



The chart above displays the trend regarding time it takes for the Drools Decision Engine to execute rules sequentially.

We also tested an allocated set of rules beyond the above graphs scope that wasn't realistic when using the Drools Decision Engine but still holds relevance. When sequentially running more than 100,000 rules, the Decision Engine takes significantly longer to execute all of the rules, following a linear complexity that can lead one to calculate the execution time of any number of rules beyond the scope below.

Rules	Time (Seconds)
10	2.59
100	2.92
1000	3.81
10000	8.85
100000	290
1000000	1160

The following blocks of text are the files (data and rule itself, respectively) used when testing runtime of a rule.

klaydon.json

```
[[  
    "entity.name": "Klaydon",  
    "isKlaydon": true  
]]
```

```
break.drl  
import models.*;  
import services.*;  
dialect "mvel"  
rule "runAgain0"  
salience 1  
when  
    Entity (getValue( "KLAYDON.ISKLAYDON") == true )  
  
then  
    System.out.println("print1");  
end  
  
rule "runAgain1"  
salience 1  
when  
    Entity (getValue( "KLAYDON.ISKLAYDON") == true )  
  
then  
    System.out.println("print1");  
end  
  
rule "runAgain2"
```