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Description

X11perf is a public domain benchmark that measures window management performance as well as traditional 2D graphics performance. X11perf includes tests for the time it takes to create and map windows, to map a pre-existing set of windows onto the screen, and to rearrange windows. Additionally, X11perf measures graphics performance frequently used by X applications. Such operations include CopyPlane (used by the DEC PostScript® previewer), scrolling (used in text windows), and various stipples and tiles (used for CAD and half-toning, respectively).

X11perf should be used to analyze particular strengths and weaknesses of servers. It is most useful when used by a server developer who wants to analyze and improve a server. While X11perf can be used as a benchmark, it was intended to be a performance testing tool. No single number or small set of numbers can sufficiently characterize how an X implementation will perform on all applications. However, if you know your application, you may be able to use the numbers X11perf reports to predict your application's performance on a given X implementation.

Note: Both the DEC 3000 Model 400 AXPTM and DEC 3000 Model 500 AXP workstations ran DEC OpenVMSTM FT4 operating system and X11perf V1.3 Digital has an ongoing program of performance engineering across all products. As system tuning and software optimizations continue, Digital expects the performance of its workstations to increase. As more benchmark results become available, Digital will publish reports containing the new and updated benchmark data.

Results

X11perf results for the DEC 3000 Model 400 AXP and DEC 3000 Model 500 AXP workstations appear on the following pages.



Table 1 DEC 3000 Model 400 X11perf results

Result Operation 1250000.0 Dot 1060000.0 1x1 rectangle 333000.0 10x10 rectangle 7450.0 100x100 rectangle 324.0 500x500 rectangle 922000.0 1x1 stippled rectangle 353000.0 10x10 stippled rectangle 7520.0 100x100 stippled rectangle 324.0 500x500 stippled rectangle 897000.0 1x1 opaque stippled rectangle 250000.0 10x10 opaque stippled rectangle 6240.0 100x100 opaque stippled rectangle 314.0 500x500 opaque stippled rectangle 897000.0 1x1 4x4 tiled rectangle 249000.0 10x10 4x4 tiled rectangle 6790.0 100x100 4x4 tiled rectangle 319.0 500x500 4x4 tiled rectangle 196000.0 1x1 161x145 stippled rectangle 15400.0 10x10 161x145 stippled rectangle 174.0 100x100 161x145 stippled rectangle 6.9 500x500 161x145 stippled rectangle 194000.0 1x1 161x145 opaque stippled rectangle 15300.0 10x10 161x145 opaque stippled rectangle

174.0 100x100 161x145 opaque stippled rectangle 6.9 500x500 161x145 opaque stippled rectangle 136000.0 1x1 161x145 tiled rectangle 12600.0 10x10 161x145 tiled rectangle 265.0 100x100 161x145 tiled rectangle 11.5 500x500 161x145 tiled rectangle 13600.0 1x1 216x208 tiled rectangle 286.0 100x100 216x208 tiled rectangle 12.3 500x500 216x208 tiled rectangle 12.3 500x500 216x208 tiled rectangle 1428000.0 1-pixel line segment 71700.0 10-pixel line segment 15200.0 500-pixel line segment

68300.0 100-pixel line segment (1 kid)



Table 1 DEC 3000 Model 400 X11perf Results (continued)

71000.0 67800.0	100-pixel line segment (2 kids) 100-pixel line segment (3 kids)
430000.0	10-pixel dashed segment
71500.0	100-pixel dashed segment
/1500.0	100-pixel double-dashed segment
654000.0	10-pixel norizontal line segment
464000.0	100-pixel horizontal line segment
143000.0	500-pixel norizontal line segment
405000.0	10-pixel vertical line segment
66300.0	100-pixel vertical line segment
14100.0	500-pixel vertical line segment
80600.0	10x1 wide horizontal line segment
25800.0	100x10 wide horizontal line segment
2540.0	500x50 wide horizontal line segment
74800.0	10x1 wide vertical line segment
19700.0	100x10 wide vertical line segment
2170.0	500x50 wide vertical line segment
1000000.0	l-pixel line
564000.0	10-pixel line
74300.0	100-pixel line
15400.0	500-pixel line
536000.0	10-pixel dashed line
74000.0	100-pixel dashed line
73900.0	100-pixel double-dashed line
29400.0	10x1 wide line
10600.0	100x10 wide line
2080.0	500x50 wide line
3640.0	100x10 wide dashed line
4010.0	100x10 wide double-dashed line
98200.0	10x10 rectangle outline
29100.0	100x100 rectangle outline
5540.0	500x500 rectangle outline
161000.0	10x10 wide rectangle outline
13000.0	100x100 wide rectangle outline
731.0	500x500 wide rectangle outline
321000.0	1-pixel circle
205000.0	10-pixel circle
9440.0	100-pixel circle
2030.0	500-pixel circle
1980.0	100-pixel dashed circle
1370.0	100-pixel double-dashed circle



Table 1 DEC 3000 Model 400 X11perf Results (continued)

226000.0	10-pixel wide circle
3230.0	100-pixel wide circle
529.0	500-pixel wide circle
6.0	100-pixel wide dashed circle
107.0	100-pixel wide double-dashed circle
41000.0	10-pixel partial circle
10900.0	100-pixel partial circle
1940.0	10-pixel wide partial circle
912.0	100-pixel wide partial circle
962000.0	1-pixel solid circle
240000.0	10-pixel solid circle
8170.0	100-pixel solid circle
401.0	500-pixel solid circle
26000.0	10-pixel fill chord partial circle
8400.0	100-pixel fill chord partial circle
24700.0	10-pixel fill slice partial circle
8650.0	100-pixel fill slice partial circle
59300.0	10-pixel ellipse
10200.0	100-pixel ellipse
2220.0	500-pixel ellipse
2430.0	100-pixel dashed ellipse
1640.0	100-pixel double-dashed ellipse
26100.0	10-pixel wide ellipse
4330.0	100-pixel wide ellipse
716.0	500-pixel wide ellipse
4.9	100-pixel wide dashed ellipse
5.5	100-pixel wide double-dashed ellipse
38800.0	10-pixel partial ellipse
12700.0	100-pixel partial ellipse
1890.0	10-pixel wide partial ellipse
401.0	100-pixel wide partial ellipse
117000.0	10-pixel filled ellipse
14000.0	100-pixel filled ellipse
785.0	500-pixel filled ellipse
26800.0	10-pixel fill chord partial ellipse
12600.0	100-pixel fill chord partial ellipse
25400.0	10-pixel fill slice partial ellipse
12100.0	100-pixel fill slice partial ellipse
41900.0	Fill 1x1 equivalent triangle
31300.0	Fill 10x10 equivalent triangle



Table 1 DEC 3000 Model 400 X11perf Results (continued)

5820.0	Fill 100x100 equivalent triangle
35000.0	Fill 10x10 trapezoid
5680.0	Fill 100x100 trapezoid
15700.0	Fill 10x10 stippled trapezoid
3800.0	Fill 100x100 stippled trapezoid
16500.0	Fill 10x10 opaque stippled trapezoid
3470.0	Fill 100x100 opaque stippled trapezoid
16900.0	Fill 10x10 tiled trapezoid
3660.0	Fill 100x100 tiled trapezoid
12700.0	Fill 10x10 161x145 stippled trapezoid
2020.0	Fill 100x100 161x145 stippled trapezoid
13200.0	Fill 10x10 161x145 opaque stippled trapezoid
2160.0	Fill 100x100 161x145 opaque stippled trapezoid
12200.0	Fill 10x10 161x145 tiled trapezoid
1490.0	Fill 100x100 161x145 tiled trapezoid
12100.0	Fill 10x10 216x208 tiled trapezoid
1620.0	Fill 100x100 216x208 tiled trapezoid
9980.0	Fill 10x10 equivalent complex polygon
1860.0	Fill 100x100 equivalent complex polygons
343000.0	Char in 80-char line (TR 10)
187000.0	Char in 30-char line (TR 24)
275000.0	Char in 80-char image line (TR 10)
106000.0	Char in 30-char image line (TR 24)
12900.0	Scroll 10x10 pixels
2120.0	Scroll 100x100 pixels
113.0	Scroll 500x500 pixels
12800.0	Copy 10x10 from window to window
2120.0	Copy 100x100 from window to window
112.0	Copy 500x500 from window to window
13400.0	Copy 10x10 from pixmap to window
2110.0	Copy 100x100 from pixmap to window
115.0	Copy 500x500 from pixmap to window
12400.0	Copy 10x10 from window to pixmap
2090.0	Copy 100x100 from window to pixmap
112.0	Copy 500x500 from window to pixmap
14500.0	Copy 10x10 from pixmap to pixmap
2150.0	Copy 100x100 from pixmap to pixmap
112.0	Copy 500x500 from pixmap to pixmap
18600.0	Copy 10x10 1-bit deep plane
4590.0	Copy 100x100 1-bit deep plane
306.0	Copy 500x500 1-bit deep plane



Table 1 DEC 3000 Model 400 X11perf Results (continued)

0000 0	
8830.0	Putimage IUXIU square
538.0	PutImage 100x100 square
22.1	PutImage 500x500 square
970.0	GetImage 10x10 square
228.0	GetImage 100x100 square
11.7	GetImage 500x500 square
103000.0	X protocol NoOperation
1080.0	GetAtomName
1090.0	GetProperty
22900.0	Change graphics context
6230.0	Create and map subwindows (4 kids)
7670.0	Create and map subwindows (16 kids)
7520.0	Create and map subwindows (25 kids)
7480.0	Create and map subwindows (50 kids)
7400.0	Create and map subwindows (75 kids)
7260.0	Create and map subwindows (100 kids)
6330.0	Create and map subwindows (200 kids)
10900.0	Create unmapped window (4 kids)
11100.0	Create unmapped window (16 kids)
10600.0	Create unmapped window (25 kids)
10600.0	Create unmapped window (50 kids)
10900.0	Create unmapped window (75 kids)
11000.0	Create unmapped window (100 kids)
11000.0	Create unmapped window (200 kids)
12500.0	Map window via parent (4 kids)
23000.0	Map window via parent (16 kids)
25700.0	Map window via parent (25 kids)
26900.0	Map window via parent (50 kids)
27500.0	Map window via parent (75 kids)
28300.0	Map window via parent (100 kids)
29100.0	Map window via parent (200 kids)
28500.0	Unmap window via parent (4 kids)
71300.0	Unmap window via parent (16 kids)
86900.0	Unmap window via parent (25 kids)
107000.0	Unmap window via parent (50 kids)
119000.0	Unmap window via parent (75 kids)
126000.0	Unmap window via parent (100 kids)
133000.0	Unmap window via parent (200 kids)
12200.0	Destroy window via parent (4 kids)
19300.0	Destroy window via parent (16 kids)



Table 1 DEC 3000 Model 400 X11perf Results (continued)

20600.0	Destroy window via parent (25 kids)
21900.0	Destroy window via parent (50 kids)
22300.0	Destroy window via parent (75 kids)
22400.0	Destroy window via parent (100 kids)
22500.0	Destroy window via parent (200 kids)
4470.0	Hide/expose window via popup (4 kids)
8980.0	Hide/expose window via popup (16 kids)
10100.0	Hide/expose window via popup (25 kids)
11000.0	Hide/expose window via popup (50 kids)
11400.0	Hide/expose window via popup (75 kids)
11800.0	Hide/expose window via popup (100 kids)
12300.0	Hide/expose window via popup (200 kids)
2680.0	Move window (4 kids)
1980.0	Move window (16 kids)
1670.0	Move window (25 kids)
1260.0	Move window (50 kids)
1000.0	Move window (75 kids)
848.0	Move window (100 kids)
525.0	Move window (200 kids)
23000.0	Moved unmapped window (4 kids)
22700.0	Moved unmapped window (16 kids)
22700.0	Moved unmapped window (25 kids)
22600.0	Moved unmapped window (50 kids)
22600.0	Moved unmapped window (75 kids)
22600.0	Moved unmapped window (100 kids)
22500.0	Moved unmapped window (200 kids)
9520.0	Move window via parent (4 kids)
21400.0	Move window via parent (16 kids)
25200.0	Move window via parent (25 kids)
30000.0	Move window via parent (50 kids)
32100.0	Move window via parent (75 kids)
33200.0	Move window via parent (100 kids)
35000.0	Move window via parent (200 kids)
2790.0	Resize window (4 kids)
2210.0	Resize window (16 kids)
1910.0	Resize window (25 kids)
1480.0	Resize window (50 kids)
1190.0	Resize window (75 kids)
1010.0	Resize window (100 kids)
642.0	Resize window (200 kids)
21100.0	Resize unmapped window (4 kids)



Table 1 DEC 3000 Model 400 X11perf Results (continued)

20800.0	Resize unmapped window (16 kids)
20800.0	Resize unmapped window (25 kids)
20700.0	Resize unmapped window (50 kids)
20800.0	Resize unmapped window (75 kids)
20700.0	Resize unmapped window (100 kids)
20600.0	Resize unmapped window (200 kids)
1460.0	Circulate window (4 kids)
986.0	Circulate window (16 kids)
916.0	Circulate window (25 kids)
832.0	Circulate window (50 kids)
783.0	Circulate window (75 kids)
734.0	Circulate window (100 kids)
599.0	Circulate window (200 kids)
67900.0	Circulate Unmapped window (4 kids)
36800.0	Circulate Unmapped window (16 kids)
30100.0	Circulate Unmapped window (25 kids)
23300.0	Circulate Unmapped window (50 kids)
18600.0	Circulate Unmapped window (75 kids)
15300.0	Circulate Unmapped window (100 kids)
8900.0	Circulate Unmapped window (200 kids)



Table 2 DEC 3000 Model 500 X11perf Results

1430000.0	Dot
1190000.0	1x1 rectangle
381000.0	10x10 rectangle
8460.0	100x100 rectangle
368.0	500x500 rectangle
1040000.0	1x1 stippled rectangle
403000.0	10x10 stippled rectangle
8540.0	100x100 stippled rectangle
367.0	500x500 stippled rectangle
1040000.0	1x1 opaque stippled rectangle
285000.0	10x10 opaque stippled rectangle
7070.0	100x100 opaque stippled rectangle
356.0	500x500 opaque stippled rectangle
1010000.0	1x1 4x4 tiled rectangle
284000.0	10x10 4x4 tiled rectangle
7700.0	100x100 4x4 tiled rectangle
362.0	500x500 4x4 tiled rectangle
220000.0	1x1 161x145 stippled rectangle
17400.0	10x10 161x145 stippled rectangle
197.0	100x100 161x145 stippled rectangle
7.8	500x500 161x145 stippled rectangle
220000.0	1x1 161x145 opaque stippled rectangle
17400.0	10x10 161x145 opaque stippled rectangle
197.0	100x100 161x145 opaque stippled rectangle
7.8	500x500 161x145 opaque stippled rectangle
153000.0	1x1 161x145 tiled rectangle
14200.0	10x10 161x145 tiled rectangle
301.0	100x100 161x145 tiled rectangle
13.1	500x500 161x145 tiled rectangle
170000.0	1x1 216x208 tiled rectangle
15400.0	10x10 216x208 tiled rectangle
324.0	100x100 216x208 tiled rectangle
13.9	500x500 216x208 tiled rectangle
863000.0	1-pixel line segment
490000.0	10-pixel line segment
81500.0	100-pixel line segment
17300.0	500-pixel line segment
77600.0	100-pixel line segment (1 kid)
80600.0	100-pixel line segment (2 kids)
76900.0	100-pixel line segment (3 kids)
492000.0	10-pixel dashed segment



Table 2 DEC 3000 Model 500 X11perf Results (continued)

81200.0	100-pixel dashed segment
81200.0	100-pixel double-dashed segment
756000.0	10-pixel horizontal line segment
532000.0	100-pixel horizontal line segment
163000.0	500-pixel horizontal line segment
464000.0	10-pixel vertical line segment
75300.0	100-pixel vertical line segment
15900.0	500-pixel vertical line segment
96200.0	10x1 wide horizontal line segment
29700.0	100x10 wide horizontal line segment
2890.0	500x50 wide horizontal line segment
89100.0	10x1 wide vertical line segment
22600.0	100x10 wide vertical line segment
2470.0	500x50 wide vertical line segment
1150000.0	1-pixel line
636000.0	10-pixel line
84400.0	100-pixel line
17400.0	500-pixel line
612000.0	10-pixel dashed line
84000.0	100-pixel dashed line
84000.0	100-pixel double-dashed line
33800.0	10x1 wide line
12100.0	100x10 wide line
2370.0	500x50 wide line
4140.0	100x10 wide dashed line
4570.0	100x10 wide double-dashed line
111000.0	10x10 rectangle outline
33100.0	100x100 rectangle outline
6300.0	500x500 rectangle outline
179000.0	10x10 wide rectangle outline
14800.0	100x100 wide rectangle outline
827.0	500x500 wide rectangle outline
367000.0	1-pixel circle
234000.0	10-pixel circle
10700.0	100-pixel circle
2300.0	500-pixel circle
2260.0	100-pixel dashed circle
1560.0	100-pixel double-dashed circle
259000.0	10-pixel wide circle
3650.0	100-pixel wide circle



Table 2 DEC 3000 Model 500 X11perf Results (continued)

601.0	500-pixel wide circle
6.8	100-pixel wide dashed circle
123.0	100-pixel wide double-dashed circle
46500.0	10-pixel partial circle
12400.0	100-pixel partial circle
2220.0	10-pixel wide partial circle
1050.0	100-pixel wide partial circle
1130000.0	1-pixel solid circle
274000.0	10-pixel solid circle
9270.0	100-pixel solid circle
455.0	500-pixel solid circle
29400.0	10-pixel fill chord partial circle
9530.0	100-pixel fill chord partial circle
28000.0	10-pixel fill slice partial circle
9820.0	100-pixel fill slice partial circle
67000.0	10-pixel ellipse
11600.0	100-pixel ellipse
2510.0	500-pixel ellipse
2780.0	100-pixel dashed ellipse
1890.0	100-pixel double-dashed ellipse
29900.0	10-pixel wide ellipse
4910.0	100-pixel wide ellipse
811.0	500-pixel wide ellipse
5.6	100-pixel wide dashed ellipse
6.3	100-pixel wide double-dashed ellipse
44000.0	10-pixel partial ellipse
14300.0	100-pixel partial ellipse
2160.0	10-pixel wide partial ellipse
461.0	100-pixel wide partial ellipse
132000.0	10-pixel filled ellipse
15800.0	100-pixel filled ellipse
892.0	500-pixel filled ellipse
29500.0	10-pixel fill chord partial ellipse
14000.0	100-pixel fill chord partial ellipse
28100.0	10-pixel fill slice partial ellipse
13500.0	100-pixel fill slice partial ellipse
50300.0	Fill 1x1 equivalent triangle
37300.0	Fill 10x10 equivalent triangle
6670.0	Fill 100x100 equivalent triangle
42100.0	Fill 10x10 trapezoid
6510.0	Fill 100x100 trapezoid



Table 2 DEC 3000 Model 500 X11perf Results (continued)

Result	Operation
18500.0	Fill 10x10 stippled trapezoid
4350.0	Fill 100x100 stippled trapezoid
18800.0	Fill 10x10 opaque stippled trapezoid
3930.0	Fill 100x100 opaque stippled trapezoid
19100.0	Fill 10x10 tiled trapezoid
4130.0	Fill 100x100 tiled trapezoid
16300.0	Fill 10x10 161x145 stippled trapezoid
2690.0	Fill 100x100 161x145 stippled trapezoid
15000.0	Fill 10x10 161x145 opaque stippled trapezoid
2440.0	Fill 100x100 161x145 opaque stippled trapezoid
13700.0	Fill 10x10 161x145 tiled trapezoid
1690.0	Fill 100x100 161x145 tiled trapezoid
13600.0	Fill 10x10 216x208 tiled trapezoid
1830.0	Fill 100x100 216x208 tiled trapezoid
11400.0	Fill 10x10 equivalent complex polygon
2110.0	Fill 100x100 equivalent complex polygons
386000.0	Char in 80-char line (TR 10)
214000.0	Char in 30-char line (TR 24)
309000.0	Char in 80-char image line (TR 10)
120000.0	Char in 30-char image line (TR 24)
17700.0	Scroll 10x10 pixels
2480.0	Scroll 100x100 pixels
128.0	Scroll 500x500 pixels
17500.0	Copy 10x10 from window to window
2470.0	Copy 100x100 from window to window
127.0	Copy 500x500 from window to window
18400.0	Copy 10x10 from pixmap to window
2470.0	Copy 100x100 from pixmap to window
130.0	Copy 500x500 from pixmap to window
16700.0	Copy 10x10 from window to pixmap
2440.0	Copy 100x100 from window to pixmap
128.0	Copy 500x500 from window to pixmap
20000.0	Copy 10x10 from pixmap to pixmap
2510.0	Copy 100x100 from pixmap to pixmap
128.0	Copy 500x500 from pixmap to pixmap
21100.0	Copy 10x10 1-bit deep plane
5210.0	Copy 100x100 1-bit deep plane
347.0	Copy 500x500 1-bit deep plane
11000.0	PutImage 10x10 square
624.0	PutImage 100x100 square



Table 2 DEC 3000 Model 500 X11perf Results (continued)

26.8	DutImage 500x500 gauare
1120.0	CetImage 10v10 square
258 0	GetImage 100x100 square
13 1	GetImage 500x500 square
119000 0	X protocol NoOperation
1280 0	Cet At omName
1280.0	GetProperty
25500 0	Change graphics context
6920 0	Create and map subwindows (4 kids)
8680 0	Create and map subwindows (1 kids)
8590.0	Create and map subwindows (10 Kids)
8480 0	Create and map subwindows (25 Kids)
8420 0	Create and map subwindows (50 Kids)
8240 0	Create and map subwindows (75 kids)
7180 0	Create and map subwindows (100 kids)
12400 0	Create upmapped window (4 kidg)
12700.0	Create unmapped window (4 kids)
12100.0	Create unmapped window (16 Kids)
12100.0	Create unmapped window (25 Kids)
12500.0	Create unmapped window (50 Kids)
12500.0	Create unmapped window (100 kida)
12600.0	Create unmapped window (100 kids)
122000.0	Man window wie newent (4 kida)
13300.0	Map window via parent (4 kids)
25100.0	Map window via parent (16 kids)
27700.0	Map window via parent (25 kids)
28900.0	Map window via parent (50 kids)
29800.0	Map window via parent (75 kids)
30800.0	Map window via parent (100 kids)
31800.0	Map window via parent (200 kids)
33400.0	Unmap window via parent (4 kids)
82300.0	Unmap window via parent (16 kids)
101000.0	Unmap window via parent (25 kids)
127000.0	Unmap window via parent (50 kids)
136000.0	Unmap window via parent (75 kids)
138000.0	Unmap window via parent (100 kids)
153000.0	Unmap window via parent (200 kids)
13900.0	Destroy window via parent (4 kids)
22200.0	Destroy window via parent (16 kids)
23700.0	Destroy window via parent (25 kids)
25200.0	Destroy window via parent (50 kids)
25400.0	Destroy window via parent (75 kids)



Table 2 DEC 3000 Model 500 X11perf Results (continued)

25700.0	Destroy window via parent (100 kids)
26000.0	Destroy window via parent (200 kids)
4720.0	Hide/expose window via popup (4 kids)
9750.0	Hide/expose window via popup (16 kids)
11200.0	Hide/expose window via popup (25 kids)
12200.0	Hide/expose window via popup (50 kids)
12800.0	Hide/expose window via popup (75 kids)
13100.0	Hide/expose window via popup (100 kids)
13600.0	Hide/expose window via popup (200 kids)
2930.0	Move window (4 kids)
2190.0	Move window (16 kids)
1830.0	Move window (25 kids)
1420.0	Move window (50 kids)
1150.0	Move window (75 kids)
961.0	Move window (100 kids)
587.0	Move window (200 kids)
25100.0	Moved unmapped window (4 kids)
24600.0	Moved unmapped window (16 kids)
24500.0	Moved unmapped window (25 kids)
24400.0	Moved unmapped window (50 kids)
24400.0	Moved unmapped window (75 kids)
24300.0	Moved unmapped window (100 kids)
24400.0	Moved unmapped window (200 kids)
10500.0	Move window via parent (4 kids)
24200.0	Move window via parent (16 kids)
28500.0	Move window via parent (25 kids)
33900.0	Move window via parent (50 kids)
36600.0	Move window via parent (75 kids)
37700.0	Move window via parent (100 kids)
39800.0	Move window via parent (200 kids)
3040.0	Resize window (4 kids)
2440.0	Resize window (16 kids)
2130.0	Resize window (25 kids)
1640.0	Resize window (50 kids)
1340.0	Resize window (75 kids)
1150.0	Resize window (100 kids)
713.0	Resize window (200 kids)
24000.0	Resize unmapped window (4 kids)
23700.0	Resize unmapped window (16 kids)
23700.0	Resize unmapped window (25 kids)

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Table 2 DEC 3000 Model 500 X11perf Results (continued)

Result	Operation
23700.0	Resize unmapped window (50 kids)
23600.0	Resize unmapped window (75 kids)
23500.0	Resize unmapped window (100 kids)
23600.0	Resize unmapped window (200 kids)
1630.0	Circulate window (4 kids)
1100.0	Circulate window (16 kids)
1020.0	Circulate window (25 kids)
937.0	Circulate window (50 kids)
878.0	Circulate window (75 kids)
828.0	Circulate window (100 kids)
682.0	Circulate window (200 kids)
77600.0	Circulate Unmapped window (4 kids)
38300.0	Circulate Unmapped window (16 kids)
34200.0	Circulate Unmapped window (25 kids)
25300.0	Circulate Unmapped window (50 kids)
20400.0	Circulate Unmapped window (75 kids)
17300.0	Circulate Unmapped window (100 kids)
10100.0	Circulate Unmapped window (200 kids)

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