

## Programming Exercise Homework12

Elizabeth Duncan and CJ Fogel

Note: We had access to both a normal HD (our school computer) and semi-solid state drive (my personal mac). Thus we utilized both of these to complete our exercise.

1. Run `rdev` to find the name of the drive you're running on.
2. Run `sudo hdparm -I [drive name]` to find out information about the drive. This will tell you if you're using a solid state or a normal hard drive. It also gives you information about the number of cylinders, heads, sectors, and a bunch of other cool stuff. See below: <http://www.youtube.com/watch?v=3owqvmMf6No>

```
cj@cj:~/sched$ sudo hdparm -I /dev/sdb5
```

```
/dev/sdb5:
```

ATA device, with non-removable media

Model Number: WDC WD1002FAEX-00Y9A0

Serial Number: WD-WCAW31824989

Firmware Revision: 05.01D05

Transport: Serial, SATA 1.0a, SATA II Extensions, SATA Rev 2.5,

SATA Rev 2.6

Standards:

Supported: 8 7 6 5

Likely used: 8

Configuration:

| Logical | max | current |
|---------|-----|---------|
|---------|-----|---------|

|           |       |       |
|-----------|-------|-------|
| cylinders | 16383 | 16383 |
|-----------|-------|-------|

|       |    |    |
|-------|----|----|
| heads | 16 | 16 |
|-------|----|----|

|               |    |    |
|---------------|----|----|
| sectors/track | 63 | 63 |
|---------------|----|----|

--

CHS current addressable sectors: 16514064

LBA user addressable sectors: 268435455

LBA48 user addressable sectors: 1953525168

Logical/Physical Sector size: 512 bytes

device size with M = 1024\*1024: 953869 MBytes

device size with M = 1000\*1000: 1000204 MBytes (1000 GB)

cache/buffer size = unknown

Capabilities:

LBA, IORDY (can be disabled)

Queue depth: 32

Standby timer values: spec'd by Standard, with device specific minimum

R/W multiple sector transfer: Max = 16 Current = 0

Recommended acoustic management value: 128, current value: 254

DMA: mdma0 mdma1 mdma2 udma0 udma1 udma2 udma3 udma4 udma5 \*udma6

Cycle time: min=120ns recommended=120ns

PIO: pio0 pio1 pio2 pio3 pio4

Cycle time: no flow control=120ns IORDY flow control=120ns

Commands/features:

Enabled Supported:

\* SMART feature set

Security Mode feature set

\* Power Management feature set

\* Write cache

\* Look-ahead

\* Host Protected Area feature set

\* WRITE\_BUFFER command

\* READ\_BUFFER command

\* NOP cmd

```

*      DOWNLOAD_MICROCODE
      Power-Up In Standby feature set
*      SET_FEATURES required to spinup after power up
      SET_MAX security extension
      Automatic Acoustic Management feature set
*      48-bit Address feature set
*      Mandatory FLUSH_CACHE
*      FLUSH_CACHE_EXT
*      SMART error logging
*      SMART self-test
*      General Purpose Logging feature set
*      64-bit World wide name
*      {READ,WRITE}_DMA_EXT_GPL commands
*      Segmented DOWNLOAD_MICROCODE
*      Gen1 signaling speed (1.5Gb/s)
*      Gen2 signaling speed (3.0Gb/s)
*      Gen3 signaling speed (6.0Gb/s)
*      Native Command Queueing (NCQ)
*      Host-initiated interface power management
*      Phy event counters
*      NCQ priority information
*      DMA Setup Auto-Activate optimization
*      Software settings preservation
*      SMART Command Transport (SCT) feature set
*      SCT LBA Segment Access (AC2)
*      SCT Features Control (AC4)
*      SCT Data Tables (AC5)
      unknown 206[12] (vendor specific)
      unknown 206[13] (vendor specific)

```

#### Security:

```

      Master password revision code = 65534
      supported
not    enabled
not    locked
not    frozen
not    expired: security count
      supported: enhanced erase

```

174min for SECURITY ERASE UNIT. 174min for ENHANCED SECURITY ERASE UNIT.

Logical Unit WWN Device Identifier: 50014ee2b06d128f

```

NAA           : 5
IEEE OUI      : 0014ee
Unique ID     : 2b06d128f

```

3. Use ioloop.c (from homework 4) to write characters to the disk, and see how long it takes. We were able to compare the performance of the two types of disks. When initially starting to run ioloop.c on our windows and mac, the performance was similar. As we ran ioloop.c, the disparity between the windows and mac becomes apparent. See below (left is windows, right is mac).

Windows:

Mac:

```

> time ./ioloop 100

real    0m0.159s
user    0m0.000s
sys     0m0.000s

```

```

Admins-MacBook-Pro-3:Desktop allison$ time ./ioloop 100

real    0m0.007s
user    0m0.001s
sys     0m0.002s

```

```
> time ./ioloop 1000  
real    0m1.120s  
user    0m0.000s  
sys     0m0.000s
```

```
Admins-MacBook-Pro-3:Desktop allison$ time ./ioloop 1000  
real    0m0.418s  
user    0m0.001s  
sys     0m0.003s
```

```
> time ./ioloop 10000  
real    0m11.049s  
user    0m0.000s  
sys     0m0.012s
```

```
Admins-MacBook-Pro-3:SoftSysHw12 allison$ time ./ioloop 10000  
real    0m0.163s  
user    0m0.001s  
sys     0m0.007s
```

```
> time ./ioloop 100000  
real    2m7.380s  
user    0m0.004s  
sys     0m0.076s
```

```
Admins-MacBook-Pro-3:SoftSysHw12 allison$ time ./ioloop 100000  
real    0m0.417s  
user    0m0.002s  
sys     0m0.043s
```

Between ioloop 1000 and 10000, we posit that ioloop.c moved from disk storage to solid state storage on the mac. (On a semi-solid state machine, programs used frequently are stored on the solid state memory while programs not used often are on the HD. When we first started ioloop.c, it hadn't been used before and thus should have been stored on the HD. But after running thousands of times, the OS moved its storage to the solid state memory). Therefore, just the last two runs truly show the difference between solid state memory and traditionally HD performance. The disparity is obvious. On the last run, the solid state memory outperformed the hard drive by over 300%.