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Subject: Re: Hydra is FAST

Posted by [hojtsy](#) on Mon, 10 Apr 2006 10:59:19 GMT

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I rerun these test. The results seems to vary greatly. In the second run the winner was 2 threads, and in the third run winner was 3 threads but only with a small amount ahead of 2 threads.

1 Thread: 2.30 1.27, 1.30

2 Threads: 2.12, 1.10, 1.14

3 Threads: 2.02 1.13, 1.13

4 Threads: 1:17 1.12, 1.19

5 Threads: 1:13 1.12, 2.52

6 Threads: 1:10 2.32

7 Threads: 1:16

8 Threads: 5:51

I did all these tests the same way, by clicking the bomb icon in the same example after modifying the thread setting. Maybe some of the wild time values could be caused by some files becoming old enough between test runs to used in BLITZ compilations, but even with that the results are quite inconsistent. I suppose this could be tested automatically by compiling with every thread setting 10 times, and averaging, but I don't have the patience for that. Given all this inconsistency the only conclusion I can make is that 2 threads was always faster than 1 thread.

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