

# Stress and Performance Testing in Virtual Environments

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### Oracle accused of stifling HP TPC benchmark

Too good to show

By [Chris Mellor](#) • [Get more from this author](#)  
Posted in [Servers](#), 11th March 2011 12:41 GMT  
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Oracle has been accused of stifling the publication of its own SPARC SuperCluster world-record benchmark, which indicates its own SPARC SuperCluster world-record benchmark is 100 per cent more per transaction than a similar test on a similar system.

The [record TPC-C benchmark](#) result is held by a Supercluster, which achieved 30,240,688 transactions per second.

### TPC slaps Oracle on benchmark claims

Watchdogs to Larry: 'You lie!'

By [Timothy Prickett Morgan](#) • [Get more from this author](#)

Posted in [Servers](#), 29th September 2009 22:34 GMT

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Oracle let its marketing mouth get ahead of its brain with the Exadata 2 cluster system.

Today, the Transaction Processing Council, which administers the TPC family of transaction and data warehouse processing benchmarks, slapped Oracle with a fine and a muzzle order relating to claims it has been making in advertisements about how its iron stacks up against alternatives such as IBM's Power 595 behemoth.

## NVIDIA Responds To GPU PhysX Cheating Allegation

Wednesday, June 25, 2008 - by [Dave Altavilla](#)

There's no shortage of drama in the Desktop Graphics industry, with bitter rivals NVIDIA and AMD-ATI taking shots at each other at any opportunity. Though HotHardware is a bit of a fan of NVIDIA, we're not blind to the fact that NVIDIA is as arrogant and thus not shy of taking on a passionate defense of the facts, rather than dabble in rumor hearsay.

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Atomic MPC > Features > Game > PC Games > ATI 'cheating' benchmarks and degrading game quality, says NVIDIA

### PC GAMES

## ATI 'cheating' benchmarks and degrading game quality, says NVIDIA

By Justin Robinson  
16:08 Sep 15, 2010 | 35 Comments  
Tags: [ATI](#) | [AMD](#) | [NVIDIA](#) | [FP16](#) | [Demotion](#) | [FP10](#) | [FP24](#) | [FP32](#) | [image](#) | [quality](#) | [comparison](#) | [Far](#) | [Cry](#) | [Oblivion](#) | [DoW](#) | [II](#) | [Dawn](#) | [War](#) | [Need](#) | [Speed](#) | [Shift](#) | [NFS](#) | [GTS450](#) | [5770](#)

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# Why Do We Test?

- To drive an application stack to emulate production like workloads
- Being able to repeat the tests to confirm results and or changes introduced



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# How Do We Test

- Define what you want to test
- Have an environment that allows you to repeat those tests



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# Types Of Testing

- Proof Of Concept
- Peak Load Simulation
- Stress Test
- Duration/Soak
- Customised Tests for specific uses



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# Virtual Changes Everything?

- Virtualisation *accelerates* your ability to make changes
- Stress environments are *all about change*



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# It's A Technology, Not An Excuse



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# “We Fear Change”



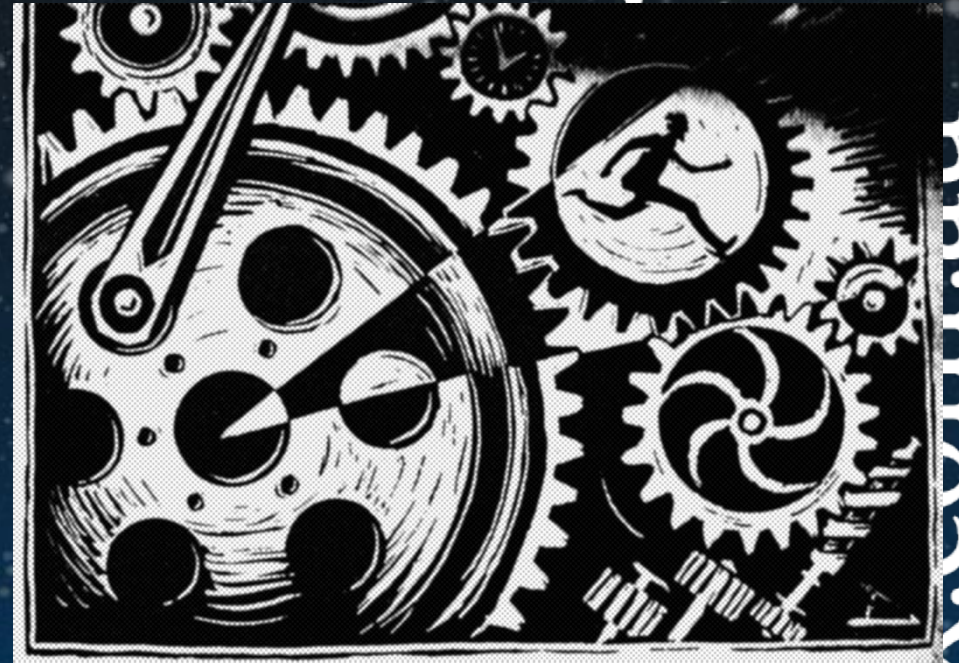
- Educate
- Train
- Involve

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# Wheels Within Wheels

More moving parts  
More tuning  
More knowledge  
More instrumentation



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# Real Life

- The Thundering Herd
- Reporting Skew
- Steal
- Hypervisor Overhead
- When to Give Up



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# Lies, etc

- Your in-guest view is wrong
- 2.4 Kernels were terrible
- 2.6 Kernels are much better
- Inaccuracy still creeps in



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**steal – threat or menace?**



# Neither!

- Steal is the hypervisor doing its job!
- Steal is not always a problem!
- Worry about user experience, not steal!



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# Hitting the Redline

- Not all hypervisors are equal
- Degradation can be dramatic
- Symptoms can be non-obvious:

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# When To Give Up

- What are your gains worth?
- What are you spending to get them?
- 5% on 1 environment is nothing
- 5% on 300 is huge

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# Any Questions?

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