



## Lab 24.1: bonnie++

**bonnie++** is a widely available benchmarking program that tests and measures the performance of drives and filesystems. It is descended from **bonnie**, an earlier implementation.

Results can be read from the terminal window or directed to a file, and also to a **csv** format (comma separated value). Companion programs, **bon\_csv2html** and **bon\_csv2txt**, can be used convert to html and plain text output formats.

We recommend you read the **man** page for **bonnie++** before using as it has quite a few options regarding which tests to perform and how exhaustive and stressful they should be. A quick synopsis is obtained with:

```
$ bonnie++ -help

bonnie++: invalid option -- 'h'
usage:
bonnie++ [-d scratch-dir] [-c concurrency] [-s size(MiB)[:chunk-size(b)]]
        [-n number-to-stat[:max-size[:min-size][:num-directories[:chunk-size]]]]
        [-m machine-name] [-r ram-size-in-MiB]
        [-x number-of-tests] [-u uid-to-use:gid-to-use] [-g gid-to-use]
        [-q] [-f] [-b] [-p processes | -y] [-z seed | -Z random-file]
        [-D]

Version: 1.96
```

A quick test can be obtained with a command like:

```
$ time sudo bonnie++ -n 0 -u 0 -r 100 -f -b -d /mnt
```

where:

- **-n 0** means don't perform the file creation tests.
- **-u 0** means run as root.
- **-r 100** means pretend you have 100 MB of RAM.
- **-f** means skip per character I/O tests.
- **-b** means do a **fsync** after every write, which forces flushing to disk rather than just writing to cache.
- **-d /mnt** just specifies the directory to place the temporary file created; make sure it has enough space, in this case 300 MB, available.

If you don't supply a figure for your memory size, the program will figure out how much the system has and will create a testing file 2-3 times as large. We are not doing that here because it takes much longer to get a feel for things.

On an **RHEL 7** system:

```
$ time sudo bonnie++ -n 0 -u 0 -r 100 -f -b -d /mnt

Using uid:0, gid:0.
Writing intelligently...done
Rewriting...done
```

