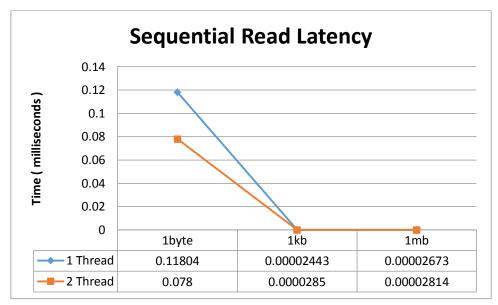
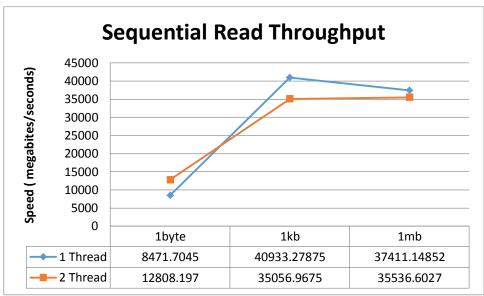
I. Disk Benchmarking:

Following parameters are used for the evaluation:

1. Total size of data: 100 MB 2. Amazon T2. Micro instance

1. Sequential Read operation:

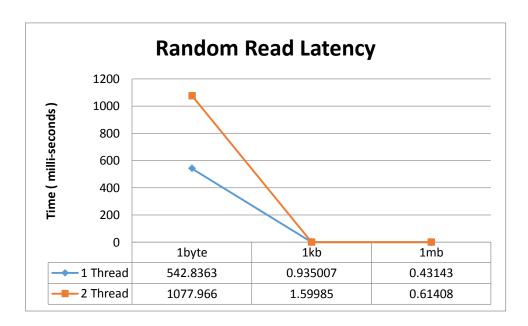


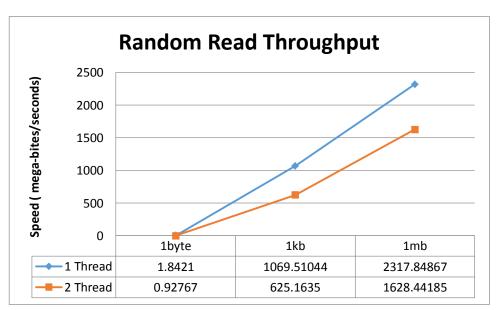


Analysis:

Above graph shows, there is increase in transfer rate of data as number of block-size increases from 1Byte to 1MByte.

2. Random Read Operation:



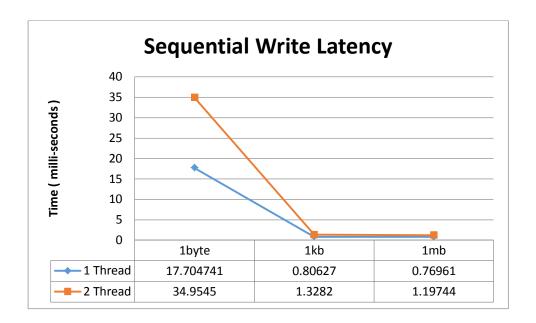


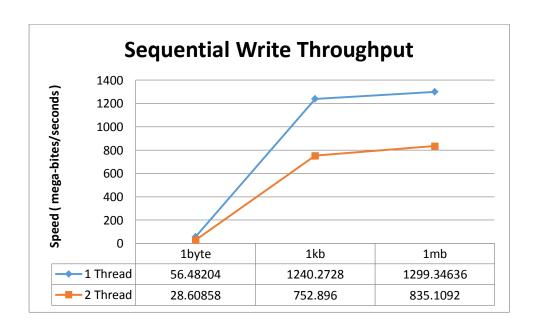
Analysis:

Random read operations gives very bad performance as compared sequential read operation. Following table compares throughput of sequential and random read operation for 1-Thread.

Block Size	Sequential Read	Random Read
1 Byte	8471.7	1.84
1 KByte	40933.27	1069.51
1 Mbyte	37411.14	2317.85

3. equential Write Operation:





Analysis:

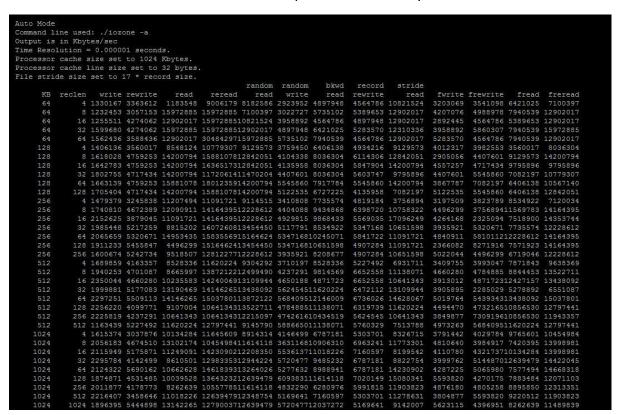
There is drastic increase in transfer rate when block size of data increases from 1Byte to 1Kbyte. There is slightly increase in performance when block size increases from 1Kbyte to 1MByte.

Theoretical Performance of a disk:

Amazon has given t2.micro instance theoretical value for disk is given as 160Mb/S.

IOZONE Benchmarking system (Extra Credit)

- Compared evaluation of self implemented benchmarking with IOZONE benchmarking.
- o Both systems (mine & IOZONE) are evaluated on amazon's t2.micro instance.
- o Imerf has been evaluated for packet size 100MBytes.



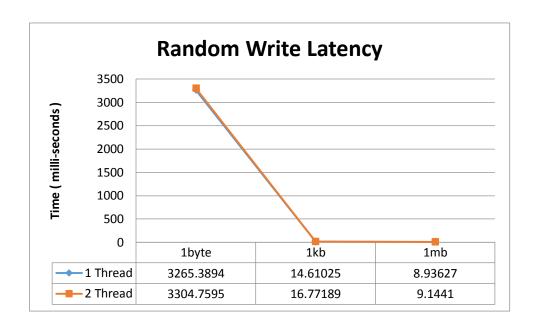
Following are the results for 1024KB:

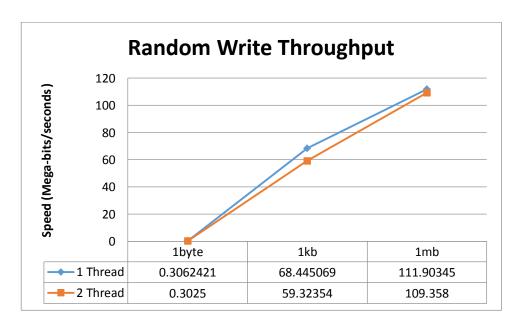
Operations	Throughput in MB/S	
Sequential Read	9402.175	
Sequential Write	2403.712	
Random Read	9142.007	
Random Write	3908.759	

Comparing this values with my system values.

Operations	My System Throughput	IOZONE Throughput
Sequential Read	40933.27	10134284
Sequential Write	1240.2728	1615374
Random Read	1069.51	8914314
Random Write	68.44	4146499

4. Random Write Operation:





Analysis:

There is huge drop in performance when compared to sequential write operations. Following table compares throughput of sequential and random write operation for 1-Thread.

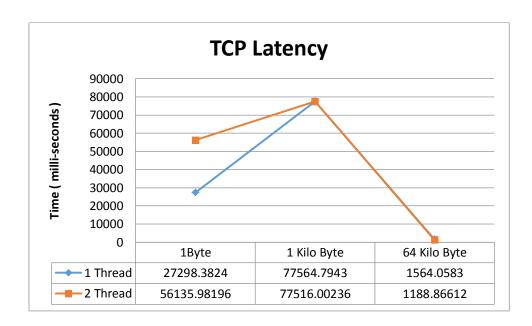
Block Size	Sequential Write	Random Write
1 Byte	56.48	0.30
1 KByte	1240.27	68.44
1 Mbyte	1299.34	111.90

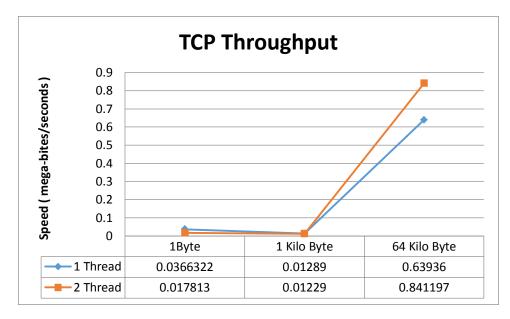
III. Network Benchmarking

Following parameters are used for the evaluation:

- 1. Total size of data: 64000 KBytes
- 2. Amazon T2.Micro instance

1. TCP Operation:

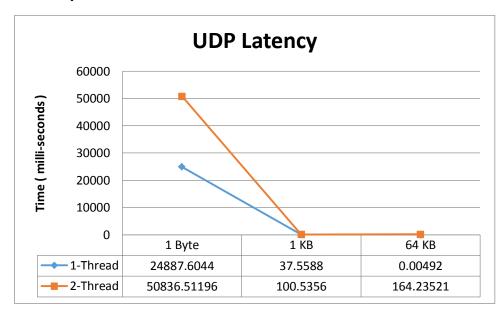


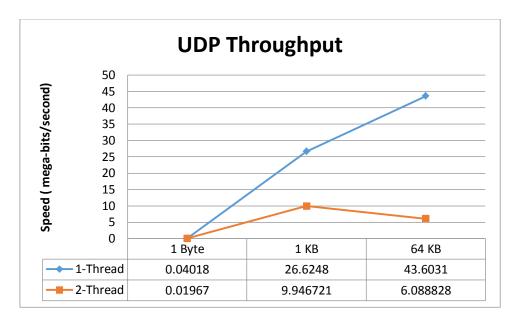


Anaysis:

Throughput of TCP increases drastically when size of packet is increases from 1KByte to 64KByte There is slightly increase in performance when uses multithreading .

2. **UDP Operation:**





Analysis:

There is increase in performance when the data packets send over network using UDP protocols. Following table compares throughput of UDP and TCP performed on 1-Thread.

Block Size	Sequential Write	Random Write
1 Byte	0.036	0.04
1 KByte	0.012	26.62
1 Mbyte	0.639	43.60

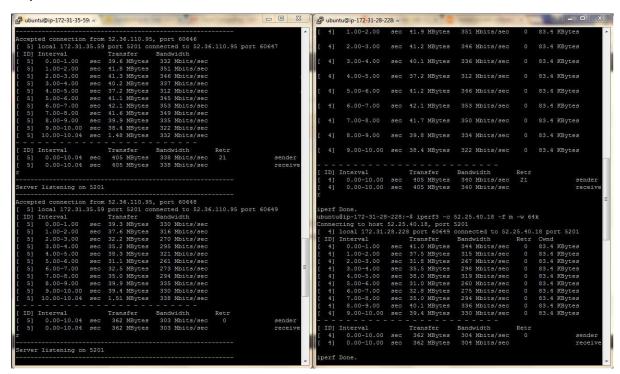
Theoretical Performance of a Network:

 Amazon has given t2.micro instance theoretical value for Network's Bandwidth is given as 2.7MB/S.

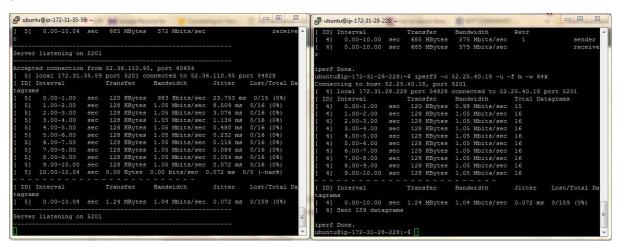
Extra Credit for Network Benchmarking:

- Iperf Benchmarking system
 - o Compared evaluation of self implemented benchmarking with Iperf benchmarking.
 - O Both systems (mine & Iperf) are evaluated on amazon's t2.micro instance.
 - o Imerf has been evaluated for packet size 64BK.

Iperf TCP:



Iperf UDP:



Comparing this values with my system values, efficiency for my system is calculated and found to be high as compared to the Iperf performance.

- Instruction to TCP Iperf:
 - 1. Install Iperf benchmark in local:

Sudo apt-get install iperf3

2. Run TCP server

Iperf3 -s

3. Run TCP client:

Iperf3 –c @"public_ip"–f m –w 64k

- Instruction to UDP Iperf:
 - 1. Install Iperf benchmark in local:

Sudo apt-get install iperf3

2. Run TCP server

Iperf3 -s

3. Run TCP client:

Iperf3 -c @"public_ip"-f m -w 64k

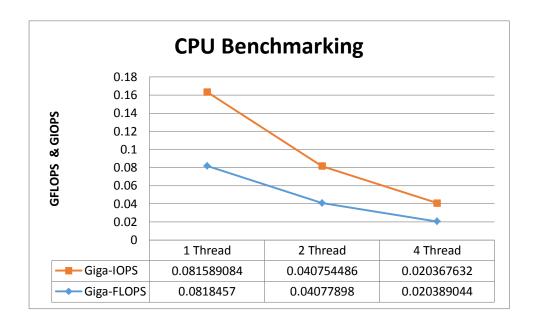
- For UDP:
 - 1. For running a Server:

Iperf3 –s

2. Run UDP client:

Iperf3 -c @"public_ip" -u -f m -w 64k.

III. CPU Benchmarking:



X-axis: GFLOPS and GIOPS Y-axis: Number of threads

- Above Table shows CPU speed in terms of GIGA FLOPS and GIGA IOPS i.e. Giga Floating Point Operation per Second and Giga Integer Operations per second respectively.
- This benchmark is performed in three different threads (1,2 & 4).
- As more threads put more overhead of thread maintenance, concurrency and switching we can conclude that, the optimal number of concurrency for best performance is achieved using 4 threads.
- Theoretical Peak Performance = number of cores* clock cycle * FLOPs/cycle = 2*1.7*4 = 13.6 GFLOPS
- Efficiency = (FLOPS for 1 thread /Theoretical Peak Performance)*100 = (0.081589/13.6)* 100 = 0.5 %