

QGIS Application - Bug report #19919

QGIS 2.18 faster than QGIS 3.3 DEV in processing

2018-09-22 04:30 PM - salvatore fiandaca

Status:	Closed	
Priority:	High	
Assignee:	Nyall Dawson	
Category:	Processing/Core	
Affected QGIS version:	3.3(master)	Regression?: Yes
Operating System:	win 10 - osgeo4w	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: invalid
Crashes QGIS or corrupts data:	No	Copied to github as #: 27743
Description		
<p>qgis 2.18.24 is more performing than the master version 3.3-0.79</p> <p>I did various tests with the processing tools and 2.18 is faster than the master, in particular: the processing 'counts points in the polygon': QGIS 2.18.24 time 90 sec QGIS DEV time 134 sec</p> <p>I attach db sqlite with point tables (> 1M points) and polygons</p> <p>https://mega.nz/#!dYxjSQCY!eP69I0MWnyPBQ0zp8aDMYVCBRXQfQEkMJAGd9Y5-3Yg</p>		

Associated revisions

Revision 93f83a02 - 2018-09-24 09:20 PM - Nyall Dawson

[processing] Remove unnecessary index creation in points in polygons

...and rely instead on the data provider's spatial index.

Refs #19919

Revision 17567ee5 - 2018-09-24 09:21 PM - Nyall Dawson

[processing] Never run feature validity check for point layers

Saves a few cycles. The feature validity checks have no meaning for point layers.

Refs #19919

History

#1 - 2018-09-23 12:10 AM - Nyall Dawson

- Status changed from Open to Feedback

Is this running a debug build of qgis 3 (eg the nightly builds)? You need to compare against a release build.

#2 - 2018-09-23 09:33 AM - salvatore fiandaca

Nyall Dawson wrote:

| *Is this running a debug build of qgis 3 (eg the nightly builds)? You need to compare against a release build.*

I redid the test using the 2.18.24 and 3.2.3,
2.18 is much faster

regards

#3 - 2018-09-24 09:28 AM - Nyall Dawson

What about disabling the geometry validation? (From processing options). Does that fix the regression?

#4 - 2018-09-24 09:50 AM - Nyall Dawson

- Assignee set to Nyall Dawson

#5 - 2018-09-24 10:47 AM - salvatore fiandaca

Nyall Dawson wrote:

| *What about disabling the geometry validation? (From processing options). Does that fix the regression?*

Yes,
now QGIS 3.X is very fast
thank you so much!

#6 - 2018-09-24 10:55 AM - Nyall Dawson

Faster than 2.18? (It should be!) I've got a pr coming in that further optimises this algorithm.

#7 - 2018-09-24 11:39 AM - Giovanni Manghi

Closing?

#8 - 2018-09-24 11:58 AM - Nyall Dawson

- Status changed from Feedback to Closed
- Resolution set to invalid

Yes. But I'd still love to see results for 3.2 with that feature disabled.

#9 - 2018-09-24 12:22 PM - salvatore fiandaca

Nyall Dawson wrote:

| *Yes. But I'd still love to see results for 3.2 with that feature disabled.*

Other comments:

QGIS 3.2 is slow at first use, after a while it resumes and I can not explain why.

test results:

2.18.24 time 90 sec

3.2.3 time 90 sec

but repeating the test several times the results change little.

#10 - 2018-09-26 02:54 PM - salvatore fiandaca

I redid test after PR of Nyall in 3.3 dev

time 52 sec

thanks Nyall

win 10 64 bit

AMD FX-7500 RADEON R7 - 10 Compute cores 4C+6G 2.10 GHz - 8 GB RAM