README

Part1

For part 1 execute the following: ./run <filename> [-r|-w] <block_size> <block_count>
Output: xor of all 4-byte integers for the block count and size specified.

Part 2

For part 2 execute the following: ./run2 <filename> <block_size>
Output: Block count for which the program runs for a 'reasonable' amount of time i.e. 3 seconds or greater.

Part 3 to 5

For parts 3 to 5, execute the following: ./complete <filename>
This conducts all the experiments required for part 3 to 5.

Part 6

For part 6, execute the following: ./fast <filename>
Output: xor of all 4-byte integers in the file.

In this part, we have also created two additional files:

1. *fasttest.c* (Notice that it is fasttest, not fastest).
   This program will help to compute the performance v/s threads, i.e. it will change the number of threads incrementally and calculate the performance in each case.
   Execution command: *./fasttest <filename>*
2. *fast2.c*
   This program is the exact same as fast.c, except that it programmatically calculates the number of threads to be used instead of using a hard-coded value.
   Execution command: *./fast2 <filename>*