

Performance

[Return to Glossary](#)

[See 2.2.8 Performance](#)

Performance is the ability of a system to accomplish the required functionality at or under the required specification limits. The limits are generally provided relative to time. For example, so-many transactions per second, so-many updates per millisecond, so-many recorded entries per second, etc. The [specifications](#) can also include accuracy, precision or even efficiency of other dependent systems as requirements.

Source: [Performance](#)

From:
<https://www.omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:
https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:p:performance&rev=1605291172

Last update: **2020/11/13 13:12**

