

Orangutan - Improvement #1988

Multithreading

26 Feb 2012 11:14 - Andriy Lesyuk

Status:	Incomplete	Start date:	26 Feb 2012
Priority:	Normal	Due date:	
Assignee:	Andriy Lesyuk	% Done:	0%
Category:	Core	Estimated time:	0.00 hour
Target version:			
Description			
Currently Orangutan works in a single thread...			
There are three levels of service performance in development: The first is single thread (<i>obsolete style</i>)... It is believed to be slow because the process works on single task and cannot process other requests at the time! Next and cooler level (<i>normal nowadays</i>) is multi-threaded... It's what a normal server-side application should use!.. And the third and the coolest is... single thread (<i>Yeah! I also find this funny!</i>). It's also the most <u>advanced</u> . It's when an application is smart enough to delay some less important work to process more important work e.g. new requests...			
Not sure how multi-threading can be enabled in Orangutan... But it should be at least some mix of the second and the third methods! Right now most tasks are small enough and there is not a big delay if Orangutan processes other person's request (Well... It's like a human who can't speak to several humans at a time)!.. But in future things can change!..			