## CPSC 457 WINTER 2021 30009135 Brandon Nguyen

#### Q1.

a)

slow-pali.c	palindrome.py	
t3.txt		
real user sys	0m0.006s 0m0.002s 0m0.003s	0m0.029s 0m0.020s 0m0.007s
t4.txt		
real user sys	0m2.856s 0m1.405s 0m1.447s	0m0.304s 0m0.292s 0m0.009s

#### b)

For t3.txt the *C++* program **user time** was 0.002s, while the **user time** for the *Python* program was 0.020s. The **kernel time** for the *C++* program was 0.003s, while the **kernel time** for the *Python* program was 0.007s.

For t4.txt the *C++* program **user time** was 1.405s, while the **user time** for the *Python* program was 0.292s. The **kernel time** for the *C++* program was 1.447s, while the **kernel time** for the *Python* program was 0.009s.

#### c)

For t3.txt the *C++* program uses less system calls than the *Python* version, which makes the *C++* version of the program the fastest. Most of the time in *Python* version was spent on the CPU.

For t4.txt the *C++* program calls the read system call a numerous number of times more than the *Python* version, making it slower. While the *Python* program uses more system calls but, uses less calls on each function, which decreases the time spent in kernel mode.

Q3.

# palindrom.py when reading t4.txt

brandon	nguven1@zon	e45-wb:~/a1\$	strace -c	python3 r	palindrome.py < t4.txt
	palindrome:		30.000 0	py chons p	dilinar omerpy ( earexe
% time	seconds	usecs/call	calls	errors	syscall
28.44	0.000304	2	141	76	openat
14.41	0.000154	0	175	47	stat
12.16	0.000130	2	58		mmap
9.64	0.000103	1	100		fstat
9.26	0.000099	0	788		read
6.64	0.000071	1	68		close
4.96	0.000053	4	11		mprotect
2.81	0.000030	1	18	11	ioctl
2.53	0.000027	0	42	2	lseek
2.15	0.000023	0	54		brk
1.50	0.000016	1	16		getdents64
1.31	0.000014	4	3	2	readlink
0.84	0.000009	4	2		munmap
0.84	0.000009	9	1		getrandom
0.47	0.000005	0	68		rt_sigaction
0.28	0.000003	1	3		dup
0.28	0.000003	1	2	1	arch_prctl
0.28	0.000003	1	2		futex
0.19	0.000002	2	1		rt_sigprocmask
0.19	0.000002	2	1		getuid
0.19	0.000002	2	1		geteuid
0.19	0.000002	2	1		set_tid_address
0.19	0.000002	2	1		set_robust_list
0.19	0.000002	2	1		prlimit64
0.09	0.000001	1	1		getgid
0.00	0.000000	0	1		write
0.00	0.000000	0	1		lstat
0.00	0.000000	0	1	1	access
0.00	0.000000	0	1		getpid
0.00	0.000000	0	1		execve
0.00	0.000000	0	3		fcntl
0.00	0.000000	0	1		getcwd
0.00	0.000000	0	1		sysinfo
0.00	0.000000	0	1		getegid
0.00	0.000000	0	3		sigaltstack
100.00	0.001069	0	1573	140	total

## fast-pali.cpp reading in t4.txt

iast-paintpp reading in tackt					
brandon.nguyen1@zone45-wb:~/a1\$ strace -c ./fast-pali < t4.txt Longest palindrome: redder					
_					
% time	seconds	usecs/call	calls	errors	syscall
100.00	0.007352	1	5645		read
0.00	0.000000	0	1		write
0.00	0.000000	0	5		close
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	22		mmap
0.00	0.000000	0	7		mprotect
0.00	0.000000	0	1		munmap
0.00	0.000000	0	3		brk
0.00	0.000000	0	1	1	access
0.00	0.000000	0	1		execve
0.00	0.000000	0	2	1	arch_prctl
0.00	0.000000	0	48	43	openat
100.00	0.007352	1	5757	52	total

### slow-pali.cpp reading in t4.txt

orandon.nguyen1@zone45-wa:~/a1\$ strace -c ./slow-pali < t4.txt Longest palindrome: redder					
_	seconds		calls	errors	syscall
100.00	11.264173	1	5767205		read
0.00	0.000020	20	1		munmap
0.00	0.000018	2	7		mprotect
0.00	0.000015	5	3		brk
0.00	0.000006	6	1		write
0.00	0.000004	0	22		mmap
0.00	0.000003	0	6		fstat
0.00	0.000000	0	5		close
0.00	0.000000	0	8	7	stat
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	2	1	arch_prctl
0.00	0.000000	0	48	43	openat
100.00	11.264239	1	5767317	52	total

- **a)** My version of *fast-pali.cpp* is significantly faster than *slow-pali.cpp*. When comparing both programs, *fast-pali.cpp* makes less use of the read system call. The reduction in the number of calls allows for *fast-pali.cpp* to spend less time in kernel mode, which makes it more optimized than *slow-pali.cpp*.
- **b)** Fast-pali.cpp was also significantly faster than the Python version. Because of the it is more optimized than slow-pali.cpp, fast-pali.cpp used lesser number of system calls when compared to the python version. In general, C++ programs should run faster than Python programs, when executing the same input.