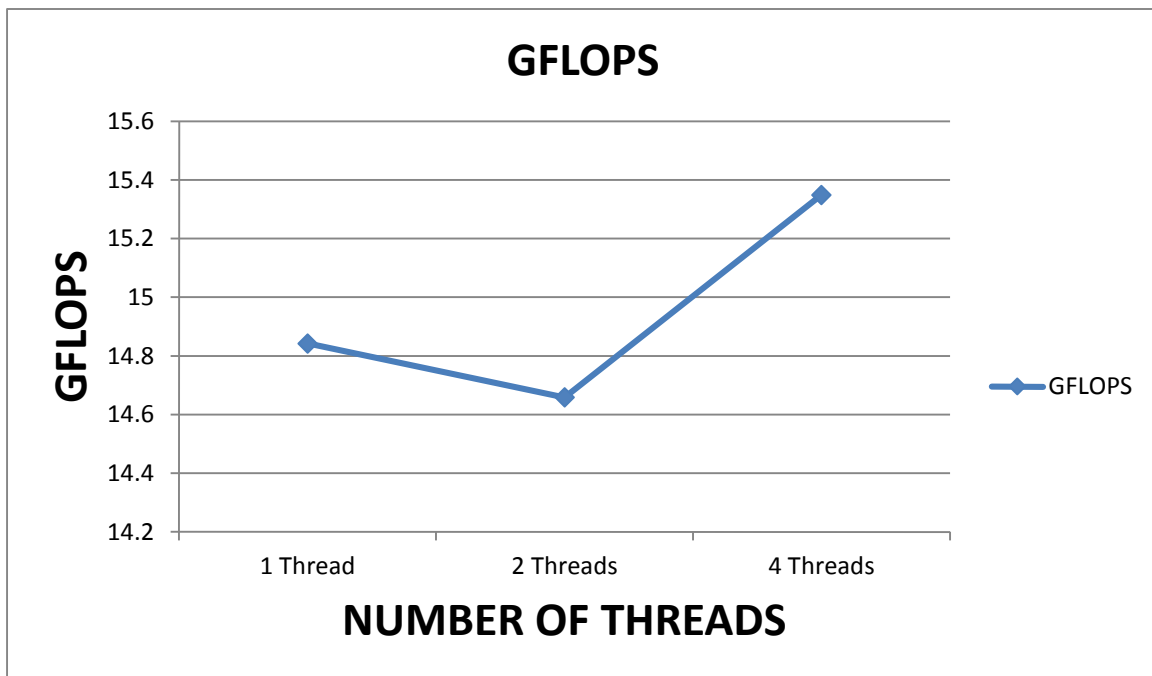


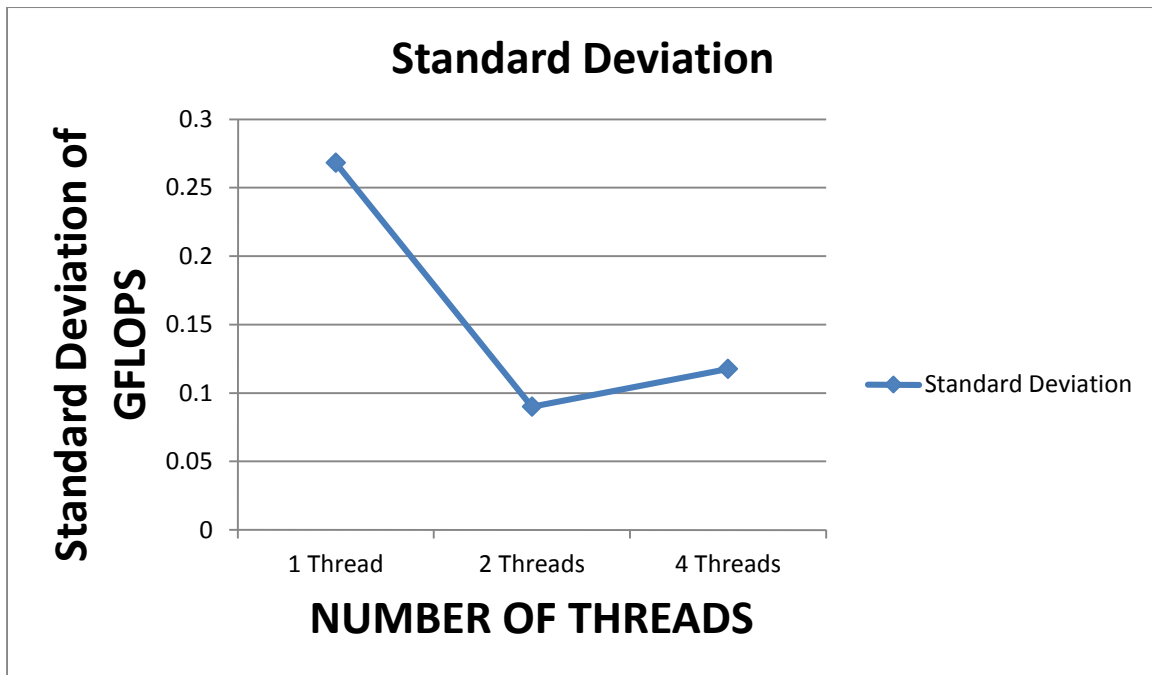
# PREFORMANCE EVALUATION

NOTE: The results that were obtained in the order to plot the graph are in Reults.xlsx

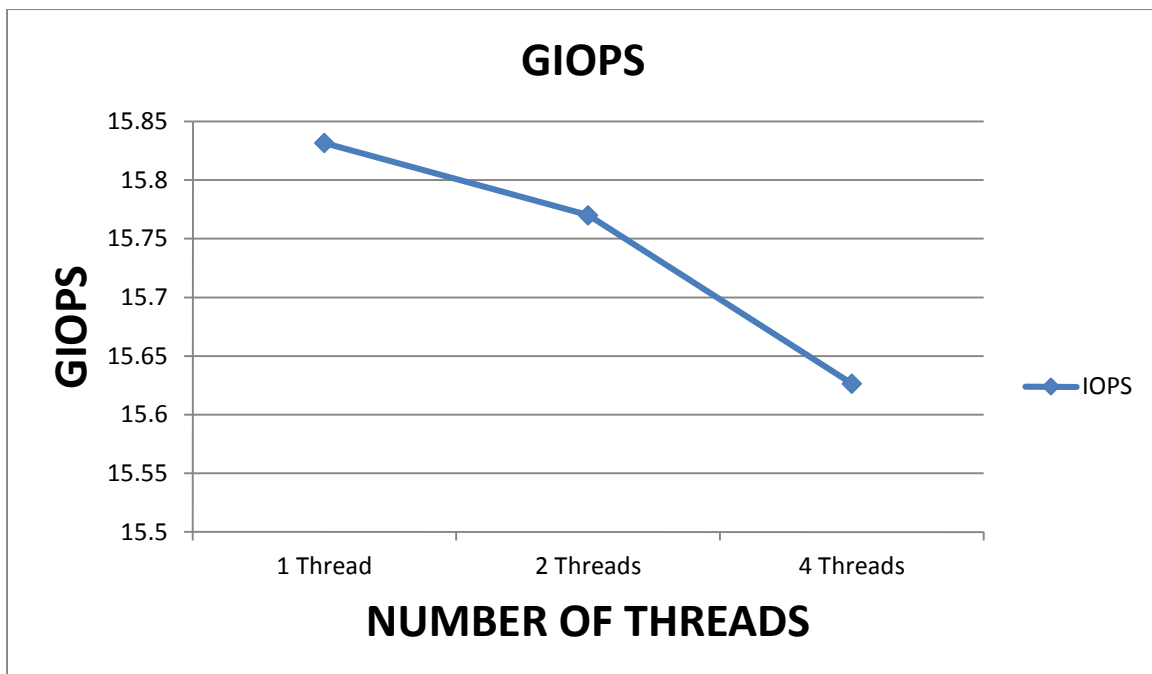
## CPU:

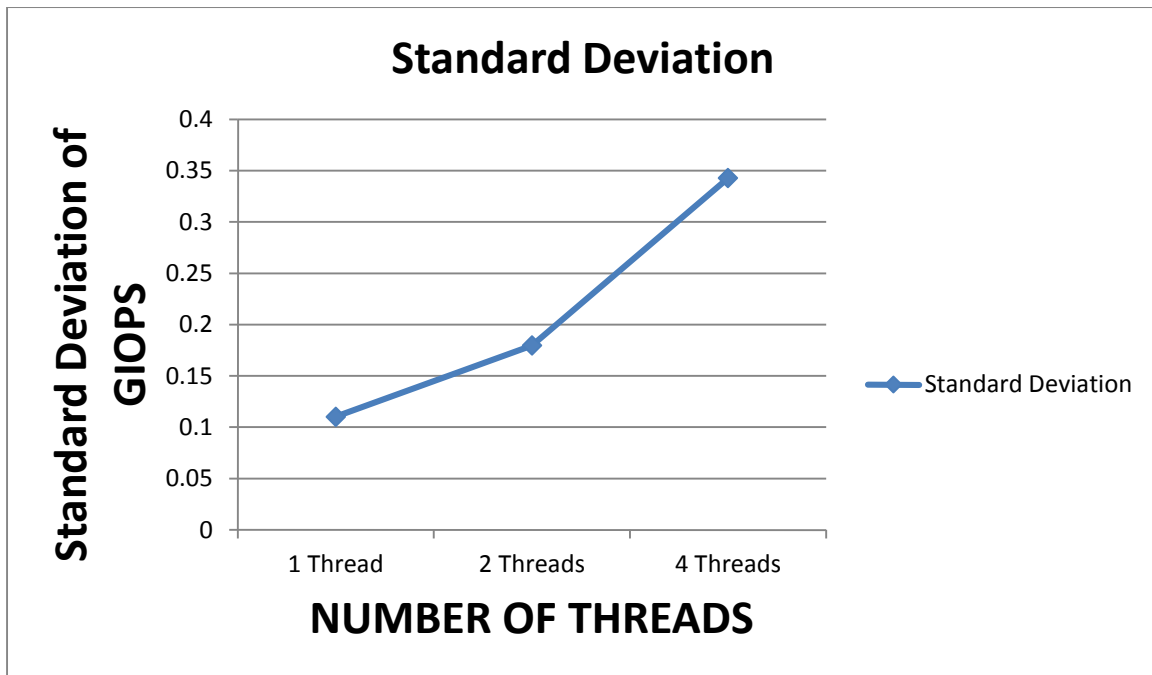
The CPU benchmarks mentioned below are run in a single core processor and the system returns with the benchmarks shown below. The benchmark values shown in the chart are the average benchmarks obtained after running them for 3 iteration. The tables for these iterations are provided in the excel sheet.



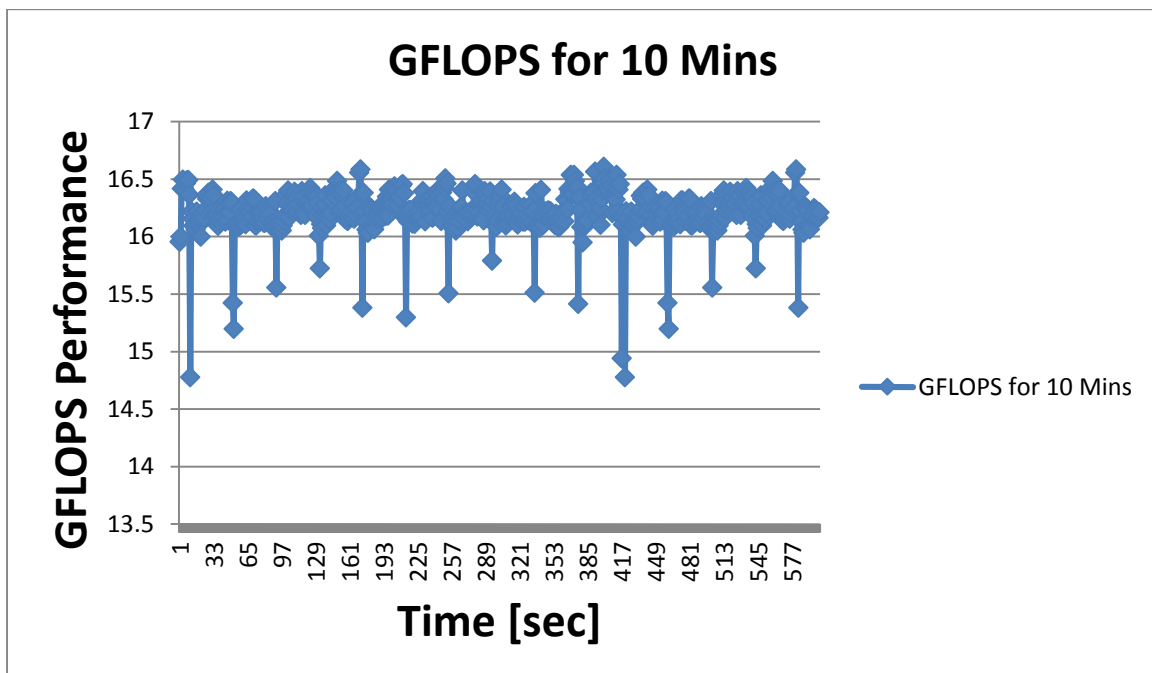


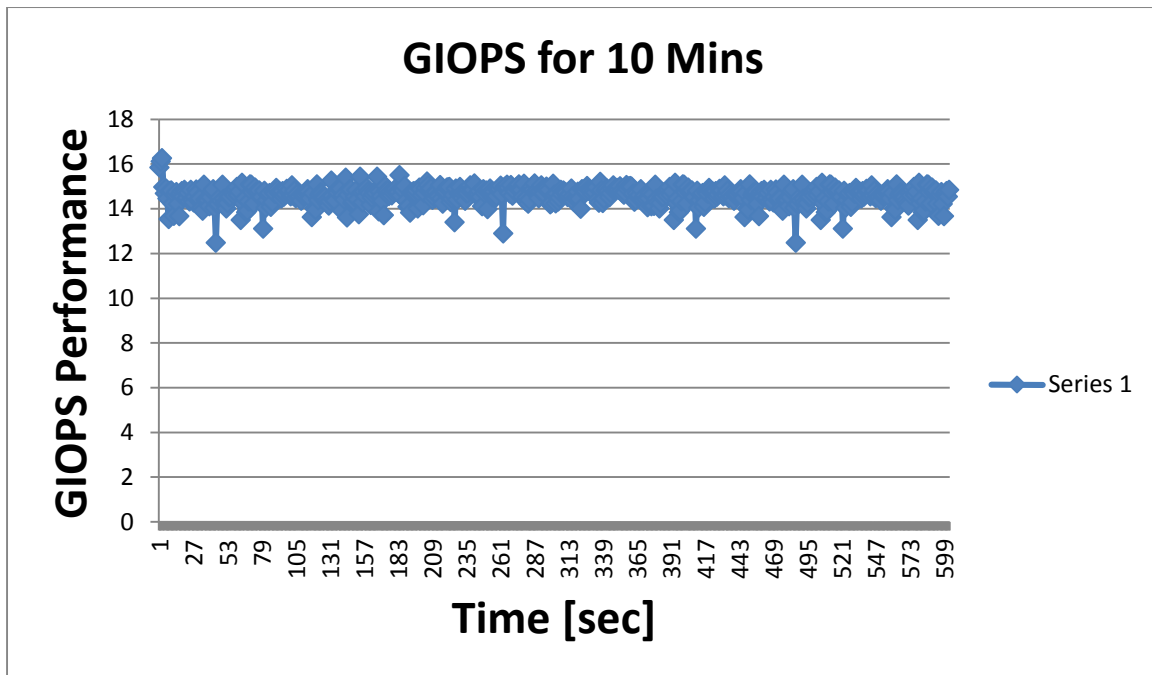
The above graph provides the GFLOPS and Standard Deviation of the GFLOPS for 1 thread, 2 thread, 4 threads. The values differ based on the system configuration.





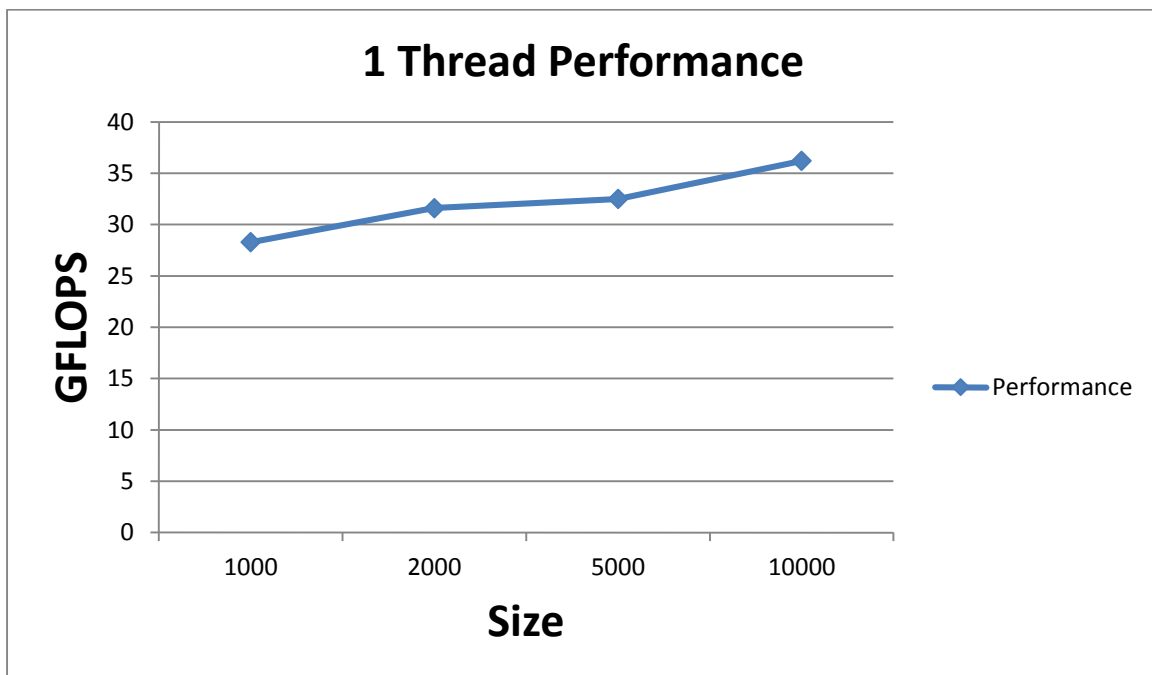
The above graph provides the GIOPS and Standard Deviation of the GIOPS for 1 thread, 2 thread, 4 threads. The values differ based on the system configuration.

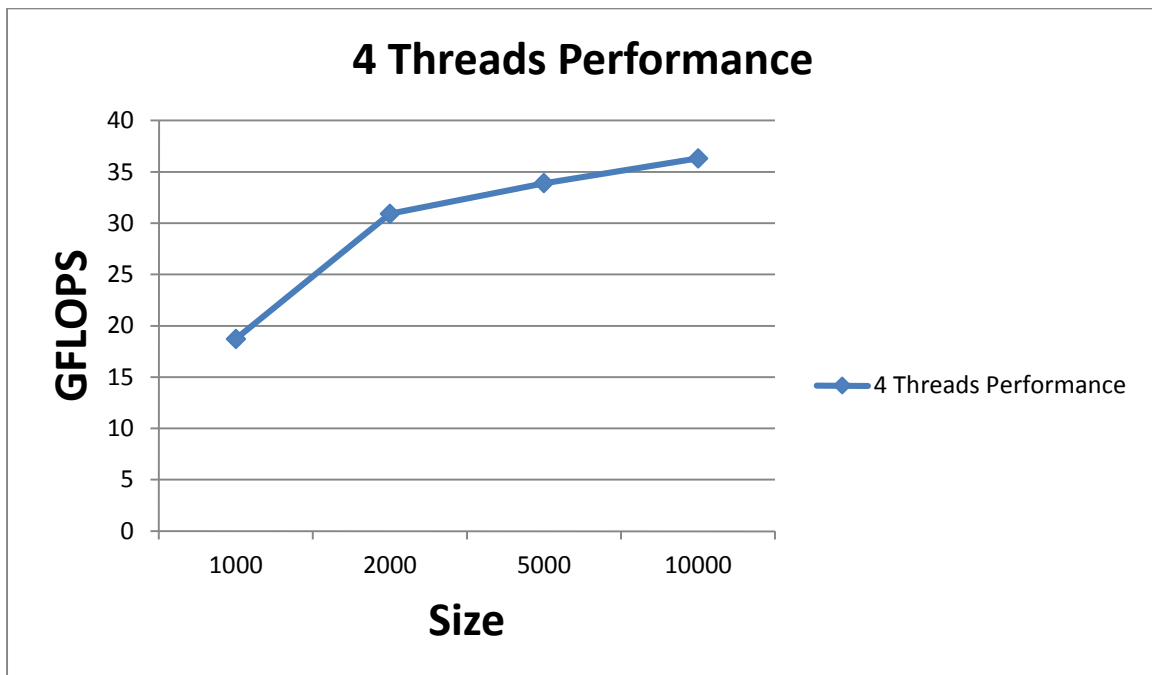
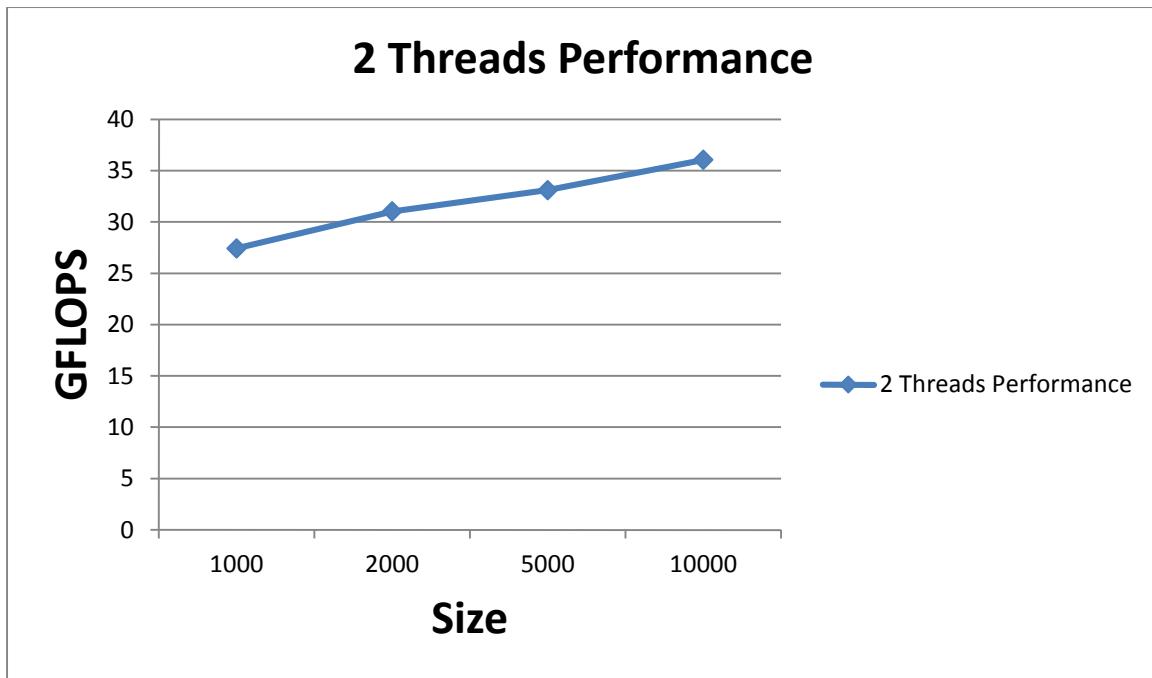




### LINPACK BENCHMARK:

The graphs for benchmarks values obtained after running Linpack Benchmark are shown below





Efficiency when compared to Linpack Theoretical value=  $14.84244138 / 36.3202 * 100 = 40.86\%$

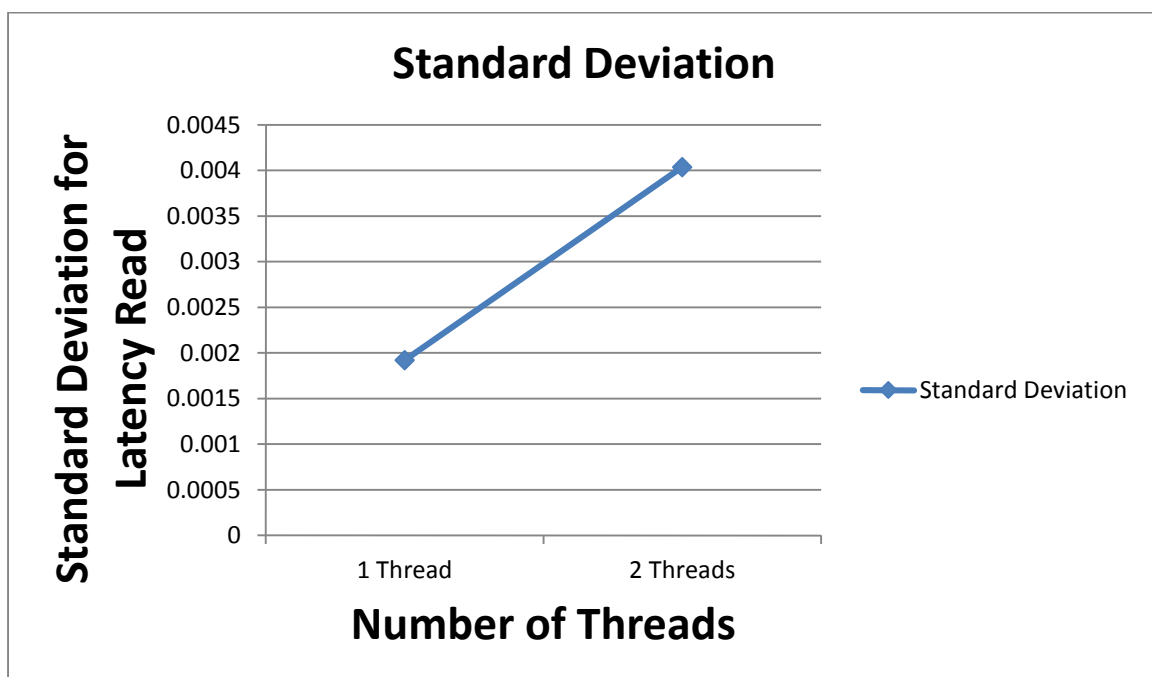
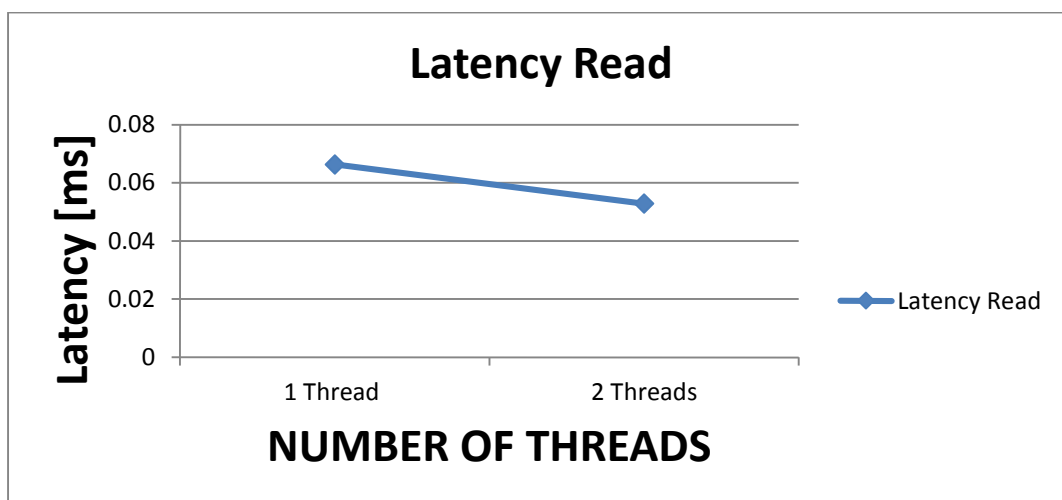
Efficiency when compared with Theoretical value=  $15.15152 / 20 * 100 = 75.75\%$

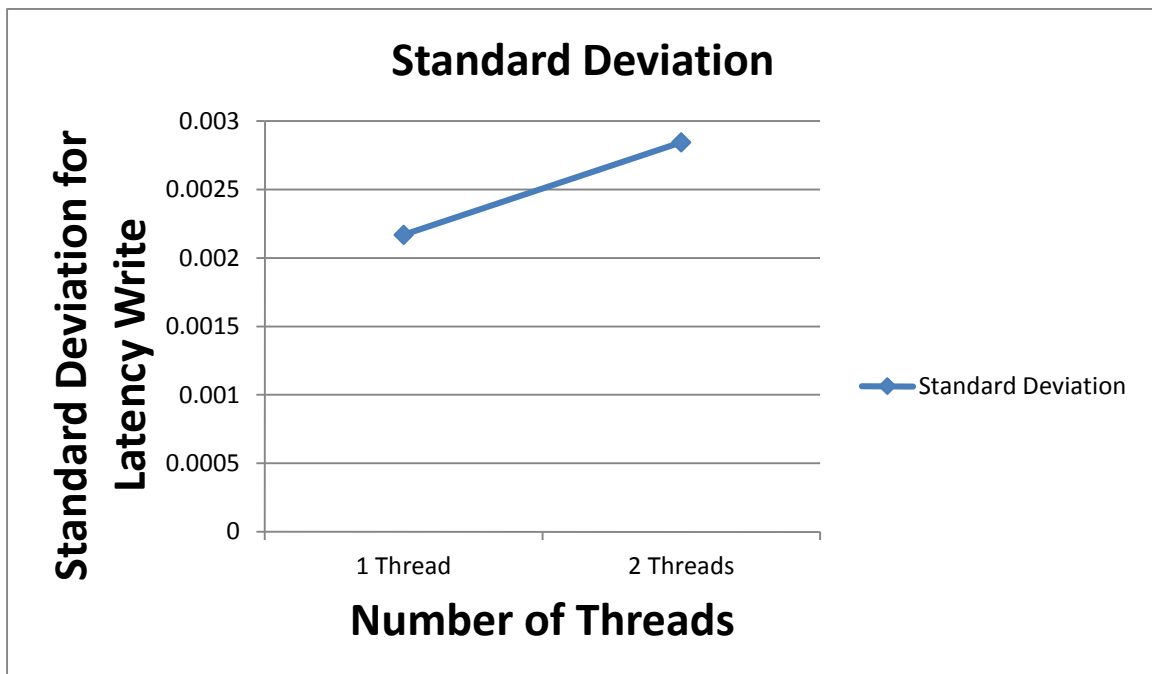
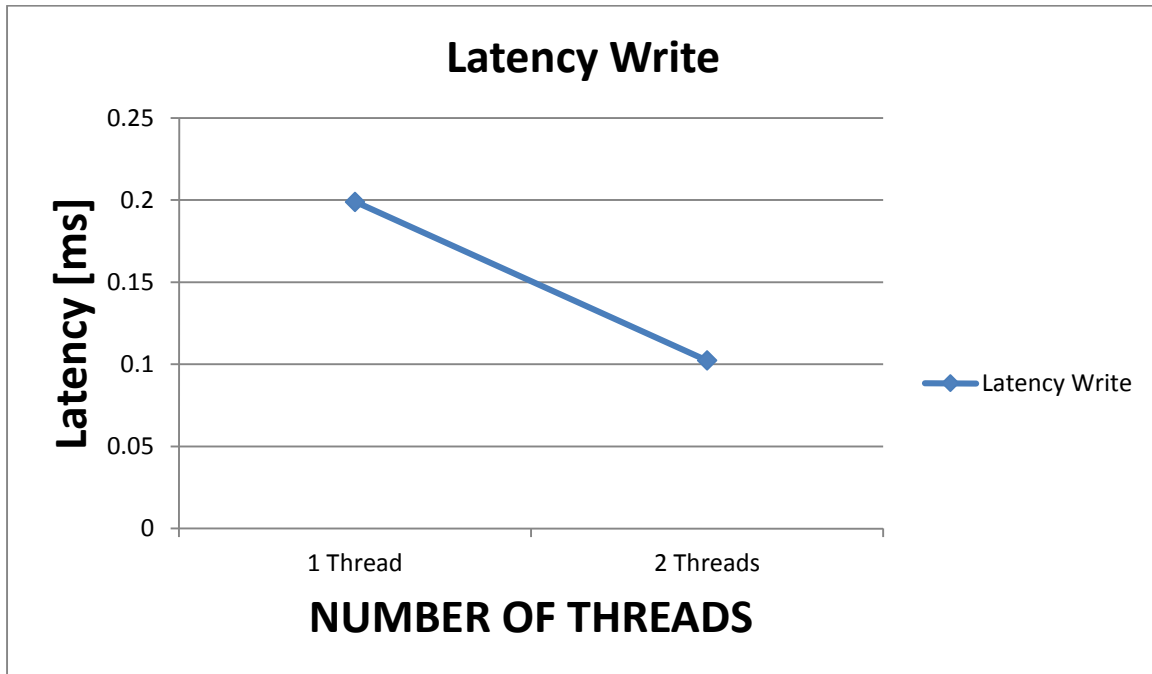
## Disk

This benchmark provides us the read speed, write speed , Latency and Throughput speed of the disk of the computer. The blocks used for this are 1BYTE, 1KILOBYTE and 1MEGABYTE. The blocks here are written both sequentially and randomly. The graphs for each along with their standard deviation is as shown below. These values are the average taken after 3 iterations. The values of these iterations are provided in the excel sheet:

### 1 BYTE TRANSFER

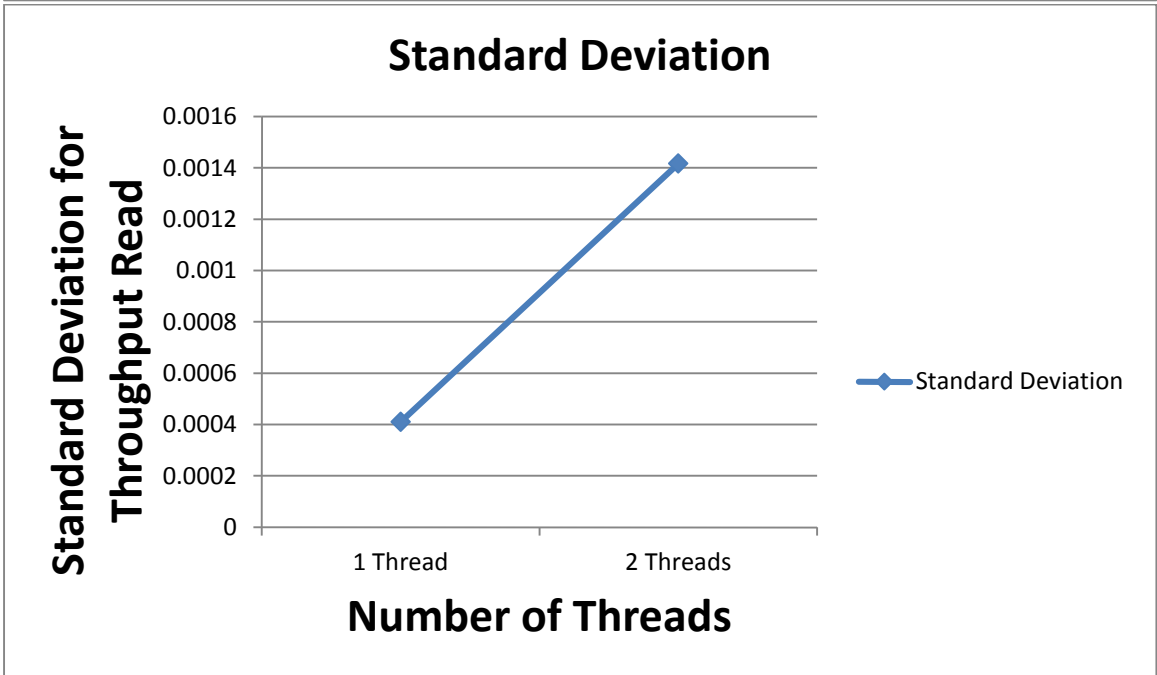
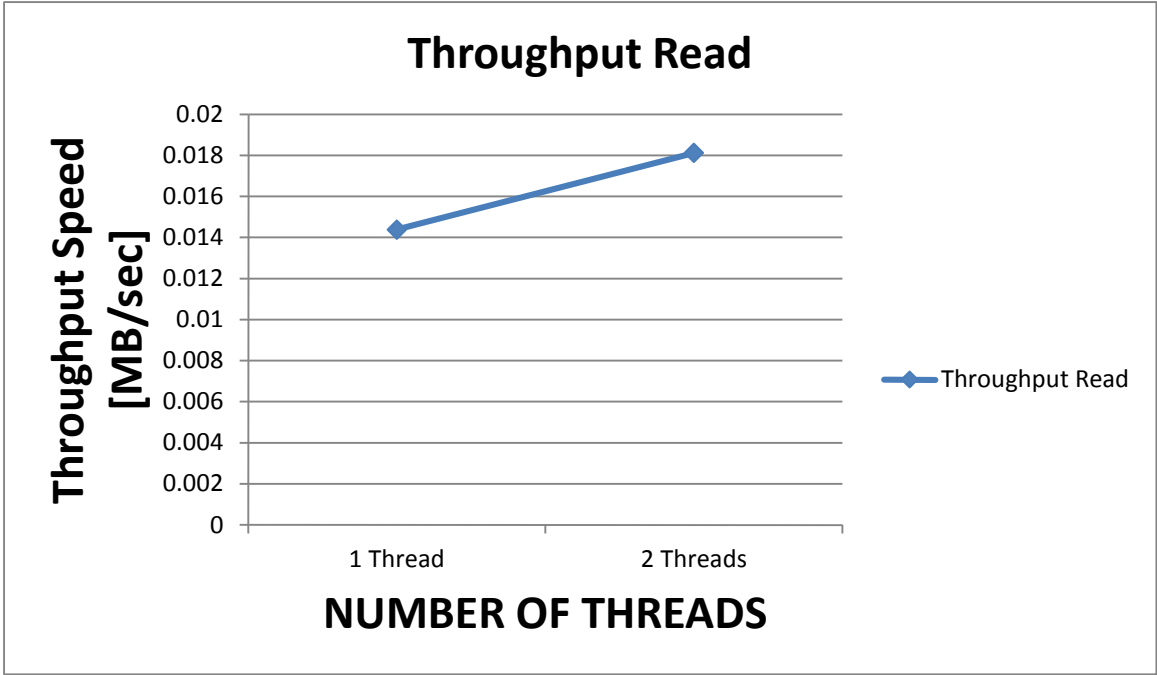
#### Sequential Access

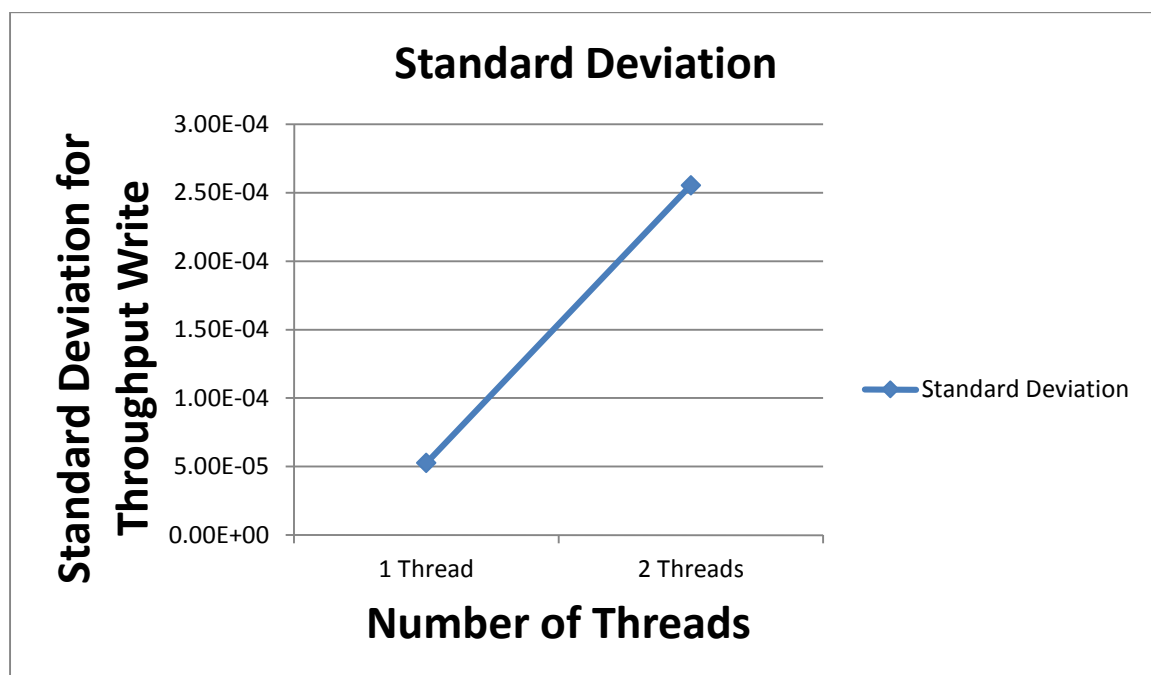
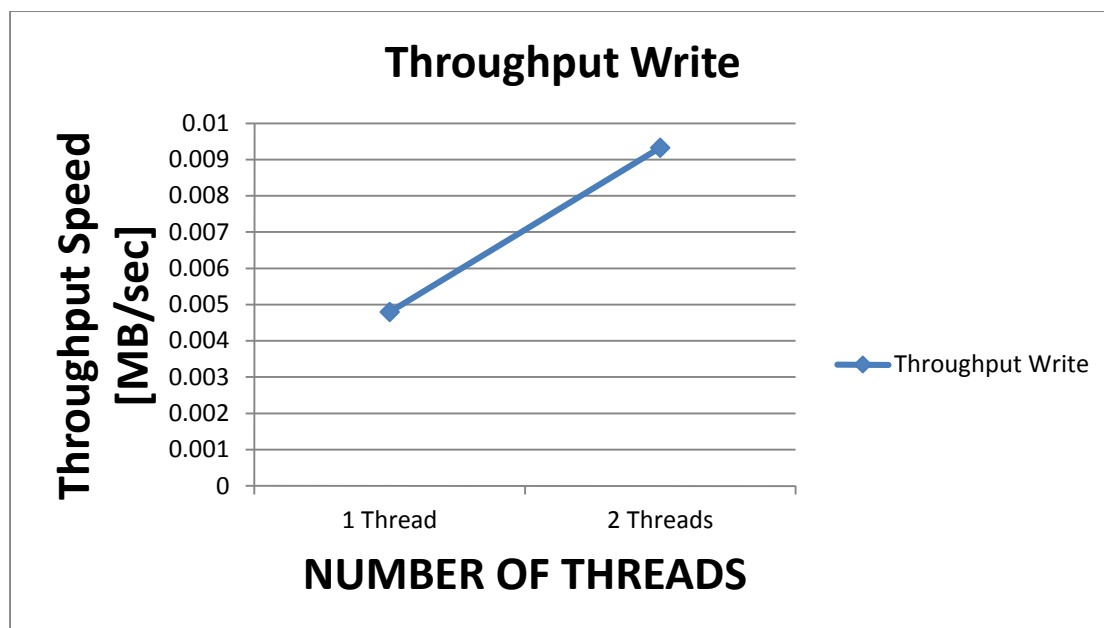




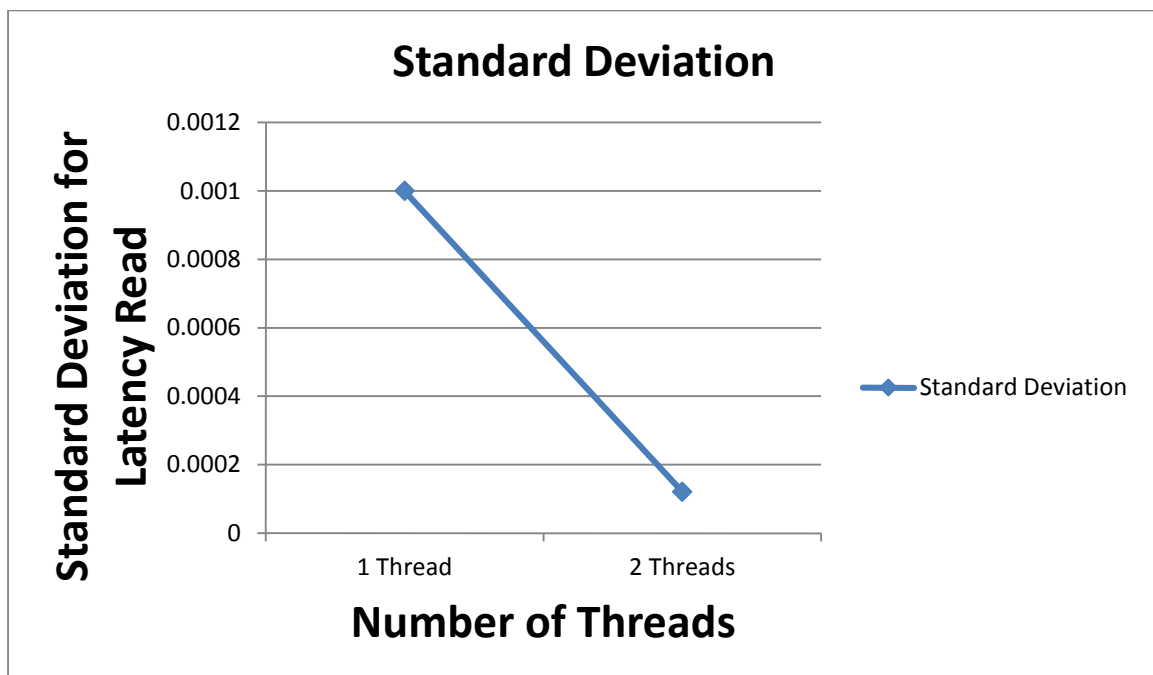
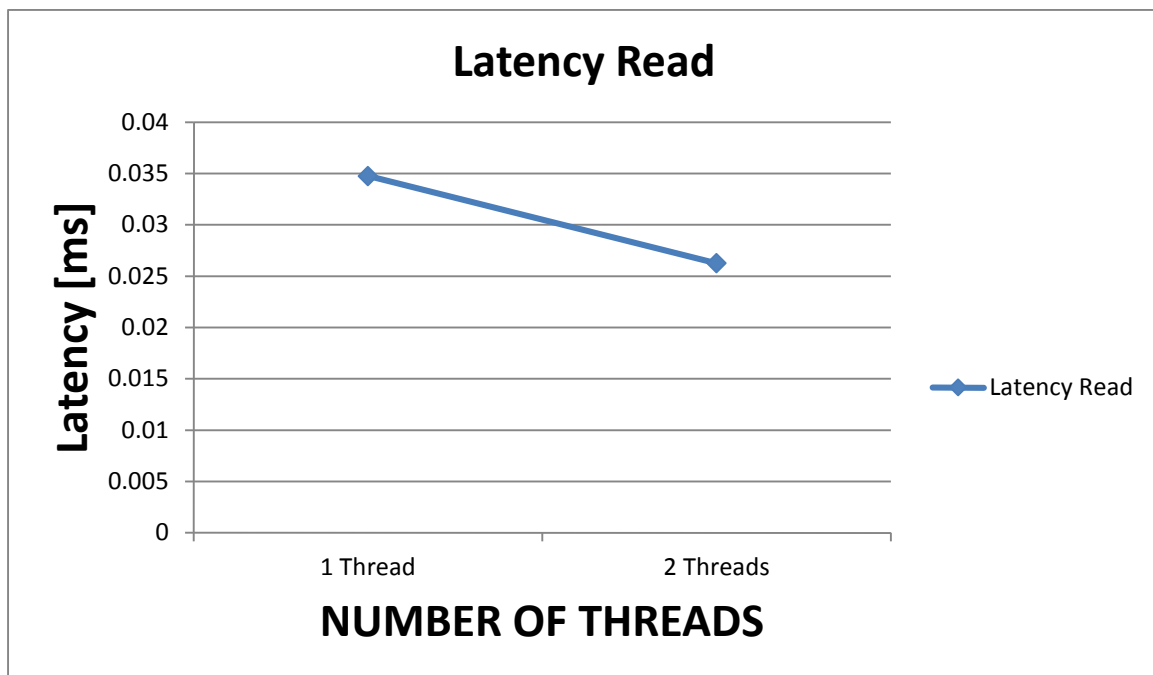


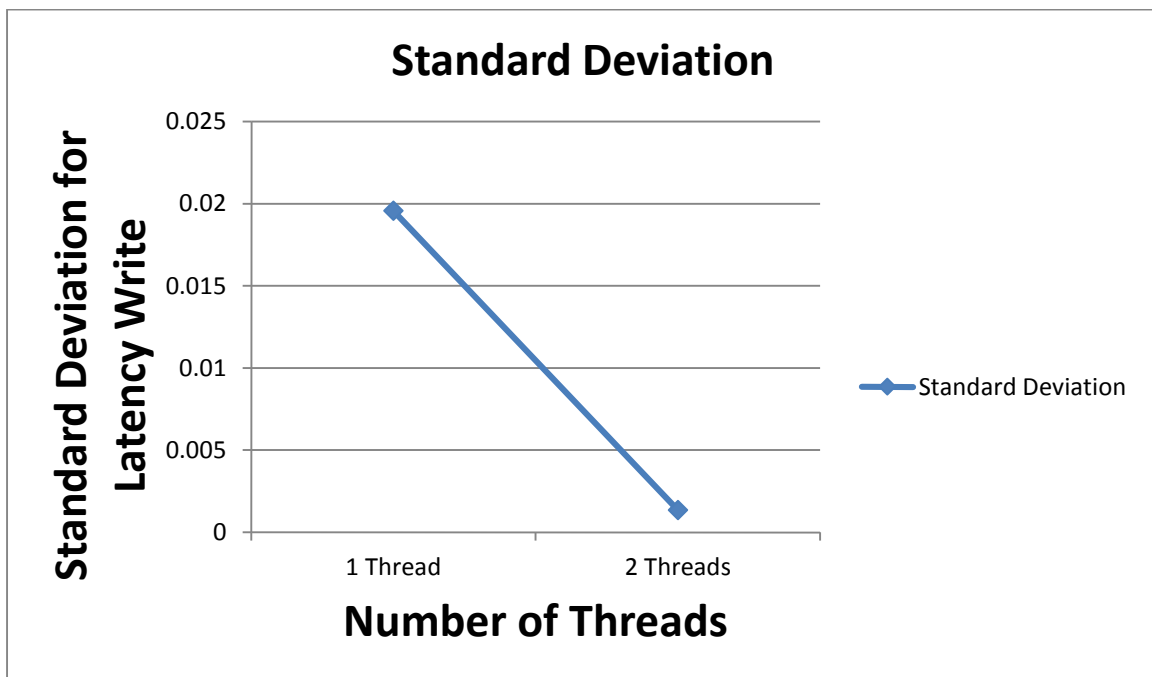
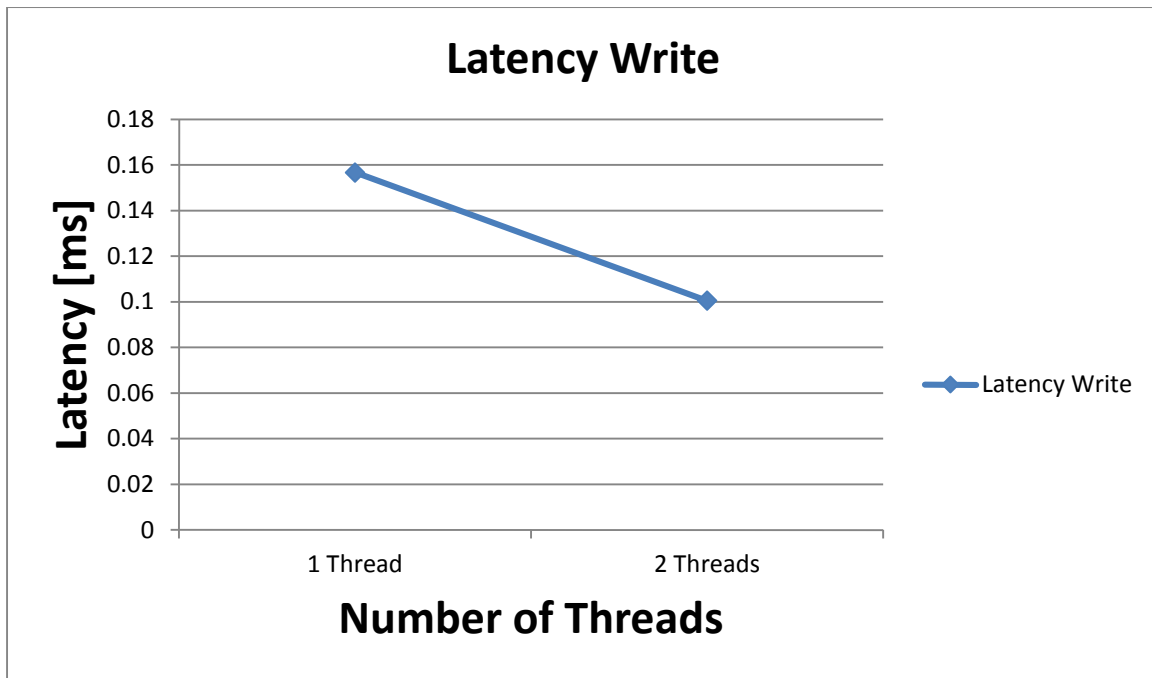


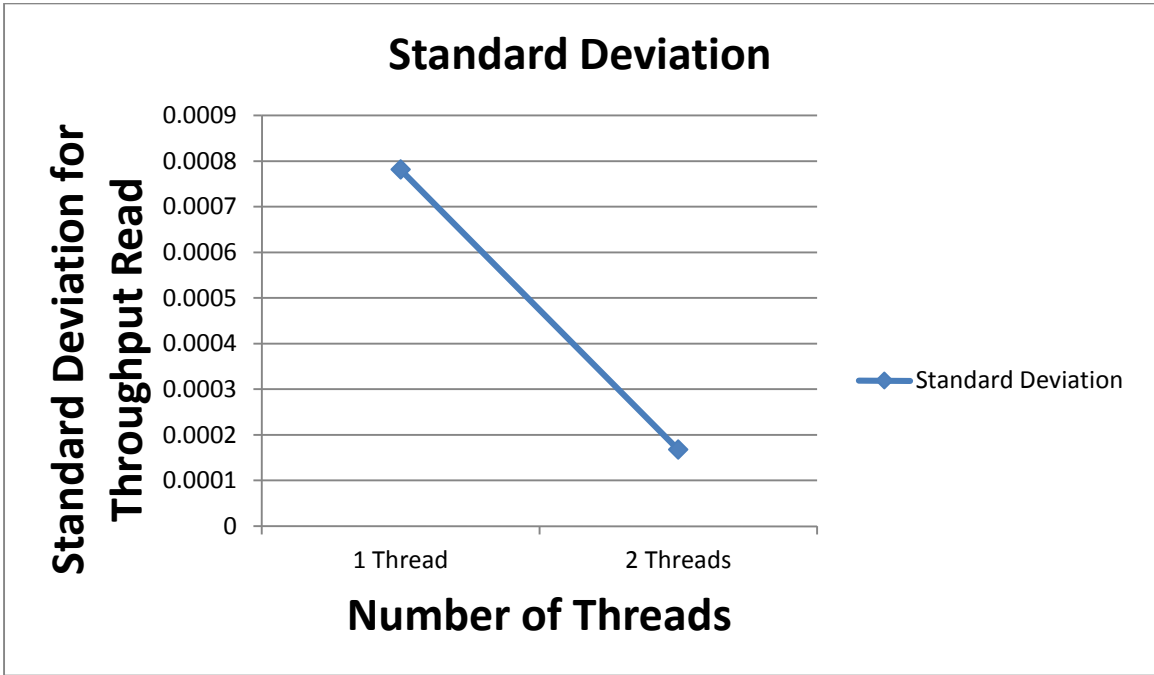
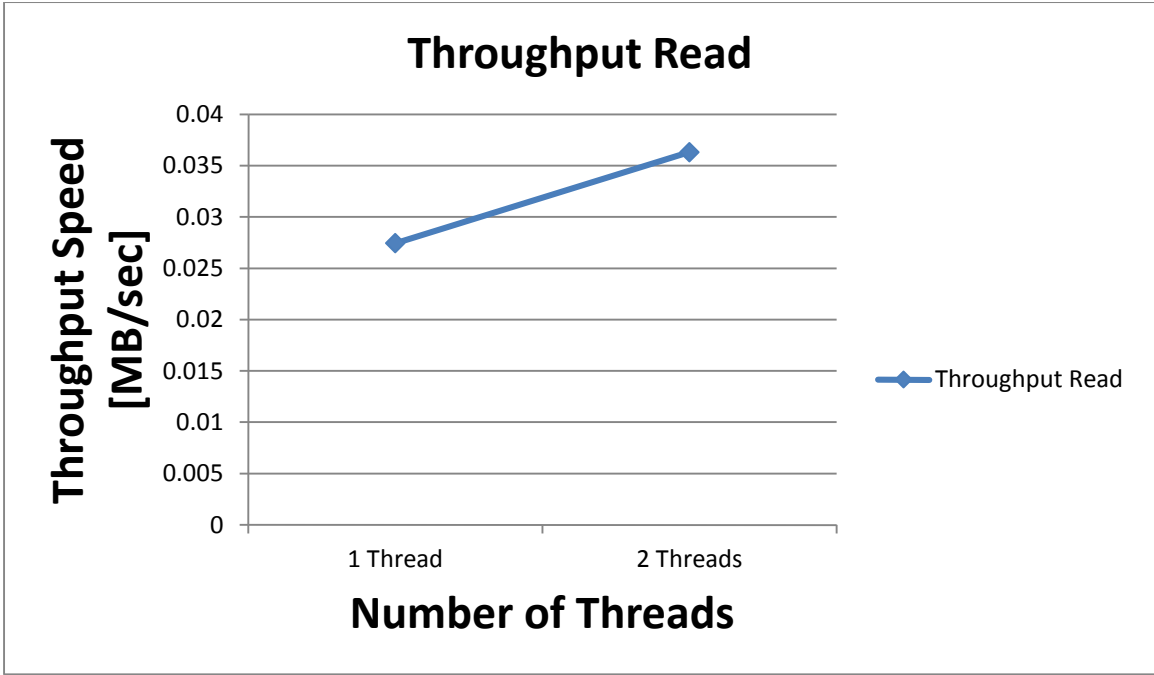


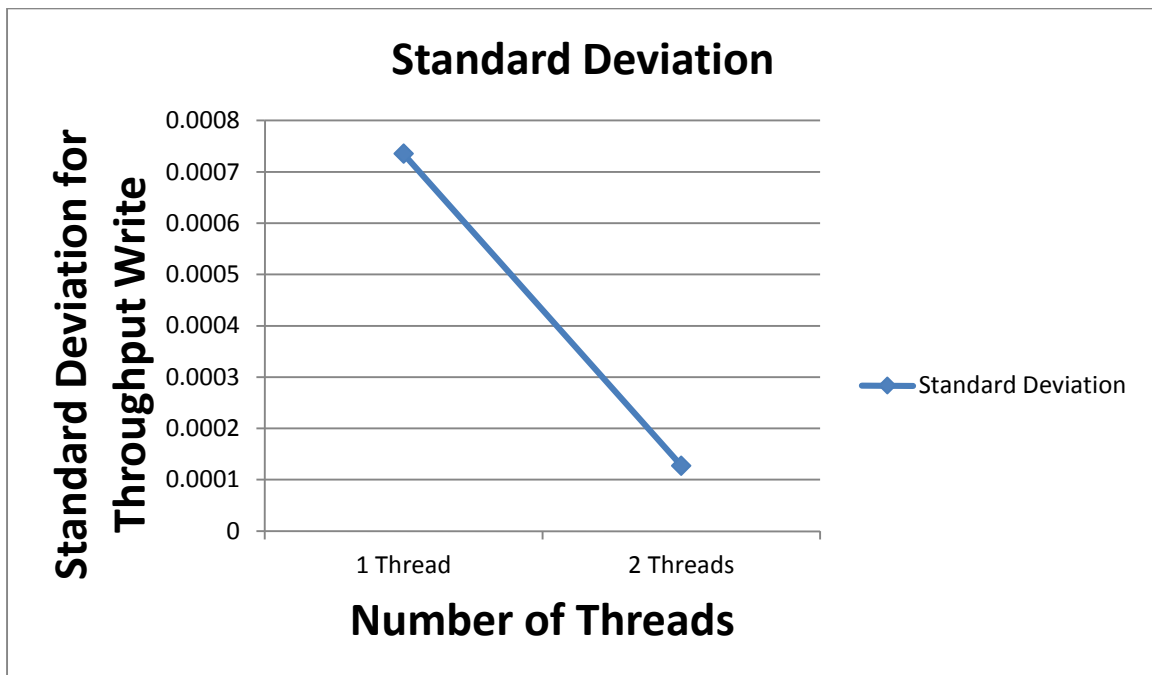
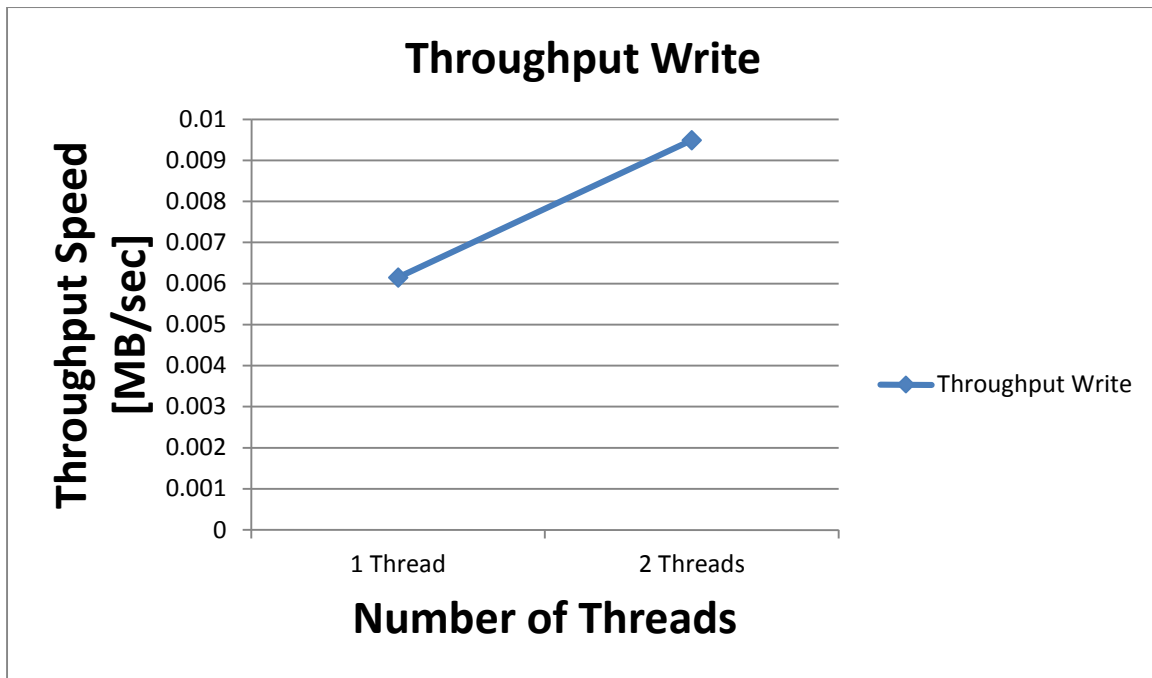


## Random Access



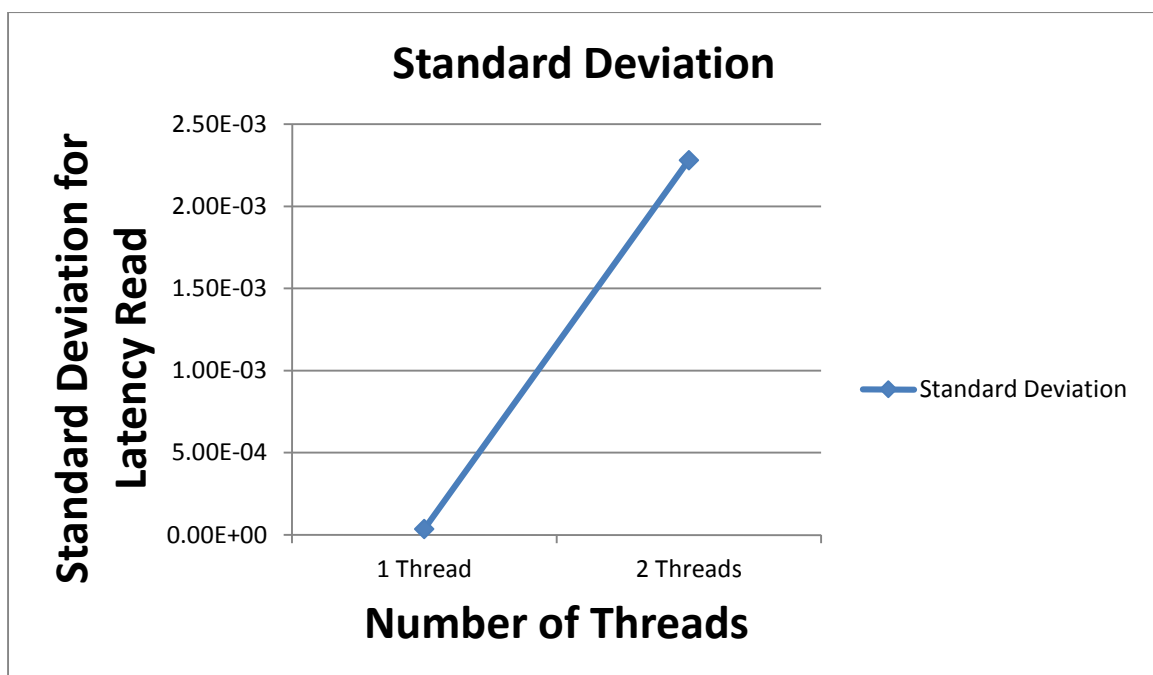
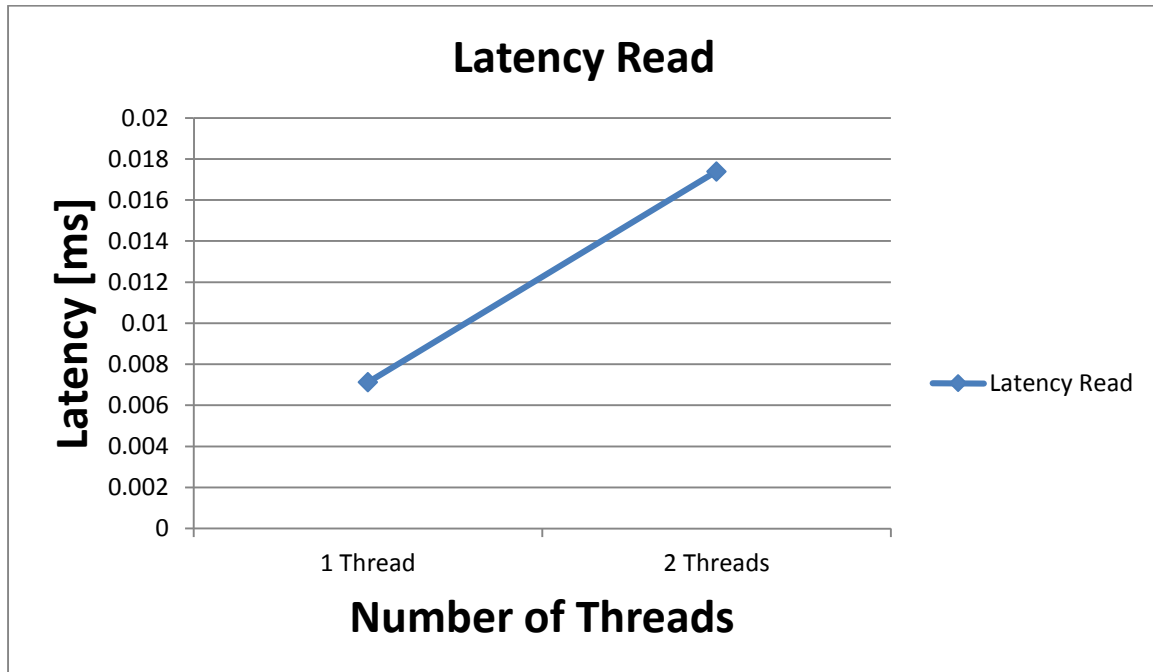


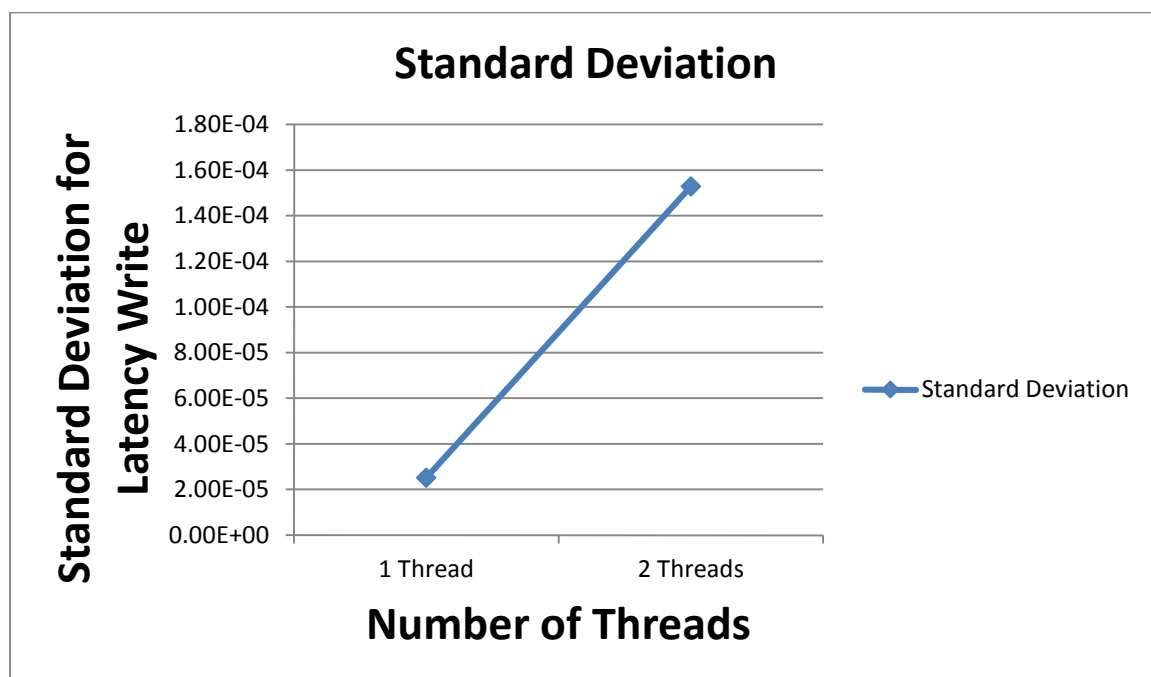
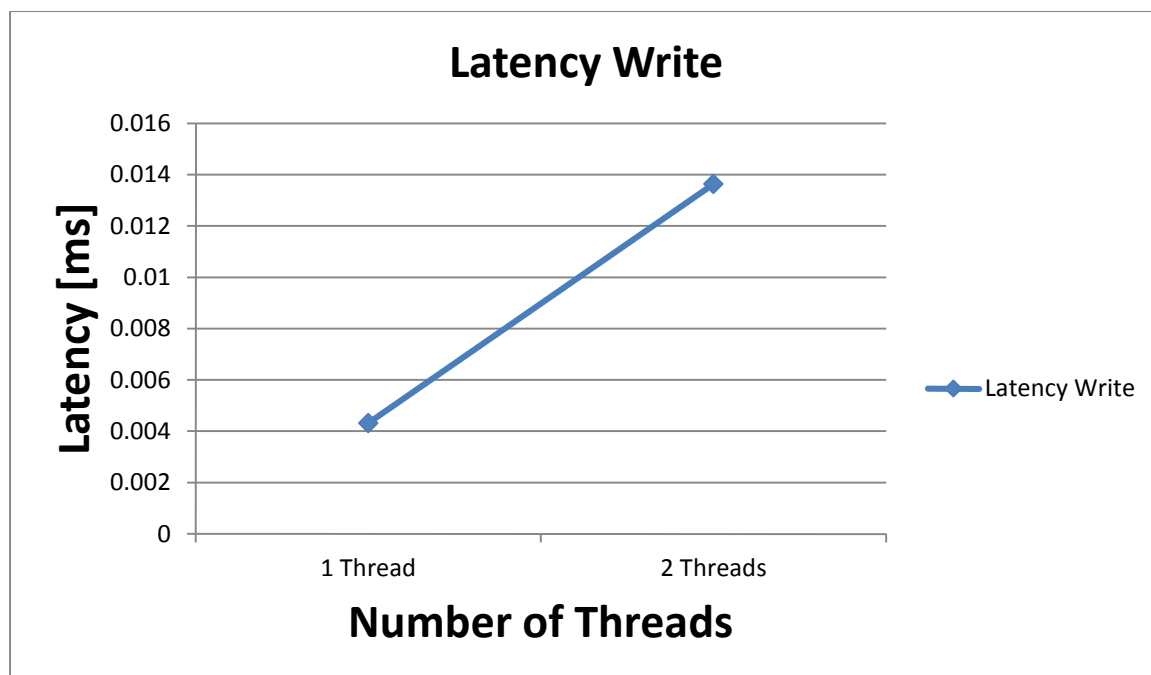




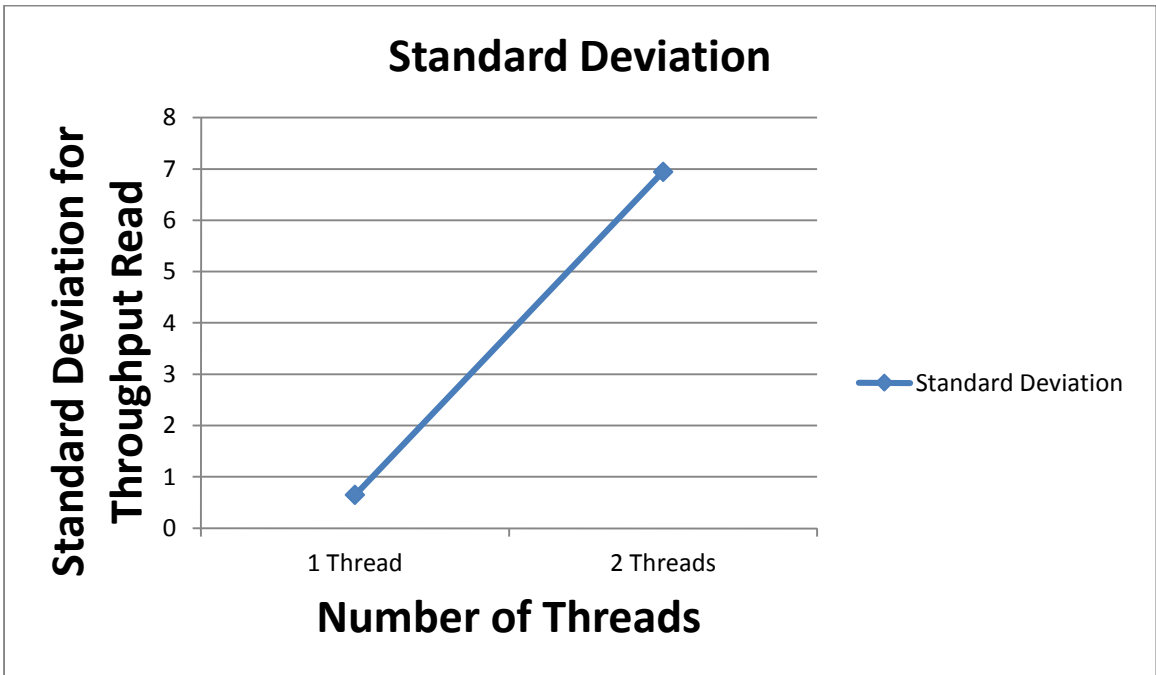
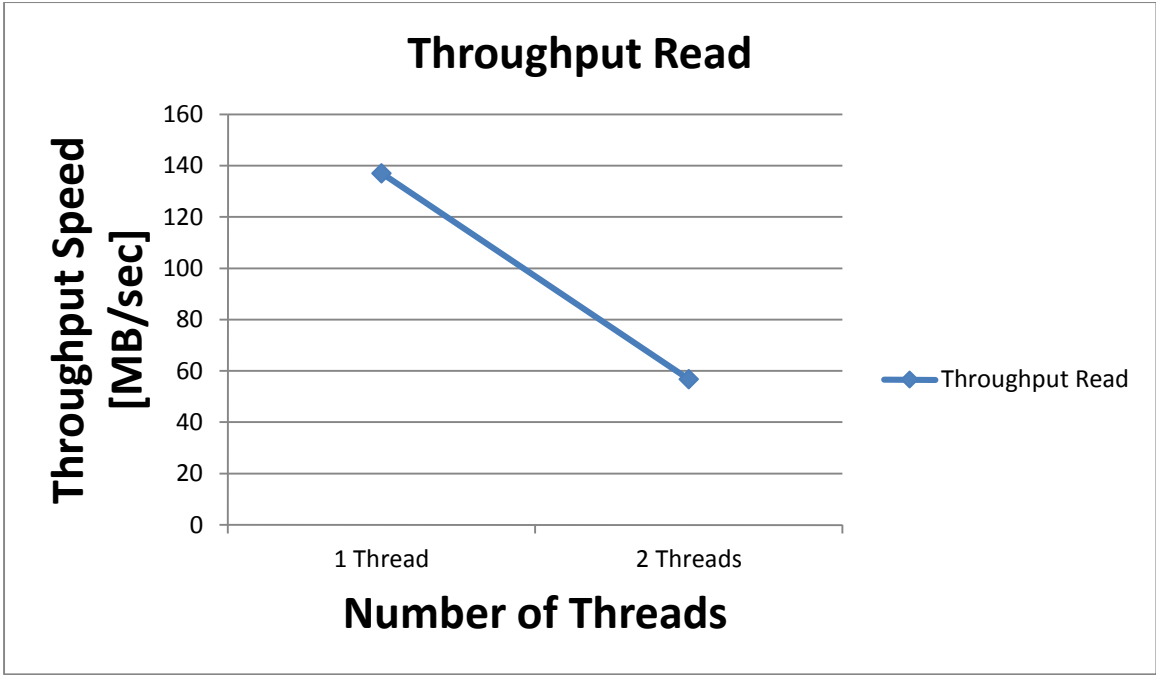
## 1 KILOBYTE TRANSFER

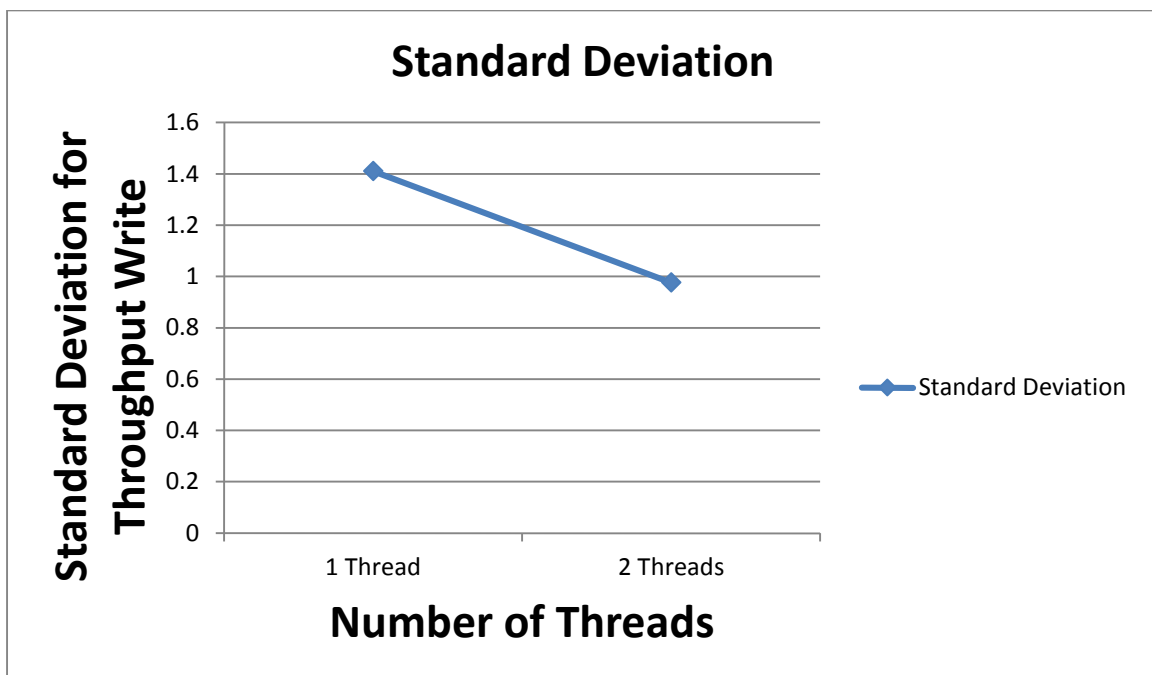
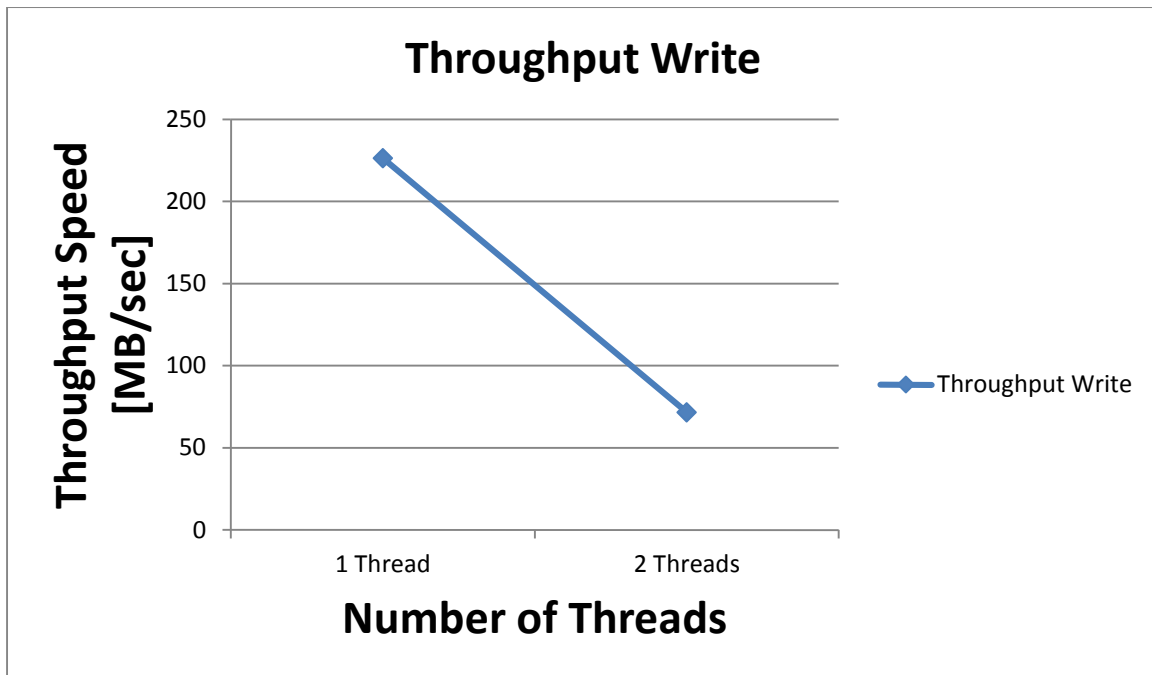
### Sequential Access



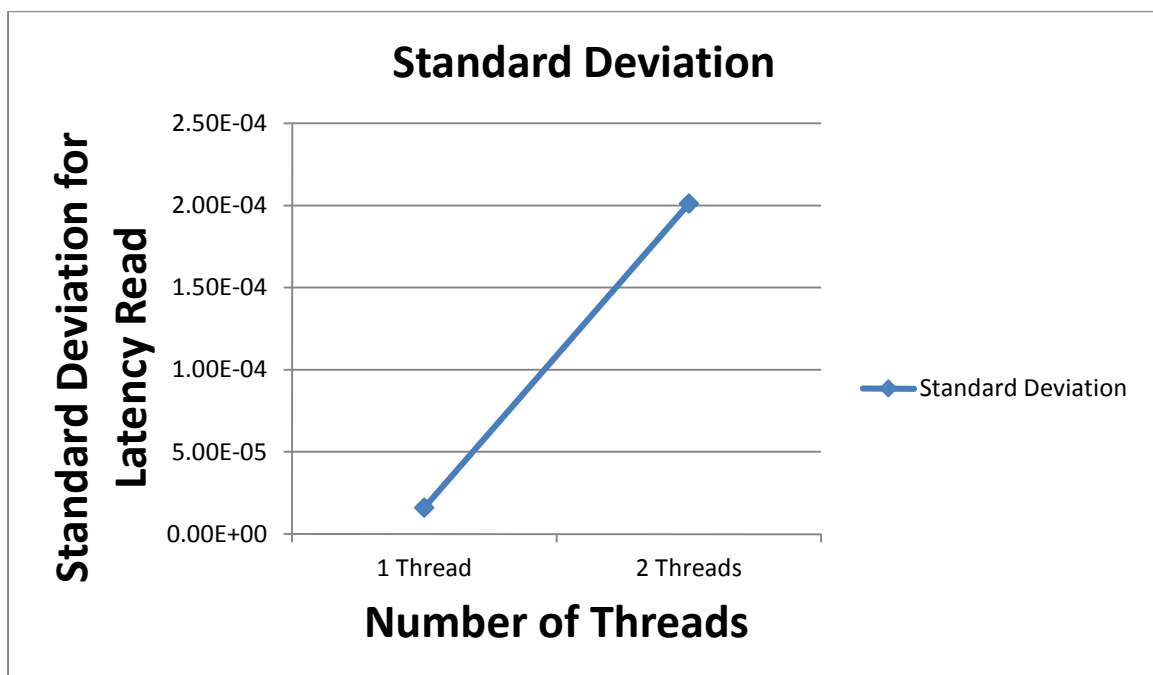
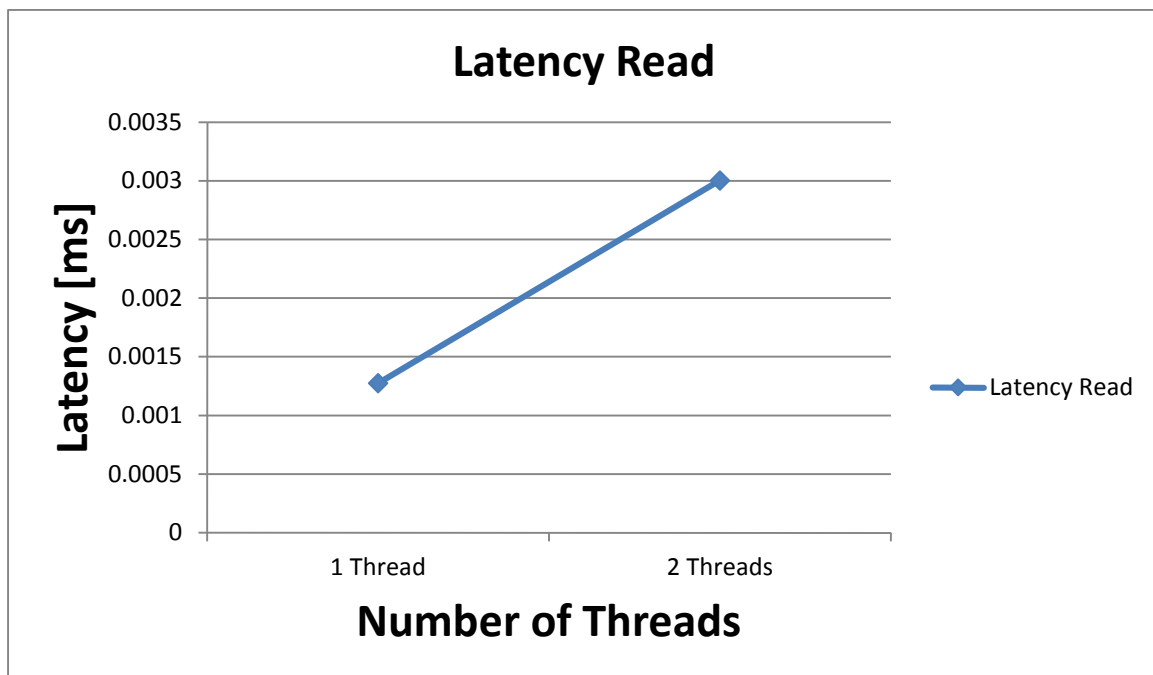


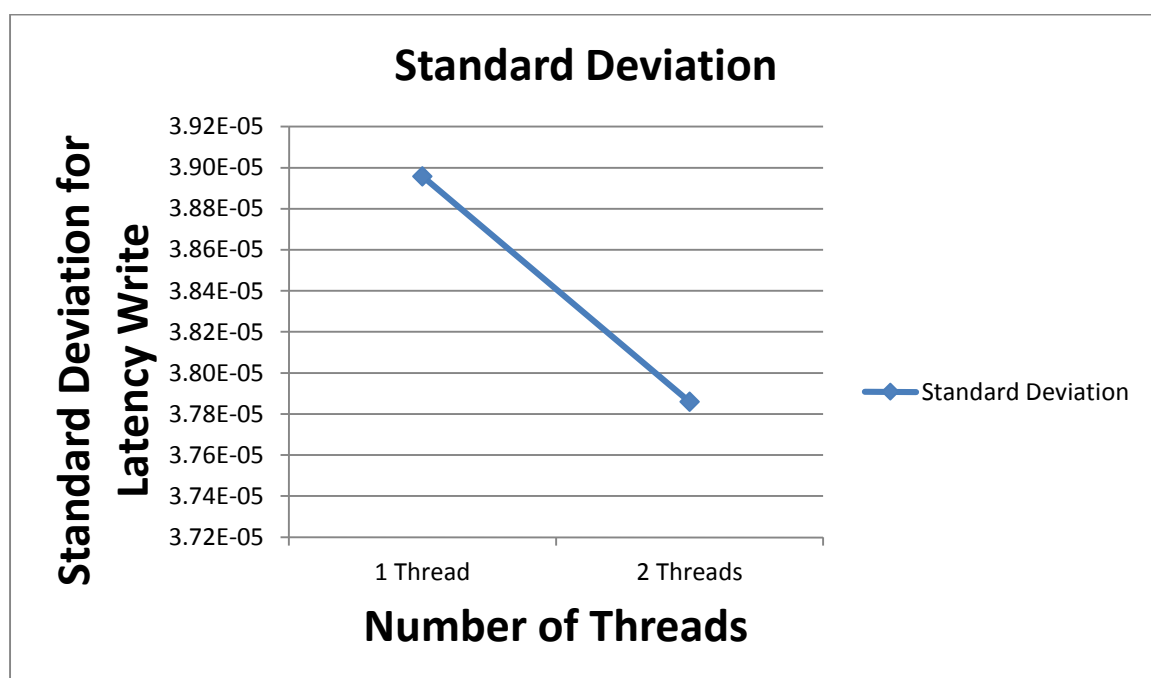
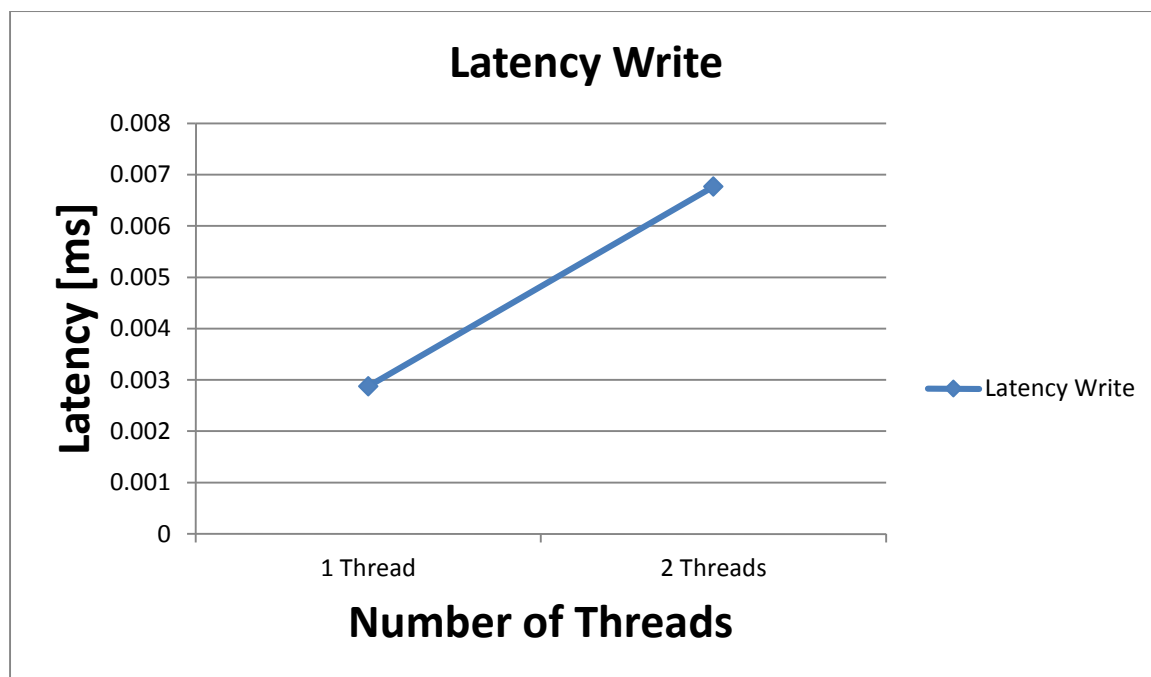


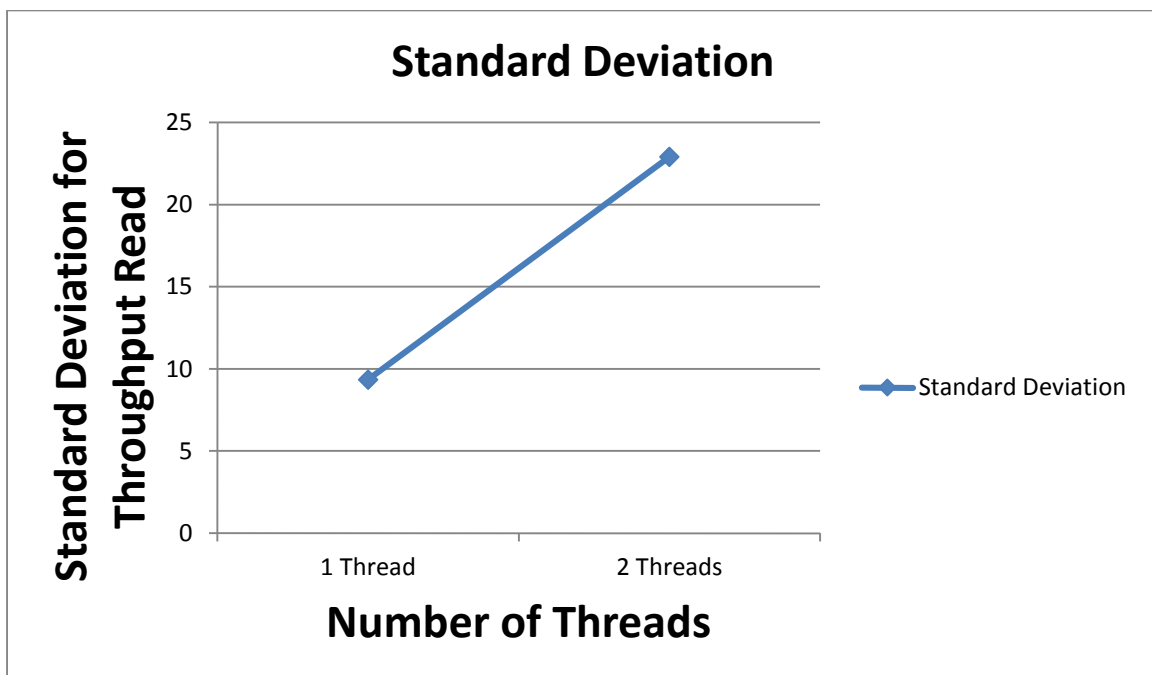
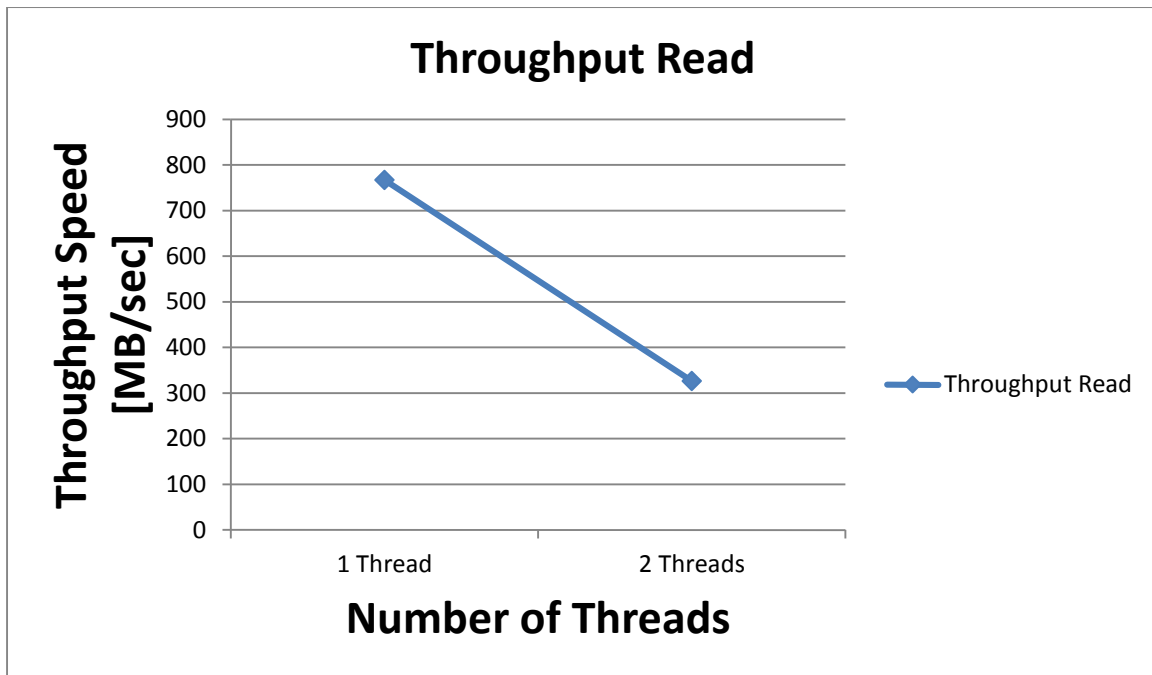


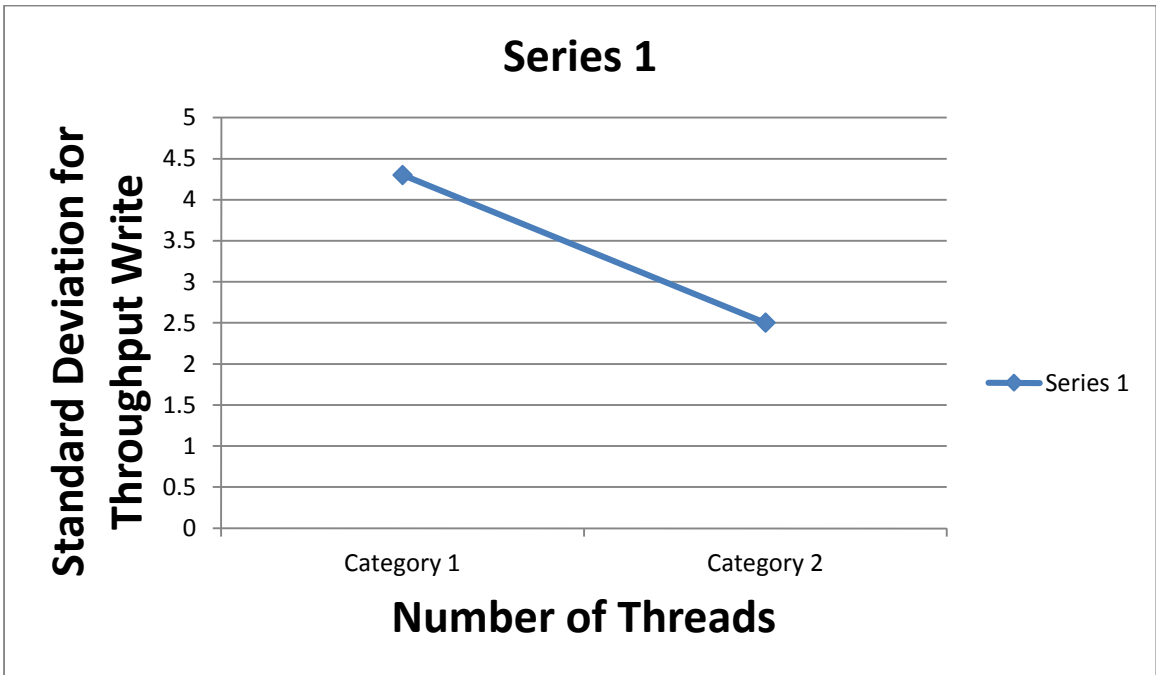
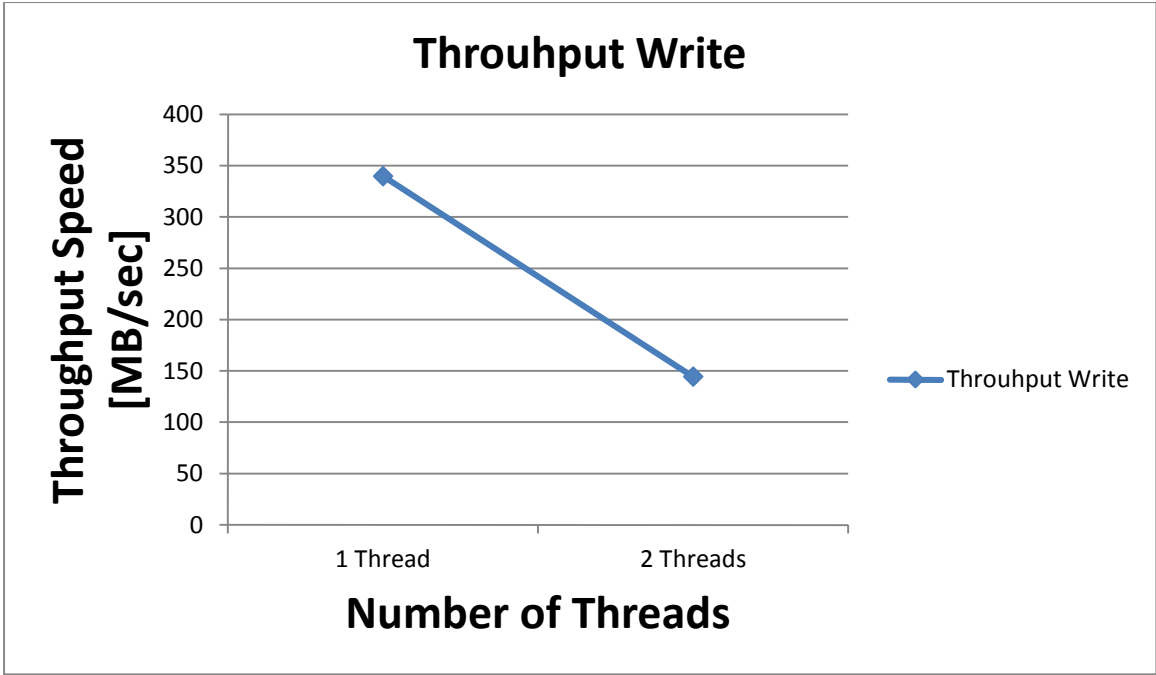


## Random Access



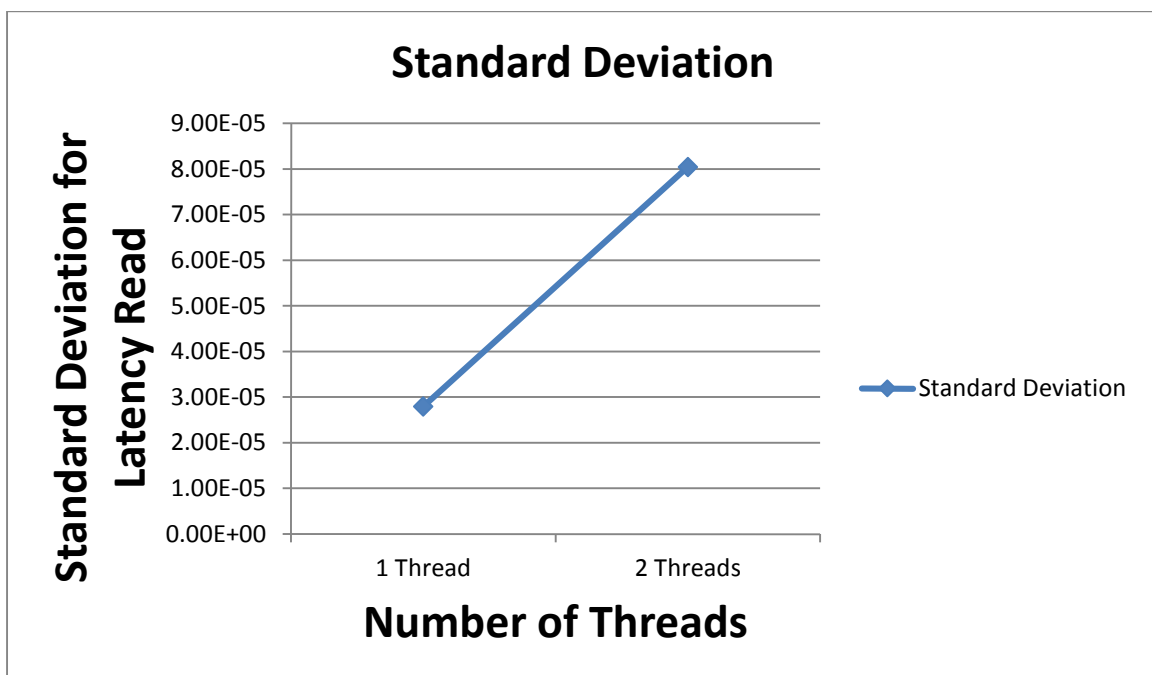
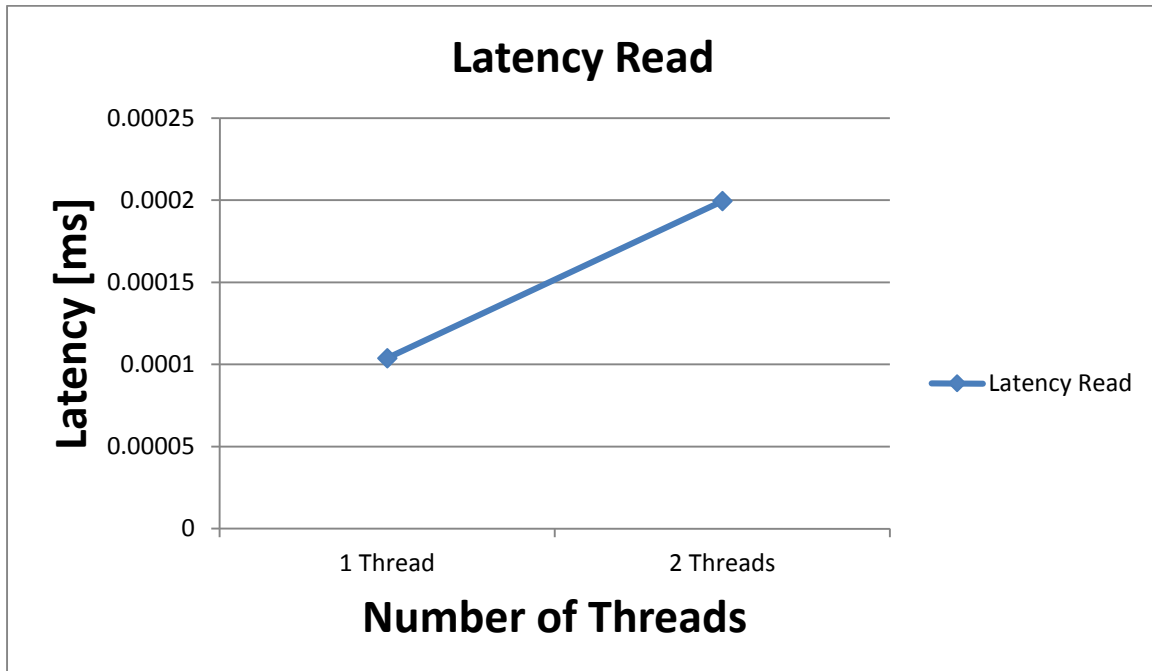


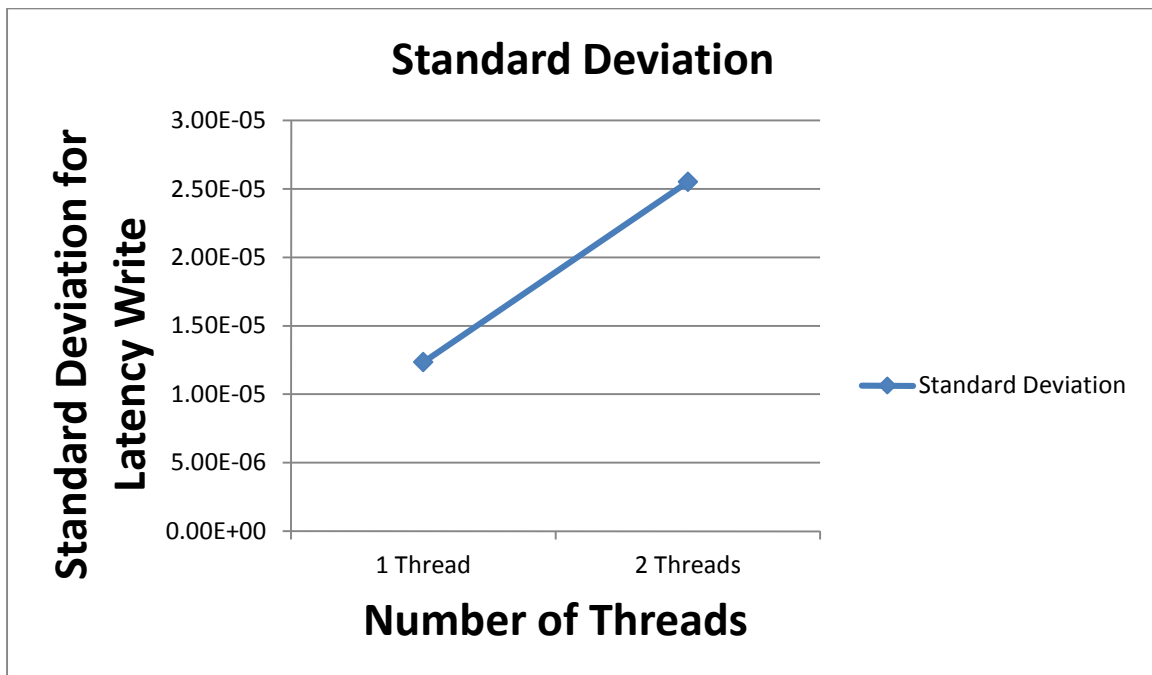
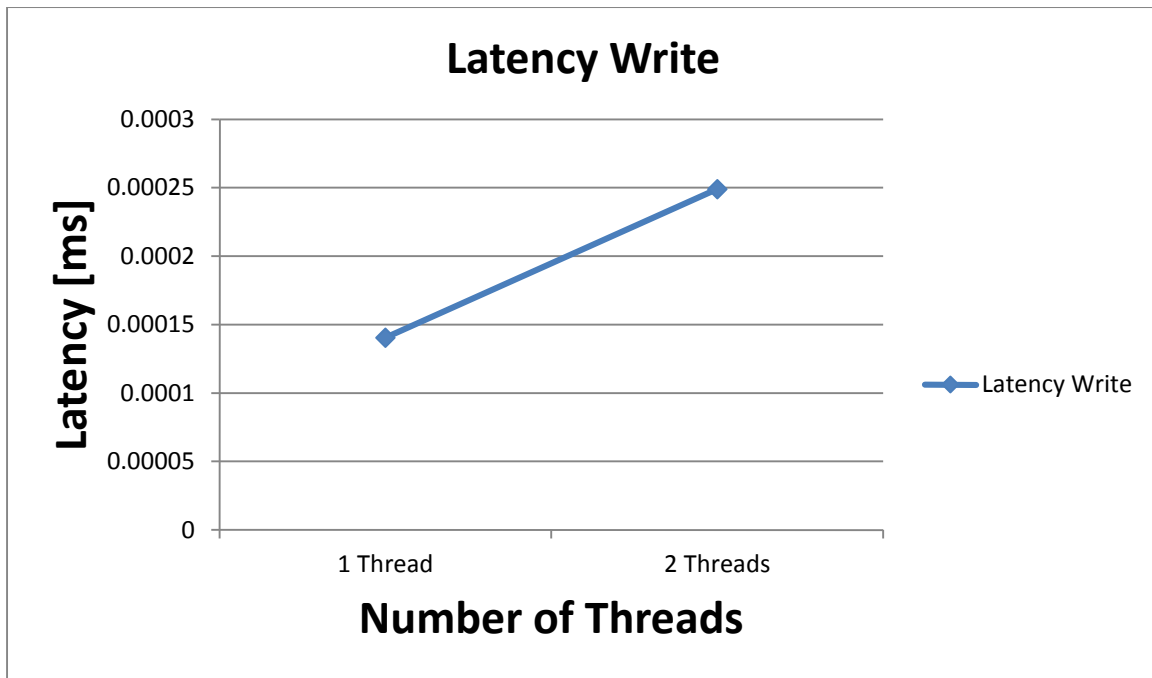




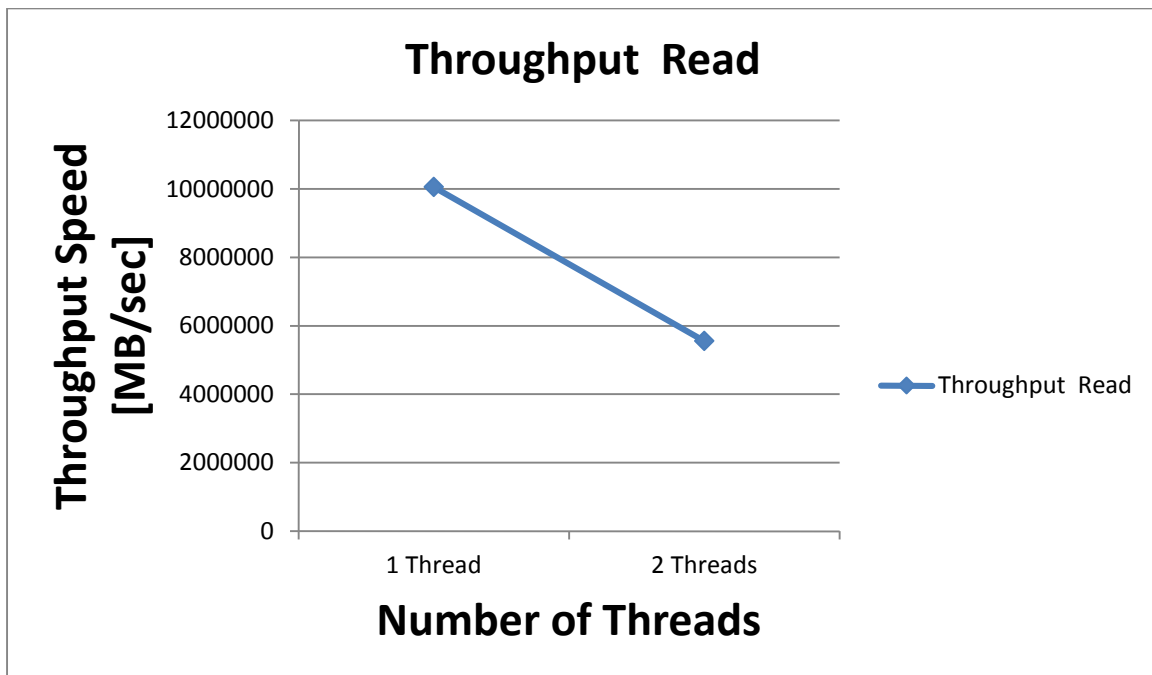
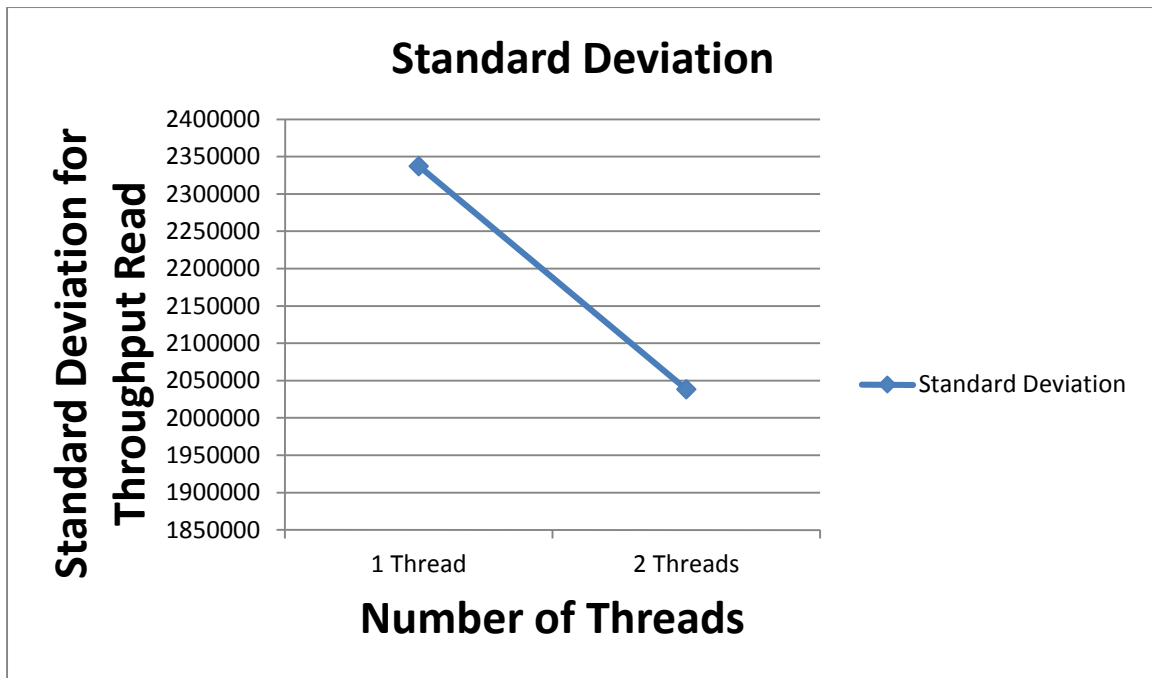
## 1 MEGABYTE TRANSFER

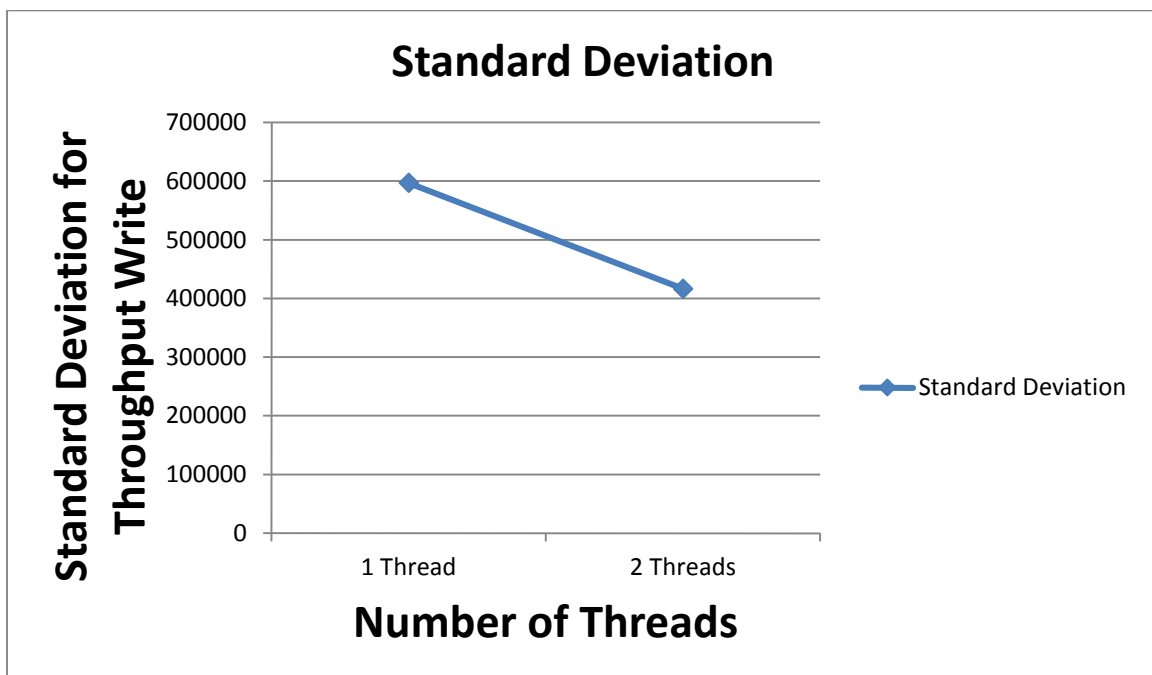
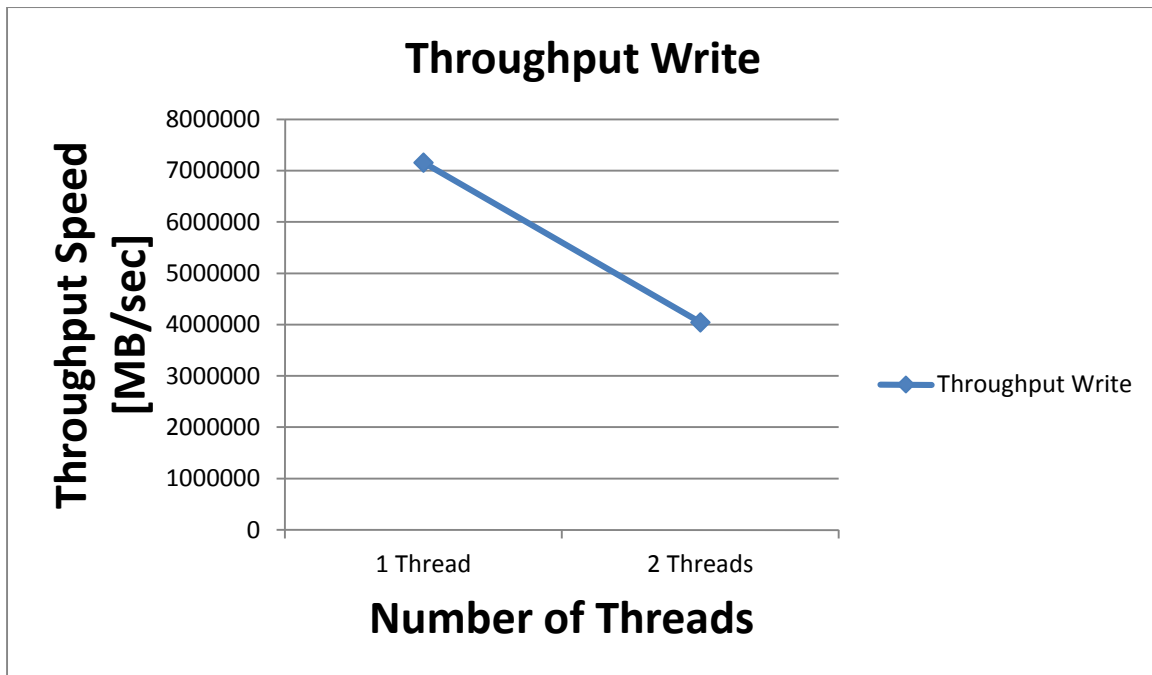
### Sequential Access



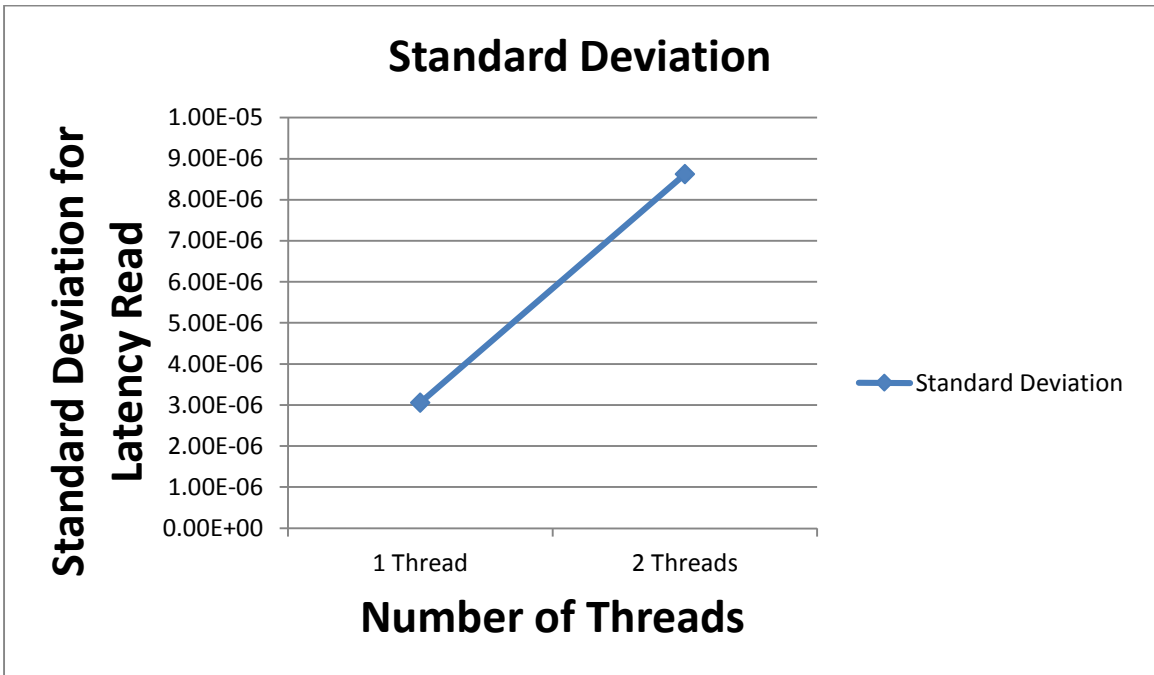
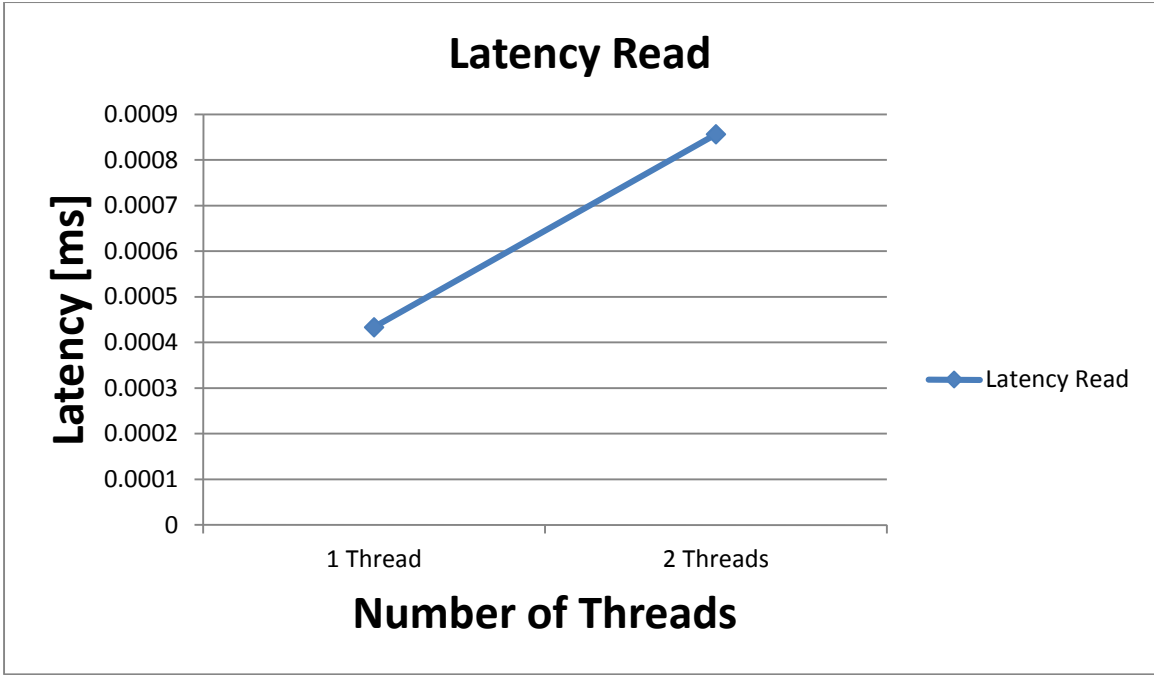


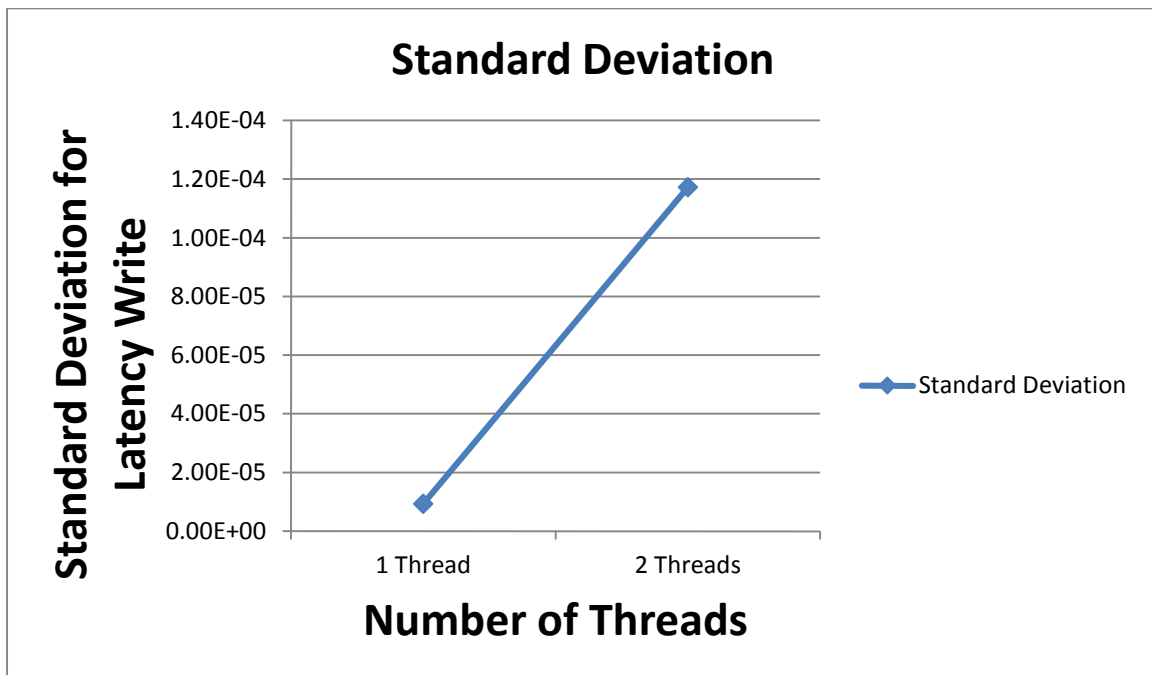
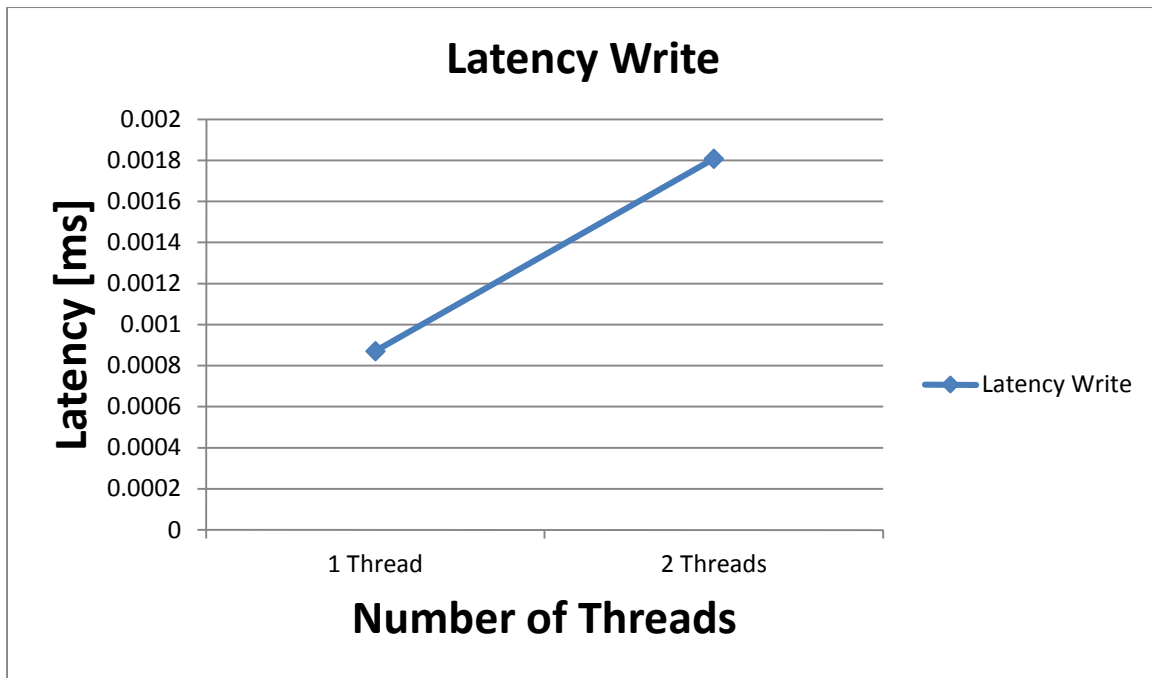


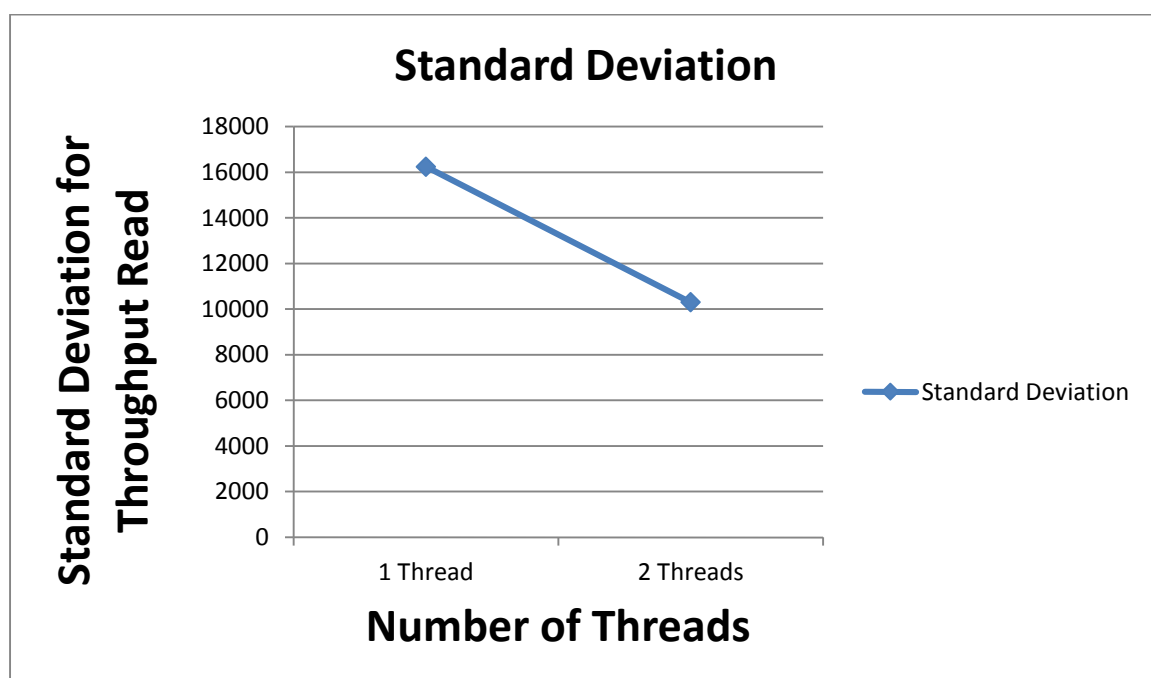
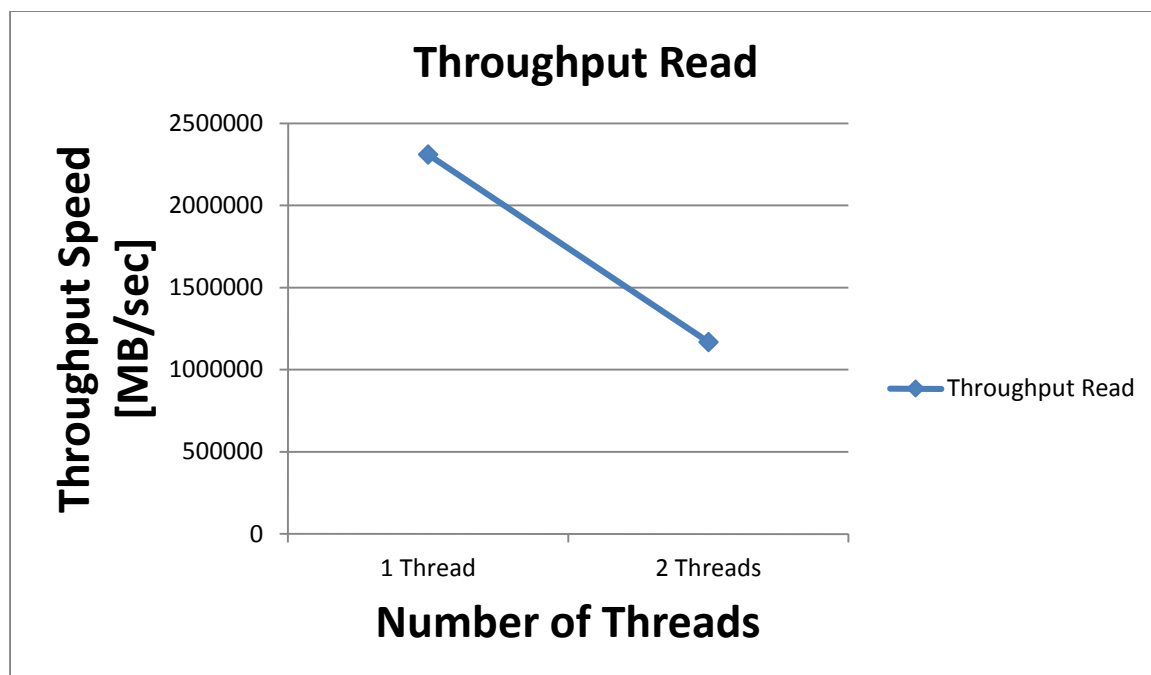


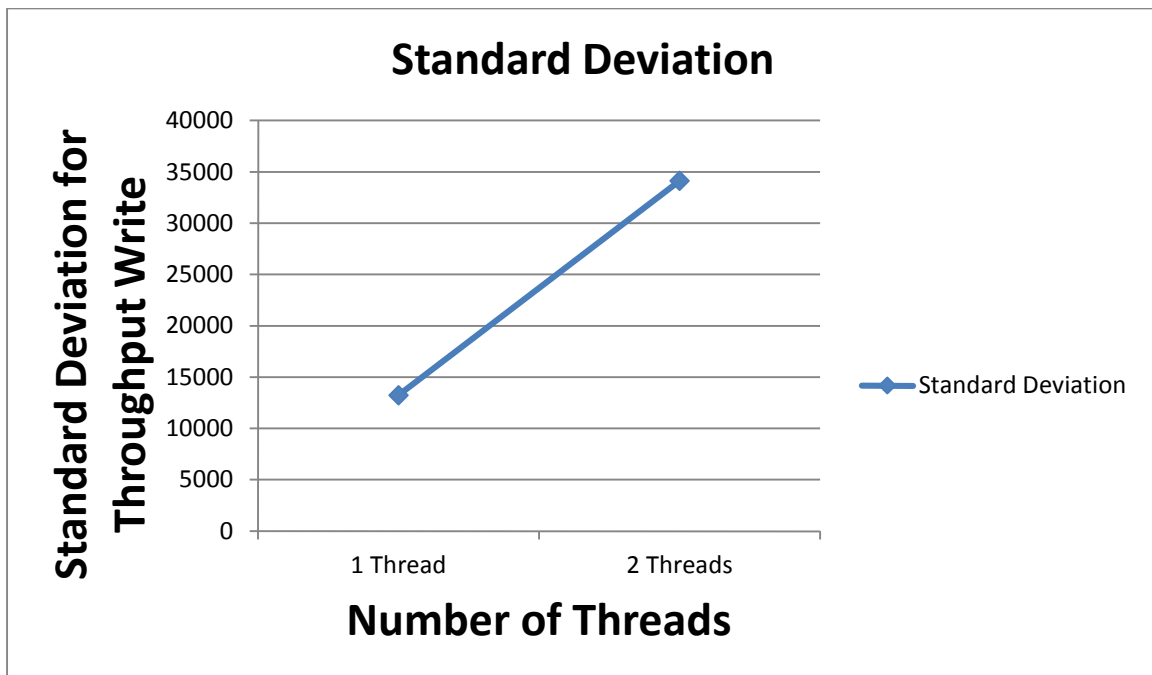
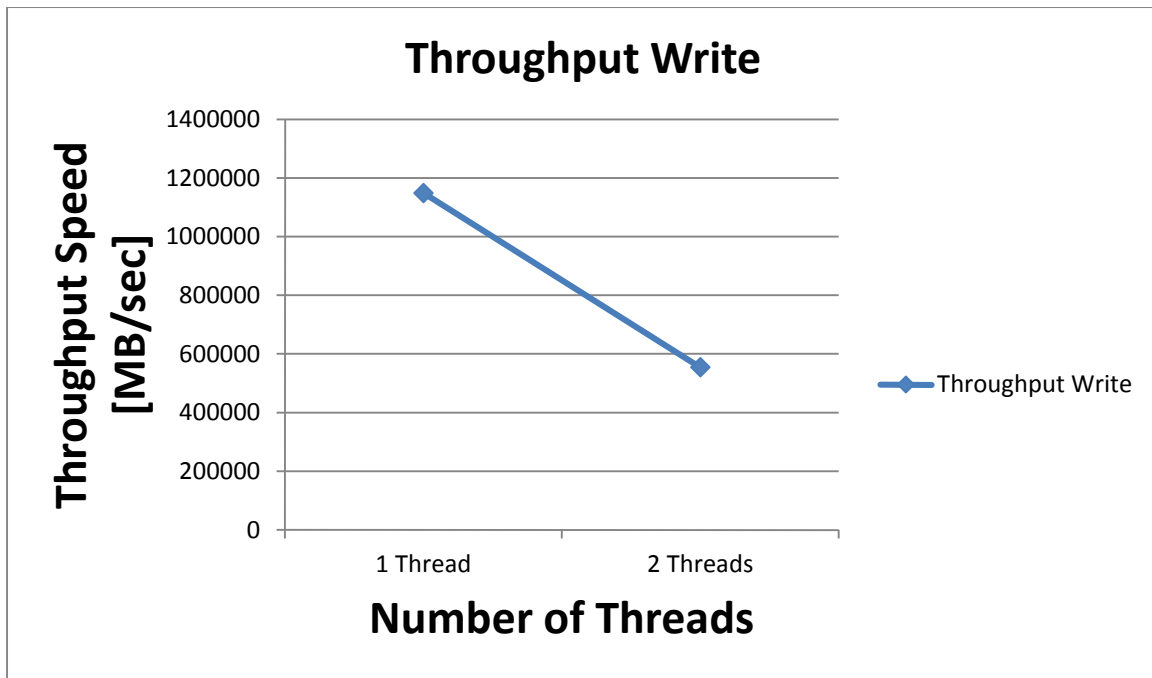


Random Access







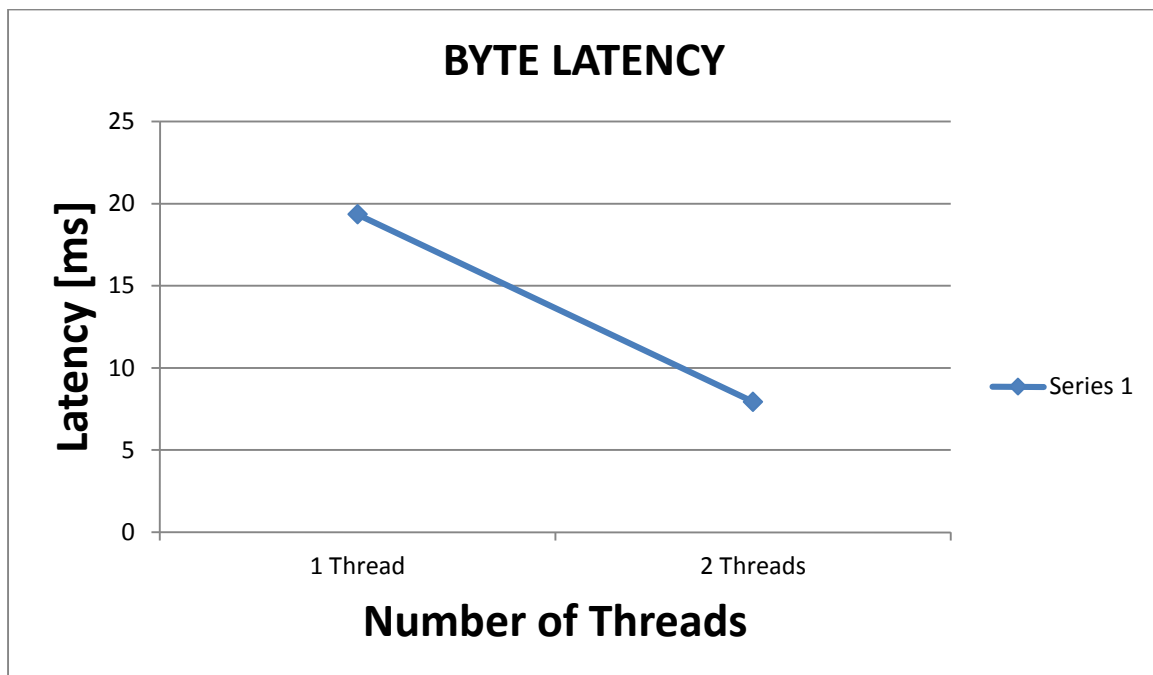


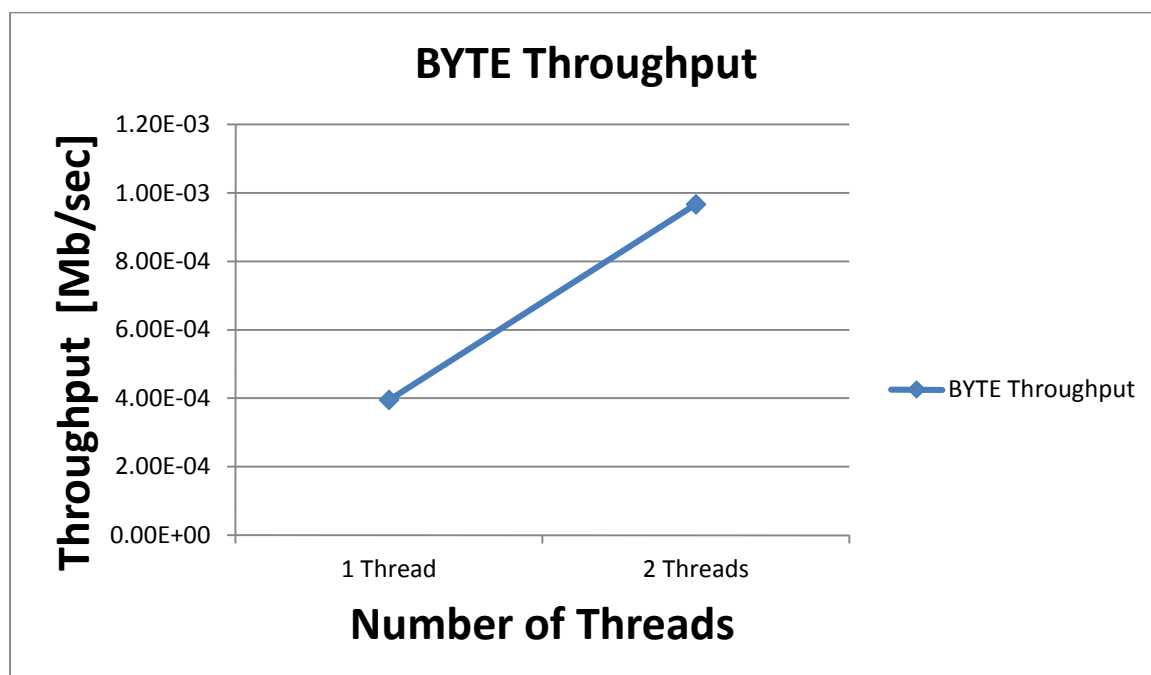
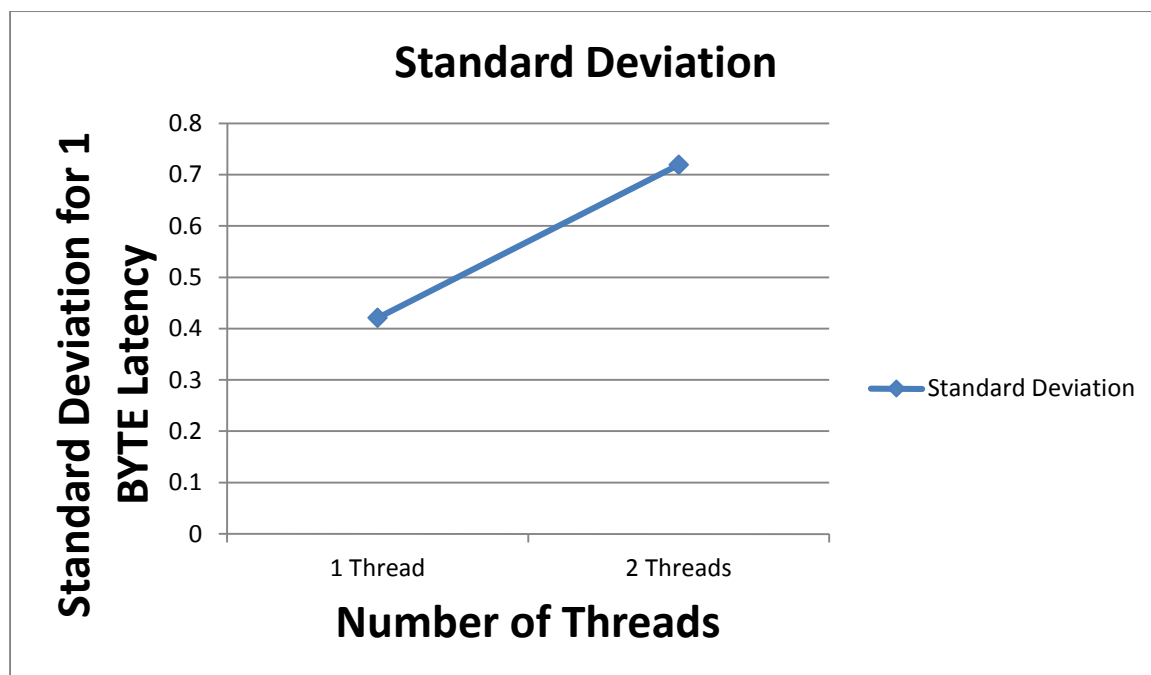
The IOZONE Benchmarks results are attached with the document.

## **Network:**

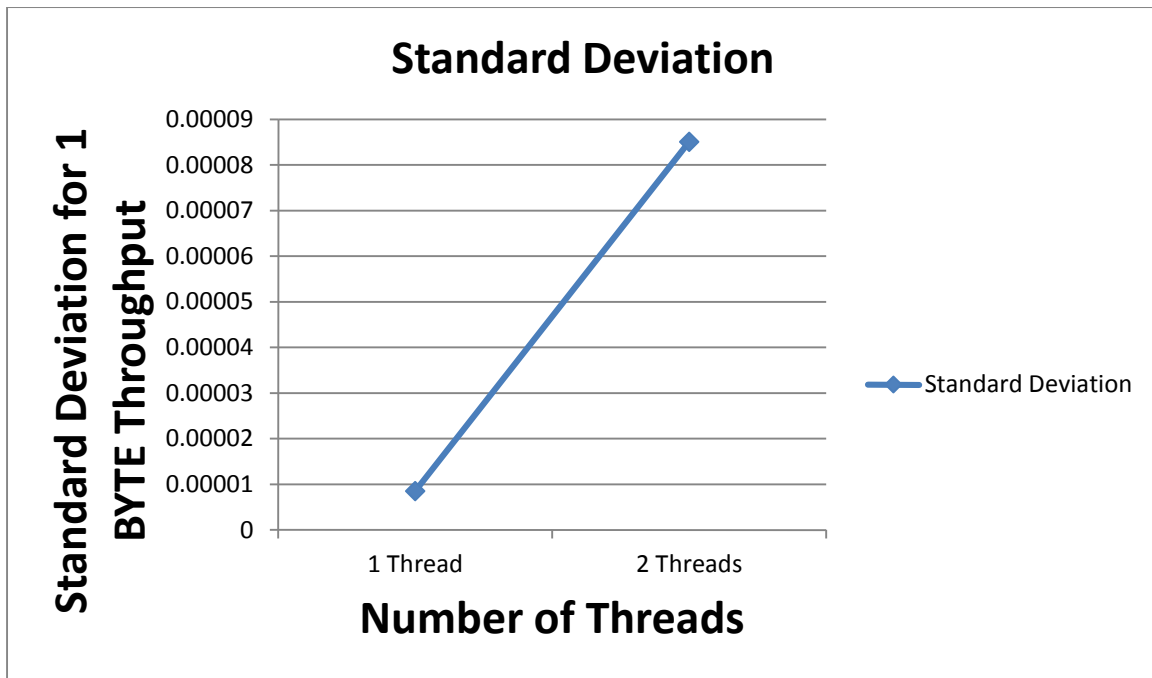
This Benchmark provides the Latency and Throughput speed for data packet transfer for TCP and UDP. Here Client Server Architecture is used. The data packet transfer done here are for 1 BYTE, 1KILOBYTE and 64 KILOBYTES. 3 iterations are performed and the average along with the standard deviations are plotted in the graph. The iteration values and the average values can be obtained in the excel sheet.

### **UDP 1BYTE**

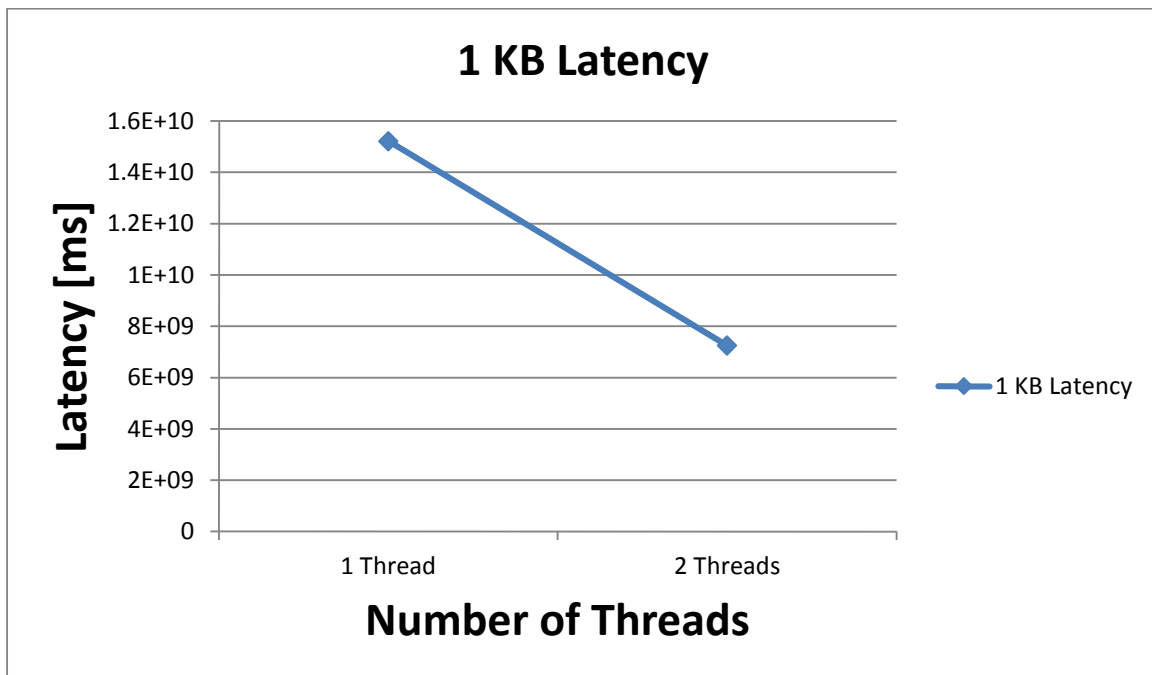


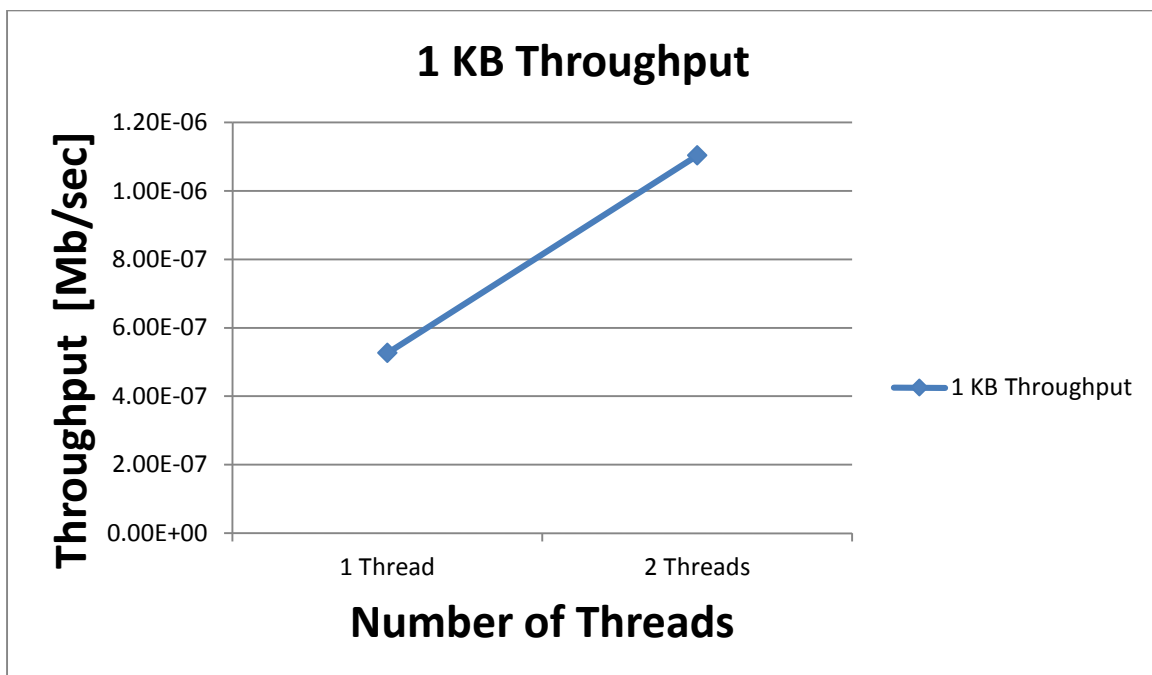
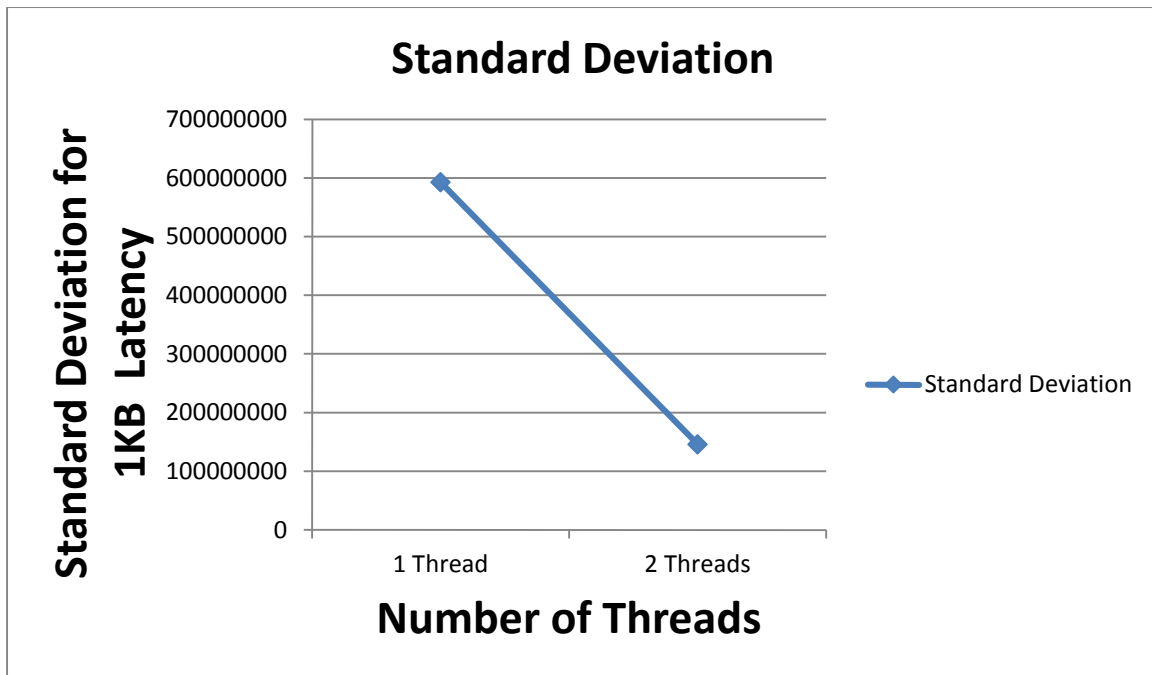


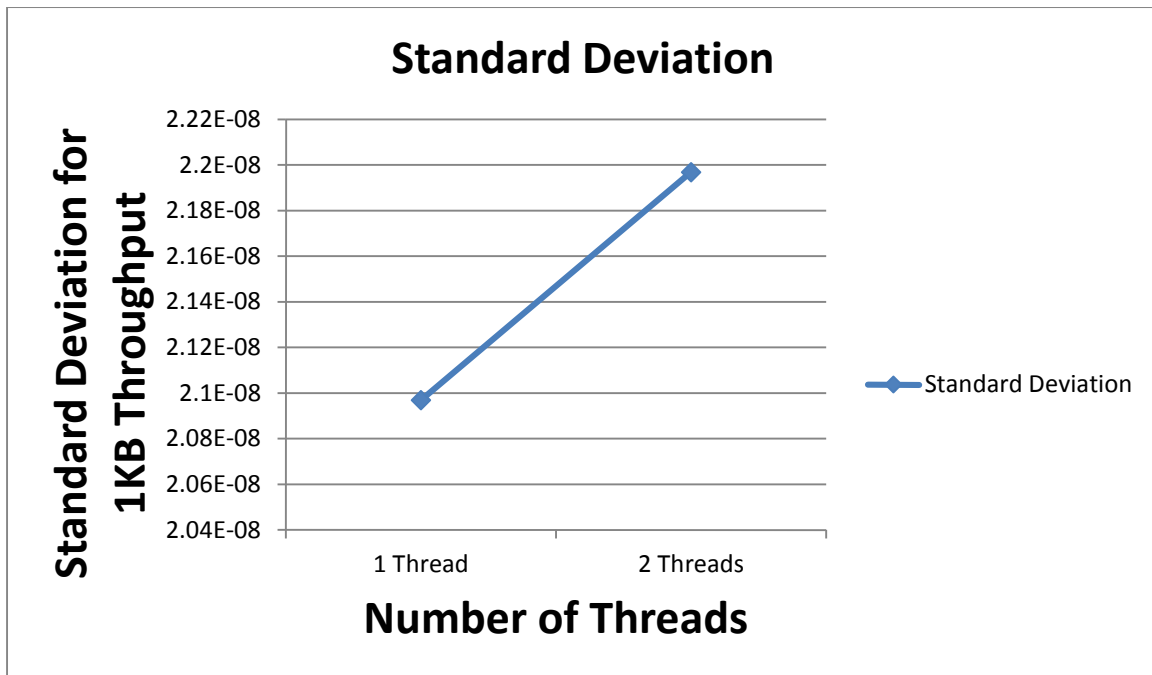




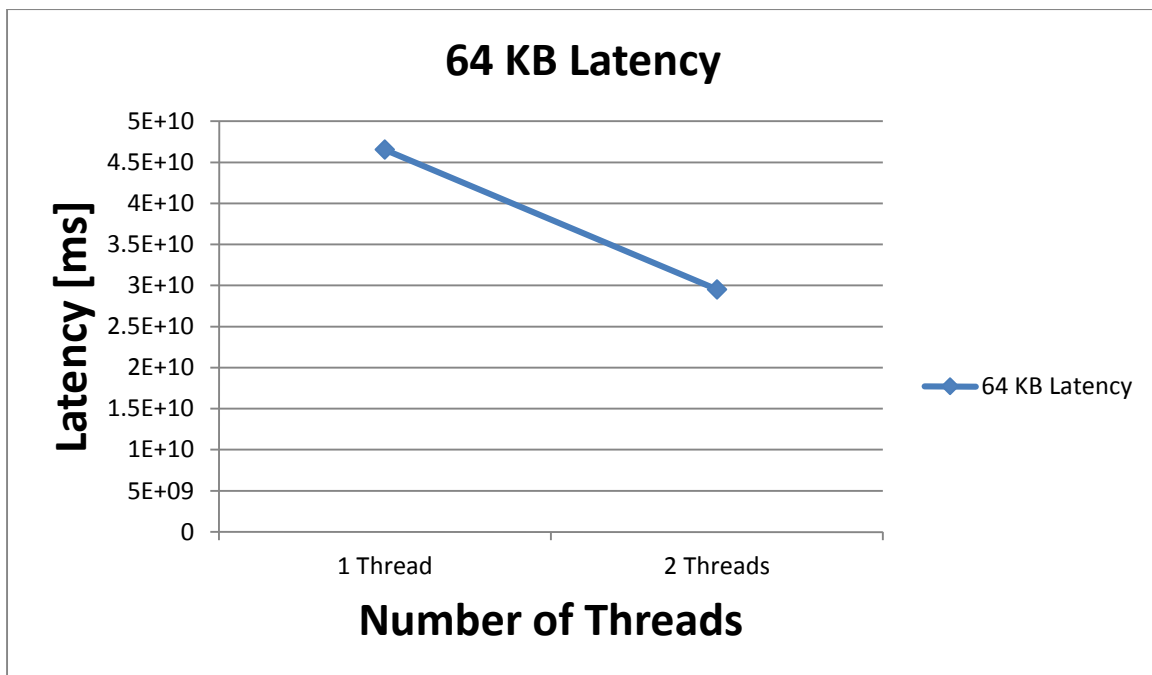
#### UDP 1KILOBYTE

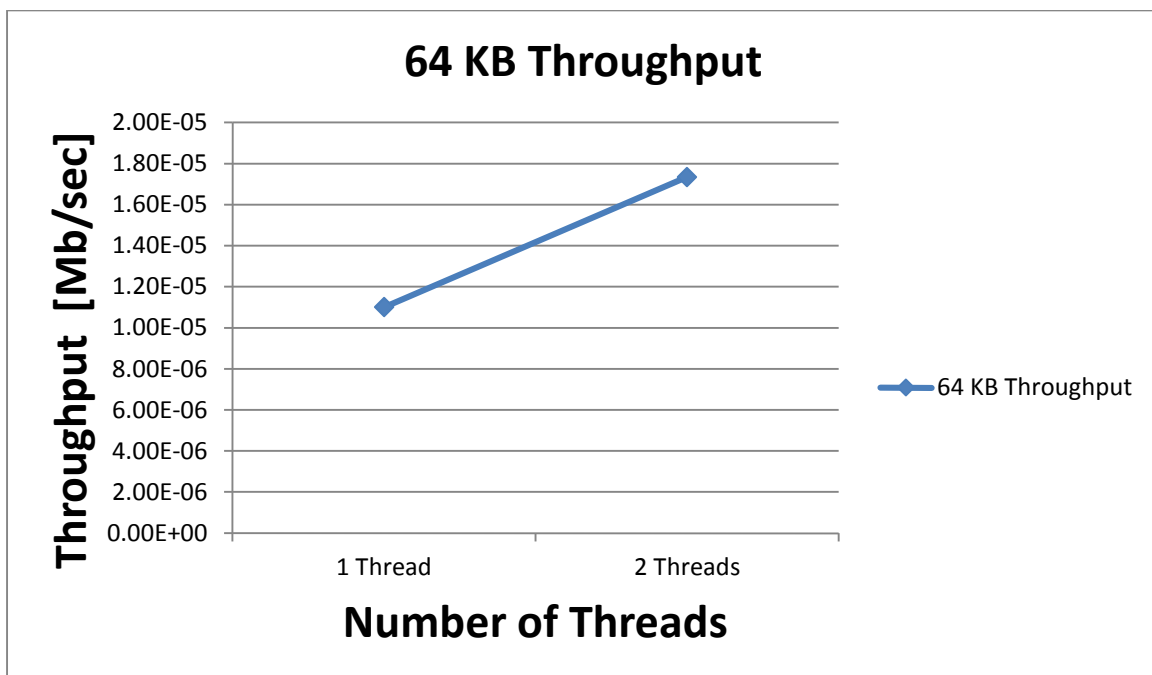
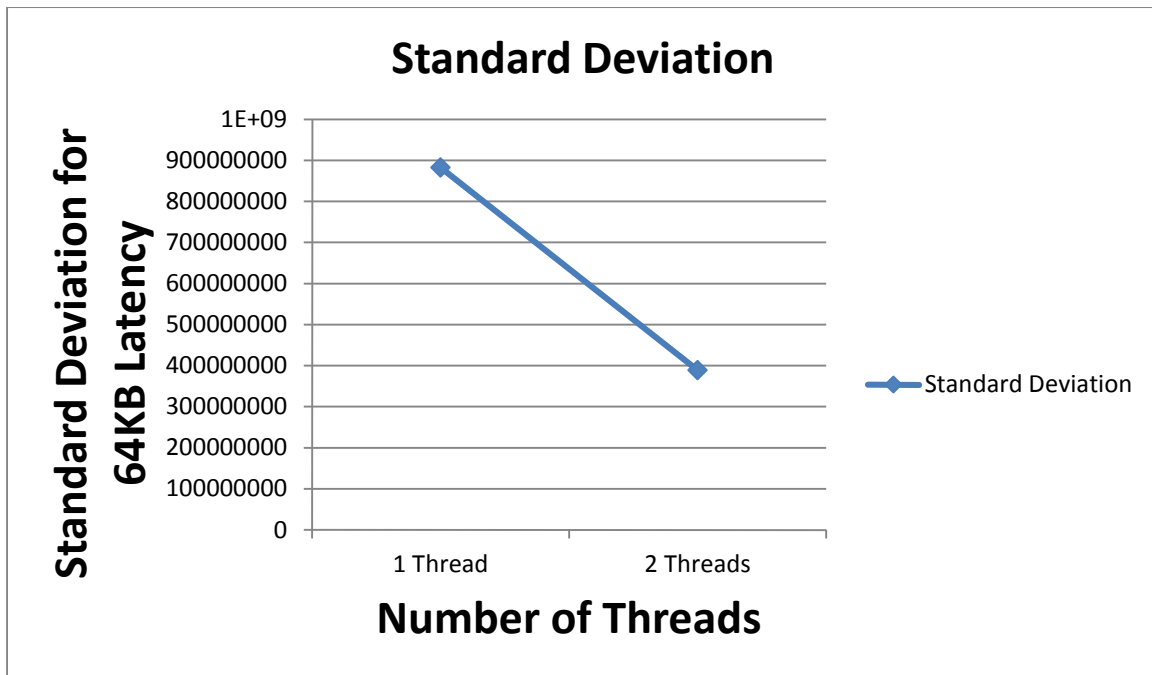


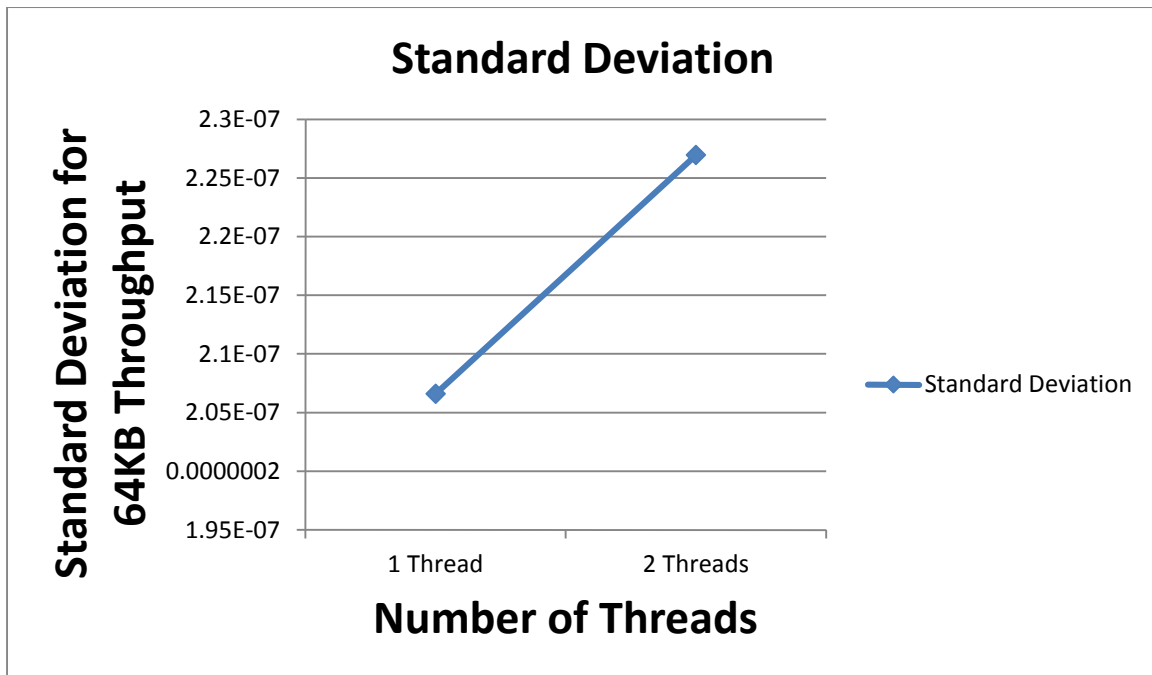




#### 64 KILOBYTE

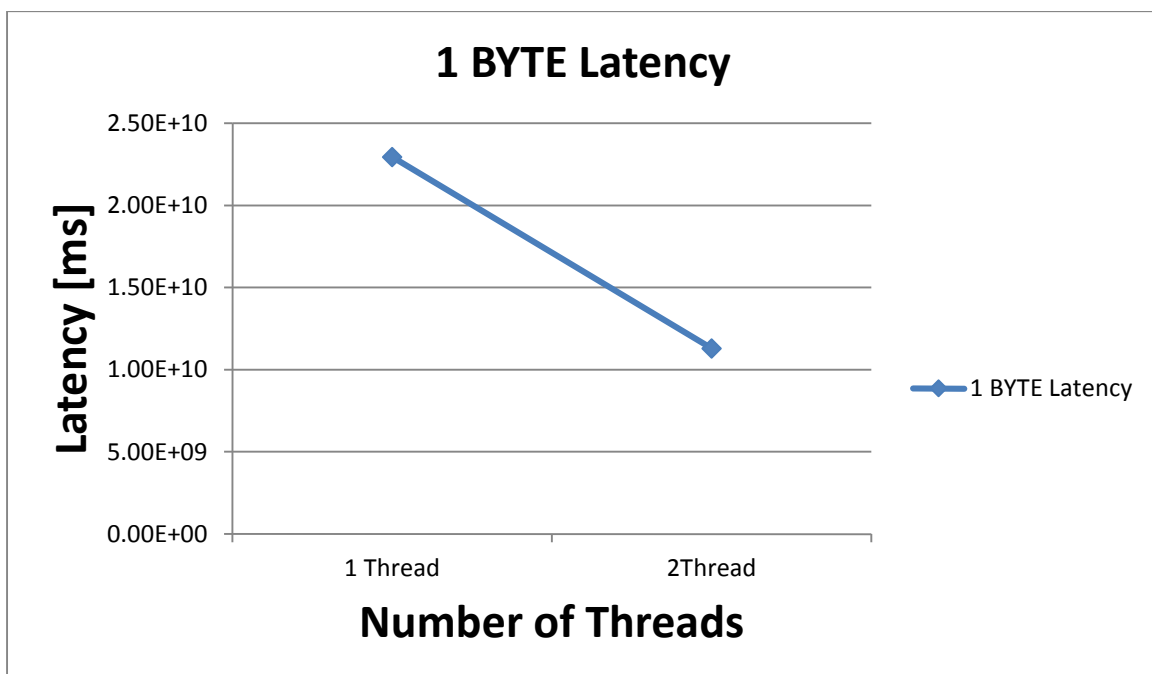


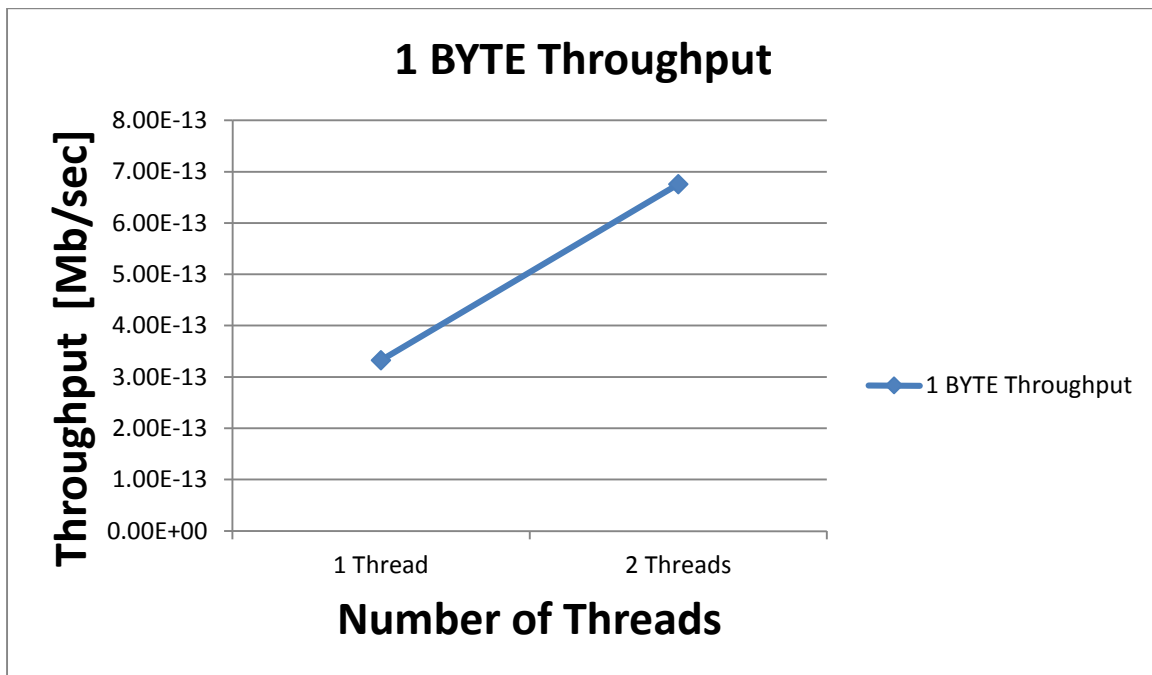
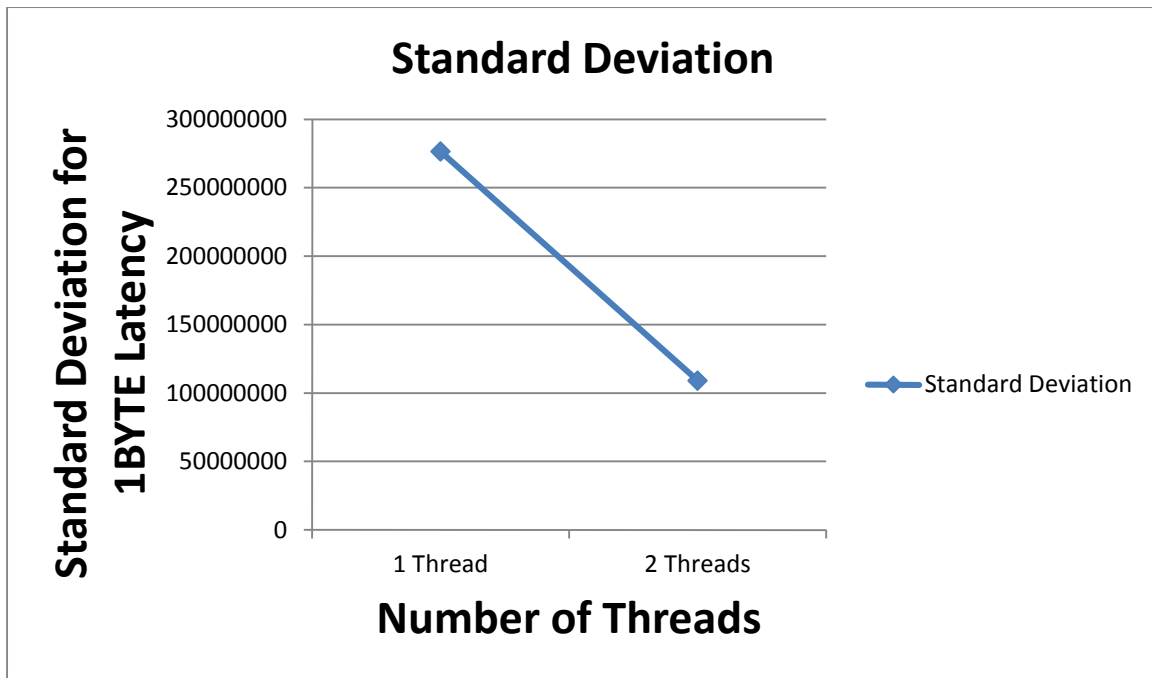




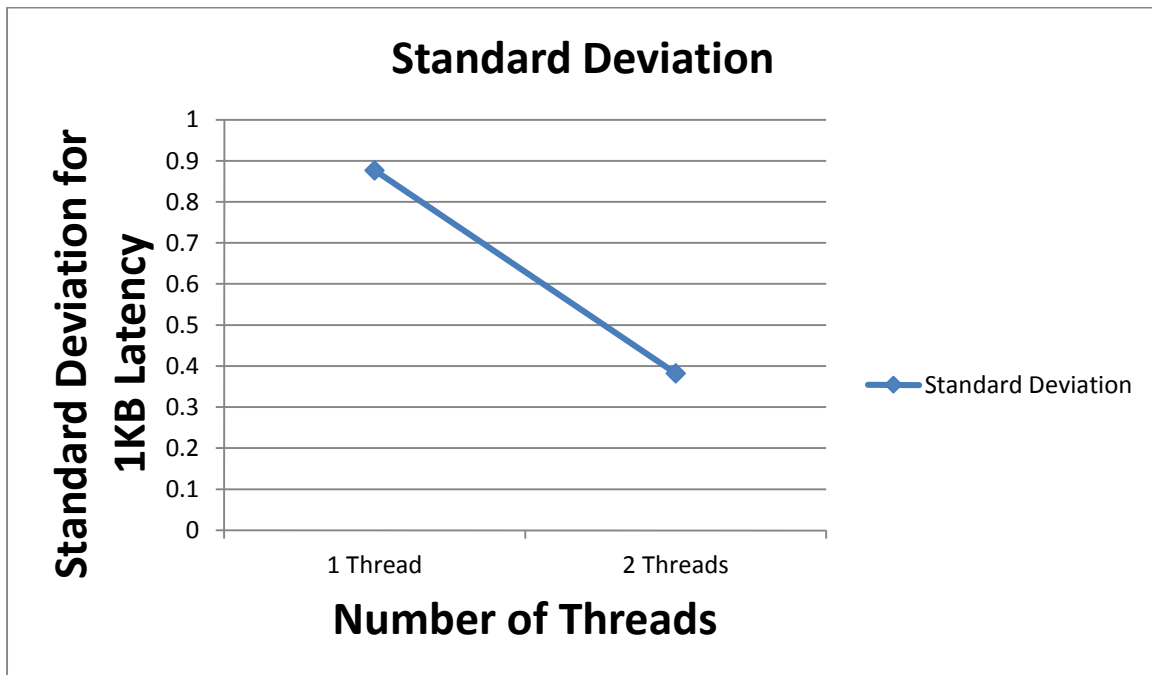
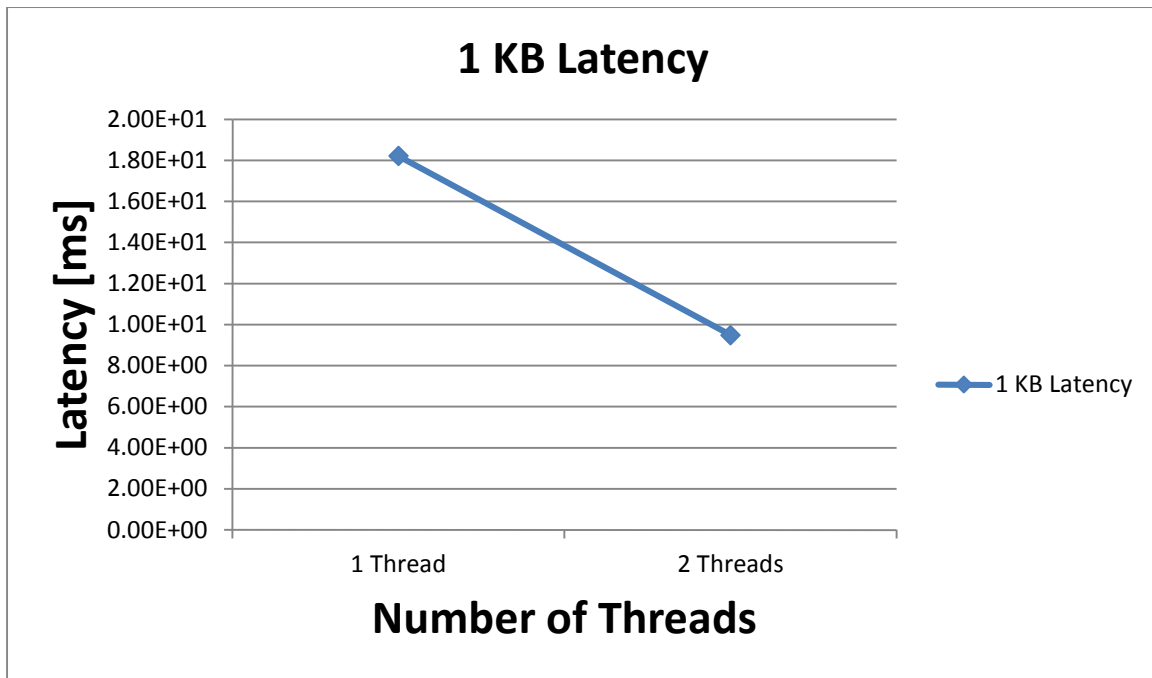
TCP:

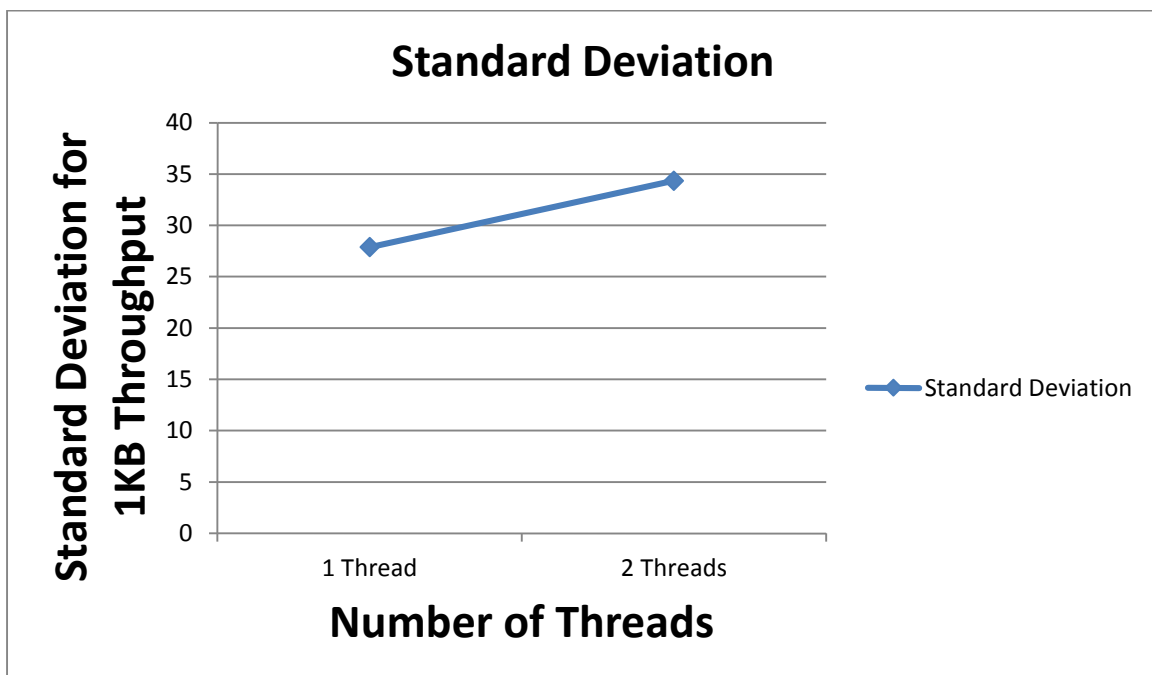
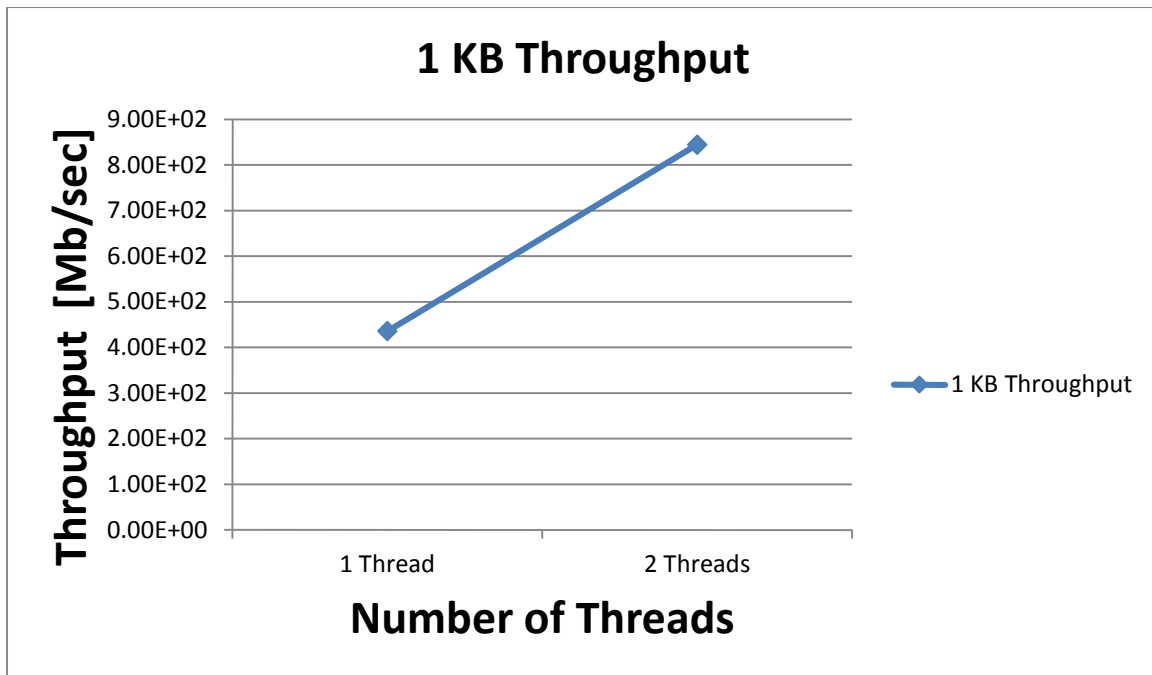
1BYTE:





1 KB





64 KB



