

Re: Architecture ideas for batch processing?

Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java.programmer/2005-06/msg01074.html>

- *From:* "Lucy" <lucy@xxxxxxxxxxxxxxxx>
 - *Date:* Sun, 12 Jun 2005 19:16:15 -0500
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"Aquila Deus" <aquila.deus@xxxxxxxx> wrote in message
news:1118552658.847515.283050@xx

> Alan Meyer wrote:

>> "Ray in HK" <ray@xxxxxxxx> wrote in message
[news:d8ge0v\\$20e4@xx](mailto:news:d8ge0v$20e4@xx)

>>> What are the market price of ram.

>>

>> Thanks for the reply.

>>

>> RAM can be surprisingly expensive when you buy it in multi-bank,

>> multi-gigabyte modules for Sun machines. But your point is well

>> taken. The extra cost may be justified.

>>

>> There may be some processing efficiencies besides using

>> less memory management in a multi-threaded vs. multi-tasking

>> design.

>>

>> Maybe someone has experience in this area?

>

> Ask unix or windows experts. There are at least three disadvantages:

>

> 1.Allocating a process uses more resource than a new thread. But given

> Java's own resource need, :-)

>

> 2.Context-switching processes takes longer time than switching threads.

So on a per batch basis, the percentage of time wasted is this:

(A tiny part of a fraction of a second) / (A few minutes or hours)

is approx == 0, so just forget about it.

> 3.On non-SMP, sync between processes are super heavy compared to

> thread's. In x86 all you need to do mutex between threads is an

> exchange command, but between processes....

>

>

> PS: none of above is really important.

>

- **References:**

- ◆ **Architecture ideas for batch processing?**
 - ◇ From: Alan Meyer
- ◆ **Re: Architecture ideas for batch processing?**
 - ◇ From: Ray in HK
- ◆ **Re: Architecture ideas for batch processing?**
 - ◇ From: Alan Meyer
- ◆ **Re: Architecture ideas for batch processing?**
 - ◇ From: Aquila Deus

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