

# Cellular Automata Performance Benchmark Report

Auto-generated Analysis

January 28, 2026

## 1 Test Configuration

All benchmarks were executed with the following configuration:

- **Grid Size:**  $3000 \times 3000$  cells (9,000,000 total)
- **Timesteps:** 100
- **Traits:** 1
  - Trait 0: (any) → allowed rules: conway, conway optimized

**Note:** The versions correspond to Git commits but have been modified for benchmarking purposes. The modifications (diffs) are available in the `benchmark_diffs/` folder, with a summary in `benchmark_diffs/SUMMARY.md`.

### 1.1 Configuration Validation

All versions conform to the expected test configuration.

## 2 Library Performance (trait\_ac)

This section shows the performance of the core simulation library without graphical interface overhead.

Version	Date	Time (s)	Steps/s	MCells/s	vs Base	vs Prev
v0	2025-12-19	171.700	0.58	5.24	—	—
v1	2025-12-22	26.465	3.78	34.01	6.49×	6.49×
v2	2025-12-23	26.466	3.78	34.01	6.49×	1.00×
v3	2025-12-24	12.287	8.14	73.25	13.97×	2.15×
v4	2025-12-25	1.855	53.90	485.08	92.54×	6.62×
v5	2025-12-26	1.639	61.03	549.25	104.79×	1.13×
v6	2026-01-07	0.901	111.04	999.32	190.65×	1.82×
v7	2026-01-27	0.674	148.36	1335.21	254.73×	1.34×

Table 1: Library performance across versions

**Summary:** Final version achieves a **254.7× speedup** compared to baseline. Time reduced from 171.700s to 0.674s.

## 3 Graphical Interface Performance (trait\_ac\_ui)

This section shows the performance including the graphical rendering overhead.

Version	Date	Time (s)	Steps/s	MCells/s	vs Base	vs Prev
v0	2025-12-19	540.806	0.18	1.66	—	—
v1	2025-12-22	320.368	0.31	2.81	1.69×	1.69×
v2	2025-12-23	32.625	3.07	27.59	16.58×	9.82×
v3	2025-12-24	21.195	4.72	42.46	25.52×	1.54×
v4	2025-12-25	7.371	13.57	122.10	73.37×	2.88×
v5	2025-12-26	4.277	23.38	210.41	126.44×	1.72×
v6	2026-01-07	2.262	44.22	397.94	239.12×	1.89×
v7	2026-01-27	0.913	109.59	986.28	592.65×	2.48×

Table 2: GUI performance across versions

**Summary:** Final version achieves a **592.7× speedup** compared to baseline. Time reduced from 540.806s to 0.913s.

## 4 UI vs Library Time Breakdown

This analysis separates the pure UI rendering overhead from the simulation computation time.

Version	Date	UI Total (s)	Lib (s)	Pure UI (s)	Lib %	UI %	Pure UI Speedup
v0	2025-12-19	540.806	171.700	369.106	31.7%	68.3%	—
v1	2025-12-22	320.368	26.465	293.903	8.3%	91.7%	1.26×
v2	2025-12-23	32.625	26.466	6.159	81.1%	18.9%	59.93×
v3	2025-12-24	21.195	12.287	8.908	58.0%	42.0%	41.43×
v4	2025-12-25	7.371	1.855	5.516	25.2%	74.8%	66.92×
v5	2025-12-26	4.277	1.639	2.639	38.3%	61.7%	139.88×
v6	2026-01-07	2.262	0.901	1.361	39.8%	60.2%	271.19×
v7	2026-01-27	0.913	0.674	0.238	73.9%	26.1%	1547.82×

Table 3: UI overhead breakdown by version

**Pure UI Overhead Improvement:** 1547.8× speedup (from 369.106s to 0.238s)

## 5 Version History

Version	Commit	Date	Message
v0	d3c5067	2025-12-19	update readme.md
v1	d76218f	2025-12-22	performance boost
v2	6002d09	2025-12-23	performance boost + refactor
v3	4e7ee8c	2025-12-24	perf boost (less allocation + new approach)
v4	c1d129c	2025-12-25	refactor + better perf
v5	de2a57f	2025-12-26	gpu rendering
v6	d5b73d0	2026-01-07	refactor, cleanup, fixed small bugs, added conf...
v7	95c8875	2026-01-27	removed bitvec, updated conway_optimized, upda...

Table 4: Git commit history for each version

## 6 Overall Summary

Component	Baseline Time	Final Speedup
Library ( <code>trait_ac</code> )	171.700s	254.7×
GUI ( <code>trait_ac_ui</code> )	540.806s	592.7×
Pure UI Overhead	369.106s	1547.8×

The optimization effort resulted in a **255× speedup** for the core library, going from 5.24 million cells/second to 1335.21 million cells/second (**1.34 billion cells/second**).