Звіт по лабораторній роботій №1 з архітектури обчислювальних систем студента групи К22 Ламзіна Олега

- 1. В якості мови програмування для тестування швидкодії обч. системи було обрано мову програмування Go 1.5.
- 2. Крім того я написав скрипт на мові програмування Python, за допомогою якого генерується код на мові програмування Go, шляхом підстановки відповідних типів, значень та операцій в заготовку на Go.
- 3. Тести проводилися на двох обчислювальних системах:
 - Windows8 64bit, i3-3220 3.3GHz
 - Android 4.1.2, IdeaTab A1000L-F, Dual-core 1.2 GHz Cortex-A9

Лістинг скрипту:

```
template_file = open("template_run_func.go", "r+")
template = ""

for line in template_file:
    template += line

for t in types:
    template_new = template.replace("#TYPE", t)

for i in range(4):
    template_new = template_new.replace("#OPERATION_%d" % (i + 1), operations[i][0])
    template_new = template_new.replace("#OPERATION_NAME_%d" % (i + 1), operations[i][1])

source_file.write(template_new)
```

```
template_file = open("template_func.go", "r+")
template = ""

for line in template_file:
    template += line

for t in types:
    for op in operations:
        template_new = template.replace("#TYPE", t)
        template_new = template_new.replace("#OPERATION_NAME", op[1])
    template_new = template_new.replace("#OPERATION", op[0])
    template_new = template_new.replace("#INITIALISE_VARIABLES", init[t])

source_file.write(template_new)
```

"code_generator.py" створює "test.go" з файлів "template_func.go", "template_main.go" & "template_run_func.go"

"template_main.go" лістинг:

```
1  package main
2
3
4  import "fmt"
5  import "time"
6
7
8  func main(){
9
10    test_run_int8()
11    test_run_int16()
12    test_run_int32()
13    test_run_int64()
14
15    test_run_float32()
16    test_run_float64()
17
18  }
19
20
21  func string_linear(x float64) string{
22    result := ""
23    for i := 0; i < int(x); i++{
24        result += "*"
25    }
26
27    return result
28  }</pre>
```

"template_run_func.go" лістинг:

```
func test_run_#TYPE() {
     t_1 := test_#TYPE_#OPERATION_NAME 1()
    t_2 := test_#TYPE_#OPERATION_NAME_2()
     t_3 := test_#TYPE_#OPERATION_NAME_3()
     t_4 := test_#TYPE_#OPERATION_NAME_4()
     fmt.Printf("%s | %8s | %8.3fM | %32s | %8.3f%%\n",
          "#OPERATION_1", "#TYPE", 1 / t_1 * 10.0,
          string_linear(t_1 * 25 / t_1), t_1 * 100 / t_1)
     fmt.Printf("%s | %8s | %8.3fM | %32s | %8.3f%%\n",
    "#OPERATION_2", "#TYPE", 1 / t_2 * 10.0,
          string_linear(t_1 * 25 / t_2), t_1 * 100 / t_2)
    fmt.Printf("%s | %8s | %8.3fM | %32s | %8.3f%%\n",
    "#OPERATION_3", "#TYPE", 1 / t_3 * 10.0,
    string_linear(t_1 * 25 / t_3), t_1 * 100 / t_3)
     fmt.Printf("%s | %8s | %8.3fM | %32s | %8.3f%%\n",
          "#OPERATION_4", "#TYPE", 1 / t_4 * 10.0,
          string_linear(t_1 * 25 / t_4), t_1 * 100 / t_4)
     fmt.Printf("\n")
ł
```

"template_func.go" лістинг:

```
func test #TYPE #OPERATION NAME() float64 {
   var a, b, c, d #TYPE = #INITIALISE VARIABLES
   begin_1 := time.Now()
   for i := 0; i < 10000000; i++ {
       b = a
       a = d
       c = b
       d = a
       b = a
       a = c
       c = b
       d = a
       b = a
       a = c
       c = b
       d = a
       b = a
       a = c
       c = b
       d = a
       b = a
       a = c
       c = b
       d = a
       b = a
       a = c
       c = b
       d = a
       b = a
       a = c
       c = b
       d = a
       b = a
       a = c
       c = b
       d = a
       b = a
       a = c
       c = b
       d = a
       b = a
       a = c
       c = b
       d = a
   end 1 := time.Since(begin 1);
```

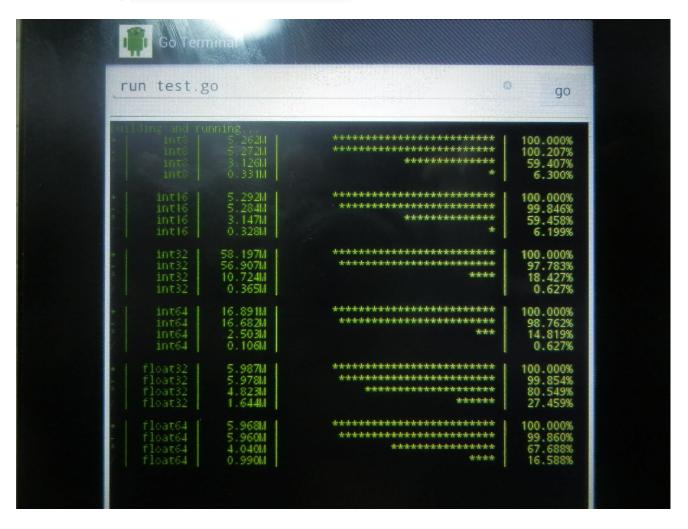
```
begin_2 := time.Now()
for i := 0; i < 100000000; i++ {</pre>
               d = a #OPERATION b
              d = b #OPERATION c
              d = c \#OPERATION a
              d = d #OPERATION a
              d = a \#OPERATION b
              d = b #OPERATION c
              d = c \#OPERATION a
              d = d #OPERATION a
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102
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              d = b #OPERATION c
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              d = d \#OPERATION a
              d = a #OPERATION b
              d = b #OPERATION c
              d = c \#OPERATION a
111
              d = d #OPERATION a
112
113
114
          end_2 := time.Since(begin_2)
115
116
          a = d
117
          d = b
118
          b = c
          c = a
          return end_2.Seconds() - end_1.Seconds()
```

Результати:

Windows8, i3:

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+		int8		11.1 10^9		**************************************		100.000%
_		int8		11.8 10^9		*************		105.887%
*		int8	i	4.0 10^9		******	•	36.000%
	:	int8	÷	0.4 10^9				3.715%
	•	THEO		6.4 16 2			•	3.113%
		int16		10.8 10^9		************		100.0002
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*	:	int16	ij	4.1 10^9		XXXXXXXX	į.	37.753%
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+		int32		11.8 10^9	-	**************************************	•	100.000%
_		int32		9.7 10^9		**********	•	82.922%
₩.		int32		4.0 10^9		XXXXXXX		34.340%
	•	int32	i	0.4 10/9			i	3.5012
		2002		3.1 13 1				0100111
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L	:	int64		11.1 10^9		************		97.215%
		int64		4.0 10^9		XXXXXXX		34.999%
7	:					******		
	i	int64	i	0.1 10^9	i		i	1.000 %
				4 6 4646				400 000
+	!	float32	ij	1.0 10^9		***********		100.000%
		float32	ı	1.0 10^9		***********		99.479%
*		float32	ł	0.6 10^9		*********		61.022 %
		float32	ł	0.2 10^9	•	XXXXX	•	23.830%
+		float64	ł	5.5 10^9		*************	:	100.000%
		float64	i	5.6 10^9		************	i	102.817%
*		float64	i	5.6 10^9		******	i	101.387%
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	•	1 100004	•	0.2 10 2	•	*	•	7.304/

Android 4.1.2, Dual-core 1.2 GHz Cortex-A9



Слід додати також те що тест веде себе стабільно на різних запусках:

) + : - : * : / :	int8 int8 int8 int8 int8	11.1 10^9 11.8 10^9 4.0 10^9 0.4 10^9	**************************************	100.000% 105.887% 36.000% 3.715%
+	int16	10.8 10^9	**************************************	! 100.000%
-	int16	12.1 10^9		! 112.115%
*	int16	4.1 10^9		! 37.753%
/	int16	0.4 10^9		! 3.842%
+ :	int32	11.8 10^9	**************************************	100.000x
- :	int32	9.7 10^9		82.922x
* :	int32	4.0 10^9		34.340x
/	int32	0.4 10^9		3.501x
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- !	int64	11.1 10^9		97.215%
* !	int64	4.0 10^9		34.999%
/ !	int64	0.1 10^9		1.000%
+	float32	1.0 10^9	**************************************	100.000%
-	float32	1.0 10^9		99.479%
*	float32	0.6 10^9		61.022%
/	float32	0.2 10^9		23.830%
+	float64	5.5 10^9	**************************************	! 100.000%
-	float64	5.6 10^9		! 102.817%
*	float64	5.6 10^9		! 101.387%
/	float64	0.2 10^9		! 4.382%
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- !	int16	11.4 10^9		99.967%
* !	int16	4.1 10^9		36.069%
/ !	int16	0.4 10^9		3.585%
+ !	int32	11.8 10^9	**************************************	100.000%
- !	int32	9.7 10^9		82.938%
* !	int32	4.1 10^9		35.055%
/ !	int32	0.4 10^9		3.470%
+ :	int64	11.1 10^9	**************************************	100.000x
- :	int64	10.8 10^9		97.293x
* :	int64	4.0 10^9		36.363x
/ :	int64	0.1 10^9		1.006x
+ !	float32	1.0 10^9	**************************************	1 100.000%
- !	float32	1.0 10^9		1 98.209%
* !	float32	0.6 10^9		1 60.568%
/ !	float32	0.2 10^9		23.762%
+	float64	5.6 10^9	**************************************	100.000x
-	float64	5.6 10^9		100.005x
*	float64	5.6 10^9		98.618x
/	float64	0.2 10^9		4.234x