CS451 Project 1
Manual

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0.1 CPU Benchmarking Program

Usage: ./cpu_bench -n [number of threads] -l [number of loops]

0.2 GPU Benchmarking Program

Usage: ./gpu_bench -l [number of loops] -t [type of operation (I, F)]
Usage: ./gpu_mem_bench -r [(R)ead or (W)rite] -t [size type (B, KB, MB)]

0.3 Memory Benchmarking Program

Usage: ./mem_bench [size (B, KB, MB)] [(S)equential or (R)andom] [number of threads]

0.4 Disk Benchmarking Program

Usage: ./disk_bench [size (B, KB, MB, GB)]

0.5 Network Benchmarking Program

For the networking bench the server needs to be running before the client and need to have the same amount of threads and protocol set as the client
Usage: ./net_server_bench -n [number of threads] -m [(U)DP or (T)CP]
Usage: ./net_client_bench -n [number of threads] -m [(U)DP or (T)CP] -l [number of loops] -t [size of packet (B, K, 6)]