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										LINQ implementation					
	Minimum	Maximum	SqClient	Entity Framework	LINQ to SQL	BLToolkit	DataObjects.Net	EntitySpaces	Lightspeed	NHibernate	OpenAccess	Subsonic	Unit		
Test name															
LINQ implementation															
Aggregates	0	5	n/a	0	0	4	0	n/a	3	3	2	n/a	f,a		
All/Any/Contains	0	6	n/a	3	1	6	0	n/a	6	4,2	4	n/a	f,a		
Complex	0	6	n/a	1	0	6	0	n/a	6	6	5	n/a	f,a		
Element operations	0	9	n/a	4	2	6	0	n/a	6	6	5	n/a	f,a		
Filtering	0	12	n/a	4,2	2,2	1	0	n/a	5,5	6,1	2	n/a	f,a		
Grouping	0	10	n/a	1	1	6	0	n/a	10	10,2	5	n/a	f,a		
Join	0	4	n/a	1	0	4	0	n/a	4	4	2	n/a	f,a		
Ordering	0	8	n/a	3,2	2	1	0	n/a	5,1	6	3	n/a	f,a		
Projections	0	13	n/a	2	1	8	0	n/a	9,2	6,1	3	n/a	f,a		
References	0	4	n/a	0	0	4	0	n/a	4	3	1	n/a	f,a		
Set operations	0	9	n/a	0	0	5,1	0	n/a	5,1	6,2	4,1	n/a	f,a		
Standard functions	0	21	n/a	9	1	13	0	n/a	8	16	6,1	n/a	f,a		
Take/Skip	0	5	n/a	1	0	1	0	n/a	2,1	2,1	2	n/a	f,a		
Type casts	0	5	n/a	1	1	3	0	n/a	3,1	4	2	n/a	f,a		
LINQ Implementation total:															
Performed	0	117	n/a	117	117	117	117	n/a	117	117	117	n/a	#		
Passed	0	117	n/a	87	106	49	117	n/a	41	35	71	n/a	#		
Failed	0	117	n/a	30	11	68	0	n/a	76	82	46	n/a	#		
Properly	0	117	n/a	26	9	67	0	n/a	65	73	44	n/a	#		
Asserted	0	117	n/a	4	2	1	0	n/a	11	9	2	n/a	#		
Score	0	100	n/a	74,4	90,6	41,9	100	n/a	35	29,9	60,7	n/a	%		
Color bar								Worst result						Best result	
Units:															
f/a	total count of failed tests [, count of tests failed with assertion ], less is better (0 is ideal)														
#	count														
%	percentage (% of passed tests), more is better														
										1000 item sequence					
	Minimum	Maximum	SqClient	Entity Framework	LINQ to SQL	BLToolkit	DataObjects.Net	EntitySpaces	Lightspeed	NHibernate	OpenAccess	Subsonic	Unit		
Test name															
CRUD Performance:															
Fetch	0		18 738	4634	9280	13001	9433	7952	10444	7289	6611	8765	op/s		
Single Operation:															
Create Instance	0		10 688	4566	3670	11832	7441	2292	4851	3741	9848	4167	op/s		
Update Instance	0		15 379	3898	1493	11507	9948	1681	4955	871	9609	4099	op/s		
Remove Instance	0		16 281	5955	1670	12047	10785	2646	4776	1440	10936	4354	op/s		
CUD Average	0		13 635	4641	1942	11777	9147	2128	4859	1421	9959	4105	op/s		
Multiple Operations:															
Create Instance	0		21 779	7915	4879	22748	14988	5463	12649	20587	10197	4010	op/s		
Update Instance	0		64 662	6199	1687	64451	33320	8808	27537	17259	15497	4154	op/s		
Remove Instance	0		24 219	9365	1841	79514	42499	12084	26199	18551	24022	4472	op/s		
CUD Average	0		29 219	6997	2232	41583	24729	7880	19538	18623	14579	4167	op/s		
Data Access Performance:															
Query:															
LINQ Query	0		n/a	450	835	8749	1559	933	1290	1156	4168	351	queries/s		
Compiled LINQ Query	0		n/a	6501	9114	13222	8046	2395	1290	1156	4269	351	queries/s		
Native Query	0		18745	9728	9114	17187	10335	8465	10424	5494	6590	7312	queries/s		
Paging (LINQ only):															
Get Small Page (10 items)	0		n/a	5009	7736	10625	6199	2107	1105	907	3458	322	pages/s		
Get Average Page (20 items)	0		n/a	4494	7014	9009	5051	2312	1175	726	3130	298	pages/s		
Get Large Page (50 items)	0		n/a	3445	5551	6132	3410	1988	1043	564	2447	262	pages/s		
Get Huge Page (100 items)	0		n/a	2493	4108	4732	2236	1649	892	369	1803	208	pages/s		
Materialization:															
LINQ Materialize	0		n/a	257884	462149	451752	276556	105362	390747	41555	279126	47665	objects/s		
Native Materialize	0		1276161	476553	462149	752841	350029	231577	437196	55515	343666	56430	objects/s		
File sizes (in bytes):															
Original .cs + mapping files			n/a	58 188	15 521	9 631	8 275	n/a	14 762	32 008	61 621	n/a	bytes		
Generated .cs files			n/a	126 774	92 043	0	0	n/a	32 121	0	31 190	n/a	bytes		
Runtime libraries (.dlls)			n/a	2 879 448	684 032	1 224 704	3 126 272	301 056	354 304	2 210 816	3 999 232	280 064	bytes		
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														

**Larger = better!**

**LINQ implementation score**  
# of passing tests out of 100