Part - 1 Basics

We wrote a C++ program that performs read/write operation as follows:-

- Read the read operation reads the file and prints a XOR value. For XOR Value we used code provided by the professor as reference. Our program outputs XOR value in "hex".
- Write The write operation of our program, generate a file with given name with random characters of given size(block_size * block_count)

```
// inal XOR Result: a7eeb2d9

// v/Desktop/OS Final Project/Final Version

// v/Desktop/OS Final Project/Final Version
```

Screenshot of our running program from part - 1

In Screenshot it is visible that when we read a file and change block_size and block_count such that it is the same, XOR value is also not changed. Same is observed with file write1.

Part - 2 Measurements

For this part of our project we created a new code file called run2 "./run2 <filename> <block_size>". It takes filename and block size as arguments and returns the file size as output.

We have later used this program to get a file of reasonable size that is a file using which the program runs between 5 to 15 seconds only.

Along with filesize we are also printing XOR of file.

Extra Credit:

"Dd" is a command-line utility in linux operating systems that stands for "data duplicator" or "disk dump." It is a utility program primarily used for copying and converting data, and it can perform a wide range of tasks related to data manipulation and transfer. dd is known for its flexibility and ability to work with binary data at a low level. Some of its key features are:

- Copying and Cloning: One of the most common uses of dd is to create exact copies of disks or partitions. It can be used to clone an entire hard drive or create backups.
- Data Conversion: dd can convert data from one format to another. For instance, you can
 use it to convert between different character encodings, change the byte order, or
 manipulate binary data.
- Creating and Writing to Files: dd can be used to create files filled with specific data patterns or zeros. For example, to create a file filled with zeros.
- Reading and Displaying Data: You can use dd to read data from files or devices and display it on the terminal. This can be useful for inspecting binary data or analyzing disk contents.
- Disk Benchmarking and Performance Measurement: dd can be used to measure disk I/O performance by reading or writing data with specified block sizes and counts. This is useful for testing the speed of storage devices.

Here's how we performed the comparison of our program's performance to the dd program in Linux:

• We use 'dd' to measure the read time for the file you created:

Command:

dd <file name> of=/dev/null bs=block size

This command reads the file you created and redirects the output to /dev/null to measure read time.

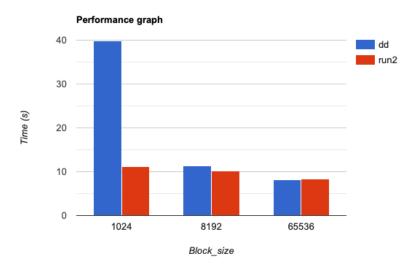
- After that we run our C++ program i.e. run2 with the same block size on the same file, and measure the read time we did for 'dd'.
- We repeat steps 1 and 2 with different sizes of file.

Analysis of the read times and file sizes between our program and dd: We performed Analysis using 2 different file:

- 1. File bigger than RAM size
- 2. File smaller than RAM size

File bigger than RAM size:

Block Size	'dd' Time taken to Read (s)	our program (run2) Time taken to Read (s)
1024	39.87	11.11
8192	11.3638	10.248
65536	8.13228	8.3

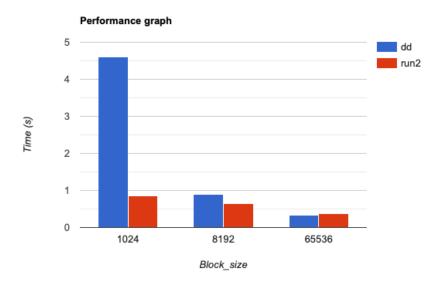


Graph for above readings

File smaller than RAM size:

Block Size	'dd' Time taken to Read (s)	our program (run2) Time taken to Read (s)
1024	4.6	0.849
8192	0.896	0.641
65536	0.326	0.373

Screenshot of our readings



Graph for above readings

Google Benchmark:

We integrated Google Benchmark to enhance the evaluation of disk I/O performance. This framework enabled us to conduct more precise and consistent benchmarking of file reading operations. Our program, designed in C++, utilizes Google Benchmark to repeatedly measure the time taken to read files of various block sizes. The test file used for benchmarking is "ubuntu-21.04-desktop-amd64.iso", size 2.8GB and we experimented with block sizes ranging from 1024 to 16384 bytes.

The function, **BM_MeasureReadTime**, automates the process of reading the file with different block sizes, measuring the time taken for each operation. This method provides a comprehensive analysis of how block size affects read performance. By Using Google Benchmark, we achieved a standardized and repeatable measurement approach, allowing for a more accurate assessment of the factors influencing disk I/O performance.

In our code we removed the main() function and instead used BENCHMARK_MAIN(). BENCHMARK_MAIN() is a macro that expands to a main function and is the entry point for the benchmark tests.

BENCHMARK(BM_MeasureReadTime)->Arg(1024)->...->Arg(16384) registers the benchmark function with different arguments, representing different block sizes to test.

Inside of BM_MeasureReadTime Benchmark Function, which is designed for Google Benchmark to measure the read time performance.

We set up a benchmark for the file "ubuntu-21.04-desktop-amd64.iso" with varying block sizes.

Inside the benchmark loop (for (auto _ : state)), we call measureReadTime for each block size specified.

Result of running benchmark on our program:

```
sudo sh -c "/usr/bin/echo 3 > /proc/sys/vm/drop_caches [sudo] password for techpertz:
Sorry, try again.
[sudo] password for techpertz:
3M_MeasureReadTime/1024 1539887789 ns
3M_MeasureReadTime/2048 946626063 ns
3M_MeasureReadTime/4096 937061858 ns
```

Screenshot of benchmark result

- We used the "ubuntu-21.04-desktop-amd64.iso" file for the benchmark test.

Part - 3 Raw Performance

For this part we are running a program called ./run3, which is the object of run3.cpp. Here we tried using the same file with different block_size. And for each block size noted the speed in MiB/s in the below given table.

For the better performance reading we performed check with two files:

- File larger than RAM size
- File smaller than RAM size

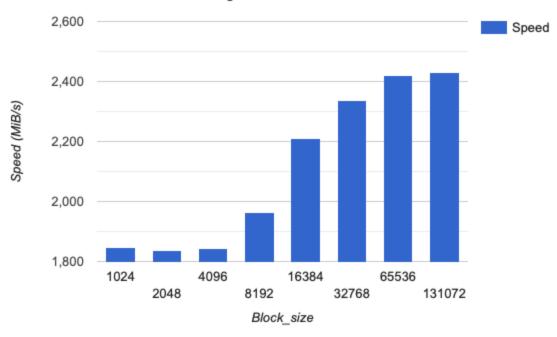
Screenshots of both are attached below, also the respective graph of two different performance checks.

File larger than RAM size:

Blocksize	Speed in MiB/s	
1024	1846	
2048	1836	
4096	1845	
8192	1965	
16384	2210	
32768	2337	
65536	2420	
131072	2430	

Screenshot of readings for File Larger than RAM

Performance File Larger than RAM



The graph for generated readings

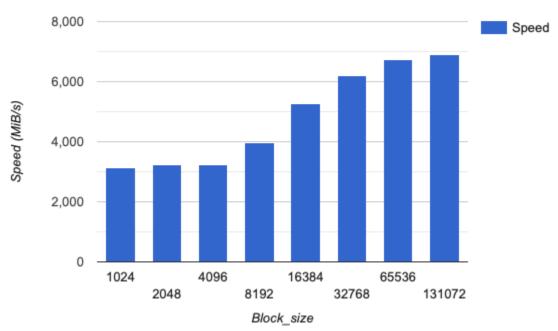
I. File smaller than RAM size

Blocksize	Speed in MiB/s	
1024	3122	
2048	3241	
4096	3250	
8192	3964	
16384	5256	
32768	6195	
65536	6742	
131072	6901	

```
☐ > ≈ ~/Desktop/OS Final Project/Final Version > ./run3 <u>ubuntu-21.04-desktop-amd64.iso</u> 1024
Block size: 1024 bytes, Read speed: 3122.29 MiB/s
Final XOR Result: a7eeb2d9
         > > ~/Desktop/OS Final Project/Final Version > ./run3 ubuntu-21.04-desktop-amd64.iso 2048
 Block size: 2048 bytes, Read speed: 3241.56 MiB/s
Final XOR Result: a7eeb2d9
□ > ~/Desktop/OS Final Project/Final Version > ./run3 ubuntu-21.04-desktop-amd64.iso 4096
Block size: 4096 bytes, Read speed: 3250.4 MiB/s
Final XOR Result: a7eeb2d9
rd ▶ ► ~/Desktop/OS Final Project/Final Version > ./run3 ubuntu-21.04-desktop-amd64.iso 8192
Block size: 8192 bytes, Read speed: 3964.66 MiB/s
| In the content of t
         > > ~/Desktop/OS Final Project/Final Version > ./run3 <u>ubuntu-21.04-desktop-amd64.iso</u> 32768
 Block size: 32768 bytes, Read speed: 6195.64 MiB/s
□ > ~/Desktop/OS Final Project/Final Version ./run3 ubuntu-21.04-desktop-amd64.iso 65536
 Block size: 65536 bytes, Read speed: 6742.16 MiB/s
rd ▶ ≈ ~/Desktop/OS Final Project/Final Version > ./run3 ubuntu-21.04-desktop-amd64.iso 131072
    ock size: 131072 bytes, Read speed: 6901.66 MiB/s
ri ► ~/Desktop/OS Final Project/Final Version > ./run3 ubuntu-21.04-desktop-amd64.iso 262144
Block size: 262144 bytes, Read speed: 6986.85 MiB/s
Final XOR Result: a7eeb2d9
```

Screenshot of our readings

Performance File smaller than RAM



The graph for generated readings

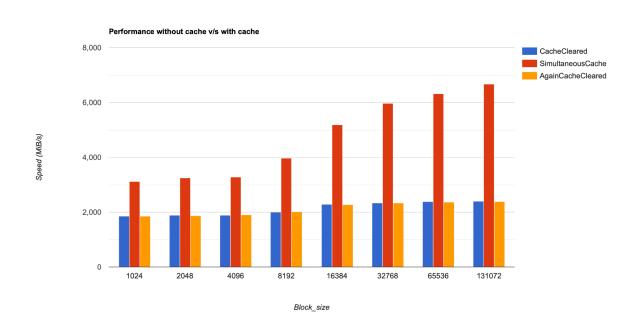
Part - 4 Raw Performance

Using the same program ./run3 will got reading for different block size in following steps

- 1. After clearing cache.
- 2. Immediate run with cache (MiB/s)
- 3. Running After clearing cache again (MiB/s)

When File is smaller than RAM:

Blocksize	When cache is cleared (MiB/s)	Immediate run with cache (MiB/s)	Third run with cleared cache (MiB/s)
1024	1863	3127	1854
2048	1884	3244	1875
4096	1882	3288	1901
8192	2000	3966	2009
16384	2289	5183	2274
32768	2333	5969	2333
65536	2391	6323	2368
131072	2396	6672	2381



The graph for generated readings

Screenshots of our readings:

```
III ► ~/Desktop/OS Final Project/Final Version
 ock size: 1024 bytes, Read speed: 1863.05 MiB/s
 | Sudo | Share | 
   m ► ~/Desktop/OS Final Project/Final Version
 d ► ~/Desktop/OS Final Project/Final Version

    □ > ~/Desktop/05 Final Project/Final Version ./run3 ubuntu-21.04-desktop-amd64.iso 2048

  n ► ~/Desktop/OS Final Project/Final Version
     inal XOR Result: a7eeb2d9
            <u>sudo</u> sh -c <mark>"/usr/bin/echo 3 > /proc/sys/vm/drop_caches</mark>
/run3 <u>ubuntu-21.04-desktop-amd64.iso</u> 4096
                 lock size: 4096 bytes, Read speed: 1882.14 MiB/s
inal XOR Result: a7eeb2d9
            n > ► ~/Desktop/OS Final Project/Final Version > ./run3 <u>ubuntu-21.04-desktop-amd64.iso</u> 4096
            m > ~/Desktop/OS Final Project/Final Version sudo sh -c "/usr/bin/echo 3 > /proc/sys/vm/drop_caches" ./run3 ubuntu-21.04-desktop-amd64.iso 4096
                              size: 4096 bytes, Read speed: 1901.07 MiB/s
XOR Result: a7eeb2d9
                        > ~/Desktop/OS Final Project/Final Version

☐ ► ~/Desktop/OS Final Project/Final Version
Block size: 8192 bytes, Read speed: 3966.87 MiB/s

                        > ~/Desktop/OS Final Project/Final Version
           m ► ~/Desktop/OS Final Project/Final Version
         III ► ~/Desktop/OS Final Project/Final Version of the second of the sec
        m > ~/Desktop/OS Final Project/Final Version > sudo sh -c "/usr/bin/echo 3 > /proc/sys/vm/drop_caches" ./run3 ubuntu-21.04-desktop-amd64.iso 16384
                          size: 16384 bytes, Read speed: 2274.67 MiB/s
```

Screenshot of our readings

Similarly for file larger than RAM:

Blocksize	When cache is cleared (MiB/s)	Simultaneous run with cache (MiB/s)	Third run with cleared cache (MiB/s)
4096	1871	1843	1890
65536	2379	2432	2371

Screenshot of our readings

Extra Credit:

On Linux there is a way to clear the disk caches without rebooting your machine. That is "sudo sh -c "/usr/bin/echo 3 > /proc/sys/vm/drop_caches".

Why "3"? Read up on it and explain.

In Linux "/proc/sys/vm/drop_caches" is used to clear the system's page cache, dentries (directory entries), and inodes. The number "3" in the command to the kernel, specifying which caches to drop.

The "/proc/sys/vm/drop_caches" is a special file that allows you to control how the kernel manages its caches. Writing different numbers to this file triggers different behaviors:

"1":

This clears the page cache, which contains cached data from files on disk. The page cache speeds up data access by holding recently accessed file data in memory. It clears this cache, freeing up memory.

"2":

This clears the dentries and inodes. Dentries cache directory entries, which are used to keep track of the hierarchy and metadata of the filesystem. Inodes which are used for storing information about files and directories, such as file ownership, access mode (file permissions), and file type.

"3":

This option combines the effects of "1" and "2". It clears the page cache, dentries, and inodes. Writing "3" is a comprehensive way to free up most of the memory used for caching file system metadata and file content without affecting system stability.

Part 5: System Calls

We have did this task in two part: "run5a" and "run5b":

1. "run5a":

This is the object of the run5a.cpp file. In this file we are measuring performance for "read" system call with block size = 1.

We tested the performance for files of multiple sizes, as shown in the screenshot below. And noticed that for larger size file the time to read file file also increases by larger value.

2. "run5b":

This is the object of the run5b.cpp file. In this file we are measuring performance for "Iseek" system call with block size = 1.

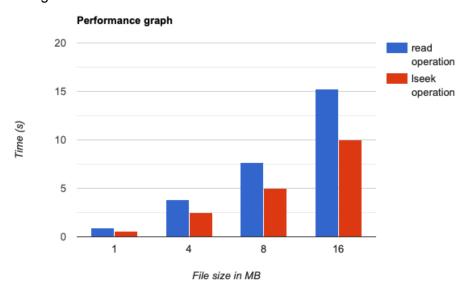
We tested the performance for files of multiple sizes, as shown in the screenshot below. And noticed that for larger size file the time to read file file also increases by larger value. Which is similar to "read".

But when comparing two "Iseek" is faster than "read" due to less number of kernel interrupt inside of "Iseek"

Readings:

File size in MB	Time Taken in seconds		
	READ	LSEEK	
1	0.95	0.62	
4	3.81	2.49	
8	7.63	4.99	
16	15.27	10.04	

Graph for above readings:



Screenshot of readings:

```
Measuring performance for read system call with block size: 1
Read: Performed 1048576 operations in 0.95 seconds.
Measuring performance for lseek system call with block size: 1
Measuring performance for read system call with block size: 1
ml > ► ~/De/OS Final Project/Final Version ./run5b 4mbtest.txt 1
Measuring performance for lseek system call with block size: 1
 Number of blocks read: 4194304
□ > ~/Desktop/OS Final Project/Final Version ./run5a 8mb.
Measuring performance for read system call with block size: 1
Measuring performance for lseek system call with block size: 1

    □ ► ~/De/OS Final Project/Final Version

  easuring performance for read system call with block size: 1
m ► ~/De/O/Final Version ./run5b 16mbtest.txt 1
Measuring performance for lseek system call with block size: 1
lseek: Performed 16777216 operations in 10.04 seconds.
```

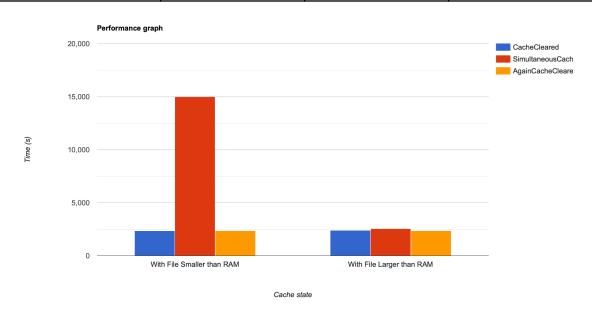
Part 6: Raw performance

Here we did the optimization on code of "run3.cpp", and renamed the new code to "fast.cpp". To improve the performance we looked for a good enough block, and for our system we got 65536 as our optimal block_size.

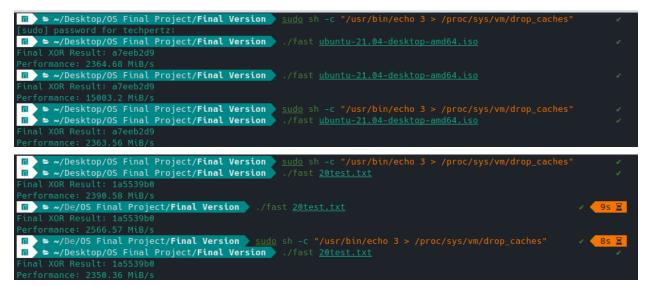
Also the use of Multiple thread inside our program utilizes the multiple cores of our system resulting in increase of speed.

Below is the report of performance:

	Speed in MiB/s		
	When cache is cleared (MiB/s)	Simultaneous run with cache (MiB/s)	Third run with cleared cache (MiB/s)
With File Smaller than RAM	2364	15003	2363
With File larger than RAM	2390	2566	2350



Graph for above reading



Screenshot of readings

From the above graph and screenshots it is observed that the performance has increased a lot compared to run3.