**Loading states**

Testing Matching between states and redex (in libbig Bigraph format).

* Savannah-general example from Bigrapher is used for testing.
* Number of states generated from Bigrapher = 10,000
* Matching is done using the LibBig library.
  + Redex is state 99.
  + Result of the matching should be 3 states (99, 1153, 2073).
* Experiments done on my laptop
  + CPU: i7-6700 @2.6GHz (8CPUs).
  + Memory: about 16GB.
  + OS: Windows 10 64-bit home edition.
* Results-Execution time:
  + 1st execution:
    - Creating 10,008 states: 10 seconds
    - Matching **without** threads: 3 minutes & 40 seconds
  + 2nd execution:
    - Creating 10,008 states: 10 seconds
    - Matching using **5** threads: 80 seconds
      * Each thread handles a 2000 search
  + 3rd execution:
    - Creating 10,008 states: 10 seconds
    - Matching using **10** threads: 72 seconds
      * Each thread handles a 1000 search
  + 3rd execution:
    - Creating 10,008 states: 10 seconds
    - Matching using **15** threads: 74 seconds
      * Each thread handles a 667 search
  + 3rd execution:
    - Creating 10,008 states: 9 seconds
    - Matching using **100** threads: 170 seconds
      * Each thread handles a 100 search

**Generating unique combinations**

Generating the sequences that correspond to the matching output

A test is conducted with and without threads. The test is done on a matrix that we control its size (rows and columns). The matrix generated is unique (i.e. all members are different). Execution is done in the AssetMap class.

* 1st execution:
  + Matrix: 8\*10
    - Results should have 10^8 sequences
  + **Without** threads it **failed** (limit exceeded on heap of size 1GB)
  + **Without** threads it **failed** (limit exceeded on heap of size 4GB)
  + Using **two** threads
* 2nd execution
  + Matrix: 7\*10.
  + Without threads: 9 seconds