

VisIt - Bug # 1246: viewer too greedy polling for engine connection

Status:	Pending	Priority:	Normal
Author:	Mark Miller	Category:	
Created:	11/20/2012	Assigned to:	
Updated:	11/28/2012	Due date:	
Likelihood:	3 - Occasional		
Severity:	2 - Minor Irritation		
Found in Version:	2.5.2		
OS:	All		
Support Group:	Any		
Subject:	viewer too greedy polling for engine connection		
Description:	<p>I tested this between skywalker and sidious here at LLNL.</p> <p>I created a serial profile for sidious and specified a bogus -dir option so that it would fail trying to launch the engine.</p> <p>The viewer process during the whole time of waiting for the engine to launch pegged the CPU at 100%.</p> <p>We should probably do like we do in the engine polling activity loop...We start by polling as fast as we can and do so for a period of a few seconds. If nothing happens, then we insert nanosleeps to reduce polling activity a few orders of magnitude. It allows the engine to be maximally responsive as long as the user is triggering work but quickly falls back to very low activity when idle. The similar logic in the engine can be found in MPIXfer.C, VisIt_MPI_Bcast</p>		

History

11/28/2012 12:10 pm - Eric Brugger

- Status changed from New to Pending