# MANUAL

## I. CPU Benchmark:

→ We have implemented the CPU Benchmarking in C. Following are the steps to compile and run the CPU Benchmark:

**For compilation of CPU Benchmark**

i. Use gcc compiler to compile the program. For thread synchronization, we have used pthread library while compilation. Following command will compile the program:

→ **gcc cpu.c -o cpu -lm -pthread**

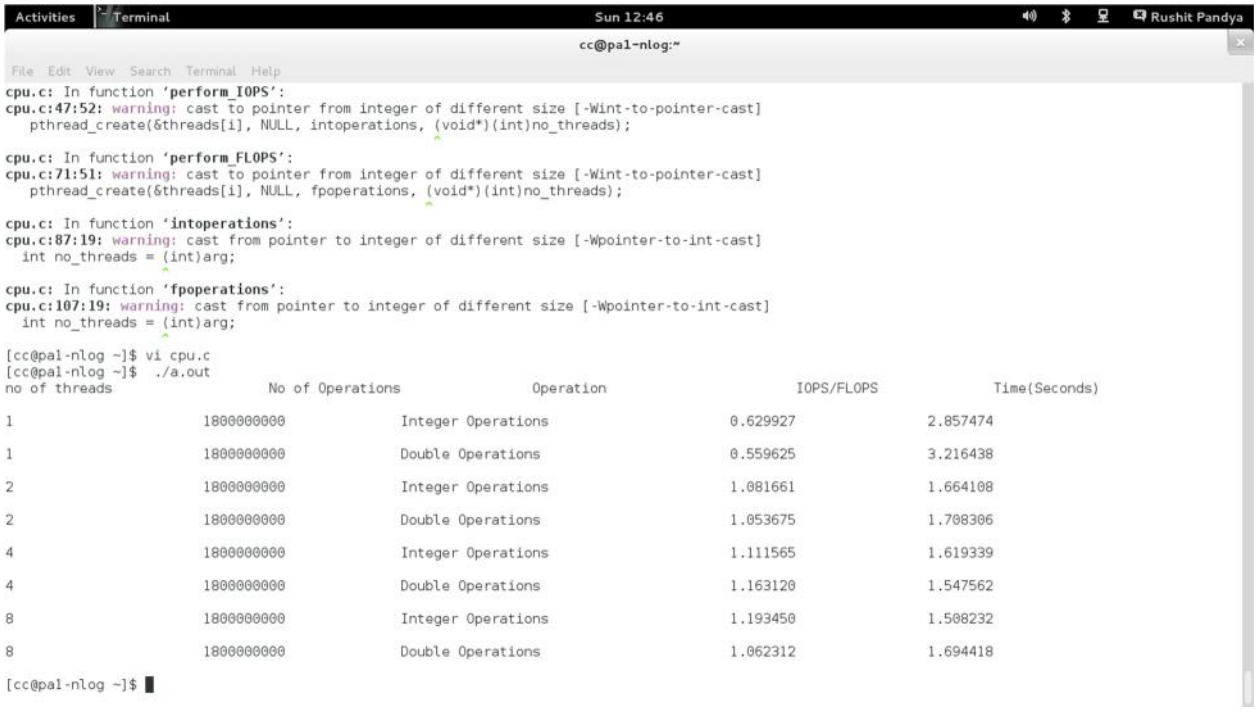
ii. As soon as we compile the C file, an object file named 'cpu' is generated.

**For running CPU Benchmark**

i. The object file generated after compilation will lead to the output of the program. Following command will run the object file:

→ **./cpu**

ii. The following command will display an output, wherein we can see the processor speed in Gflops for integer operation and double precision floating operation per second. Screenshot is displayed below:



**CPU AVX Benchmarking:**

→We have implemented the CPU AVX Benchmarking in C. Following are the steps to compile and run the CPU AVX Benchmark:

**For compilation of CPU Benchmark**

i. Use gcc compiler to compile the program. For thread synchronization, we have used pthread library while compilation. Following command will compile the program:

→ **gcc -mavx -o cpuavx CPU_AVX.c**

ii. As soon as we compile the C file, an object file named 'cpuavx' is generated.

**For running CPU Benchmark**

i. The object file generated after compilation will lead to the output of the program. Following command will run the object file:

→ **./cpuavx**

ii. The following command will display an output, wherein we can see the processor speed in Gflops for integer operation and double precision floating operation per second.

**Linpack Benchmarking:**

→We have implemented the Linpack Benchmarking implemented in C. Following are the steps to run the Linpack Benchmark:

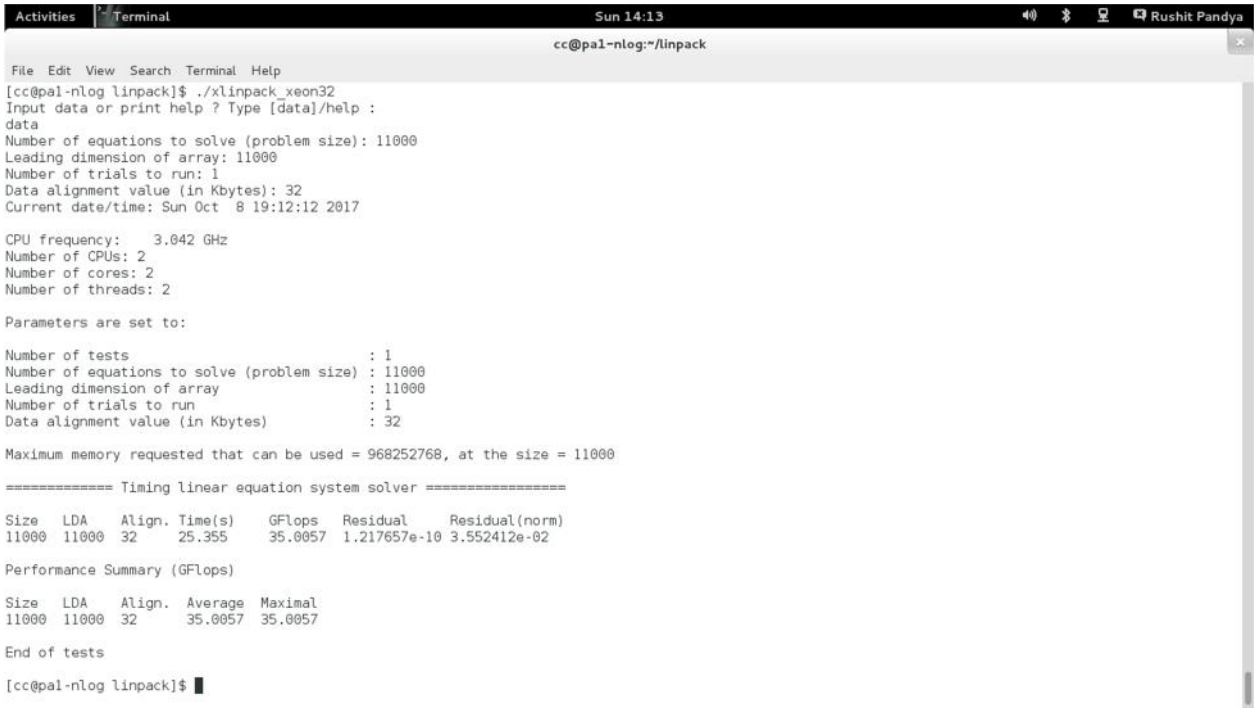
**For running Linpack Benchmark**

i. The object file generated will lead to the output of the program. Following command will run the object file:

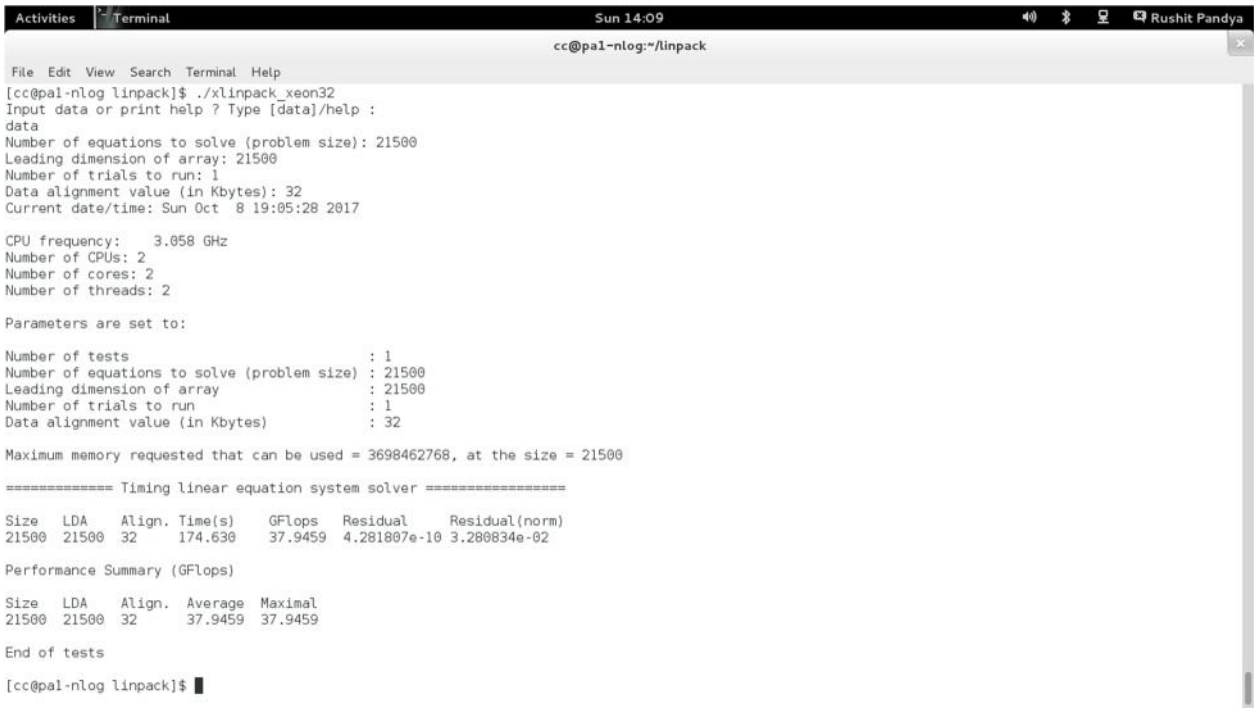
→ **./xlinpack_xeon32**

ii. Following are the parameters that need to be set: Number of tests, Number of equations to solve, Leading dimension of array, Number of trials to run and Data alignment value.

-For values, [1, 11000,11000,1,32] for the above parameters, we get the following result,




-For values, [1, 21500,21500,1,32] for the above parameters, we get the following result,



## II. Memory Benchmark:

→ We have implemented the Memory Benchmarking in C. Following are the steps to compile and run the Memory Benchmark:

**For compilation of Memory Benchmark**

i. Use gcc compiler to compile the program. For thread synchronization, we have used pthread library while compilation. Following command will compile the program:

→ **gcc memory.c -o memory -lm -pthread**

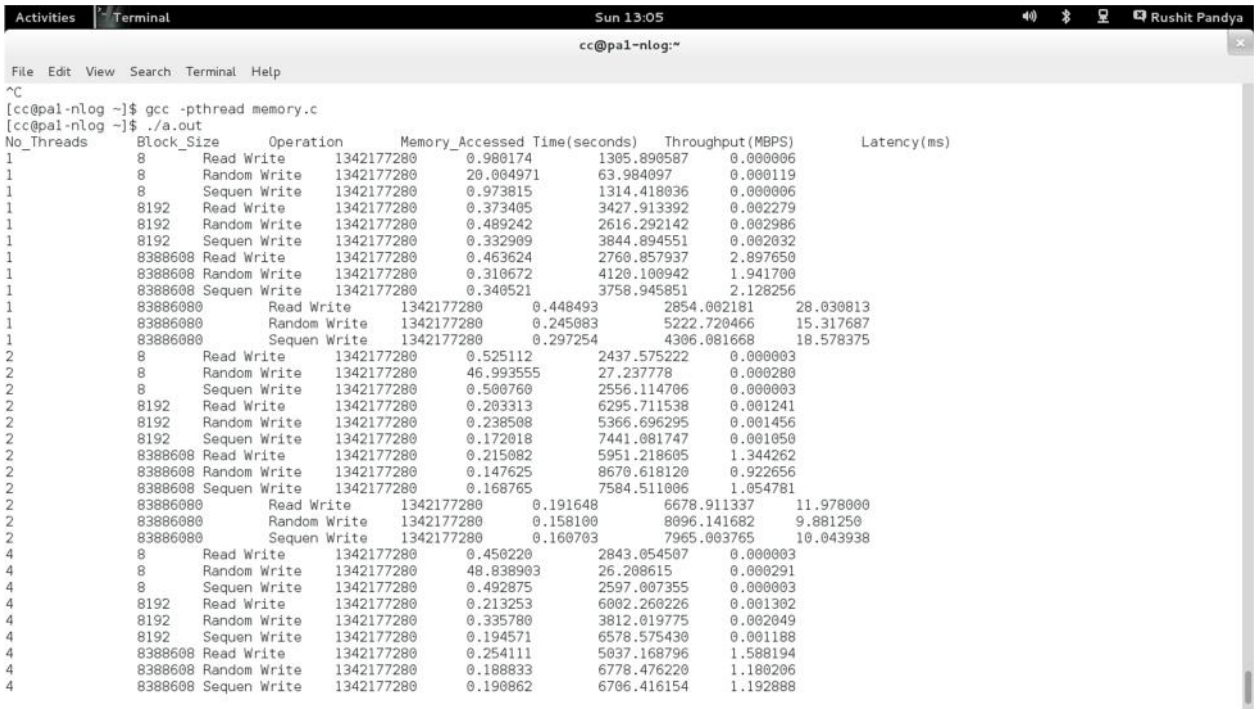
ii. As soon as we compile the C file, an object file named 'memory' is generated.

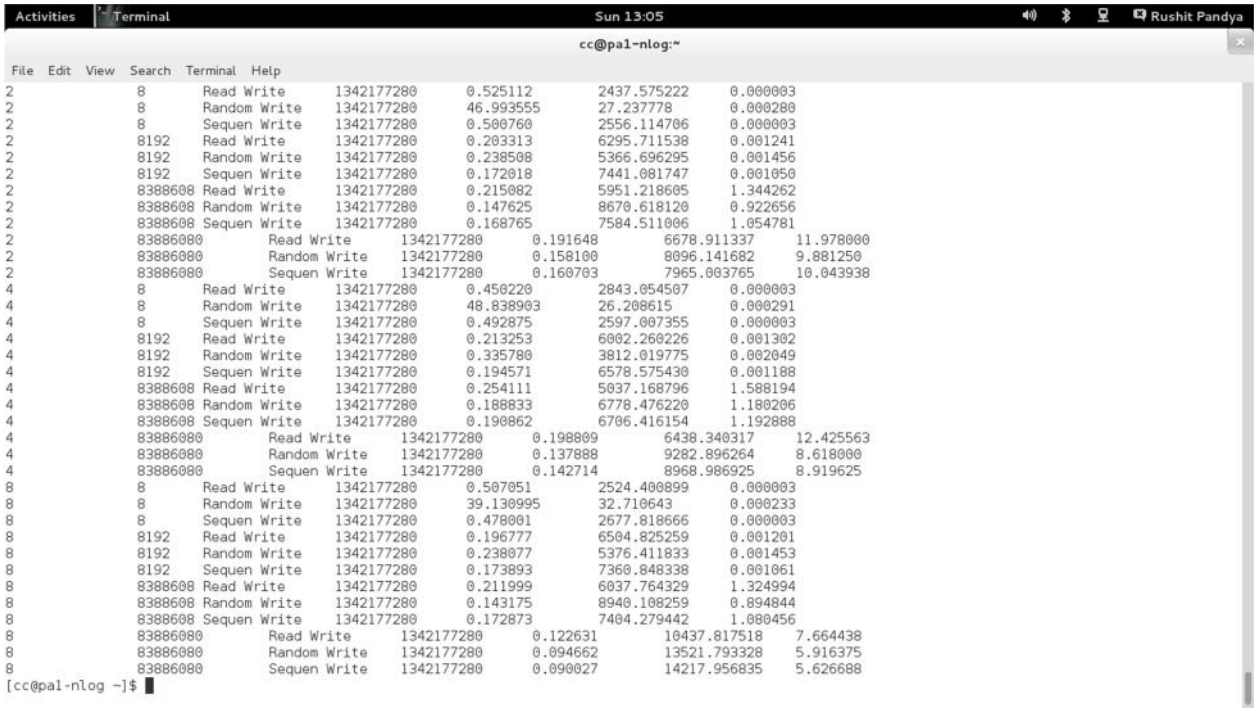
**For running Memory Benchmark**

i. The object file generated after compilation will lead to the output of the program. Following command will run the object file:

→ **./memory**

ii. The following command will display an output, wherein we can see the throughput and latency of the processor. Screenshot is displayed below:






**Stream Benchmark:**

→We have implemented the Stream Benchmarking implemented in C. Following are the steps to compile and run the Stream Benchmark:

*For Stream Benchmarking, we have downloaded the package from net and it is in the Memory folder and the below mentioned stream.c file is in the Stream folder

**For compilation of Stream Benchmark**

i. Use gcc compiler to compile the program. Following command will compile the program:

→ **gcc stream.c -o stream**

ii. We need to use 'openmp' as the command, for multithreading

→gcc -fopenmp -D OPENMP stream.c -o stream export OMP_NUM_THREADS=2

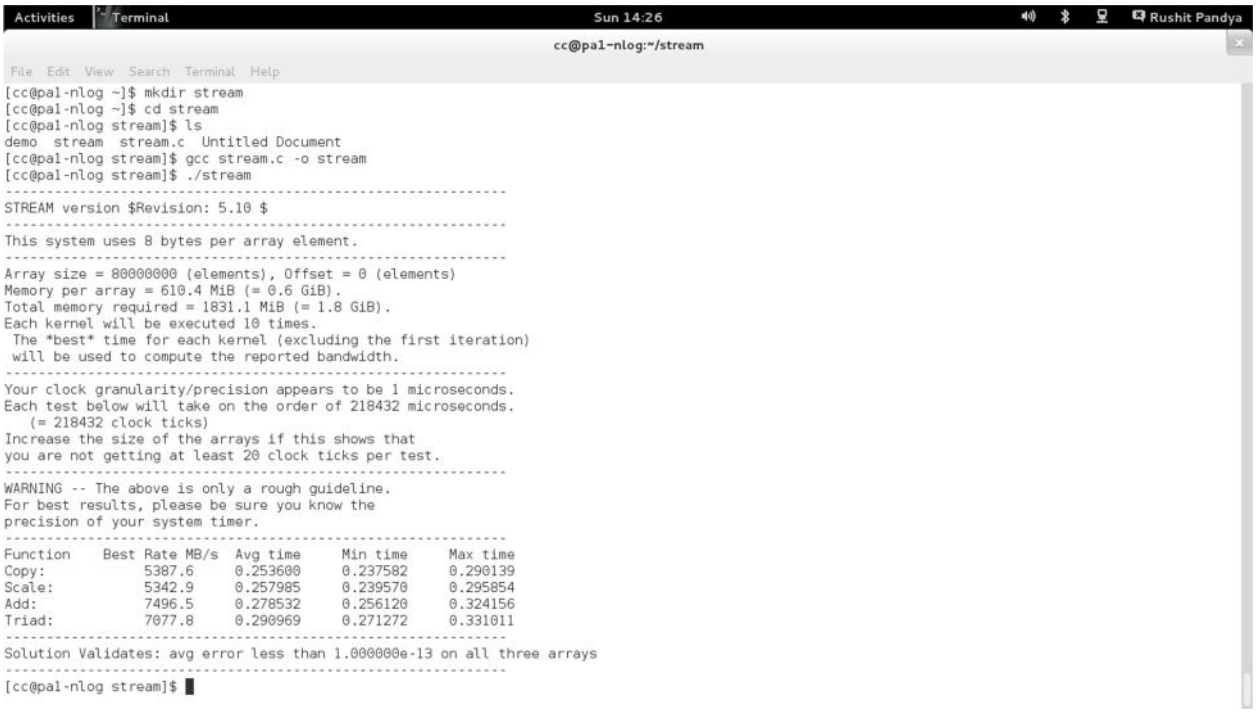
iii. As soon as we compile the C file, an object file named 'stream' is generated.

**For running Stream Benchmark**

i. The object file generated after compilation will lead to the output of the program. Following command will run the object file:

→ **./stream**

ii. The following command will display an output for which the Screenshot is displayed below:




## III. Disk Benchmark:

→ We have implemented the Disk Benchmarking in C. Following are the steps to compile and run the Disk Benchmark:

**For compilation of Disk Benchmark**

i. Use gcc compiler to compile the program. For thread synchronization, we have used pthread library while compilation. Following command will compile the program:

→ **gcc disk.c -o disk -lm -pthread**

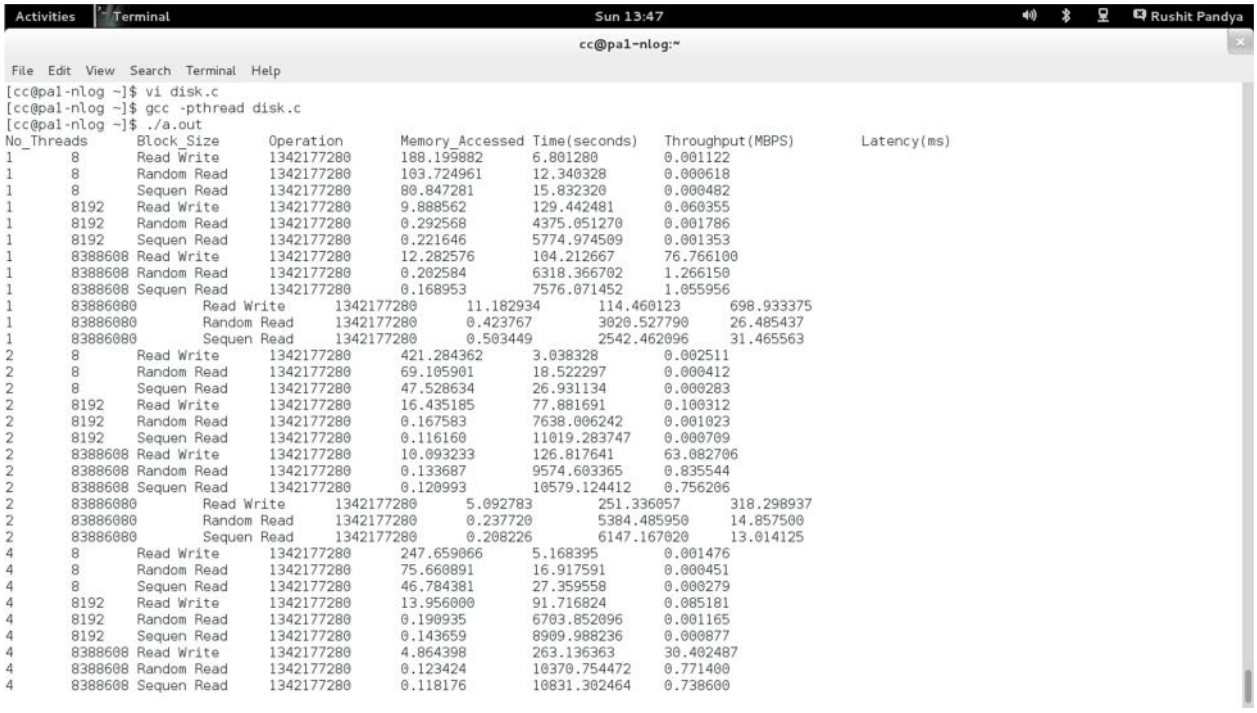
ii. As soon as we compile the C file, an object file named ‘disk’ is generated.

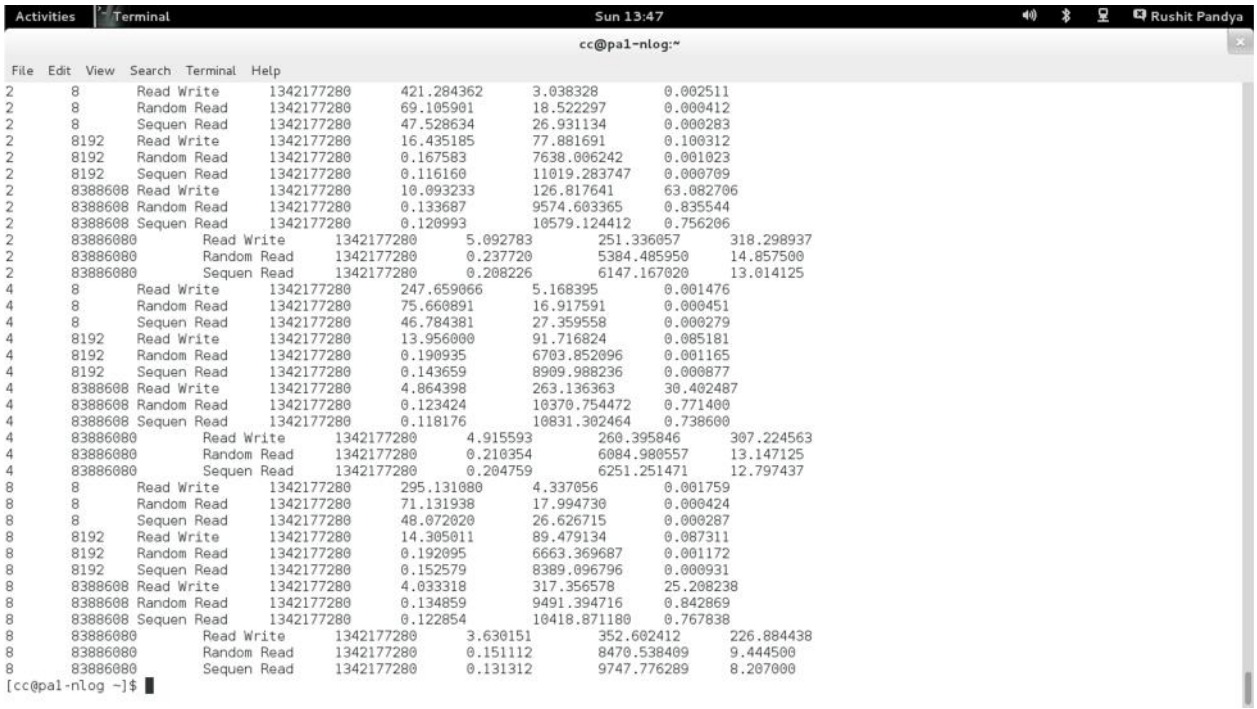
**For running Disk Benchmark**

i. The object file generated after compilation will lead to the output of the program. Following command will run the object file:

→ **./disk**

ii. The following command will display an output, wherein we can see the throughput and latency of the processor. Screenshot is displayed below:




**IOZone Benchmark:**

→We have implemented the IOZone Benchmarking implemented in C. Following are the steps to compile and run the IOZone Benchmark:

*For IOZone Benchmarking, we have downloaded the package from net and it is in the Disk folder and the below mentioned makefile is in the iozone_394 folder within the src folder

**For compilation of IOZone Benchmark**

i. Use gcc compiler to compile the program. Following command will compile the program:

→ **make linux**

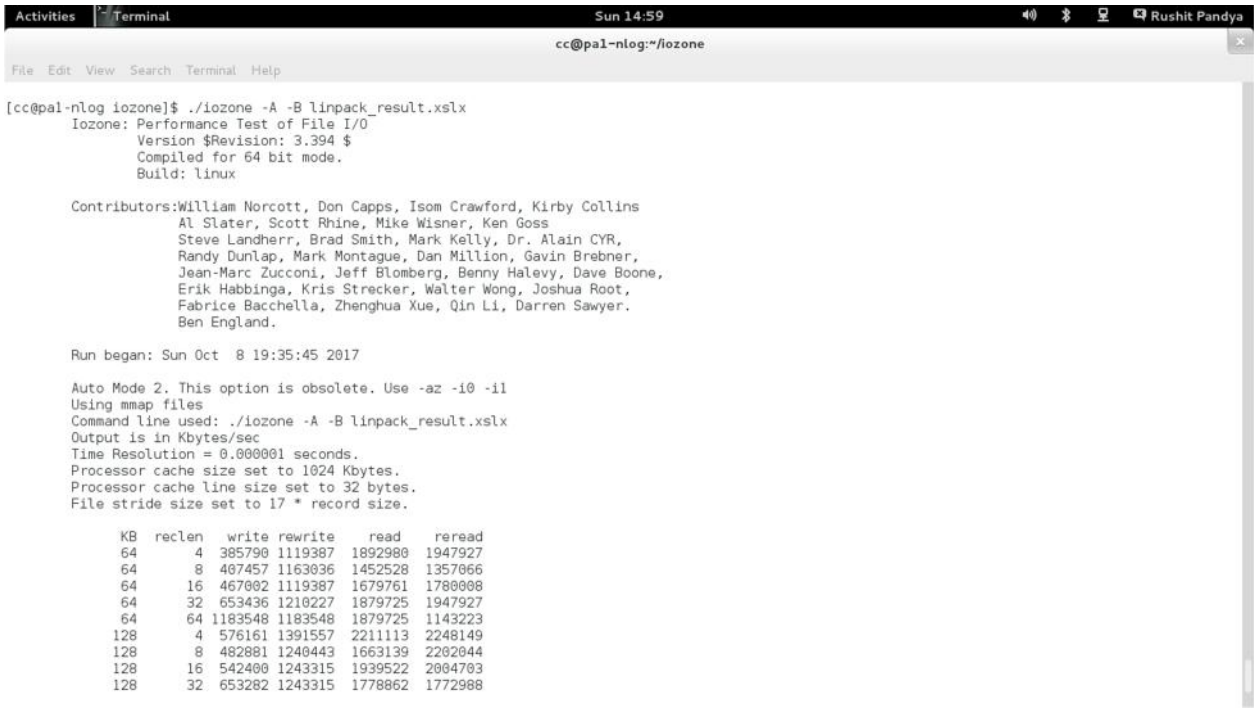
ii. As soon as we compile the C file, an object file named 'iozone' is generated.

**For running IOZone Benchmark**

i. The object file generated after compilation will lead to the output of the program. Following command will run the object file:

→ **./iozone -A -B linpack_result.xls**

ii. The following command will display an output for which the Screenshot is displayed below:




## IV. Network Benchmark:

→ We have implemented the Network Benchmarking in Java. Following are the steps to compile and run the Network Benchmark:

**For compilation of TCP Server**

i. Use javac compiler to compile the program. Now, open 1st terminal and follow the commands to compile the program:

→ **javac TcpServer.java**

**For running TCP Server**

→ **java TcpServer**

**For compilation of TCP Client**

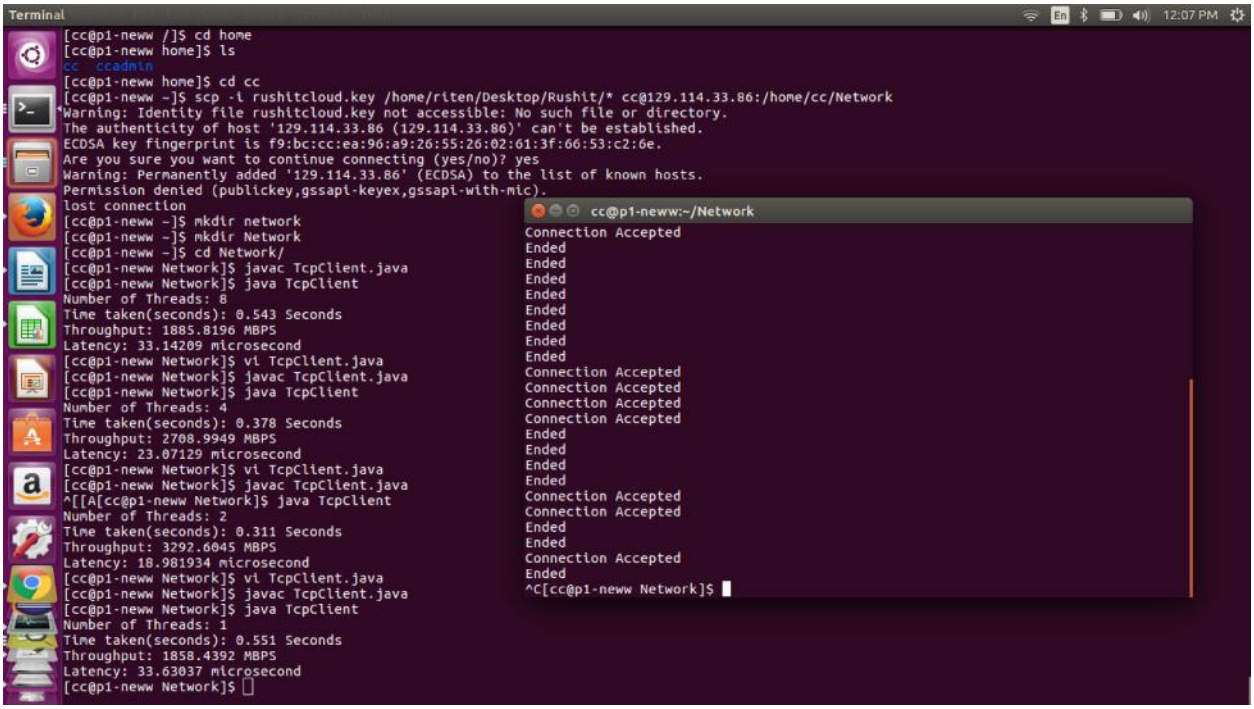
ii. Similarly for the TCP Client side, use javac compiler to compile the program. Now, open 2nd terminal and follow the commands to compile the program:

→ **javac TcpClient.java**

**For running TCP Client**

→ **java TcpClient**

Screenshot is displayed below:




**For compilation of UDP Server**

i. Use javac compiler to compile the program. Now, open 1st terminal and follow the commands to compile the program:

→ **javac UdpServer.java**

**For running UDP Server**

→ **java UdpServer**

**For compilation of UDP Client**

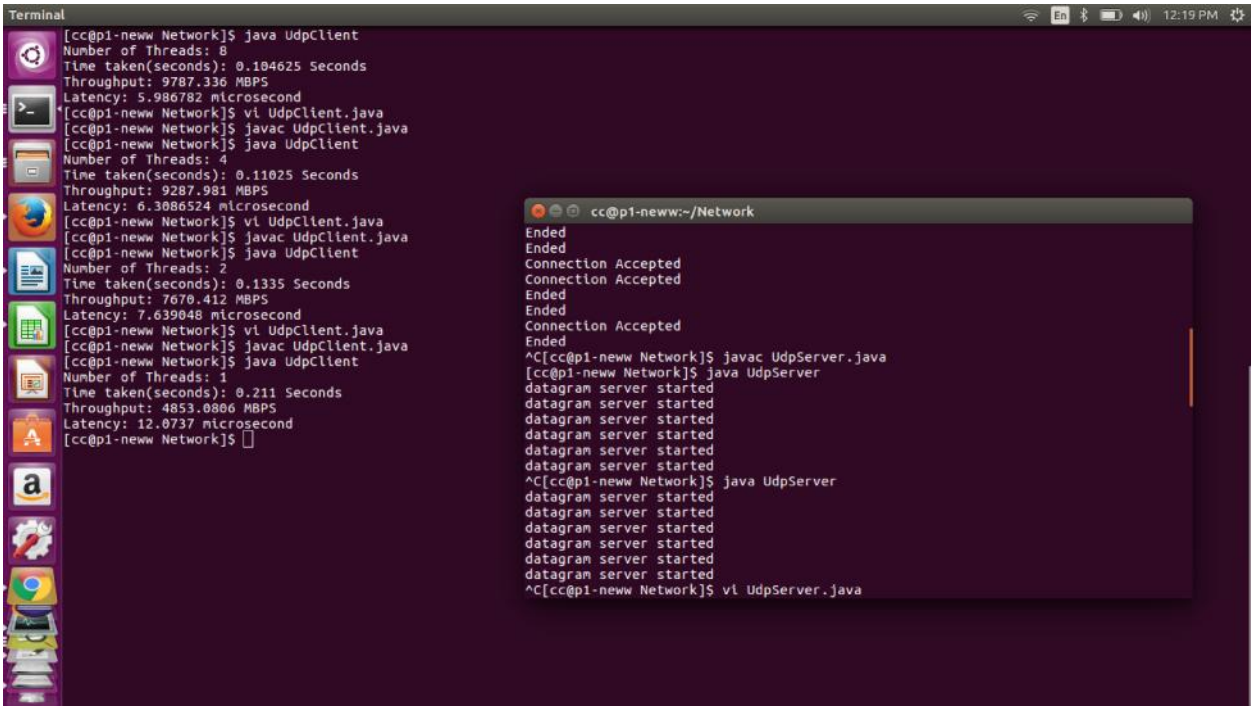
ii. Similarly for the UDP Client side, use javac compiler to compile the program. Now, open 2nd terminal and follow the commands to compile the program:

→ **javac UdpClient.java**

**For running UDP Client**

→ **java UdpClient**

Screenshot is displayed below:




**IPerf Benchmark:**

→We have run the IPerf Benchmarking and following are the steps to run the IPerf Benchmark:

*For IPerf Benchmarking, we have downloaded the package from net and it was installed using the command: **sudo yum install iperf3**

**For running IPerf TCP Server Benchmark**

i. Open 1st terminal and follow the commands to run the program:

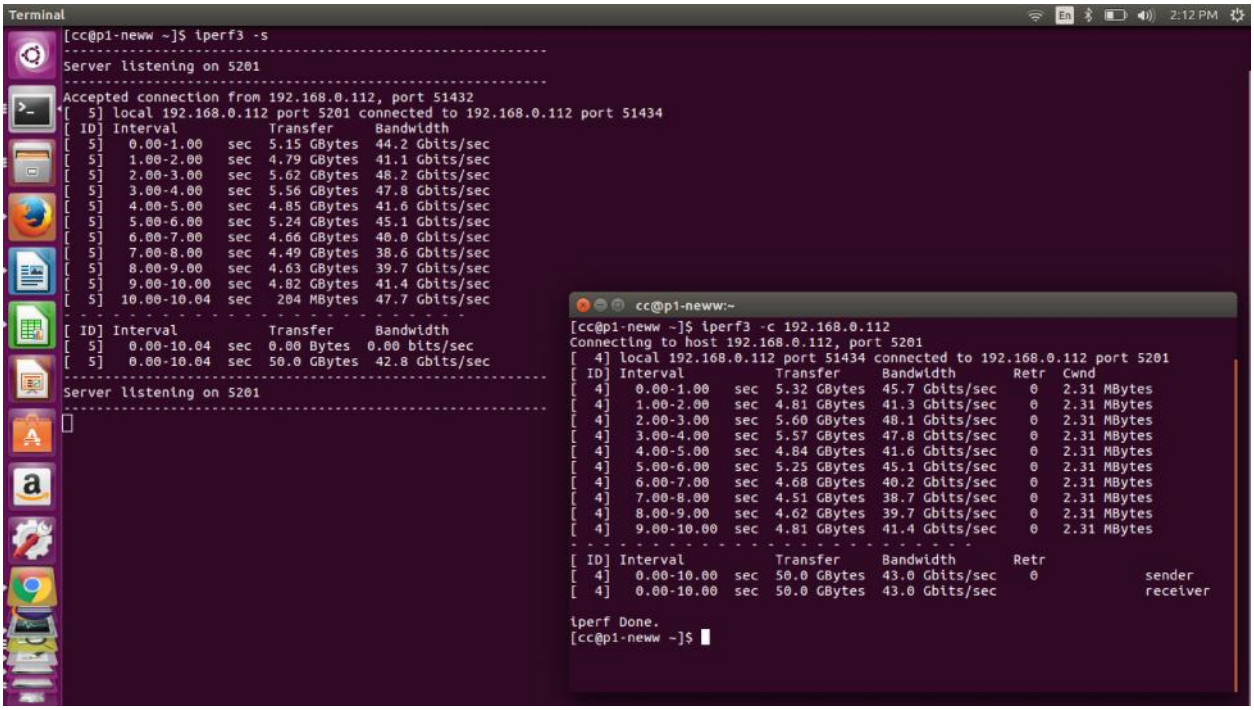
→ **iperf3 -s**

**For running IPerf TCP Client Benchmark**

i. Now, open 2nd terminal and follow the commands to run the program:

→ **iperf3 -c 192.168.0.112**

Screenshot is displayed below:




**For running IPerf UDP Server Benchmark**

i. Open 1st terminal and follow the commands to run the program:

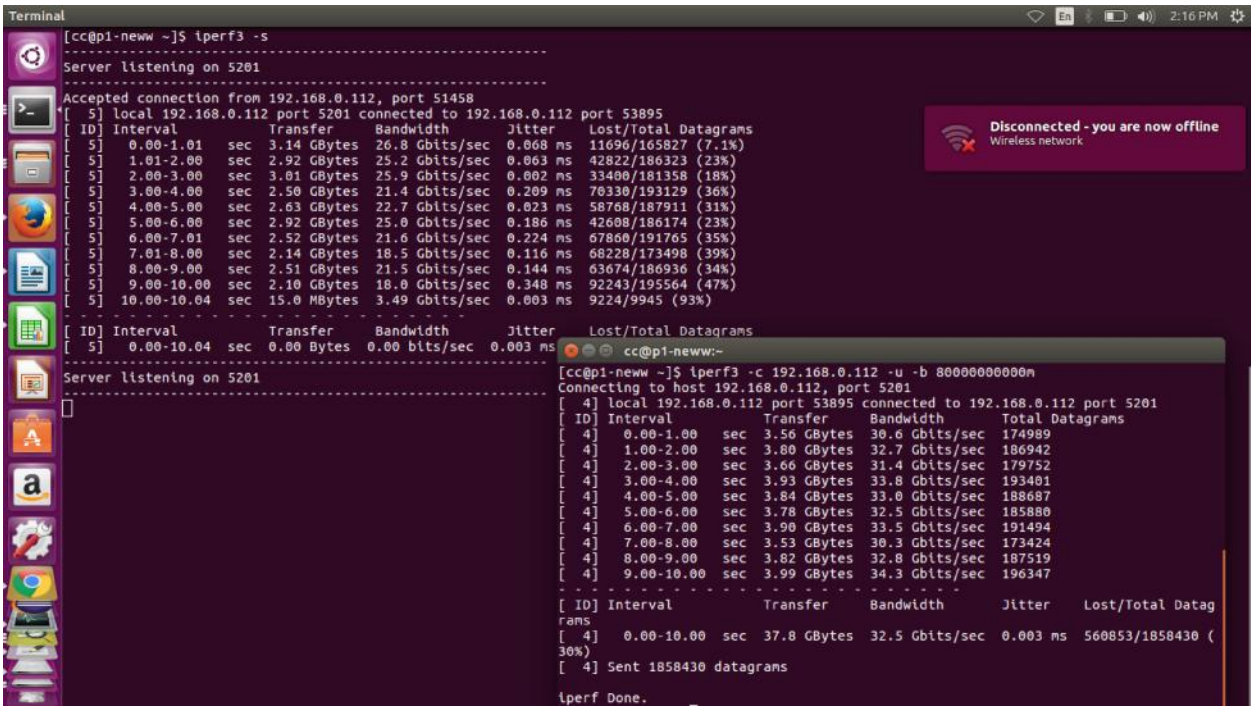
→ **iperf3 -s**

**For running IPerf UDP Client Benchmark**

i. Now, open 2nd terminal and follow the commands to run the program:

→ **iperf3 -c 192.168.0.112 -u -b 80000000000m**

Screenshot is displayed below:


Terminal
2:16 PM
[cc@p1-neww ~]$ iperf3 -s
Server listening on 5201
Accepted connection from 192.168.0.112, port 51458
[ 5] local 192.168.0.112 port 5201 connected to 192.168.0.112 port 53895
[ ID] Interval Transfer Bandwidth Jitter Lost/Total Datagrams
[ 5] 0.00-1.01 sec 3.14 GBytes 26.8 Gbits/sec 0.068 ms 11696/165827 (7.1%)
[ 5] 1.01-2.00 sec 2.92 GBytes 25.2 Gbits/sec 0.063 ms 42822/186323 (23%)
[ 5] 2.00-3.00 sec 3.01 GBytes 25.9 Gbits/sec 0.002 ms 33400/181358 (18%)
[ 5] 3.00-4.00 sec 2.50 GBytes 21.4 Gbits/sec 0.209 ms 70330/193129 (36%)
[ 5] 4.00-5.00 sec 2.63 GBytes 22.7 Gbits/sec 0.023 ms 58768/187911 (31%)
[ 5] 5.00-6.00 sec 2.92 GBytes 25.0 Gbits/sec 0.186 ms 42608/186174 (23%)
[ 5] 6.00-7.01 sec 2.52 GBytes 21.6 Gbits/sec 0.224 ms 67860/191765 (35%)
[ 5] 7.01-8.00 sec 2.14 GBytes 18.5 Gbits/sec 0.116 ms 68228/173498 (39%)
[ 5] 8.00-9.00 sec 2.51 GBytes 21.5 Gbits/sec 0.144 ms 63674/186936 (34%)
[ 5] 9.00-10.00 sec 2.10 GBytes 18.0 Gbits/sec 0.348 ms 92243/195564 (47%)
[ 5] 10.00-10.04 sec 15.0 MBytes 3.49 Gbits/sec 0.003 ms 9224/9945 (93%)
[ ID] Interval Transfer Bandwidth Jitter Lost/Total Datagrams
[ 5] 0.00-10.04 sec 0.00 Bytes 0.00 bits/sec 0.003 ms
Server listening on 5201
Disconnected - you are now offline
Wireless network
cc@p1-neww:~
[cc@p1-neww ~]$ iperf3 -c 192.168.0.112 -u -b 80000000000m
Connecting to host 192.168.0.112, port 5201
[ 4] local 192.168.0.112 port 53895 connected to 192.168.0.112 port 5201
[ ID] Interval Transfer Bandwidth Total Datagrams
[ 4] 0.00-1.00 sec 3.56 GBytes 30.6 Gbits/sec 174989
[ 4] 1.00-2.00 sec 3.80 GBytes 32.7 Gbits/sec 186942
[ 4] 2.00-3.00 sec 3.66 GBytes 31.4 Gbits/sec 179752
[ 4] 3.00-4.00 sec 3.93 GBytes 33.8 Gbits/sec 193401
[ 4] 4.00-5.00 sec 3.84 GBytes 33.0 Gbits/sec 188687
[ 4] 5.00-6.00 sec 3.78 GBytes 32.5 Gbits/sec 185880
[ 4] 6.00-7.00 sec 3.90 GBytes 33.5 Gbits/sec 191494
[ 4] 7.00-8.00 sec 3.53 GBytes 30.3 Gbits/sec 173424
[ 4] 8.00-9.00 sec 3.82 GBytes 32.8 Gbits/sec 187519
[ 4] 9.00-10.00 sec 3.99 GBytes 34.3 Gbits/sec 196347
[ ID] Interval Transfer Bandwidth Jitter Lost/Total Datagrams
[ 4] 0.00-10.00 sec 37.8 GBytes 32.5 Gbits/sec 0.003 ms 560853/1858430 (30%)
[ 4] Sent 1858430 datagrams
iperf Done.