Parameters choose to benchmark

* **Fio**

|  |  |
| --- | --- |
| **--name=str** | Fio will create a file with the specified name to run the test on it |
| **--ioengine=str** | This argument defines how the job issues I/O to the test file  ***libaio*** - Linux native asynchronous block level I/O |
| **--size=int** | The size of the file on which the Fio will run the benchmarking test.  Taille du fichier sur lequel le Fio exécutera le test d'évaluation des performances. |
| **--rw=str** | Specifies the type of I/O pattern. The most common ones are as follows:   * *read:*sequential reads * *write:* sequential writes * *randread:* random reads * *randwrite:* random writes * *rw:* sequential mix of reads and writes * *randrw:* random mix of reads and writes   Fio defaults to 50/50 if mixed workload is specified (rw=randrw). If more specific read/write distribution is needed, it can be configured with  **--rwmixread=**. For example, --rwmixread=30 would mean that 30% of the I/O will be reads and 70% will be writes |
| **--bs=int** | Defines the block size that the test will be using for generating the I/O. |
| **--direct=bool** | If the value is set to 1 (using non-buffered I/O) is fairer for testing as the benchmark will send the I/O directly to the storage subsystem bypassing the OS filesystem cache. |
| **--numjobs=int** | The number of threads spawned by the test. By default, each thread is reported separately. To see the results for all threads as a whole, use --group\_reporting. |
| **--iodepth=int** | Number of I/O units to keep in flight against the file. That is the amount of outstanding I/O for each thread. |
| **--runtime=int** | The amount of time the test will be running in seconds. |
| **--time\_based** | If given, run for the specified runtime duration even if the files are completely read or written. |
| **--ramp\_time** | If set, fio will run the specified workload for this amount of time before logging any performance numbers. Useful for letting performance settle before logging results.  Cette option est utile pour laisser les performances se stabiliser avant de consigner les résultats |
| **--verify=int** | Dump info related to I/O verification. |