

#1

2

Actors (n)

250

ms delay (t)

10

Min runtime

Requests	4792
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Q1	121ms
----	-------

Q2	225ms
----	-------

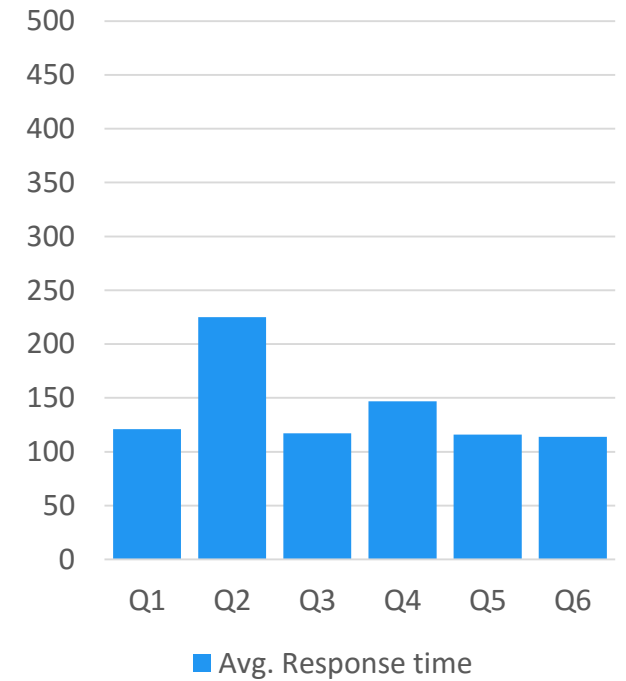
Q3	117ms
----	-------

Q4	147ms
----	-------

Q5	116ms
----	-------

Q6	114ms
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Avg. Response time



8 GB RAM
Intel Core i5-4690K @ 3.50 GHz

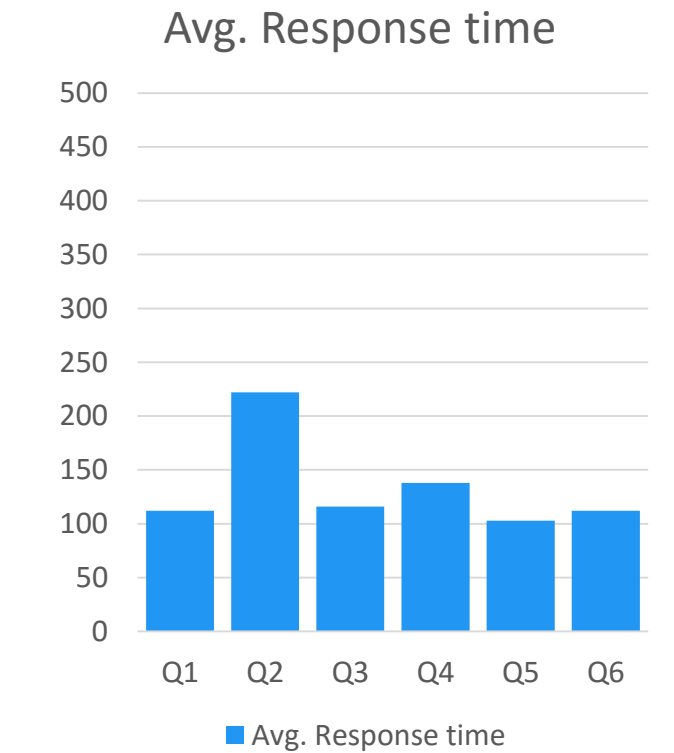
#2

1
Actor (n)

100
ms delay (t)

10
Min runtime

Requests	5874
Q1	112ms
Q2	222ms
Q3	116ms
Q4	138ms
Q5	103ms
Q6	112ms



8 GB RAM
Intel Core i5-4690K @ 3.50 GHz

#3

10

Actor (n)

1000

ms delay (t)

10

Min runtime

Requests	5999
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Q1	146ms
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Q2	249ms
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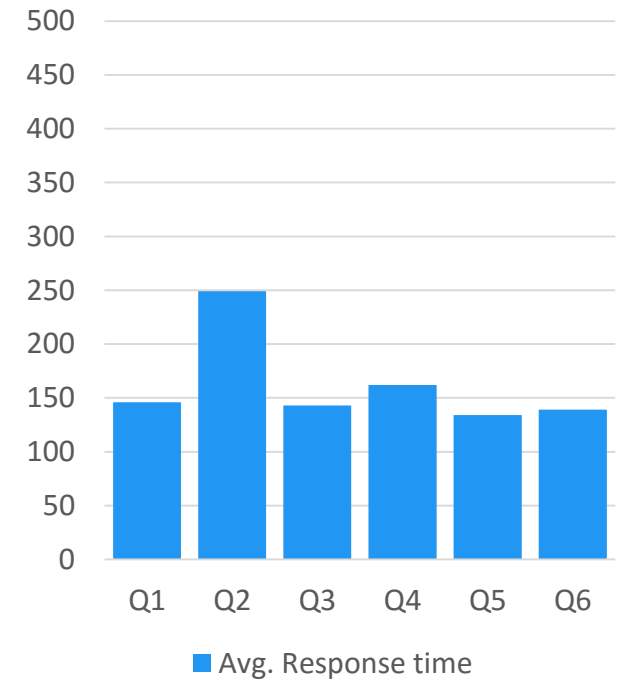
Q3	143ms
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Q4	162ms
----	-------

Q5	134ms
----	-------

Q6	139ms
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Avg. Response time



8 GB RAM
Intel Core i5-4690K @ 3.50 GHz

#4

10

Actor (n)

500

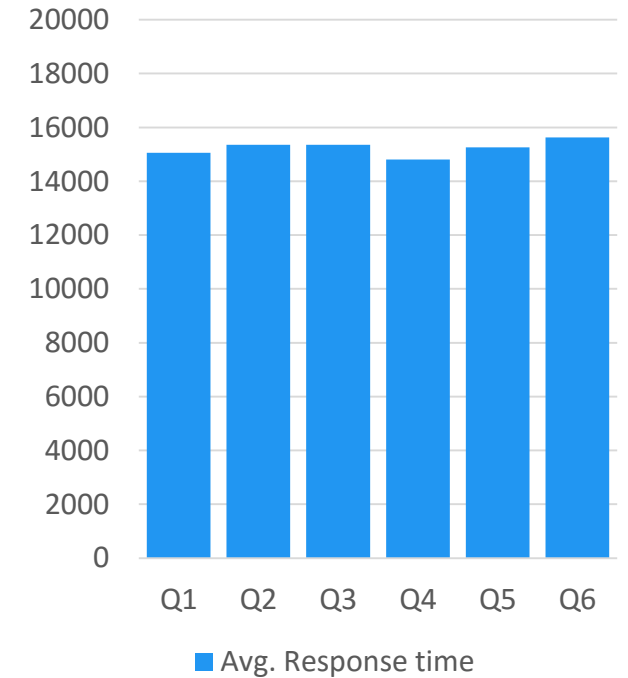
ms delay (t)

10

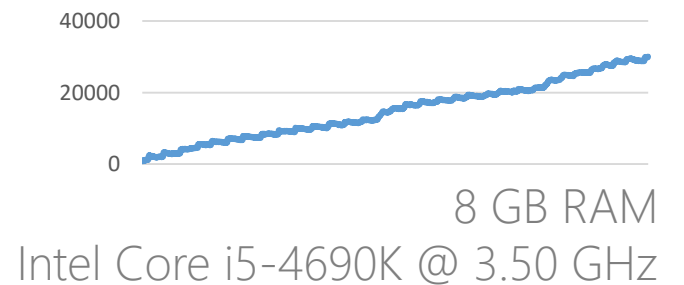
Min runtime

	6503	According to node
Q1	15051ms	178ms
Q2	15354ms	305ms
Q3	15350ms	172ms
Q4	14807ms	218ms
Q5	15261ms	163ms
Q6	15633ms	166ms

Avg. Response time



Development over time



⇒ node is probably the limiting factor here