# COS 222 - Practical 4

# 15043143, Regan Koopmans

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#### 1 Introduction

For this practical we had to compare memory mapped I/O with standard file I/O in terms of read speed. For testing this I wrote two C programs, each using one of the two methods, and tested each method using variety of files and parameters.

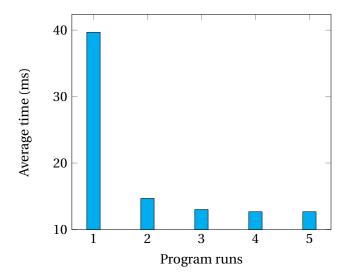
## 2 FINDINGS

Each of the five cases were run **3 times**, on each 3 different files. An average was then generated from these runs and were used as ordinal values amongst the program runs. These values can be seen in the **table** and **histograms** below:

## 2.1 FILE 1

Table 2.1: File 1 Results

| Column Number | Program Run                   | Average Time (ms) |
|---------------|-------------------------------|-------------------|
| 1             | Task 1 - Chunk 1              | 39.67             |
| 2             | Task 1 - Chunk 32             | 14.67             |
| 3             | Task 1 - Chunk Default (1024) | 13                |
| 4             | Task 1 - Chunk Max (8192)     | 12.67             |
| 5             | Task 2                        | 12.67             |



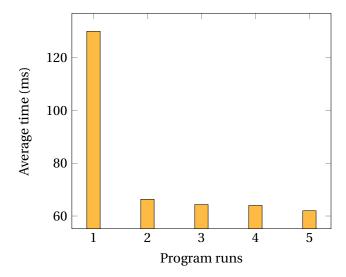
*The fastest of these runs was*: Task 1 with chunk size of 8192, **and** Task 2 (tie). *The slowest of these runs was*: Task 1 with chunk size of 1.

STATISTICAL SIGNIFICANCE: For this particular file, there was not a tremendous **numerical difference** between the slowest and the fastest, a value of only 27 ms. However, the slowest program ran **325% slower** than the fastest, which is quite signficant.

## 2.2 FILE 2

Table 2.2: File 2 Results

| Column Number | Program Run                   | Average Time (ms) |
|---------------|-------------------------------|-------------------|
| 1             | Task 1 - Chunk 1              | 130               |
| 2             | Task 1 - Chunk 32             | 66.33             |
| 3             | Task 1 - Chunk Default (1024) | 64.33             |
| 4             | Task 1 - Chunk Max (8192)     | 64                |
| 5             | Task 2                        | 62                |



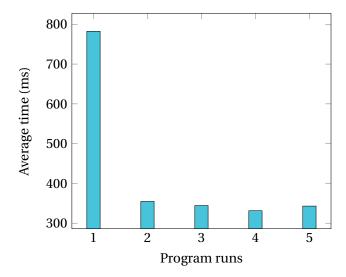
The fastest of these runs was: Task 1 with chunk size of 8192. The slowest of these runs was: Task 1 with chunk size of 1.

STATISTICAL SIGNIFICANCE: For this particular file the difference between the slowest and fastest run was 68 ms. The slowest program ran about **210% slower** than the fastest run. This is just over double the time, and while less than in File 1, it is still quite substantial.

## 2.3 FILE 3

Table 2.3: File 3 Results

| Column Number | Program Run                   | Average Time (ms) |
|---------------|-------------------------------|-------------------|
| 1             | Task 1 - Chunk 1              | 782.33            |
| 2             | Task 1 - Chunk 32             | 354.67            |
| 3             | Task 1 - Chunk Default (1024) | 344.33            |
| 4             | Task 1 - Chunk Max (8192)     | 331.33            |
| 5             | Task 2                        | 343               |



The fastest of these runs was: Task 1 with chunk size of 8192. The slowest of these runs was: Task 1 with chunk size of 1.

STATISTICAL SIGNIFICANCE: For this particular file the difference between the slowest and fastest runs was 451 ms, which is an impressively large difference. Task 1 with a chunk size of 1 took more than  $\frac{3}{4}$  seconds. The slowest run, ran approximately **228% slower** than the fastest run.

# 3 CONCLUSION

## 3.1 Observation

Surprisingly, the mmaped program seems, in general, to run very slightly slower than the standard I/O with the largest chunk size, which was not my initial expectation. This may be because as chunk sizes become close to or greater than the actual file size, **standard I/O functions approximate the behaviour of memory mapped I/O**. A more concrete investigation would have to be made to confirm this.