

QGIS Application - Bug report #16368

QGIS Server (much) slower rendering than Desktop single thread after specific commit of release_2.14

2017-03-20 06:32 AM - Tudor Bărbăscu

Status:	Closed	
Priority:	High	
Assignee:		
Category:	QGIS Server	
Affected QGIS version:	2.18.4	Regression?: Yes
Operating System:	Debian Stretch	Easy fix?: No
Pull Request or Patch supplied:		Resolution: wontfix
Crashes QGIS or corrupts data:		Copied to github as #: 24278
Description		
<p>On the same machine, with the same settings, the rendering time of QGIS Server Master/QGIS 2.18.4 and 2.14 latest is much slower then the commit:d708473d5d9ab8e0ad55a7113d7bf9d94a087b2f commit of branch 2.14 which is quite good as a reference (with no known Server bugs).</p> <p>I noticed this while testing for #15522 .</p> <p>For my project (I can provide privately to a dev a smaller postgis dump + project where the performance issue can can be replicated) the time to render a specific region is:</p> <ul style="list-style-type: none">- around 1.3 secs for all Qgis Desktop versions (single thread) for the region of my test GetMap request- around 1.6 secs for QGIS Server the above specific commit (a little slower than the Desktop)- around 2.95 secs for latest 2.14 build from source- around 3.2 secs for latest 2.18 build from source- around 2.85 secs for master single thread build from source- around 2.7 secs for master double thread build from source <p>Each of the server version had an equivalent .qgs project version + no errors in the logs.</p> <p>I have a hunch it's on account of my project using layer joins.</p>		

History

#1 - 2017-03-21 05:11 AM - Giovanni Manghi

- Target version changed from Future Release - High Priority to Version 2.18

Performances degradations have also been reported for QGIS Desktop for specific providers (like ms sql server) but also in general, see for example #16239

#2 - 2017-03-23 02:04 AM - Saber Razmjooei

- Subject changed from QGIS Server (much) slower rendering then Desktop single thread after specific commit of release_2.14 to QGIS Server (much) slower rendering than Desktop single thread after specific commit of release_2.14

#3 - 2017-04-30 05:06 PM - Giovanni Manghi

- Regression? set to Yes

#4 - 2017-04-30 05:09 PM - Giovanni Manghi

- Priority changed from Severe/Regression to High

#5 - 2017-05-01 01:10 AM - Giovanni Manghi

- *Easy fix? set to No*

#6 - 2018-02-01 09:52 AM - Tudor Bărașcu

- *Status changed from Open to Closed*

Not relevant anymore as QGIS 3 will soon be released and I think it may be too specific to my project to be investigated and fixed. QGIS 3 multithread solves the performance problems.

#7 - 2018-02-22 11:34 AM - Giovanni Manghi

- *Resolution set to wontfix*

- *Description updated*