# Introduction

This performance measurements were triggered by a competing company (AidAim) publishing the same benchmark comparing their SQLMemTable with kbmMemTable, ClientDataset and DBISAM3's memtable.

Since kbmMemTable is a vital part of many applications all over the world, C4D saw not other alternatives than to check what was the reasons for the performance differences, how does the performance look for other sized datasets and how could kbmMemTable be improved.

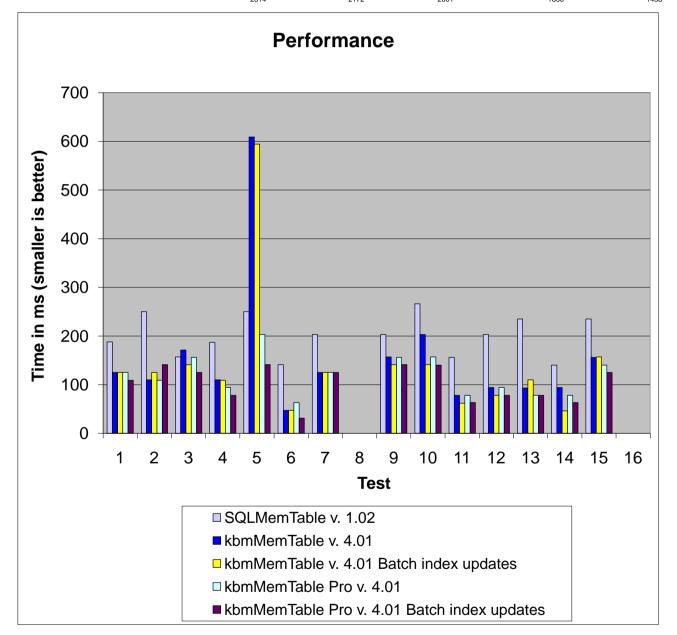
As will be shown in these measurements, kbmMemTable Std 4.01 and kbmMemTable Pro 4.01 performs very well in addition to being some of the most feature rich memorytables for the Borland community today.

Benchmarking is always a 'tricky' business in many ways. Its very difficult to select what to benchmark and how giving all parties a fair treatment. That was what happened in the original benchmark published by AidAim. The benchmark used for these tests are actually the same benchmark, although optionally (via \$DEFINE's} slightly modified to be more fair to all parties (like not benchmarking screenupdates, allowing equal type of string comparisons etc.

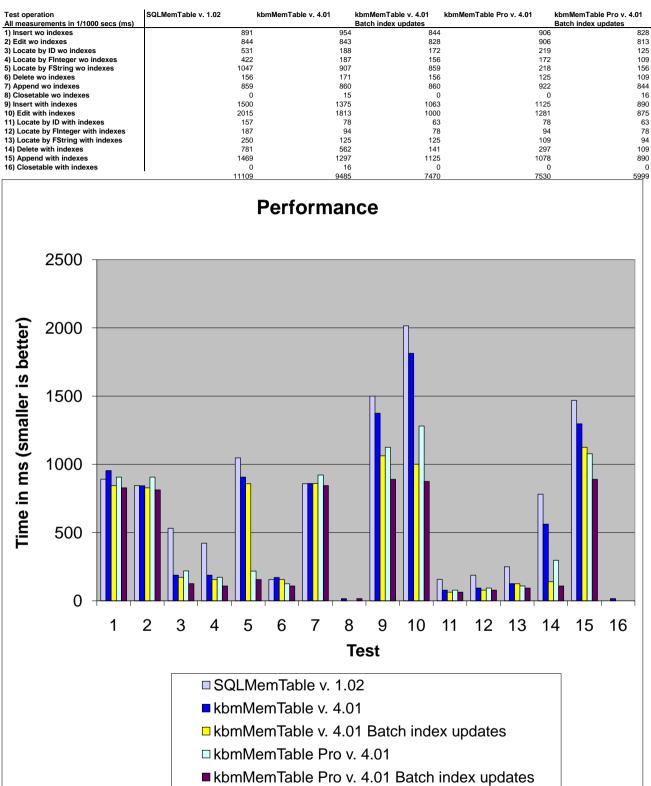
But the benchmark is still not good enough. It is still a synthetic test, and time is still spend generating test data while benchmarking etc. Which all affect the end results. It may affect all tests equally, but if you then calculate how much faster one table is compared to another in that specific test, you will not get a correct result, since both results have been offset with a constant amount. (eg. 5 and 10 as percentage is not the same as 10 and 15 (offsetting the values with 5)

## Benchmark 1.000 records

Test operation	SQLMemTable v. 1.02	kbmMemTable v. 4.01		kbmMemTable v. 4.01	kbmMemTable Pro v. 4.01	kbmMemTable Pro v. 4.01		
All measurements in 1/1000 secs (ms)				Batch index updates		Batch index updates		
1) Insert wo indexes	18	3	125	125	125	109		
2) Edit wo indexes	25	)	110	125	109	141		
3) Locate by ID wo indexes	15	7	171	141	156	125		
4) Locate by FInteger wo indexes	18	7	110	109	94	78		
5) Locate by FString wo indexes	25	)	609	594	203	141		
6) Delete wo indexes	14	1	47	47	63	31		
<ol><li>Append wo indexes</li></ol>	20	3	125	125	125	125		
8) Closetable wo indexes		)	0	0	0	0		
9) Insert with indexes	20	3	157	141	156	141		
10) Edit with indexes	26	5	203	141	157	140		
11) Locate by ID with indexes	15	6	78	62	78	63		
12) Locate by FInteger with indexes	20	3	94	78	94	78		
13) Locate by FString with indexes	23	5	93	110	78	78		
14) Delete with indexes	14	0	94	46	78	63		
15) Append with indexes	23	5	156	157	140	125		
16) Closetable with indexes		0	0	0	0	0		
	281	4 2	172	2001	1656	1438		



### Benchmark 10.000 records



## Benchmark 40.000 records

Test oper	ration	SQLMemTable v. 1.02	kbmMerr	Table v. 4.01	kbmMe	emTable v. 4.01	kbmMemTable Pro v. 4.01	kbmMemTable Pro v. 4.01
All measu	urements in 1/1000 secs (ms	)				ndex updates		Batch index updates
	wo indexes		3594		84	3359		
2) Edit wo			3281		72	3188		
	by ID wo indexes		500		72	187		
	by FInteger wo indexes		500		203	188		
	by FString wo indexes		1110		07	875		
	wo indexes		390		312	1328		
	d wo indexes		3313		265	3500		
	able wo indexes		0		16	16		
	with indexes		6469		578	4718		
	vith indexes		8312	133		4735		
	e by ID with indexes		156		78	78		
	e by Finteger with indexes		203		94	94		
	e by FString with indexes		266		40	125		
	e with indexes		3313		22	1265		
	nd with indexes		5968		500	4688		
16) Close	table with indexes	I	0		16	31	)	
			37375	482	234	28375	27628	3 218
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	16000							
~	14000							
better	12000							
Time in ms (smaller is better)	10000							
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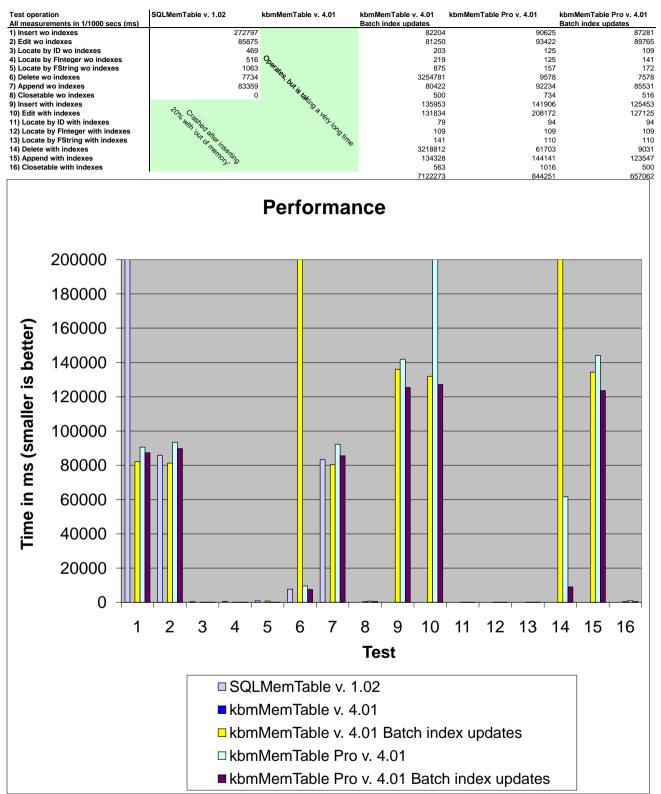
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 1 **Test** SQLMemTable v. 1.02 kbmMemTable v. 4.01 kbmMemTable v. 4.01 Batch index updates kbmMemTable Pro v. 4.01

kbmMemTable Pro v. 4.01 Batch index updates

# Benchmark 100.000 records

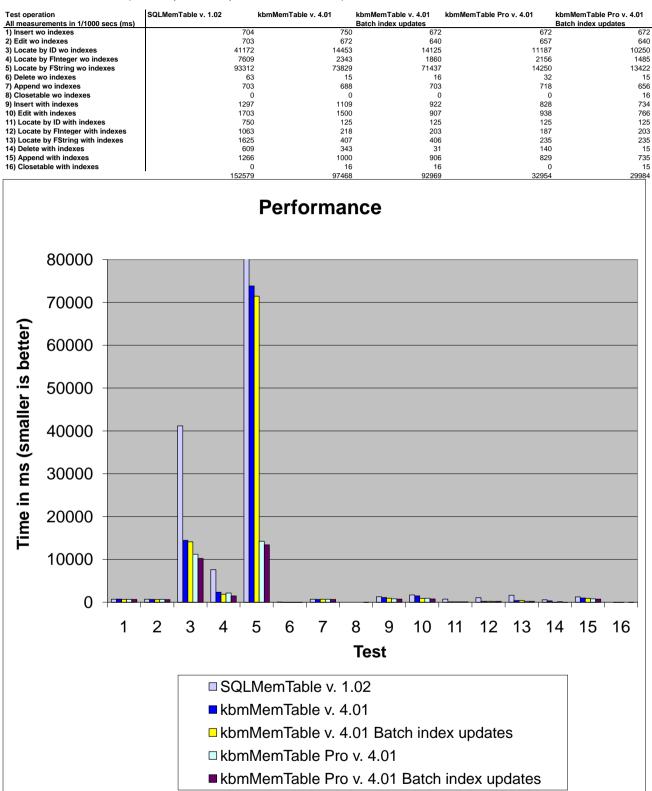
Test opera	ation Irements in 1/1000 se	re (me)	SQLMem	Table v.	1.02	kbn	MemTabl	e v. 4.01		mMemTabl tch index ι		kbmMe	emTable P	ro v. 4.01			able Pro v		
	vo indexes	,s (ms)		10218 20375 8141 7688						ten index t	796 764						Batch index updates 787 760		
3) Locate	by ID wo indexes by Finteger wo index	95				516 546			187 203		15	6			110 125			14	
5) Locate	by FString wo indexe					1079			906		81	2			157			20	
	wo indexes I wo indexes					1062 8125			0172 8093		740 798				656 8250			53 762	
	able wo indexes vith indexes				1	0 7656		68	47 3906		4 1161	7		1	31 1250			4 940	
10) Edit w	ith indexes					21594			4438		1178	1			4141			945	
	e by ID with indexes e by FInteger with ind	exes				157 218			78 93			'8 14			94 94			9	
	e by FString with inde with indexes	xes				297 8688		54	141 4094		12 806				94 2953			9 56	
15) Appen	nd with indexes table with indexes					5703 0			4281 78		1167				1422 47			954	
			1		g	94000		309	9780		7565			6	47 5440			5347	
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Time in ms (smaller is better)	10000 -						_								_	_	<u> </u>		
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				<ul> <li>SQLMemTable v. 1.02</li> <li>kbmMemTable v. 4.01</li> <li>kbmMemTable v. 4.01 Batch index updates</li> </ul>															
				□ kbmMemTable Pro v. 4.01															
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### Benchmark 1.000.000 records



### Alternative 100.000 record benchmark

This benchmark uses the DBMemBenchmark with the defines PROGRESS undefined, and LOCATE\_ALL defined. What that means is that no progress bars will be updated, and the locate tests is performed the same number of times as the number of records in the benchmark. That means instead of the locates are performed only 1000 times, they are in this alternative benchmark performed 10.000 times.



## **Notes**

1) SQLMemTable do not handle locale specific indexes why the kbmMemTable tests equally was performed on non localized strings.

2) The testsuite was changed slightly from the original one published by AidAim to include Append and table close (should have been EmptyTable, but SQLMemTable failed that)

3) Further the test suite contans a BATCH definition which can be enabled or disable depending on if the kbmMemTable test should be performed with or without batch index handling.

4) All tests have been performed on a P4 2.6Ghz with 512MB RAM, running XP Home Edition. The suite was compiled with Delphi 7 with optimizations enabled.

5) The testsuite is in reality not extremely fair to any of the products with respect to real time measurements since the loops contain lots of Application.HandleMessage and other such stuff which influence the time measurements. Since both the SQLMemTable and kbmMemTable tests are subject to that, a comparison between the two is still possible.

6) kbmMemTable was run in Performance mode pfFast.

7) Benchmarking with 1 million records ended up in an out of memory exception for SQLMemTable while inserting with indexes.

8) If you run a non SQLMemTable test first and then the SQLMemTable test afterwards, SQLMemTable do not correctly show numbers for non indexed operation. This is due to a bug in SQLMemTable v. 1.02.

# Conclusions

For most practical uses of a memtable, kbmMemTable Std. v. 4.01 performs significantly better than SQLMemTable even without batch indexing. In lots of real life uses, one would use batch indexing in which case kbmMemTable often performs the operation in half the time taken by SQLMemTable.

On extremely large amounts of records (>50.000), kbmMemTable without batched indexes is hurt by the fact that each update/insert/delete results in rearranging a Tiist, while SQLMemTable internally uses another type of linked storage not hurt as severely in these situations. With batched indexes, kbmMemTable however do not suffer as severely from that problem except when deleting records the way this benchmark does, deleting all records using the delete method, one by one. One would usually use EmptyTable or Close in this situation.

kbmMemTable Pro 4.01 outperforms SQLMemTable in several cases with more than 800%, and on average around 50% on the locate limited tests. On the alternative test where the full range of records are being located, kbmMemTable Pro 4.01 performs SQLMemTable v. 1.02 with 400%

kbmMemTable Pro 4.01 is freely available for all holders of kbmMW commercial licenses kbmMemTable Std 4.01 is freely available and open source.

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