Computer Architecture

Performance Increase / MSRP Increase || Minecraft Testing

* Benchmark Data using ranksort.c, quicksort.cpp, *maybe LINPACK.*

Scalability Test – scale.c

* Various Minecraft tests on performance: Render distance, TNT Machine, TNT explosions

Use Same seeds and coordinate location, texture packs?

Is Minecraft optimized better for ARM or x86 based? Must be emulated therefore not as efficient. If something is not native to arm, must go through emulation.

**STATS software:** A macOS system application that monitors CPU % used, CPU time, threads, idle wake ups, % GPU used, GPU Time, process id. Testing Minecraft with this tool.

**XCode Benchmarks Evaluation:** “Is this a c program you run in Terminal? If so, use time (i.e., time ls) … If it is a command line tool and you just what the total time do as tony wrote,

If you need to run it from XCode or are looking for more detail, you can use the Instruments package. Select Product->Profile then select Time Profiler.”

Getting execution time for c files in xCode: https://discussions.apple.com/thread/6357523