

Homework 7 Labnotes

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<i>ID</i>	<i>Benchmark</i>	<i>Time(s)</i>	<i>Instructions</i>	<i>Rel to start</i>	<i>Rel to prev</i>	<i>Improvement</i>
db9b508	Midmark	3.498	$2.507 * 10^{10}$	1.000	1.000	starting point
	Adventure	29.278	$2.097 * 10^{11}$	1.000	1.000	
	Sandmark	86.711	$6.224 * 10^{11}$	1.000	1.000	
db9b508	Midmark	2.068	$1.930 * 10^{10}$	0.591	0.591	Compiled with optimization turned on and linked against -lcii-01
	Adventure	17.969	$1.637 * 10^{11}$	0.614	0.614	
	Sandmark	51.162	$4.792 * 10^{11}$	0.590	0.590	
db9b508	Midmark	1.97	$1.904 * 10^{10}$	0.563	0.953	Compiled with optimization turned on and linked against -lcii-02
	Adventure	17.04	$1.622 * 10^{11}$	0.582	0.948	
	Sandmark	48.71	$4.727 * 10^{11}$	0.562	0.952	
005d1be	Midmark	0.863	$5.221 * 10^9$	0.247	0.438	replaced set_ra_rb_rc() and set_ra_val() with bitshifting macros which eliminated Bitpack abstraction.
	Adventure	7.320	$3.508 * 10^{10}$	0.250	0.430	
	Sandmark	22.104	$1.292 * 10^{11}$	0.255	0.454	
060d711	Midmark	0.684	$3.901 * 10^9$	0.196	0.793	Removed unnecessary size check from Seg_get_address(). This was not necessary per spec.
	Adventure	6.496	$2.804 * 10^{10}$	0.222	0.887	
	Sandmark	16.705	$9.648 * 10^{10}$	0.193	0.756	
6f9c9f2	Midmark	0.637	$3.645 * 10^9$	0.182	0.931	Removed bounds check in run_um() for loop by adding halt command to the end of all programs that are loaded.
	Adventure	5.662	$2.542 * 10^{10}$	0.193	0.872	
	Sandmark	15.530	$9.010 * 10^{10}$	0.179	0.930	
9d1b073	Midmark	0.486	$2.663 * 10^9$	0.139	0.763	Removed Hanson's Seq_t for a simple dynamicly expanding array.
	Adventure	4.868	$2.089 * 10^{10}$	0.166	0.860	
	Sandmark	11.880	$6.565 * 10^{10}$	0.137	0.765	
48fa4df	Midmark	0.420	$2.165 * 10^9$	0.120	0.864	Performed switch statement in same function as main for loop allowing all variables to be local.
	Adventure	4.713	$1.687 * 10^{10}$	0.161	0.968	
	Sandmark	10.204	$5.328 * 10^{10}$	0.118	0.859	

NOTE: ID column is a unique identifier which allows us to go to the program state of any listed step using git. The first three steps are using the same ID as they were identical sans compilation links.