	
CRUD Performance:										
Fetch	0	18 738	4 819	15 478	10 717	7 358	6 512	8 949	op/s	
Single Operation:										
Create Instance	0	10 688	4 629	9 590	5 063	3 695	9 923	2 920	op/s	
Update Instance	0	15 379	4 407	13 207	4 968	898	9 189	4 047	op/s	
Remove Instance	0	16 281	5 916	14 104	4 823	1 473	10 946	4 315	op/s	
CUD Average	0	13 635	4 902	11 957	4 949	1 454	9 968	3 652	op/s	
Multiple Operations:										
Create Instance	0	21 779	6 097	22 605	12 600	12 433	15 898	2 699	op/s	
Update Instance	0	64 662	5 954	63 917	28 472	16 890	15 140	4 055	op/s	
Remove Instance	0	24 219	9 844	78 010	26 553	17 837	60 533	4 433	op/s	
CUD Average	0	29 219	6 919	41 264	19 717	15 329	20 622	3 559	op/s	
Data Access Performance:										
Query:										
LINQ Query	0	n/a	457	9 021	1 321	1 170	4 164	353	queries/s	
Compiled LINQ Query	0	n/a	5 750	n/a	n/a	n/a	4 278	n/a	queries/s	
Native Query	0	15 828	9 737	17 139	10 397	5 534	6 383	7 320	queries/s	
Paging (LINQ only):										
Get Small Page (10 items)	0	n/a	4 470	6 912	1 135	921	3 312	326	pages/s	
Get Average Page (20 items)	0	n/a	3 741	6 335	1 179	733	2 839	302	pages/s	
Get Large Page (50 items)	0	n/a	2 445	5 046	1 075	553	2 025	266	pages/s	
Get Huge Page (100 items)	0	n/a	1 577	3 796	921	363	1 400	212	pages/s	
Materialization:			_							
LINQ Materialize	0	n/a	254 939	480 122	369 467	40 131	188 068	48 628	objects/s	
Native Materialize	0	1 207 146	465 073	751 879	422 332	53 329	234 329	57 411	objects/s	
File sizes (in bytes):										
Original .cs + mapping files		n/a	10 350	58 171	14 762	31 541	50 240	0	0	
Generated .cs files		n/a	0	126 449	32 121	0	0	124 093	124 093	
Runtime libraries (.dlls)		n/a	1 102 848	2 879 448	347 136	2 195 968	3 607 552	280 064	280 064	
Color bar				Worst result					Best result	
Units:										
op/s	operations per second, more is better									
queries/s	queries per second, more is better									
pages/s	pages per second, more is better									
objects/s	# of materialized objects per second, more is better									

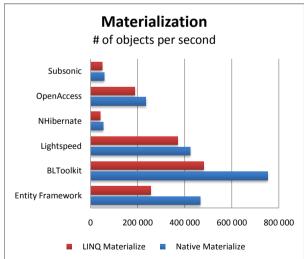
Result charts, page 1:

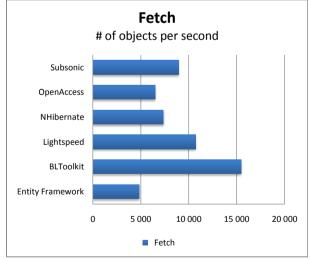


Larger = better!









Result charts, page 2:

