

**CPSC 457 Assignment 1****Donald Huang 30068480****1.a) palindrome.py execution times:**

```
$ time python3 palindrome.py < t3.txt
```

```
Longest palindrome: ____o.O.o____
```

```
real 0m0.023s
```

```
user 0m0.013s
```

```
sys 0m0.008s
```

```
$ time python3 palindrome.py < t4.txt
```

```
Longest palindrome: redder
```

```
real 0m0.315s
```

```
user 0m0.304s
```

```
sys 0m0.009s
```

**1.a) slow-pali.cpp execution times:**

```
$ time ./slow-pali < t3.txt
```

```
Longest palindrome: ____o.O.o____
```

```
real 0m0.006s
```

```
user 0m0.001s
```

```
sys 0m0.004s
```

```
$ time ./slow-pali < t4.txt
```

```
Longest palindrome: redder
```

```
real 0m3.130s
```

```
user 0m1.515s
```

```
sys 0m1.611s
```

**1.b)**

```
palindrome.py – t3.txt
```

```
user mode: 0m0.013s
```

```
kernel mode: 0m0.008s
```

```
kernel mode was 0.005s faster.
```

```
palindrome.py – t4.txt
```

```
user mode: 0m0.304s
```

```
kernel mode: 0m0.009s
```

```
kernel mode was 0.295s faster.
```

slow-pali.cpp – t3.txt  
user mode: 0m0.001s  
kernel mode: 0m0.004s  
user mode was 0.002s faster.

slow-pali.cpp – t4.txt  
user mode: 0m1.515s  
kernel mode: 0m1.611s  
user mode was 0.096s faster.

**1.c)** If there are lots of short lines with no characters, the c++ will be faster because c++ is a faster language but in the case where python is faster is when there are lines with lots of characters because the words are buffered, and the entire line is read at once whereas the c++ would make lots of calls to the kernel. Overall, it depends on the buffer size that you call and the amount of sys calls. Python makes 1 call to kernel per line, whereas slow-pali makes a kernel call every character.

**3.a)** Yes my fast-pali.cpp is faster than slow-pali.cpp. This is because in fast we are reading the size of the buffer, and it makes fewer system calls. Here are the results:

```
donald.huang@zone43-ea:~/CPSC457/a1$ time ./slow-pali < t4.txt
Longest palindrome: redder

real    0m3.136s
user    0m1.488s
sys      0m1.641s
donald.huang@zone43-ea:~/CPSC457/a1$ time ./fast-pali < t4.txt
Longest palindrome: redder

real    0m0.095s
user    0m0.087s
sys      0m0.005s
```

```
donald.huang@zone43-ea:~/CPSC457/a1$ time ./slow-pali < t2.txt
Longest palindrome: Bob

real    0m0.004s
user    0m0.001s
sys      0m0.002s
donald.huang@zone43-ea:~/CPSC457/a1$ time ./fast-pali < t2.txt
Longest palindrome: Bob

real    0m0.002s
user    0m0.002s
sys      0m0.000s
```

We see that fast pali has better times.

**3.b)** Yes the c++ code is faster than the python one, this is because c++ is a faster language and its making more optimized system calls, below are pictures of strace with dup on fast-pali.cpp and palindrome.py. In the pictures below we can see that fast-pali makes a total of 3337 calls while palindrome.py makes a total of 24499.

```
donald.huang@zone48-wa:~/CPSC457/a1$ ./dup.py 2000000000 < t3.txt | strace -c ./fast-pali
Longest palindrome: ____o.o.o____
% time    seconds  usecs/call   calls   errors syscall
-----
 99.80    0.043253      13     3225        read
  0.08    0.000035       5       7      mprotect
  0.07    0.000029       1      22      mmap
  0.03    0.000011      11       1     munmap
  0.01    0.000006       2       3      brk
  0.01    0.000003       0       5     close
  0.00    0.000002       1       2    1 arch_prctl
  0.00    0.000000       0       1     write
  0.00    0.000000       0       8    7 stat
  0.00    0.000000       0       6     fstat
  0.00    0.000000       0       7     lseek
  0.00    0.000000       0       1    1 access
  0.00    0.000000       0       1     execve
  0.00    0.000000       0      48   43 openat
-----
100.00    0.043339      12    3337        52 total
```

```
donald.huang@zone48-wa:~/CPSC457/a1$ ./dup.py 2000000000 < t3.txt | strace -c python3 palindrome.py
```

```
Longest palindrome: __o.o.o__
```

% time	seconds	usecs/call	calls	errors	syscall
96.55	0.011946	0	244224		read
0.74	0.000091	0	102		fstat
0.71	0.000088	0	182	48	stat
0.36	0.000045	0	143	76	openat
0.29	0.000036	1	20		getdents64
0.27	0.000033	0	70		close
0.24	0.000030	0	58		mmap
0.23	0.000029	0	42	3	lseek
0.15	0.000019	1	18		brk
0.13	0.000016	0	18	11	ioctl
0.11	0.000013	13	1		lstat
0.07	0.000009	9	1		getcwd
0.07	0.000009	3	3	2	readlink
0.05	0.000006	2	3		fcntl
0.02	0.000002	1	2		munmap
0.01	0.000001	0	11		mprotect
0.00	0.000000	0	1		write
0.00	0.000000	0	68		rt_sigaction
0.00	0.000000	0	1		rt_sigprocmask
0.00	0.000000	0	1	1	access
0.00	0.000000	0	3		dup
0.00	0.000000	0	1		getpid
0.00	0.000000	0	1		execve
0.00	0.000000	0	1		sysinfo
0.00	0.000000	0	1		getuid
0.00	0.000000	0	1		getgid
0.00	0.000000	0	1		geteuid
0.00	0.000000	0	1		getegid
0.00	0.000000	0	3		sigaltstack
0.00	0.000000	0	2	1	arch_prctl
0.00	0.000000	0	2		futex
0.00	0.000000	0	1		set_tid_address
0.00	0.000000	0	1		set_robust_list
0.00	0.000000	0	1		prlimit64
0.00	0.000000	0	1		getrandom
100.00	0.012373	0	244990	142	total