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baseline

Intel Core i7-8700K testing with a ASUS ROG STRIX Z370-E GAMING (2801 BIOS) and eVGA NVIDIA GeForce RTX 3060 12GB on Arch rolling via the Phoronix Test Suite.

Test Systems:

baseline

Processor: Intel Core i7-8700K @ 4.70GHz (6 Cores / 12 Threads), Motherboard: ASUS ROG STRIX Z370-E GAMING (2801 BIOS), Chipset: Intel 8th Gen Core, Memory: 32GB, Disk: 256GB ADATA SX7000NP + 256GB XPG GAMMIX S5 + 1000GB CT1000MX500SSD1 + 2000GB Seagate ST2000NM0033-9ZM + 256GB Toshiba MKNSSDRE256GB + 2000GB Western Digital WD20EARX-00Z, Graphics: eVGA NVIDIA GeForce RTX 3060 12GB, Audio: Realtek ALC1220, Monitor: VN279 + VG270U P, Network: Intel I219-V

OS: Arch rolling, Kernel: 5.15.2-zen1-1-zen (x86_64), Desktop: KDE Plasma 5.23.3, Display Server: X Server 1.21.1.1, Display Driver: NVIDIA 495.44, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.5.100, Vulkan: 1.2.186, Compiler: GCC 11.1.0 + Clang 13.0.0, File-System: ext4, Screen Resolution: 2560x1440

baseline

Kernel Notes: Transparent Huge Pages: always
Compiler Notes: --disable-libssp --disable-libstdcxx-pch --disable-libunwind-exceptions --disable-werror --enable-__cxa_atexit --enable-cet=auto --enable-checking=release --enable-clocale=gnu --enable-default-pie --enable-default-ssp --enable-gnu-indirect-function --enable-gnu-unique-object --enable-install-libiberty --enable-languages=c,c++,ada,fortran,go,lto,objc,obj-c++,d --enable-lto --enable-multilib --enable-plugin --enable-shared --enable-threads=posix --mandir=/usr/share/man --with-isl --with-linker-hash-style=gnu
Disk Notes: BFQ / relatime,rw,stripe=256 / Block Size: 4096
Processor Notes: Scaling Governor: intel_pstate powersave - CPU Microcode: 0xea - Thermald 2.4.6
Graphics Notes: BAR1 / Visible vRAM Size: 256 MiB
Python Notes: Python 3.9.7
Security Notes: itlb_multihit: KVM: Mitigation of VMX disabled + l1tf: Mitigation of PTE Inversion; VMX: conditional cache flushes SMT vulnerable + mds: Mitigation of Clear buffers; SMT vulnerable + meltdown: Mitigation of PTI + spec_store_bypass: Mitigation of SSB disabled via prctl + spectre_v1: Mitigation of usercopy/swapgs barriers and __user pointer sanitization + spectre_v2: Mitigation of Full generic retpoline IBPB: conditional IBRS_FW STIBP: conditional RSB filling + srbds: Mitigation of Microcode + tsx_async_abort: Mitigation of TSX disabled

	baseline
Counter-Strike: Global Offensive - 2560 x 1440 (FPS)	255.83
Standard Deviation	0.4%
Unigine Heaven - 2560 x 1440 - Fullscreen - OpenGL (FPS)	90.8302
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - No - 1MB - /srv/sync (IOPS)	56
Standard Deviation	1%
Flexible IO Tester - Rand Read - Sync - No - No - 2MB - /srv/sync (IOPS)	40
Standard Deviation	1.4%
Flexible IO Tester - Rand Read - Sync - No - No - 4KB - /srv/sync (IOPS)	180
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - No - 4MB - /srv/sync (IOPS)	28
Standard Deviation	2%
Flexible IO Tester - Rand Read - Sync - No - No - 8KB - /srv/sync (IOPS)	115
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - No - No - 8MB - /srv/sync (IOPS)	17
Standard Deviation	3.3%
Flexible IO Tester - Rand Read - Sync - No - No - 16KB - /srv/sync (IOPS)	113
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - No - No - 1MB - /var/games (IOPS)	275
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - No - No - 2MB - /var/games (IOPS)	180
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - No - No - 32KB - /srv/sync (IOPS)	111
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - No - No - 4KB - /var/games (IOPS)	5433
Standard Deviation	0.4%

Flexible IO Tester - Rand Read - Sync - No - No - 4MB - /var/games (IOPS)	103
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - No - No - 64KB - /srv/sync (IOPS)	108
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - No - No - 8KB - /var/games (IOPS)	4145
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - No - No - 8MB - /var/games (IOPS)	53
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - Yes - 1MB - /srv/sync (IOPS)	57
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - Yes - 2MB - /srv/sync (IOPS)	40
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - Yes - 4KB - /srv/sync (IOPS)	180
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - No - Yes - 4MB - /srv/sync (IOPS)	28
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - Yes - 8KB - /srv/sync (IOPS)	115
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - Yes - 8MB - /srv/sync (IOPS)	17
Standard Deviation	3.3%
Flexible IO Tester - Rand Read - Sync - Yes - No - 1MB - /srv/sync (IOPS)	66
Standard Deviation	0.9%
Flexible IO Tester - Rand Read - Sync - Yes - No - 2MB - /srv/sync (IOPS)	42
Standard Deviation	1.4%
Flexible IO Tester - Rand Read - Sync - Yes - No - 4KB - /srv/sync (IOPS)	180
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - No - 4MB - /srv/sync (IOPS)	25
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - No - 8KB - /srv/sync (IOPS)	179
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - No - 8MB - /srv/sync (IOPS)	13
Standard Deviation	4.3%
Flexible IO Tester - Rand Write - Sync - No - No - 1MB - /srv/sync (IOPS)	92
Standard Deviation	1.1%

Flexible IO Tester - Rand Write - Sync - No - No - 2MB - /srv/sync (IOPS)	42
Standard Deviation	1.4%
Flexible IO Tester - Rand Write - Sync - No - No - 4KB - /srv/sync (IOPS)	2088
Standard Deviation	1.5%
Flexible IO Tester - Rand Write - Sync - No - No - 4MB - /srv/sync (IOPS)	15
Standard Deviation	0%
Flexible IO Tester - Rand Write - Sync - No - No - 8KB - /srv/sync (IOPS)	1455
Standard Deviation	14.2%
Flexible IO Tester - Rand Write - Sync - No - No - 8MB - /srv/sync (IOPS)	2
Standard Deviation	12.5%
Flexible IO Tester - Rand Read - Sync - No - No - 128KB - /srv/sync (IOPS)	43
Standard Deviation	3.3%
Flexible IO Tester - Rand Read - Sync - No - No - 16KB - /var/games (IOPS)	2899
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - No - No - 256KB - /srv/sync (IOPS)	30
Standard Deviation	1.9%
Flexible IO Tester - Rand Read - Sync - No - No - 32KB - /var/games (IOPS)	2004
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - No - 512KB - /srv/sync (IOPS)	20
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - No - 64KB - /var/games (IOPS)	1402
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - No - Yes - 16KB - /srv/sync (IOPS)	93
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - No - Yes - 1MB - /var/games (IOPS)	279
Standard Deviation	0.8%
Flexible IO Tester - Rand Read - Sync - No - Yes - 2MB - /var/games (IOPS)	183
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - No - Yes - 32KB - /srv/sync (IOPS)	72
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - Yes - 4KB - /var/games (IOPS)	5400
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - No - Yes - 4MB - /var/games (IOPS)	103
Standard Deviation	0.6%

Flexible IO Tester - Rand Read - Sync - No - Yes - 64KB - /srv/sync (IOPS)	56
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - Yes - 8KB - /var/games (IOPS)	4170
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - No - Yes - 8MB - /var/games (IOPS)	53
Standard Deviation	1.1%
Flexible IO Tester - Rand Read - Sync - Yes - No - 16KB - /srv/sync (IOPS)	118
Standard Deviation	1.3%
Flexible IO Tester - Rand Read - Sync - Yes - No - 1MB - /var/games (IOPS)	302
Flexible IO Tester - Rand Read - Sync - Yes - No - 2MB - /var/games (IOPS)	155
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - Yes - No - 32KB - /srv/sync (IOPS)	88
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - No - 4KB - /var/games (IOPS)	5189
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - Yes - No - 4MB - /var/games (IOPS)	91
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - No - 64KB - /srv/sync (IOPS)	65
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - No - 8KB - /var/games (IOPS)	4269
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - Yes - No - 8MB - /var/games (IOPS)	48
Standard Deviation	1.2%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 1MB - /srv/sync (IOPS)	13
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 2MB - /srv/sync (IOPS)	8
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 4KB - /srv/sync (IOPS)	248
Standard Deviation	3%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 4MB - /srv/sync (IOPS)	5
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 8KB - /srv/sync (IOPS)	233
Standard Deviation	1.1%

Flexible IO Tester - Rand Read - Sync - Yes - Yes - 8MB - /srv/sync (IOPS)	3
Standard Deviation	0%
Flexible IO Tester - Rand Write - Sync - No - No - 16KB - /srv/sync (IOPS)	429
Standard Deviation	14.5%
Flexible IO Tester - Rand Write - Sync - No - No - 1MB - /var/games (IOPS)	369
Flexible IO Tester - Rand Write - Sync - No - No - 2MB - /var/games (IOPS)	184
Standard Deviation	2.6%
Flexible IO Tester - Rand Write - Sync - No - No - 32KB - /srv/sync (IOPS)	196
Standard Deviation	4.7%
Flexible IO Tester - Rand Write - Sync - No - No - 4KB - /var/games (IOPS)	27567
Standard Deviation	0.4%
Flexible IO Tester - Rand Write - Sync - No - No - 4MB - /var/games (IOPS)	92
Standard Deviation	0.6%
Flexible IO Tester - Rand Write - Sync - No - No - 64KB - /srv/sync (IOPS)	102
Standard Deviation	8.9%
Flexible IO Tester - Rand Write - Sync - No - No - 8KB - /var/games (IOPS)	18400
Standard Deviation	2.2%
Flexible IO Tester - Rand Write - Sync - No - No - 8MB - /var/games (IOPS)	44
Standard Deviation	1.3%
Flexible IO Tester - Rand Write - Sync - No - Yes - 1MB - /srv/sync (IOPS)	13
Standard Deviation	15.8%
Flexible IO Tester - Rand Write - Sync - No - Yes - 2MB - /srv/sync (IOPS)	7
Standard Deviation	0%
Flexible IO Tester - Rand Write - Sync - No - Yes - 4KB - /srv/sync (IOPS)	1084
Standard Deviation	10.5%
Flexible IO Tester - Rand Write - Sync - No - Yes - 4MB - /srv/sync (IOPS)	3
Standard Deviation	24.3%
Flexible IO Tester - Rand Write - Sync - No - Yes - 8KB - /srv/sync (IOPS)	665
Standard Deviation	3.8%
Flexible IO Tester - Rand Write - Sync - No - Yes - 8MB - /srv/sync (IOPS)	1
Standard Deviation	0%
Flexible IO Tester - Rand Write - Sync - Yes - No - 1MB - /srv/sync (IOPS)	102
Standard Deviation	10.3%

Flexible IO Tester - Rand Write - Sync - Yes - No - 2MB - /srv/sync (IOPS)	47
Standard Deviation	5.4%
Flexible IO Tester - Rand Write - Sync - Yes - No - 4KB - /srv/sync (IOPS)	22693
Standard Deviation	3.8%
Flexible IO Tester - Rand Write - Sync - Yes - No - 4MB - /srv/sync (IOPS)	23
Standard Deviation	0%
Flexible IO Tester - Rand Write - Sync - Yes - No - 8KB - /srv/sync (IOPS)	11780
Standard Deviation	3.2%
Flexible IO Tester - Rand Write - Sync - Yes - No - 8MB - /srv/sync (IOPS)	13
Standard Deviation	9.7%
Flexible IO Tester - Rand Read - Sync - No - No - 128KB - /var/games (IOPS)	1026
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - No - No - 256KB - /var/games (IOPS)	620
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - No - No - 512KB - /var/games (IOPS)	365
Standard Deviation	1%
Flexible IO Tester - Rand Read - Sync - No - Yes - 128KB - /srv/sync (IOPS)	106
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - No - Yes - 16KB - /var/games (IOPS)	3155
Standard Deviation	1.2%
Flexible IO Tester - Rand Read - Sync - No - Yes - 256KB - /srv/sync (IOPS)	96
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - No - Yes - 32KB - /var/games (IOPS)	2260
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - No - Yes - 512KB - /srv/sync (IOPS)	79
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - Sync - No - Yes - 64KB - /var/games (IOPS)	1557
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - No - 128KB - /srv/sync (IOPS)	154
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - Yes - No - 16KB - /var/games (IOPS)	3281
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - Sync - Yes - No - 256KB - /srv/sync (IOPS)	132
Standard Deviation	0.9%

Flexible IO Tester - Rand Read - Sync - Yes - No - 32KB - /var/games (IOPS)	2363
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - Yes - No - 512KB - /srv/sync (IOPS)	102
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - No - 64KB - /var/games (IOPS)	1633
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 16KB - /srv/sync (IOPS)	183
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 1MB - /var/games (IOPS)	216
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 2MB - /var/games (IOPS)	121
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 32KB - /srv/sync (IOPS)	178
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 4KB - /var/games (IOPS)	5144
Standard Deviation	1%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 4MB - /var/games (IOPS)	78
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 64KB - /srv/sync (IOPS)	168
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 8KB - /var/games (IOPS)	4256
Standard Deviation	1.1%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 8MB - /var/games (IOPS)	40
Standard Deviation	0%
Flexible IO Tester - Rand Write - Sync - No - No - 128KB - /srv/sync (IOPS)	396
Standard Deviation	27.7%
Flexible IO Tester - Rand Write - Sync - No - No - 16KB - /var/games (IOPS)	11397
Standard Deviation	14.4%
Flexible IO Tester - Rand Write - Sync - No - No - 256KB - /srv/sync (IOPS)	156
Standard Deviation	2.3%
Flexible IO Tester - Rand Write - Sync - No - No - 32KB - /var/games (IOPS)	7136
Standard Deviation	2.1%
Flexible IO Tester - Rand Write - Sync - No - No - 512KB - /srv/sync (IOPS)	74
Standard Deviation	4.7%

Flexible IO Tester - Rand Write - Sync - No - No - 64KB - /var/games (IOPS)	3955
Standard Deviation	5.9%
Flexible IO Tester - Rand Write - Sync - No - Yes - 16KB - /srv/sync (IOPS)	776
Standard Deviation	5.1%
Flexible IO Tester - Rand Write - Sync - No - Yes - 1MB - /var/games (IOPS)	310
Standard Deviation	1.4%
Flexible IO Tester - Rand Write - Sync - No - Yes - 2MB - /var/games (IOPS)	173
Standard Deviation	2.1%
Flexible IO Tester - Rand Write - Sync - No - Yes - 32KB - /srv/sync (IOPS)	430
Standard Deviation	8.9%
Flexible IO Tester - Rand Write - Sync - No - Yes - 4KB - /var/games (IOPS)	27300
Standard Deviation	0.4%
Flexible IO Tester - Rand Write - Sync - No - Yes - 4MB - /var/games (IOPS)	94
Standard Deviation	8.3%
Flexible IO Tester - Rand Write - Sync - No - Yes - 64KB - /srv/sync (IOPS)	266
Standard Deviation	5.6%
Flexible IO Tester - Rand Write - Sync - No - Yes - 8KB - /var/games (IOPS)	18533
Standard Deviation	0.8%
Flexible IO Tester - Rand Write - Sync - No - Yes - 8MB - /var/games (IOPS)	45
Standard Deviation	9.1%
Flexible IO Tester - Rand Write - Sync - Yes - No - 16KB - /srv/sync (IOPS)	5981
Standard Deviation	4.1%
Flexible IO Tester - Rand Write - Sync - Yes - No - 1MB - /var/games (IOPS)	344
Standard Deviation	0.6%
Flexible IO Tester - Rand Write - Sync - Yes - No - 2MB - /var/games (IOPS)	171
Standard Deviation	0.3%
Flexible IO Tester - Rand Write - Sync - Yes - No - 32KB - /srv/sync (IOPS)	3117
Standard Deviation	0.5%
Flexible IO Tester - Rand Write - Sync - Yes - No - 4KB - /var/games (IOPS)	80667
Standard Deviation	7.1%
Flexible IO Tester - Rand Write - Sync - Yes - No - 4MB - /var/games (IOPS)	85
Standard Deviation	0.7%
Flexible IO Tester - Rand Write - Sync - Yes - No - 64KB - /srv/sync (IOPS)	1453
Standard Deviation	2.4%

Flexible IO Tester - Rand Write - Sync - Yes - No - 8KB - /var/games (IOPS)	42013
Standard Deviation	5.3%
Flexible IO Tester - Rand Write - Sync - Yes - No - 8MB - /var/games (IOPS)	43
Standard Deviation	0%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 1MB - /srv/sync (IOPS)	103
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 2MB - /srv/sync (IOPS)	47
Standard Deviation	4.2%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 4KB - /srv/sync (IOPS)	22913
Standard Deviation	2.8%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 4MB - /srv/sync (IOPS)	24
Standard Deviation	0%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 8KB - /srv/sync (IOPS)	11933
Standard Deviation	1.9%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 8MB - /srv/sync (IOPS)	13
Standard Deviation	4.1%
Flexible IO Tester - Rand Read - IO_uring - No - No - 1MB - /srv/sync (IOPS)	164
Standard Deviation	2.5%
Flexible IO Tester - Rand Read - IO_uring - No - No - 2MB - /srv/sync (IOPS)	77
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - No - 4KB - /srv/sync (IOPS)	709
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - IO_uring - No - No - 4MB - /srv/sync (IOPS)	42
Standard Deviation	2.7%
Flexible IO Tester - Rand Read - IO_uring - No - No - 8KB - /srv/sync (IOPS)	683
Standard Deviation	4.3%
Flexible IO Tester - Rand Read - IO_uring - No - No - 8MB - /srv/sync (IOPS)	24
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - Yes - 128KB - /var/games (IOPS)	1000
Standard Deviation	0.8%
Flexible IO Tester - Rand Read - Sync - No - Yes - 256KB - /var/games (IOPS)	687
Standard Deviation	0.8%
Flexible IO Tester - Rand Read - Sync - No - Yes - 512KB - /var/games (IOPS)	387
Standard Deviation	0.4%

Flexible IO Tester - Rand Read - Sync - Yes - No - 128KB - /var/games (IOPS)	1193
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - Yes - No - 256KB - /var/games (IOPS)	912
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - Yes - No - 512KB - /var/games (IOPS)	528
Standard Deviation	2.2%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 128KB - /srv/sync (IOPS)	149
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 16KB - /var/games (IOPS)	3036
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 256KB - /srv/sync (IOPS)	131
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 32KB - /var/games (IOPS)	2012
Standard Deviation	1.9%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 512KB - /srv/sync (IOPS)	102
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 64KB - /var/games (IOPS)	1625
Standard Deviation	0.3%
Flexible IO Tester - Rand Write - Sync - No - No - 128KB - /var/games (IOPS)	2295
Standard Deviation	0.5%
Flexible IO Tester - Rand Write - Sync - No - No - 256KB - /var/games (IOPS)	1234
Standard Deviation	1.8%
Flexible IO Tester - Rand Write - Sync - No - No - 512KB - /var/games (IOPS)	666
Standard Deviation	2.4%
Flexible IO Tester - Rand Write - Sync - No - Yes - 128KB - /srv/sync (IOPS)	316
Standard Deviation	10.8%
Flexible IO Tester - Rand Write - Sync - No - Yes - 16KB - /var/games (IOPS)	12400
Standard Deviation	0%
Flexible IO Tester - Rand Write - Sync - No - Yes - 256KB - /srv/sync (IOPS)	97
Standard Deviation	3.5%
Flexible IO Tester - Rand Write - Sync - No - Yes - 32KB - /var/games (IOPS)	7141
Standard Deviation	1.5%
Flexible IO Tester - Rand Write - Sync - No - Yes - 512KB - /srv/sync (IOPS)	46
Standard Deviation	5.2%

Flexible IO Tester - Rand Write - Sync - No - Yes - 64KB - /var/games (IOPS)	4068
Standard Deviation	2.2%
Flexible IO Tester - Rand Write - Sync - Yes - No - 128KB - /srv/sync (IOPS)	715
Standard Deviation	2.4%
Flexible IO Tester - Rand Write - Sync - Yes - No - 16KB - /var/games (IOPS)	22700
Standard Deviation	0.4%
Flexible IO Tester - Rand Write - Sync - Yes - No - 256KB - /srv/sync (IOPS)	391
Standard Deviation	2.3%
Flexible IO Tester - Rand Write - Sync - Yes - No - 32KB - /var/games (IOPS)	10568
Standard Deviation	4.7%
Flexible IO Tester - Rand Write - Sync - Yes - No - 512KB - /srv/sync (IOPS)	174
Standard Deviation	1.2%
Flexible IO Tester - Rand Write - Sync - Yes - No - 64KB - /var/games (IOPS)	5692
Standard Deviation	0.5%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 16KB - /srv/sync (IOPS)	6007
Standard Deviation	2.2%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 2MB - /var/games (IOPS)	170
Standard Deviation	2.7%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 32KB - /srv/sync (IOPS)	3099
Standard Deviation	1.1%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 4KB - /var/games (IOPS)	86350
Standard Deviation	14.8%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 4MB - /var/games (IOPS)	85
Standard Deviation	0.7%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 64KB - /srv/sync (IOPS)	1479
Standard Deviation	4%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 8KB - /var/games (IOPS)	40886
Standard Deviation	3%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 8MB - /var/games (IOPS)	43
Standard Deviation	0%
Flexible IO Tester - Seq Read - Sync - No - No - 1MB - /srv/sync	106
Flexible IO Tester - Seq Read - Sync - No - No - 2MB - /srv/sync	74
Standard Deviation	1.4%
Flexible IO Tester - Seq Read - Sync - No - No - 4KB - /srv/sync	17500
Standard Deviation	2.1%
Flexible IO Tester - Seq Read - Sync - No - No - 4MB - /srv/sync (IOPS)	38

Standard Deviation	0%
Flexible IO Tester - Seq Read - Sync - No - No - 8KB - /srv/sync	5387
Standard Deviation	0.5%
Flexible IO Tester - Seq Read - Sync - No - No - 8MB - /srv/sync	19
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - No - 16KB - /srv/sync (IOPS)	568
Standard Deviation	2.1%
Flexible IO Tester - Rand Read - IO_uring - No - No - 1MB - /var/games (IOPS)	421
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - No - 2MB - /var/games (IOPS)	214
Standard Deviation	1.3%
Flexible IO Tester - Rand Read - IO_uring - No - No - 32KB - /srv/sync (IOPS)	573
Standard Deviation	1.9%
Flexible IO Tester - Rand Read - IO_uring - No - No - 4KB - /var/games (IOPS)	71500
Standard Deviation	1.6%
Flexible IO Tester - Rand Read - IO_uring - No - No - 4MB - /var/games (IOPS)	109
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - No - 64KB - /srv/sync (IOPS)	516
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - IO_uring - No - No - 8KB - /var/games (IOPS)	46600
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - No - 8MB - /var/games (IOPS)	54
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 1MB - /srv/sync (IOPS)	158
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 2MB - /srv/sync (IOPS)	74
Standard Deviation	0.8%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 4KB - /srv/sync (IOPS)	613
Standard Deviation	2.5%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 4MB - /srv/sync (IOPS)	40
Standard Deviation	3.1%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 8KB - /srv/sync (IOPS)	597
Standard Deviation	4.2%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 8MB - /srv/sync (IOPS)	22
Standard Deviation	2.2%

Flexible IO Tester - Rand Read - IO_uring - Yes - No - 1MB - /srv/sync (IOPS)	176
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 2MB - /srv/sync (IOPS)	102
Standard Deviation	2.5%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 4KB - /srv/sync (IOPS)	669
Standard Deviation	1.6%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 4MB - /srv/sync (IOPS)	61
Standard Deviation	0.9%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 8KB - /srv/sync (IOPS)	666
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 8MB - /srv/sync (IOPS)	32
Standard Deviation	3%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 1MB - /srv/sync (IOPS)	173
Standard Deviation	1.5%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 2MB - /srv/sync (IOPS)	90
Standard Deviation	0%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 4KB - /srv/sync (IOPS)	626
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 4MB - /srv/sync (IOPS)	51
Standard Deviation	1.1%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 8KB - /srv/sync (IOPS)	589
Standard Deviation	2.5%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 8MB - /srv/sync (IOPS)	27
Standard Deviation	2.1%
Flexible IO Tester - Rand Read - POSIX AIO - No - No - 1MB - /srv/sync (IOPS)	53
Standard Deviation	1.1%
Flexible IO Tester - Rand Read - POSIX AIO - No - No - 2MB - /srv/sync (IOPS)	38
Standard Deviation	3.1%
Flexible IO Tester - Rand Read - POSIX AIO - No - No - 4KB - /srv/sync (IOPS)	153
Standard Deviation	1%
Flexible IO Tester - Rand Read - POSIX AIO - No - No - 4MB - /srv/sync (IOPS)	26
Standard Deviation	5.9%
Flexible IO Tester - Rand Read - POSIX AIO - No - No - 8KB - /srv/sync (IOPS)	103
Standard Deviation	0.6%

Flexible IO Tester - Rand Read - POSIX AIO - No - No - 8MB - /srv/sync (IOPS)	17
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 128KB - /var/games (IOPS)	1182
Standard Deviation	2%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 256KB - /var/games (IOPS)	911
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 512KB - /var/games (IOPS)	529
Standard Deviation	0.4%
Flexible IO Tester - Rand Write - IO_uring - No - No - 1MB - /srv/sync (IOPS)	89
Standard Deviation	1.7%
Flexible IO Tester - Rand Write - IO_uring - No - No - 2MB - /srv/sync (IOPS)	43
Standard Deviation	2.2%
Flexible IO Tester - Rand Write - IO_uring - No - No - 4KB - /srv/sync (IOPS)	10600
Standard Deviation	1.9%
Flexible IO Tester - Rand Write - IO_uring - No - No - 4MB - /srv/sync (IOPS)	20
Standard Deviation	2.9%
Flexible IO Tester - Rand Write - IO_uring - No - No - 8KB - /srv/sync (IOPS)	3687
Standard Deviation	20.6%
Flexible IO Tester - Rand Write - IO_uring - No - No - 8MB - /srv/sync (IOPS)	8
Standard Deviation	4.7%
Flexible IO Tester - Rand Write - Sync - No - Yes - 128KB - /var/games (IOPS)	2298
Standard Deviation	1.8%
Flexible IO Tester - Rand Write - Sync - No - Yes - 256KB - /var/games (IOPS)	1299
Standard Deviation	2.5%
Flexible IO Tester - Rand Write - Sync - No - Yes - 512KB - /var/games (IOPS)	676
Standard Deviation	2.5%
Flexible IO Tester - Rand Write - Sync - Yes - No - 128KB - /var/games (IOPS)	2797
Standard Deviation	2.4%
Flexible IO Tester - Rand Write - Sync - Yes - No - 256KB - /var/games (IOPS)	1410
Standard Deviation	0.6%
Flexible IO Tester - Rand Write - Sync - Yes - No - 512KB - /var/games (IOPS)	701
Standard Deviation	0.5%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 128KB - /srv/sync (IOPS)	767
Standard Deviation	24.1%

Flexible IO Tester - Rand Write - Sync - Yes - Yes - 16KB - /var/games (IOPS)	21860
Standard Deviation	5.8%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 256KB - /srv/sync (IOPS)	392
Standard Deviation	2.2%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 32KB - /var/games (IOPS)	10667
Standard Deviation	0.5%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 512KB - /srv/sync (IOPS)	175
Standard Deviation	0.6%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 64KB - /var/games (IOPS)	5478
Standard Deviation	12.7%
Flexible IO Tester - Seq Read - Sync - No - No - 16KB - /srv/sync (IOPS)	3556
Standard Deviation	0.7%
Flexible IO Tester - Seq Read - Sync - No - No - 1MB - /var/games (IOPS)	331
Flexible IO Tester - Seq Read - Sync - No - No - 2MB - /var/games (IOPS)	202
Standard Deviation	0.9%
Flexible IO Tester - Seq Read - Sync - No - No - 32KB - /srv/sync (IOPS)	2260
Standard Deviation	1.2%
Flexible IO Tester - Seq Read - Sync - No - No - 4KB - /var/games (IOPS)	35333
Standard Deviation	0.6%
Flexible IO Tester - Seq Read - Sync - No - No - 4MB - /var/games (IOPS)	114
Standard Deviation	0.5%
Flexible IO Tester - Seq Read - Sync - No - No - 64KB - /srv/sync (IOPS)	1429
Standard Deviation	5.7%
Flexible IO Tester - Seq Read - Sync - No - No - 8KB - /var/games (IOPS)	19700
Standard Deviation	1.8%
Flexible IO Tester - Seq Read - Sync - No - No - 8MB - /var/games (IOPS)	64
Standard Deviation	0%
Flexible IO Tester - Seq Read - Sync - No - Yes - 1MB - /srv/sync (IOPS)	105
Flexible IO Tester - Seq Read - Sync - No - Yes - 2MB - /srv/sync (IOPS)	75
Standard Deviation	0.8%
Flexible IO Tester - Seq Read - Sync - No - Yes - 4KB - /srv/sync	17113
Standard Deviation	5%
Flexible IO Tester - Seq Read - Sync - No - Yes - 4MB - /srv/sync (IOPS)	39
Standard Deviation	1.5%

Flexible IO Tester - Seq Read - Sync - No - Yes - 8KB - /srv/sync	5391
Standard Deviation	1%
Flexible IO Tester - Seq Read - Sync - No - Yes - 8MB - /srv/sync (IOPS)	20
Standard Deviation	2.9%
Flexible IO Tester - Seq Read - Sync - Yes - No - 1MB - /srv/sync (IOPS)	142
Flexible IO Tester - Seq Read - Sync - Yes - No - 2MB - /srv/sync (IOPS)	71
Standard Deviation	6.8%
Flexible IO Tester - Seq Read - Sync - Yes - No - 4KB - /srv/sync	38287
Standard Deviation	2.7%
Flexible IO Tester - Seq Read - Sync - Yes - No - 4MB - /srv/sync (IOPS)	37
Standard Deviation	1.5%
Flexible IO Tester - Seq Read - Sync - Yes - No - 8KB - /srv/sync	19600
Standard Deviation	1%
Flexible IO Tester - Seq Read - Sync - Yes - No - 8MB - /srv/sync (IOPS)	18
Standard Deviation	4.8%
Flexible IO Tester - Seq Write - Sync - No - No - 1MB - /srv/sync	87
Standard Deviation	5.2%
Flexible IO Tester - Seq Write - Sync - No - No - 2MB - /srv/sync	44
Standard Deviation	1.3%
Flexible IO Tester - Seq Write - Sync - No - No - 4KB - /srv/sync	6879
Standard Deviation	3.6%
Flexible IO Tester - Seq Write - Sync - No - No - 4MB - /srv/sync	20
Standard Deviation	2.9%
Flexible IO Tester - Seq Write - Sync - No - No - 8KB - /srv/sync	3708
Standard Deviation	4.7%
Flexible IO Tester - Seq Write - Sync - No - No - 8MB - /srv/sync	9
Standard Deviation	6.2%
Flexible IO Tester - Rand Read - IO_uring - No - No - 128KB - /srv/sync (IOPS)	393
Standard Deviation	2.2%
Flexible IO Tester - Rand Read - IO_uring - No - No - 16KB - /var/games (IOPS)	27067
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - IO_uring - No - No - 256KB - /srv/sync (IOPS)	322
Standard Deviation	3.3%
Flexible IO Tester - Rand Read - IO_uring - No - No - 32KB - /var/games (IOPS)	14067
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - IO_uring - No - No - 512KB - /srv/sync (IOPS)	227
Standard Deviation	1.1%
Flexible IO Tester - Rand Read - IO_uring - No - No - 64KB - /var/games (IOPS)	7673
Standard Deviation	0%

Flexible IO Tester - Rand Read - IO_uring - No - Yes - 16KB - /srv/sync (IOPS)	518
Standard Deviation	1.6%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 1MB - /var/games (IOPS)	421
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 2MB - /var/games (IOPS)	216
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 32KB - /srv/sync (IOPS)	489
Standard Deviation	4.2%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 4KB - /var/games (IOPS)	72233
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 4MB - /var/games (IOPS)	109
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 64KB - /srv/sync (IOPS)	448
Standard Deviation	3.1%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 8KB - /var/games (IOPS)	46600
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 8MB - /var/games (IOPS)	54
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 16KB - /srv/sync (IOPS)	538
Standard Deviation	1%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 1MB - /var/games (IOPS)	471
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 2MB - /var/games (IOPS)	248
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 32KB - /srv/sync (IOPS)	526
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 4KB - /var/games (IOPS)	69833
Standard Deviation	1%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 4MB - /var/games (IOPS)	134
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 64KB - /srv/sync (IOPS)	486
Standard Deviation	1.1%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 8KB - /var/games (IOPS)	44333
Standard Deviation	1.3%

Flexible IO Tester - Rand Read - IO_uring - Yes - No - 8MB - /var/games (IOPS)	75
Standard Deviation	0.8%
Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 1MB - /srv/sync (IOPS)	164
Standard Deviation	1.5%
Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 2MB - /srv/sync (IOPS)	99
Standard Deviation	1.5%
Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 4KB - /srv/sync (IOPS)	563
Standard Deviation	1.5%
Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 4MB - /srv/sync (IOPS)	60
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 8KB - /srv/sync (IOPS)	554
Standard Deviation	1.4%
Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 8MB - /srv/sync (IOPS)	32
Standard Deviation	1.8%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 16KB - /srv/sync (IOPS)	512
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 1MB - /var/games (IOPS)	423
Standard Deviation	0%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 2MB - /var/games (IOPS)	219
Standard Deviation	0%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 32KB - /srv/sync (IOPS)	479
Standard Deviation	1.6%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 4KB - /var/games (IOPS)	72233
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 4MB - /var/games (IOPS)	109
Standard Deviation	0%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 64KB - /srv/sync (IOPS)	443
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 8KB - /var/games (IOPS)	46633
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 8MB - /var/games (IOPS)	54
Standard Deviation	0%
Flexible IO Tester - Rand Read - Linux AIO - No - Yes - 1MB - /srv/sync (IOPS)	168
Standard Deviation	0.6%

Flexible IO Tester - Rand Read - Linux AIO - No - Yes - 2MB - /srv/sync (IOPS)	89
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Linux AIO - No - Yes - 4KB - /srv/sync (IOPS)	537
Standard Deviation	2.8%
Flexible IO Tester - Rand Read - Linux AIO - No - Yes - 4MB - /srv/sync (IOPS)	51
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - No - 1MB - /srv/sync (MB/s)	56.6
Standard Deviation	0.8%
Flexible IO Tester - Rand Read - Sync - No - No - 2MB - /srv/sync (MB/s)	81.8
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - Sync - No - No - 4KB - /srv/sync	0.723
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - Sync - No - No - 4MB - /srv/sync (MB/s)	115
Standard Deviation	1%
Flexible IO Tester - Rand Read - Sync - No - No - 8KB - /srv/sync	0.927
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - No - No - 8MB - /srv/sync (MB/s)	142
Standard Deviation	1.4%
Flexible IO Tester - Rand Read - Sync - No - No - 16KB - /srv/sync (MB/s)	1.826
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - No - No - 1MB - /var/games (MB/s)	276
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - No - No - 2MB - /var/games (MB/s)	361
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - No - No - 32KB - /srv/sync (MB/s)	3.584
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - No - No - 4KB - /var/games (MB/s)	21.2
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - No - No - 4MB - /var/games (MB/s)	412
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - Sync - No - No - 64KB - /srv/sync (MB/s)	6.956
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - No - No - 8KB - /var/games (MB/s)	32.4
Standard Deviation	0.2%

Flexible IO Tester - Rand Read - Sync - No - No - 8MB - /var/games (MB/s)	426
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - No - Yes - 1MB - /srv/sync (MB/s)	57.4
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - No - Yes - 2MB - /srv/sync (MB/s)	80.5
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - Sync - No - Yes - 4KB - /srv/sync (MB/s)	0.723
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - No - Yes - 4MB - /srv/sync (MB/s)	115
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - Yes - 8KB - /srv/sync (MB/s)	0.925
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - No - Yes - 8MB - /srv/sync (MB/s)	144
Standard Deviation	1.2%
Flexible IO Tester - Rand Read - Sync - Yes - No - 1MB - /srv/sync (MB/s)	66.8
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - Sync - Yes - No - 2MB - /srv/sync (MB/s)	85.6
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - Yes - No - 4KB - /srv/sync (MB/s)	0.722
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - Yes - No - 4MB - /srv/sync (MB/s)	102
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - No - 8KB - /srv/sync (MB/s)	1.439
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - Yes - No - 8MB - /srv/sync (MB/s)	110
Standard Deviation	1.6%
Flexible IO Tester - Rand Write - Sync - No - No - 1MB - /srv/sync (MB/s)	92.6
Standard Deviation	1.2%
Flexible IO Tester - Rand Write - Sync - No - No - 2MB - /srv/sync (MB/s)	85.6
Standard Deviation	1.8%
Flexible IO Tester - Rand Write - Sync - No - No - 4KB - /srv/sync	8.353
Standard Deviation	1.5%
Flexible IO Tester - Rand Write - Sync - No - No - 4MB - /srv/sync (MB/s)	63.0
Standard Deviation	0.7%
Flexible IO Tester - Rand Write - Sync - No - No - 8KB - /srv/sync (MB/s)	11.360

Standard Deviation	13.1%
Flexible IO Tester - Rand Write - Sync - No - No - 8MB - /srv/sync (MB/s)	19.7
Standard Deviation	8.9%
Flexible IO Tester - Rand Read - Sync - No - No - 128KB - /srv/sync (MB/s)	5.542
Standard Deviation	3.5%
Flexible IO Tester - Rand Read - Sync - No - No - 16KB - /var/games (MB/s)	45.3
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - No - No - 256KB - /srv/sync (MB/s)	7.913
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - No - No - 32KB - /var/games (MB/s)	62.6
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - No - 512KB - /srv/sync (MB/s)	10.2
Standard Deviation	1%
Flexible IO Tester - Rand Read - Sync - No - No - 64KB - /var/games (MB/s)	87.6
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - No - Yes - 16KB - /srv/sync (MB/s)	1.499
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - No - Yes - 1MB - /var/games (MB/s)	280
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - No - Yes - 2MB - /var/games (MB/s)	366
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - No - Yes - 32KB - /srv/sync (MB/s)	2.322
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - No - Yes - 4KB - /var/games (MB/s)	21.1
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - No - Yes - 4MB - /var/games (MB/s)	412
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - Sync - No - Yes - 64KB - /srv/sync (MB/s)	3.627
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - No - Yes - 8KB - /var/games (MB/s)	32.6
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - No - Yes - 8MB - /var/games (MB/s)	425
Standard Deviation	0.4%

Flexible IO Tester - Rand Read - Sync - Yes - No - 16KB - /srv/sync (MB/s)	1.905
Standard Deviation	1.1%
Flexible IO Tester - Rand Read - Sync - Yes - No - 1MB - /var/games (MB/s)	303
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - Yes - No - 2MB - /var/games (MB/s)	313
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - Yes - No - 32KB - /srv/sync (MB/s)	2.835
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - No - 4KB - /var/games (MB/s)	20.3
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - Yes - No - 4MB - /var/games (MB/s)	367
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - No - 64KB - /srv/sync (MB/s)	4.210
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - No - 8KB - /var/games (MB/s)	33.4
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - Yes - No - 8MB - /var/games (MB/s)	385
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 1MB - /srv/sync (MB/s)	13.8
Standard Deviation	1.4%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 2MB - /srv/sync (MB/s)	17.6
Standard Deviation	2%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 4KB - /srv/sync (MB/s)	0.993
Standard Deviation	2.9%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 4MB - /srv/sync (MB/s)	22.9
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 8KB - /srv/sync (MB/s)	1.873
Standard Deviation	1.1%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 8MB - /srv/sync (MB/s)	29.8
Standard Deviation	0.3%
Flexible IO Tester - Rand Write - Sync - No - No - 16KB - /srv/sync (MB/s)	6.878
Standard Deviation	14.5%
Flexible IO Tester - Rand Write - Sync - No - No - 1MB - /var/games (MB/s)	368
Standard Deviation	0.7%

Flexible IO Tester - Rand Write - Sync - No - No - 2MB - /var/games (MB/s)	369
Standard Deviation	2.5%
Flexible IO Tester - Rand Write - Sync - No - No - 32KB - /srv/sync (MB/s)	6.288
Standard Deviation	4.7%
Flexible IO Tester - Rand Write - Sync - No - No - 4KB - /var/games (MB/s)	108
Standard Deviation	0.5%
Flexible IO Tester - Rand Write - Sync - No - No - 4MB - /var/games (MB/s)	368
Standard Deviation	0.7%
Flexible IO Tester - Rand Write - Sync - No - No - 64KB - /srv/sync (MB/s)	6.578
Standard Deviation	9.1%
Flexible IO Tester - Rand Write - Sync - No - No - 8KB - /var/games (MB/s)	144
Standard Deviation	2.4%
Flexible IO Tester - Rand Write - Sync - No - No - 8MB - /var/games (MB/s)	359
Standard Deviation	1.1%
Flexible IO Tester - Rand Write - Sync - No - Yes - 1MB - /srv/sync (MB/s)	13.1
Standard Deviation	14.6%
Flexible IO Tester - Rand Write - Sync - No - Yes - 2MB - /srv/sync (MB/s)	15.5
Standard Deviation	1.7%
Flexible IO Tester - Rand Write - Sync - No - Yes - 4KB - /srv/sync (MB/s)	4.338
Standard Deviation	10.5%
Flexible IO Tester - Rand Write - Sync - No - Yes - 4MB - /srv/sync (MB/s)	13.2
Standard Deviation	16.2%
Flexible IO Tester - Rand Write - Sync - No - Yes - 8KB - /srv/sync (MB/s)	5.327
Standard Deviation	3.8%
Flexible IO Tester - Rand Write - Sync - No - Yes - 8MB - /srv/sync (MB/s)	13.2
Standard Deviation	5.8%
Flexible IO Tester - Rand Write - Sync - Yes - No - 1MB - /srv/sync (MB/s)	103.8
Standard Deviation	10.5%
Flexible IO Tester - Rand Write - Sync - Yes - No - 2MB - /srv/sync (MB/s)	95.2
Standard Deviation	5.6%
Flexible IO Tester - Rand Write - Sync - Yes - No - 4KB - /srv/sync (MB/s)	88.6
Standard Deviation	3.8%
Flexible IO Tester - Rand Write - Sync - Yes - No - 4MB - /srv/sync (MB/s)	95.2
Standard Deviation	0.2%

Flexible IO Tester - Rand Write - Sync - Yes - No - 8KB - /srv/sync (MB/s)	92.5
Standard Deviation	2.7%
Flexible IO Tester - Rand Write - Sync - Yes - No - 8MB - /srv/sync (MB/s)	106.0
Standard Deviation	9.6%
Flexible IO Tester - Rand Read - Sync - No - No - 128KB - /var/games (MB/s)	128
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - No - No - 256KB - /var/games (MB/s)	155
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - No - No - 512KB - /var/games (MB/s)	183
Standard Deviation	0.8%
Flexible IO Tester - Rand Read - Sync - No - Yes - 128KB - /srv/sync (MB/s)	13.4
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - Sync - No - Yes - 16KB - /var/games (MB/s)	49.3
Standard Deviation	1.2%
Flexible IO Tester - Rand Read - Sync - No - Yes - 256KB - /srv/sync (MB/s)	24.1
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - No - Yes - 32KB - /var/games (MB/s)	70.6
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - No - Yes - 512KB - /srv/sync (MB/s)	39.6
Standard Deviation	1.4%
Flexible IO Tester - Rand Read - Sync - No - Yes - 64KB - /var/games (MB/s)	97.3
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - No - 128KB - /srv/sync (MB/s)	19.3
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - No - 16KB - /var/games (MB/s)	51.3
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - Sync - Yes - No - 256KB - /srv/sync (MB/s)	33.0
Standard Deviation	0.8%
Flexible IO Tester - Rand Read - Sync - Yes - No - 32KB - /var/games (MB/s)	73.8
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - Yes - No - 512KB - /srv/sync (MB/s)	51.1
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - Sync - Yes - No - 64KB - /var/games (MB/s)	102
Standard Deviation	0.6%

Flexible IO Tester - Rand Read - Sync - Yes - Yes - 16KB - /srv/sync (MB/s)	2.928
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 1MB - /var/games (MB/s)	216
Standard Deviation	0.8%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 2MB - /var/games (MB/s)	243
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 32KB - /srv/sync (MB/s)	5.724
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 4KB - /var/games (MB/s)	19.9
Standard Deviation	2.5%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 4MB - /var/games (MB/s)	313
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 64KB - /srv/sync (MB/s)	10.5
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 8KB - /var/games (MB/s)	33.2
Standard Deviation	1.1%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 8MB - /var/games (MB/s)	323
Standard Deviation	1.1%
Flexible IO Tester - Rand Write - Sync - No - No - 128KB - /srv/sync (MB/s)	49.5
Standard Deviation	27.5%
Flexible IO Tester - Rand Write - Sync - No - No - 16KB - /var/games (MB/s)	180.5
Standard Deviation	14.2%
Flexible IO Tester - Rand Write - Sync - No - No - 256KB - /srv/sync (MB/s)	39.1
Standard Deviation	2.4%
Flexible IO Tester - Rand Write - Sync - No - No - 32KB - /var/games (MB/s)	223
Standard Deviation	2.3%
Flexible IO Tester - Rand Write - Sync - No - No - 512KB - /srv/sync (MB/s)	37.3
Standard Deviation	4.7%
Flexible IO Tester - Rand Write - Sync - No - No - 64KB - /var/games (MB/s)	247
Standard Deviation	5.9%
Flexible IO Tester - Rand Write - Sync - No - Yes - 16KB - /srv/sync (MB/s)	12.0
Standard Deviation	5.4%
Flexible IO Tester - Rand Write - Sync - No - Yes - 1MB - /var/games (MB/s)	311
Standard Deviation	1%

Flexible IO Tester - Rand Write - Sync - No - Yes - 2MB - /var/games (MB/s)	347
Standard Deviation	2.4%
Flexible IO Tester - Rand Write - Sync - No - Yes - 32KB - /srv/sync (MB/s)	13.4
Standard Deviation	8.8%
Flexible IO Tester - Rand Write - Sync - No - Yes - 4KB - /var/games (MB/s)	107
Standard Deviation	0.5%
Flexible IO Tester - Rand Write - Sync - No - Yes - 4MB - /var/games (MB/s)	377
Standard Deviation	8.3%
Flexible IO Tester - Rand Write - Sync - No - Yes - 64KB - /srv/sync (MB/s)	16.5
Standard Deviation	5.9%
Flexible IO Tester - Rand Write - Sync - No - Yes - 8KB - /var/games (MB/s)	145
Standard Deviation	1.1%
Flexible IO Tester - Rand Write - Sync - No - Yes - 8MB - /var/games (MB/s)	360
Standard Deviation	9%
Flexible IO Tester - Rand Write - Sync - Yes - No - 16KB - /srv/sync (MB/s)	93.4
Standard Deviation	4.1%
Flexible IO Tester - Rand Write - Sync - Yes - No - 1MB - /var/games (MB/s)	344
Standard Deviation	0.4%
Flexible IO Tester - Rand Write - Sync - Yes - No - 2MB - /var/games (MB/s)	342
Standard Deviation	0.4%
Flexible IO Tester - Rand Write - Sync - Yes - No - 32KB - /srv/sync (MB/s)	97.4
Standard Deviation	0.5%
Flexible IO Tester - Rand Write - Sync - Yes - No - 4KB - /var/games (MB/s)	316
Standard Deviation	7.2%
Flexible IO Tester - Rand Write - Sync - Yes - No - 4MB - /var/games (MB/s)	343
Standard Deviation	0.6%
Flexible IO Tester - Rand Write - Sync - Yes - No - 64KB - /srv/sync (MB/s)	90.8
Standard Deviation	2.4%
Flexible IO Tester - Rand Write - Sync - Yes - No - 8KB - /var/games (MB/s)	329
Standard Deviation	5.1%
Flexible IO Tester - Rand Write - Sync - Yes - No - 8MB - /var/games (MB/s)	348
Standard Deviation	0.5%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 1MB - /srv/sync (MB/s)	102
Standard Deviation	1.7%

Flexible IO Tester - Rand Write - Sync - Yes - Yes - 2MB - /srv/sync (MB/s)	95.2
Standard Deviation	4.5%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 4KB - /srv/sync (MB/s)	89.4
Standard Deviation	3%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 4MB - /srv/sync (MB/s)	98.8
Standard Deviation	0.3%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 8KB - /srv/sync (MB/s)	93.2
Standard Deviation	1.9%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 8MB - /srv/sync (MB/s)	105
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - IO_uring - No - No - 1MB - /srv/sync (MB/s)	167
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - IO_uring - No - No - 2MB - /srv/sync (MB/s)	161
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - IO_uring - No - No - 4KB - /srv/sync (MB/s)	2.851
Standard Deviation	2.3%
Flexible IO Tester - Rand Read - IO_uring - No - No - 4MB - /srv/sync (MB/s)	183
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - IO_uring - No - No - 8KB - /srv/sync (MB/s)	5.497
Standard Deviation	4.3%
Flexible IO Tester - Rand Read - IO_uring - No - No - 8MB - /srv/sync (MB/s)	221
Standard Deviation	1.5%
Flexible IO Tester - Rand Read - Sync - No - Yes - 128KB - /var/games (MB/s)	125
Standard Deviation	0.8%
Flexible IO Tester - Rand Read - Sync - No - Yes - 256KB - /var/games (MB/s)	172
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - Sync - No - Yes - 512KB - /var/games (MB/s)	194
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - No - 128KB - /var/games (MB/s)	149
Standard Deviation	0%
Flexible IO Tester - Rand Read - Sync - Yes - No - 256KB - /var/games (MB/s)	228
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Sync - Yes - No - 512KB - /var/games (MB/s)	264
Standard Deviation	2.1%

Flexible IO Tester - Rand Read - Sync - Yes - Yes - 128KB - /srv/sync (MB/s)	18.7
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 16KB - /var/games (MB/s)	47.5
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 256KB - /srv/sync (MB/s)	32.5
Standard Deviation	1.3%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 32KB - /var/games (MB/s)	62.9
Standard Deviation	1.9%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 512KB - /srv/sync (MB/s)	51.2
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 64KB - /var/games (MB/s)	102
Standard Deviation	0.6%
Flexible IO Tester - Rand Write - Sync - No - No - 128KB - /var/games (MB/s)	287
Standard Deviation	0.6%
Flexible IO Tester - Rand Write - Sync - No - No - 256KB - /var/games (MB/s)	308
Standard Deviation	1.8%
Flexible IO Tester - Rand Write - Sync - No - No - 512KB - /var/games (MB/s)	333
Standard Deviation	2.4%
Flexible IO Tester - Rand Write - Sync - No - Yes - 128KB - /srv/sync (MB/s)	39.6
Standard Deviation	10.8%
Flexible IO Tester - Rand Write - Sync - No - Yes - 16KB - /var/games (MB/s)	194
Standard Deviation	0.3%
Flexible IO Tester - Rand Write - Sync - No - Yes - 256KB - /srv/sync (MB/s)	24.3
Standard Deviation	3.4%
Flexible IO Tester - Rand Write - Sync - No - Yes - 32KB - /var/games (MB/s)	223
Standard Deviation	1.6%
Flexible IO Tester - Rand Write - Sync - No - Yes - 512KB - /srv/sync (MB/s)	23.4
Standard Deviation	5.6%
Flexible IO Tester - Rand Write - Sync - No - Yes - 64KB - /var/games (MB/s)	254
Standard Deviation	2.3%
Flexible IO Tester - Rand Write - Sync - Yes - No - 128KB - /srv/sync (MB/s)	89.5
Standard Deviation	2.4%
Flexible IO Tester - Rand Write - Sync - Yes - No - 16KB - /var/games (MB/s)	355
Standard Deviation	0.4%

Flexible IO Tester - Rand Write - Sync - Yes - No - 256KB - /srv/sync (MB/s)	97.9
Standard Deviation	2.2%
Flexible IO Tester - Rand Write - Sync - Yes - No - 32KB - /var/games (MB/s)	330
Standard Deviation	4.7%
Flexible IO Tester - Rand Write - Sync - Yes - No - 512KB - /srv/sync (MB/s)	87.4
Standard Deviation	1.2%
Flexible IO Tester - Rand Write - Sync - Yes - No - 64KB - /var/games (MB/s)	356
Standard Deviation	0.6%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 16KB - /srv/sync (MB/s)	93.9
Standard Deviation	2.2%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 1MB - /var/games (MB/s)	350
Standard Deviation	0.8%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 2MB - /var/games (MB/s)	342
Standard Deviation	2.7%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 32KB - /srv/sync (MB/s)	96.9
Standard Deviation	1.1%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 4KB - /var/games (MB/s)	337
Standard Deviation	14.7%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 4MB - /var/games (MB/s)	341
Standard Deviation	0.3%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 64KB - /srv/sync (MB/s)	92.4
Standard Deviation	4%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 8KB - /var/games (MB/s)	321
Standard Deviation	2.5%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 8MB - /var/games (MB/s)	347
Standard Deviation	0.5%
Flexible IO Tester - Seq Read - Sync - No - No - 1MB - /srv/sync	105
Standard Deviation	1.5%
Flexible IO Tester - Seq Read - Sync - No - No - 2MB - /srv/sync	149
Standard Deviation	2%
Flexible IO Tester - Seq Read - Sync - No - No - 4KB - /srv/sync	68.3
Standard Deviation	2.1%
Flexible IO Tester - Seq Read - Sync - No - No - 4MB - /srv/sync	153
Standard Deviation	0%
Flexible IO Tester - Seq Read - Sync - No - No - 8KB - /srv/sync	42.1
Standard Deviation	0.6%
Flexible IO Tester - Seq Read - Sync - No - No - 8MB - /srv/sync	158
Standard Deviation	0.4%

Flexible IO Tester - Rand Read - IO_uring - No - No - 16KB - /srv/sync (MB/s)	9.143
Standard Deviation	2.1%
Flexible IO Tester - Rand Read - IO_uring - No - No - 1MB - /var/games (MB/s)	424
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - No - 2MB - /var/games (MB/s)	436
Standard Deviation	1.5%
Flexible IO Tester - Rand Read - IO_uring - No - No - 32KB - /srv/sync (MB/s)	18.0
Standard Deviation	2%
Flexible IO Tester - Rand Read - IO_uring - No - No - 4KB - /var/games (MB/s)	279
Standard Deviation	1.7%
Flexible IO Tester - Rand Read - IO_uring - No - No - 4MB - /var/games (MB/s)	451
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - IO_uring - No - No - 64KB - /srv/sync (MB/s)	32.5
Standard Deviation	2.3%
Flexible IO Tester - Rand Read - IO_uring - No - No - 8KB - /var/games (MB/s)	364
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - No - 8MB - /var/games (MB/s)	462
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 1MB - /srv/sync (MB/s)	162
Standard Deviation	0.9%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 2MB - /srv/sync (MB/s)	155
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 4KB - /srv/sync (MB/s)	2.465
Standard Deviation	2.5%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 4MB - /srv/sync (MB/s)	175
Standard Deviation	2.5%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 8KB - /srv/sync (MB/s)	4.810
Standard Deviation	4.1%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 8MB - /srv/sync (MB/s)	208
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 1MB - /srv/sync (MB/s)	180
Standard Deviation	0.9%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 2MB - /srv/sync (MB/s)	211
Standard Deviation	2.3%

Flexible IO Tester - Rand Read - IO_uring - Yes - No - 4KB - /srv/sync (MB/s)	2.691
Standard Deviation	1.6%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 4MB - /srv/sync (MB/s)	260
Standard Deviation	1.5%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 8KB - /srv/sync (MB/s)	5.356
Standard Deviation	2.3%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 8MB - /srv/sync (MB/s)	285
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 1MB - /srv/sync (MB/s)	177
Standard Deviation	1.5%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 2MB - /srv/sync (MB/s)	187
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 4KB - /srv/sync (MB/s)	2.521
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 4MB - /srv/sync (MB/s)	217
Standard Deviation	1.1%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 8KB - /srv/sync (MB/s)	4.736
Standard Deviation	2.5%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 8MB - /srv/sync (MB/s)	248
Standard Deviation	0.6%
Flexible IO Tester - Rand Read - POSIX AIO - No - No - 1MB - /srv/sync (MB/s)	56.8
Standard Deviation	0.9%
Flexible IO Tester - Rand Read - POSIX AIO - No - No - 2MB - /srv/sync (MB/s)	83.1
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - POSIX AIO - No - No - 4KB - /srv/sync (MB/s)	0.629
Standard Deviation	1%
Flexible IO Tester - Rand Read - POSIX AIO - No - No - 4MB - /srv/sync (MB/s)	117
Standard Deviation	4.8%
Flexible IO Tester - Rand Read - POSIX AIO - No - No - 8KB - /srv/sync (MB/s)	0.849
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - POSIX AIO - No - No - 8MB - /srv/sync (MB/s)	161
Standard Deviation	2.2%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 128KB - /var/games (MB/s)	148
Standard Deviation	2.2%

Flexible IO Tester - Rand Read - Sync - Yes - Yes - 256KB - /var/games (MB/s)	228
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - Sync - Yes - Yes - 512KB - /var/games (MB/s)	265
Standard Deviation	0.4%
Flexible IO Tester - Rand Write - IO_uring - No - No - 1MB - /srv/sync (MB/s)	92.0
Standard Deviation	1.7%
Flexible IO Tester - Rand Write - IO_uring - No - No - 2MB - /srv/sync (MB/s)	93.4
Standard Deviation	2.4%
Flexible IO Tester - Rand Write - IO_uring - No - No - 4KB - /srv/sync (MB/s)	41.4
Standard Deviation	1.7%
Flexible IO Tester - Rand Write - IO_uring - No - No - 4MB - /srv/sync (MB/s)	93.5
Standard Deviation	2.3%
Flexible IO Tester - Rand Write - IO_uring - No - No - 8KB - /srv/sync (MB/s)	28.8
Standard Deviation	20.9%
Flexible IO Tester - Rand Write - IO_uring - No - No - 8MB - /srv/sync (MB/s)	87.1
Standard Deviation	4.1%
Flexible IO Tester - Rand Write - Sync - No - Yes - 128KB - /var/games (MB/s)	287
Standard Deviation	1.9%
Flexible IO Tester - Rand Write - Sync - No - Yes - 256KB - /var/games (MB/s)	325
Standard Deviation	2.5%
Flexible IO Tester - Rand Write - Sync - No - Yes - 512KB - /var/games (MB/s)	338
Standard Deviation	2.5%
Flexible IO Tester - Rand Write - Sync - Yes - No - 128KB - /var/games (MB/s)	350
Standard Deviation	2.4%
Flexible IO Tester - Rand Write - Sync - Yes - No - 256KB - /var/games (MB/s)	352
Standard Deviation	0.6%
Flexible IO Tester - Rand Write - Sync - Yes - No - 512KB - /var/games (MB/s)	351
Standard Deviation	0.4%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 128KB - /srv/sync (MB/s)	96.0
Standard Deviation	24.1%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 16KB - /var/games (MB/s)	342
Standard Deviation	5.8%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 256KB - /srv/sync (MB/s)	97.9
Standard Deviation	2.4%

Flexible IO Tester - Rand Write - Sync - Yes - Yes - 32KB - /var/games (MB/s)	334
Standard Deviation	0.2%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 512KB - /srv/sync (MB/s)	87.6
Standard Deviation	0.5%
Flexible IO Tester - Rand Write - Sync - Yes - Yes - 64KB - /var/games (MB/s)	342
Standard Deviation	12.7%
Flexible IO Tester - Seq Read - Sync - No - No - 16KB - /srv/sync	55.6
Standard Deviation	0.7%
Flexible IO Tester - Seq Read - Sync - No - No - 1MB - /var/games (MB/s)	332
Standard Deviation	0.2%
Flexible IO Tester - Seq Read - Sync - No - No - 2MB - /var/games (MB/s)	405
Standard Deviation	0.9%
Flexible IO Tester - Seq Read - Sync - No - No - 32KB - /srv/sync	70.6
Standard Deviation	1.3%
Flexible IO Tester - Seq Read - Sync - No - No - 4KB - /var/games (MB/s)	138
Standard Deviation	0.7%
Flexible IO Tester - Seq Read - Sync - No - No - 4MB - /var/games (MB/s)	459
Standard Deviation	0.4%
Flexible IO Tester - Seq Read - Sync - No - No - 64KB - /srv/sync	89.3
Standard Deviation	5.7%
Flexible IO Tester - Seq Read - Sync - No - No - 8KB - /var/games (MB/s)	154
Standard Deviation	1.7%
Flexible IO Tester - Seq Read - Sync - No - No - 8MB - /var/games (MB/s)	513
Standard Deviation	0%
Flexible IO Tester - Seq Read - Sync - No - Yes - 1MB - /srv/sync	106
Standard Deviation	0.5%
Flexible IO Tester - Seq Read - Sync - No - Yes - 2MB - /srv/sync	152
Standard Deviation	0.7%
Flexible IO Tester - Seq Read - Sync - No - Yes - 4KB - /srv/sync	66.9
Standard Deviation	4.9%
Flexible IO Tester - Seq Read - Sync - No - Yes - 4MB - /srv/sync	158
Standard Deviation	1.5%
Flexible IO Tester - Seq Read - Sync - No - Yes - 8KB - /srv/sync	42.1
Standard Deviation	1%
Flexible IO Tester - Seq Read - Sync - No - Yes - 8MB - /srv/sync	162
Standard Deviation	1.3%
Flexible IO Tester - Seq Read - Sync - Yes - No - 1MB - /srv/sync	144
Standard Deviation	0.8%
Flexible IO Tester - Seq Read - Sync - Yes - No - 2MB - /srv/sync	142
Standard Deviation	6.6%
Flexible IO Tester - Seq Read - Sync - Yes - No - 4KB - /srv/sync	150
Standard Deviation	3%
Flexible IO Tester - Seq Read - Sync - Yes - No - 4MB - /srv/sync (MB/s)	151

Standard Deviation	1.7%
Flexible IO Tester - Seq Read - Sync - Yes - No - 8KB - /srv/sync	153
Standard Deviation	0.7%
Flexible IO Tester - Seq Read - Sync - Yes - No - 8MB - /srv/sync	147
Standard Deviation	3.9%
Flexible IO Tester - Seq Write - Sync - No - No - 1MB - /srv/sync	87.3
Standard Deviation	5.5%
Flexible IO Tester - Seq Write - Sync - No - No - 2MB - /srv/sync	88.6
Standard Deviation	0.8%
Flexible IO Tester - Seq Write - Sync - No - No - 4KB - /srv/sync	26.8
Standard Deviation	3.4%
Flexible IO Tester - Seq Write - Sync - No - No - 4MB - /srv/sync	80.1
Standard Deviation	1.4%
Flexible IO Tester - Seq Write - Sync - No - No - 8KB - /srv/sync	29.0
Standard Deviation	4.8%
Flexible IO Tester - Seq Write - Sync - No - No - 8MB - /srv/sync	79.6
Standard Deviation	0.9%
Flexible IO Tester - Rand Read - IO_uring - No - No - 128KB - /srv/sync (MB/s)	49.6
Standard Deviation	2.1%
Flexible IO Tester - Rand Read - IO_uring - No - No - 16KB - /var/games (MB/s)	423
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - No - 256KB - /srv/sync (MB/s)	81.3
Standard Deviation	3.3%
Flexible IO Tester - Rand Read - IO_uring - No - No - 32KB - /var/games (MB/s)	439
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - IO_uring - No - No - 512KB - /srv/sync (MB/s)	115
Standard Deviation	1.3%
Flexible IO Tester - Rand Read - IO_uring - No - No - 64KB - /var/games (MB/s)	480
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 16KB - /srv/sync (MB/s)	8.356
Standard Deviation	1.6%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 1MB - /var/games (MB/s)	425
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 2MB - /var/games (MB/s)	440
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 32KB - /srv/sync (MB/s)	15.4
Standard Deviation	4.1%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 4KB - /var/games (MB/s)	283
Standard Deviation	0.2%

Flexible IO Tester - Rand Read - IO_uring - No - Yes - 4MB - /var/games (MB/s)	450
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 64KB - /srv/sync (MB/s)	28.2
Standard Deviation	3%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 8KB - /var/games (MB/s)	364
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - No - Yes - 8MB - /var/games (MB/s)	463
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 16KB - /srv/sync (MB/s)	8.666
Standard Deviation	1%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 1MB - /var/games (MB/s)	474
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 2MB - /var/games (MB/s)	503
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 32KB - /srv/sync (MB/s)	16.5
Standard Deviation	0.3%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 4KB - /var/games (MB/s)	274
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 4MB - /var/games (MB/s)	551
Standard Deviation	0.7%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 64KB - /srv/sync (MB/s)	30.6
Standard Deviation	1.1%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 8KB - /var/games (MB/s)	352
Standard Deviation	0%
Flexible IO Tester - Rand Read - IO_uring - Yes - No - 8MB - /var/games (MB/s)	624
Standard Deviation	0.5%
Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 1MB - /srv/sync (MB/s)	168
Standard Deviation	1.2%
Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 2MB - /srv/sync (MB/s)	204
Standard Deviation	1.2%
Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 4KB - /srv/sync (MB/s)	2.267
Standard Deviation	1.4%
Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 4MB - /srv/sync (MB/s)	255
Standard Deviation	0.6%

Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 8KB - /srv/sync (MB/s)	4.460
Standard Deviation	1.3%
Flexible IO Tester - Rand Read - IO_uring - Yes - Yes - 8MB - /srv/sync (MB/s)	284
Standard Deviation	1.7%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 16KB - /srv/sync (MB/s)	8.251
Standard Deviation	2.4%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 1MB - /var/games (MB/s)	427
Standard Deviation	0%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 2MB - /var/games (MB/s)	445
Standard Deviation	0%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 32KB - /srv/sync (MB/s)	15.1
Standard Deviation	1.7%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 4KB - /var/games (MB/s)	282
Standard Deviation	0%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 4MB - /var/games (MB/s)	451
Standard Deviation	0%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 64KB - /srv/sync (MB/s)	27.9
Standard Deviation	0.4%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 8KB - /var/games (MB/s)	364
Standard Deviation	0.2%
Flexible IO Tester - Rand Read - Linux AIO - No - No - 8MB - /var/games (MB/s)	462
Standard Deviation	0.1%
Flexible IO Tester - Rand Read - Linux AIO - No - Yes - 1MB - /srv/sync (MB/s)	172
Standard Deviation	0.9%
Flexible IO Tester - Rand Read - Linux AIO - No - Yes - 2MB - /srv/sync (MB/s)	186
Standard Deviation	0.8%
Flexible IO Tester - Rand Read - Linux AIO - No - Yes - 4KB - /srv/sync (MB/s)	2.165
Standard Deviation	2.8%
Flexible IO Tester - Rand Read - Linux AIO - No - Yes - 4MB - /srv/sync (MB/s)	219
Standard Deviation	0.5%
Stream - Copy (MB/s)	31381
Standard Deviation	0.2%
Stream - Scale (MB/s)	22771
Standard Deviation	0.1%
Stream - Triad (MB/s)	24855
Standard Deviation	0.1%

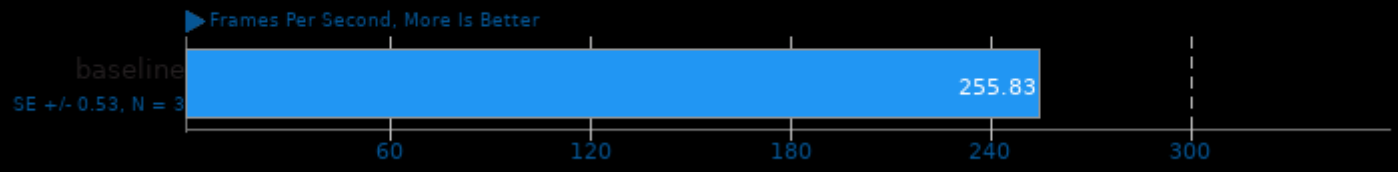
baseline

Stream - Add (MB/s)	24852
Standard Deviation	0.2%
Systemd Total Boot Time - Total (ms)	28424
Systemd Total Boot Time - Kernel (ms)	5961
Systemd Total Boot Time - Loader (ms)	33844
Systemd Total Boot Time - Firmware (ms)	21188
Systemd Total Boot Time - Userspace (ms)	22463
Timed Linux Kernel Compilation - Time To Compile (sec)	152.603
Standard Deviation	2.3%
FLAC Audio Encoding - WAV To FLAC (sec)	15.186
Standard Deviation	1.3%
GnuPG - 2.7.S.F.E (sec)	47.636
Standard Deviation	8.5%

baseline

Counter-Strike: Global Offensive

Resolution: 2560 x 1440



Unigine Heaven 4.0

Resolution: 2560 x 1440 - Mode: Fullscreen - Renderer: OpenGL



Flexible IO Tester 3.25

Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync



1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

Flexible IO Tester 3.25

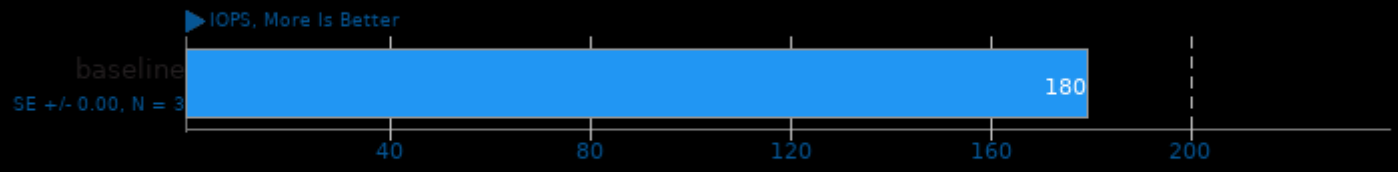
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync



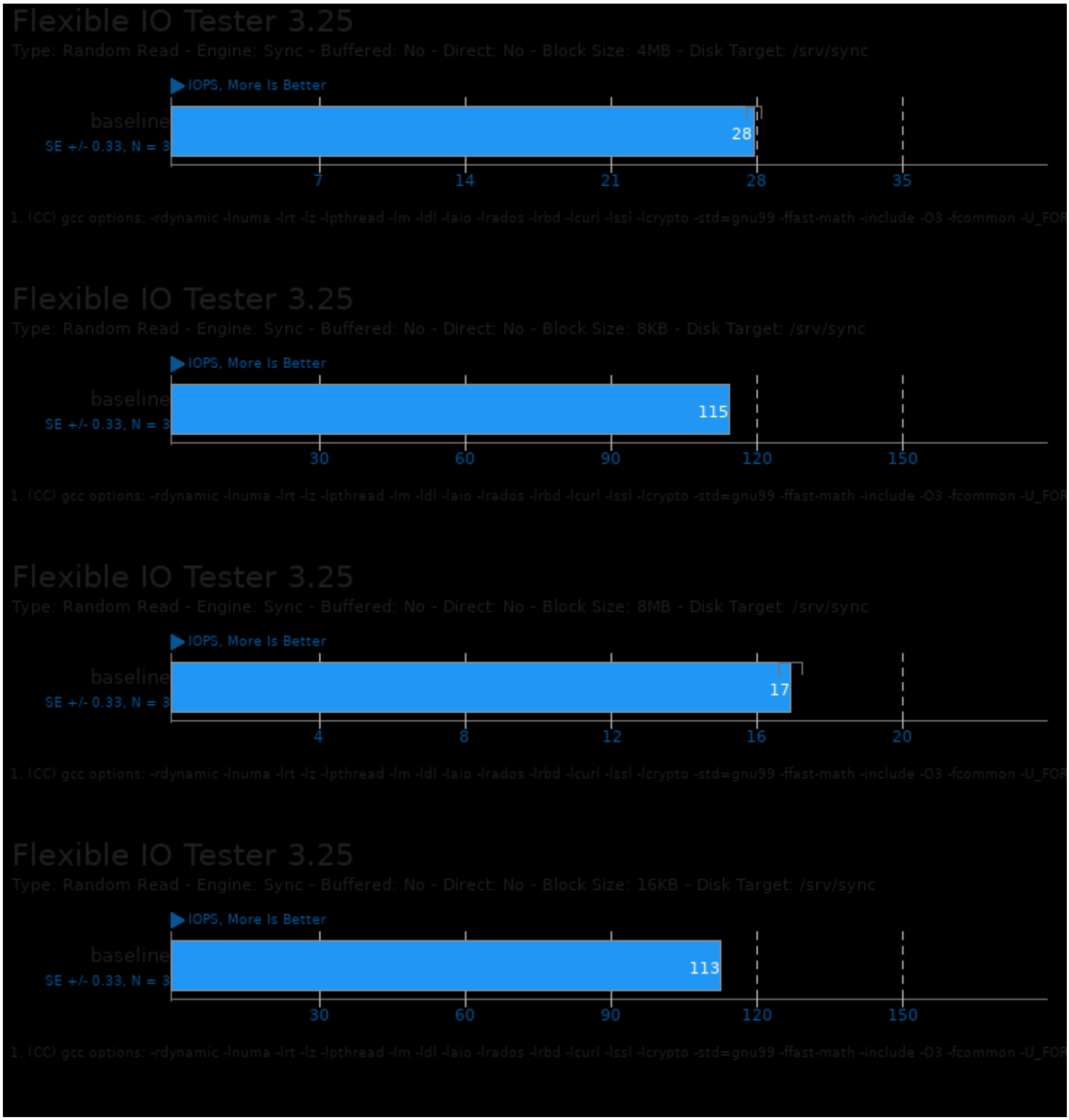
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

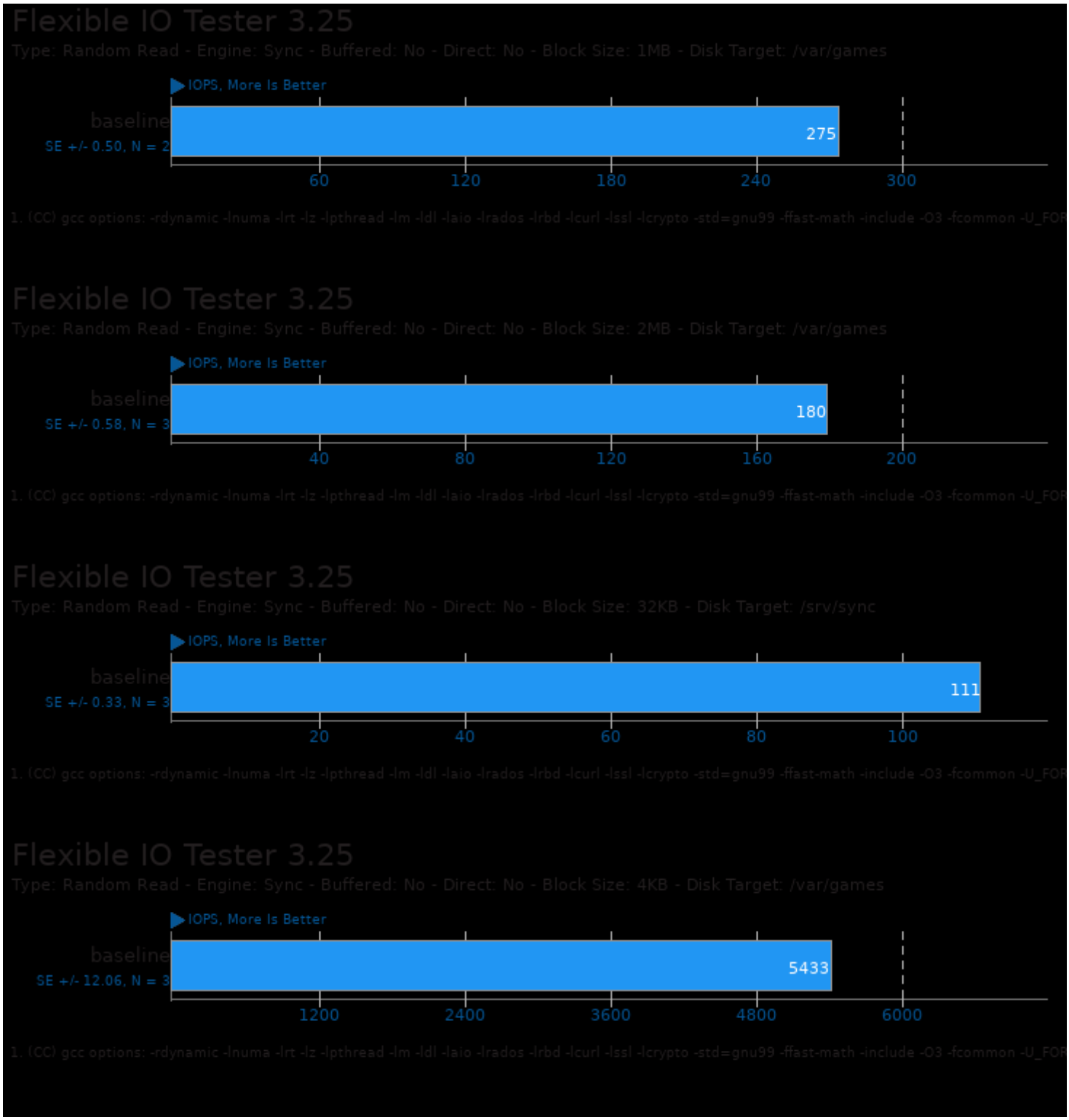
Flexible IO Tester 3.25

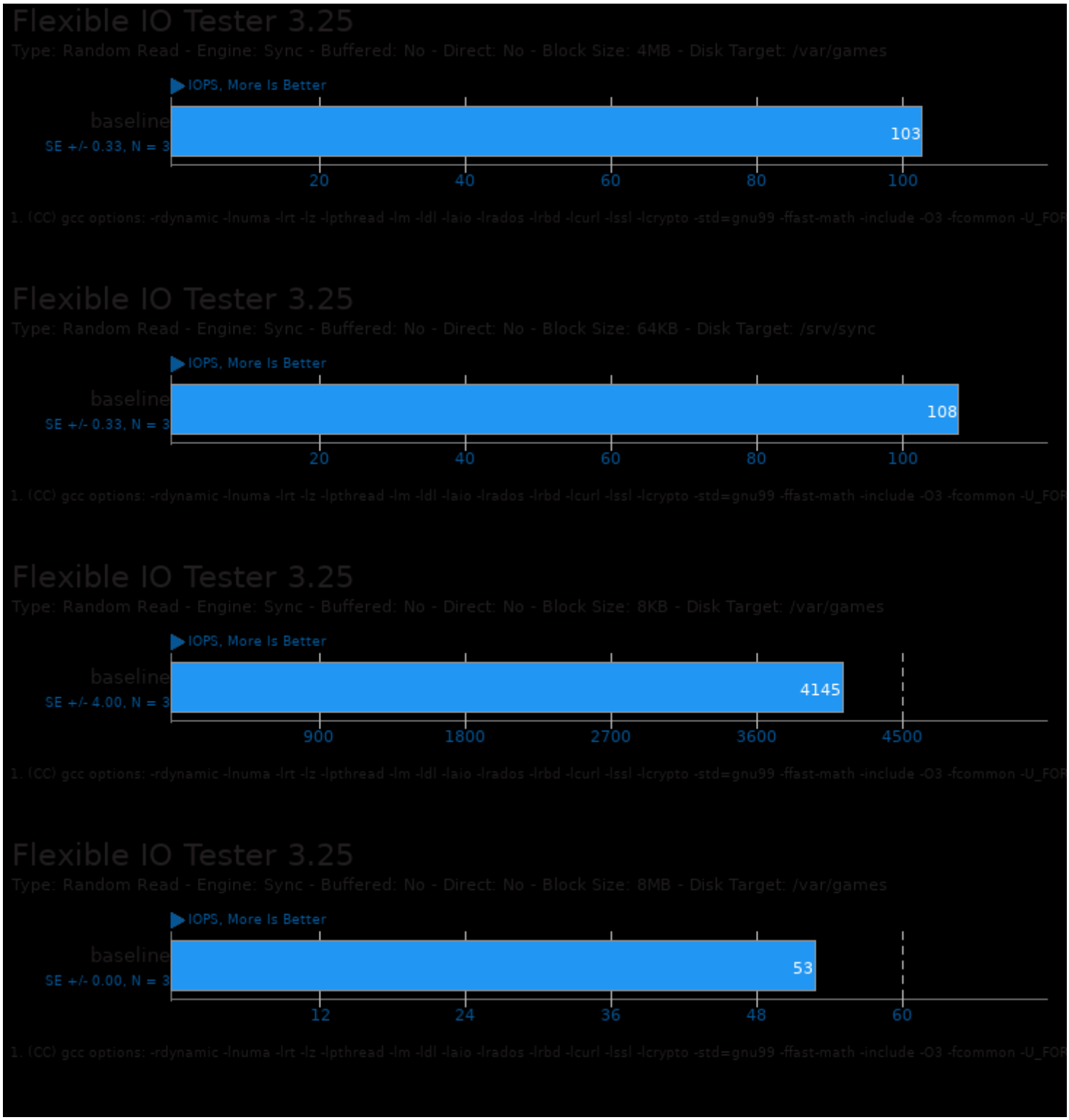
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync



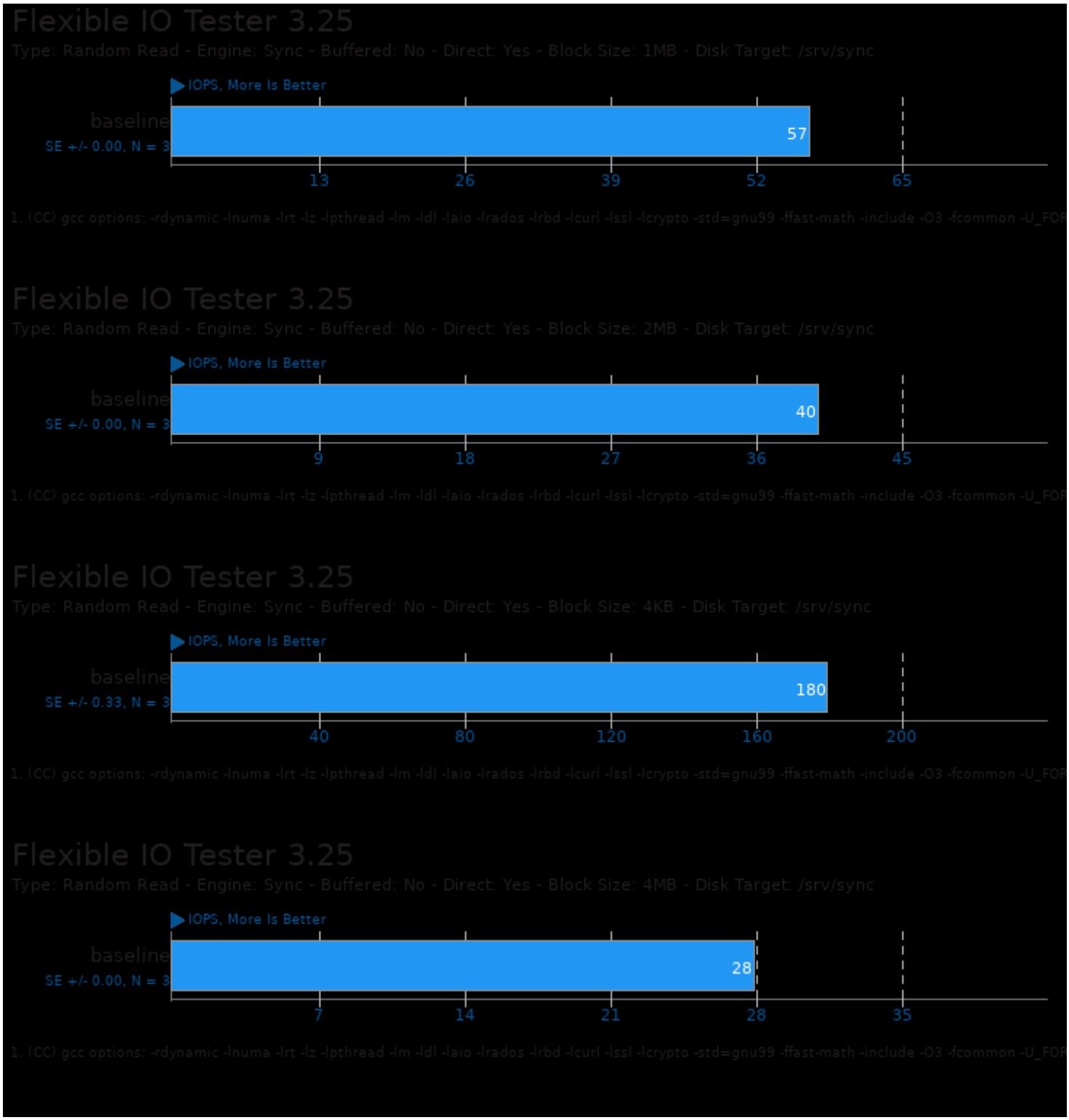
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

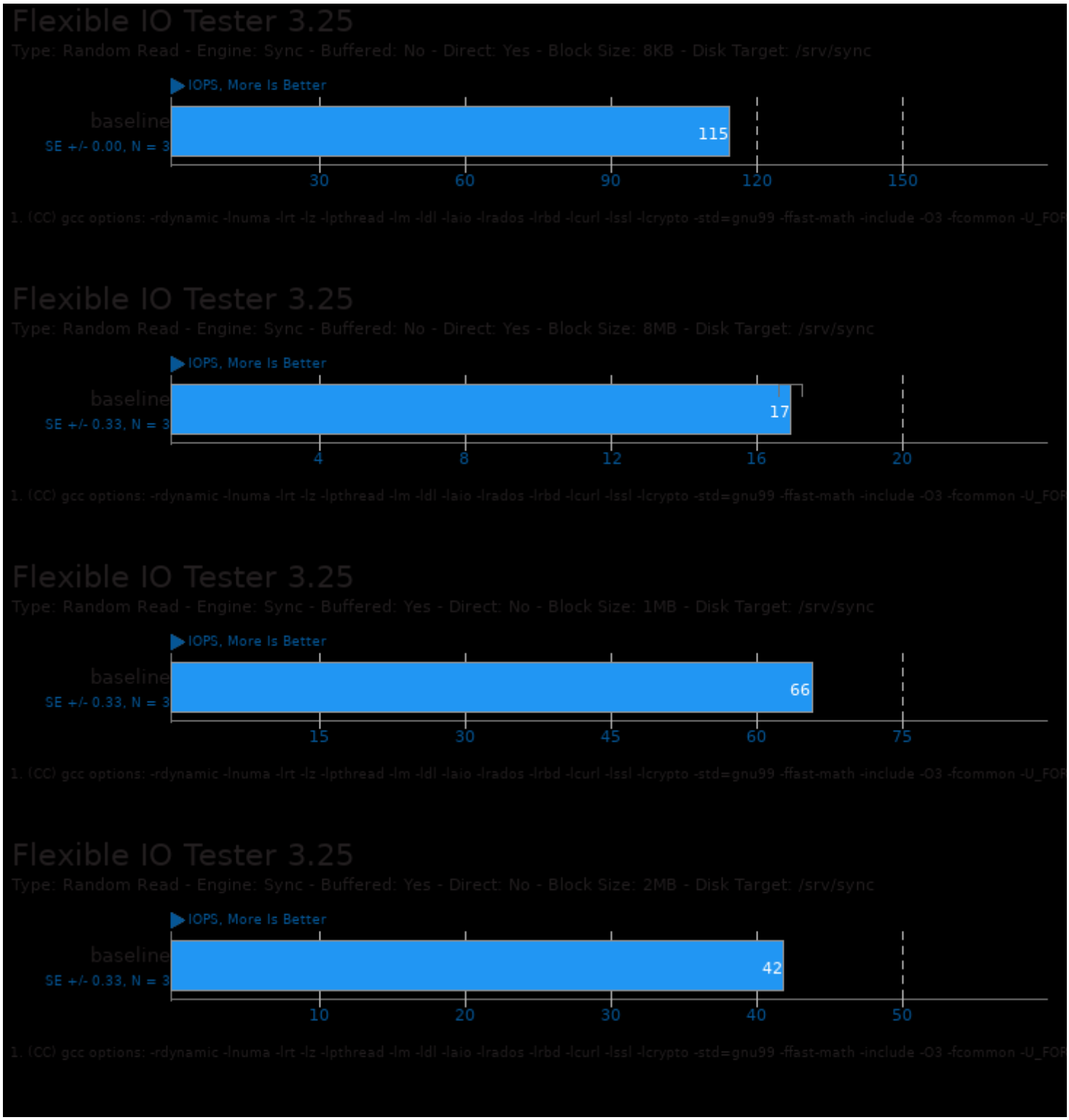

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
28
7
14
21
28
35
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
115
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
17
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
113
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.50, N = 2
275
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.58, N = 3
180
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
111
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 12.06, N = 3
5433
1200
2400
3600
4800
6000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

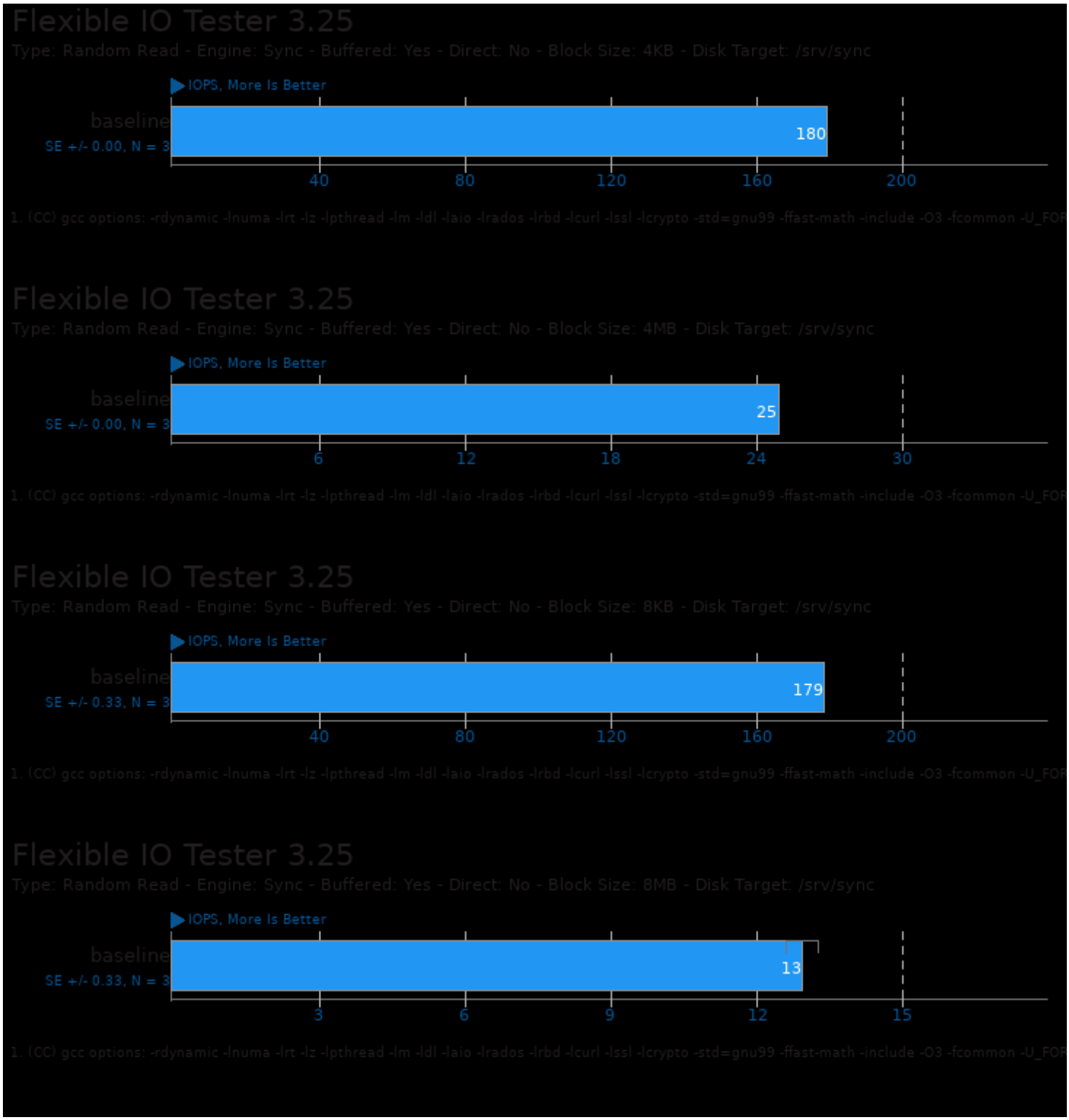

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
103
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
108
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 4.00, N = 3
4145
900
1800
2700
3600
4500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
53
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

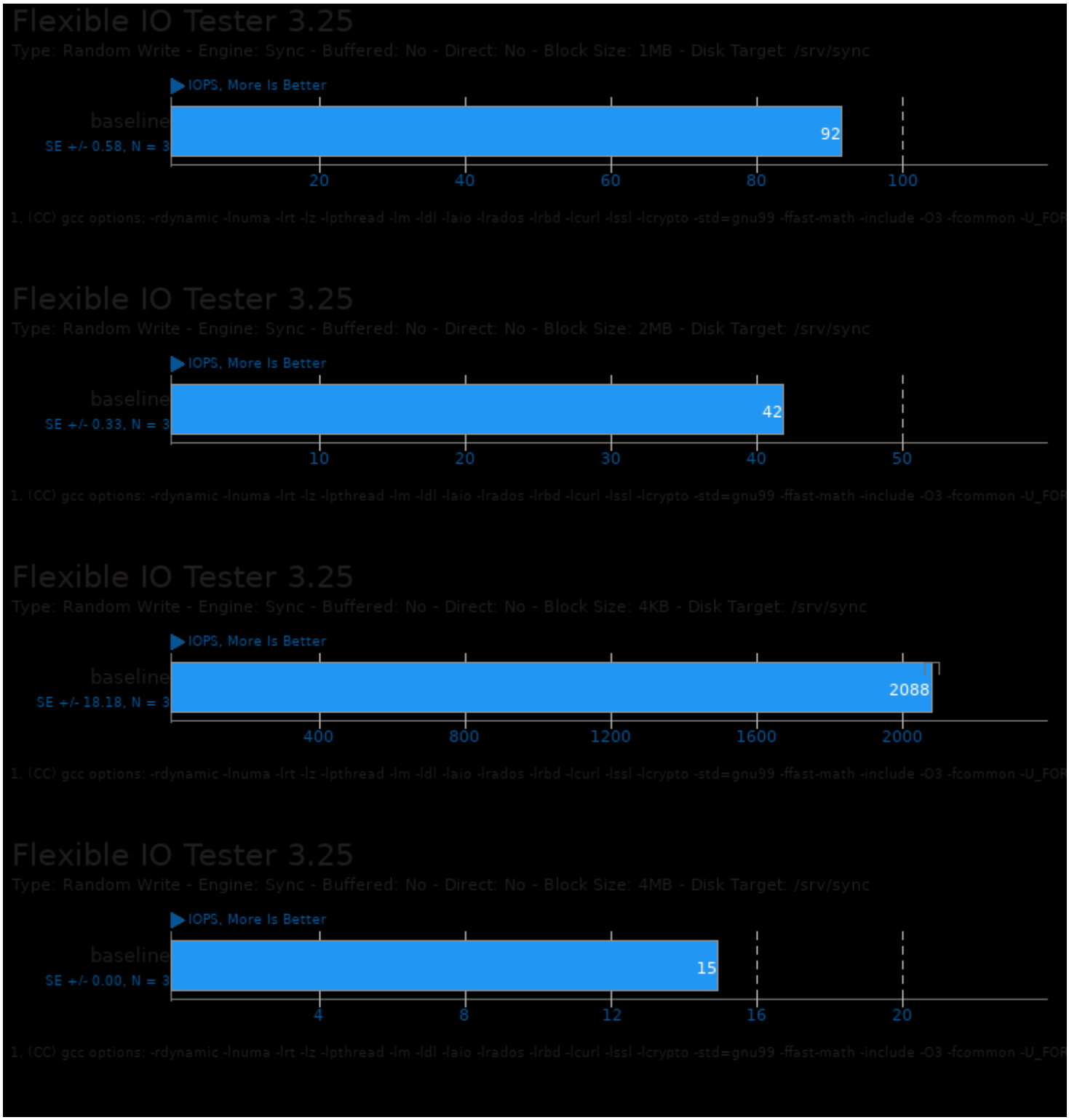
baseline

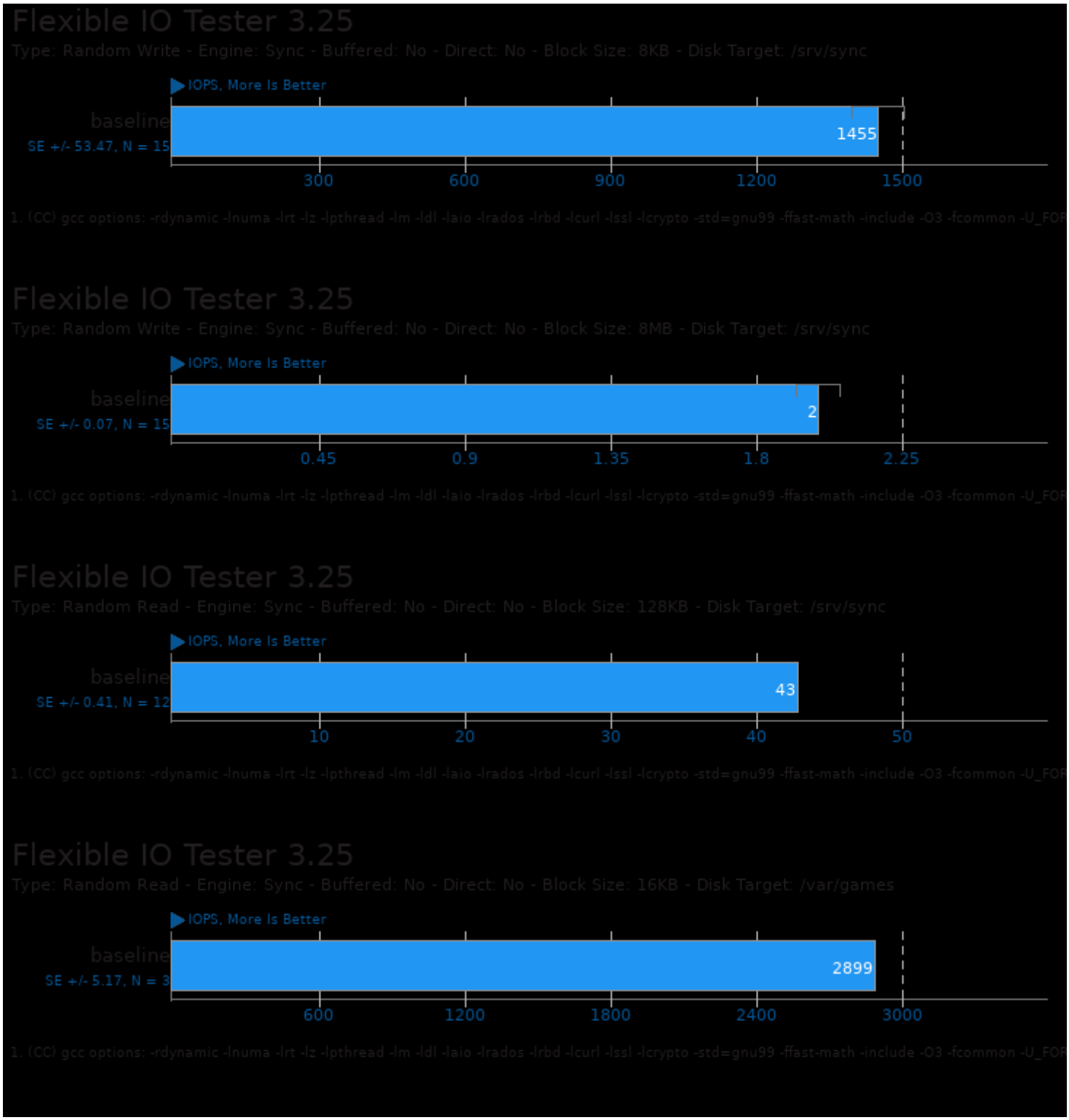

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
57
13
26
39
52
65
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
40
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
180
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
28
7
14
21
28
35
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

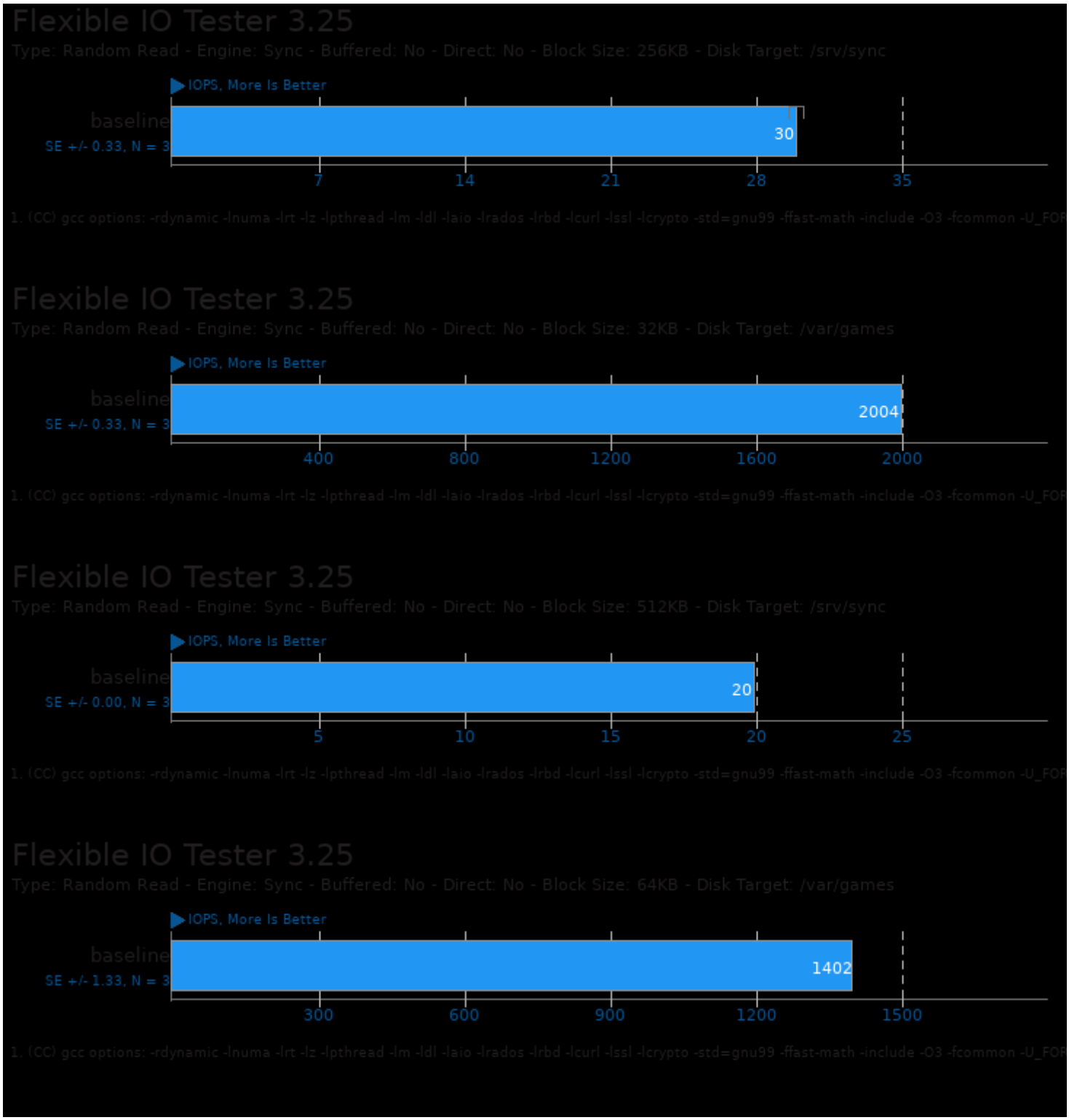

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
115
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
17
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
66
15
30
45
60
75
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
42
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

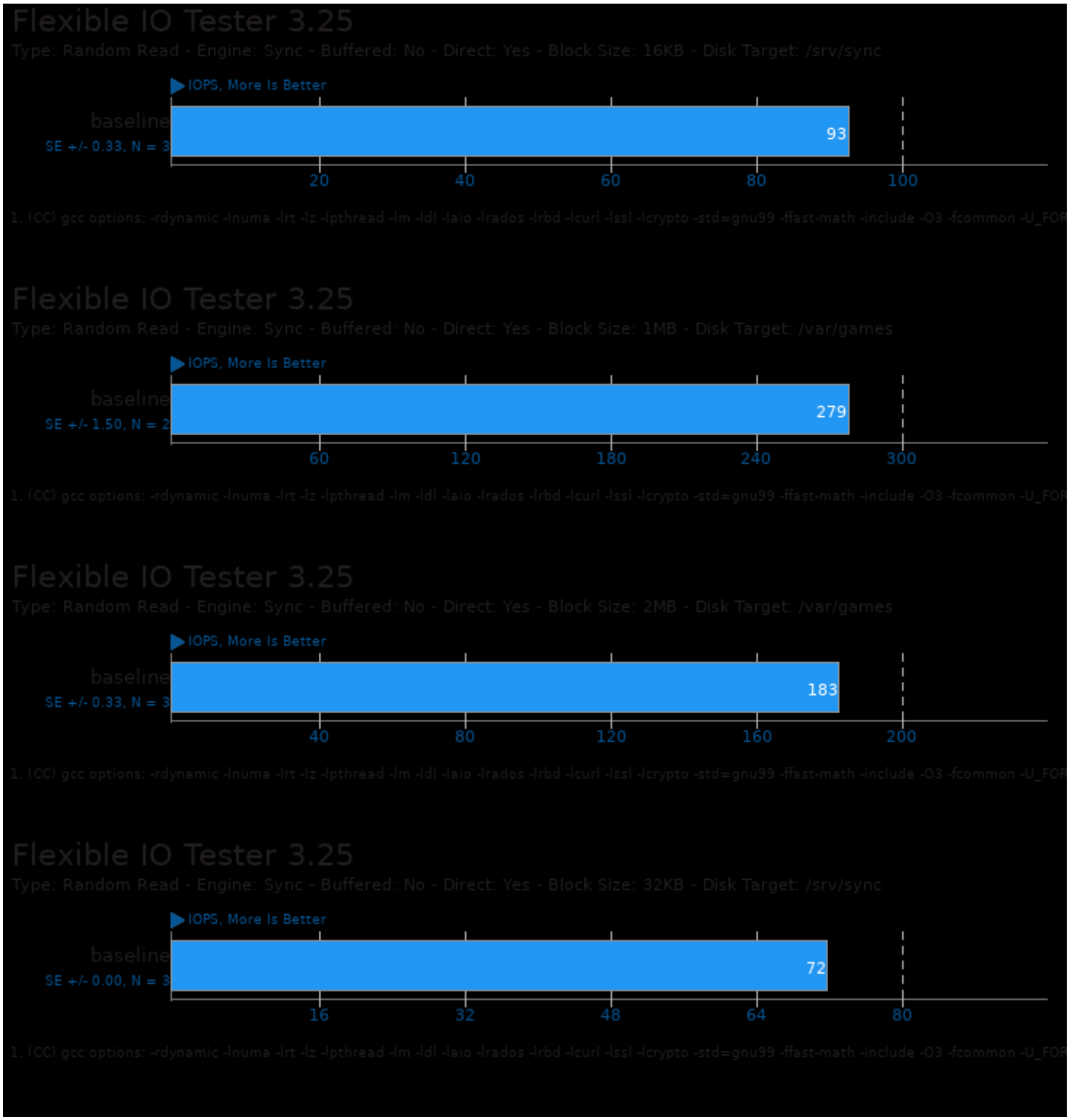
baseline


Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
180
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
25
6
12
18
24
30
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
179
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
13
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

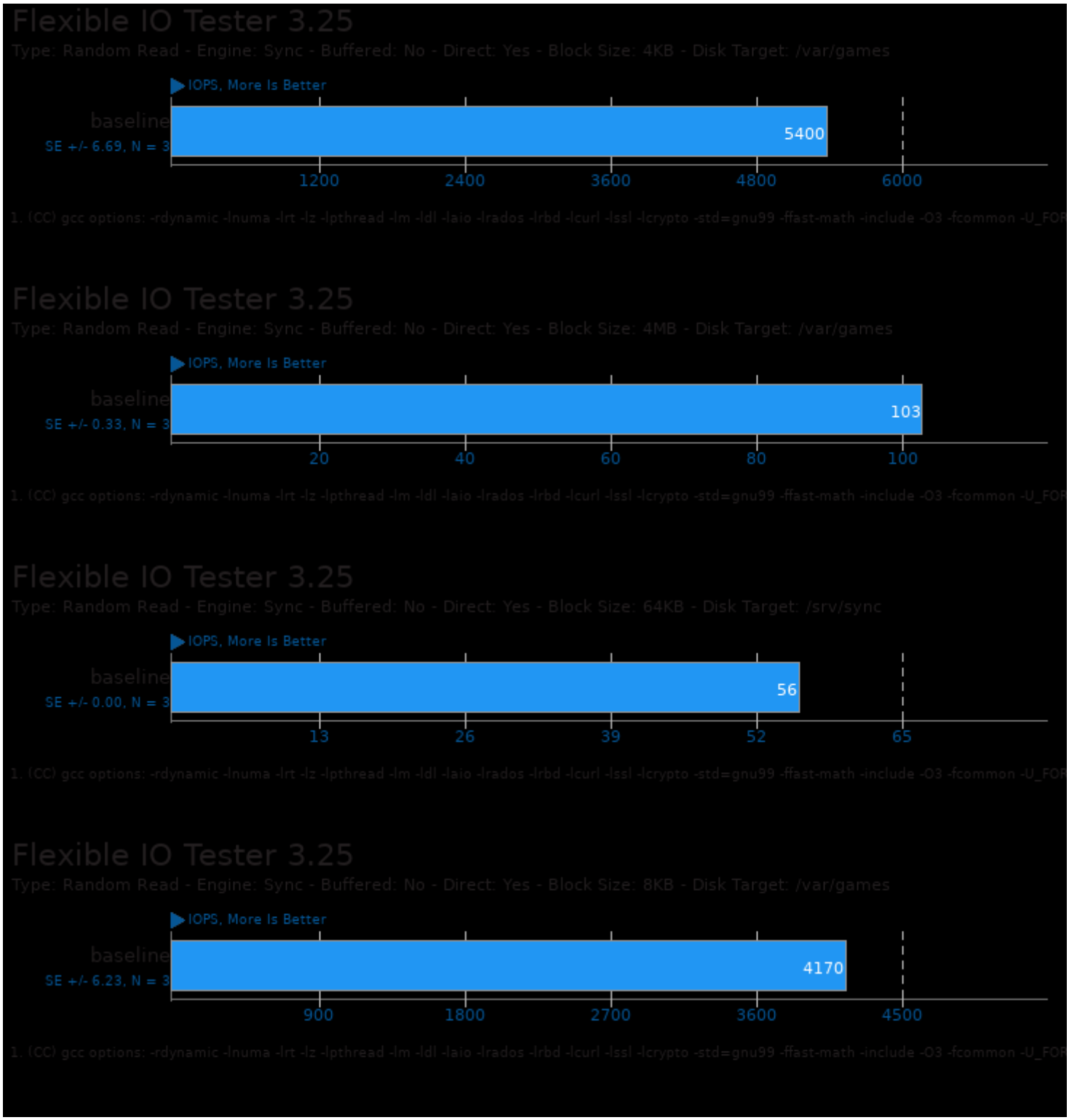

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.58, N = 3
92
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
42
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 18.18, N = 3
2088
400
800
1200
1600
2000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
15
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

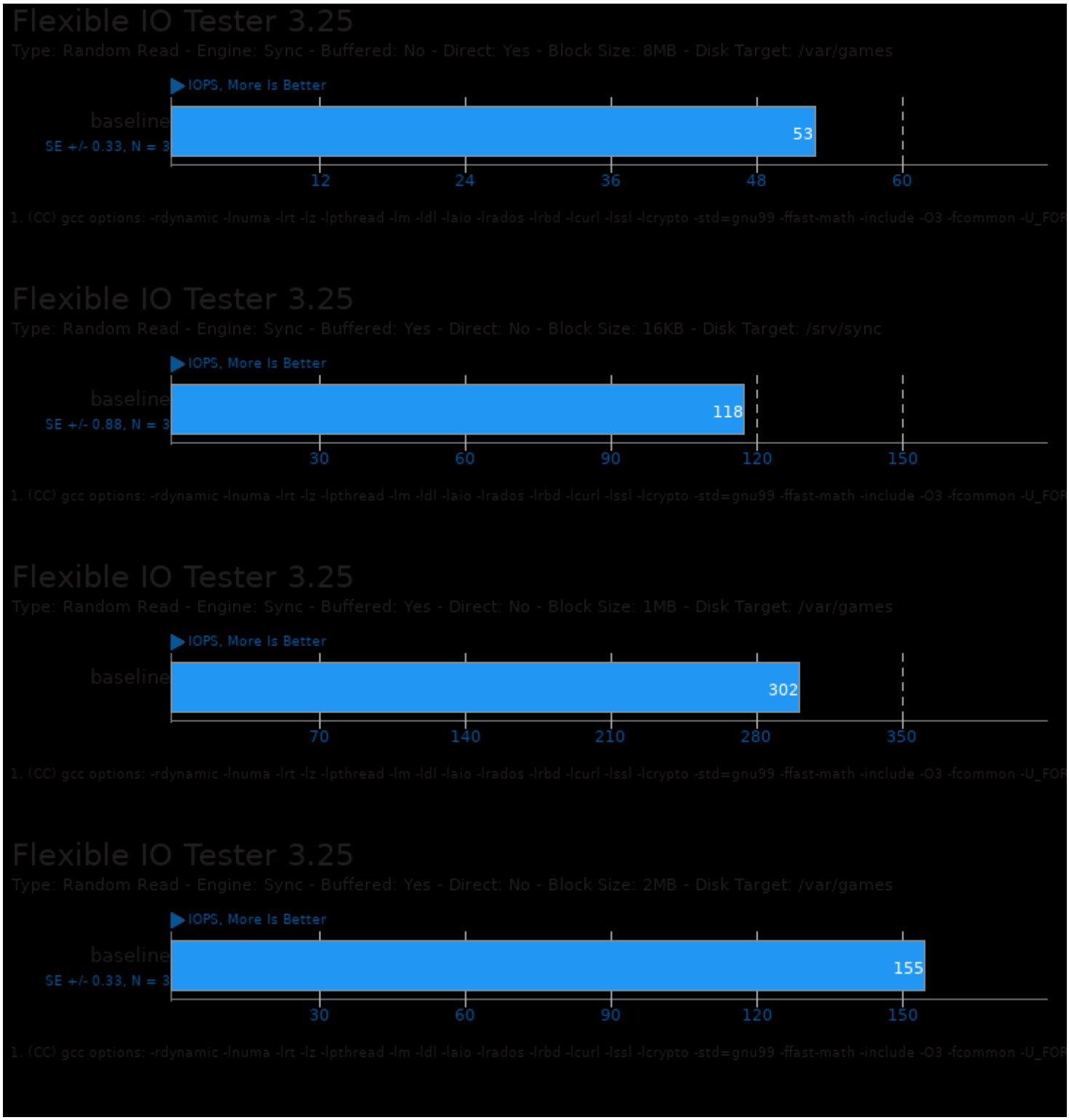

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 53.47, N = 15
1455
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.07, N = 15
2
0.45
0.9
1.35
1.8
2.25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 128KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.41, N = 12
43
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 5.17, N = 3
2899
600
1200
1800
2400
3000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

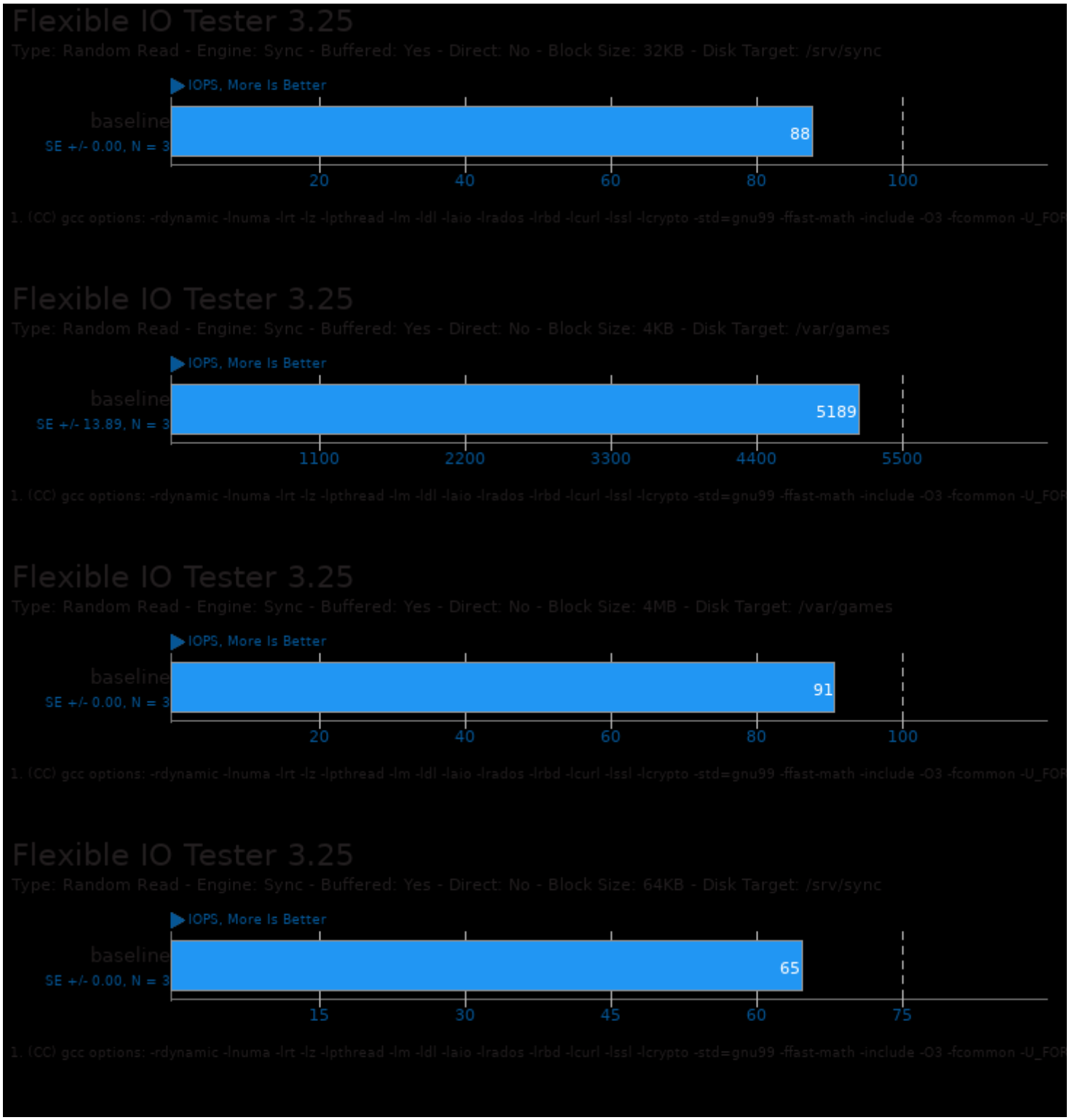

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 256KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
30
7
14
21
28
35
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
2004
400
800
1200
1600
2000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 512KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
20
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.33, N = 3
1402
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

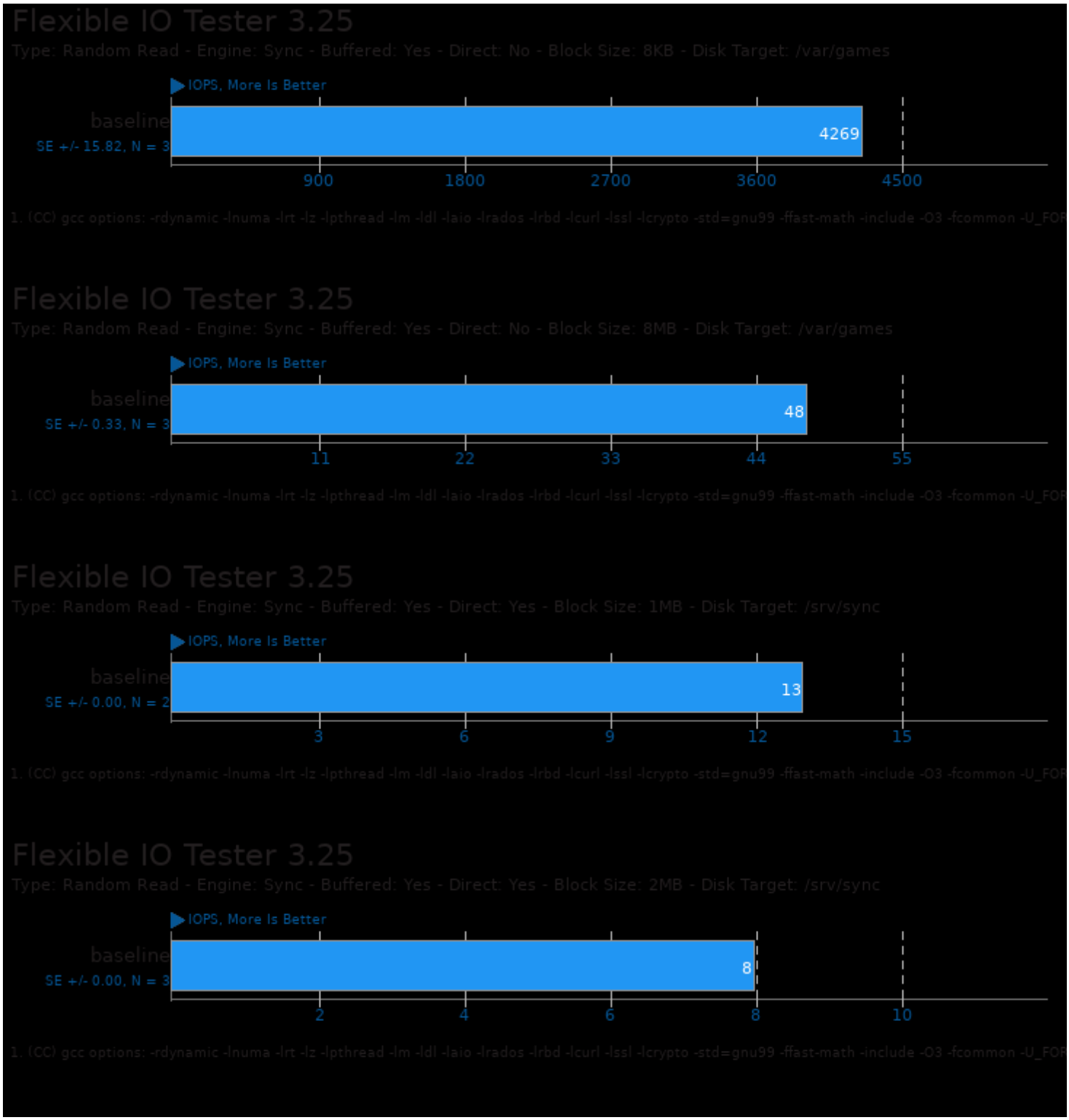

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
93
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.50, N = 2
279
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
183
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
72
16
32
48
64
80
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

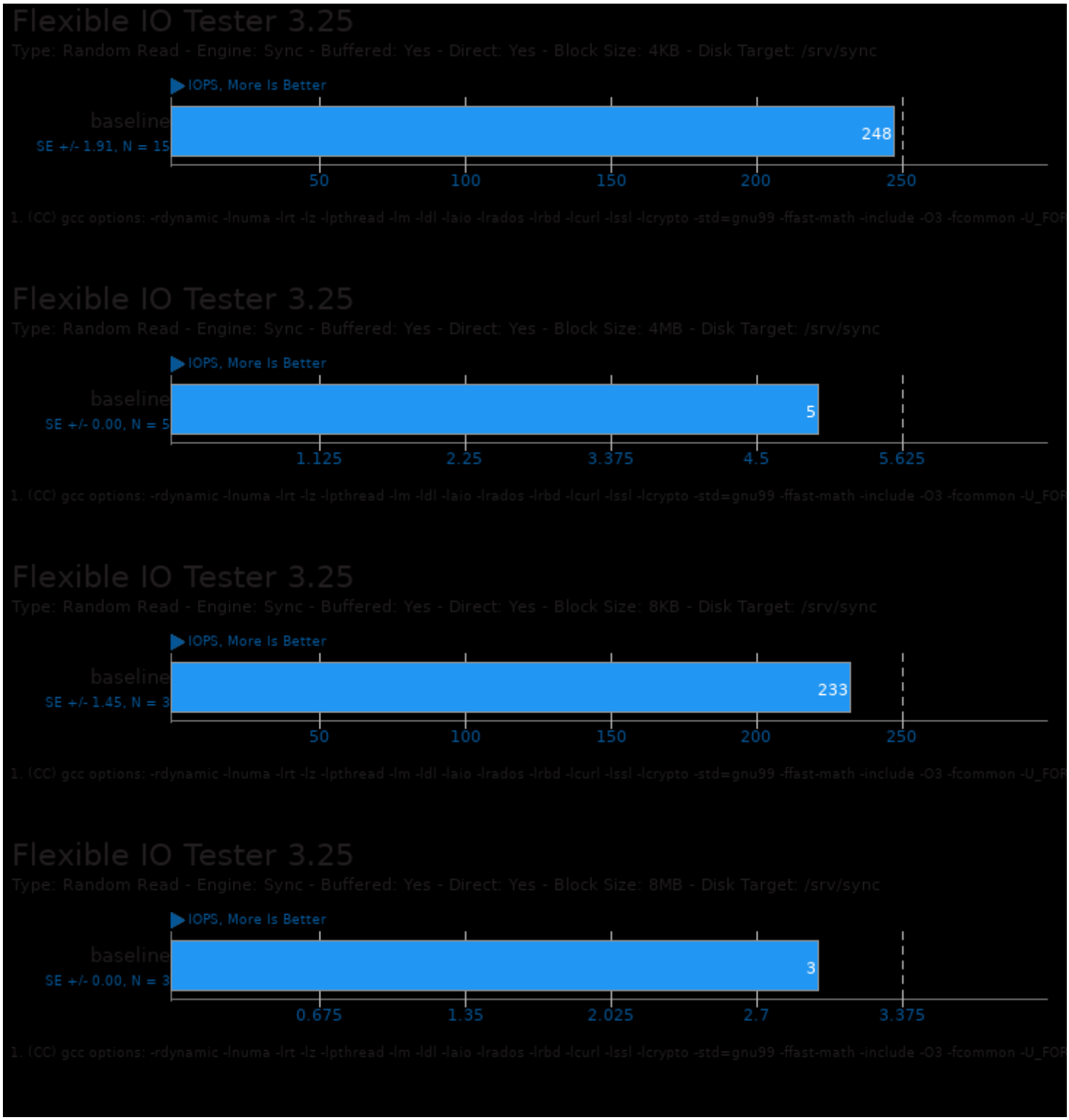
baseline

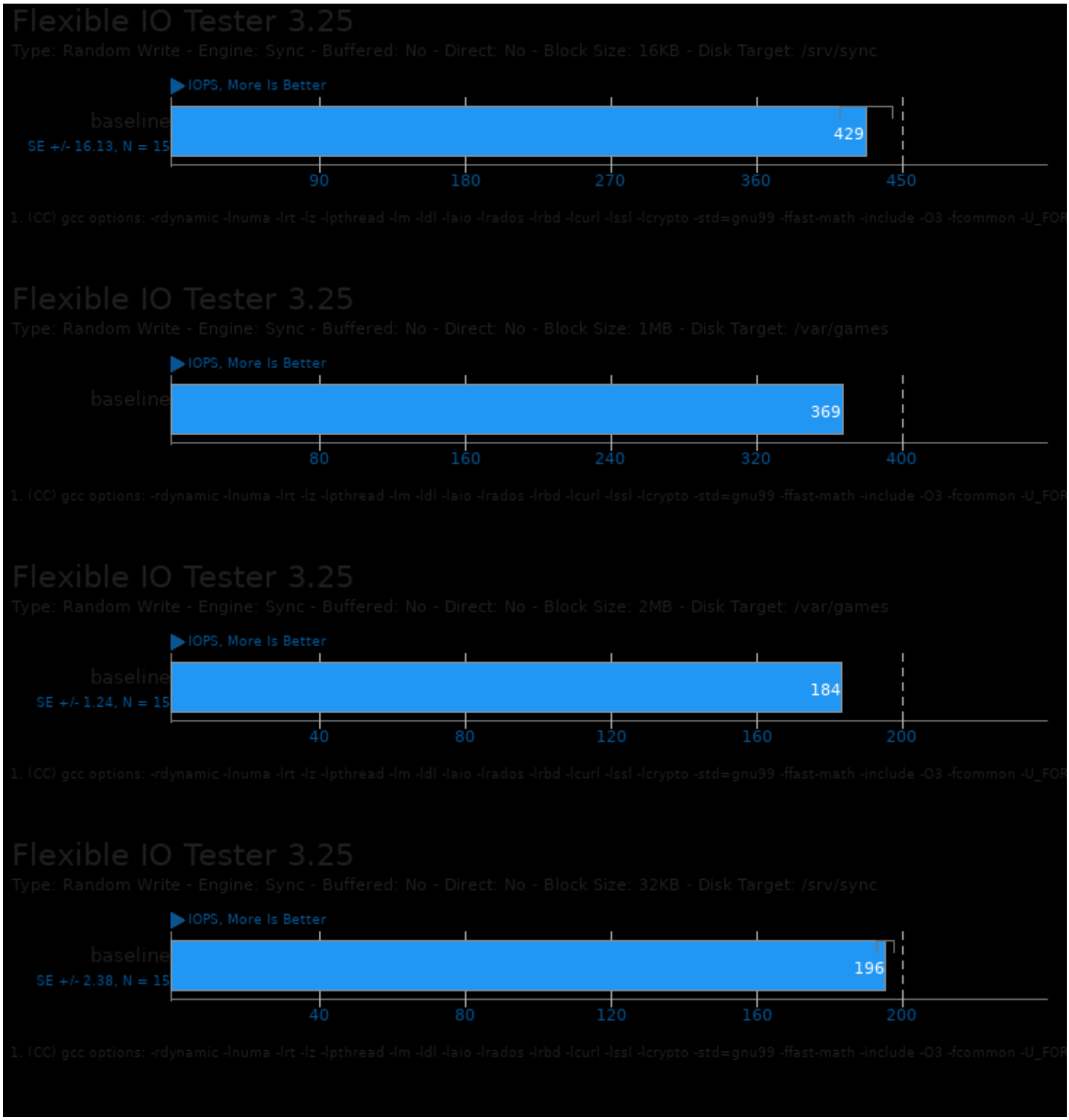

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 6.69, N = 3
5400
1200
2400
3600
4800
6000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
103
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
56
13
26
39
52
65
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 6.23, N = 3
4170
900
1800
2700
3600
4500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

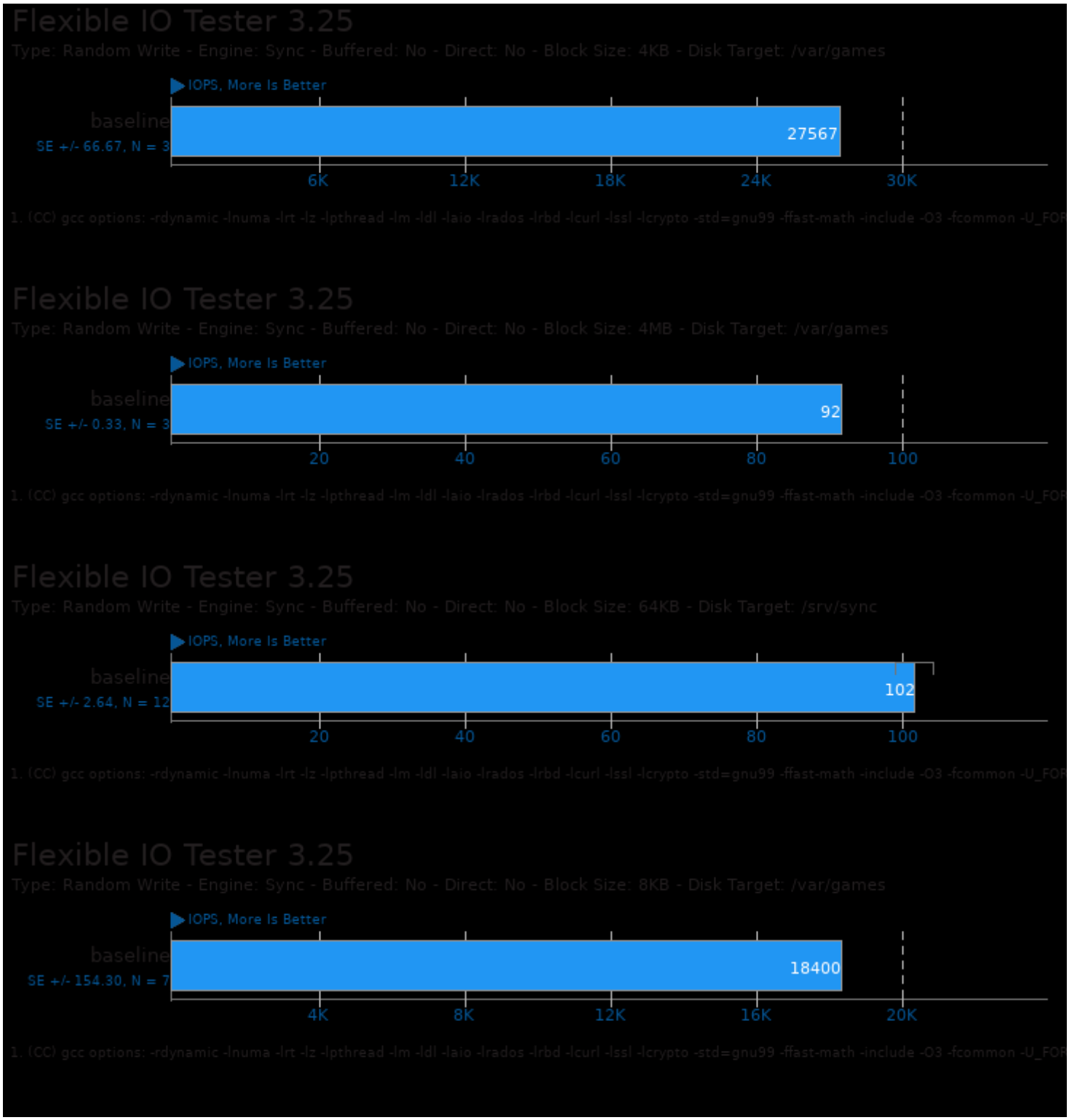

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
53
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.88, N = 3
118
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
302
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
155
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

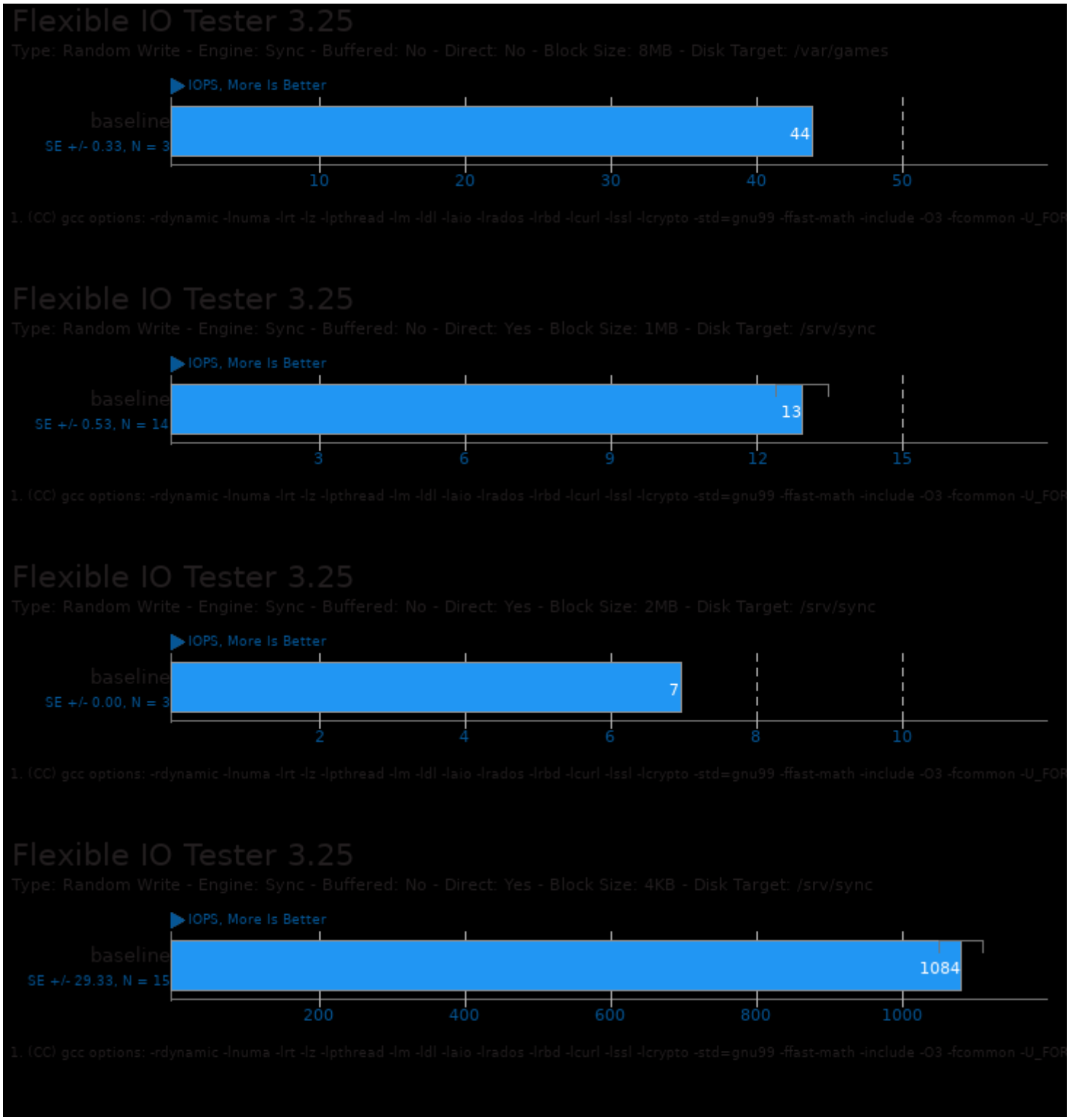

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
88
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 13.89, N = 3
5189
1100
2200
3300
4400
5500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
91
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
65
15
30
45
60
75
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

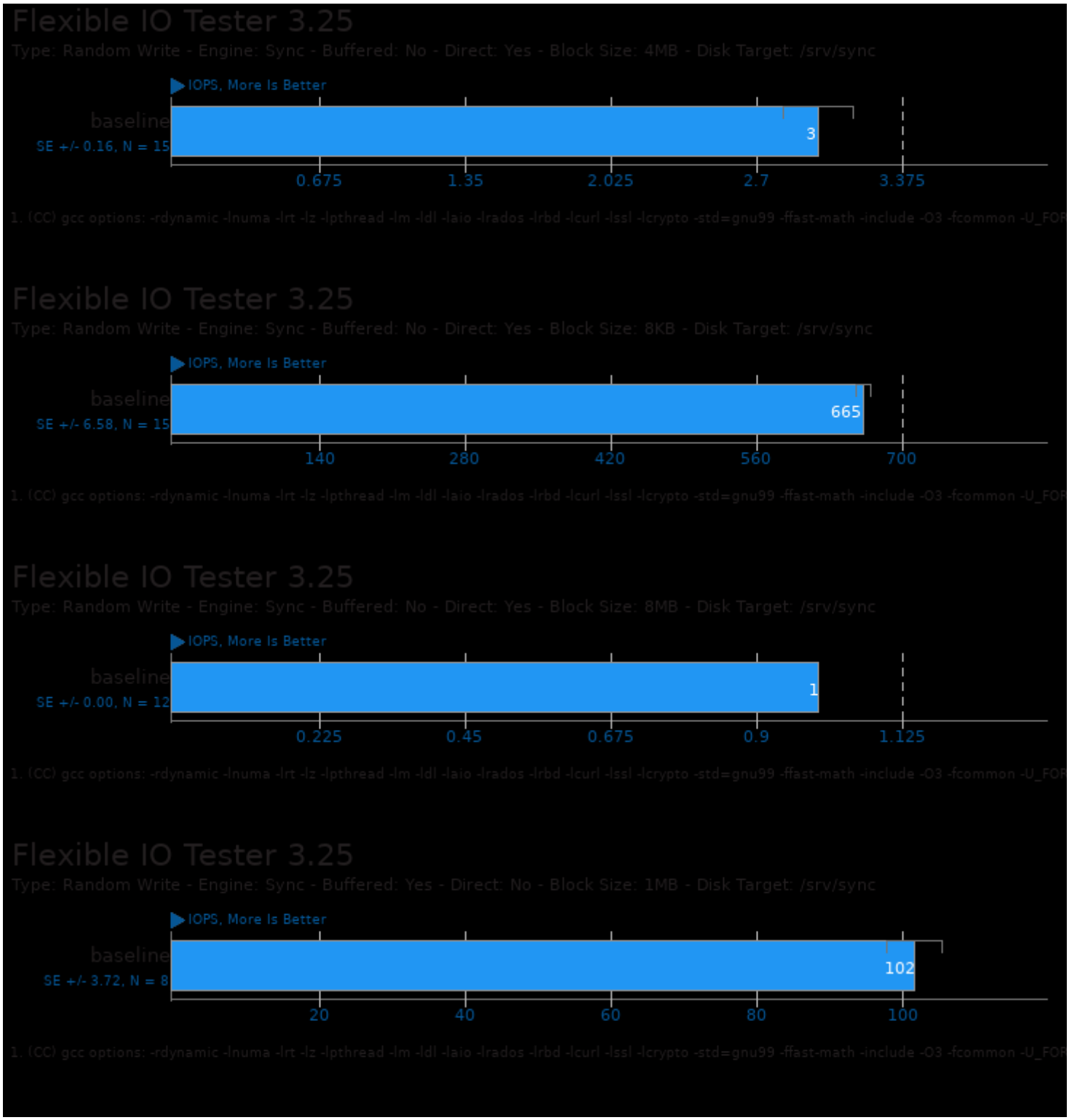

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 15.82, N = 3
4269
900
1800
2700
3600
4500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
48
11
22
33
44
55
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 2
13
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
8
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

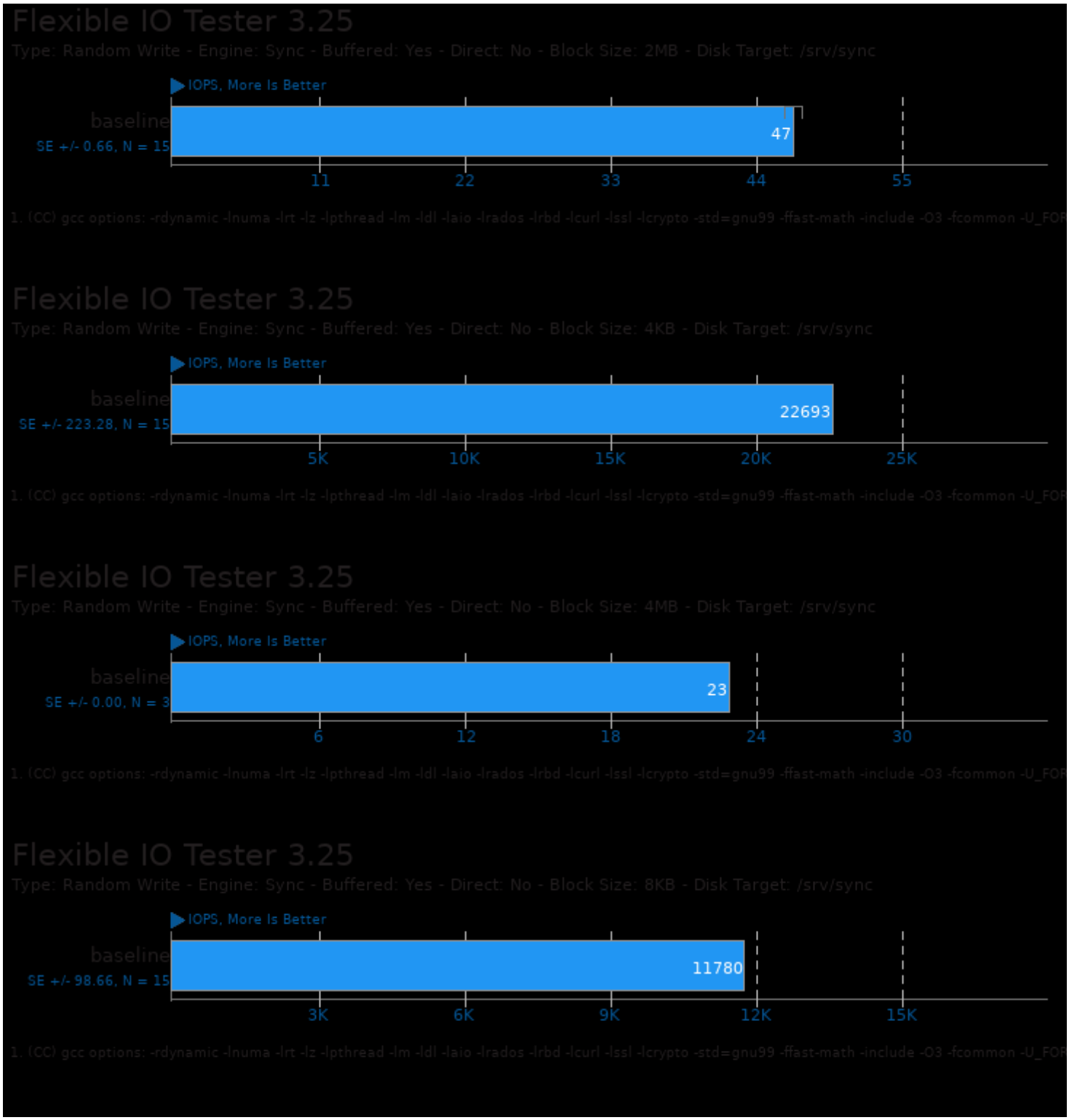

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.91, N = 15
248
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 5
5
1.125
2.25
3.375
4.5
5.625
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.45, N = 3
233
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
3
0.675
1.35
2.025
2.7
3.375
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

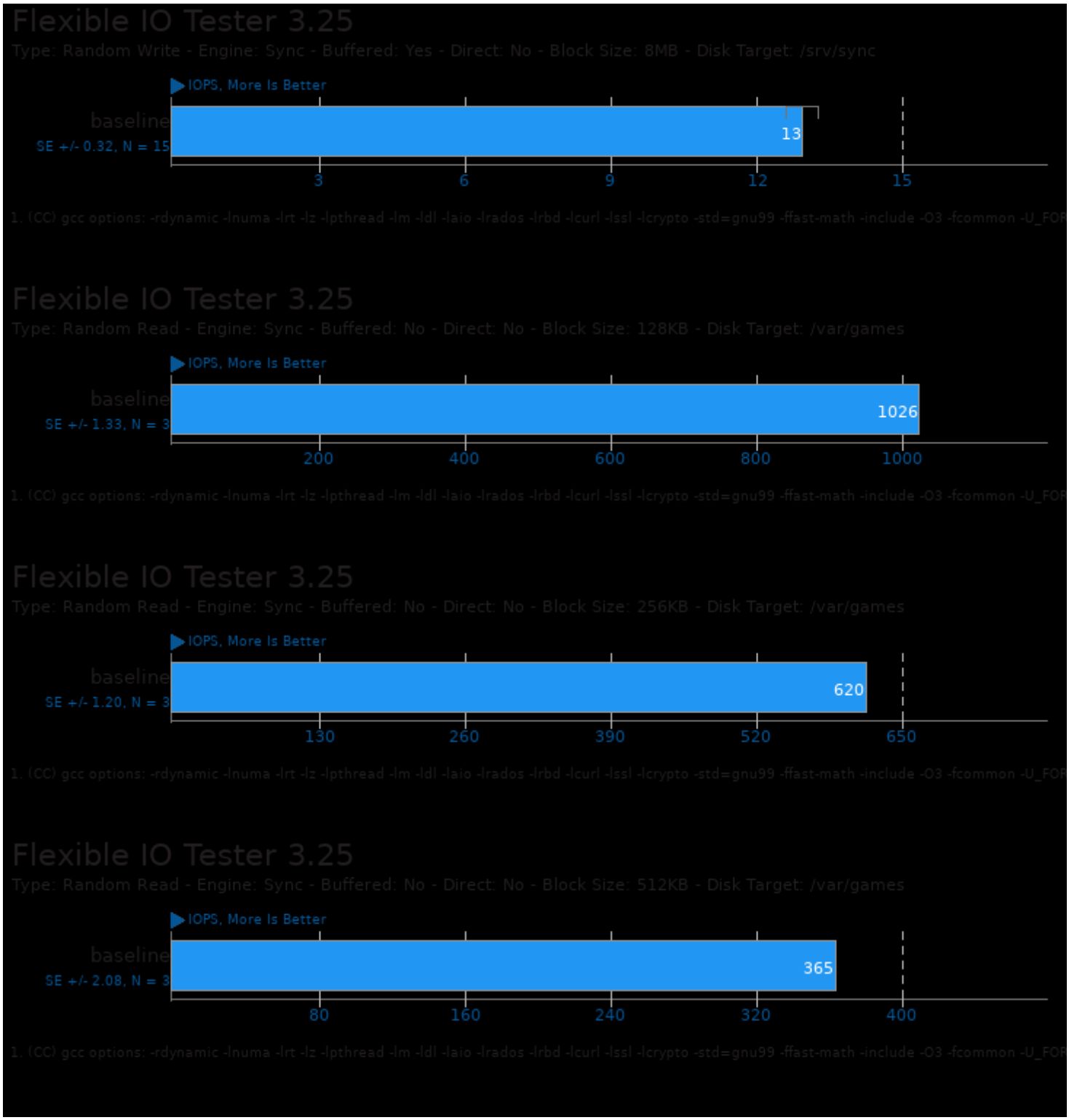

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 16.13, N = 15
429
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
369
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.24, N = 15
184
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 2.38, N = 15
196
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

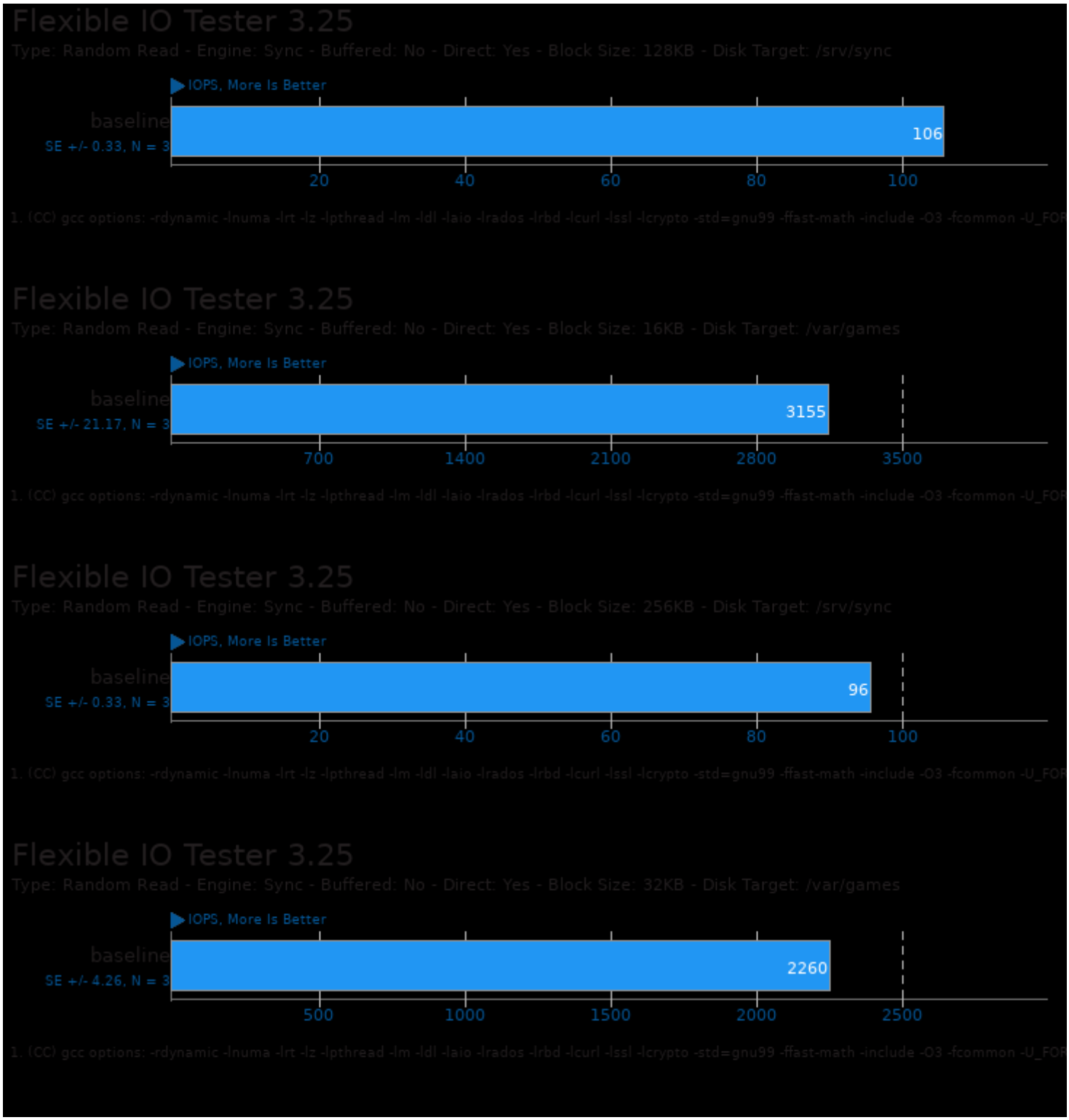

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 66.67, N = 3
27567
6K
12K
18K
24K
30K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
92
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 2.64, N = 12
102
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 154.30, N = 7
18400
4K
8K
12K
16K
20K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

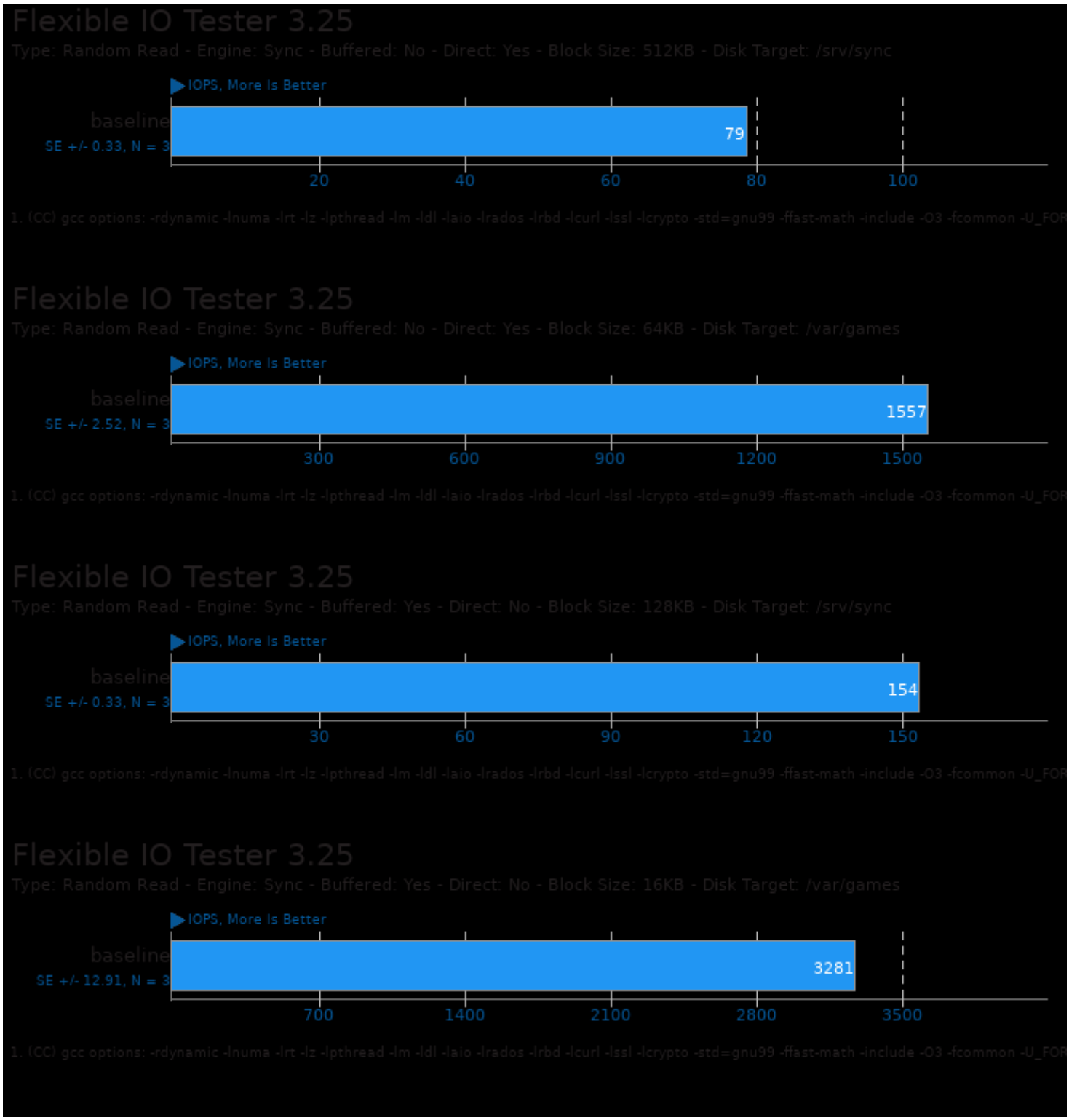

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
44
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.53, N = 14
13
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
7
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 29.33, N = 15
1084
200
400
600
800
1000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

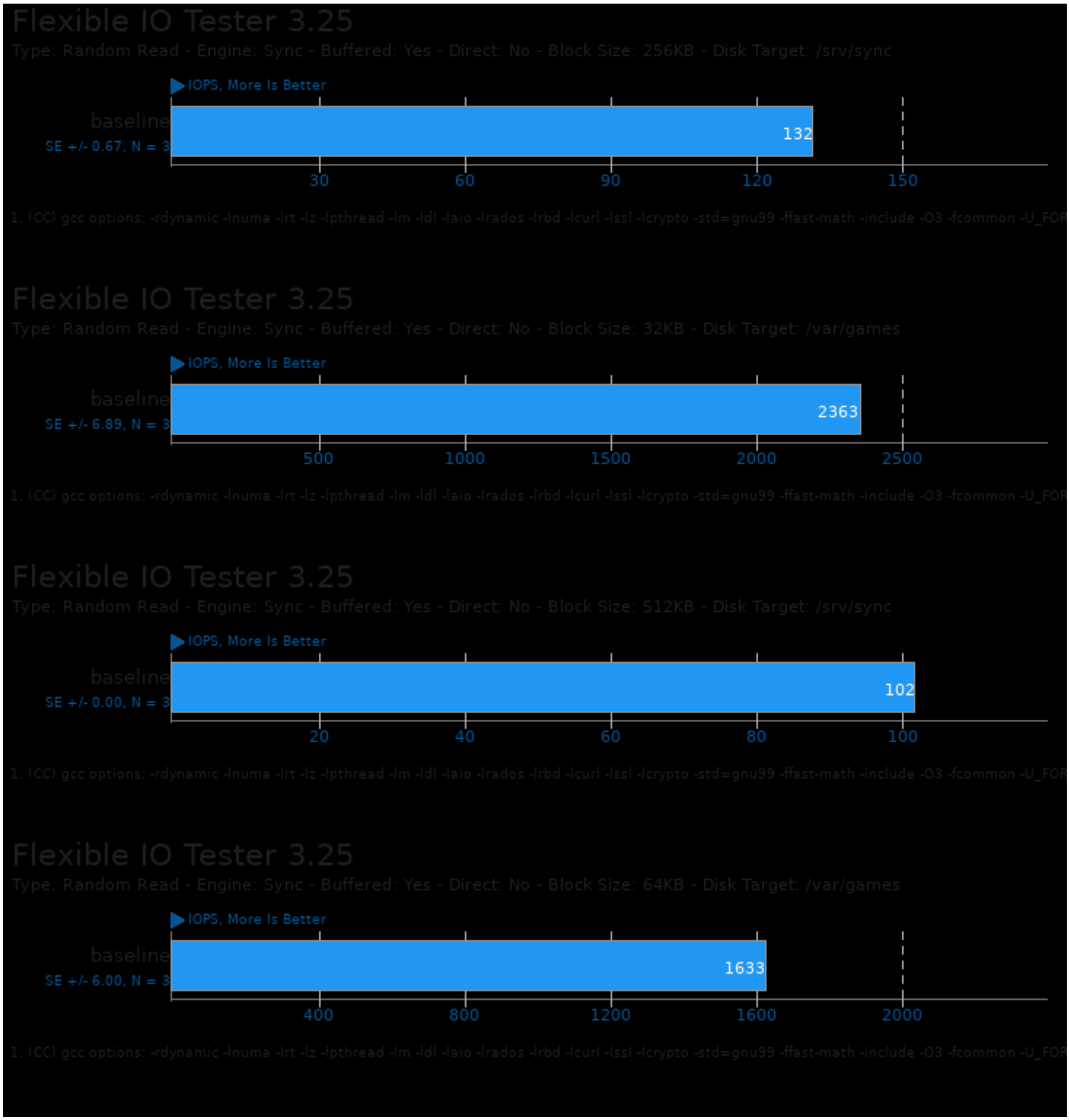

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.16, N = 15
3
0.675
1.35
2.025
2.7
3.375
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 6.58, N = 15
665
140
280
420
560
700
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 12
1
0.225
0.45
0.675
0.9
1.125
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 3.72, N = 8
102
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

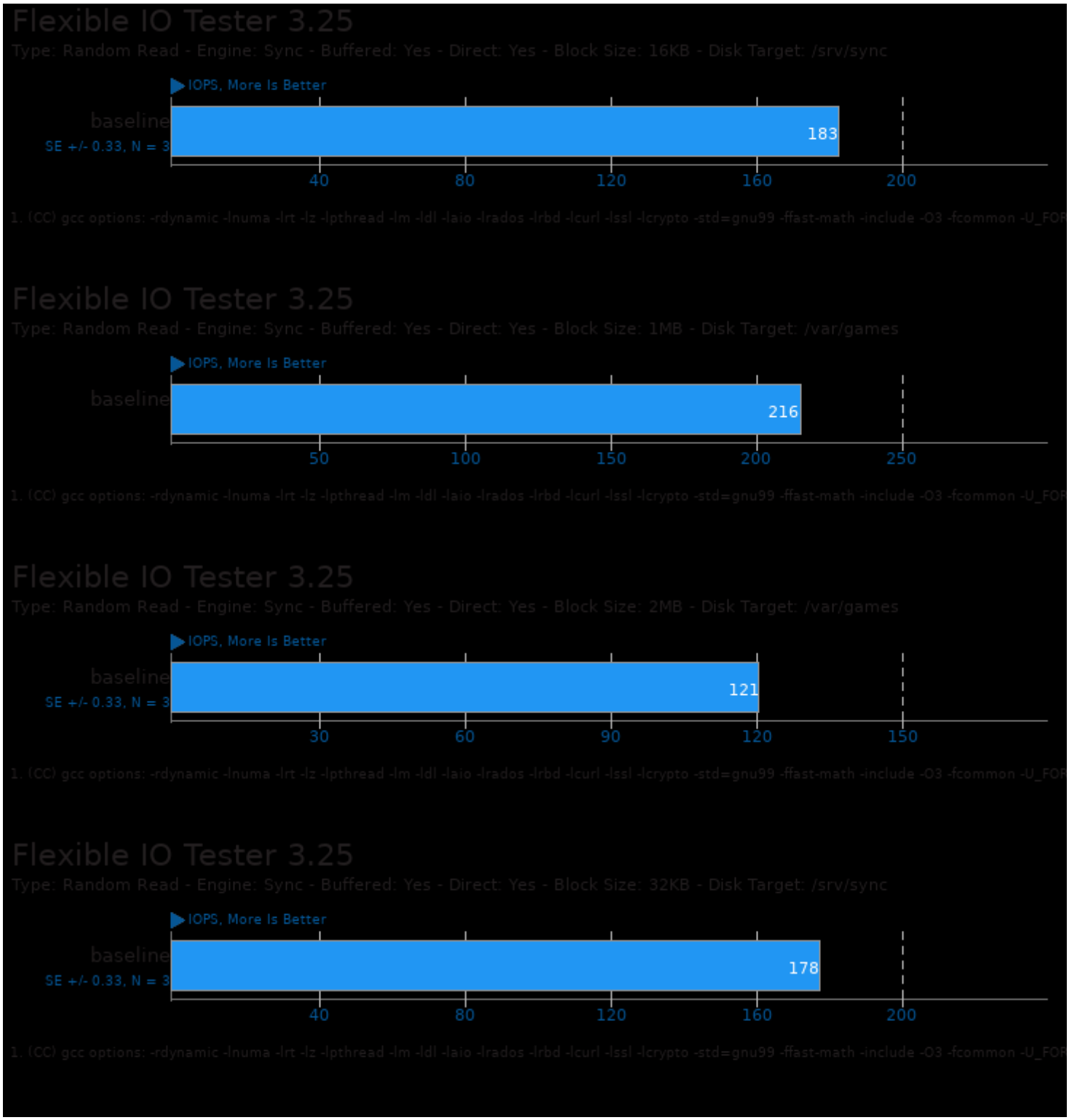

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.66, N = 15
47
11
22
33
44
55
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 223.28, N = 15
22693
5K
10K
15K
20K
25K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
23
6
12
18
24
30
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 98.66, N = 15
11780
3K
6K
9K
12K
15K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

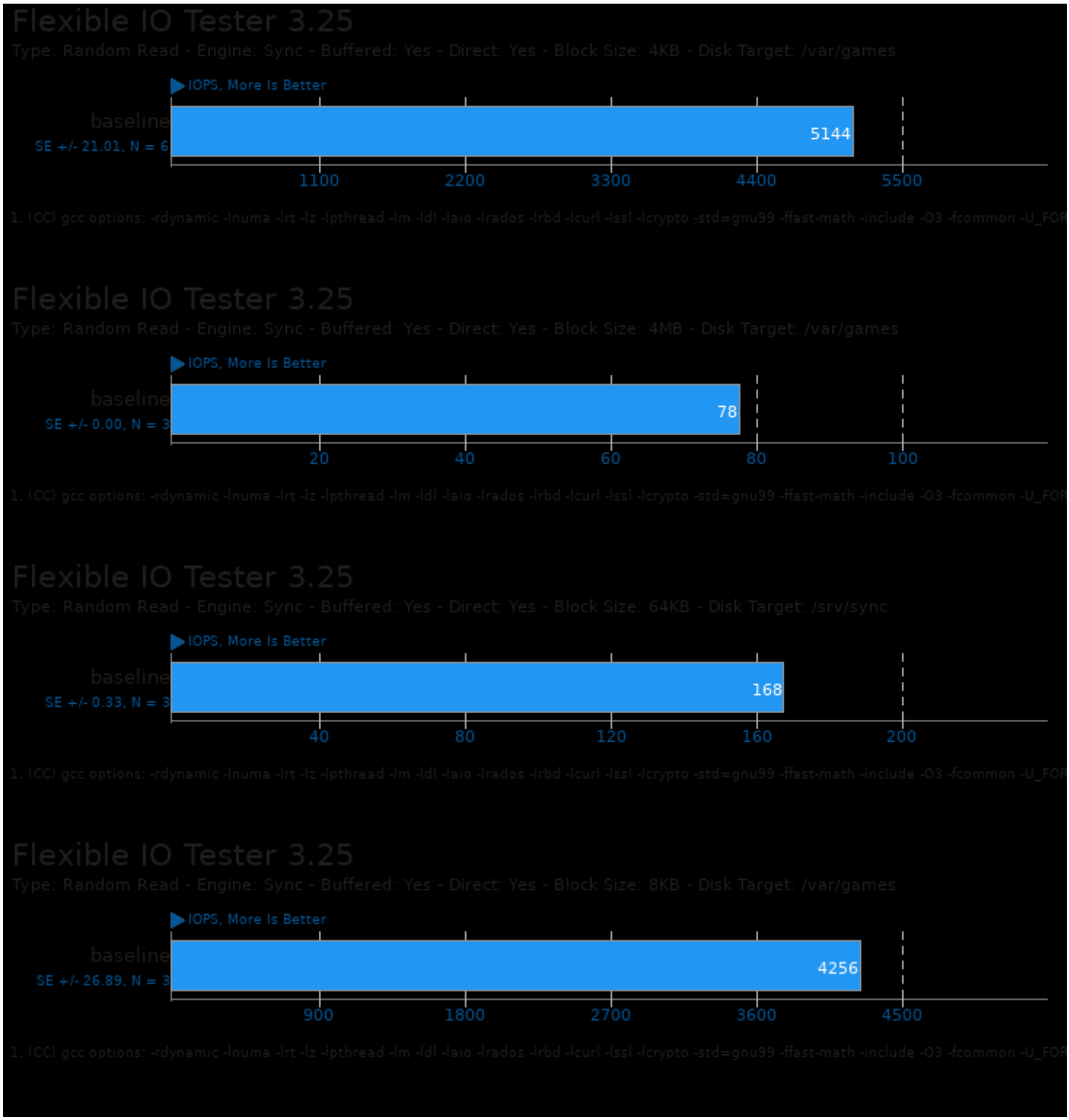

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.32, N = 15
13
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 128KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.33, N = 3
1026
200
400
600
800
1000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 256KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.20, N = 3
620
130
260
390
520
650
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 512KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 2.08, N = 3
365
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

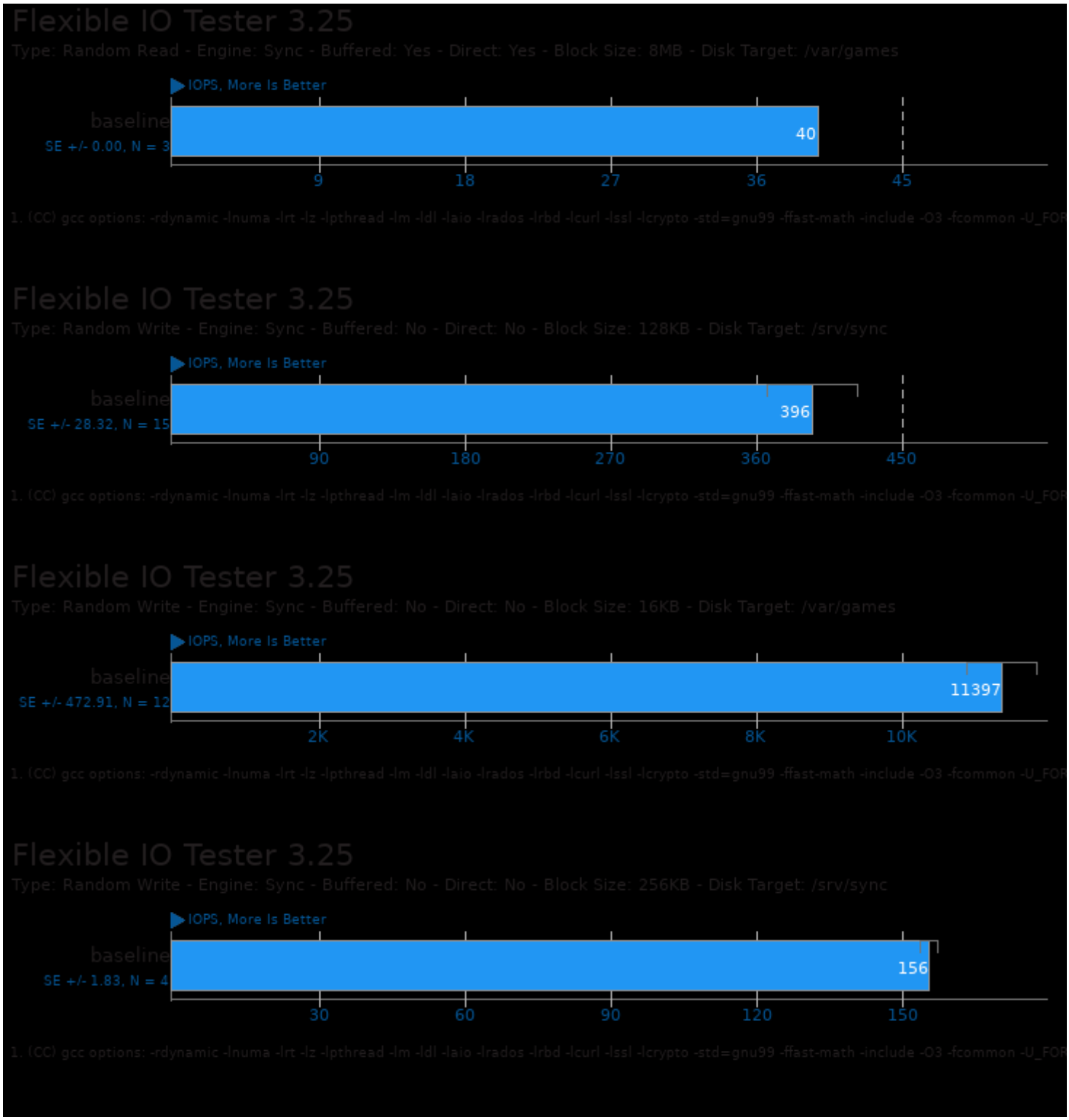

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 128KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
106
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 16KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 21.17, N = 3
3155
700
1400
2100
2800
3500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 256KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
96
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 32KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 4.26, N = 3
2260
500
1000
1500
2000
2500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

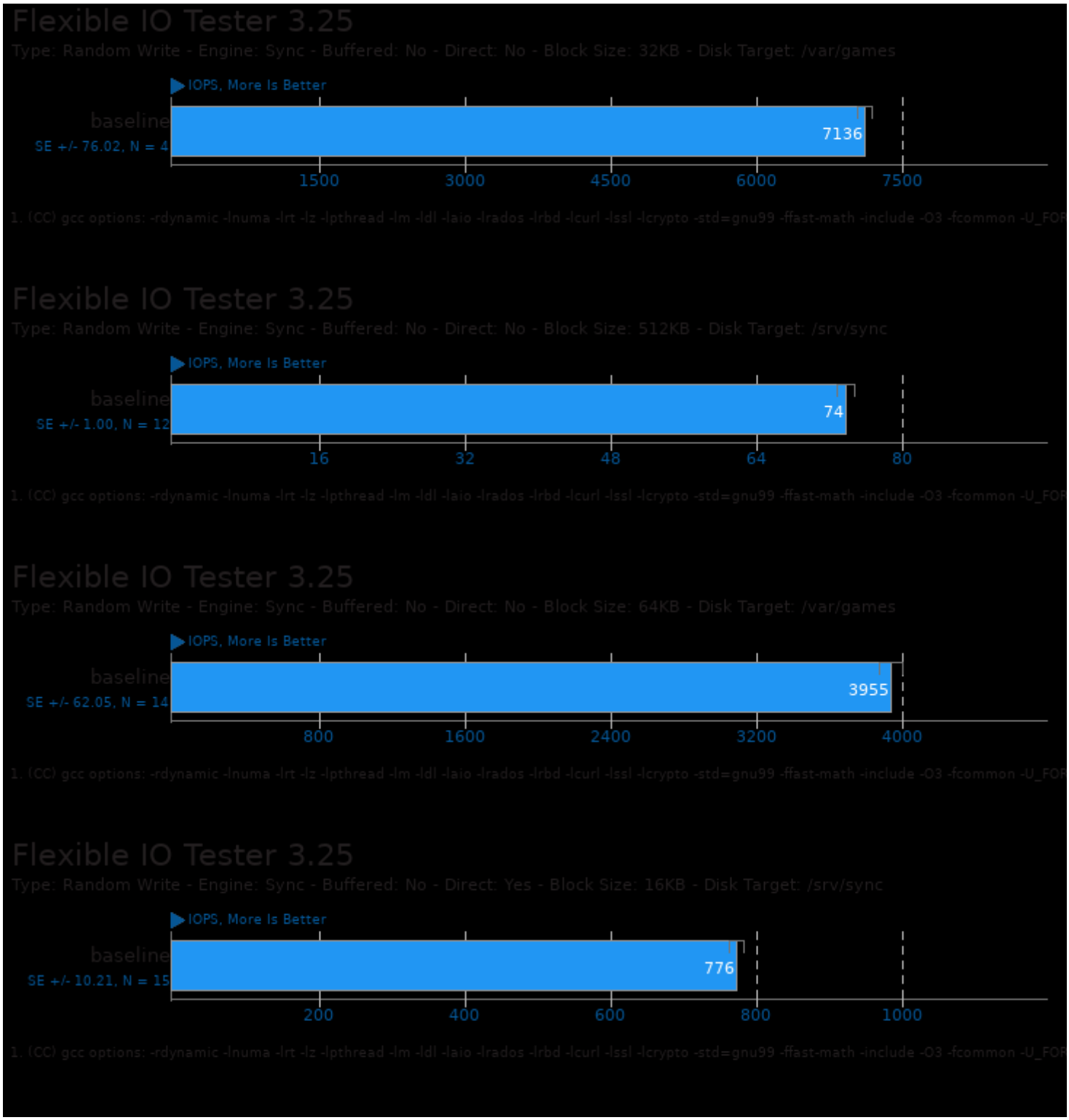

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 512KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
79
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 64KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 2.52, N = 3
1557
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 128KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
154
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 16KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 12.91, N = 3
3281
700
1400
2100
2800
3500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

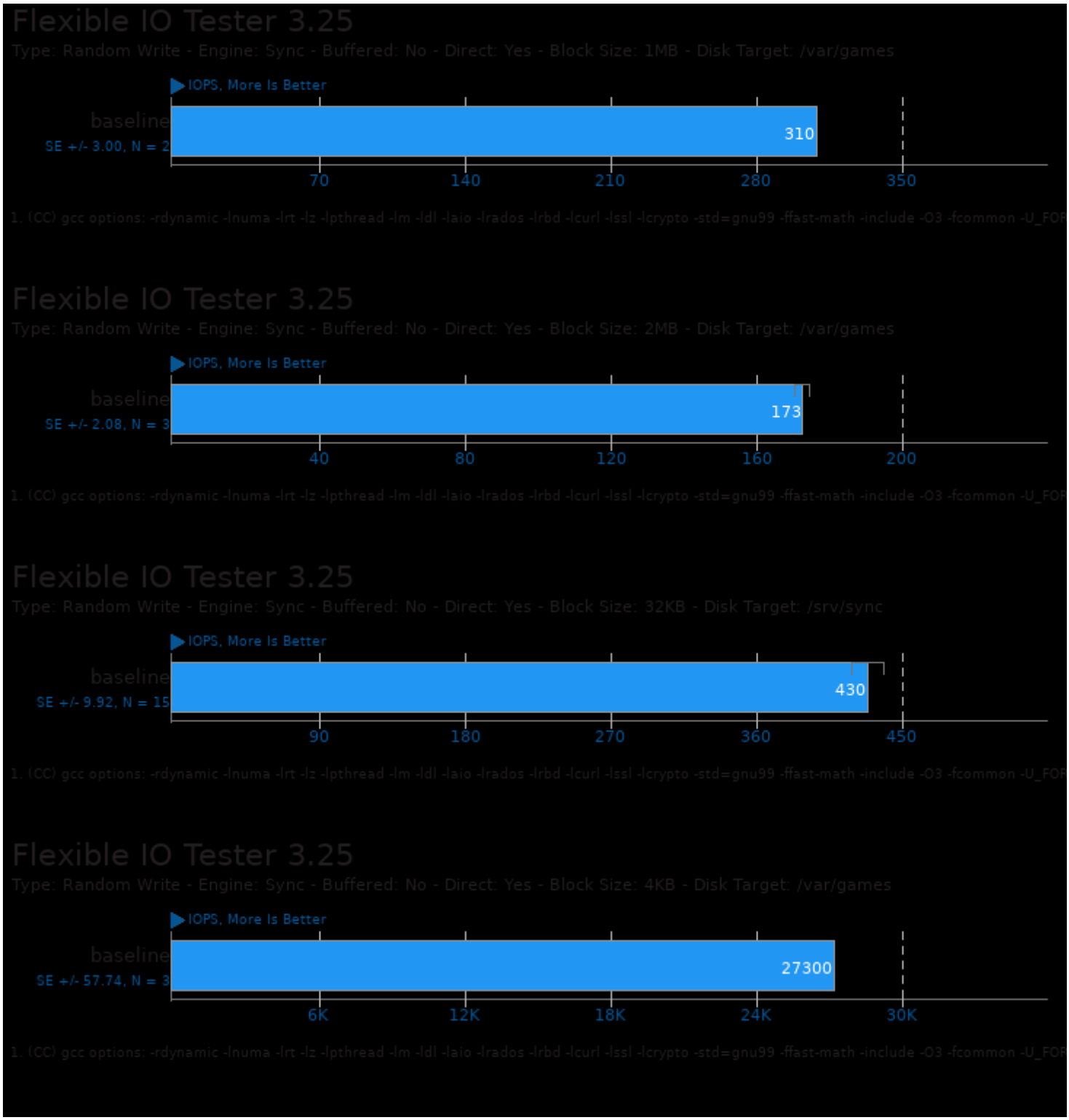

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 256KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.67, N = 3
132
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 32KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 6.89, N = 3
2363
500
1000
1500
2000
2500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 512KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
102
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 64KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 6.00, N = 3
1633
400
800
1200
1600
2000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

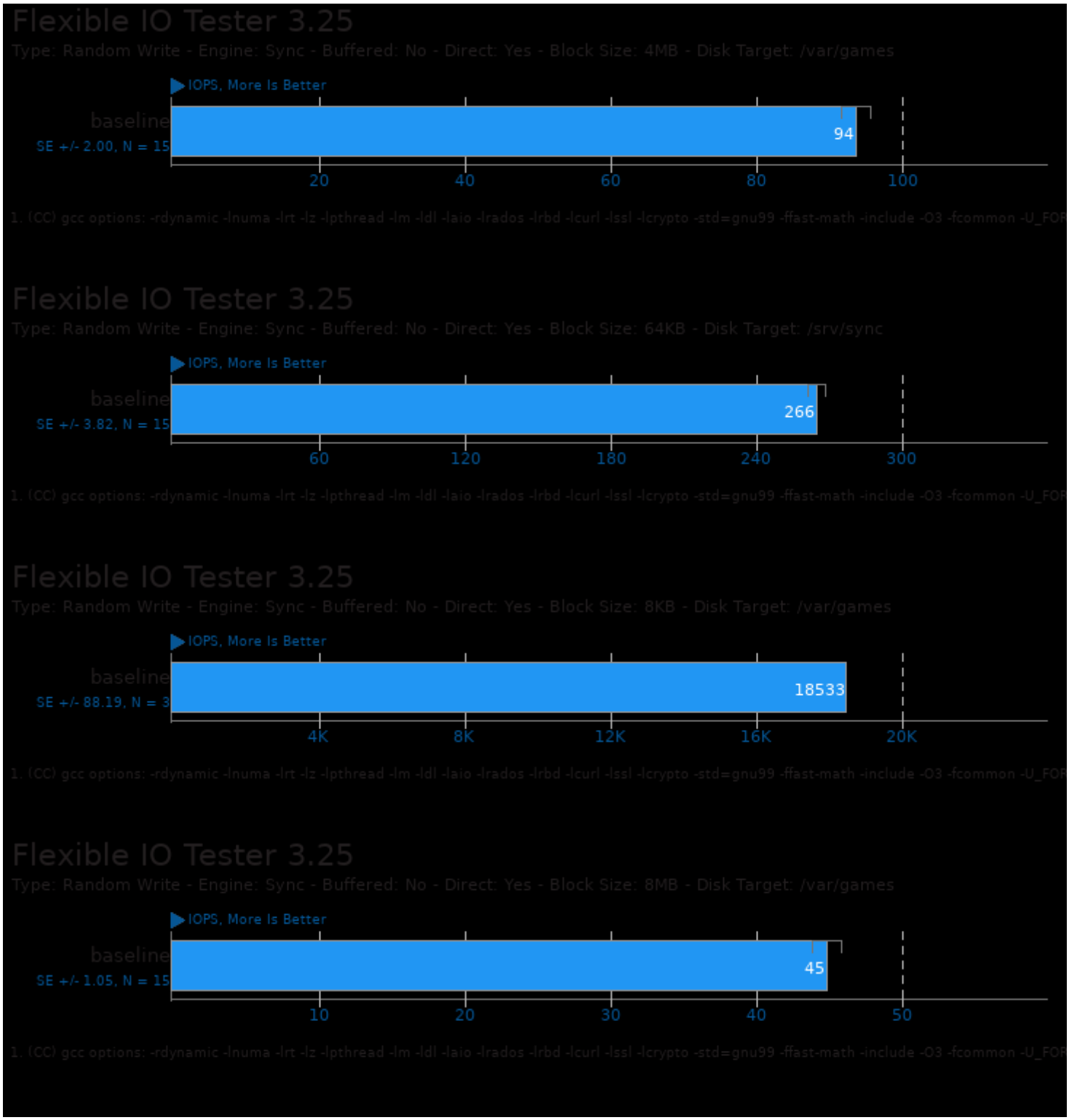

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
183
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
216
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
121
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
178
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 21.01, N = 6
5144
1100
2200
3300
4400
5500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
78
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
168
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 26.89, N = 3
4256
900
1800
2700
3600
4500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

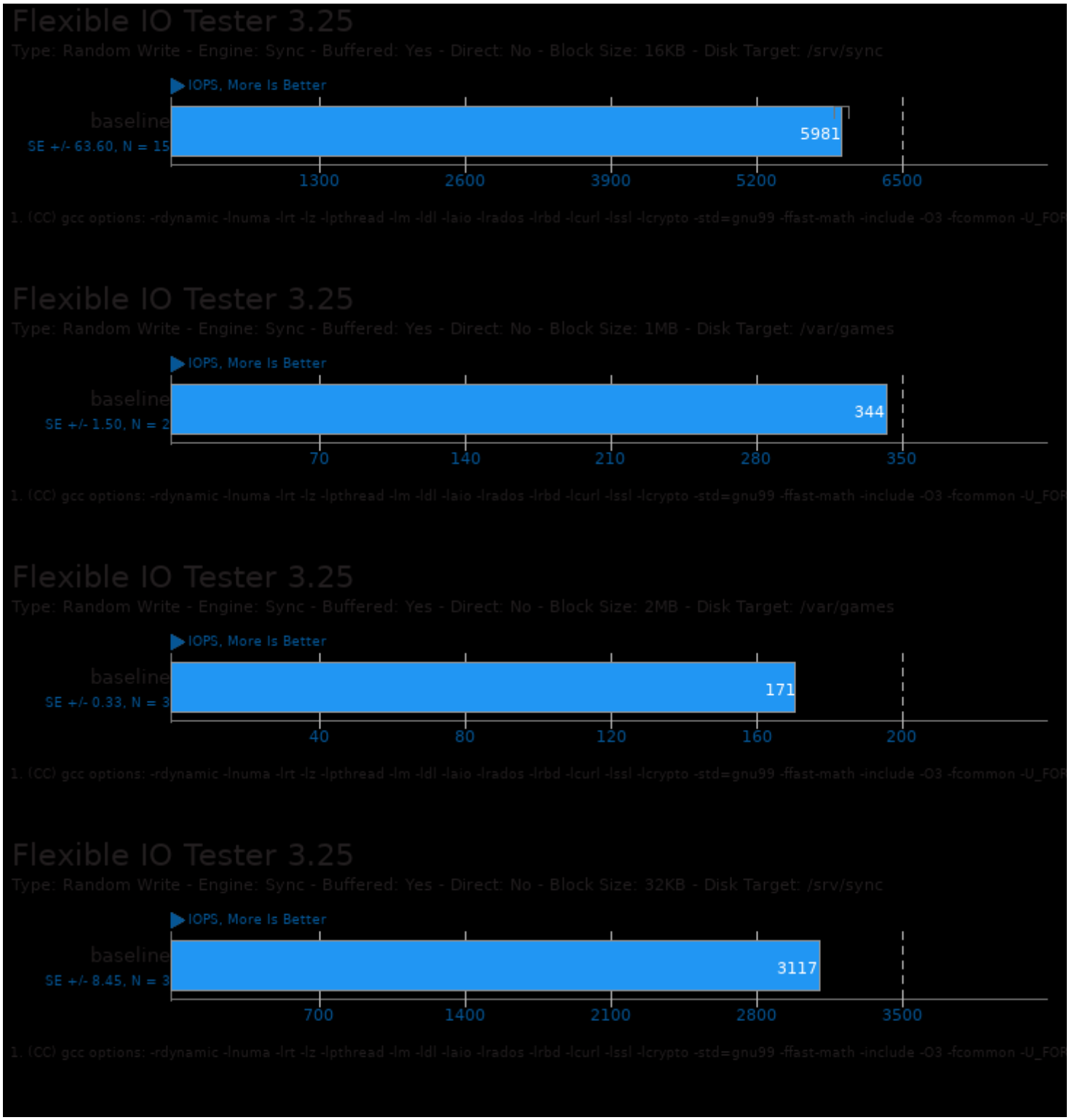

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
40
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 128KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 28.32, N = 15
396
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 472.91, N = 12
11397
2K
4K
6K
8K
10K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 256KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.83, N = 4
156
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

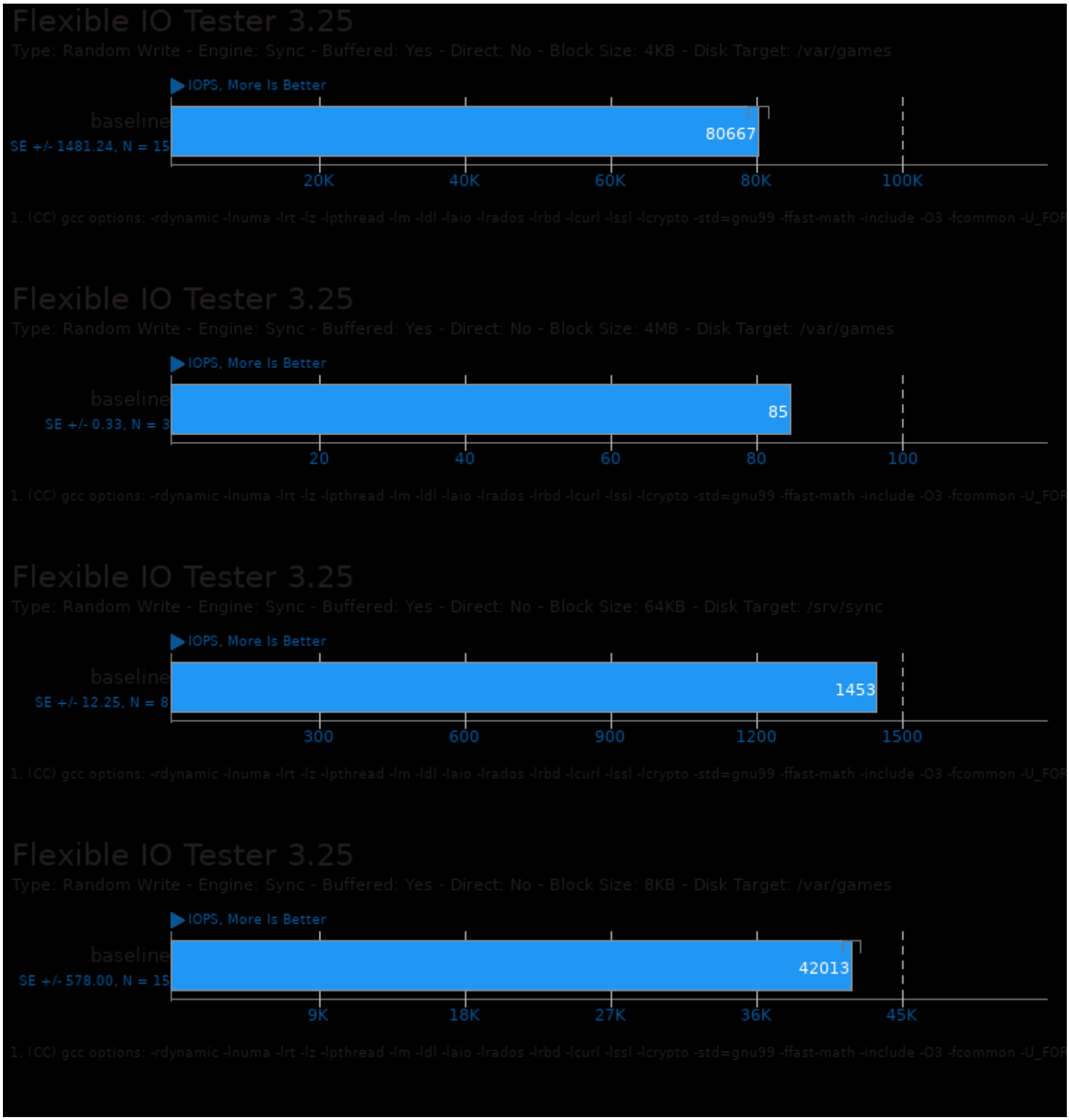

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 76.02, N = 4
7136
1500
3000
4500
6000
7500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 512KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.00, N = 12
74
16
32
48
64
80
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 62.05, N = 14
3955
800
1600
2400
3200
4000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 10.21, N = 15
776
200
400
600
800
1000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

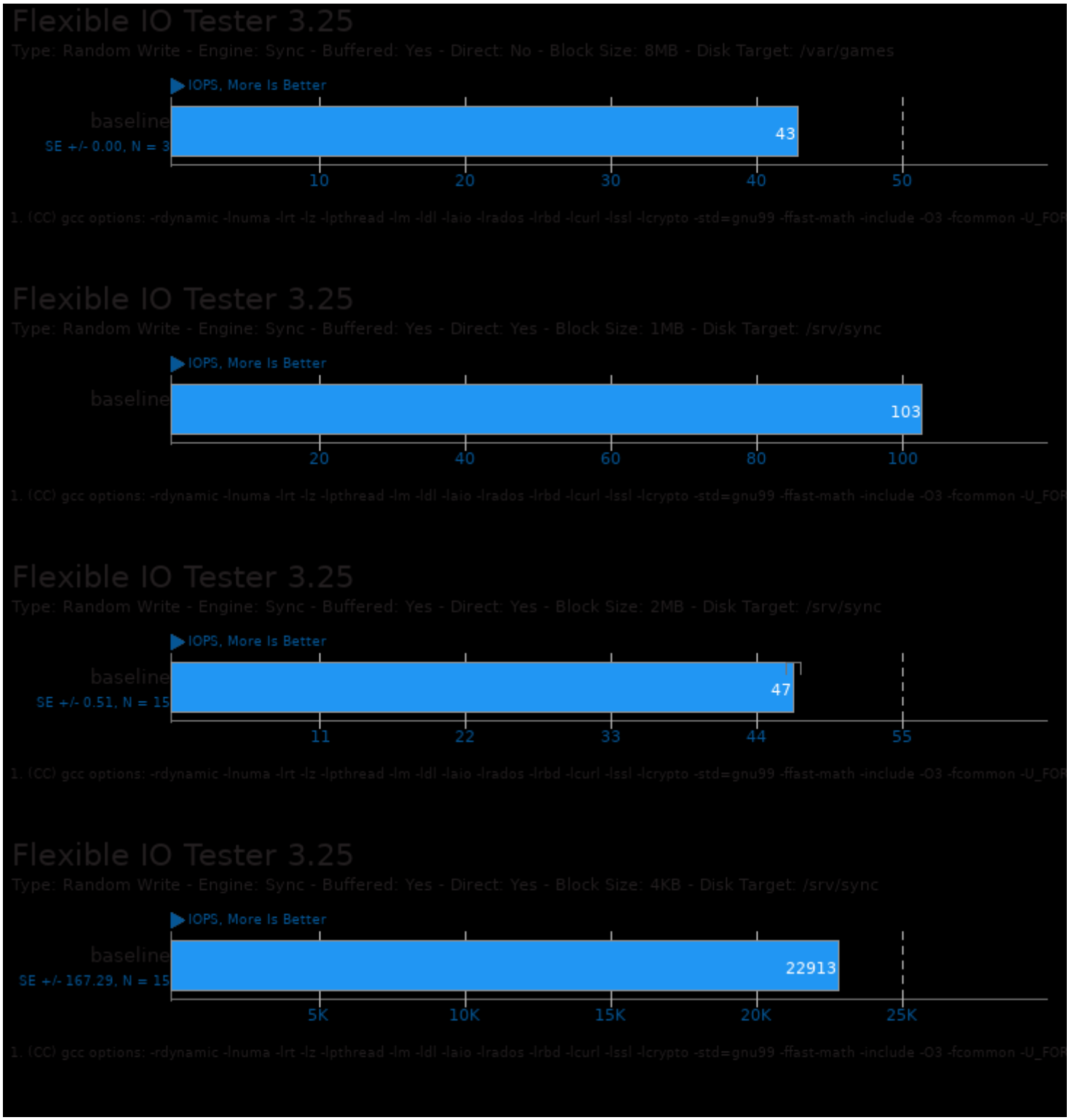

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 3.00, N = 2
310
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 2.08, N = 3
173
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 9.92, N = 15
430
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 57.74, N = 3
27300
6K
12K
18K
24K
30K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

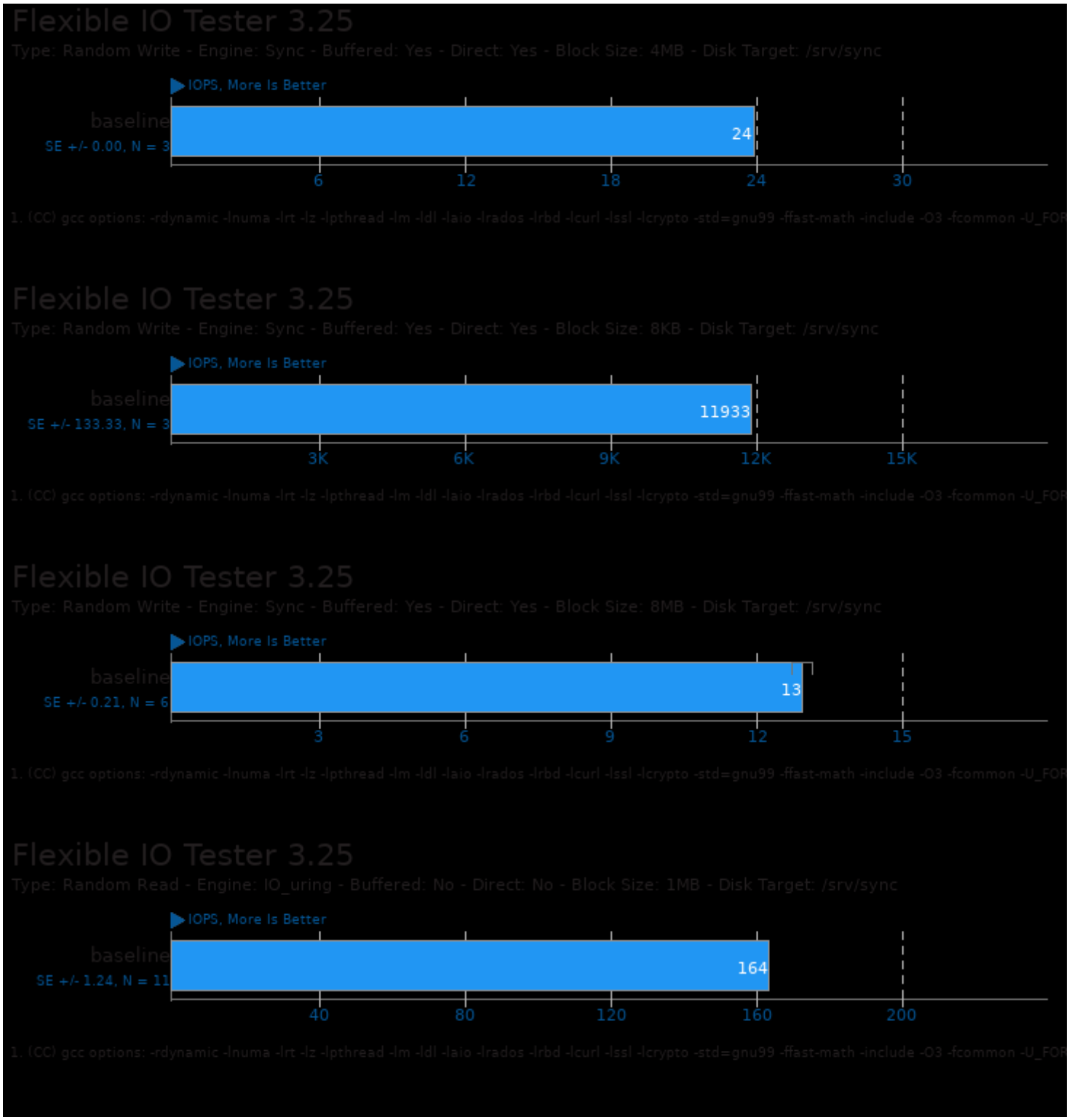

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 2.00, N = 15
94
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 3.82, N = 15
266
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 88.19, N = 3
18533
4K
8K
12K
16K
20K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.05, N = 15
45
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

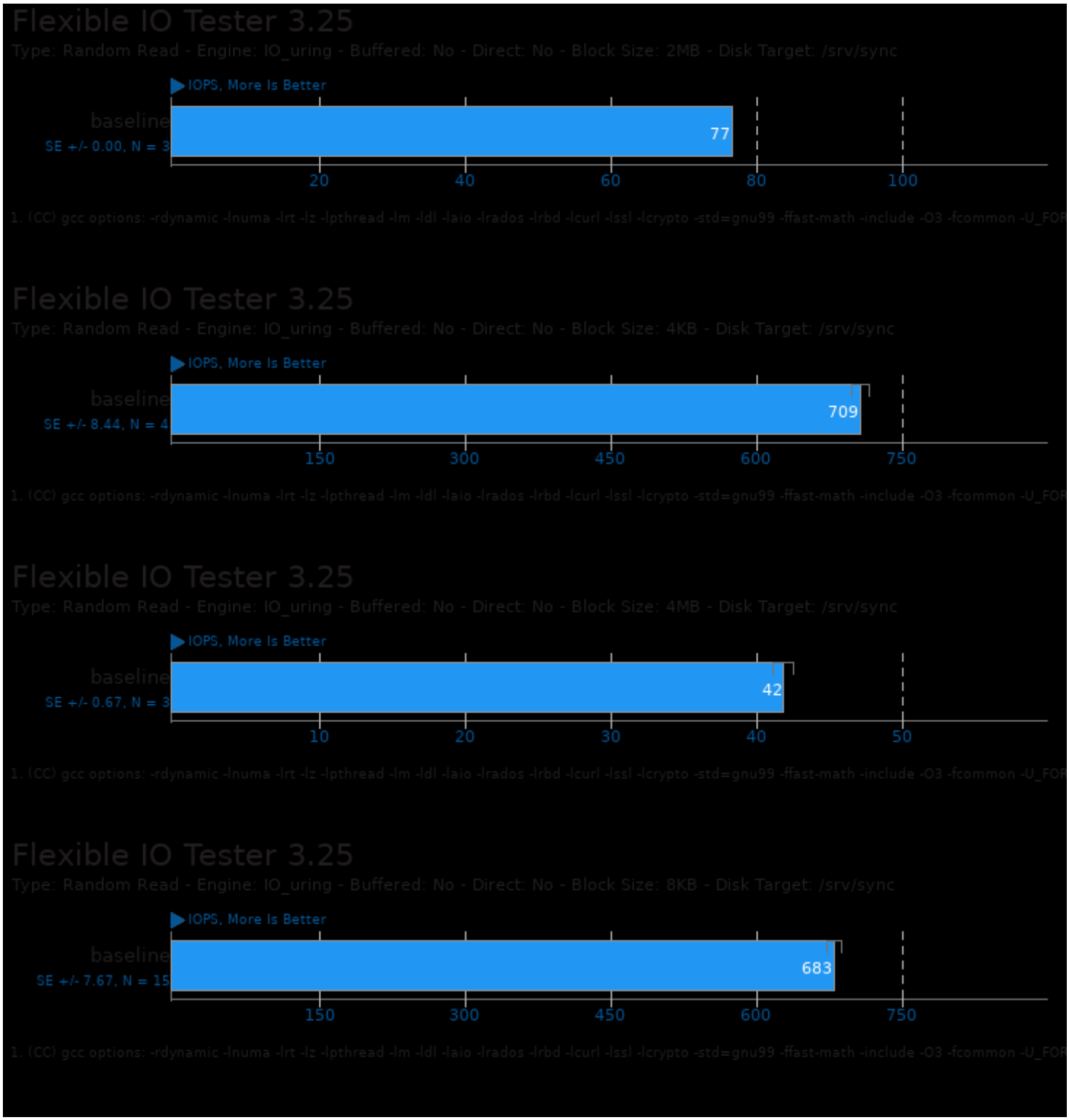
baseline

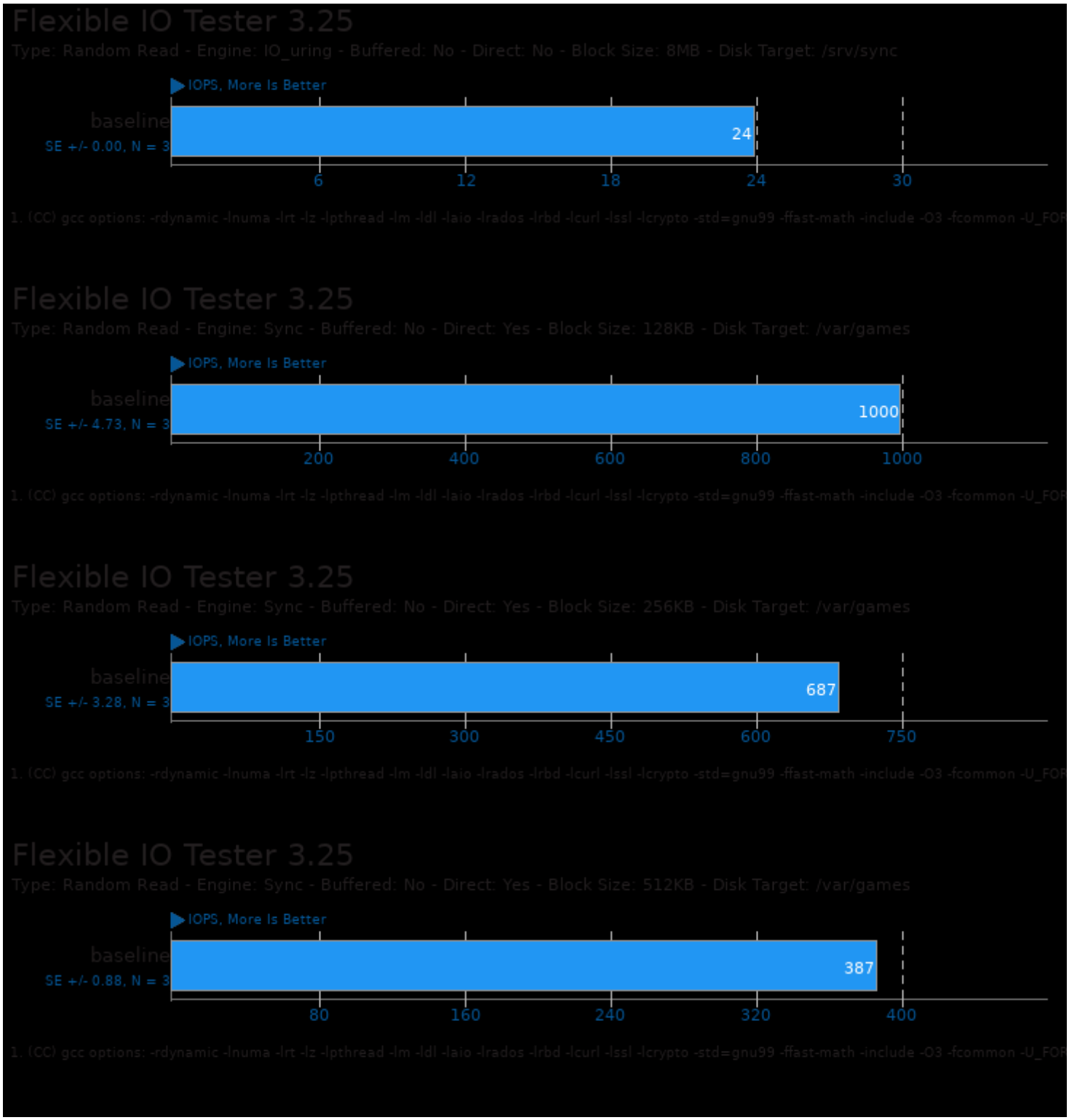

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 63.60, N = 15
5981
1300
2600
3900
5200
6500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.50, N = 2
344
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
171
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 8.45, N = 3
3117
700
1400
2100
2800
3500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

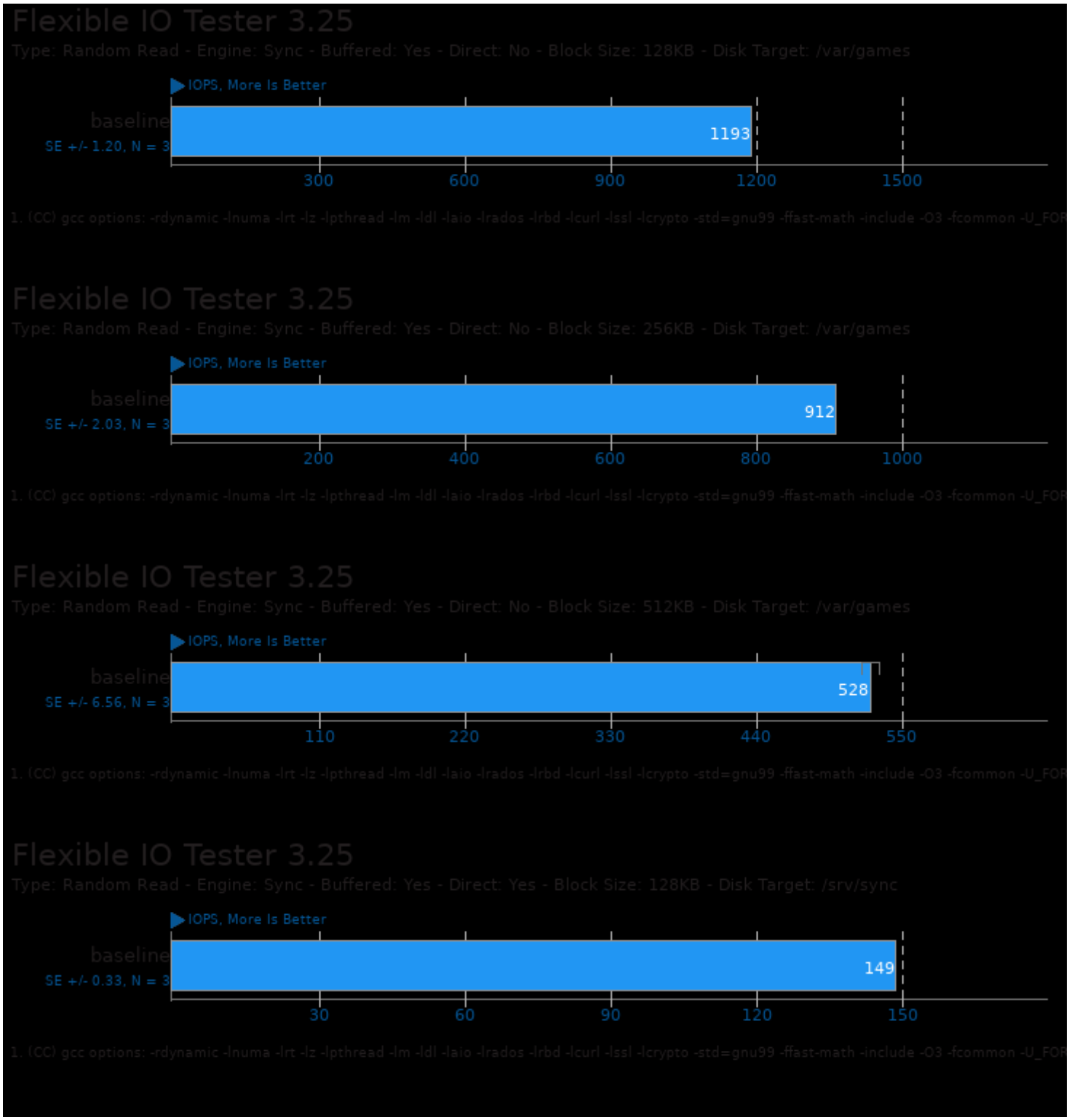

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1481.24, N = 15
80667
20K
40K
60K
80K
100K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
85
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 12.25, N = 8
1453
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 578.00, N = 15
42013
9K
18K
27K
36K
45K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

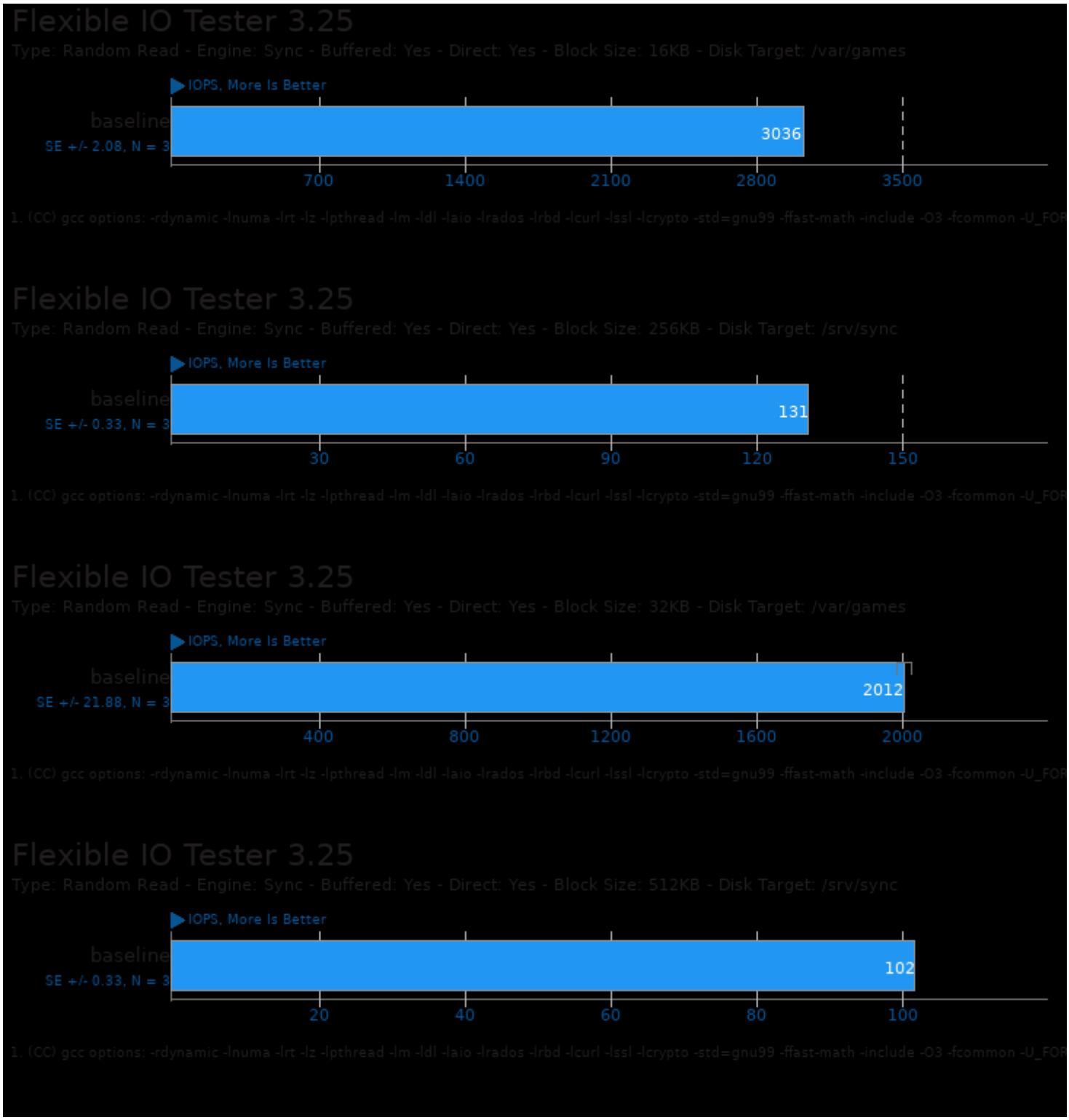

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
43
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
103
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.51, N = 15
47
11
22
33
44
55
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 167.29, N = 15
22913
5K
10K
15K
20K
25K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

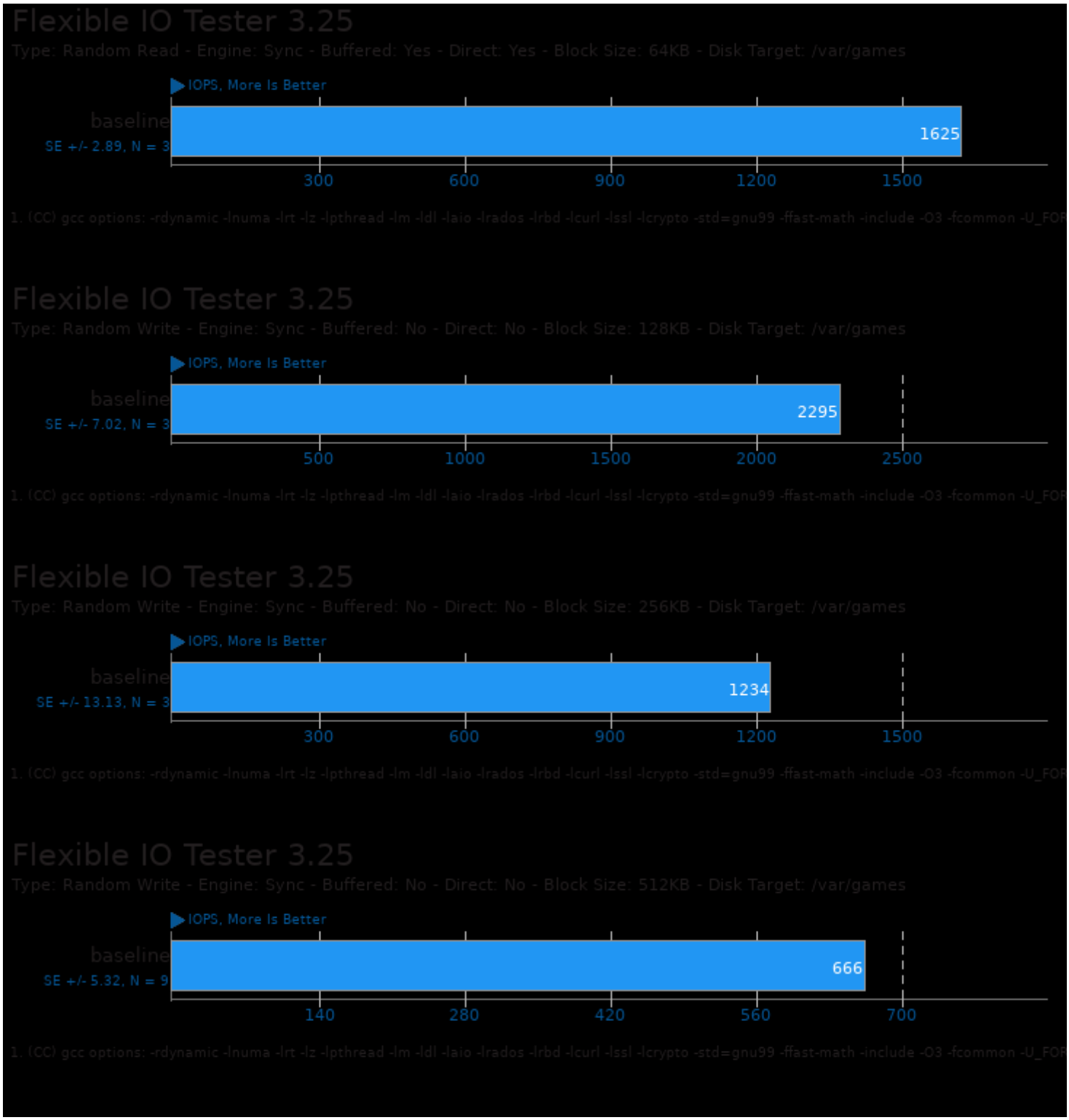

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
24
6
12
18
24
30
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 133.33, N = 3
11933
3K
6K
9K
12K
15K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.21, N = 6
13
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.24, N = 11
164
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

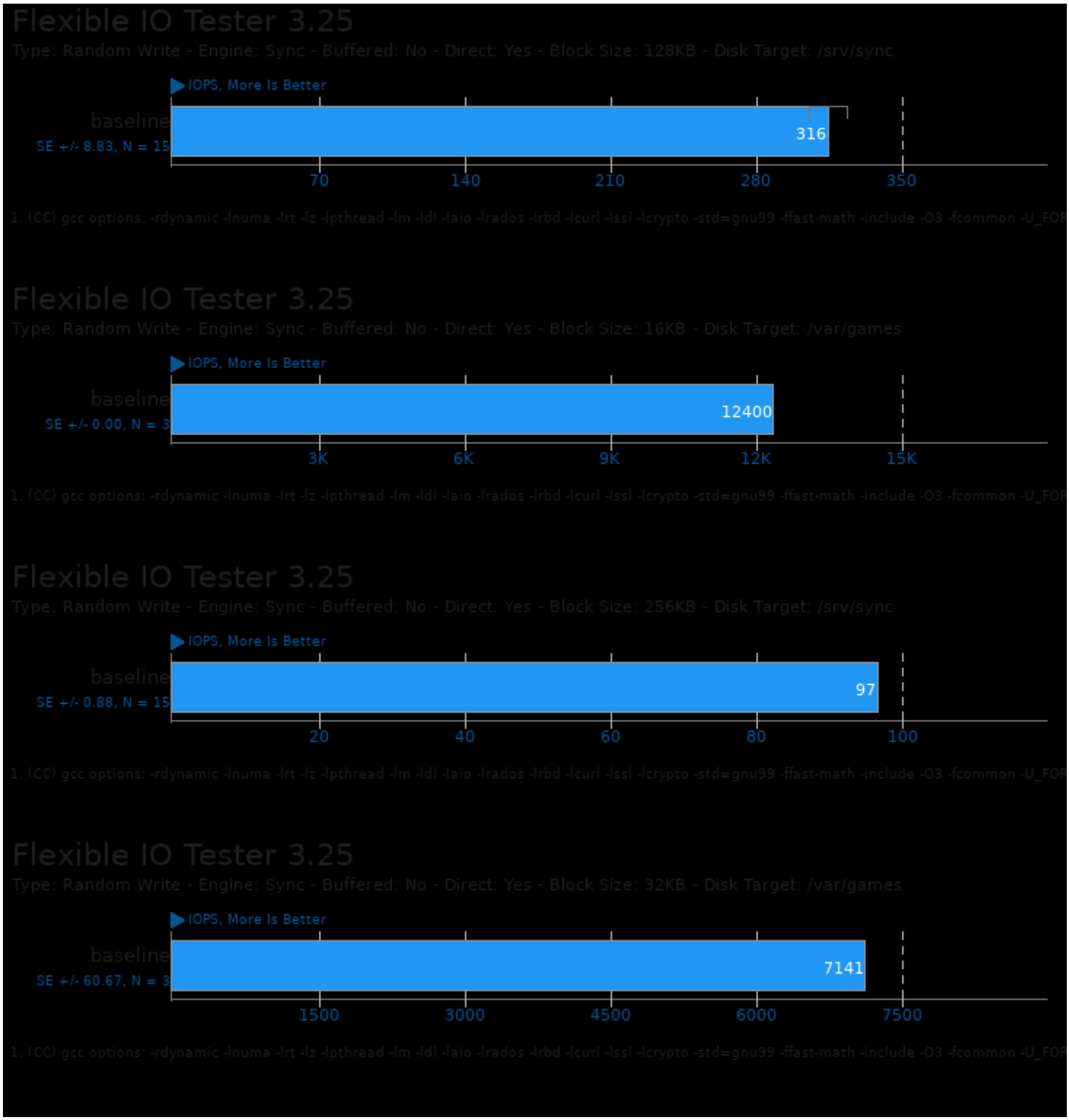

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
77
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 8.44, N = 4
709
150
300
450
600
750
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.67, N = 3
42
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 7.67, N = 15
683
150
300
450
600
750
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

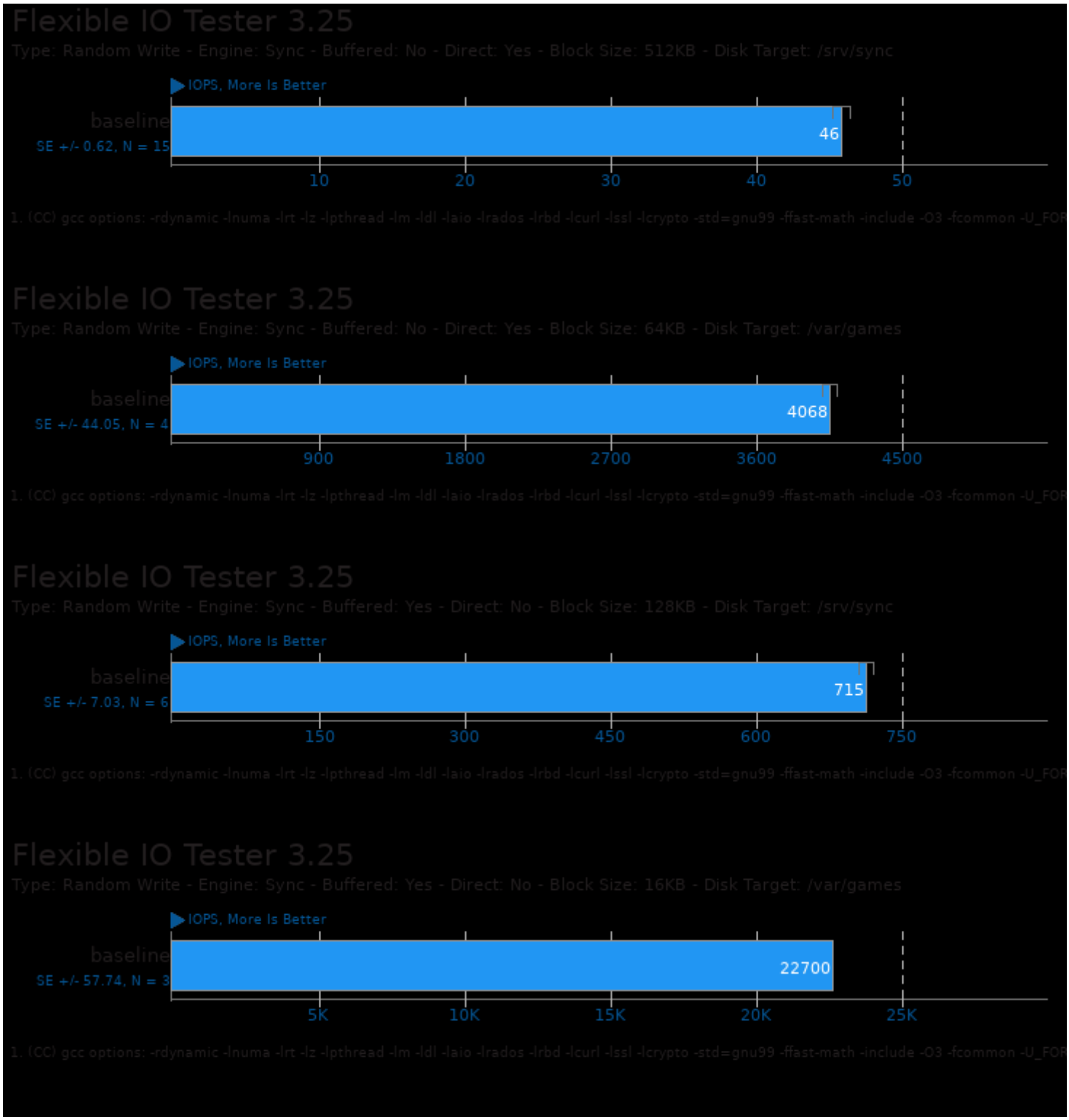

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
24
6
12
18
24
30
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 128KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 4.73, N = 3
1000
200
400
600
800
1000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 256KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 3.28, N = 3
687
150
300
450
600
750
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 512KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.88, N = 3
387
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 128KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.20, N = 3
1193
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 256KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 2.03, N = 3
912
200
400
600
800
1000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 512KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 6.56, N = 3
528
110
220
330
440
550
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 128KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
149
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

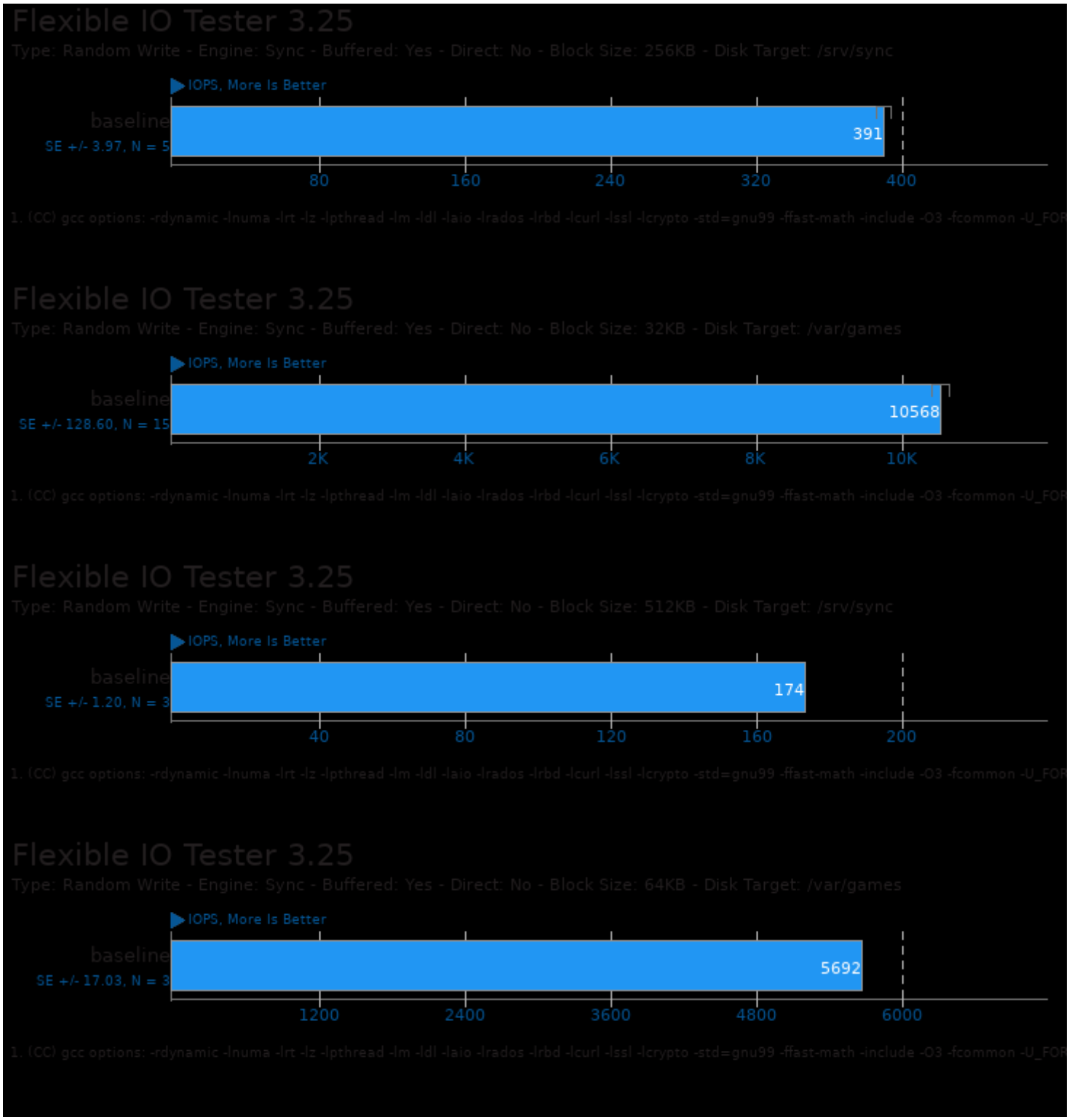

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 16KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 2.08, N = 3
3036
700
1400
2100
2800
3500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 256KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
131
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 32KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 21.88, N = 3
2012
400
800
1200
1600
2000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 512KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
102
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

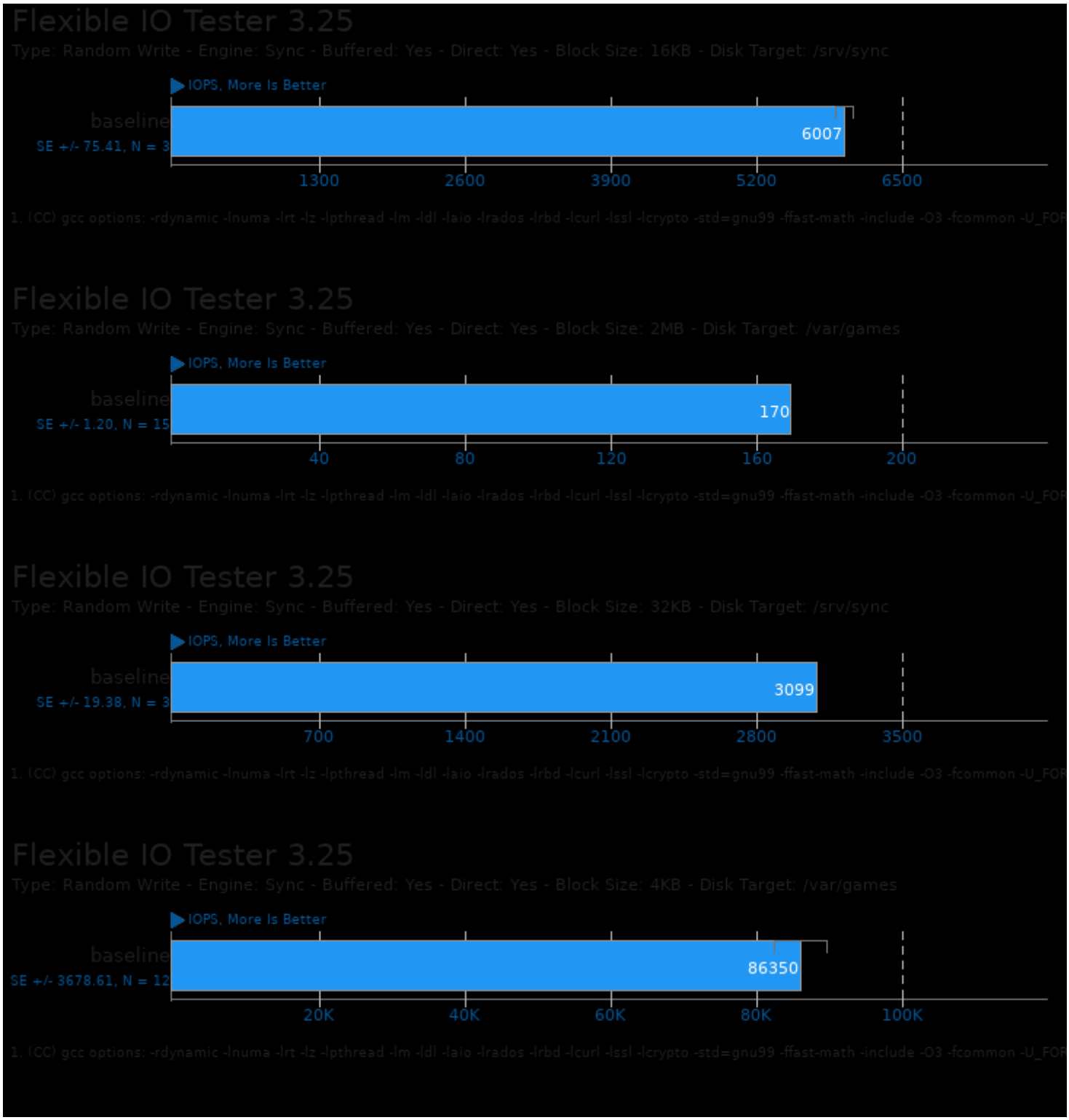

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 64KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 2.89, N = 3
1625
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 128KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 7.02, N = 3
2295
500
1000
1500
2000
2500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 256KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 13.13, N = 3
1234
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 512KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 5.32, N = 9
666
140
280
420
560
700
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

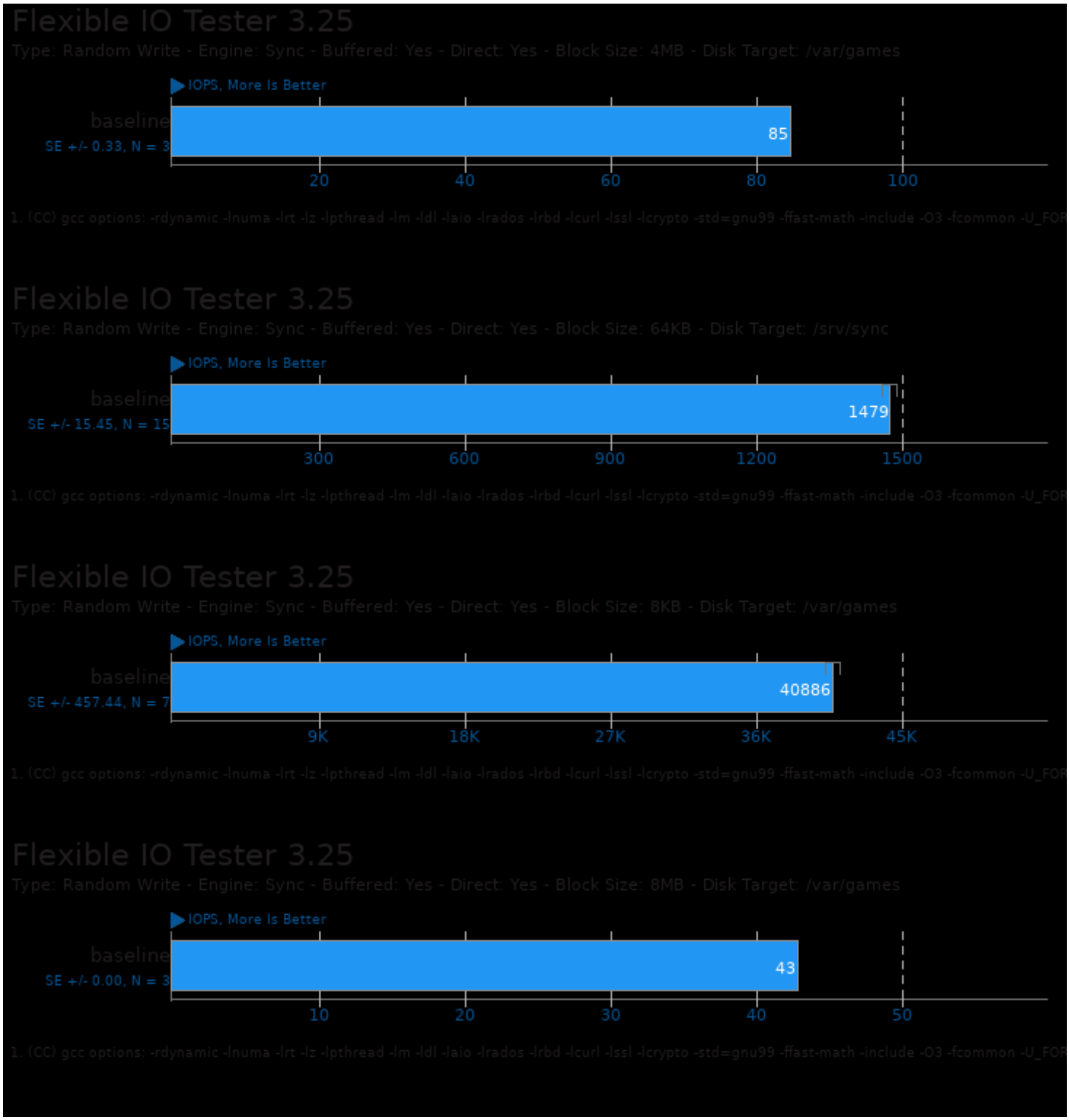

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 128KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 8.83, N = 15
316
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 16KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
12400
3K
6K
9K
12K
15K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 256KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.88, N = 15
97
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 32KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 60.67, N = 3
7141
1500
3000
4500
6000
7500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

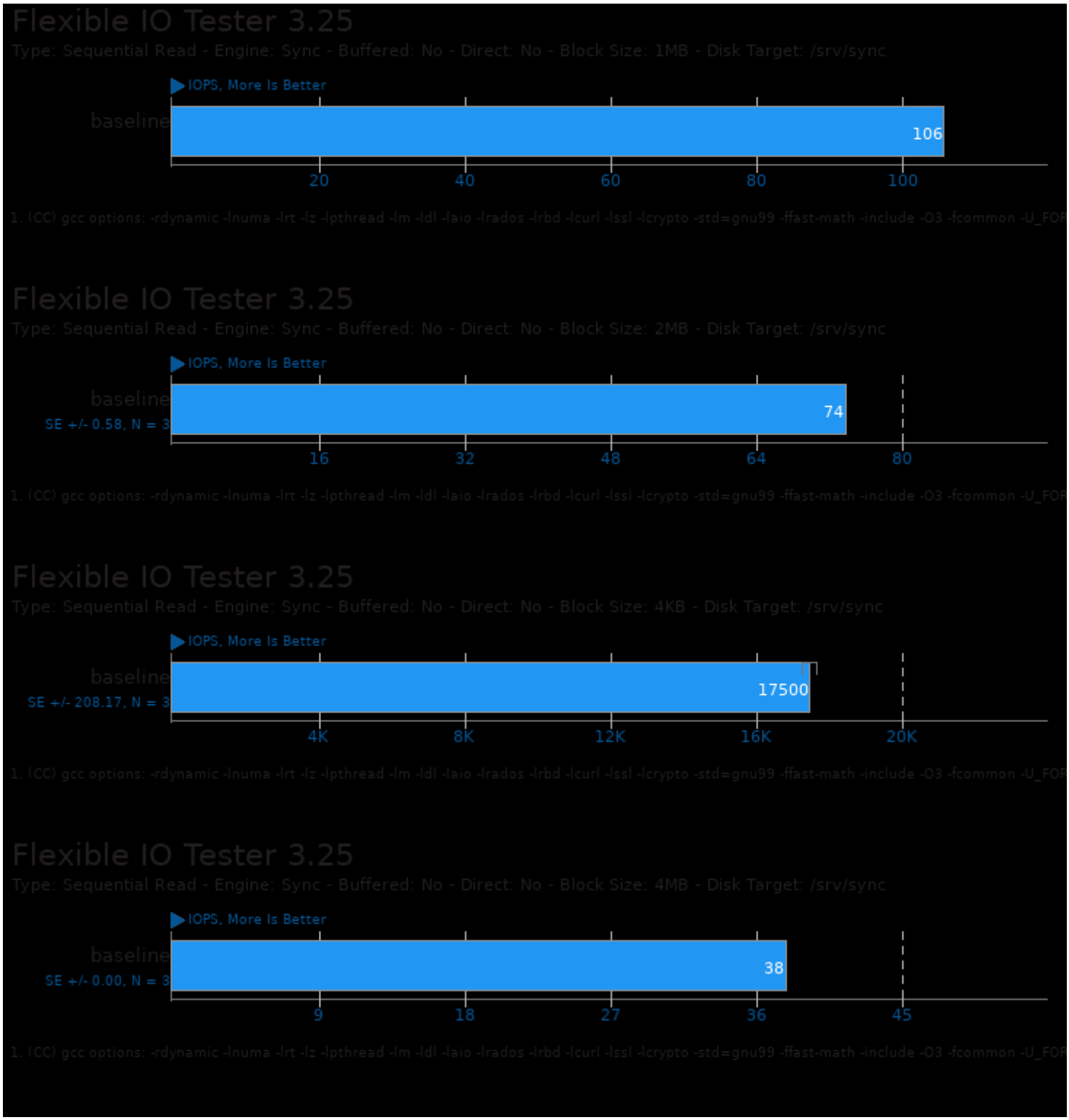

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 512KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.62, N = 15
46
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 64KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 44.05, N = 4
4068
900
1800
2700
3600
4500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 128KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 7.03, N = 6
715
150
300
450
600
750
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 16KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 57.74, N = 3
22700
5K
10K
15K
20K
25K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

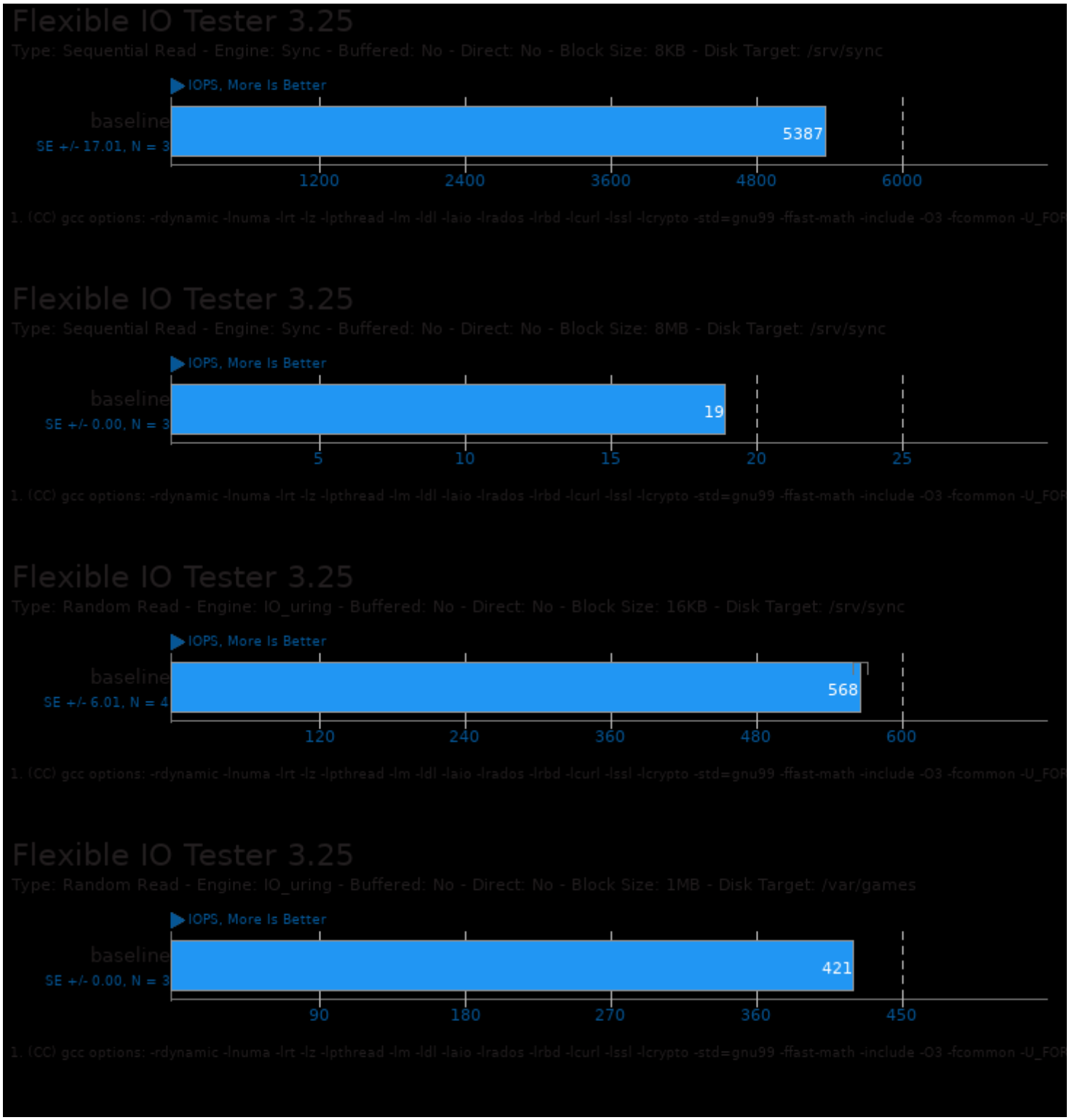
baseline

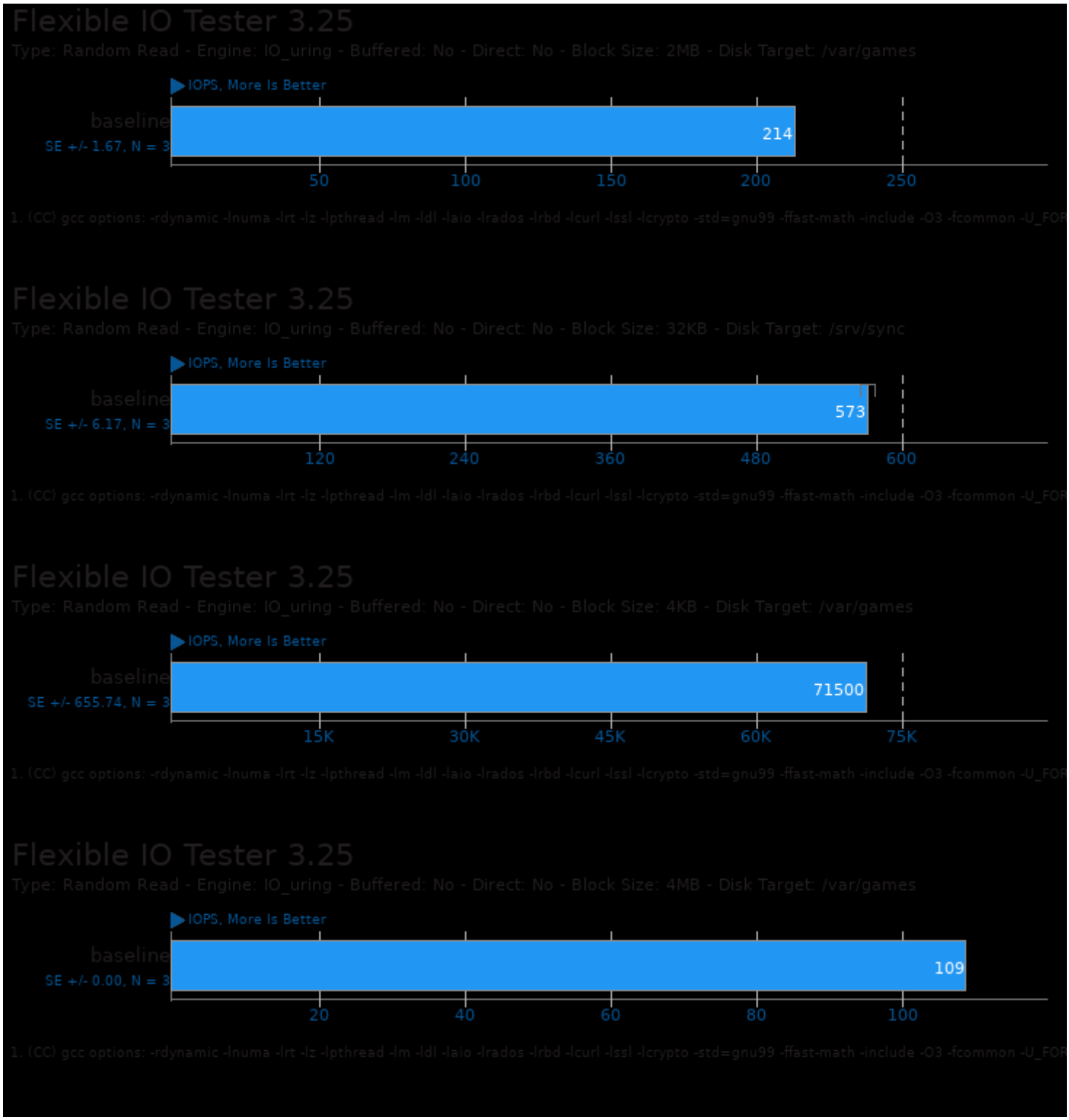

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 256KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 3.97, N = 5
391
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 32KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 128.60, N = 15
10568
2K
4K
6K
8K
10K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 512KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.20, N = 3
174
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 64KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 17.03, N = 3
5692
1200
2400
3600
4800
6000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

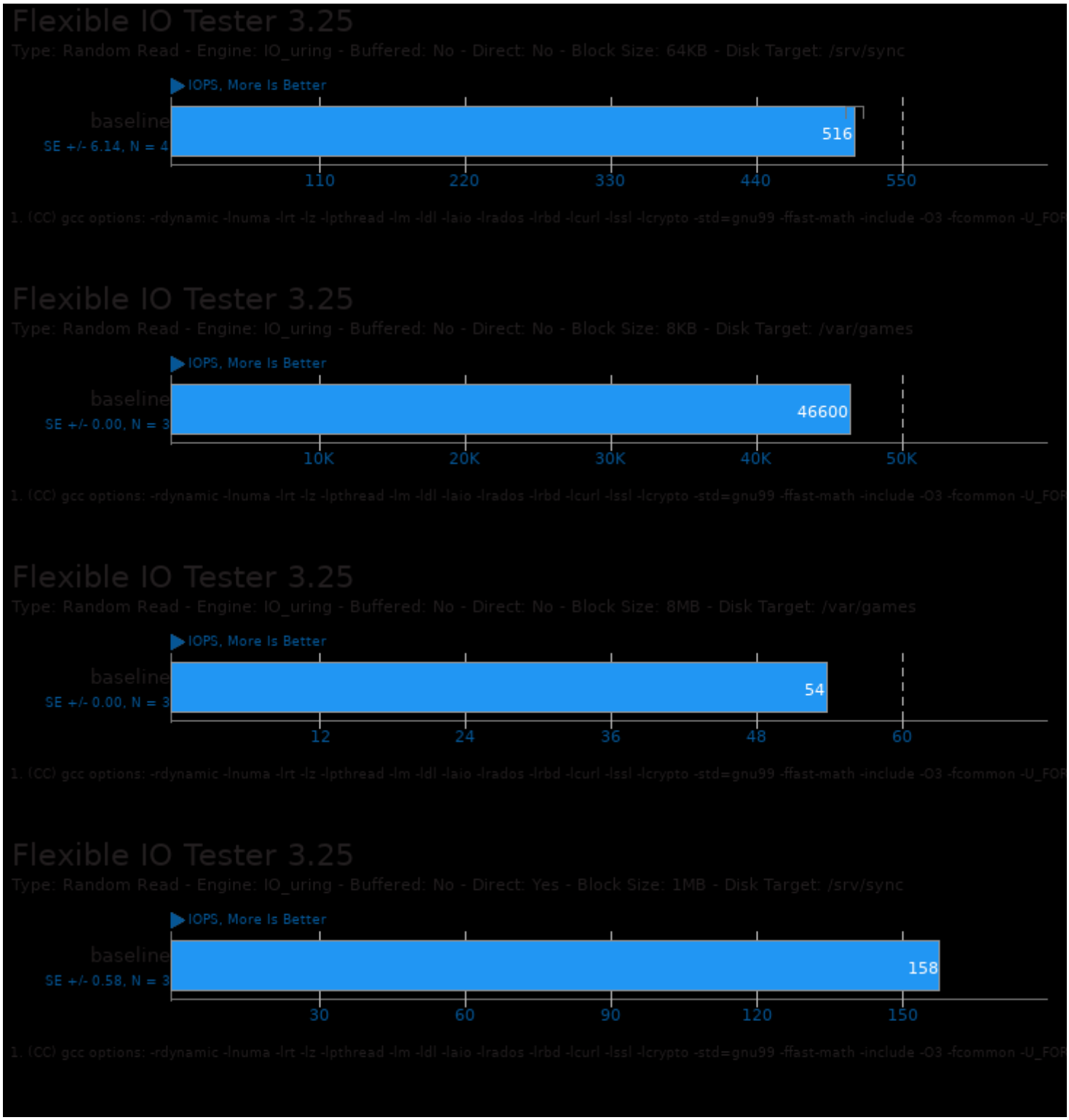

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 75.41, N = 3
6007
1300
2600
3900
5200
6500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.20, N = 15
170
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 19.38, N = 3
3099
700
1400
2100
2800
3500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 3678.61, N = 12
86350
20K
40K
60K
80K
100K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
85
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 15.45, N = 15
1479
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 457.44, N = 7
40886
9K
18K
27K
36K
45K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
43
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

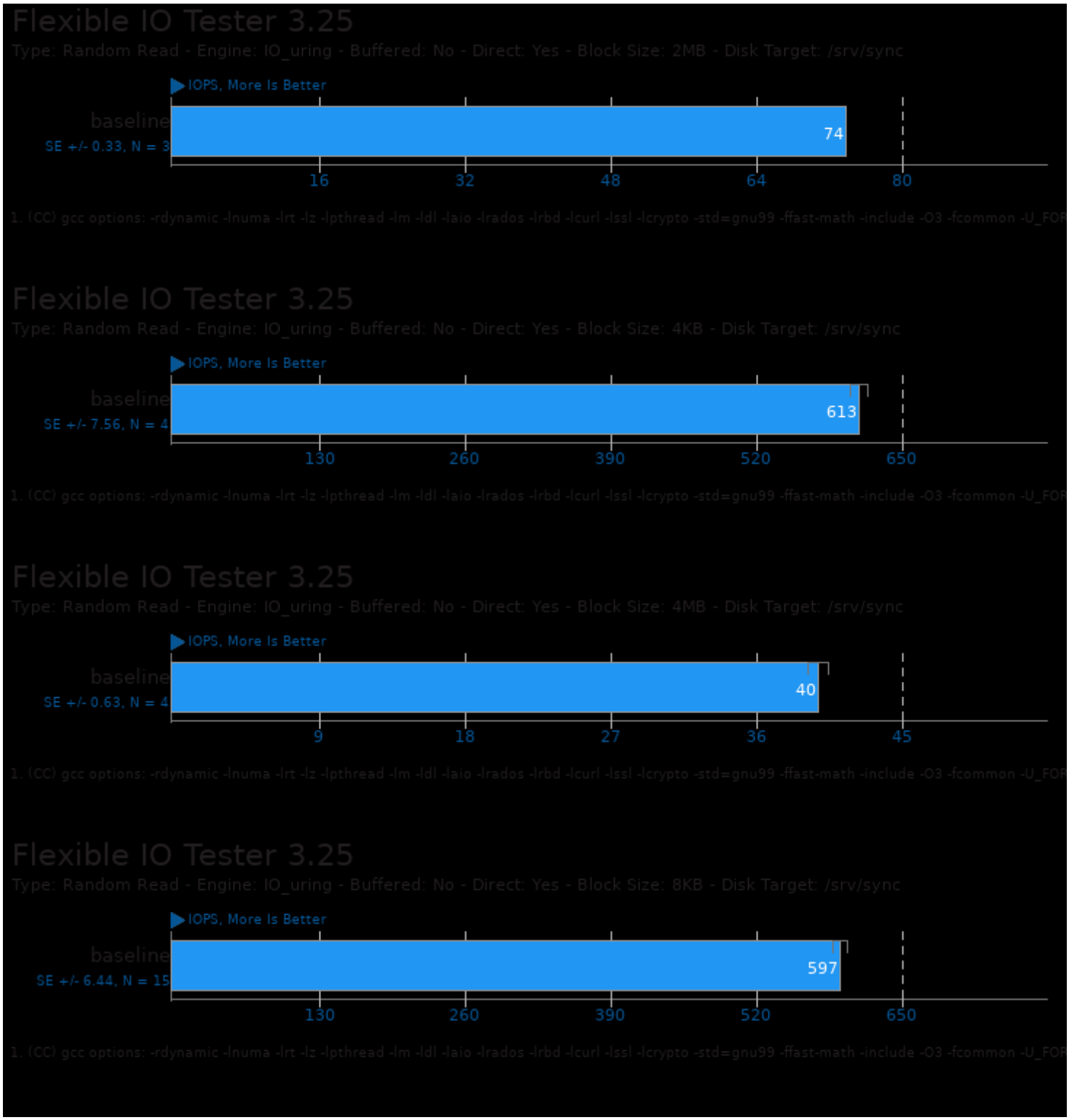

Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
106
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.58, N = 3
74
16
32
48
64
80
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 208.17, N = 3
17500
4K
8K
12K
16K
20K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
38
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

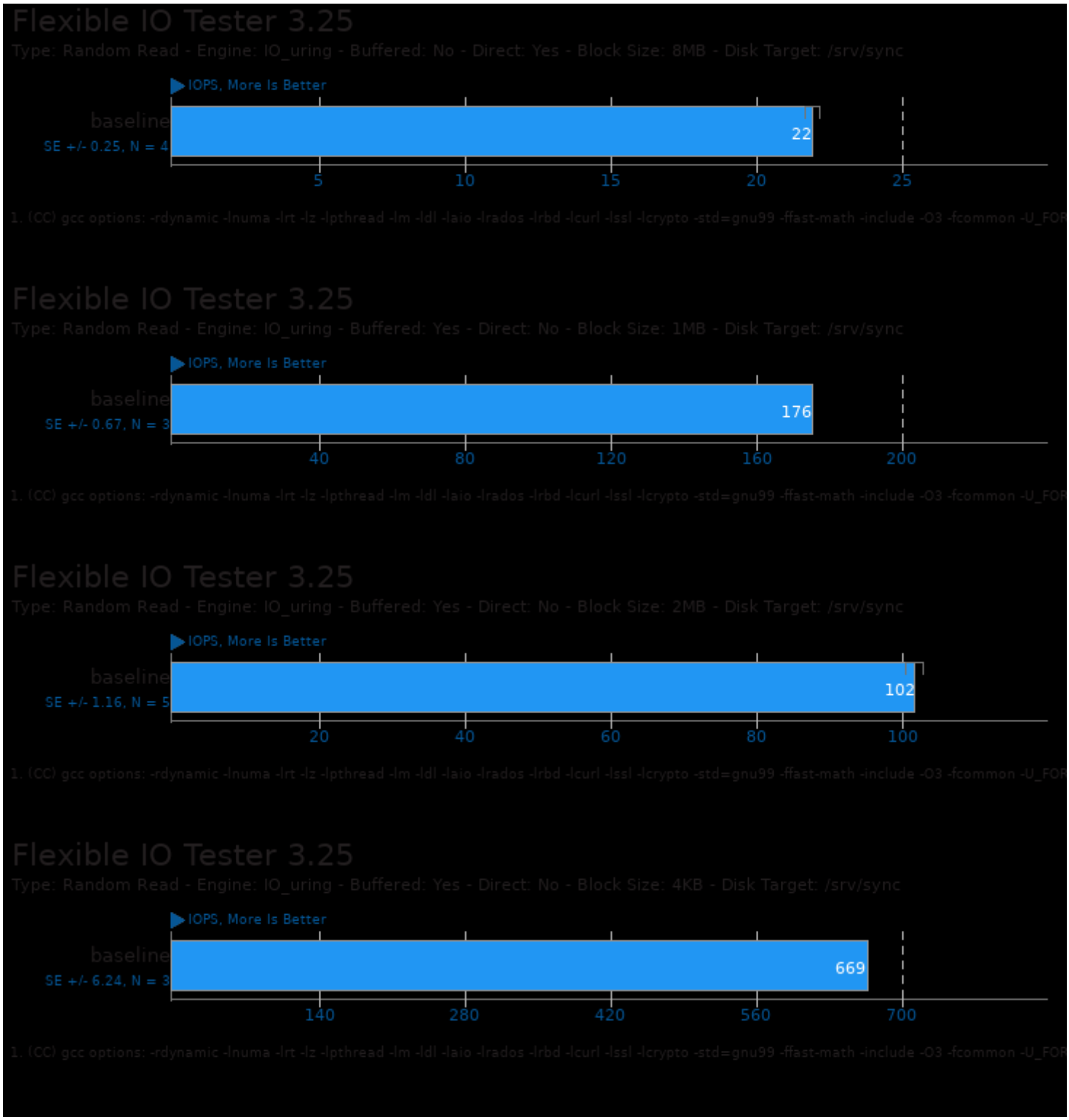

Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 17.01, N = 3
5387
1200
2400
3600
4800
6000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
19
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 6.01, N = 4
568
120
240
360
480
600
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
421
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

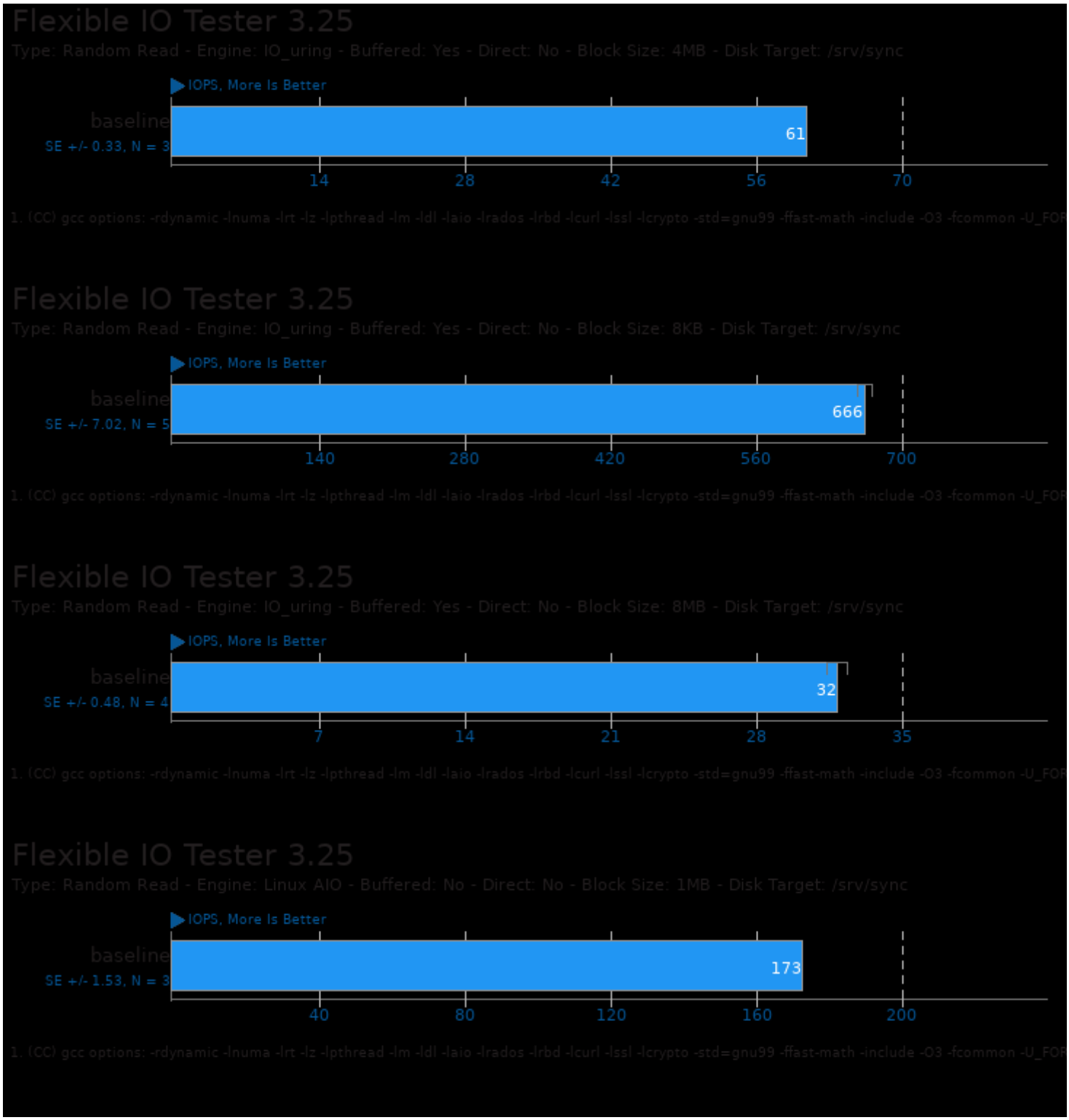

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.67, N = 3
214
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 6.17, N = 3
573
120
240
360
480
600
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 655.74, N = 3
71500
15K
30K
45K
60K
75K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
109
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

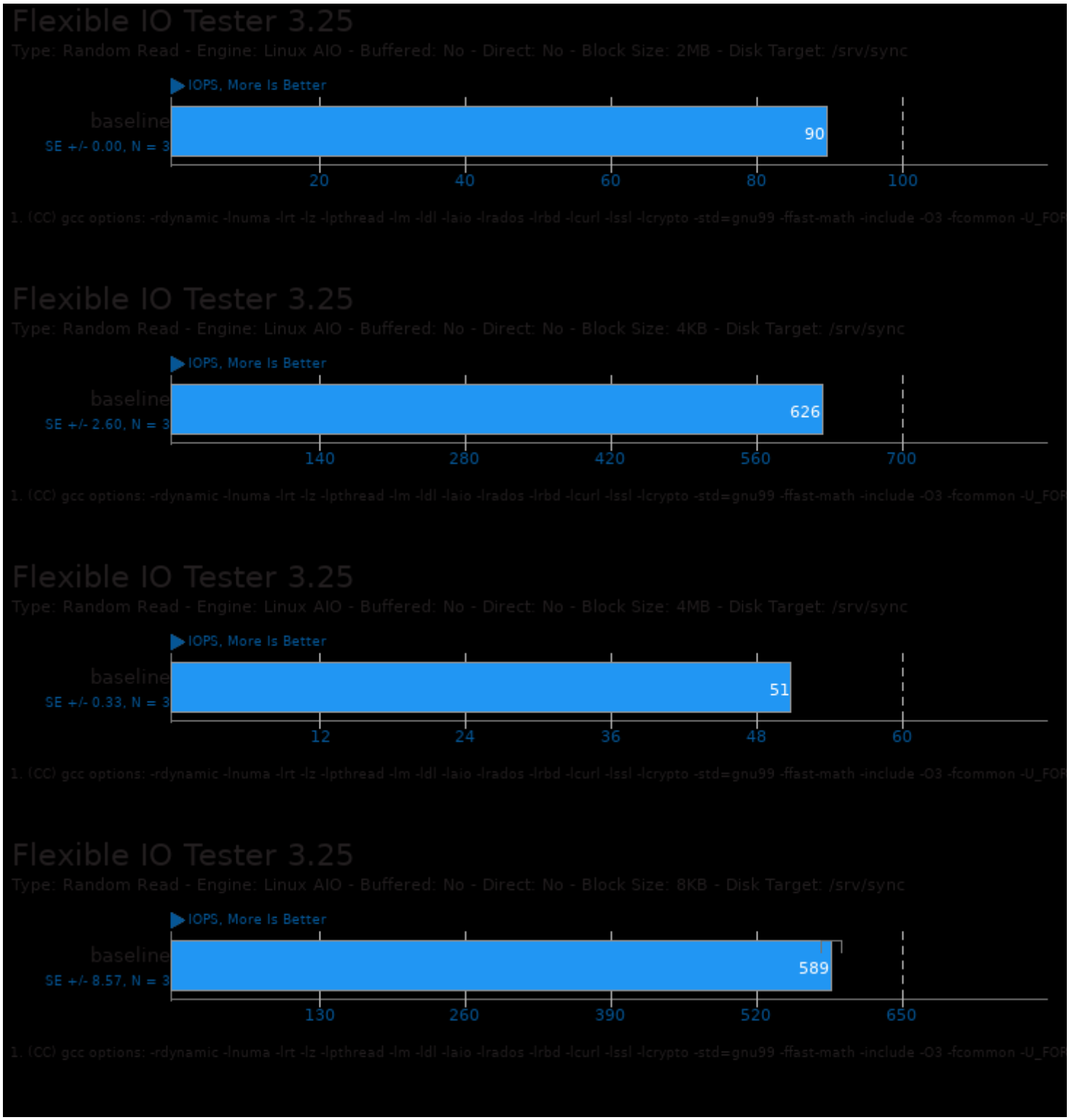

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 6.14, N = 4
516
110
220
330
440
550
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
46600
10K
20K
30K
40K
50K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
54
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.58, N = 3
158
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

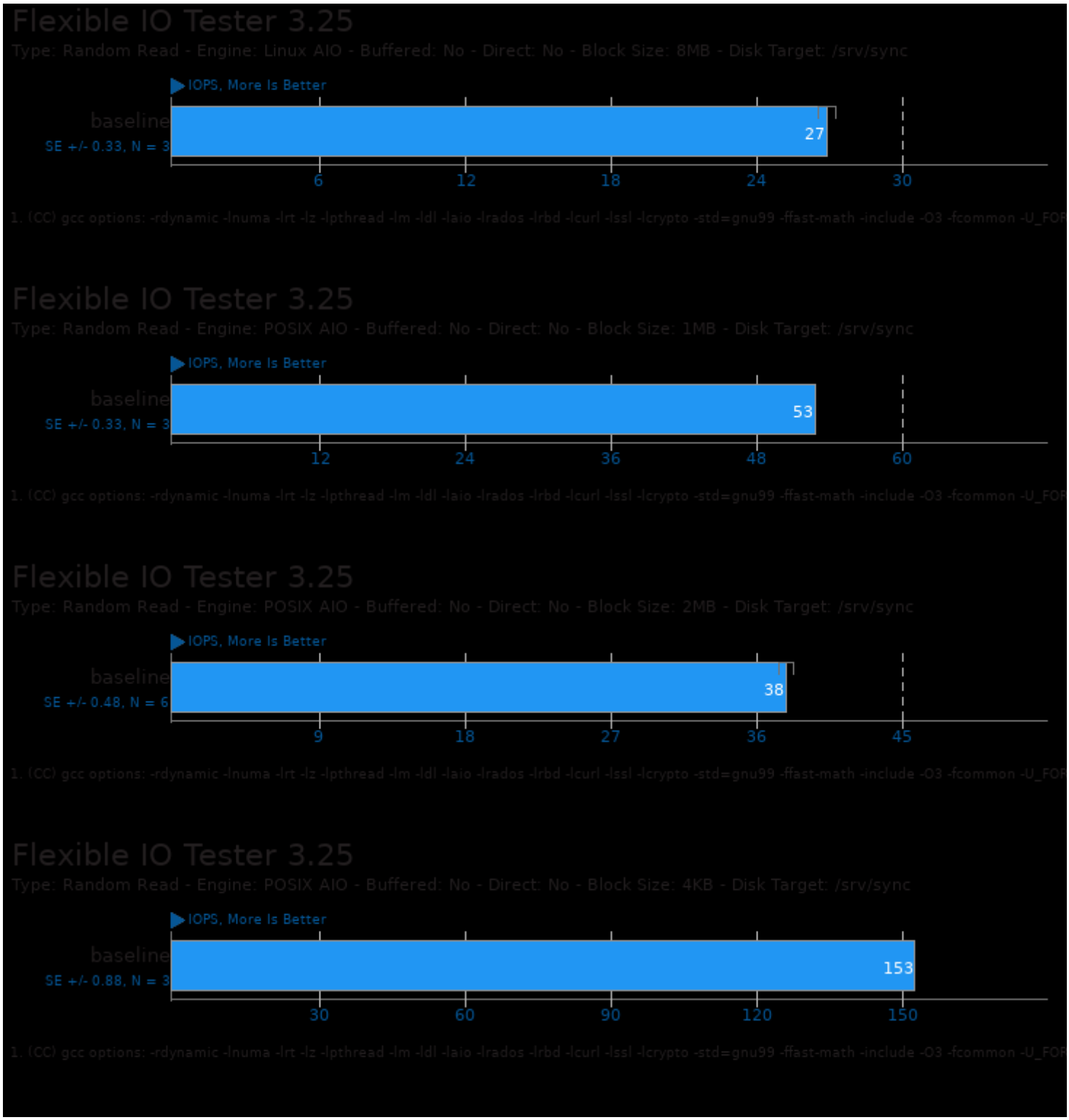
baseline

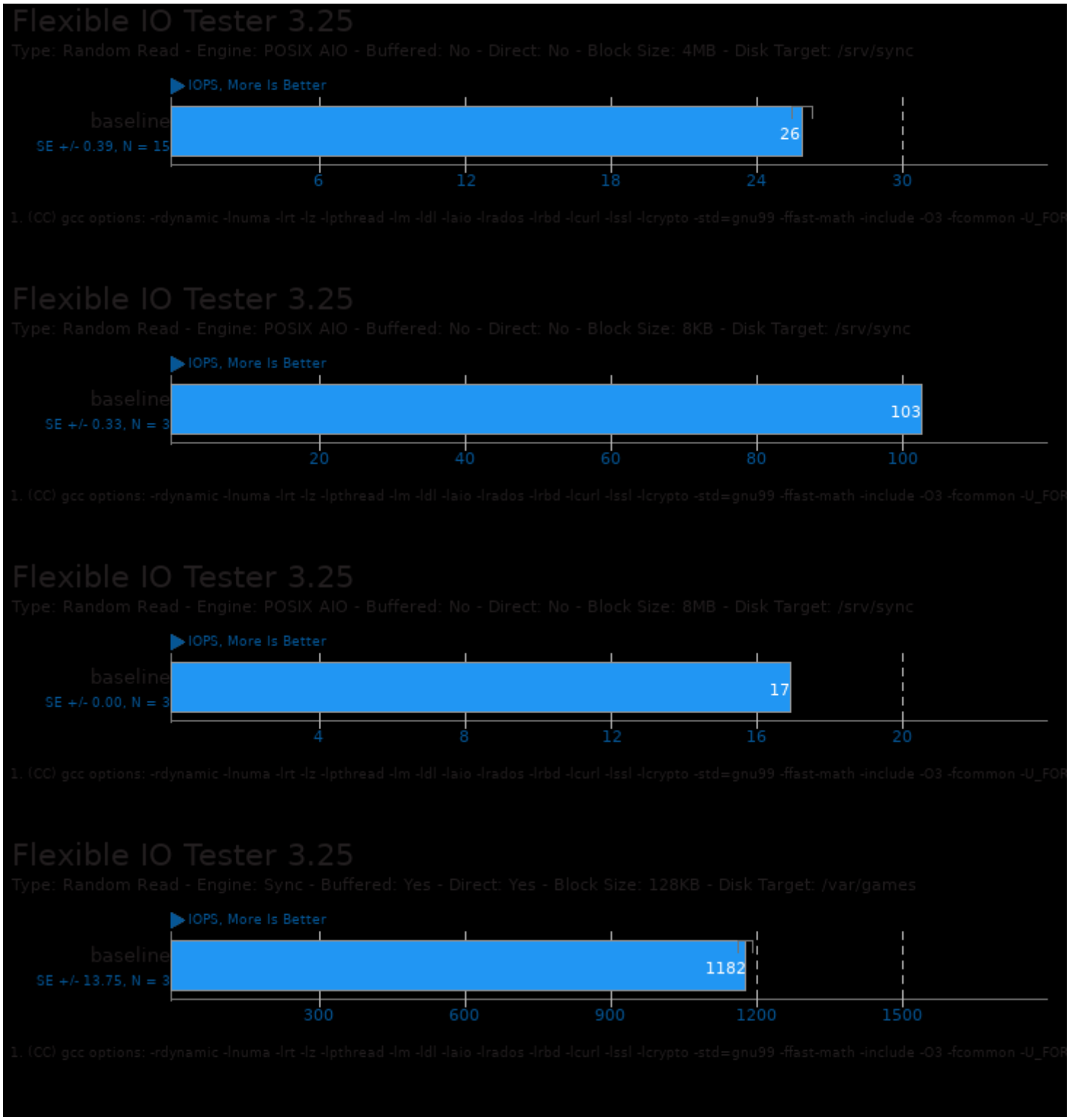

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
74
16
32
48
64
80
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 7.56, N = 4
613
130
260
390
520
650
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.63, N = 4
40
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 6.44, N = 15
597
130
260
390
520
650
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

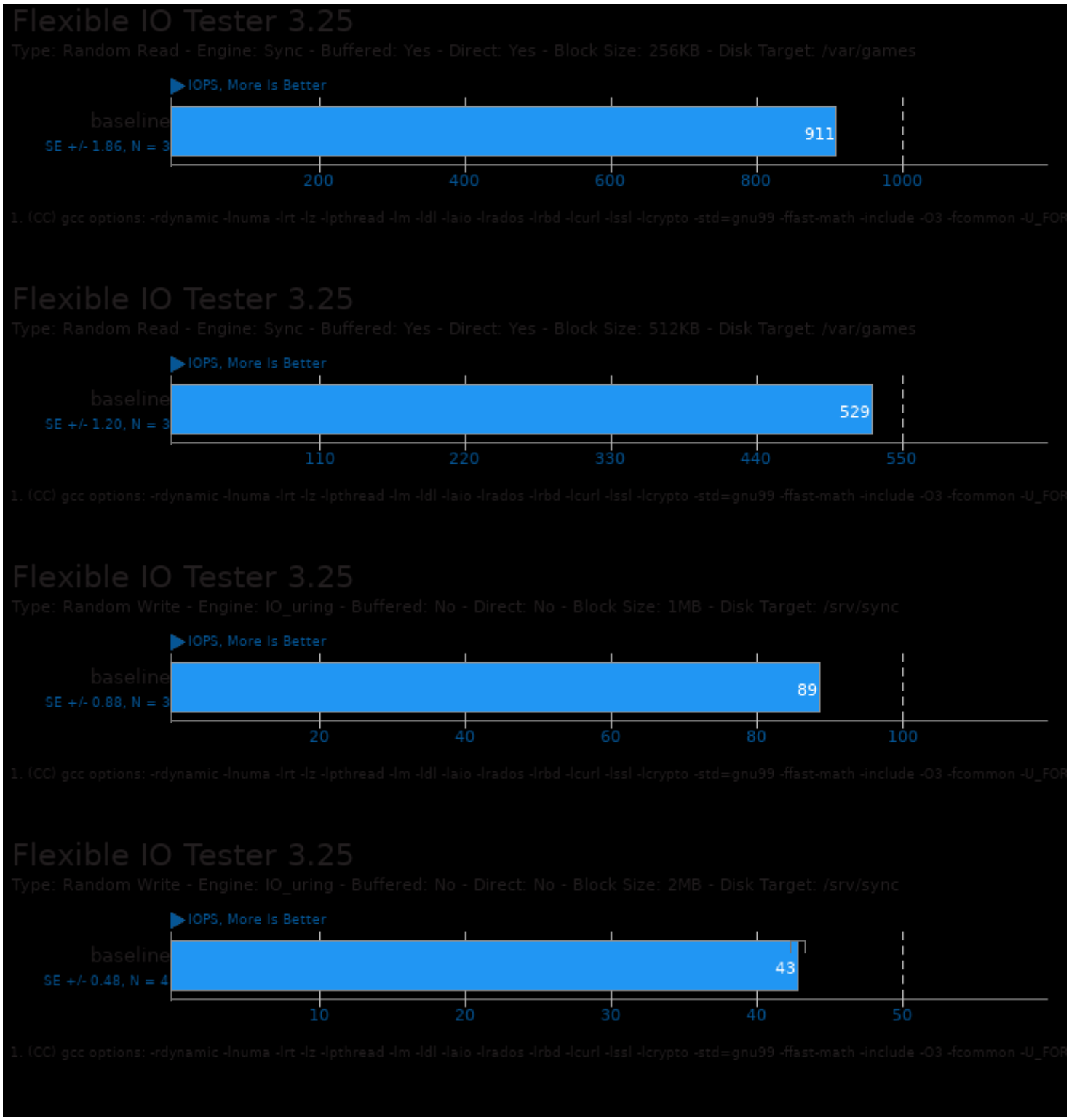

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.25, N = 4
22
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.67, N = 3
176
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.16, N = 5
102
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 6.24, N = 3
669
140
280
420
560
700
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

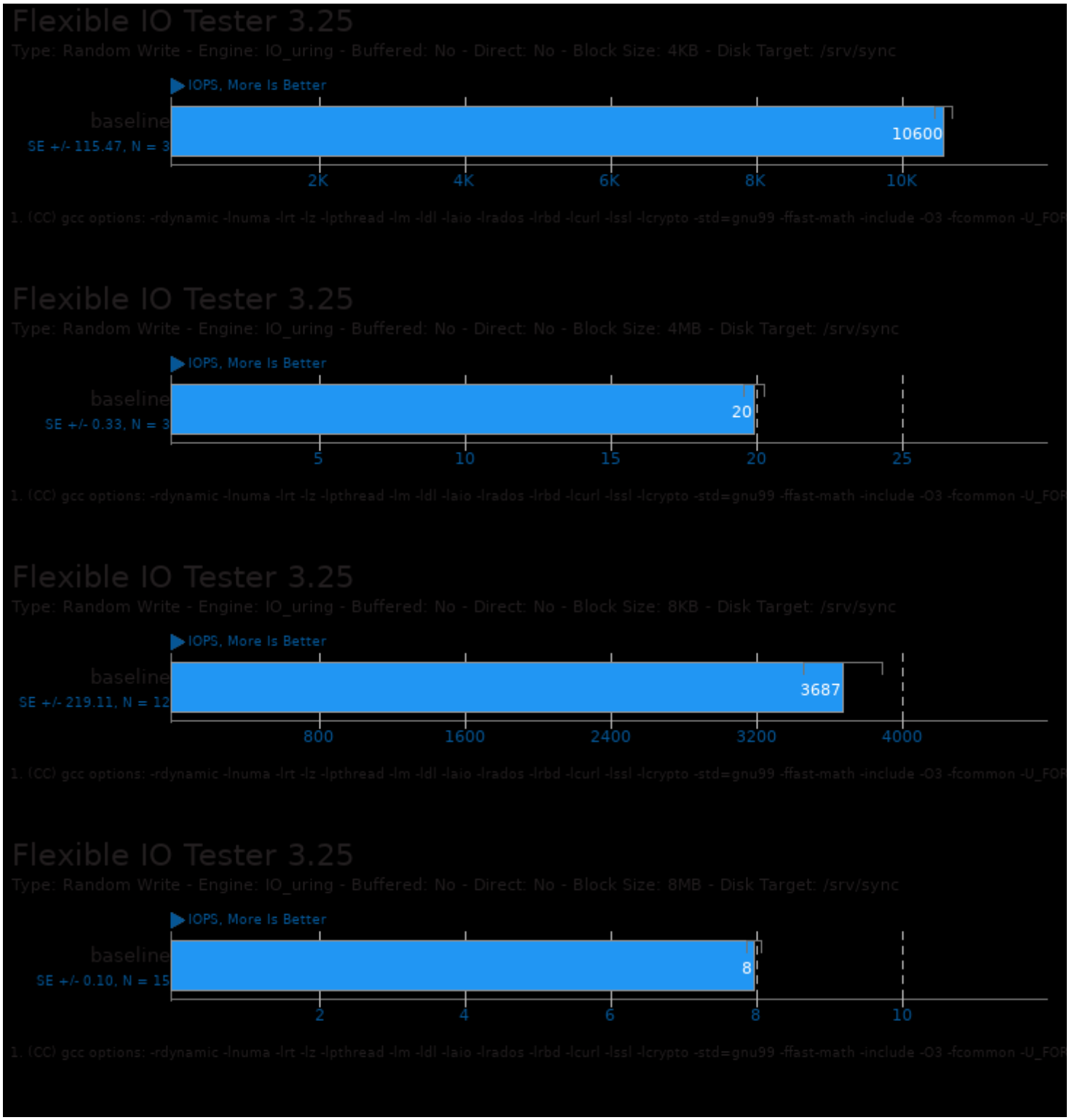

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
61
14
28
42
56
70
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 7.02, N = 5
666
140
280
420
560
700
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.48, N = 4
32
7
14
21
28
35
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.53, N = 3
173
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

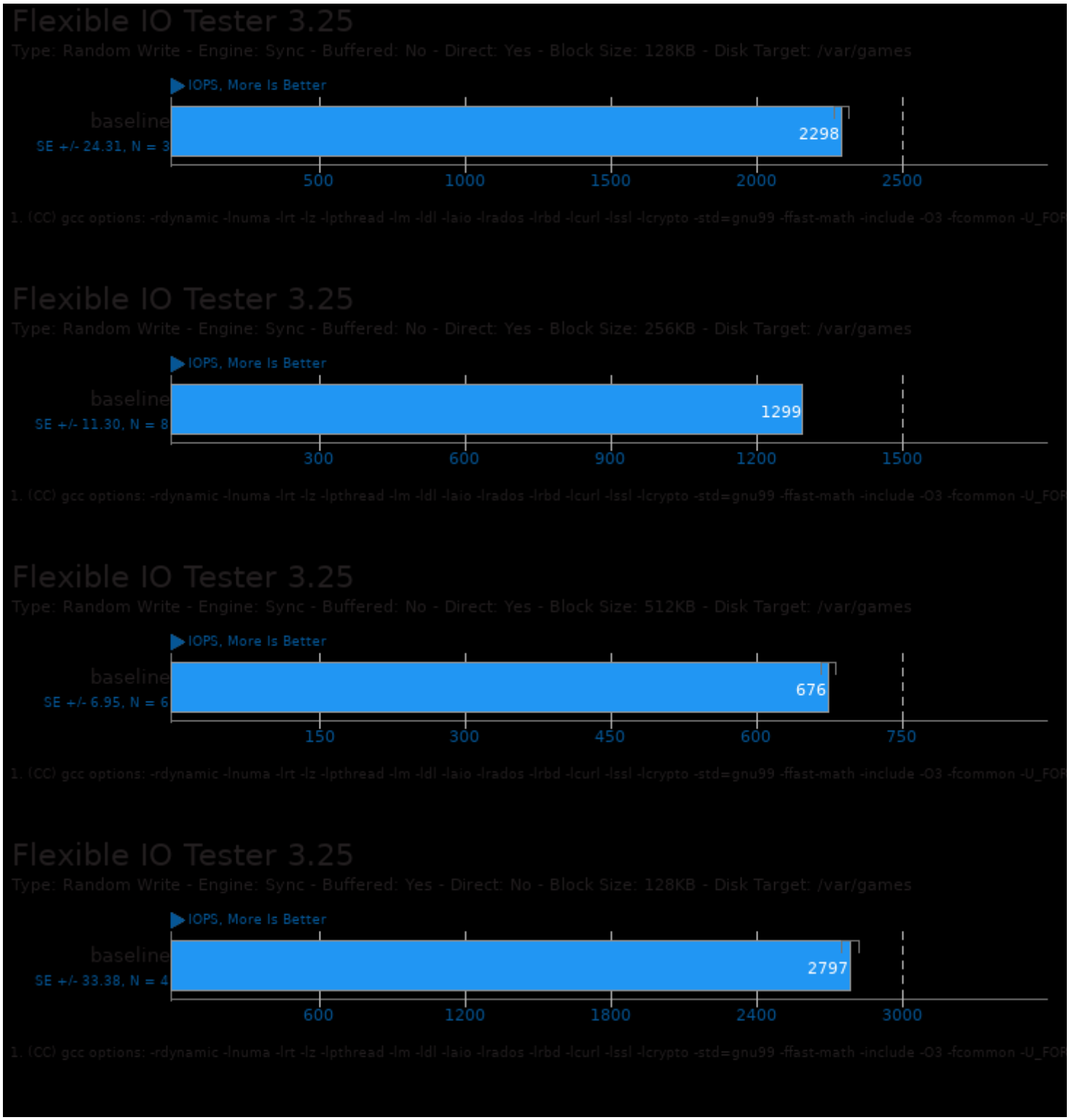

Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
90
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 2.60, N = 3
626
140
280
420
560
700
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
51
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 8.57, N = 3
589
130
260
390
520
650
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

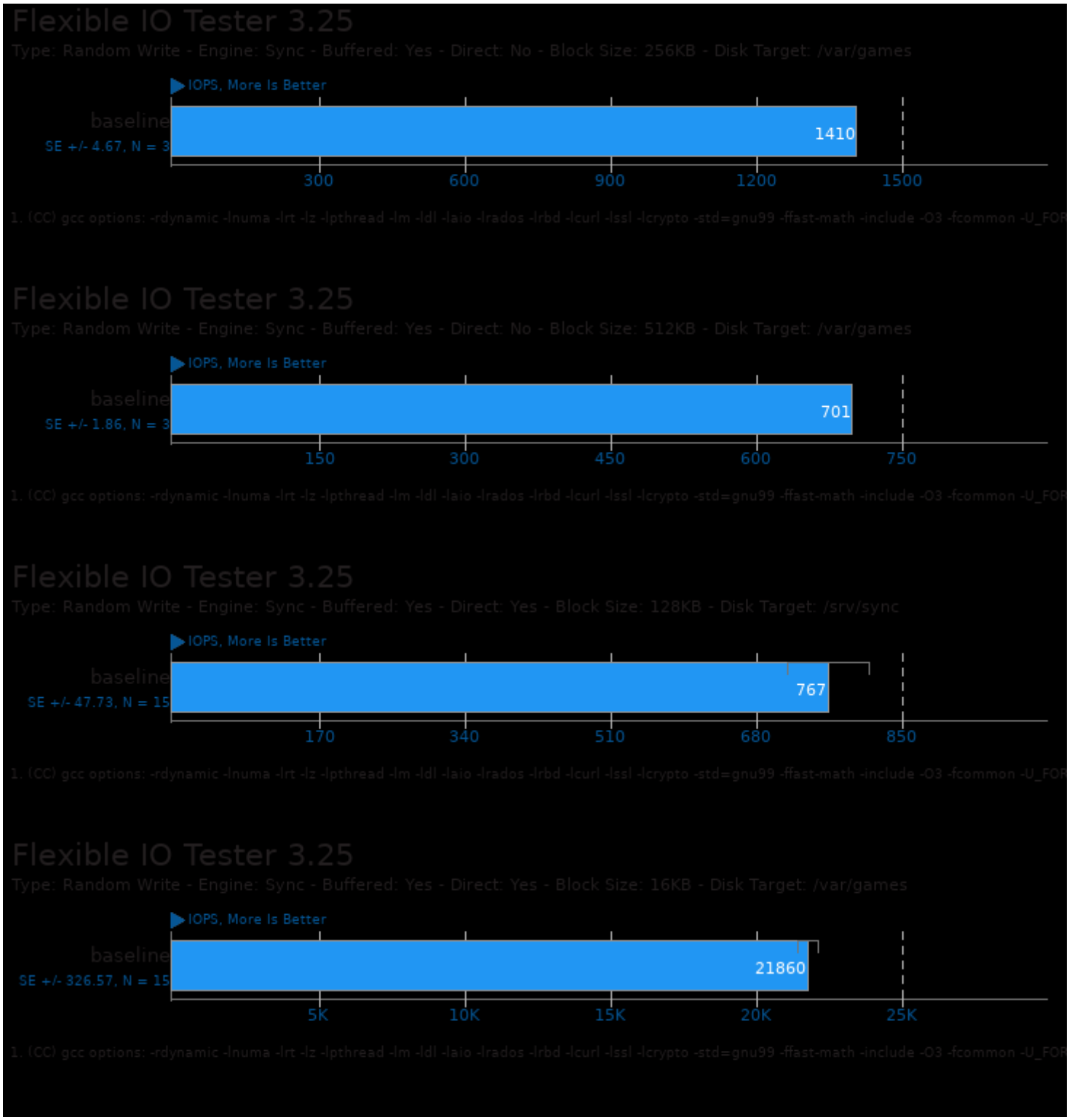

Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
27
6
12
18
24
30
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
53
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.48, N = 6
38
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.88, N = 3
153
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

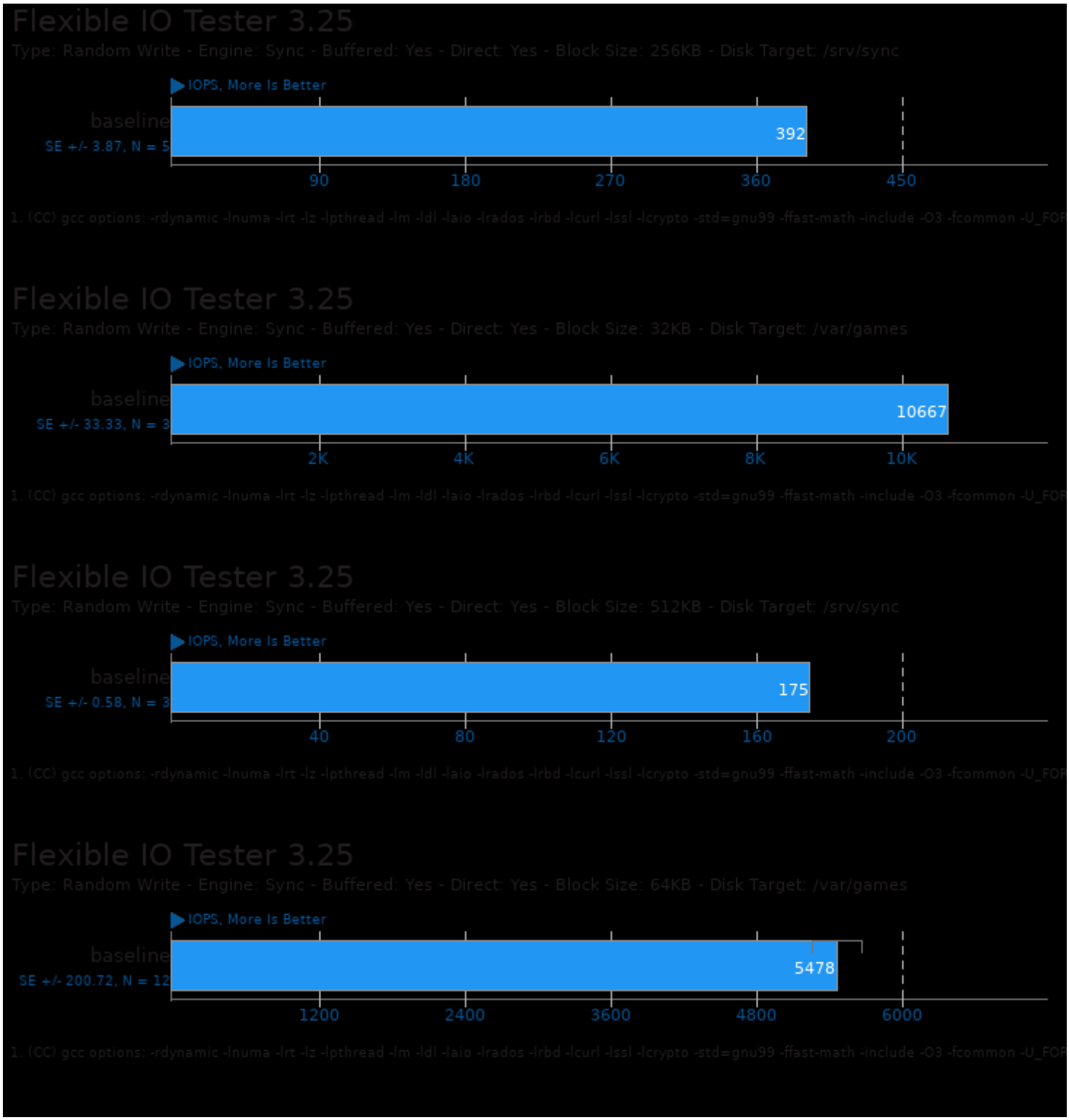

Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.39, N = 15
26
6
12
18
24
30
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
103
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
17
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 128KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 13.75, N = 3
1182
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

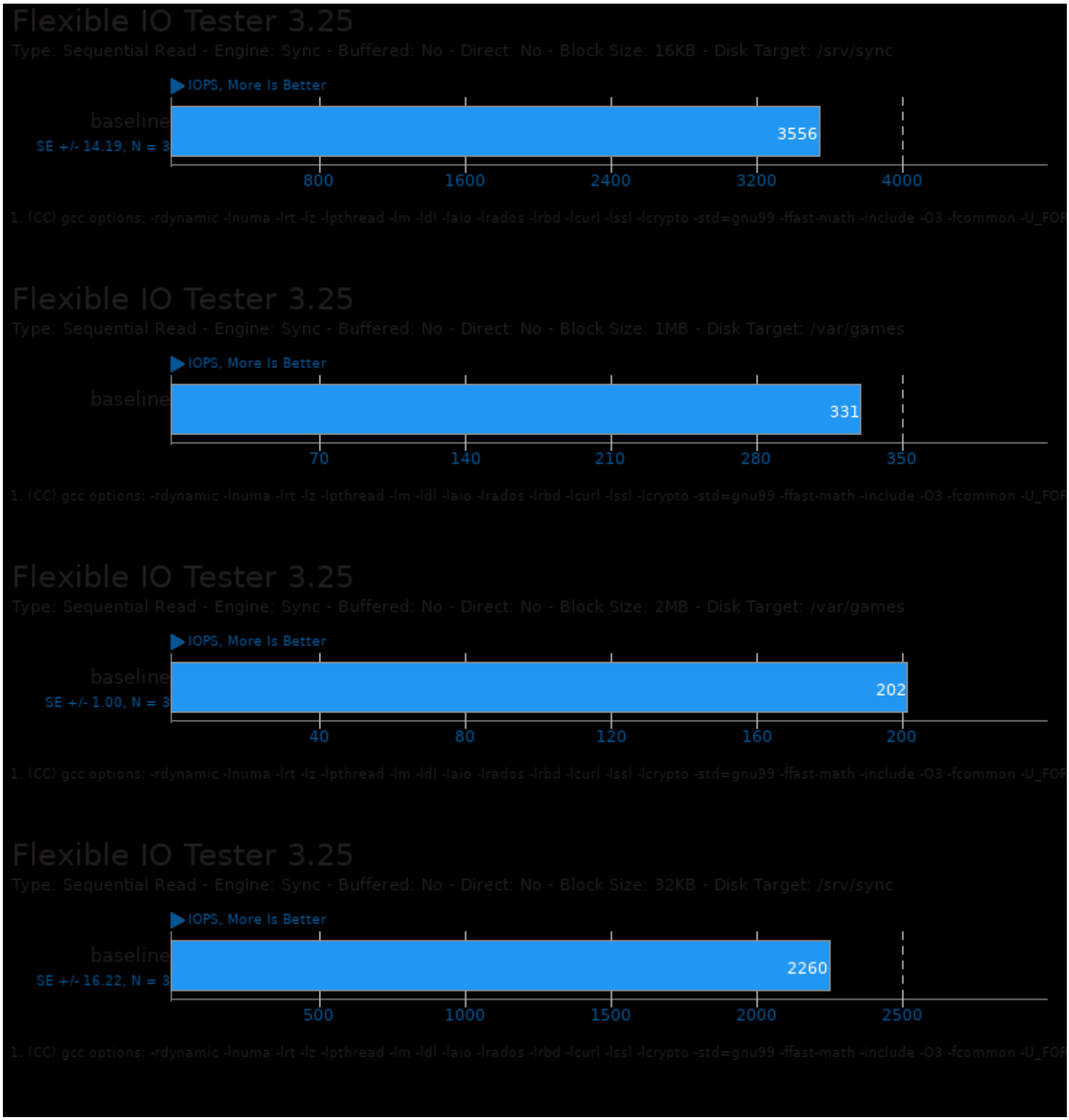

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 256KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.86, N = 3
911
200
400
600
800
1000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 512KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.20, N = 3
529
110
220
330
440
550
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.88, N = 3
89
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.48, N = 4
43
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

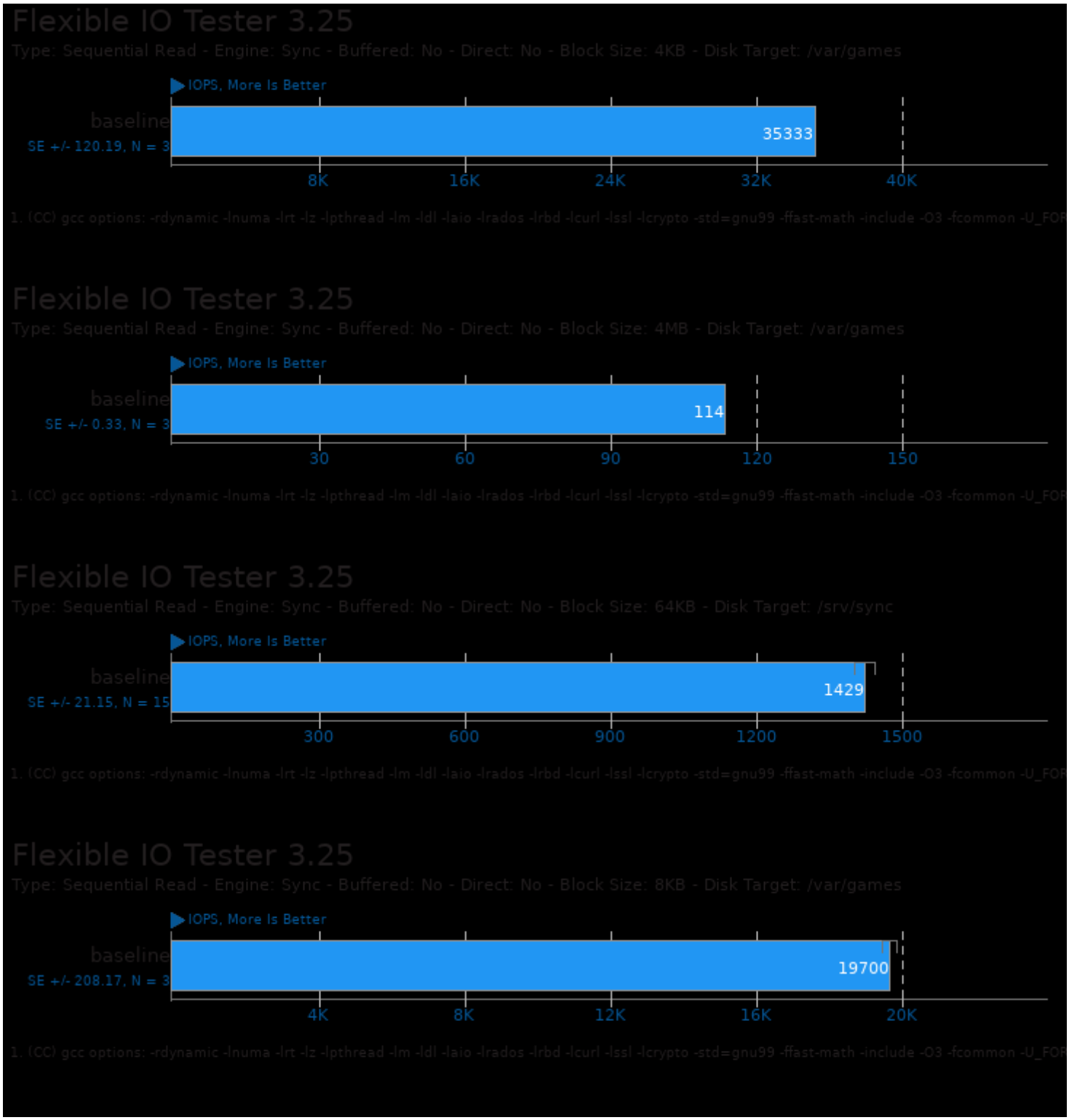

Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 115.47, N = 3
10600
2K
4K
6K
8K
10K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
20
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 219.11, N = 12
3687
800
1600
2400
3200
4000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.10, N = 15
8
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

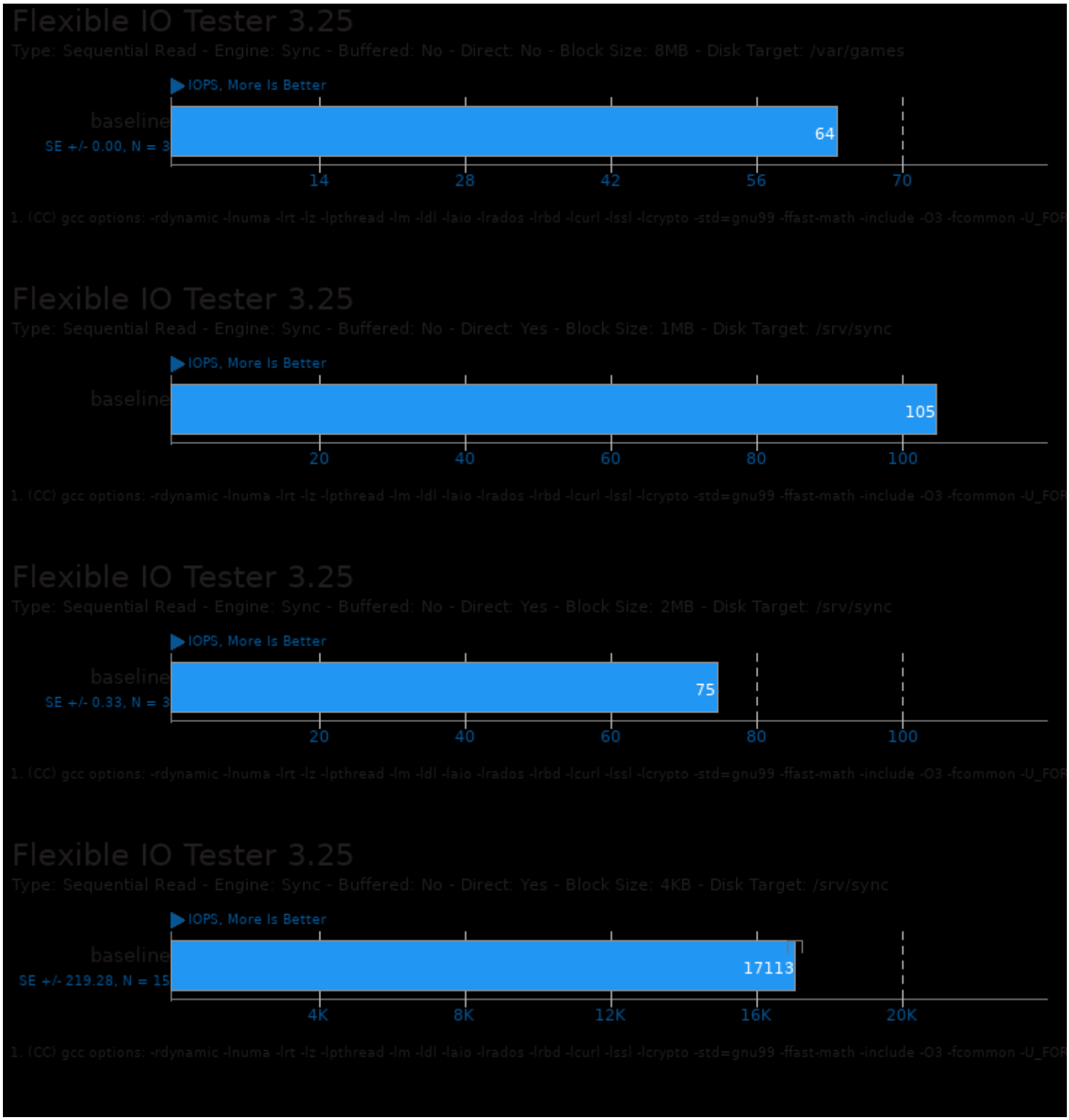

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 128KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 24.31, N = 3
2298
500
1000
1500
2000
2500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 256KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 11.30, N = 8
1299
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 512KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 6.95, N = 6
676
150
300
450
600
750
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 128KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 33.38, N = 4
2797
600
1200
1800
2400
3000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

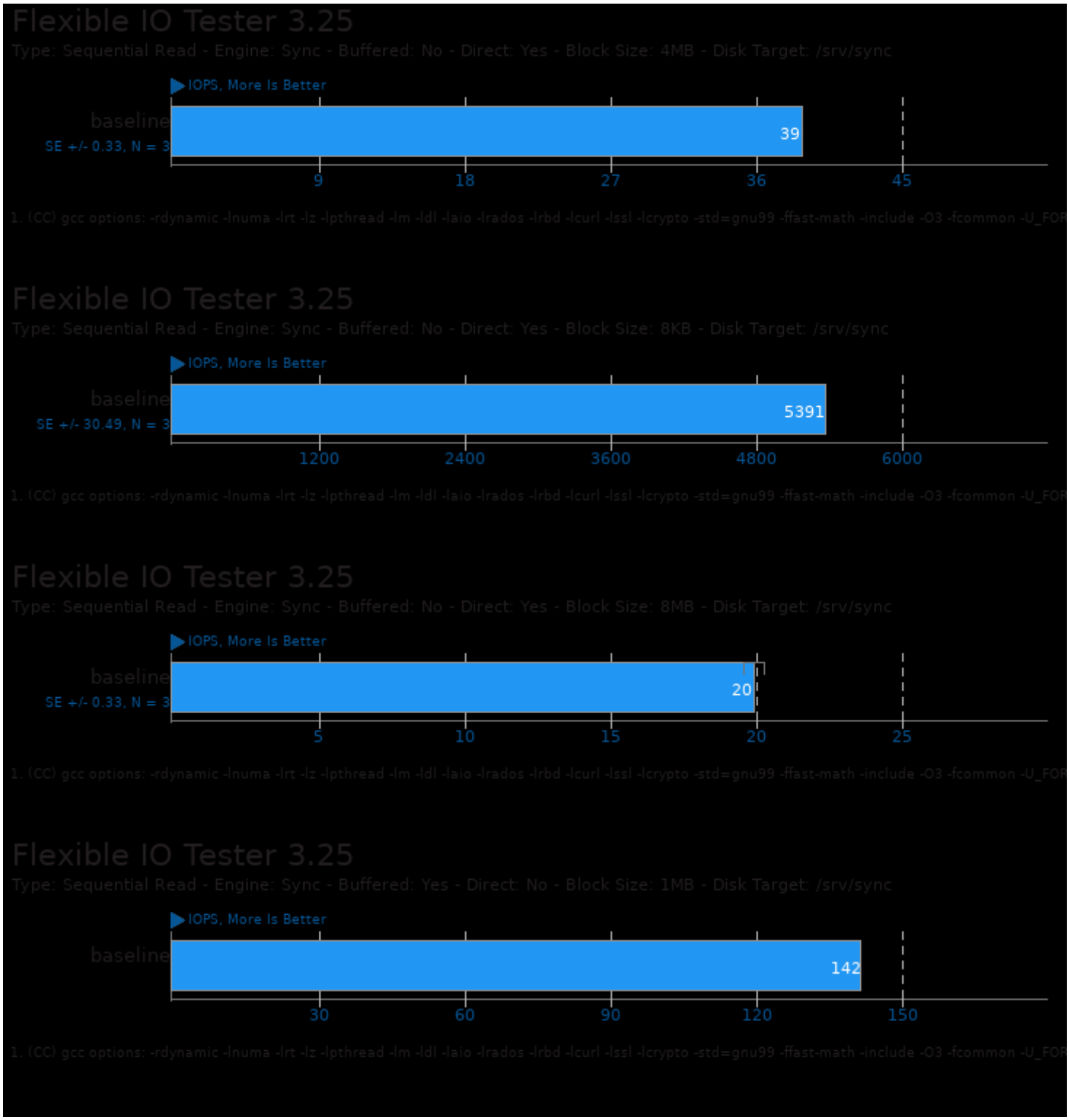

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 256KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 4.67, N = 3
1410
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 512KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.86, N = 3
701
150
300
450
600
750
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 128KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 47.73, N = 15
767
170
340
510
680
850
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 16KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 326.57, N = 15
21860
5K
10K
15K
20K
25K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

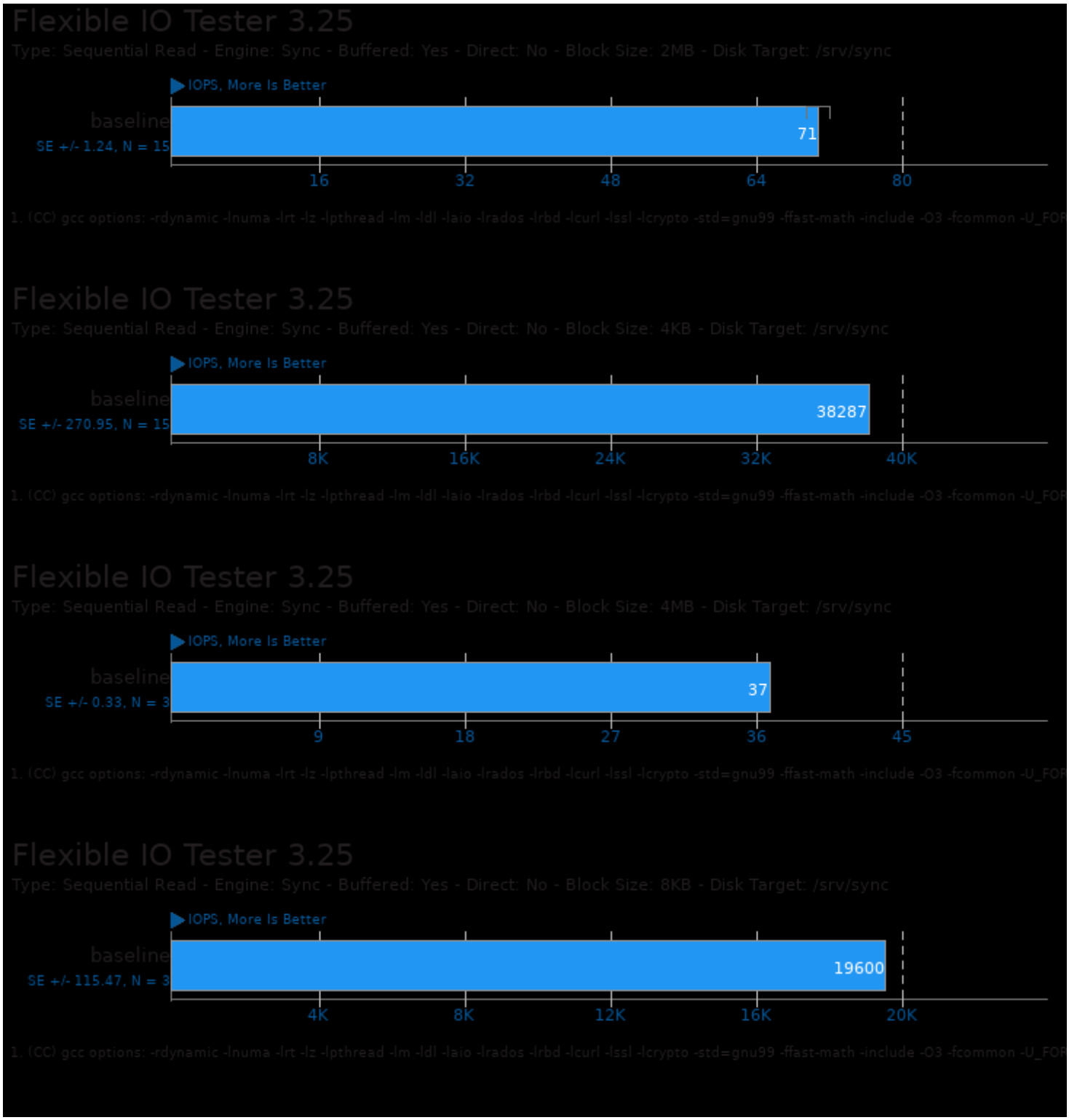

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 256KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 3.87, N = 5
392
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 32KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 33.33, N = 3
10667
2K
4K
6K
8K
10K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 512KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.58, N = 3
175
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 64KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 200.72, N = 12
5478
1200
2400
3600
4800
6000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

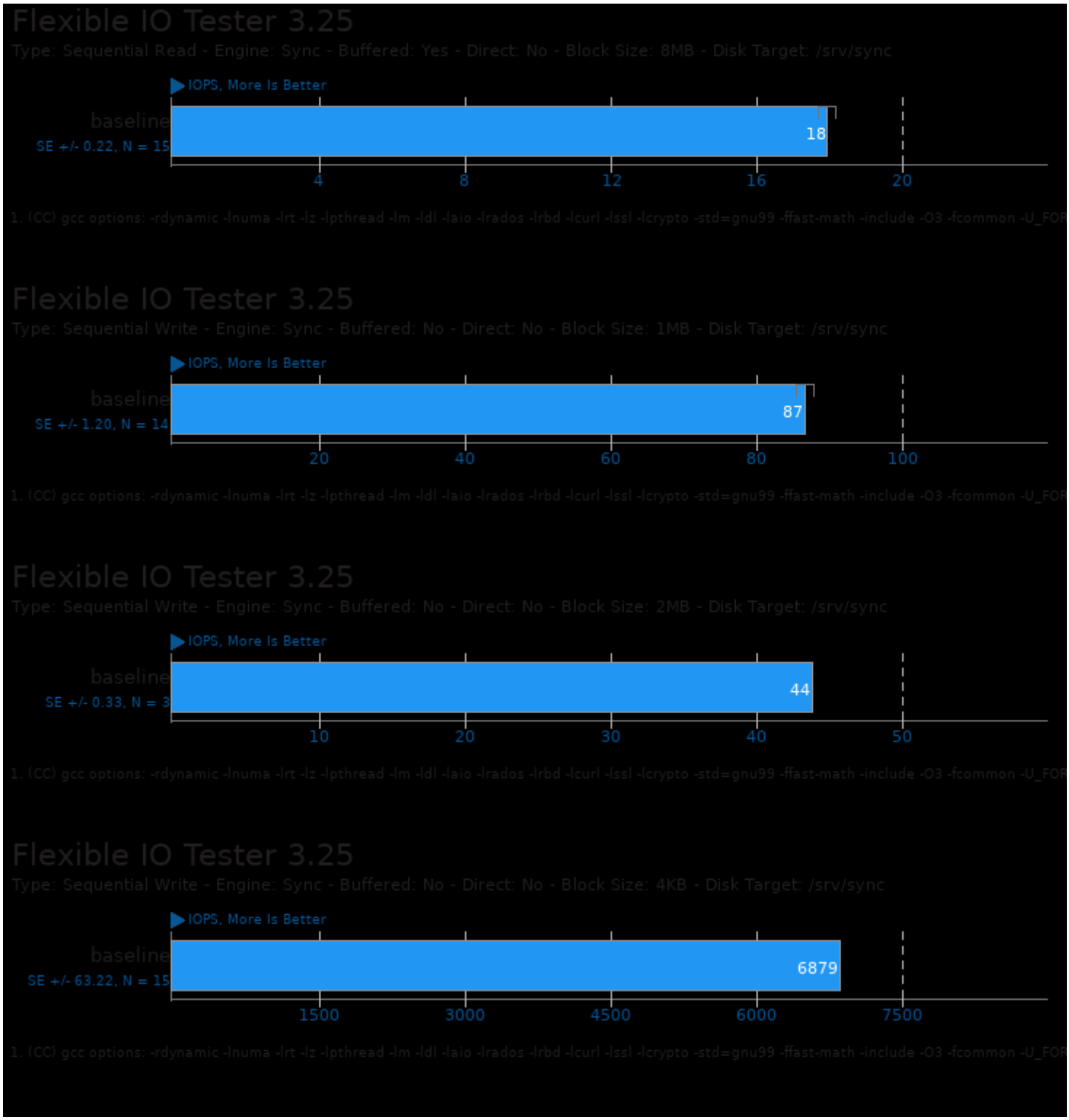

Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 14.19, N = 3
3556
800
1600
2400
3200
4000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
331
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 1.00, N = 3
202
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 16.22, N = 3
2260
500
1000
1500
2000
2500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

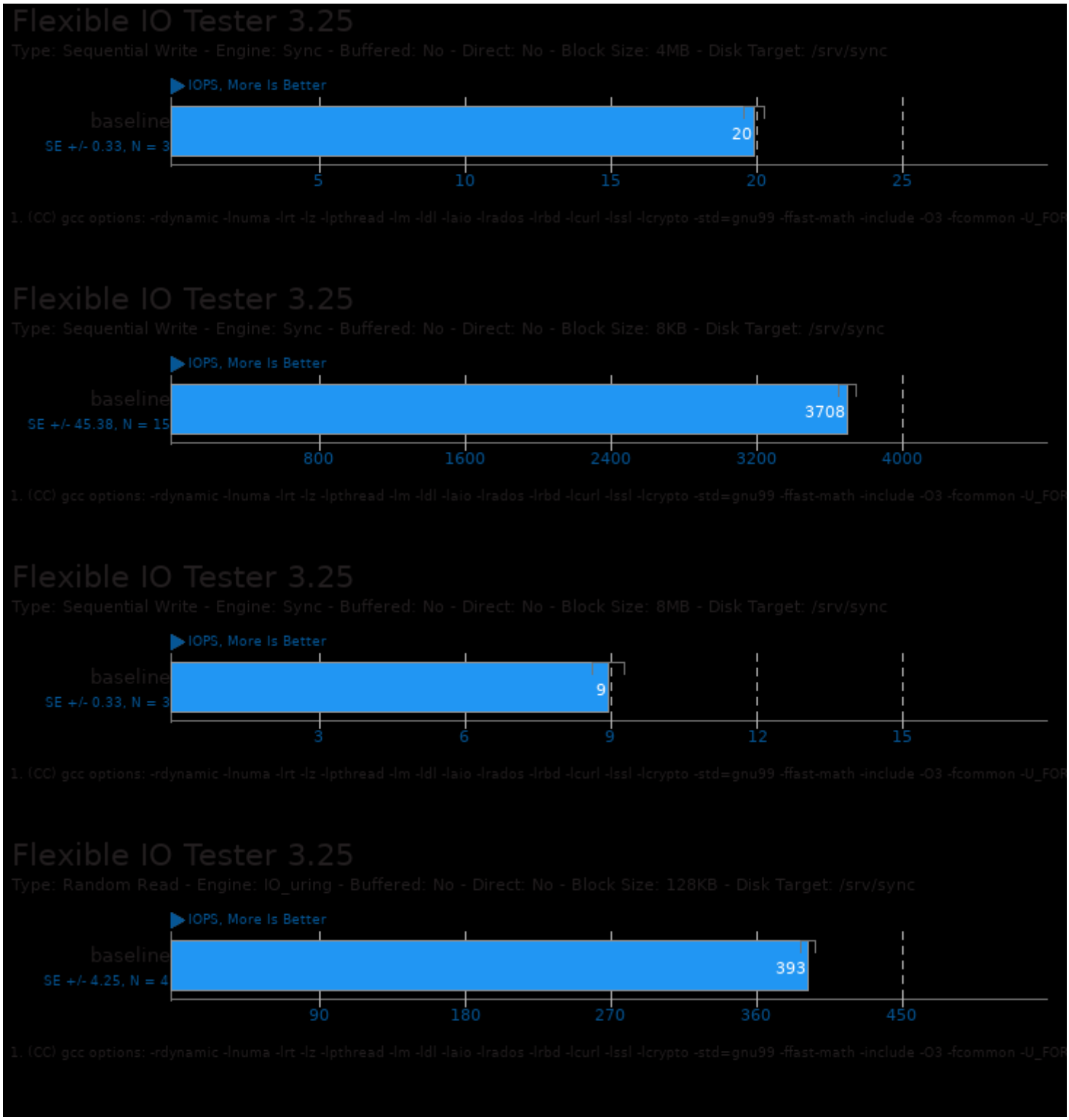

Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 120.19, N = 3
35333
8K
16K
24K
32K
40K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
114
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 21.15, N = 15
1429
300
600
900
1200
1500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 208.17, N = 3
19700
4K
8K
12K
16K
20K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
64
14
28
42
56
70
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
105
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
75
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 219.28, N = 15
17113
4K
8K
12K
16K
20K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

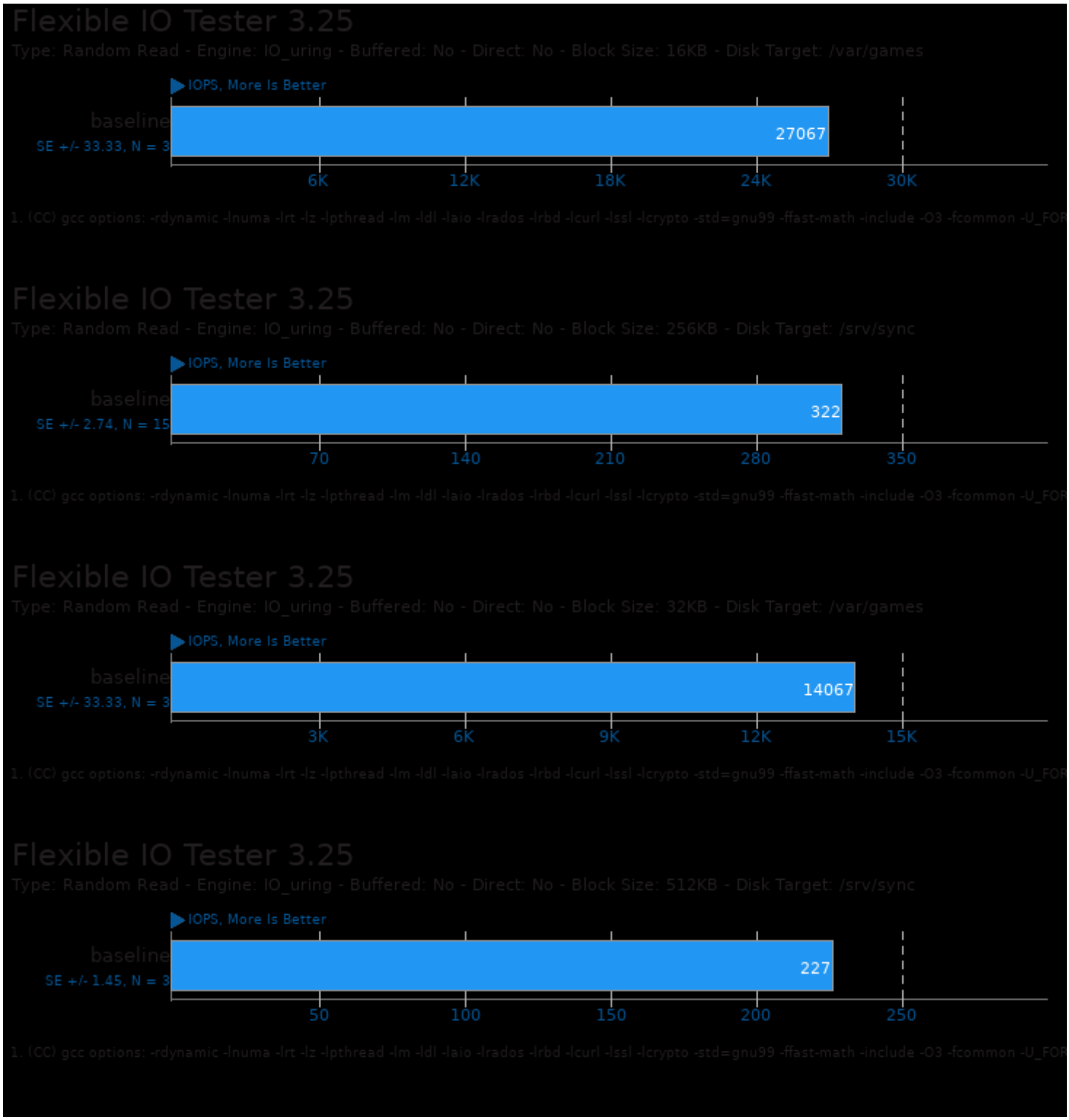

Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
39
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 30.49, N = 3
5391
1200
2400
3600
4800
6000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
20
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
142
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

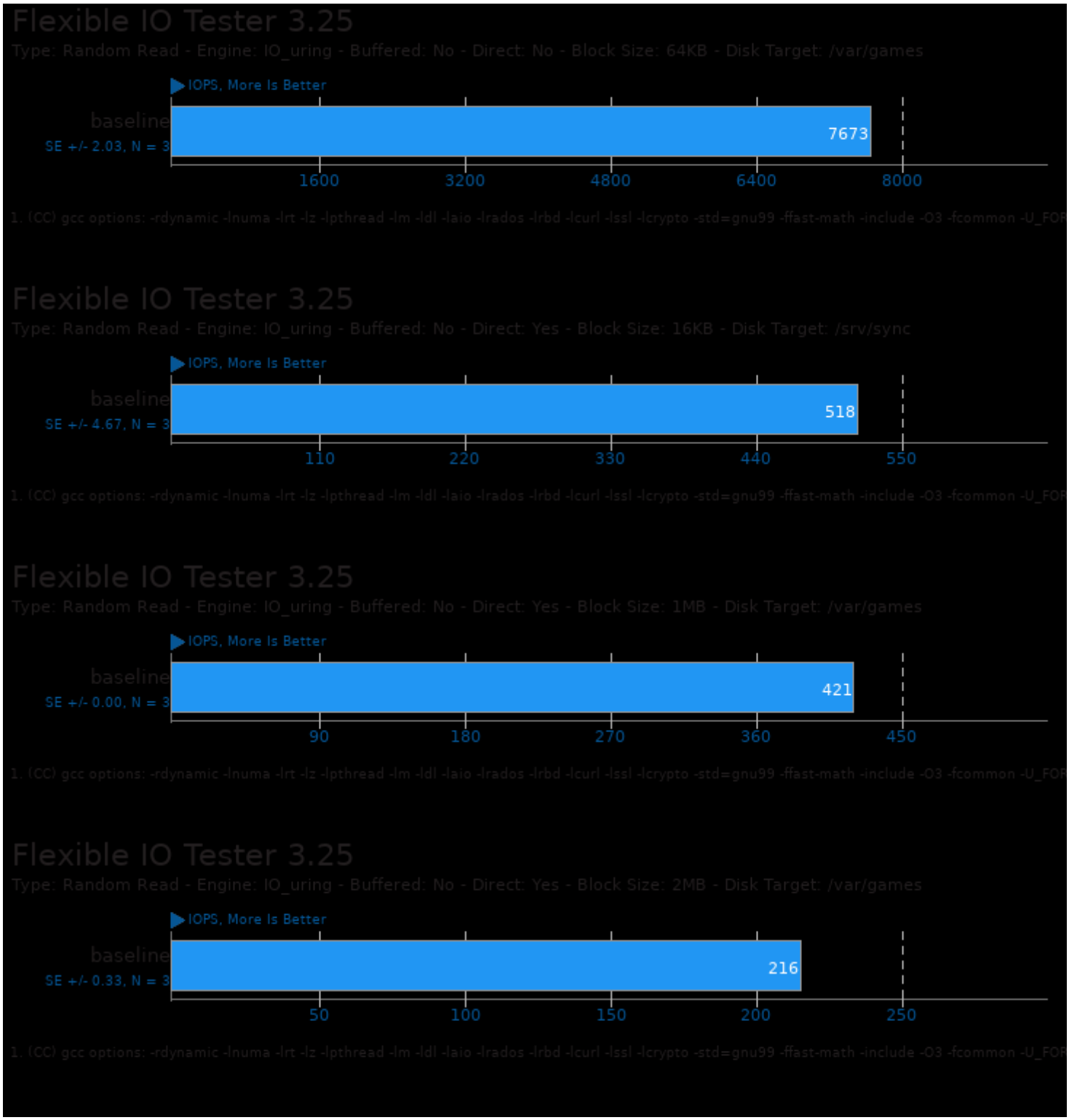

Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.24, N = 15
71
16
32
48
64
80
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 270.95, N = 15
38287
8K
16K
24K
32K
40K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
37
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 115.47, N = 3
19600
4K
8K
12K
16K
20K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

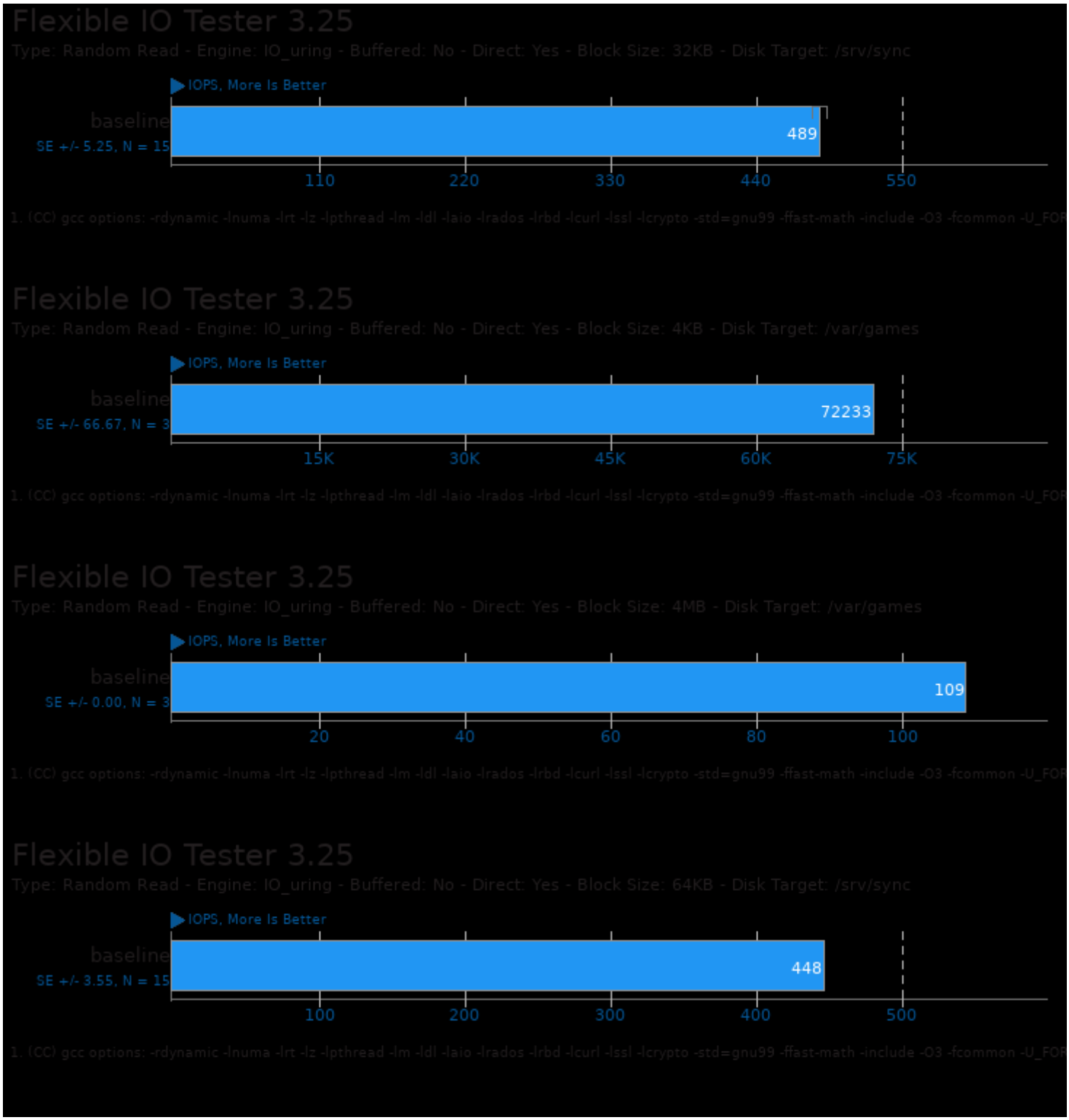

Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.22, N = 15
18
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.20, N = 14
87
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
44
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 63.22, N = 15
6879
1500
3000
4500
6000
7500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

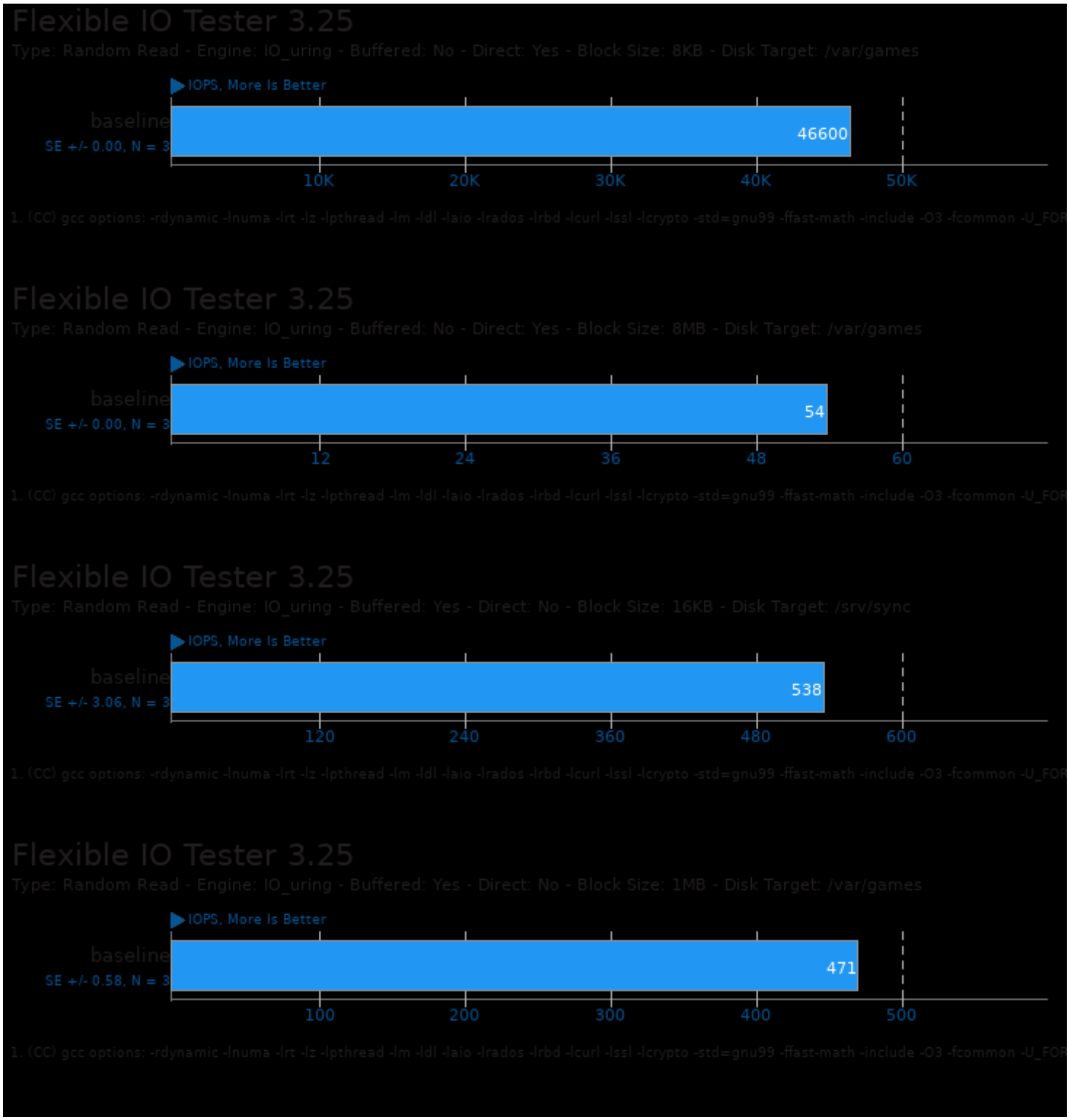

Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
20
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 45.38, N = 15
3708
800
1600
2400
3200
4000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
9
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 128KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 4.25, N = 4
393
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

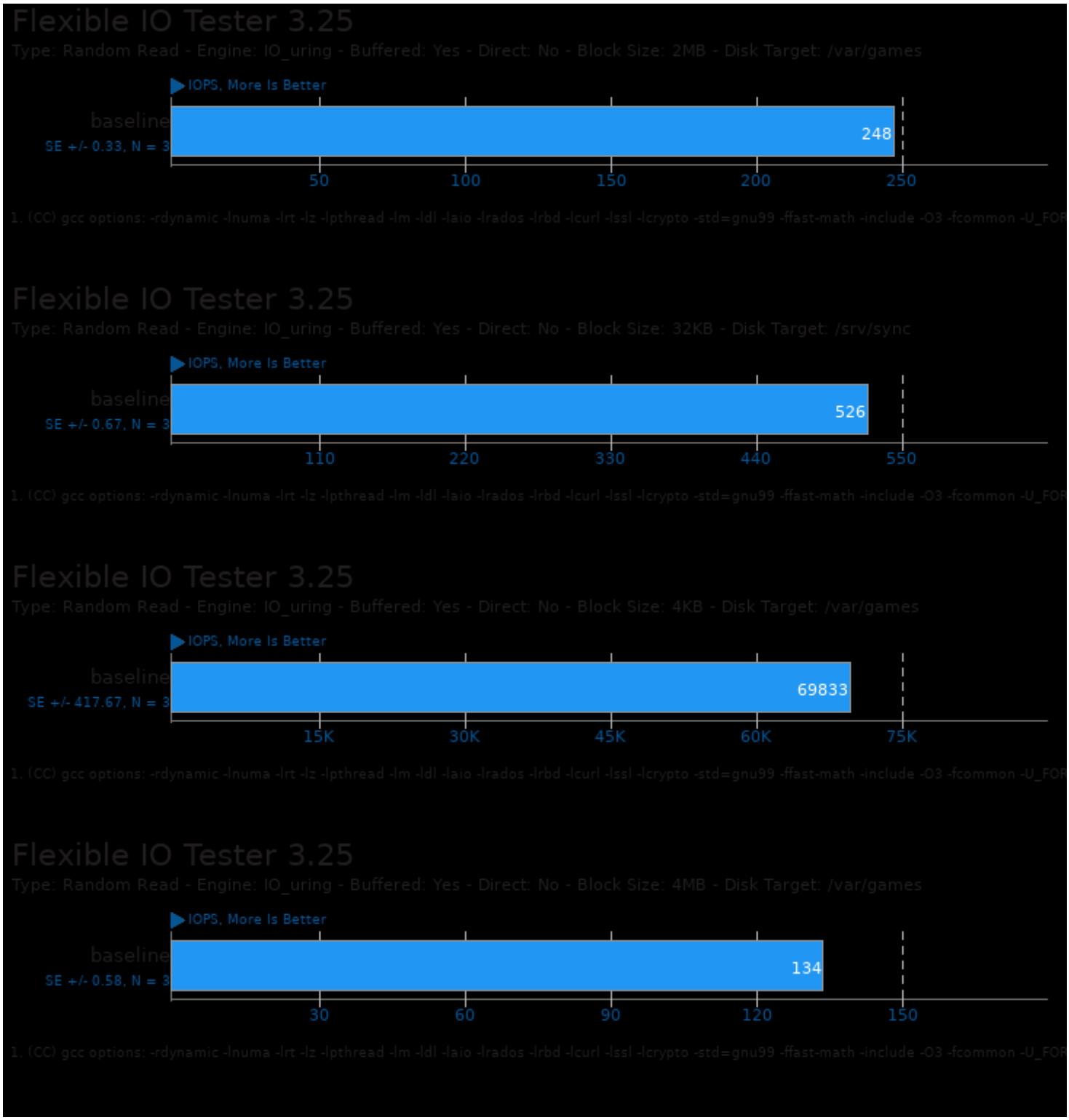
baseline

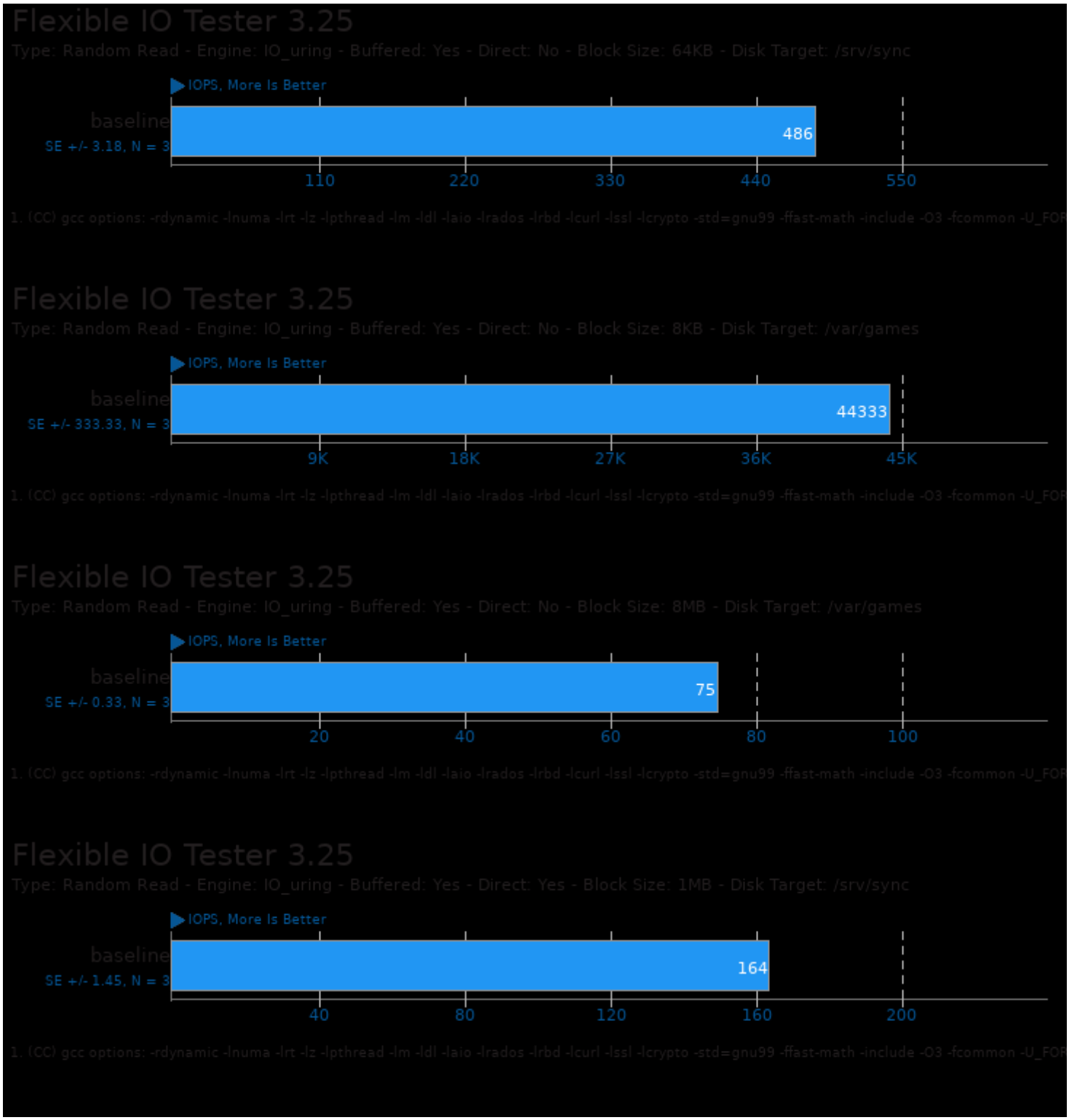

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 33.33, N = 3
27067
6K
12K
18K
24K
30K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 256KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 2.74, N = 15
322
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 33.33, N = 3
14067
3K
6K
9K
12K
15K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 512KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.45, N = 3
227
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

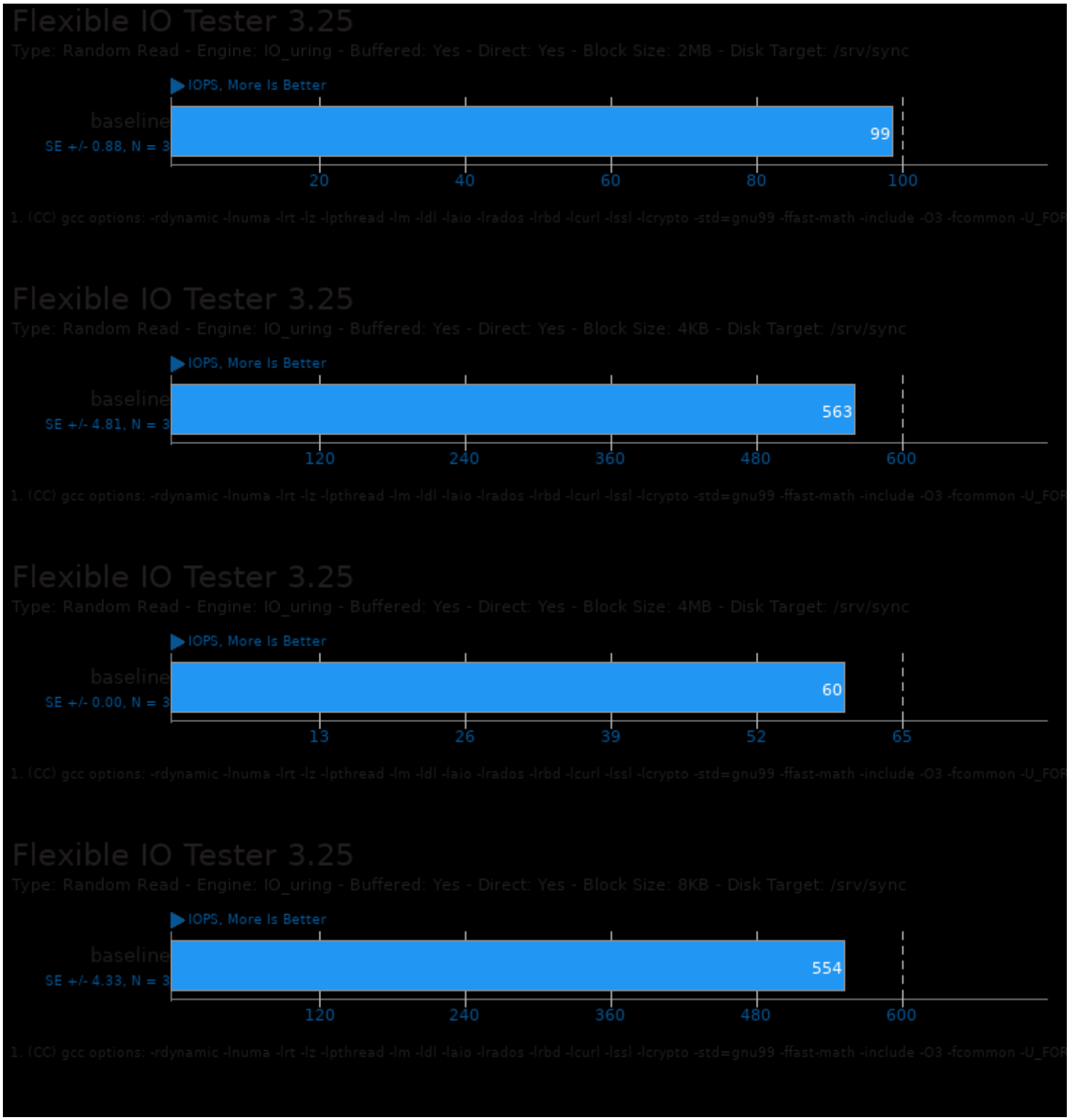

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 2.03, N = 3
7673
1600
3200
4800
6400
8000
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 4.67, N = 3
518
110
220
330
440
550
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
421
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
216
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

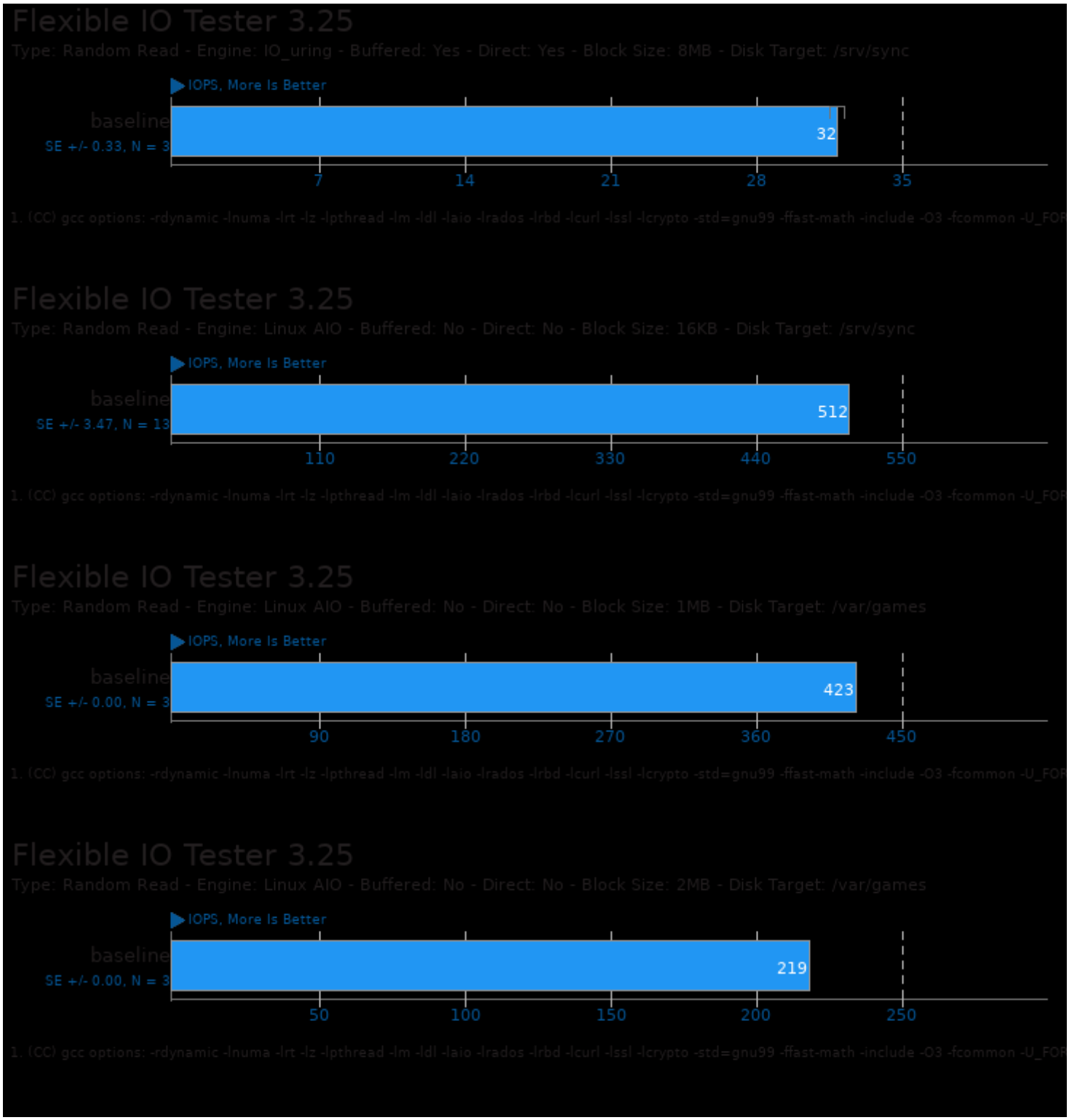

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 5.25, N = 15
489
110
220
330
440
550
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 66.67, N = 3
72233
15K
30K
45K
60K
75K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
109
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 3.55, N = 15
448
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

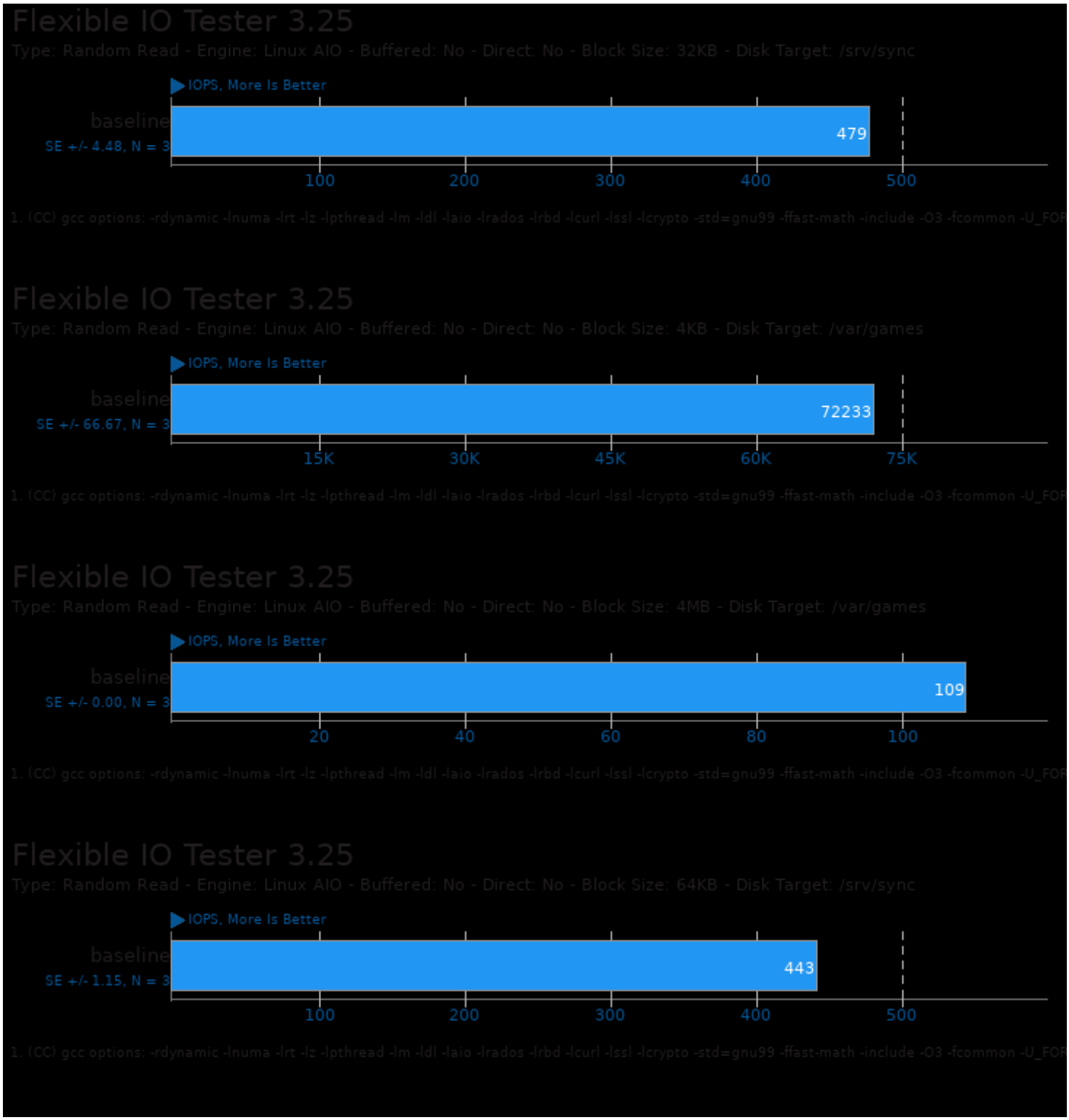

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
46600
10K
20K
30K
40K
50K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
54
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 3.06, N = 3
538
120
240
360
480
600
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.58, N = 3
471
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

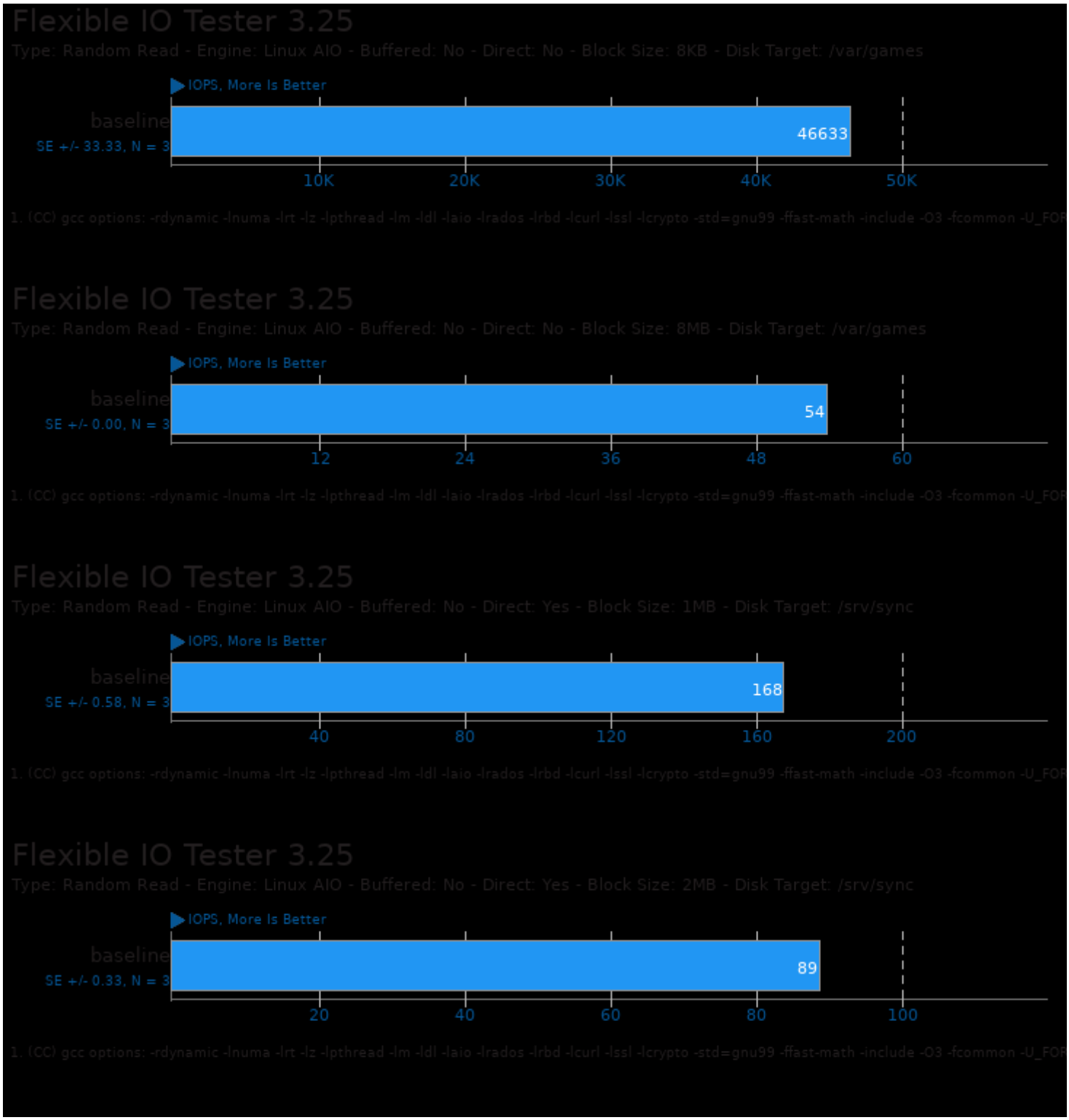

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
248
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.67, N = 3
526
110
220
330
440
550
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 417.67, N = 3
69833
15K
30K
45K
60K
75K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.58, N = 3
134
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

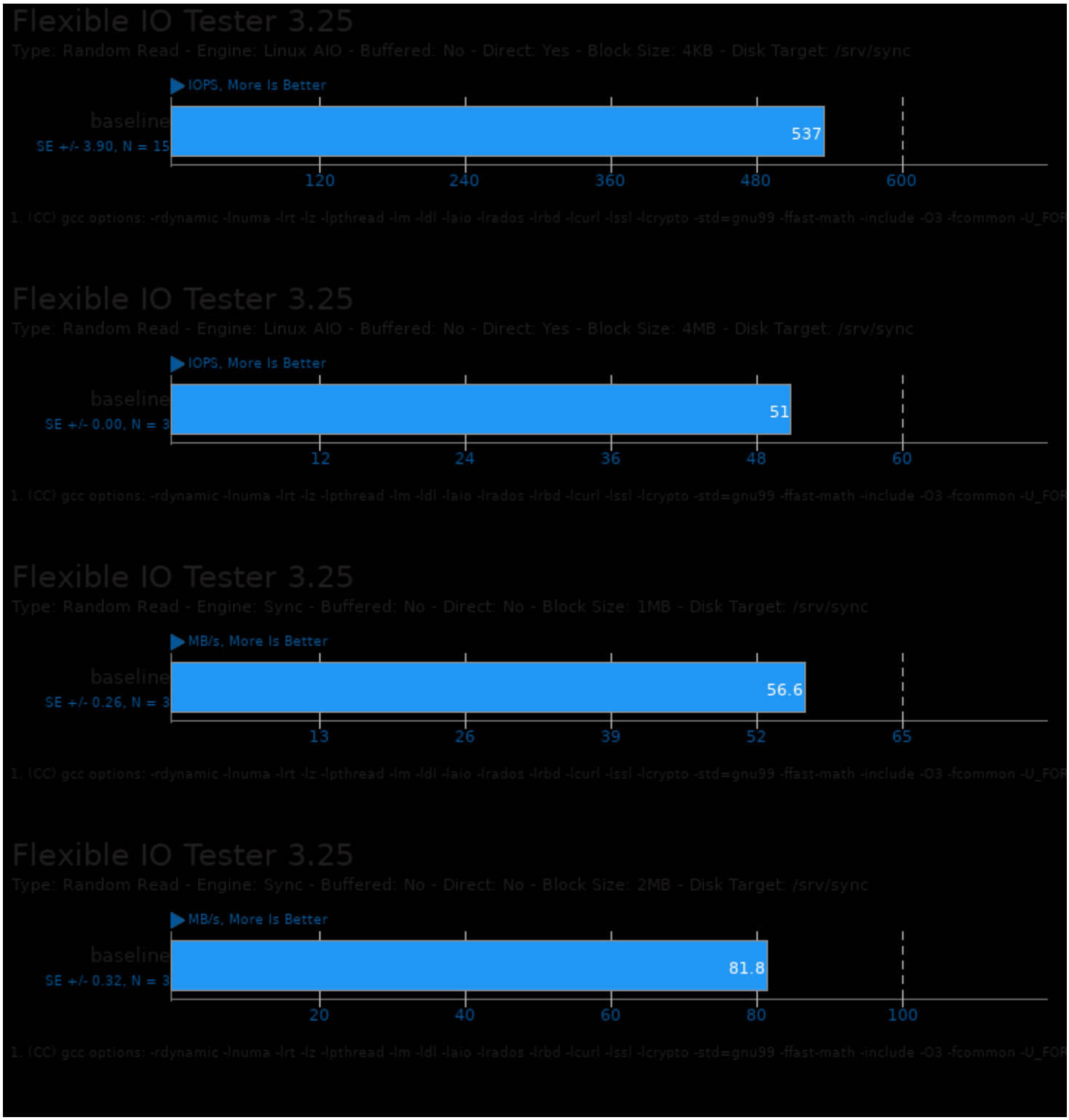

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 3.18, N = 3
486
110
220
330
440
550
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 333.33, N = 3
44333
9K
18K
27K
36K
45K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
75
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.45, N = 3
164
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

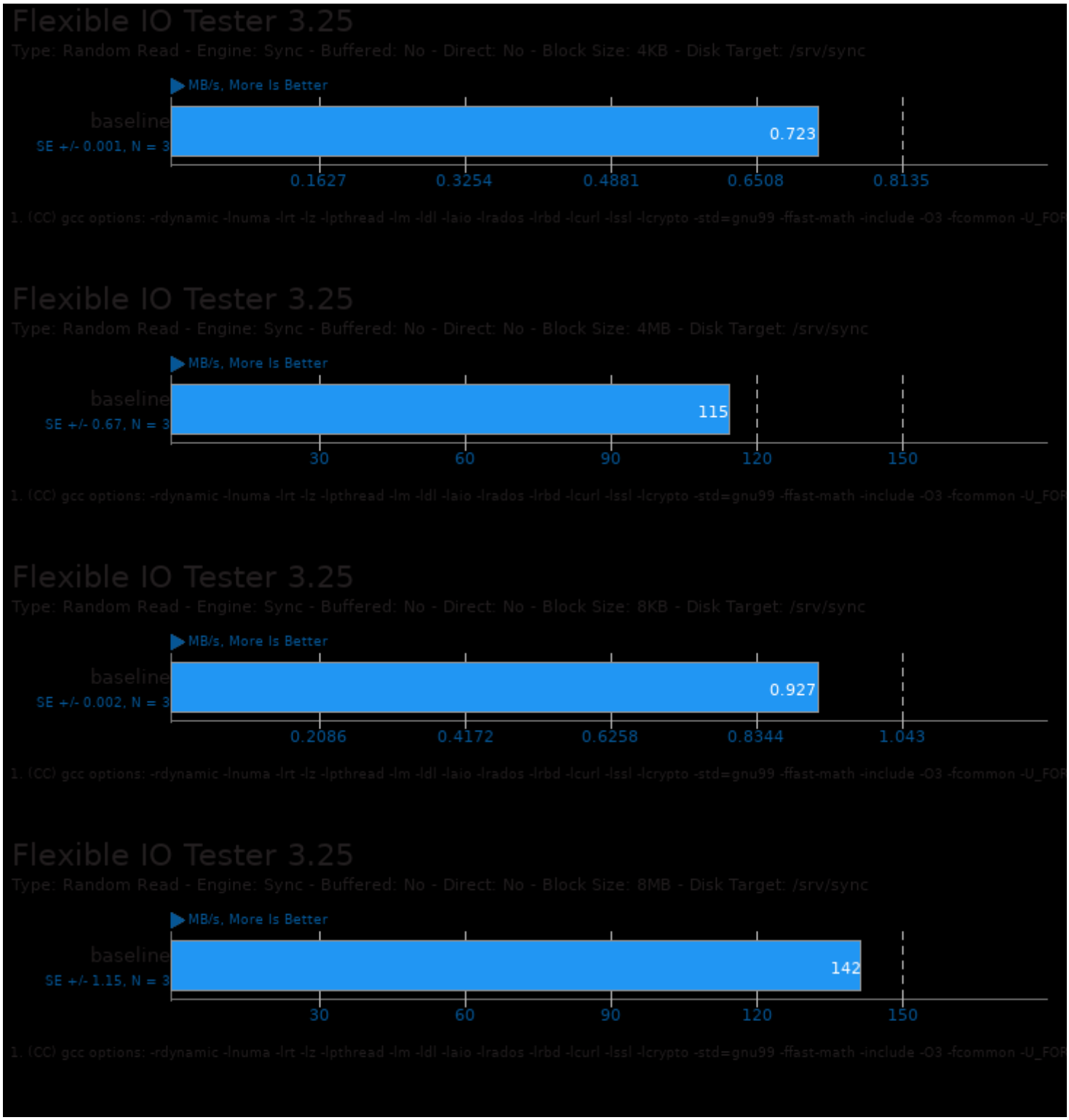

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.88, N = 3
99
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 4.81, N = 3
563
120
240
360
480
600
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
60
13
26
39
52
65
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 4.33, N = 3
554
120
240
360
480
600
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

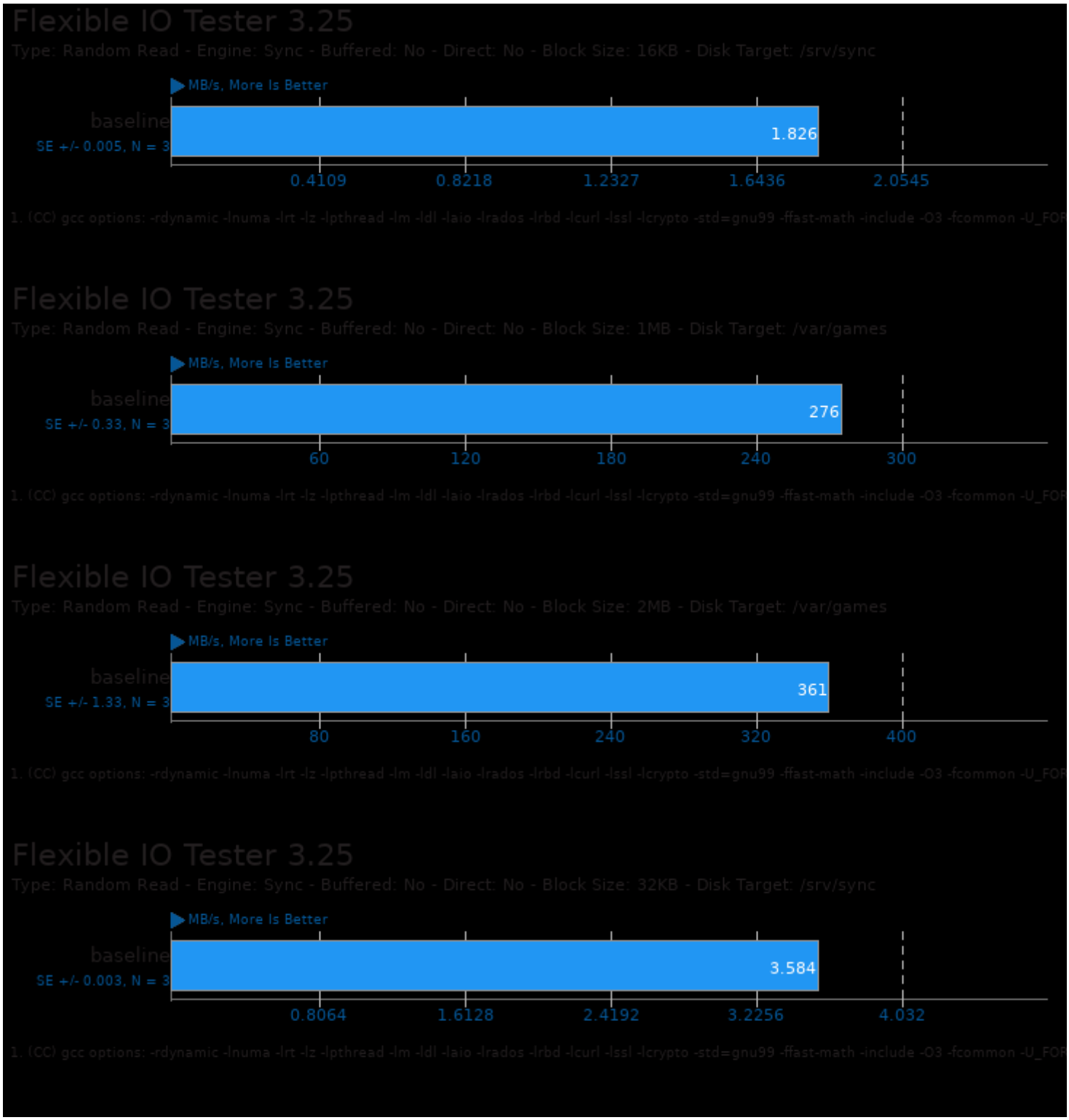

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
32
7
14
21
28
35
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 3.47, N = 13
512
110
220
330
440
550
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
423
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
219
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

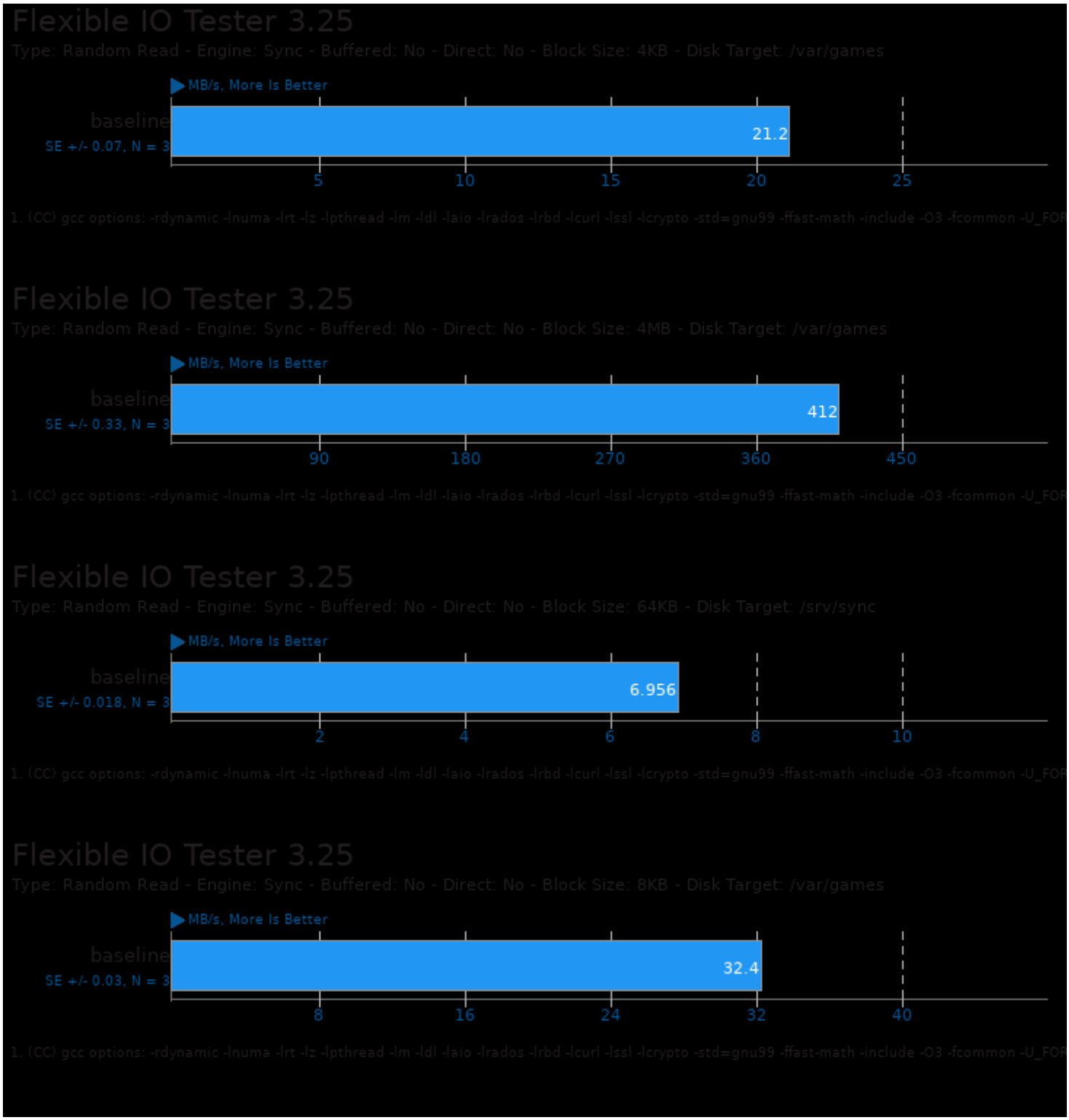

Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 4.48, N = 3
479
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 66.67, N = 3
72233
15K
30K
45K
60K
75K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
109
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 1.15, N = 3
443
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

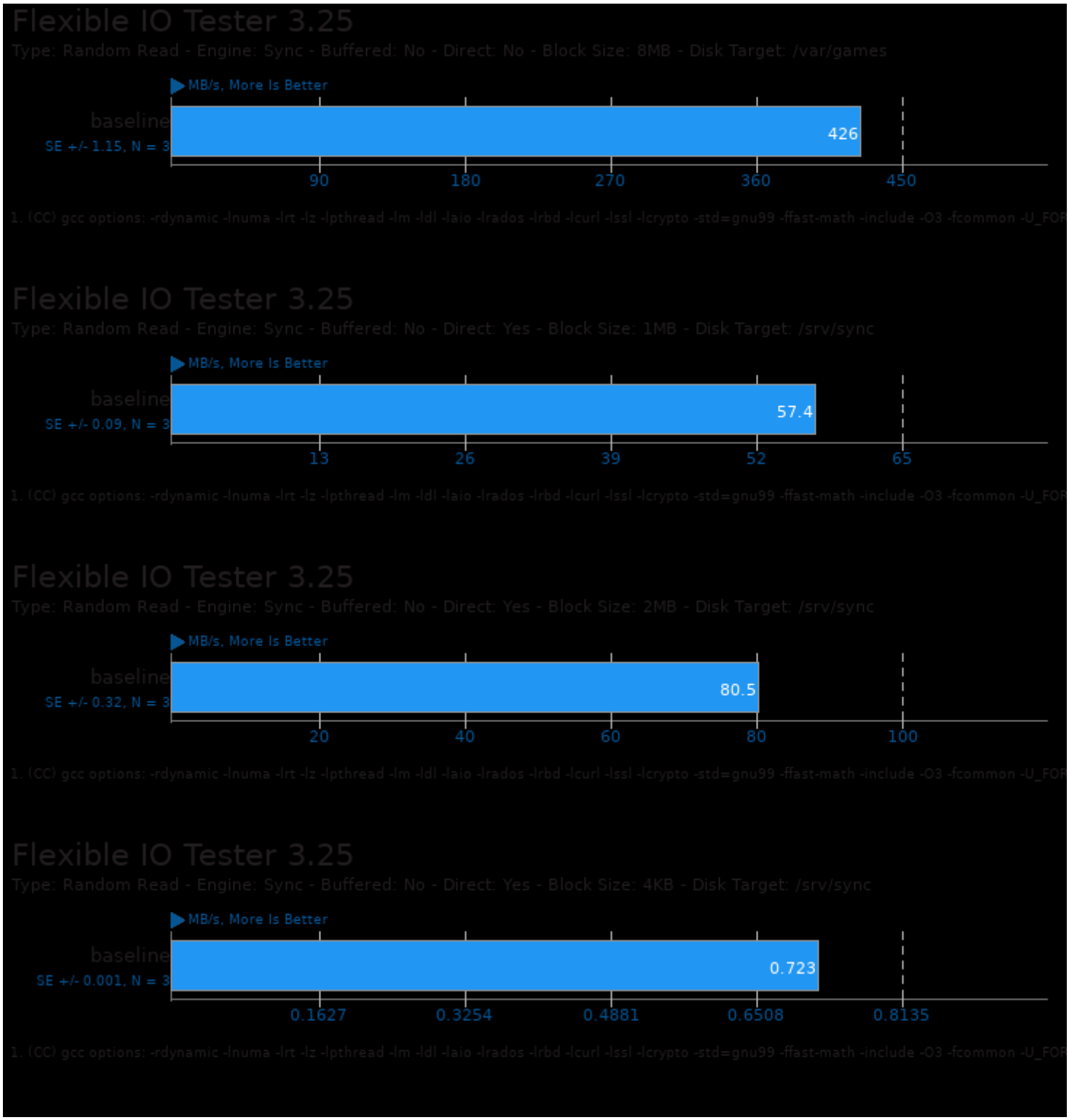

Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 33.33, N = 3
46633
10K
20K
30K
40K
50K
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /var/games
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
54
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.58, N = 3
168
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.33, N = 3
89
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

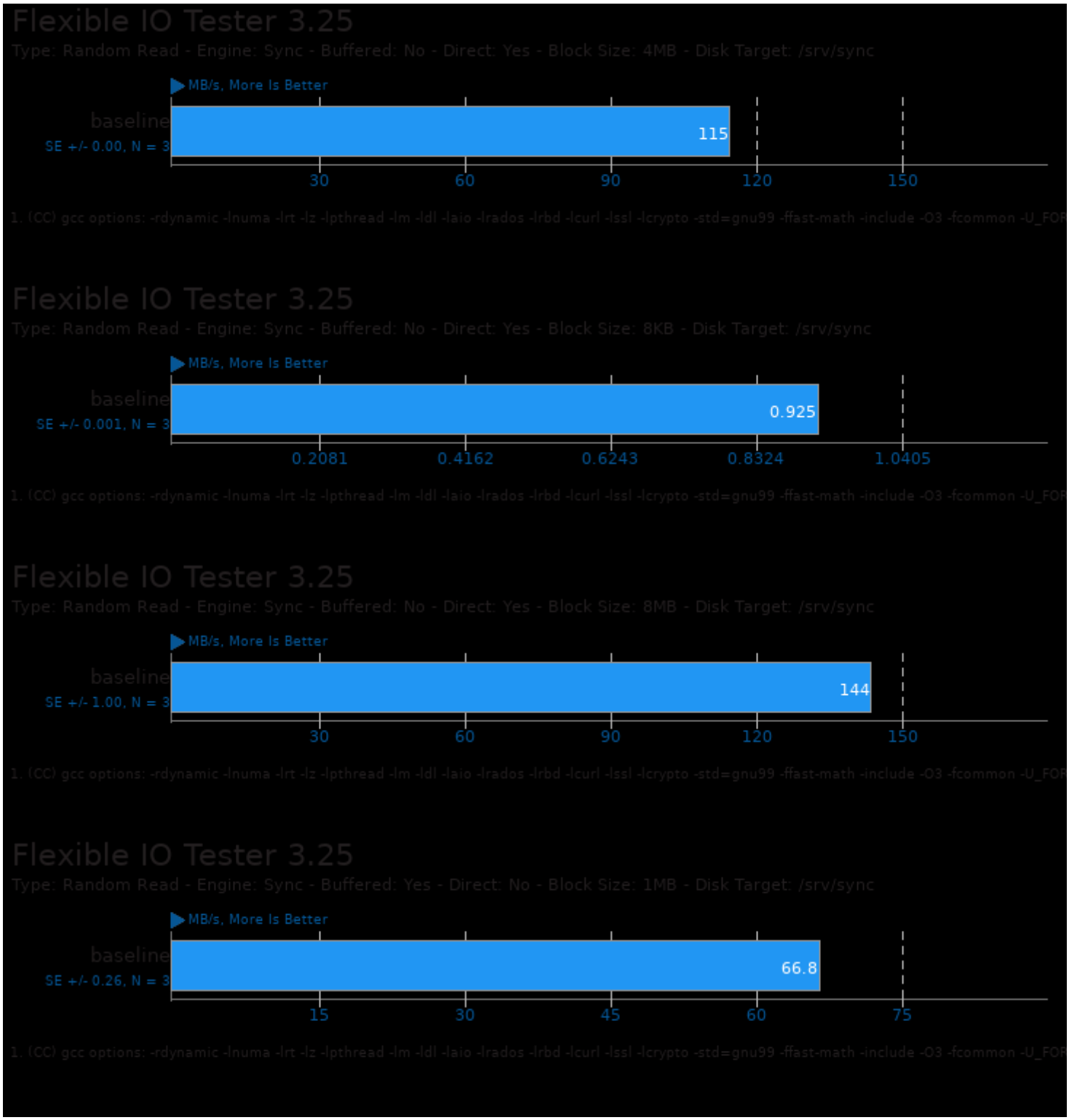

Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 3.90, N = 15
537
120
240
360
480
600
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
IOPS, More Is Better
baseline
SE +/- 0.00, N = 3
51
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.26, N = 3
56.6
13
26
39
52
65
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.32, N = 3
81.8
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

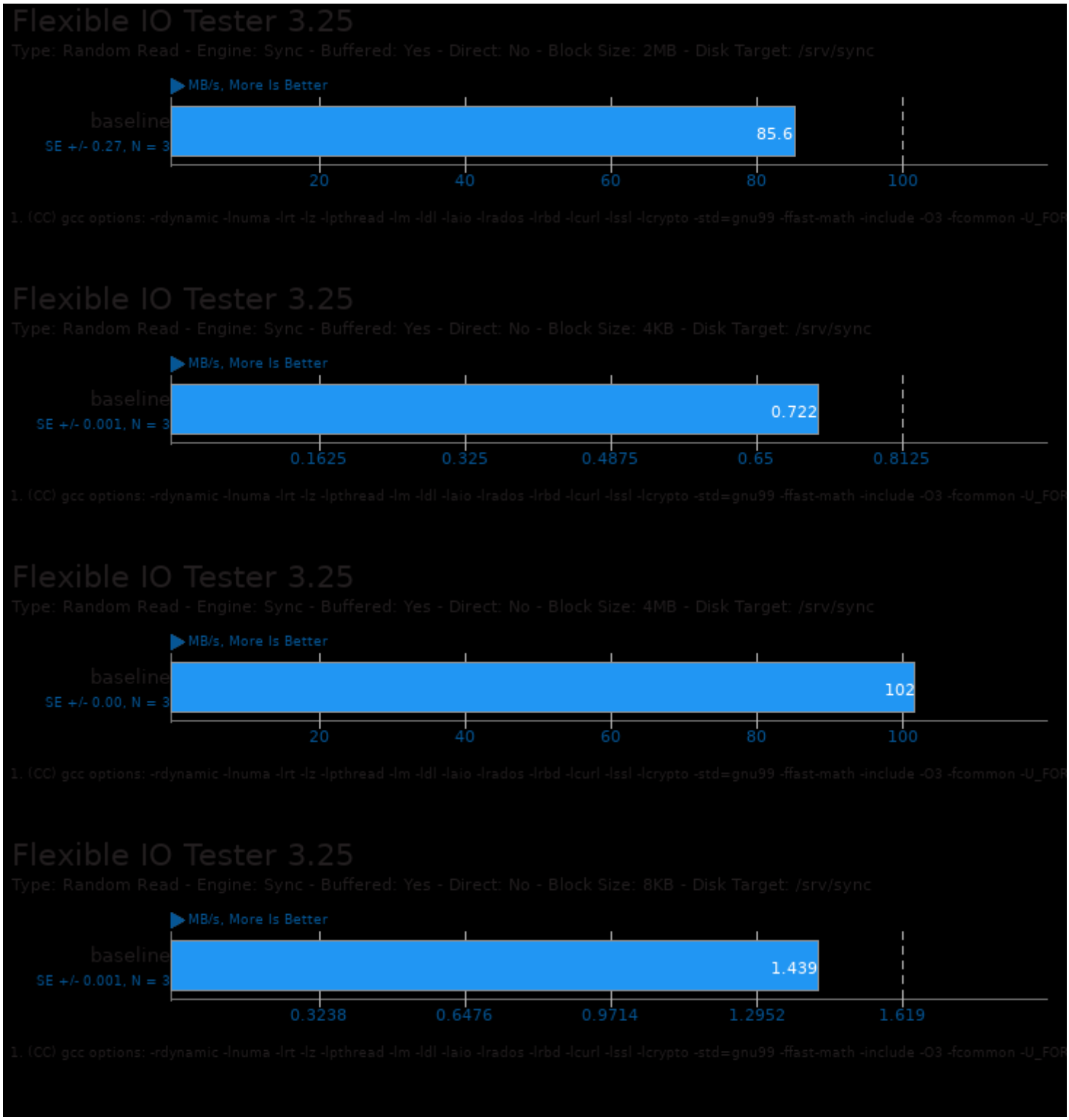

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.001, N = 3
0.723
0.1627
0.3254
0.4881
0.6508
0.8135
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.67, N = 3
115
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.002, N = 3
0.927
0.2086
0.4172
0.6258
0.8344
1.043
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.15, N = 3
142
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

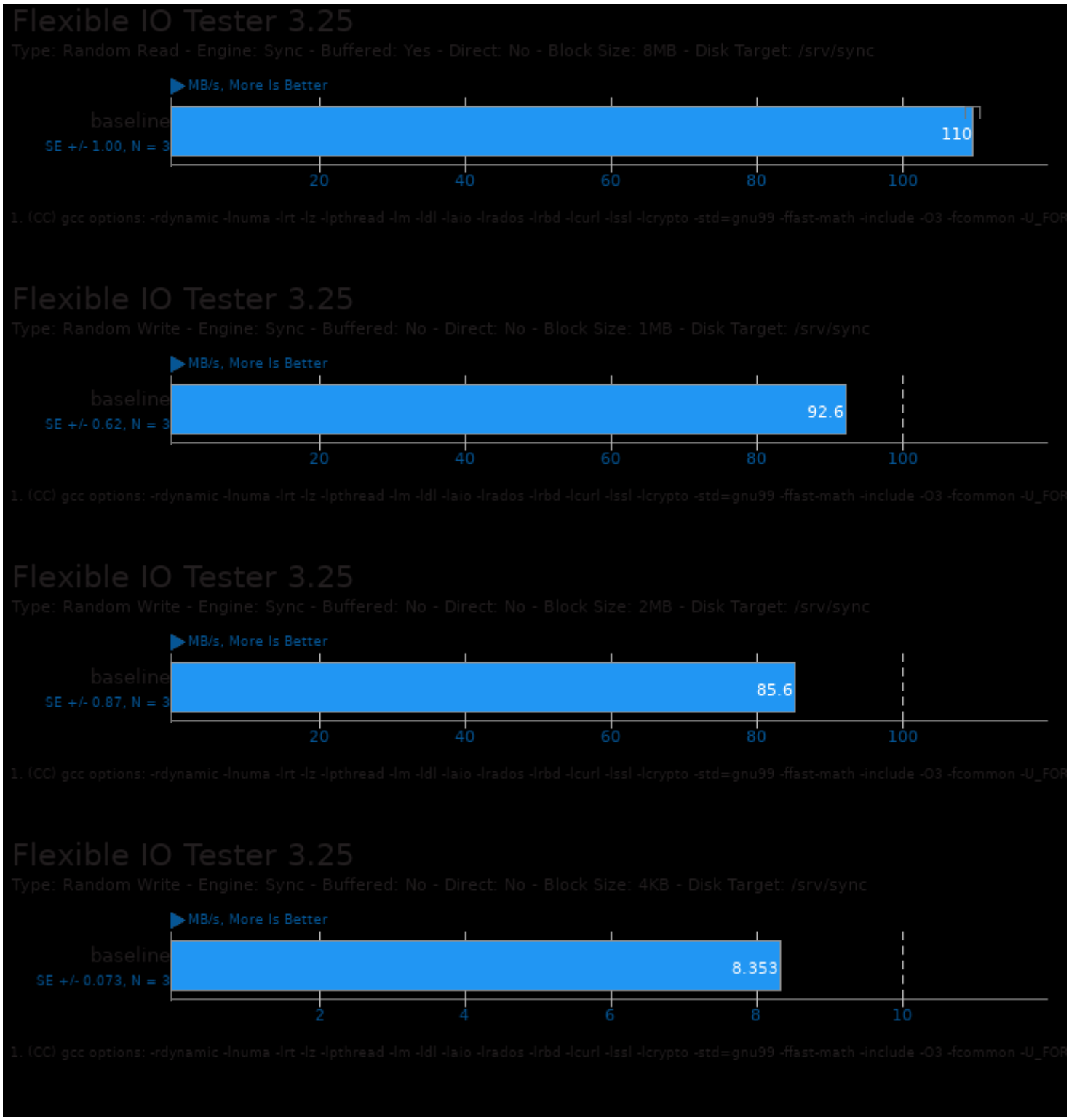

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.005, N = 3
1.826
0.4109
0.8218
1.2327
1.6436
2.0545
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
276
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.33, N = 3
361
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.003, N = 3
3.584
0.8064
1.6128
2.4192
3.2256
4.032
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

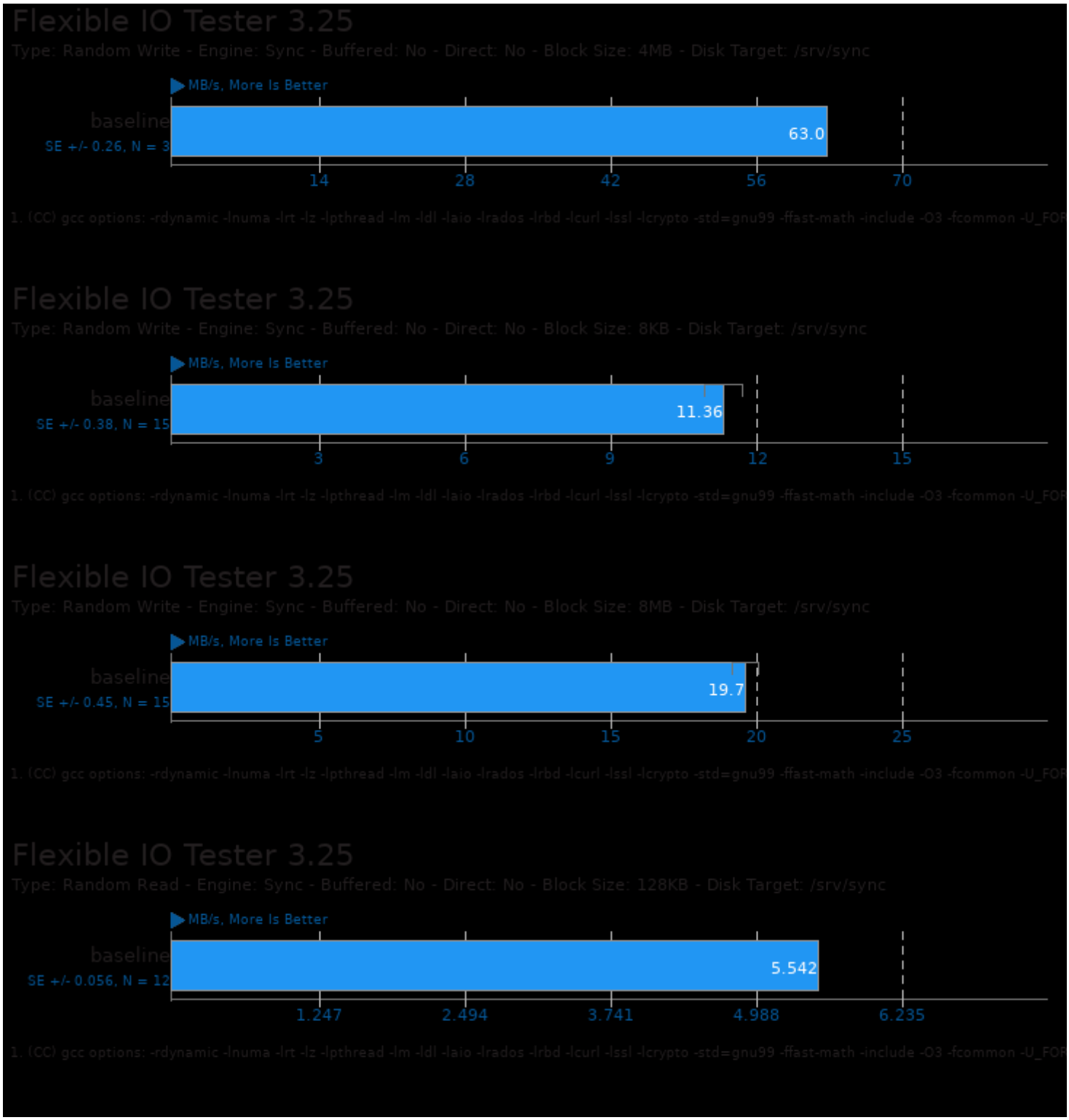

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.07, N = 3
21.2
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
412
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.018, N = 3
6.956
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.03, N = 3
32.4
8
16
24
32
40
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

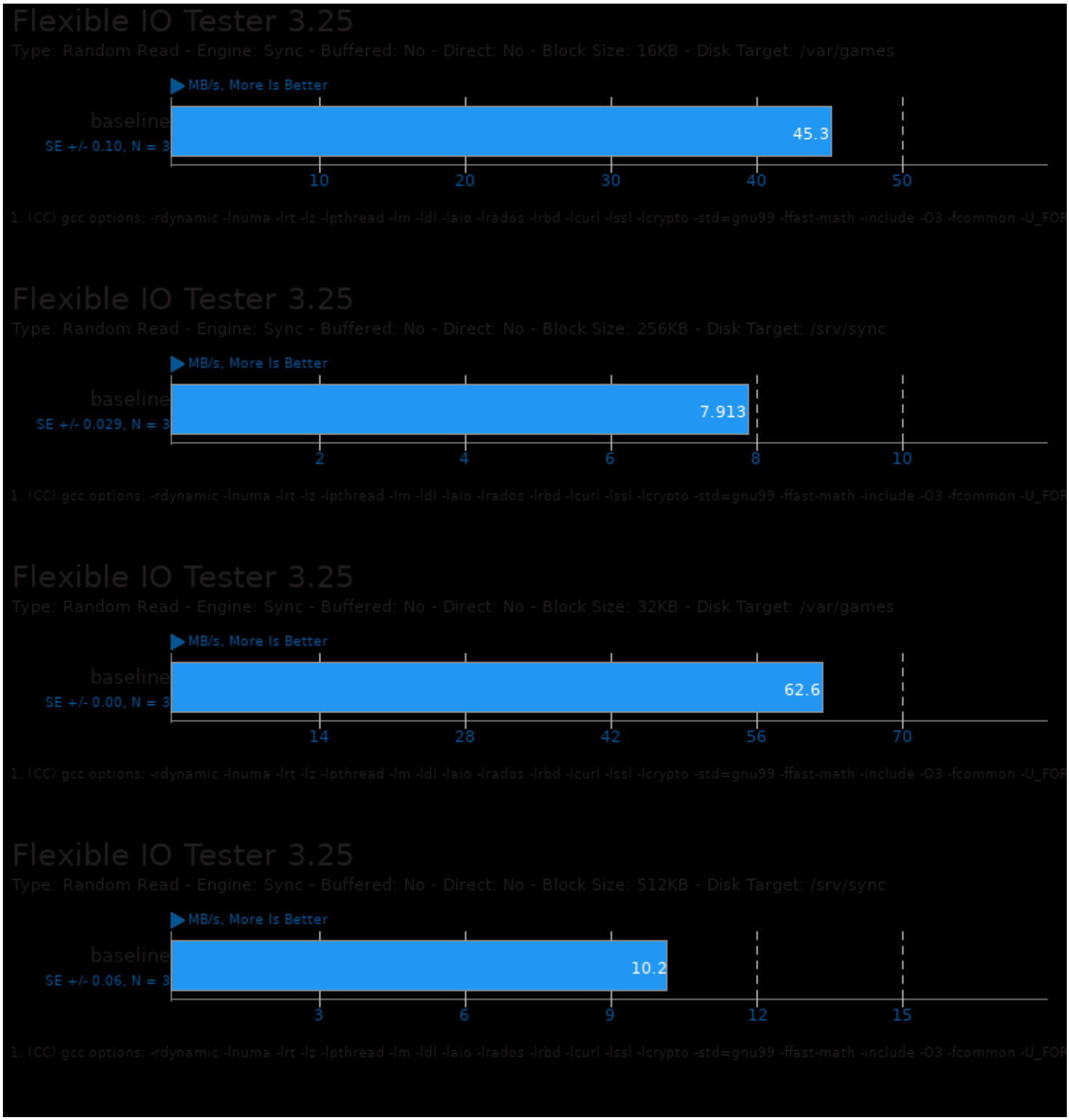

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.15, N = 3
426
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.09, N = 3
57.4
13
26
39
52
65
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.32, N = 3
80.5
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.001, N = 3
0.723
0.1627
0.3254
0.4881
0.6508
0.8135
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

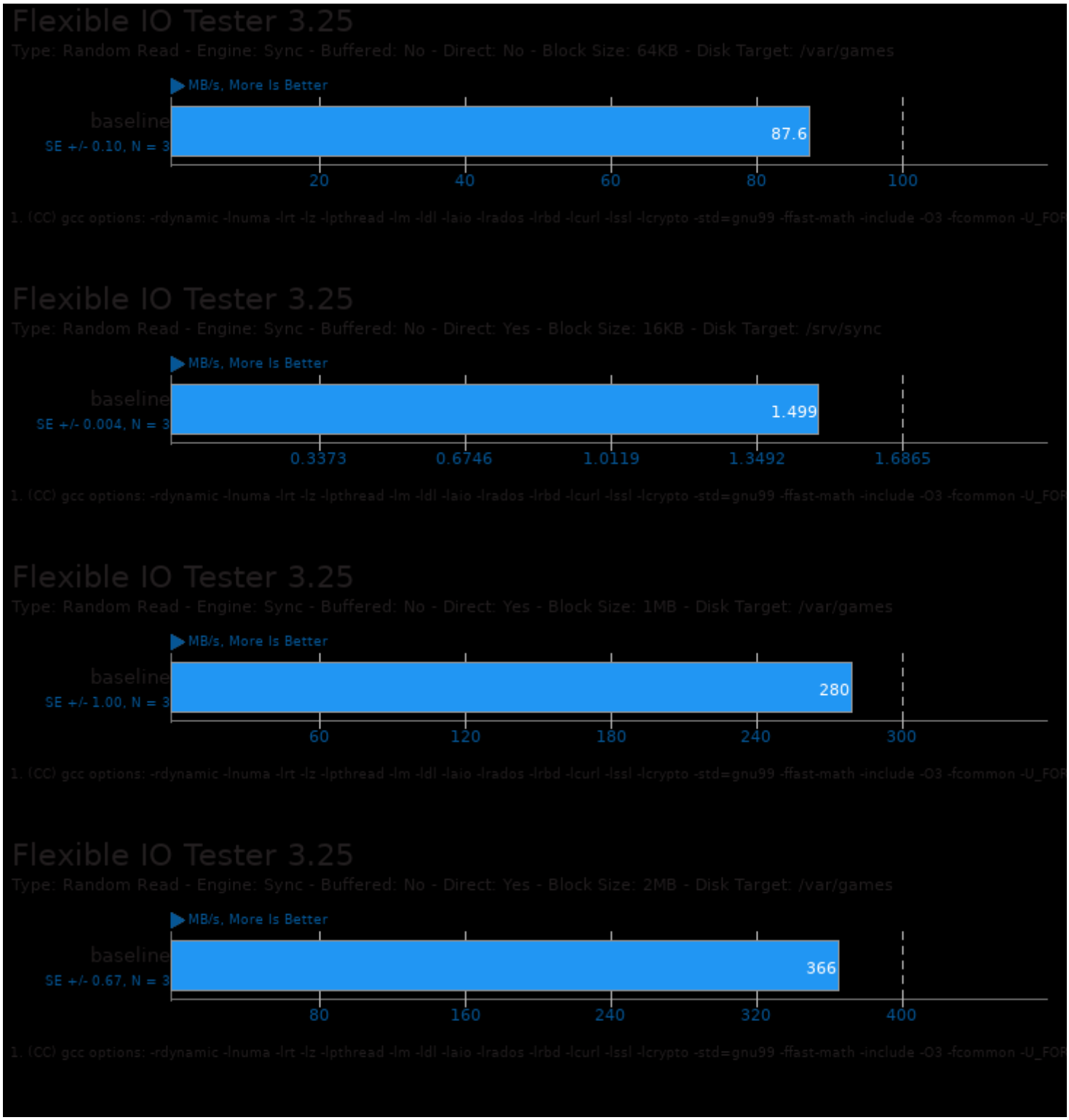

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
115
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.001, N = 3
0.925
0.2081
0.4162
0.6243
0.8324
1.0405
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.00, N = 3
144
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.26, N = 3
66.8
15
30
45
60
75
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.27, N = 3
85.6
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.001, N = 3
0.722
0.1625
0.325
0.4875
0.65
0.8125
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
102
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.001, N = 3
1.439
0.3238
0.6476
0.9714
1.2952
1.619
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

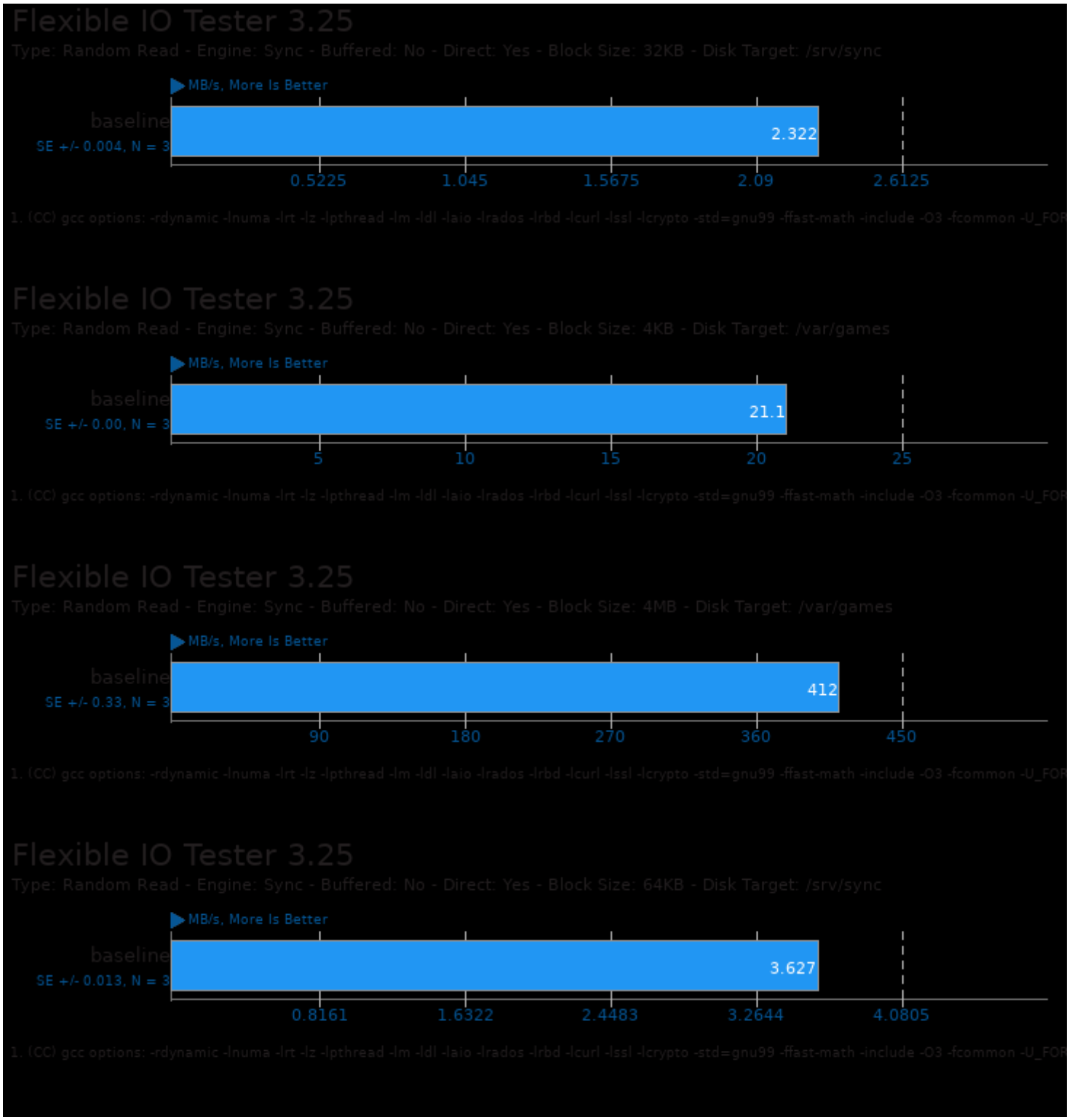

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.00, N = 3
110
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.62, N = 3
92.6
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.87, N = 3
85.6
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.073, N = 3
8.353
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

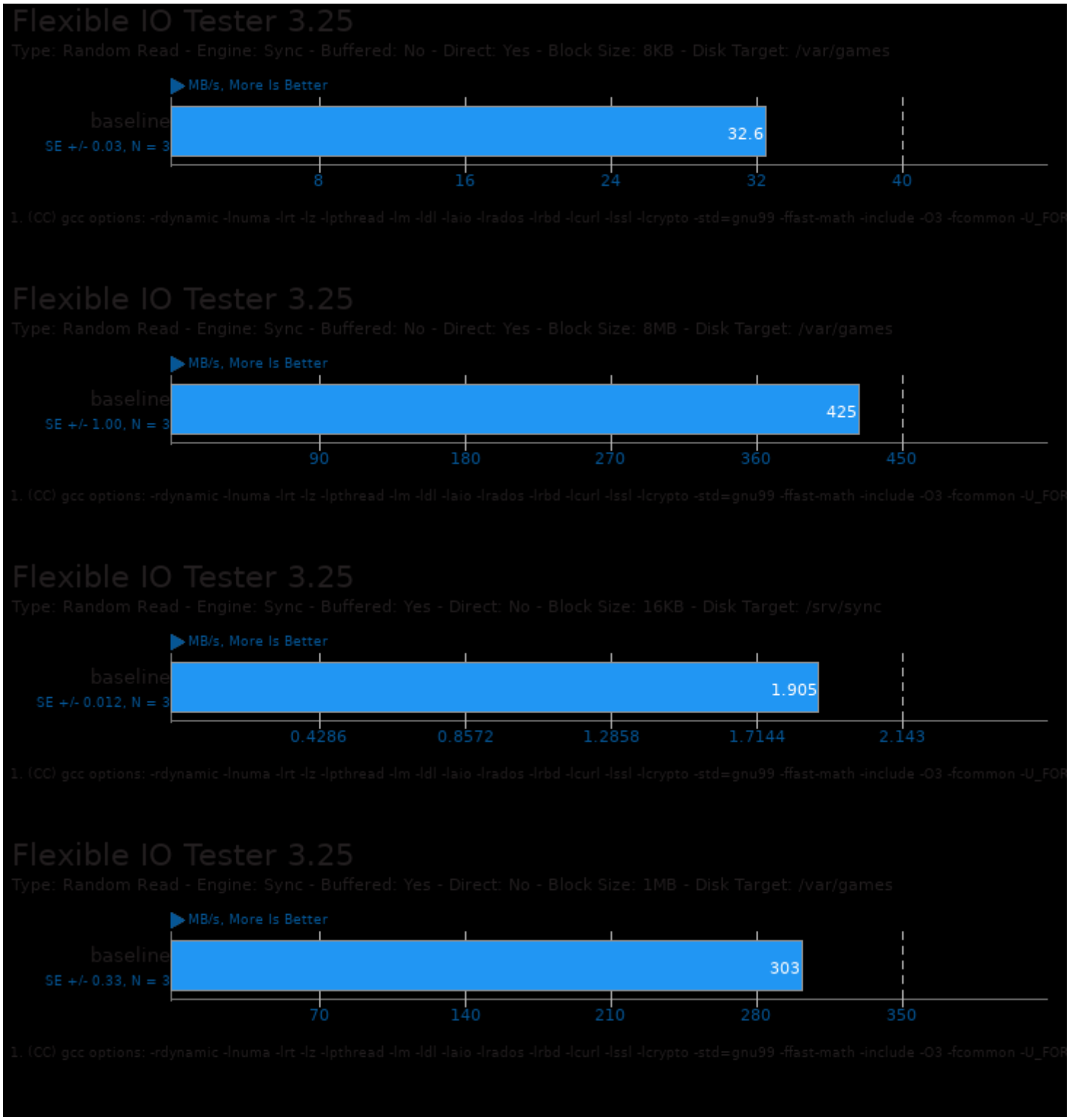

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.26, N = 3
63.0
14
28
42
56
70
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.38, N = 15
11.36
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.45, N = 15
19.7
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 128KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.056, N = 12
5.542
1.247
2.494
3.741
4.988
6.235
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

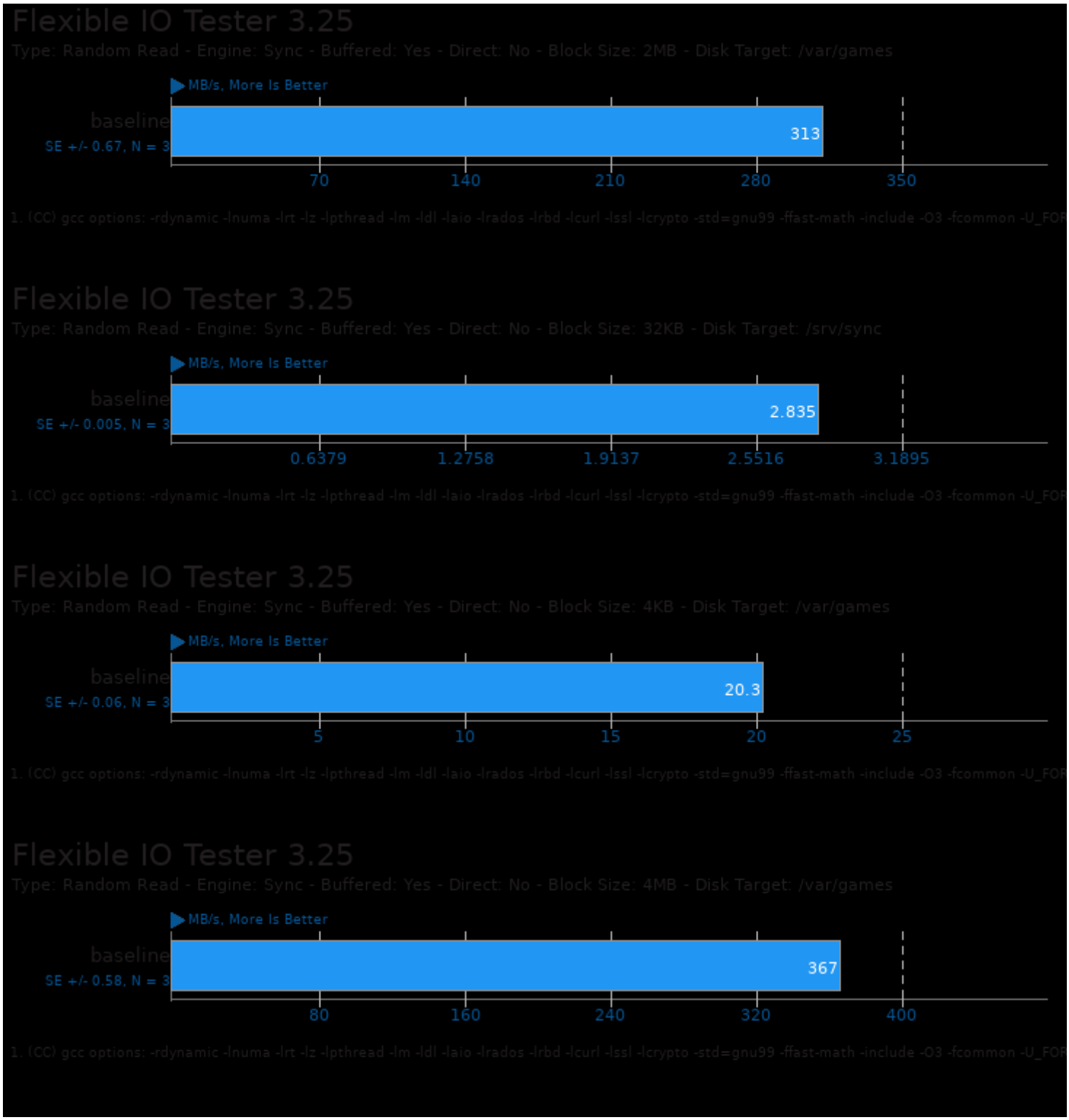

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.10, N = 3
45.3
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 256KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.029, N = 3
7.913
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
62.6
14
28
42
56
70
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 512KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.06, N = 3
10.2
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.10, N = 3
87.6
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.004, N = 3
1.499
0.3373
0.6746
1.0119
1.3492
1.6865
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.00, N = 3
280
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.67, N = 3
366
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

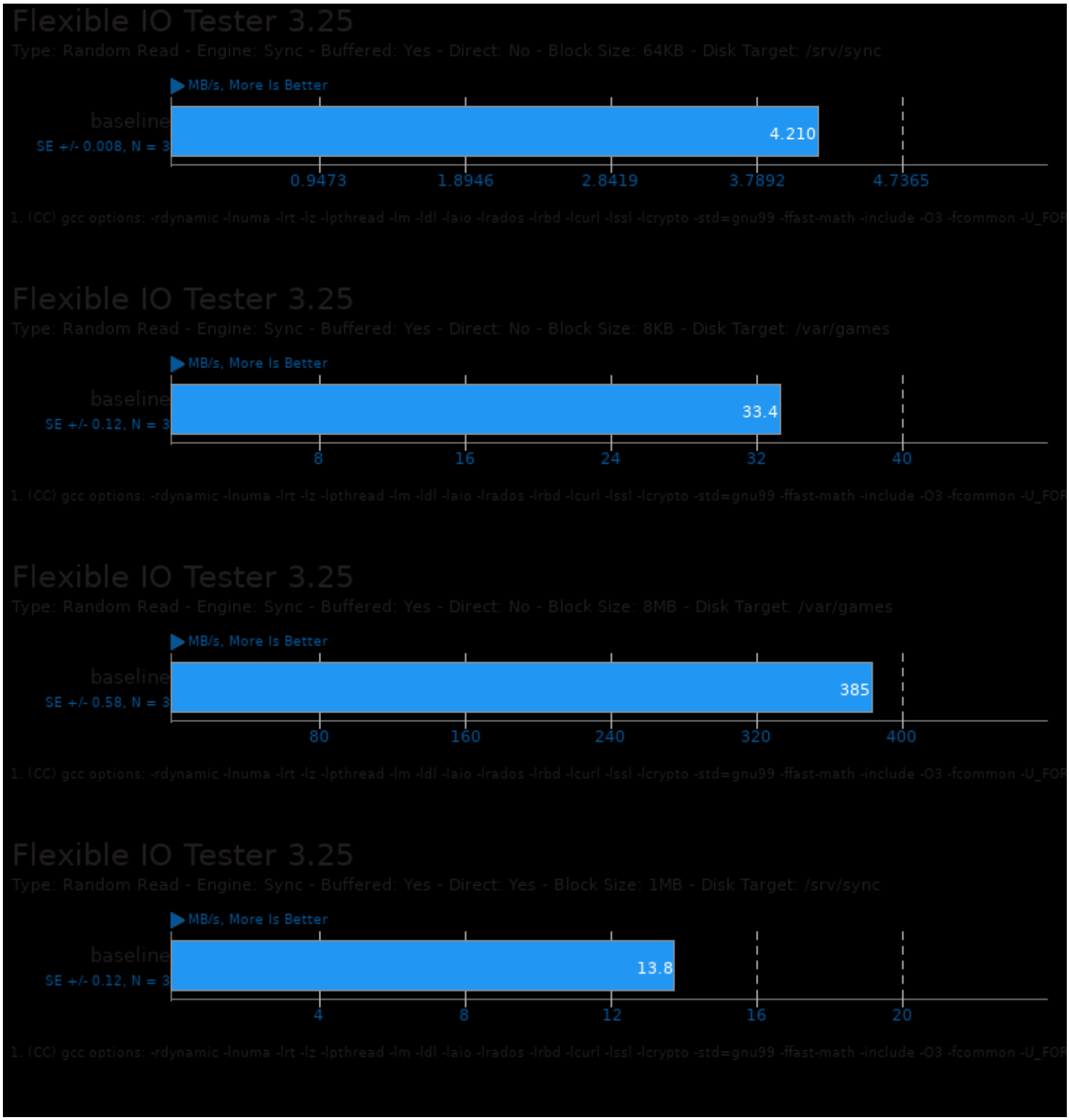
baseline


Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.004, N = 3
2.322
0.5225
1.045
1.5675
2.09
2.6125
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
21.1
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
412
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.013, N = 3
3.627
0.8161
1.6322
2.4483
3.2644
4.0805
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

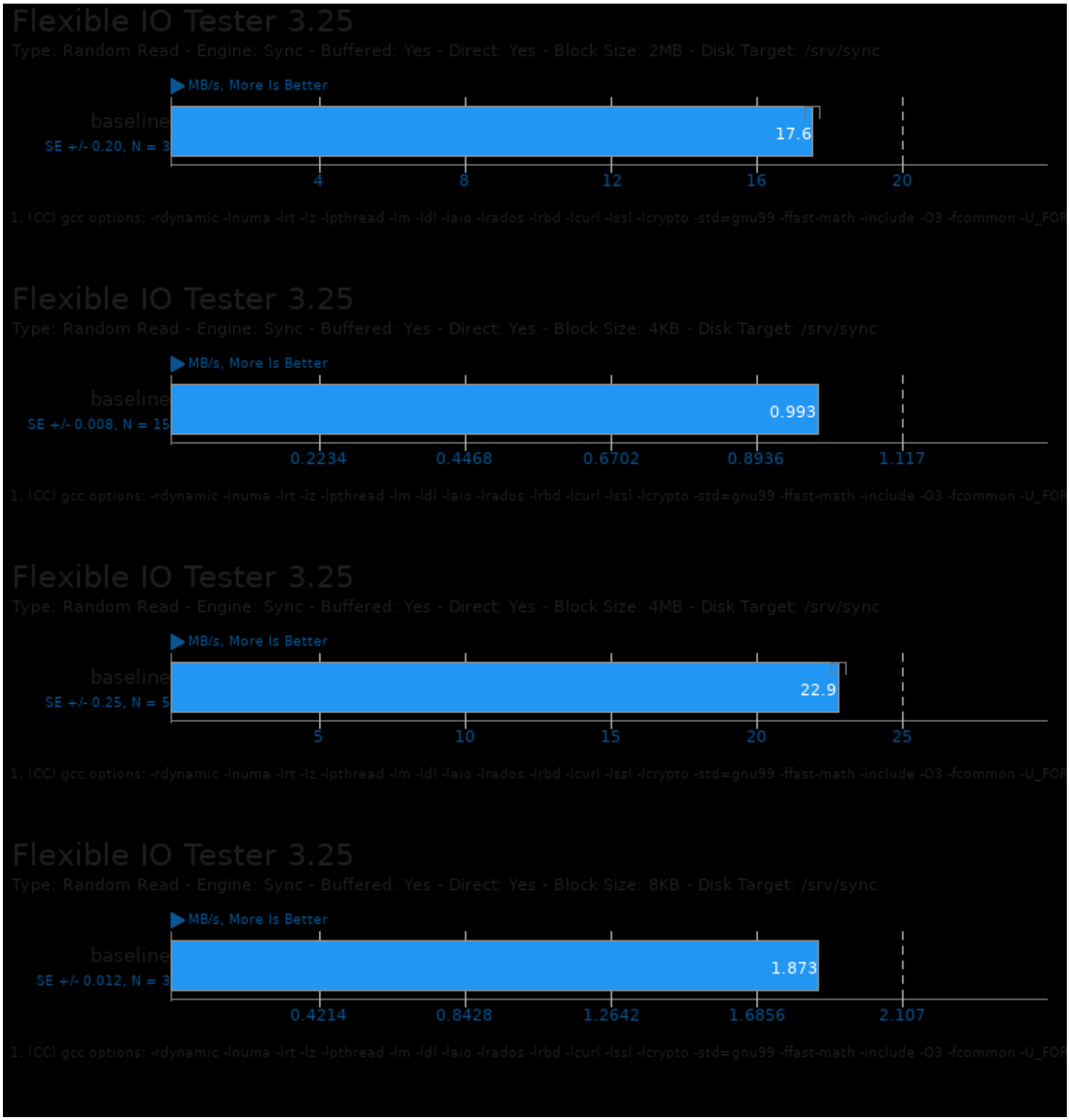

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.03, N = 3
32.6
8
16
24
32
40
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.00, N = 3
425
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.012, N = 3
1.905
0.4286
0.8572
1.2858
1.7144
2.143
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
303
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

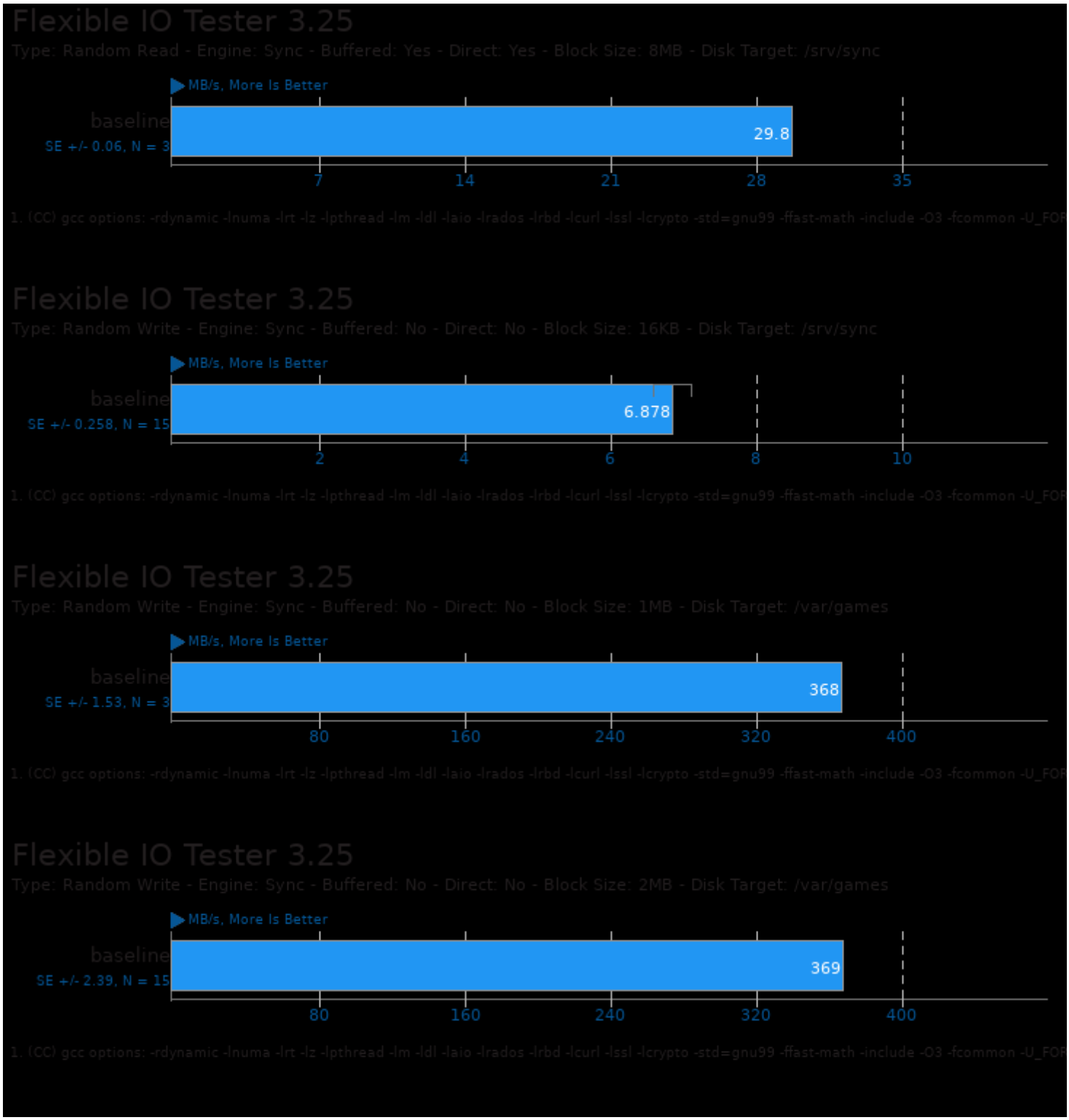

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.67, N = 3
313
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.005, N = 3
2.835
0.6379
1.2758
1.9137
2.5516
3.1895
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.06, N = 3
20.3
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.58, N = 3
367
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

baseline

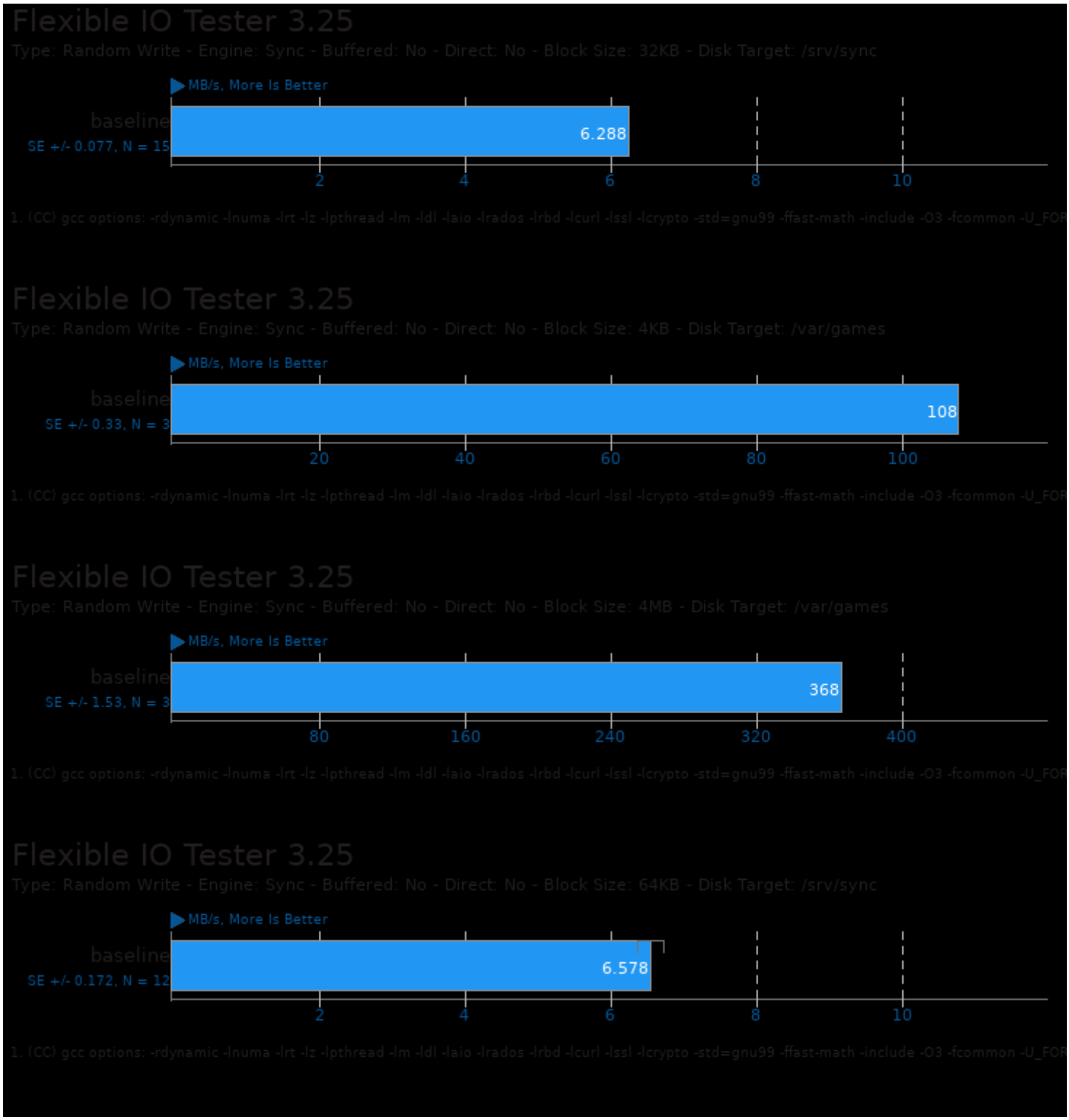

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.008, N = 3
4.210
0.9473
1.8946
2.8419
3.7892
4.7365
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.12, N = 3
33.4
8
16
24
32
40
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.58, N = 3
385
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.12, N = 3
13.8
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

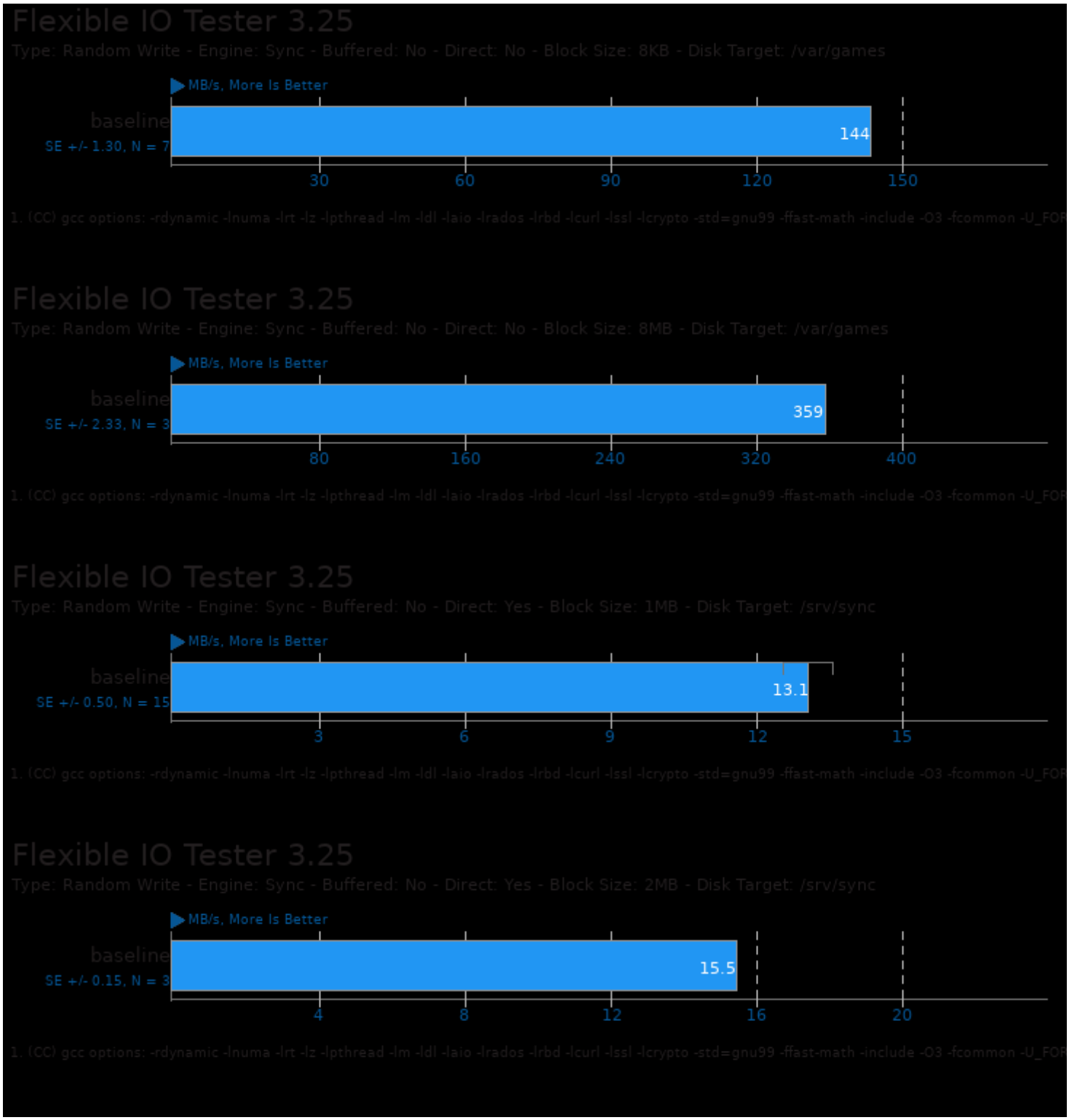
baseline

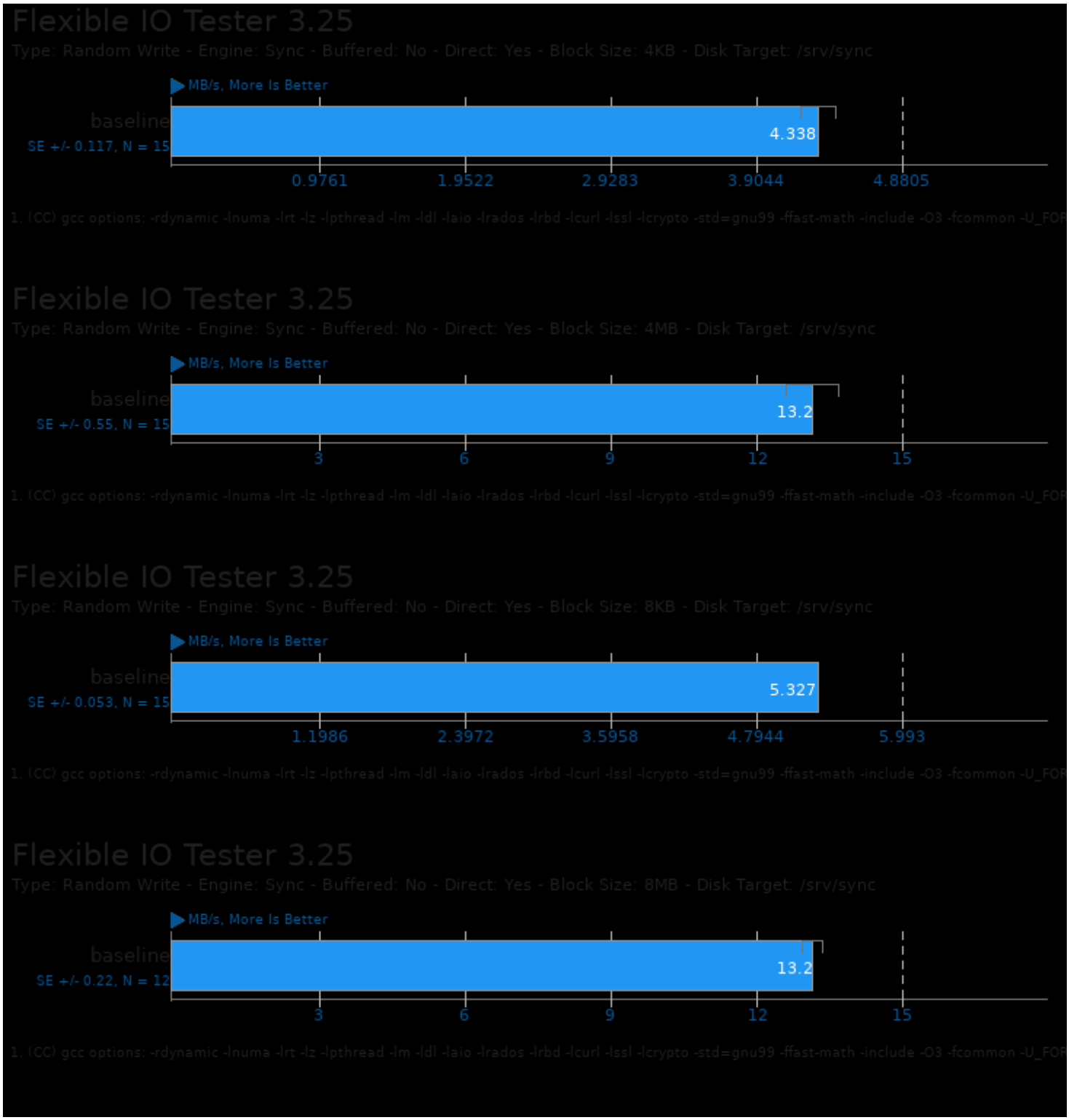

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.20, N = 3
17.6
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.008, N = 15
0.993
0.2234
0.4468
0.6702
0.8936
1.117
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.25, N = 5
22.9
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.012, N = 3
1.873
0.4214
0.8428
1.2642
1.6856
2.107
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

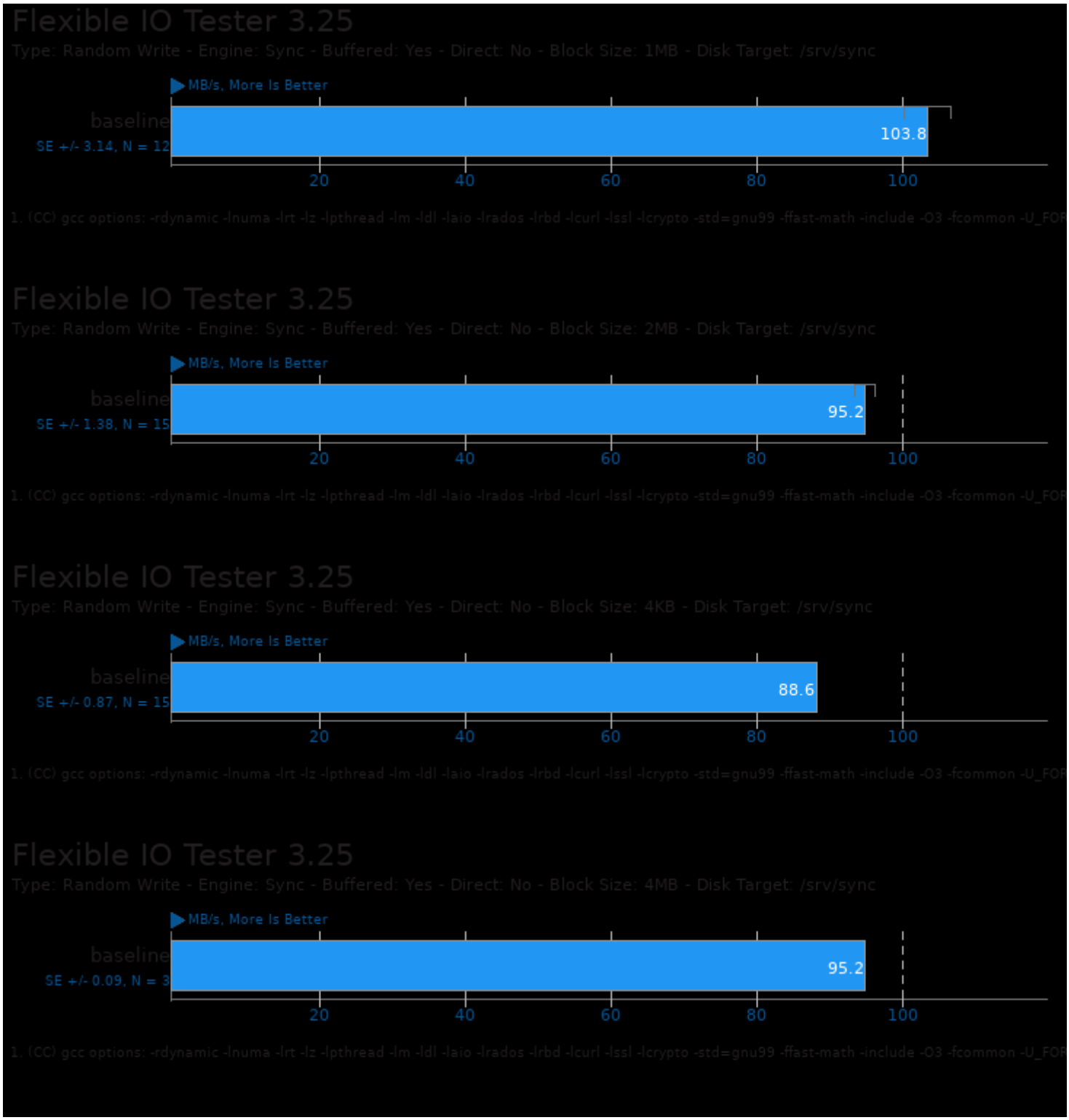

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.06, N = 3
29.8
7
14
21
28
35
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.258, N = 15
6.878
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.53, N = 3
368
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.39, N = 15
369
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

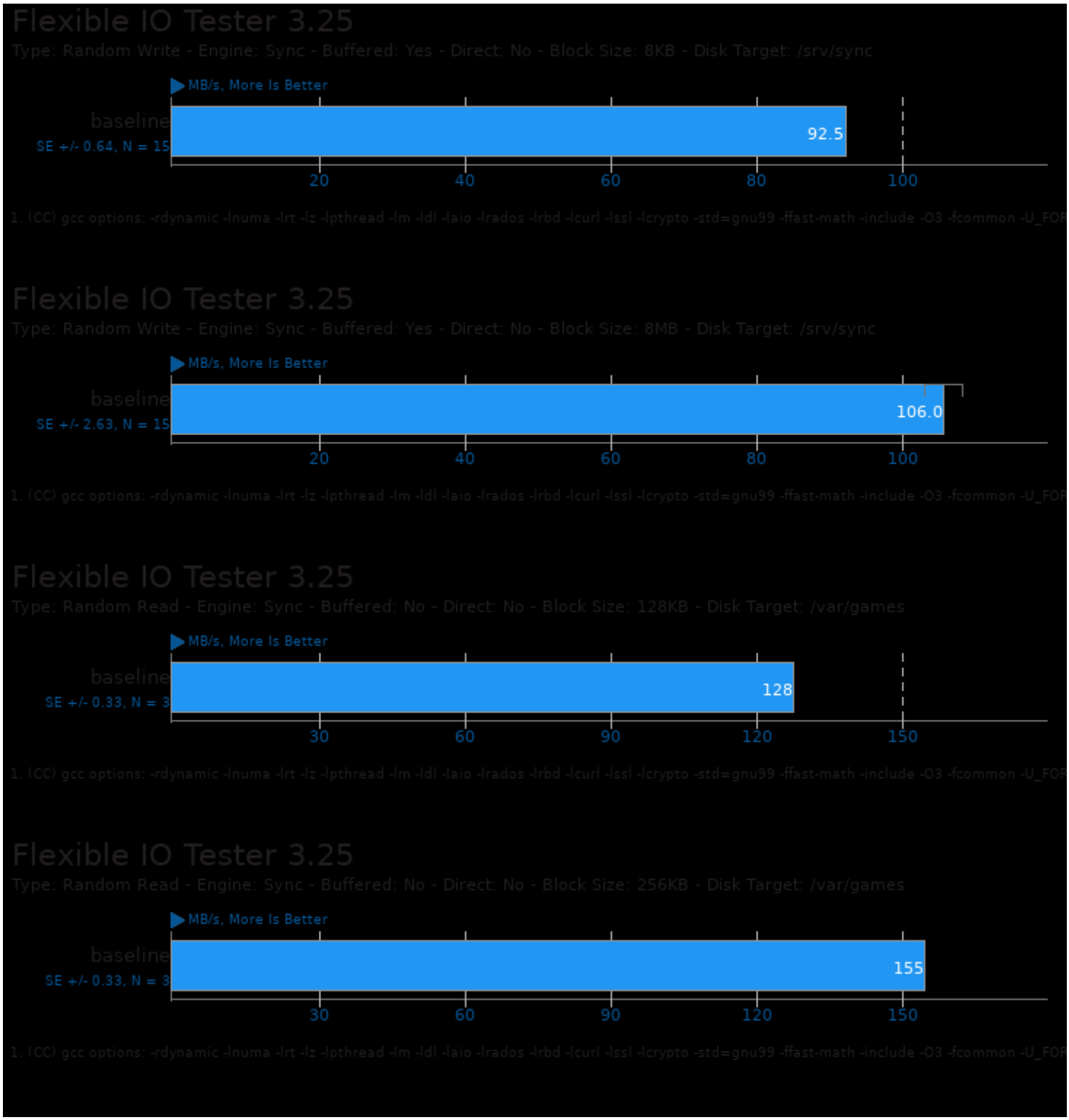
baseline

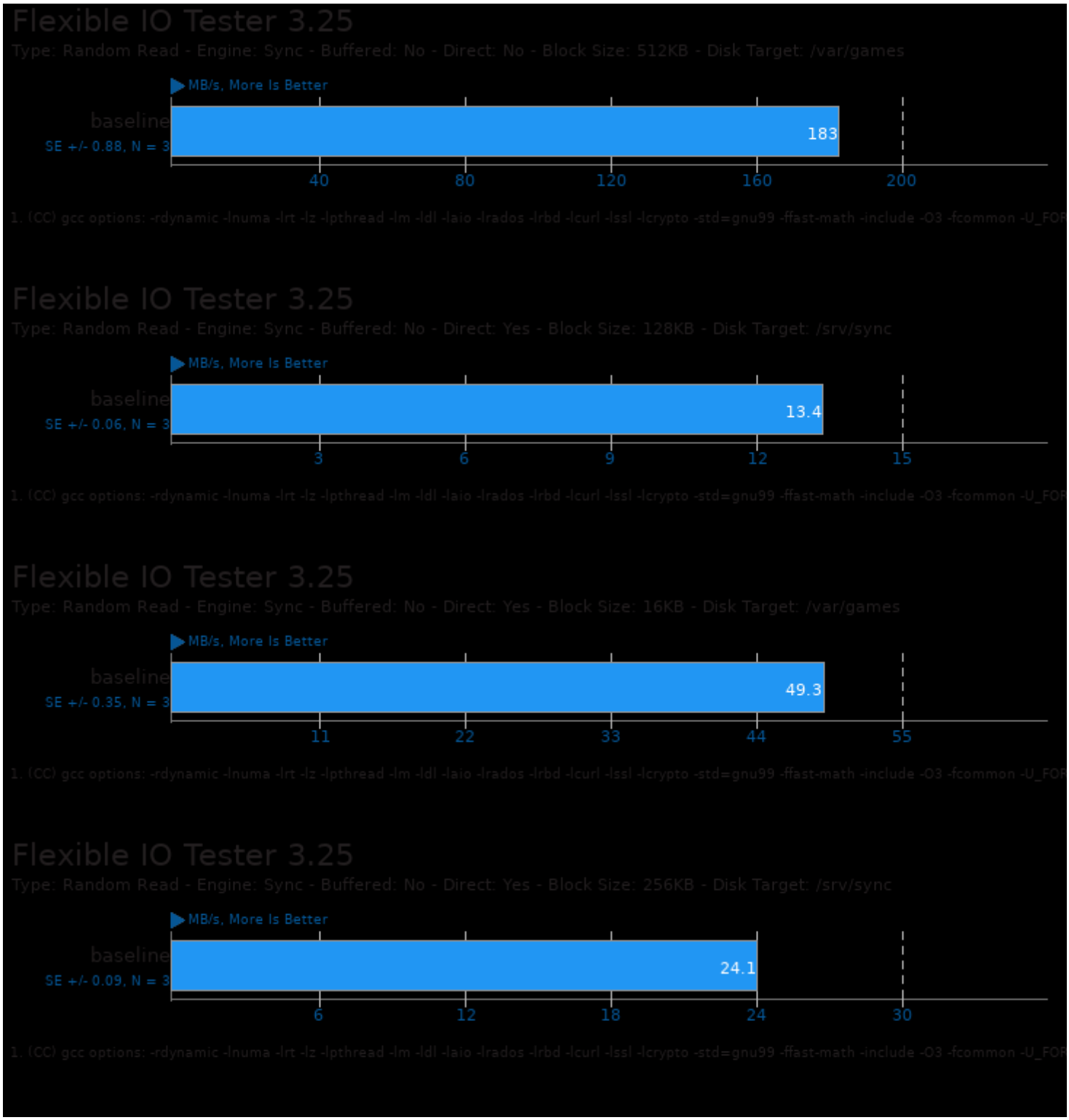

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.077, N = 15
6.288
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
108
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.53, N = 3
368
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.172, N = 12
6.578
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

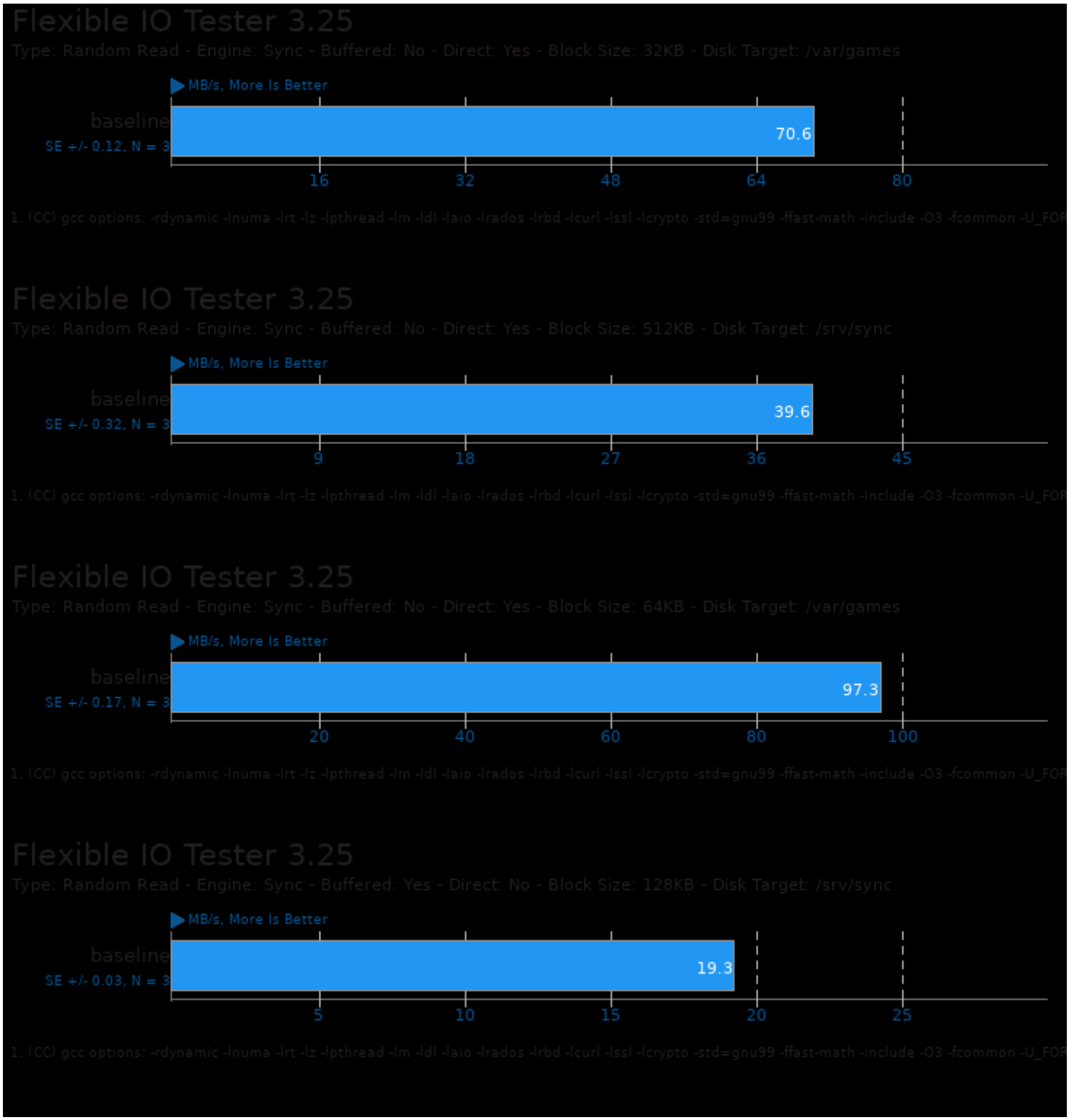

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.30, N = 7
144
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.33, N = 3
359
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.50, N = 15
13.1
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.15, N = 3
15.5
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

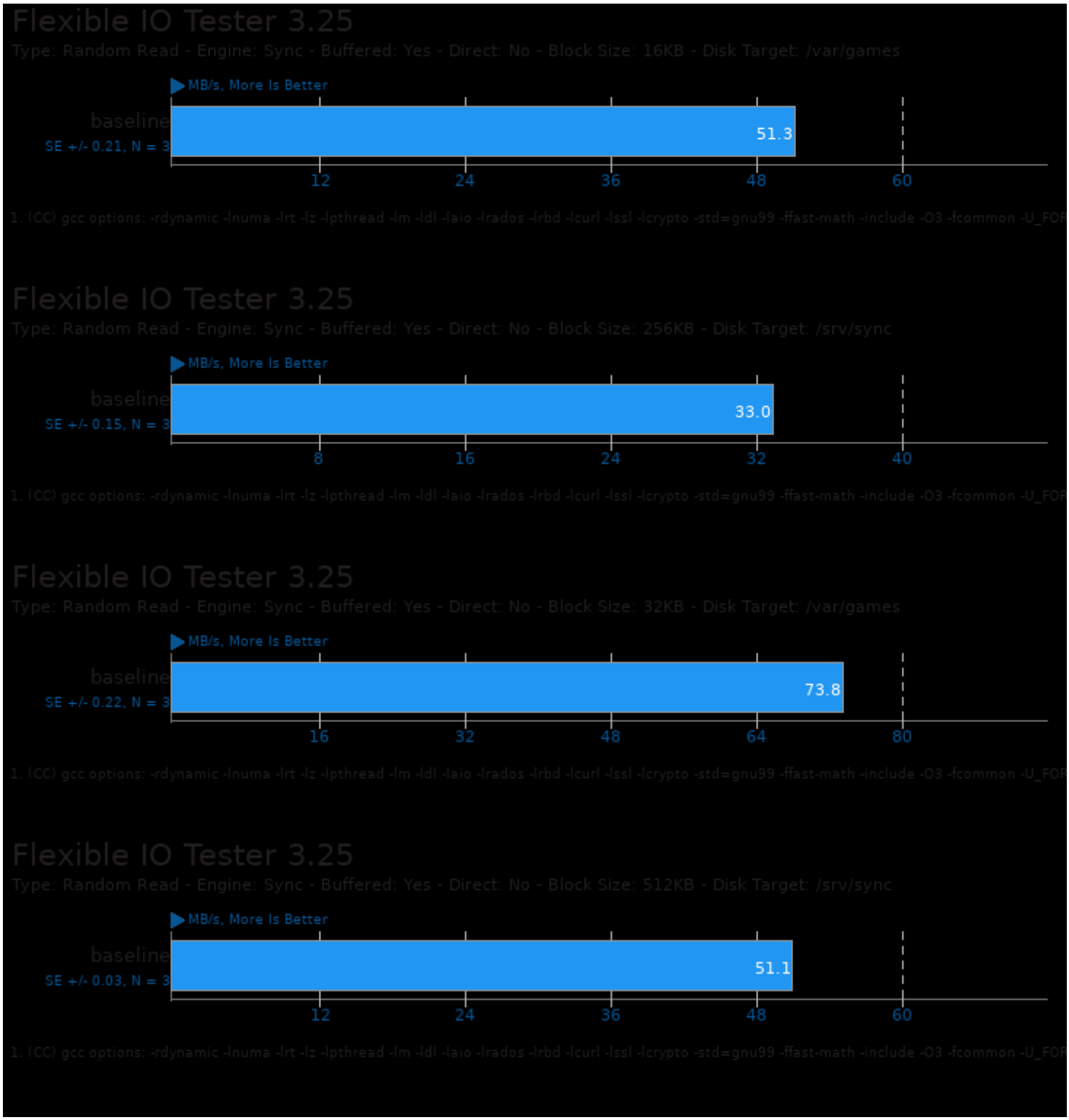

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.117, N = 15
4.338
0.9761
1.9522
2.9283
3.9044
4.8805
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.55, N = 15
13.2
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.053, N = 15
5.327
1.1986
2.3972
3.5958
4.7944
5.993
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.22, N = 12
13.2
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

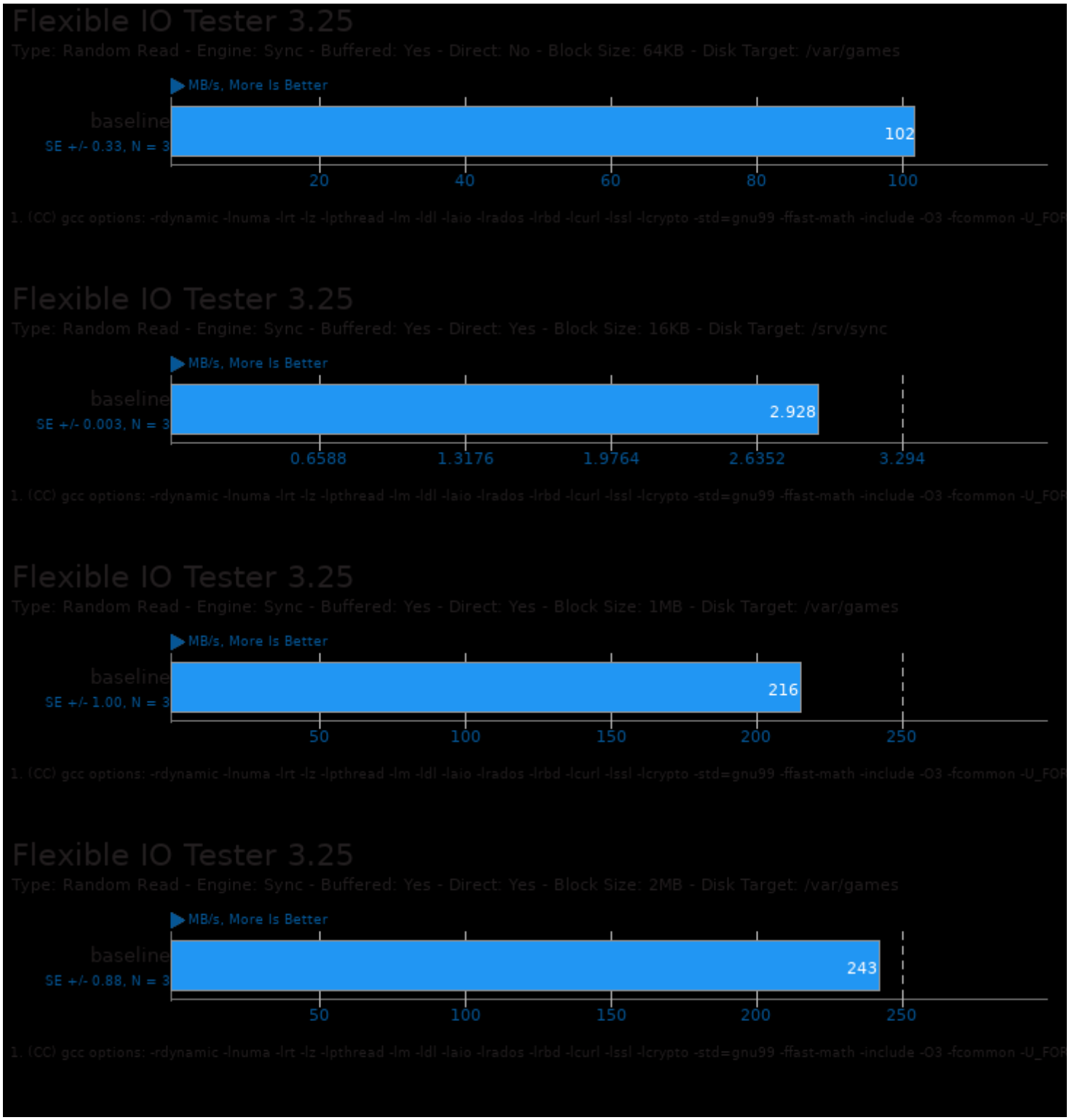

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 3.14, N = 12
103.8
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.38, N = 15
95.2
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.87, N = 15
88.6
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.09, N = 3
95.2
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

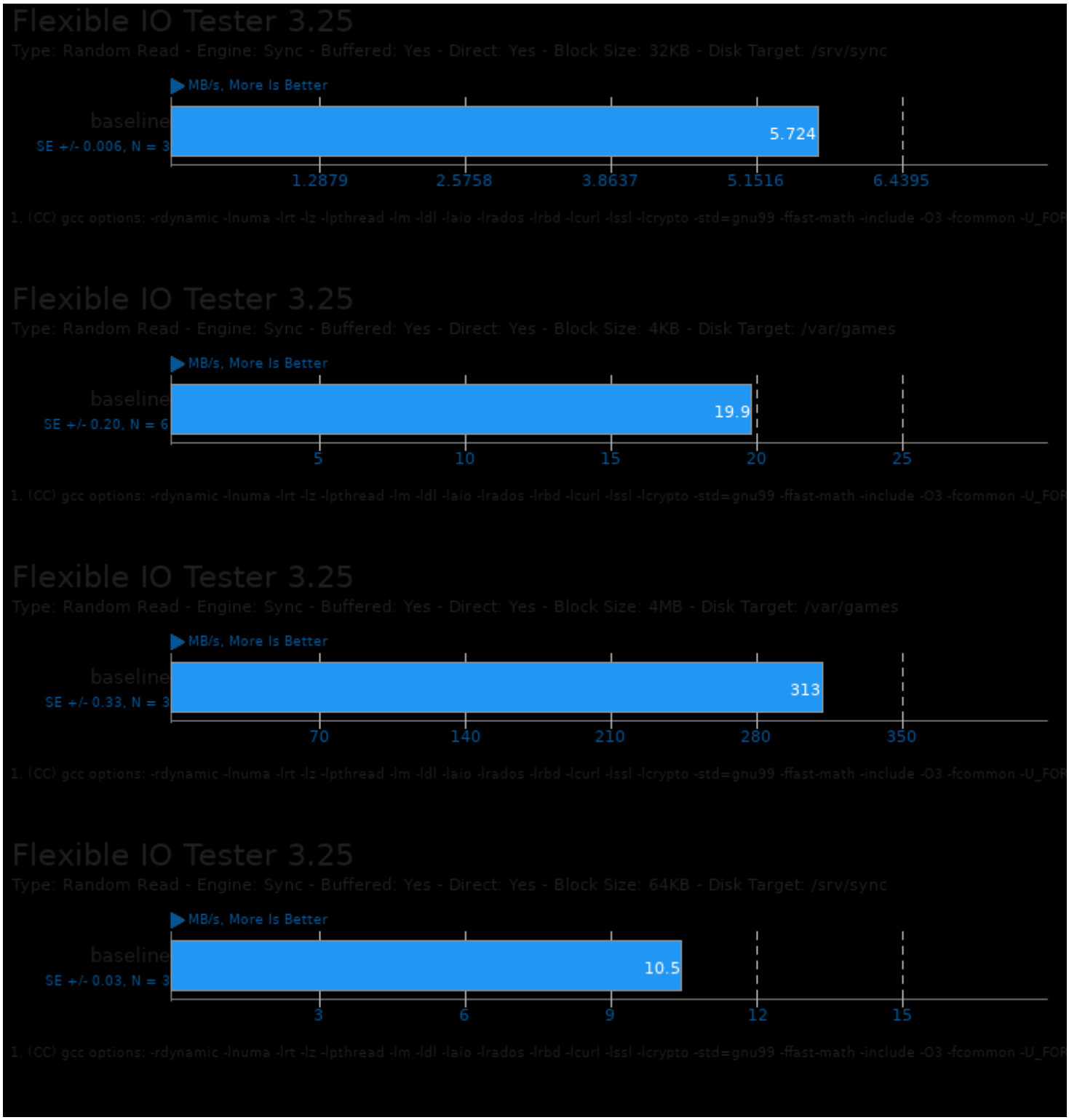

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.64, N = 15
92.5
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 2.63, N = 15
106.0
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 128KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
128
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 256KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
155
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

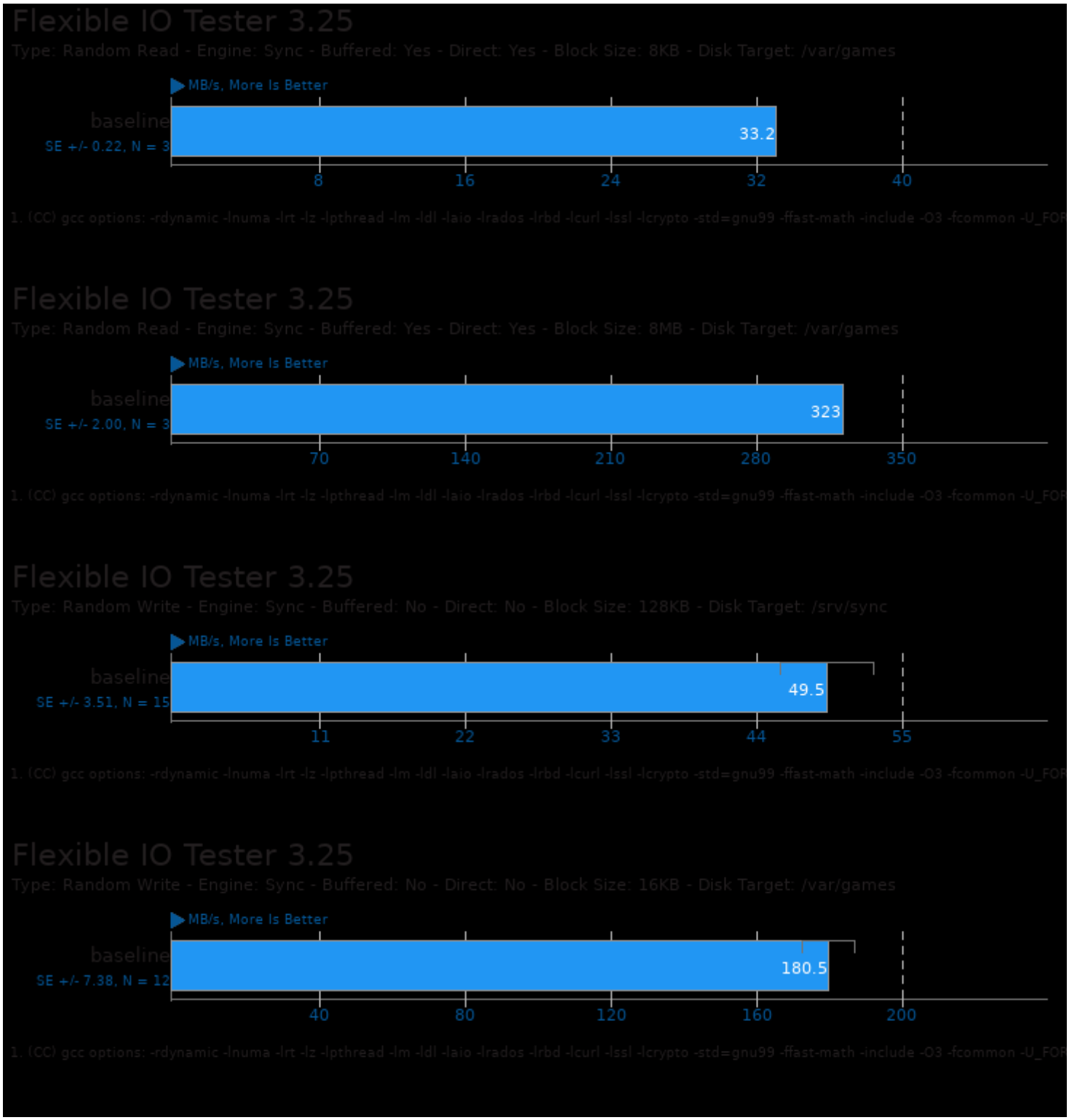

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 512KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
183
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 128KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.06, N = 3
13.4
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 16KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.35, N = 3
49.3
11
22
33
44
55
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 256KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.09, N = 3
24.1
6
12
18
24
30
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

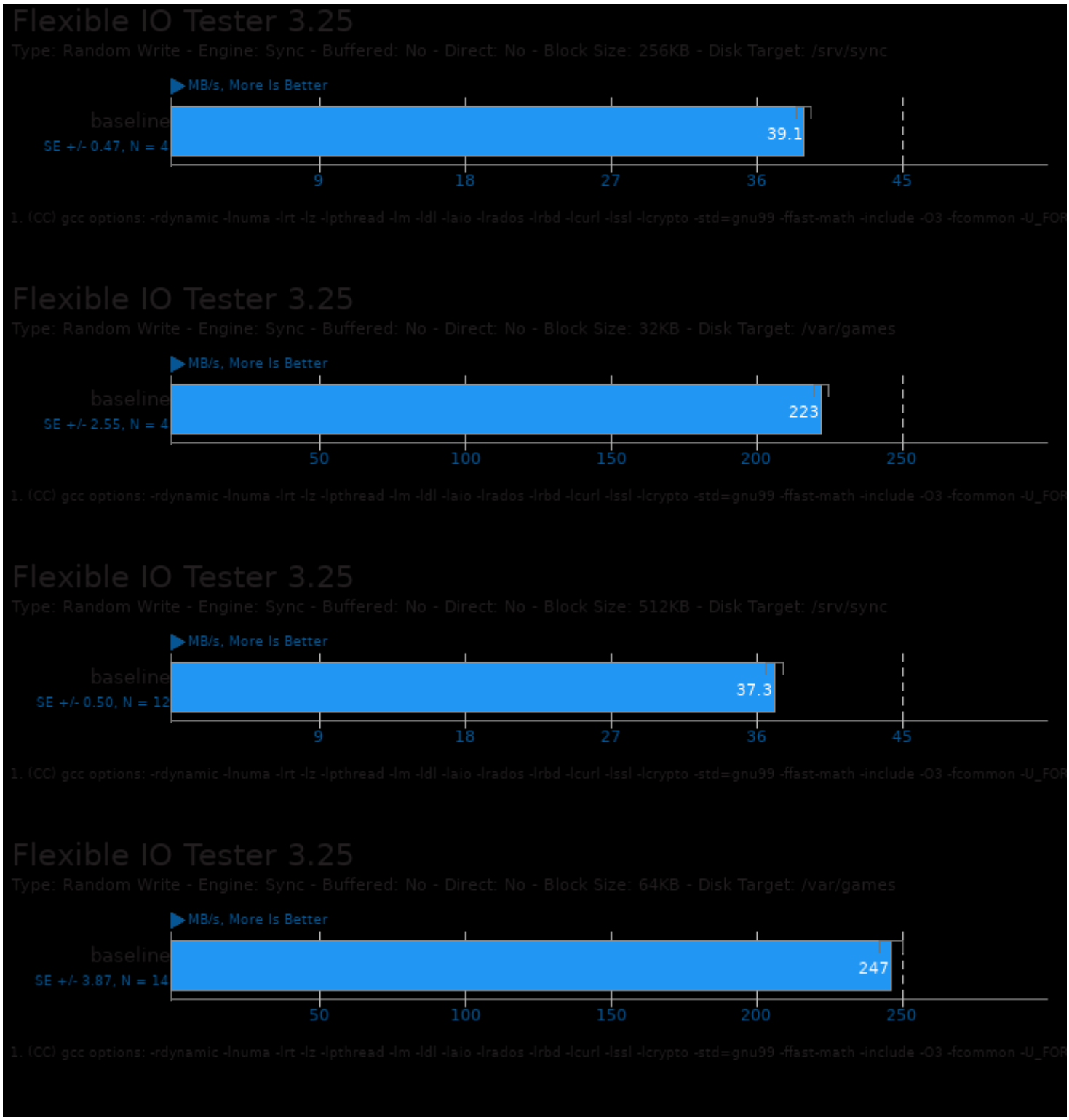

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 32KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.12, N = 3
70.6
16
32
48
64
80
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 512KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.32, N = 3
39.6
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 64KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.17, N = 3
97.3
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 128KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.03, N = 3
19.3
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

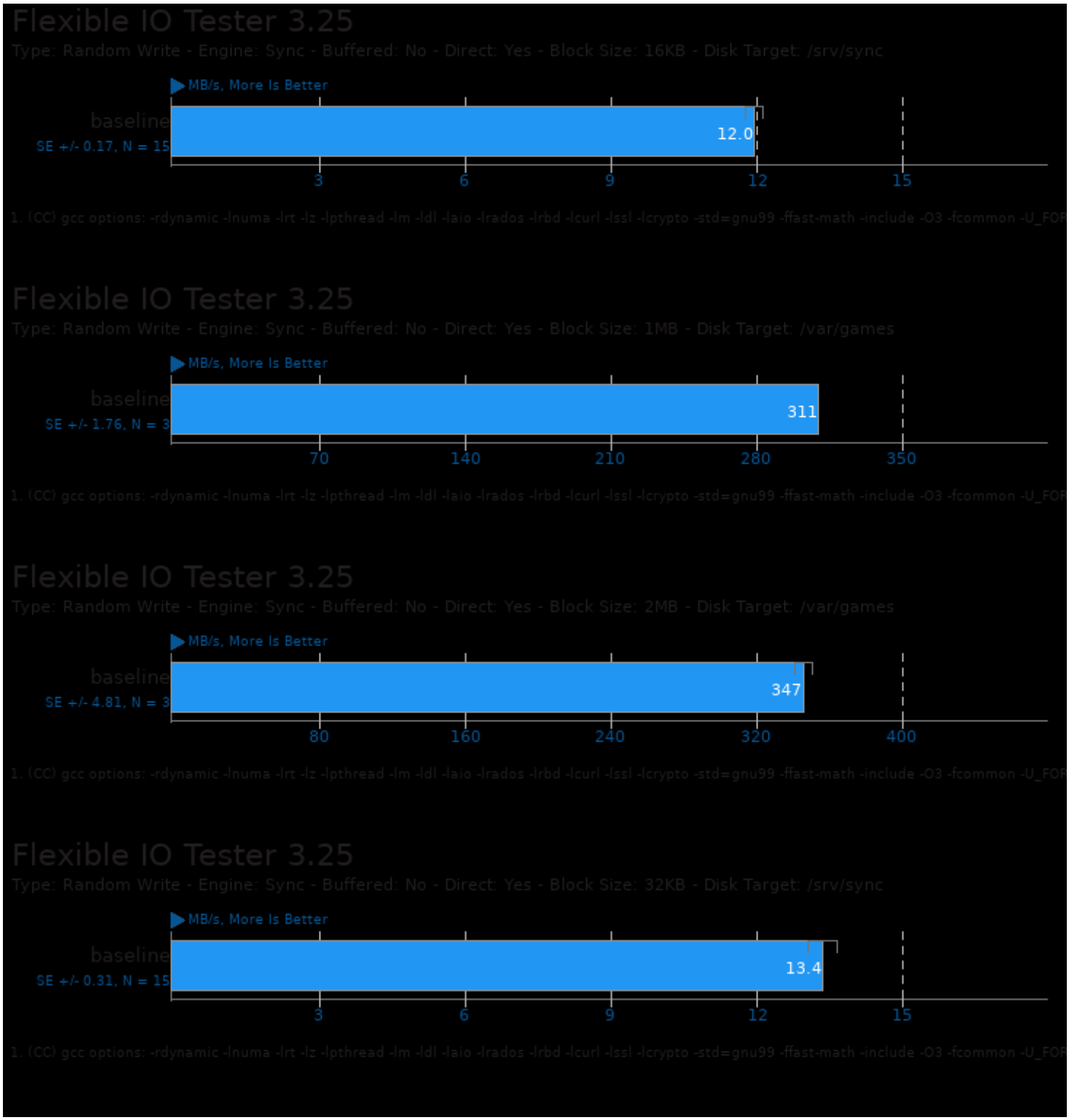

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 16KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.21, N = 3
51.3
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 256KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.15, N = 3
33.0
8
16
24
32
40
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 32KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.22, N = 3
73.8
16
32
48
64
80
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 512KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.03, N = 3
51.1
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 64KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
102
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.003, N = 3
2.928
0.6588
1.3176
1.9764
2.6352
3.294
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.00, N = 3
216
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
243
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

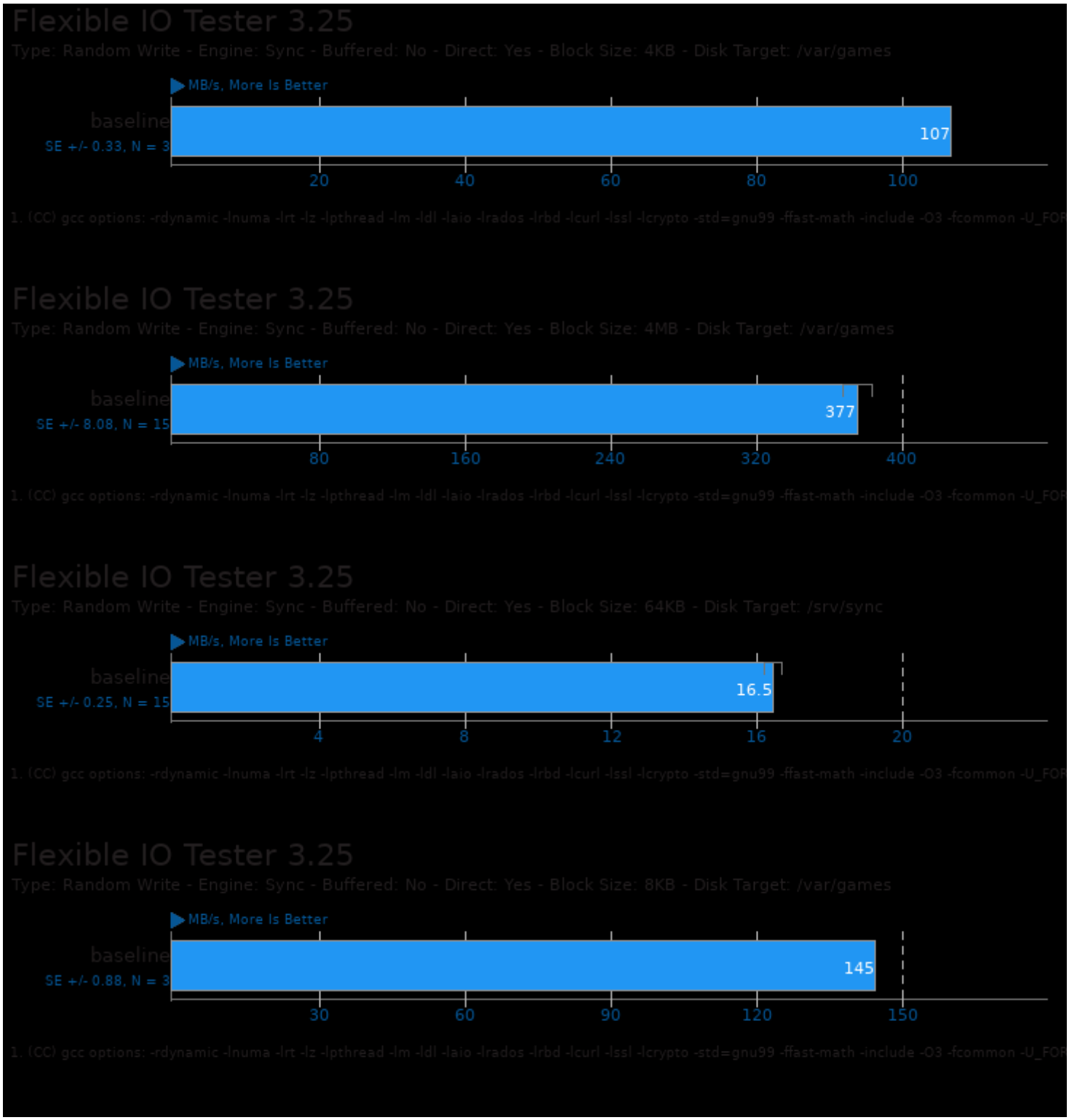

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.006, N = 3
5.724
1.2879
2.5758
3.8637
5.1516
6.4395
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.20, N = 6
19.9
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
313
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.03, N = 3
10.5
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

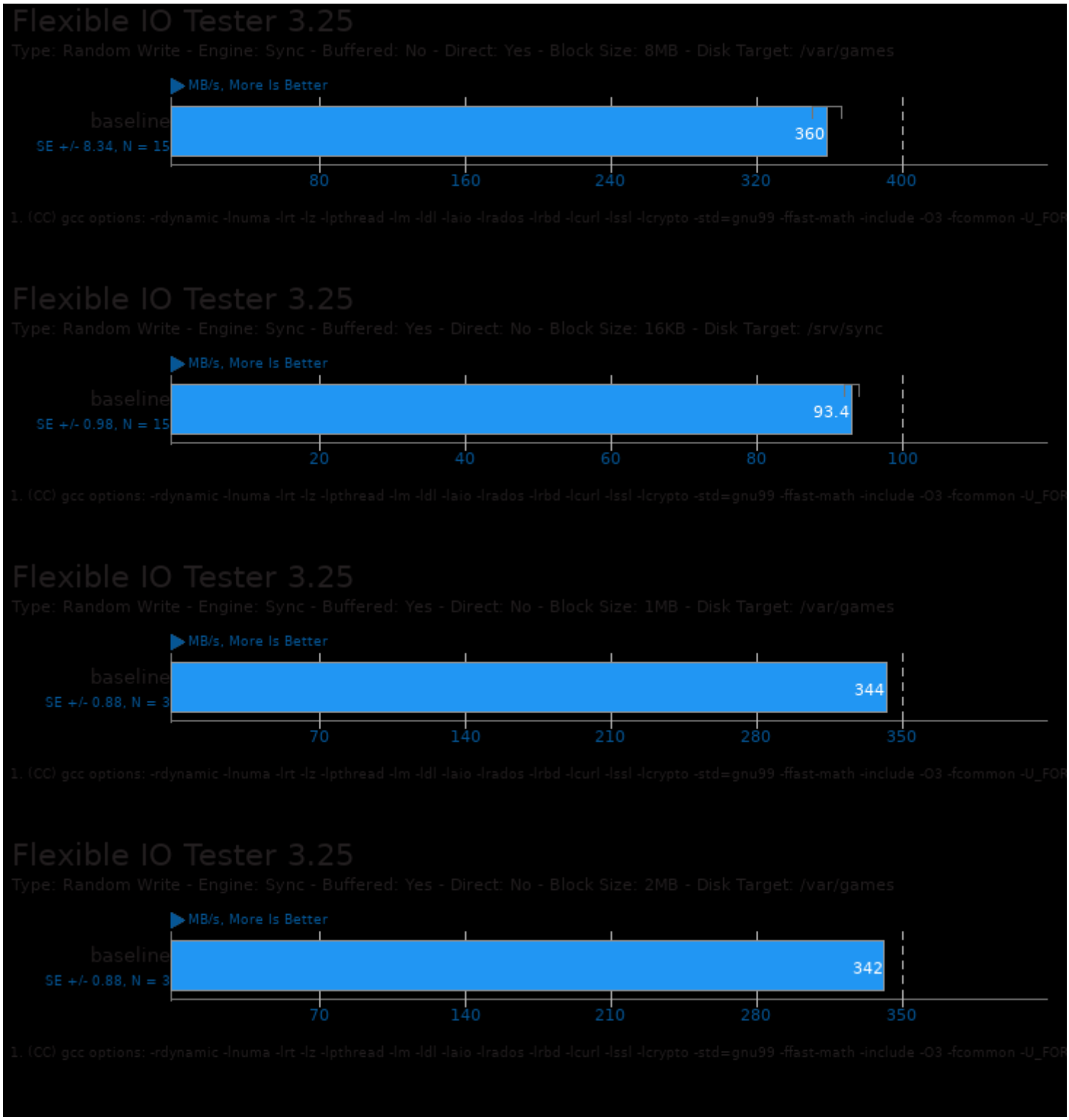

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.22, N = 3
33.2
8
16
24
32
40
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.00, N = 3
323
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 128KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 3.51, N = 15
49.5
11
22
33
44
55
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 7.38, N = 12
180.5
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

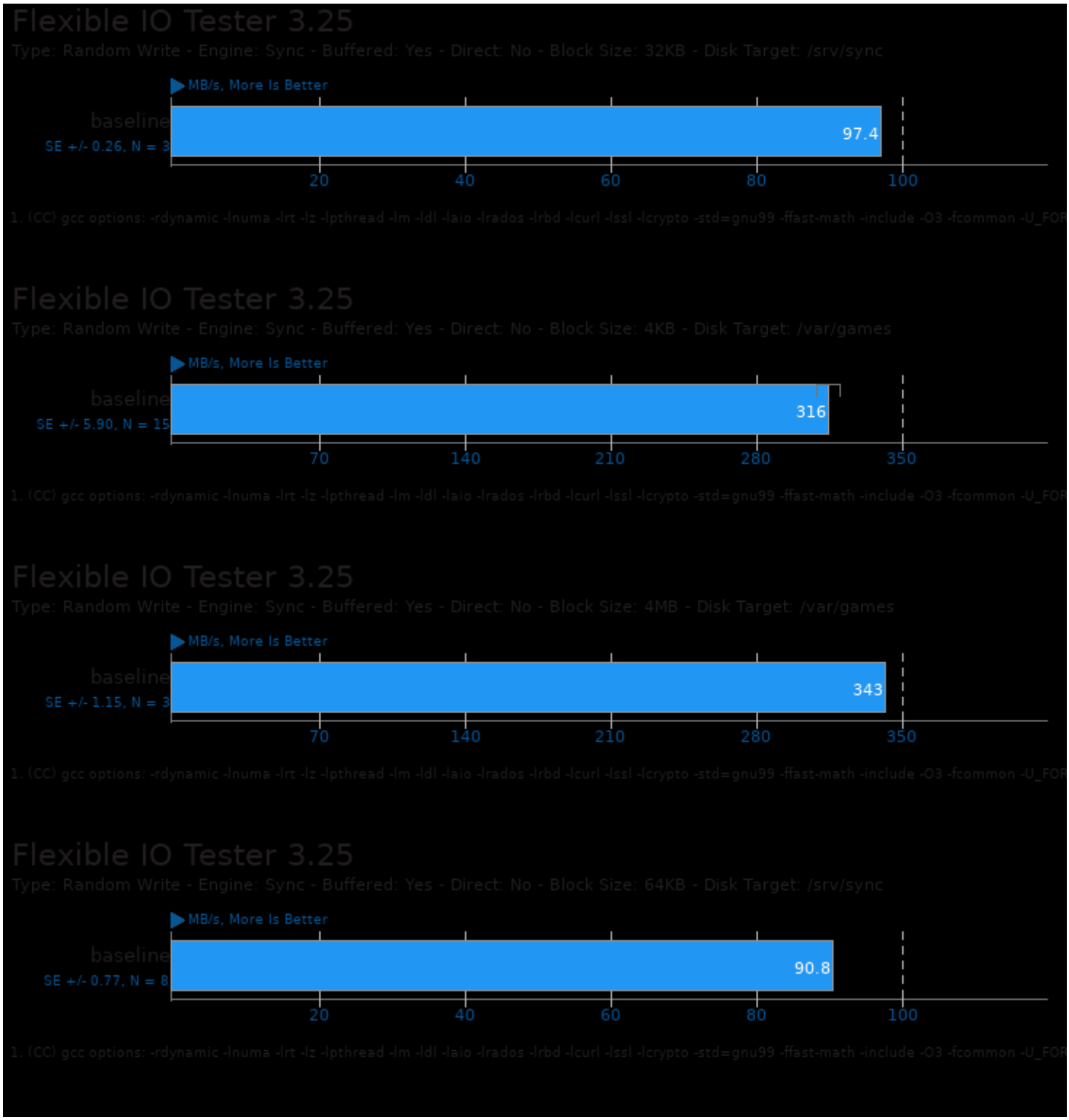

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 256KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.47, N = 4
39.1
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.55, N = 4
223
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 512KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.50, N = 12
37.3
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 3.87, N = 14
247
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.17, N = 15
12.0
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.76, N = 3
311
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 4.81, N = 3
347
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.31, N = 15
13.4
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

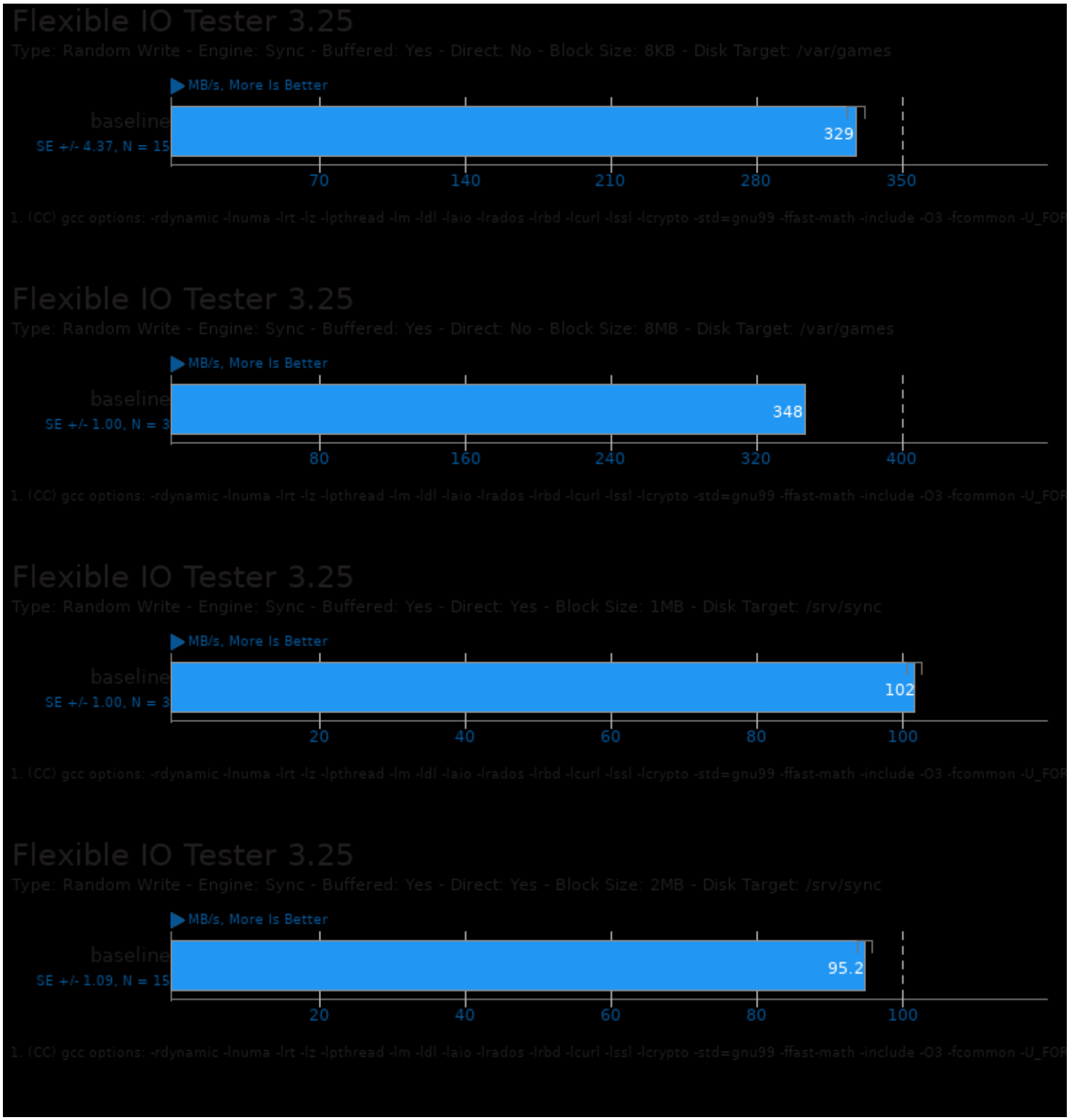
baseline

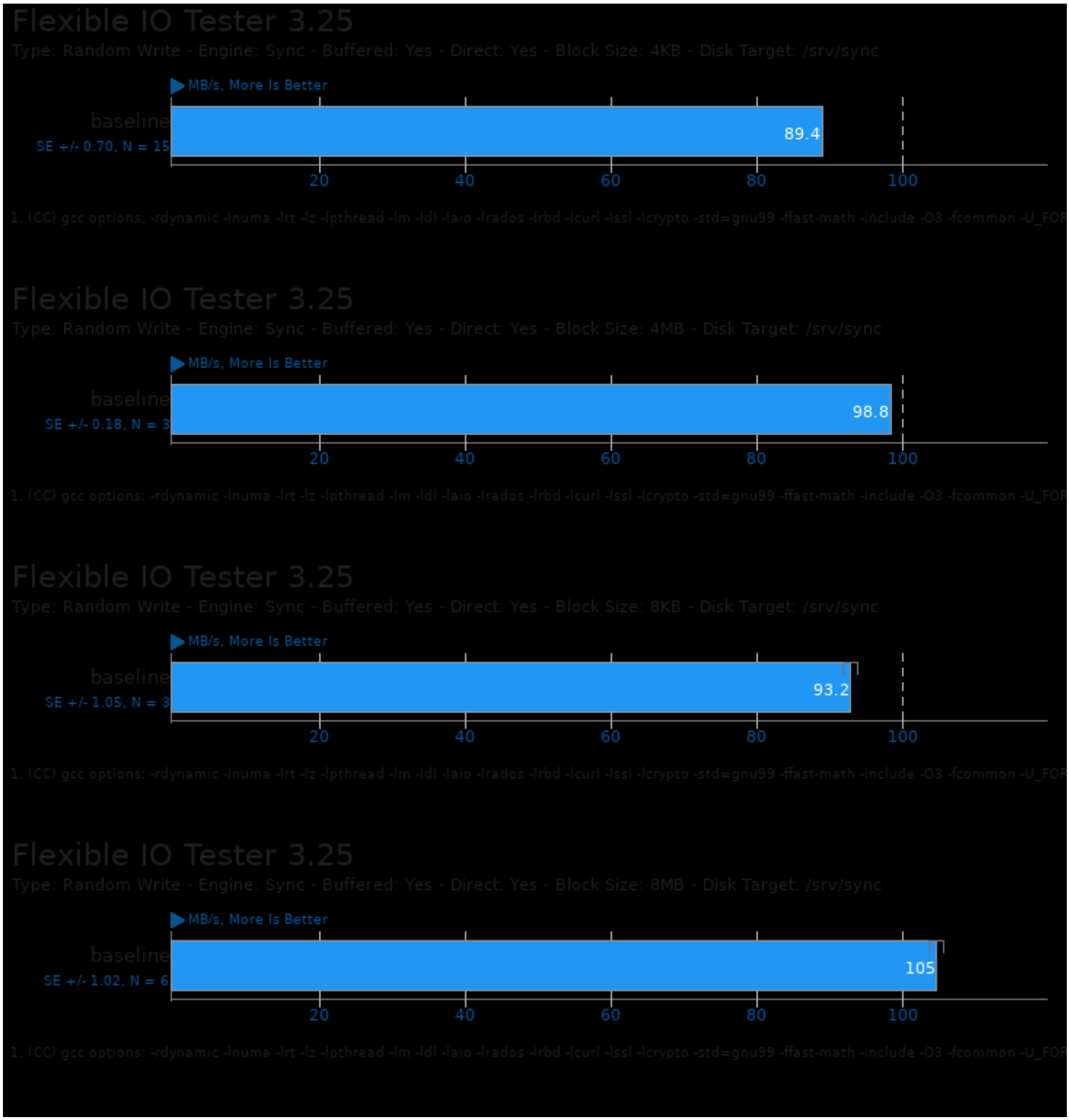

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
107
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 8.08, N = 15
377
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.25, N = 15
16.5
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
145
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

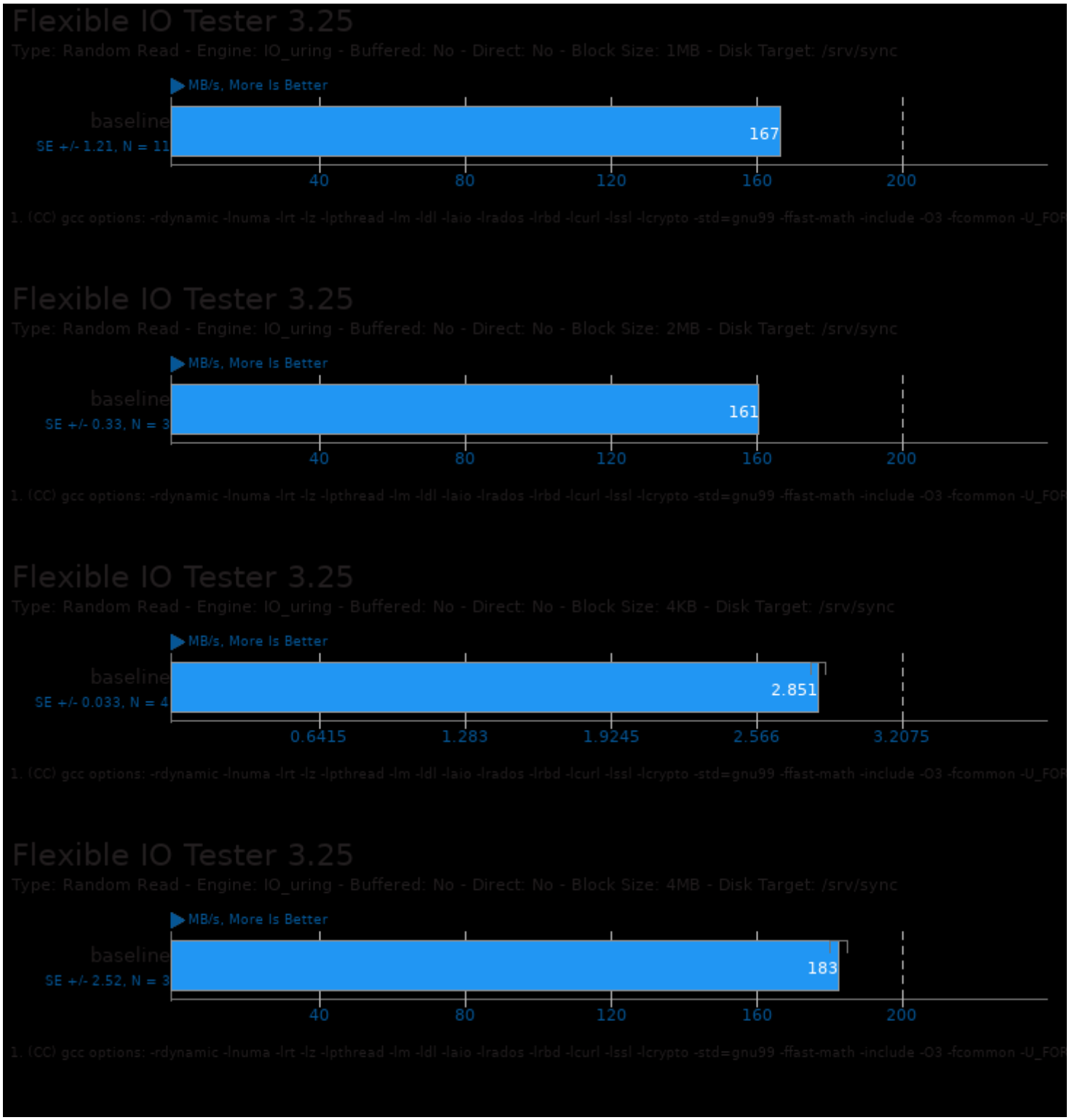

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 8.34, N = 15
360
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.98, N = 15
93.4
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
344
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
342
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.26, N = 3
97.4
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 5.90, N = 15
316
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.15, N = 3
343
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.77, N = 8
90.8
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

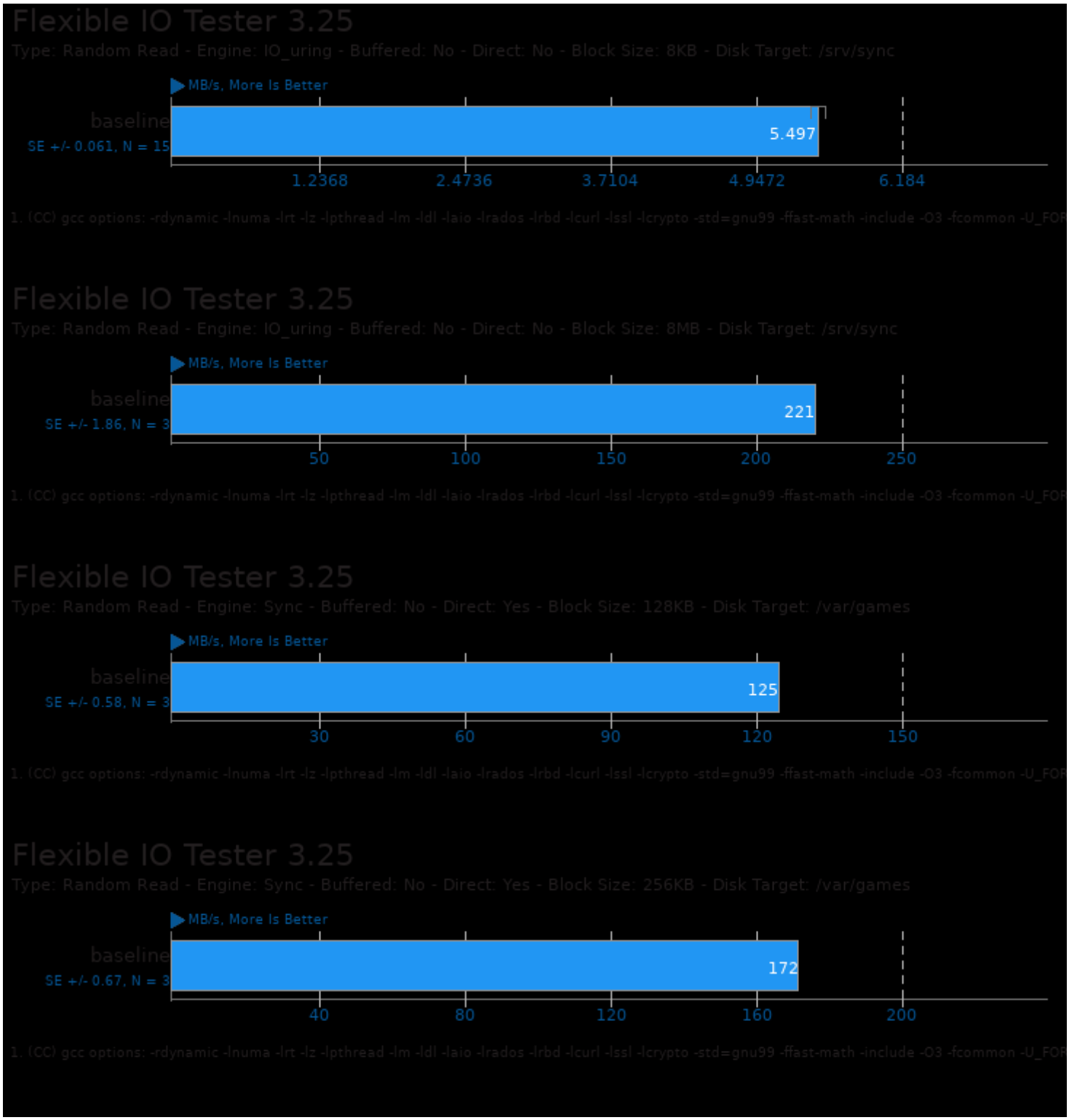
baseline

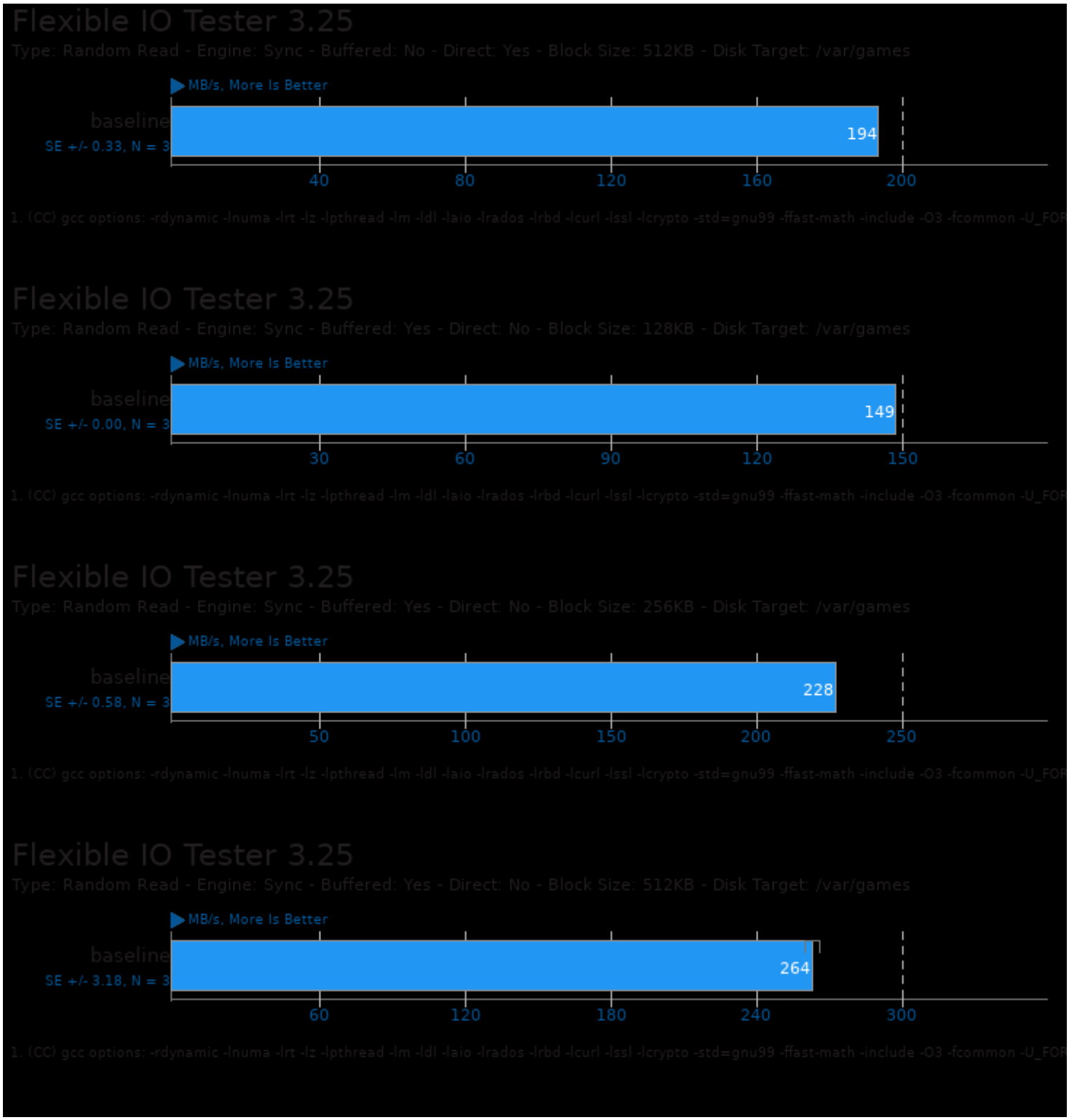

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 4.37, N = 15
329
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.00, N = 3
348
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.00, N = 3
102
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.09, N = 15
95.2
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

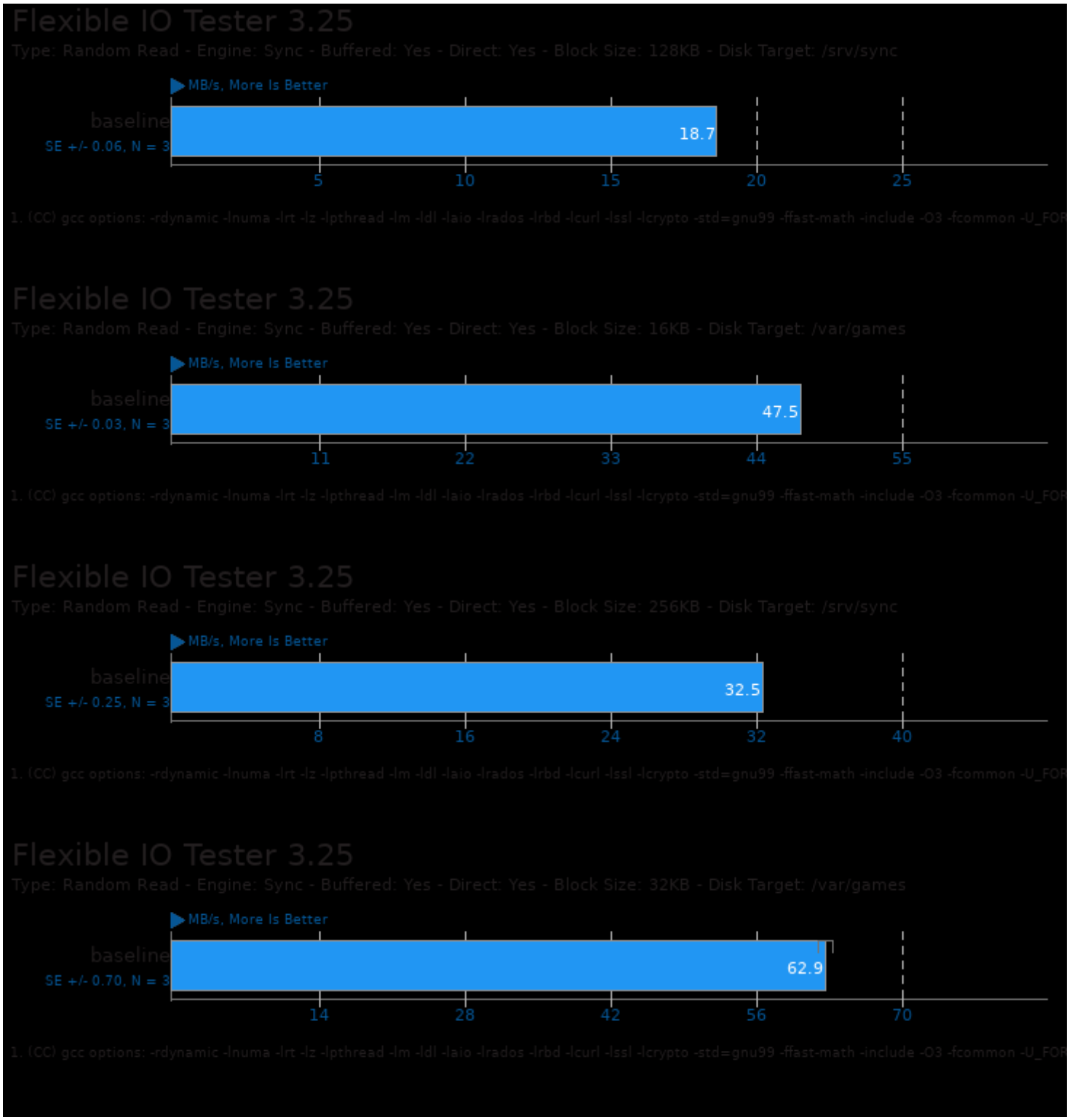

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.70, N = 15
89.4
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.18, N = 3
98.8
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.05, N = 3
93.2
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.02, N = 6
105
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

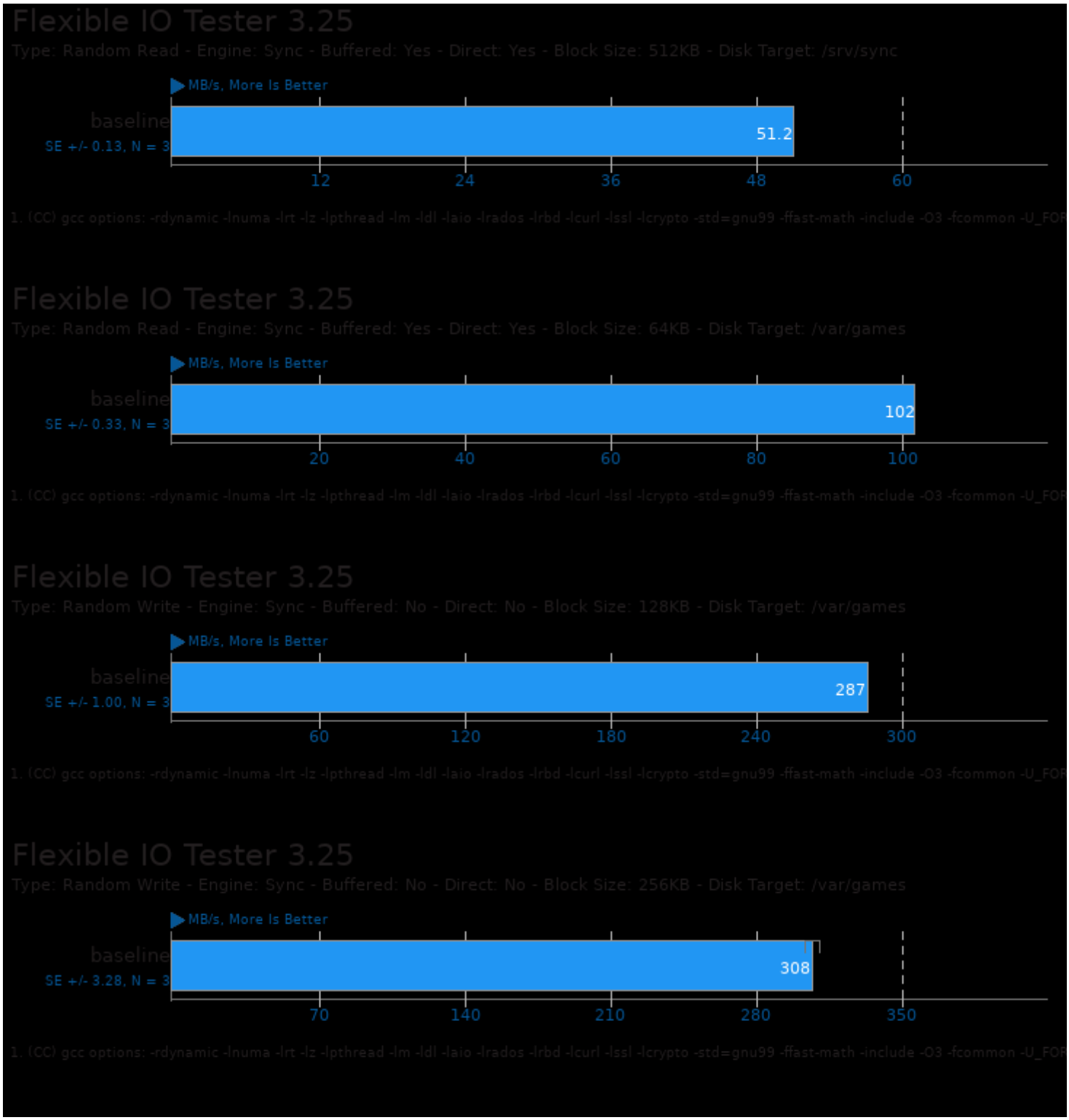

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.21, N = 11
167
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
161
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.033, N = 4
2.851
0.6415
1.283
1.9245
2.566
3.2075
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 2.52, N = 3
183
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

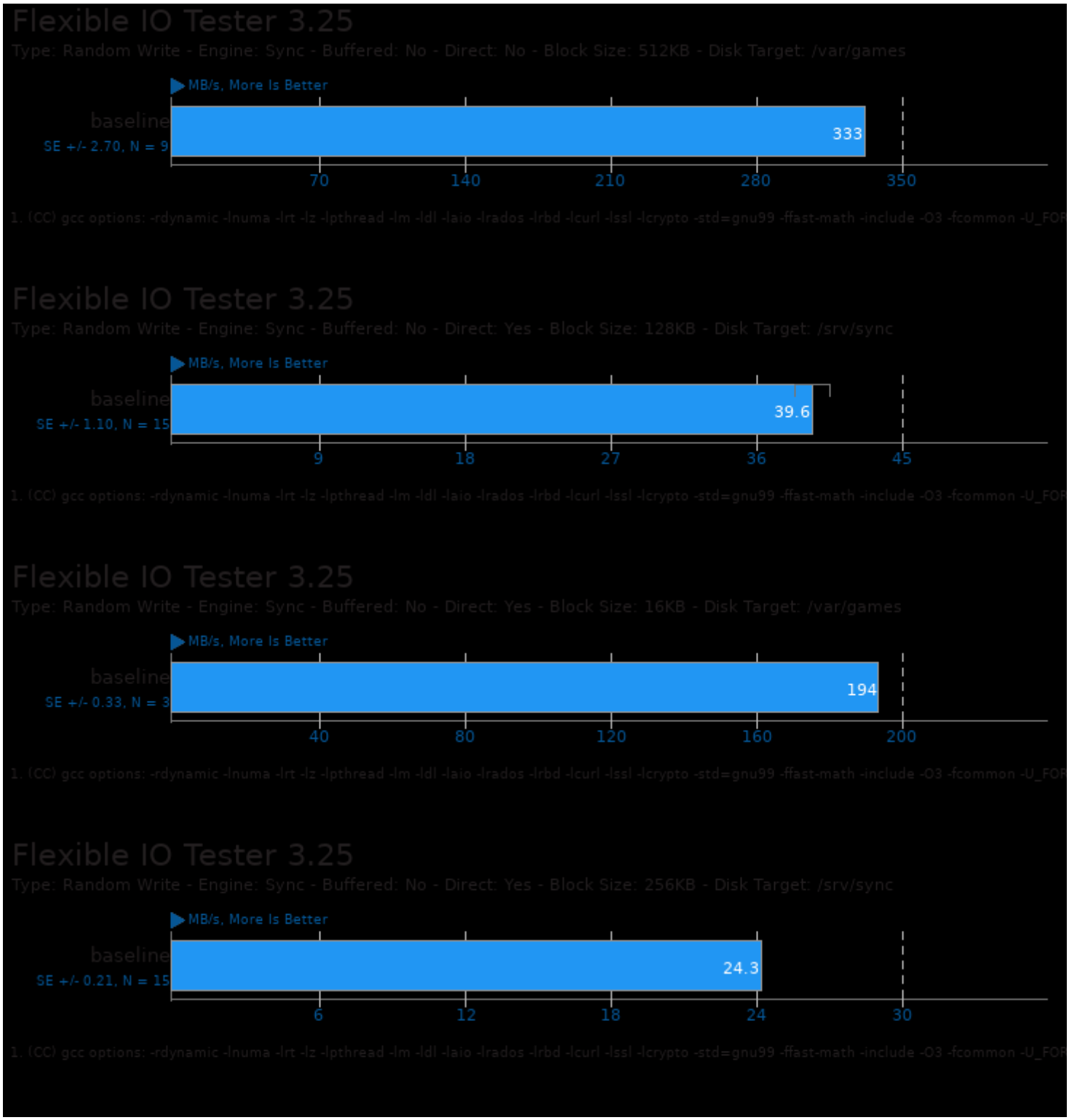
baseline

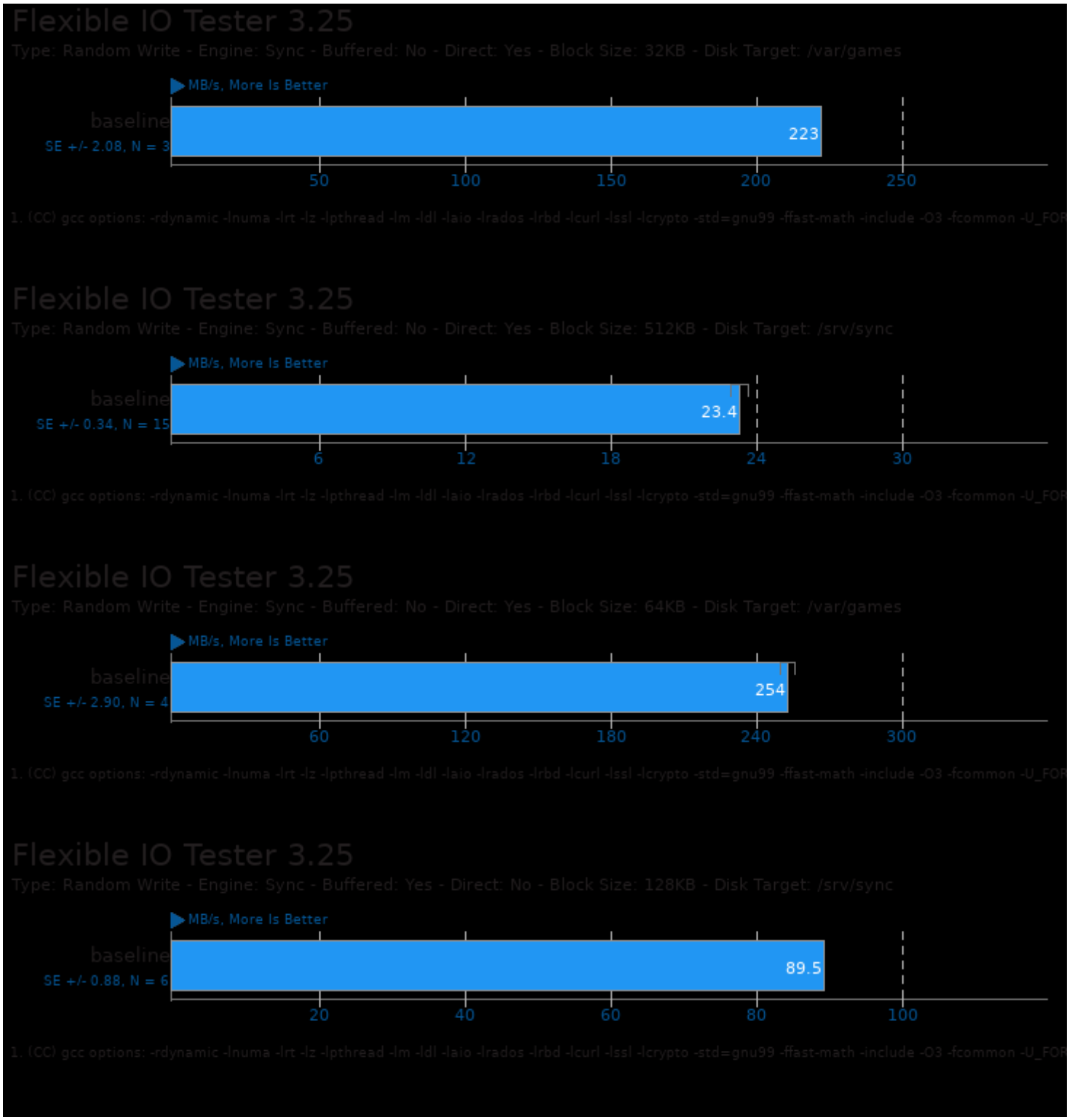

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.061, N = 15
5.497
1.2368
2.4736
3.7104
4.9472
6.184
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.86, N = 3
221
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 128KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.58, N = 3
125
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 256KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.67, N = 3
172
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FOR

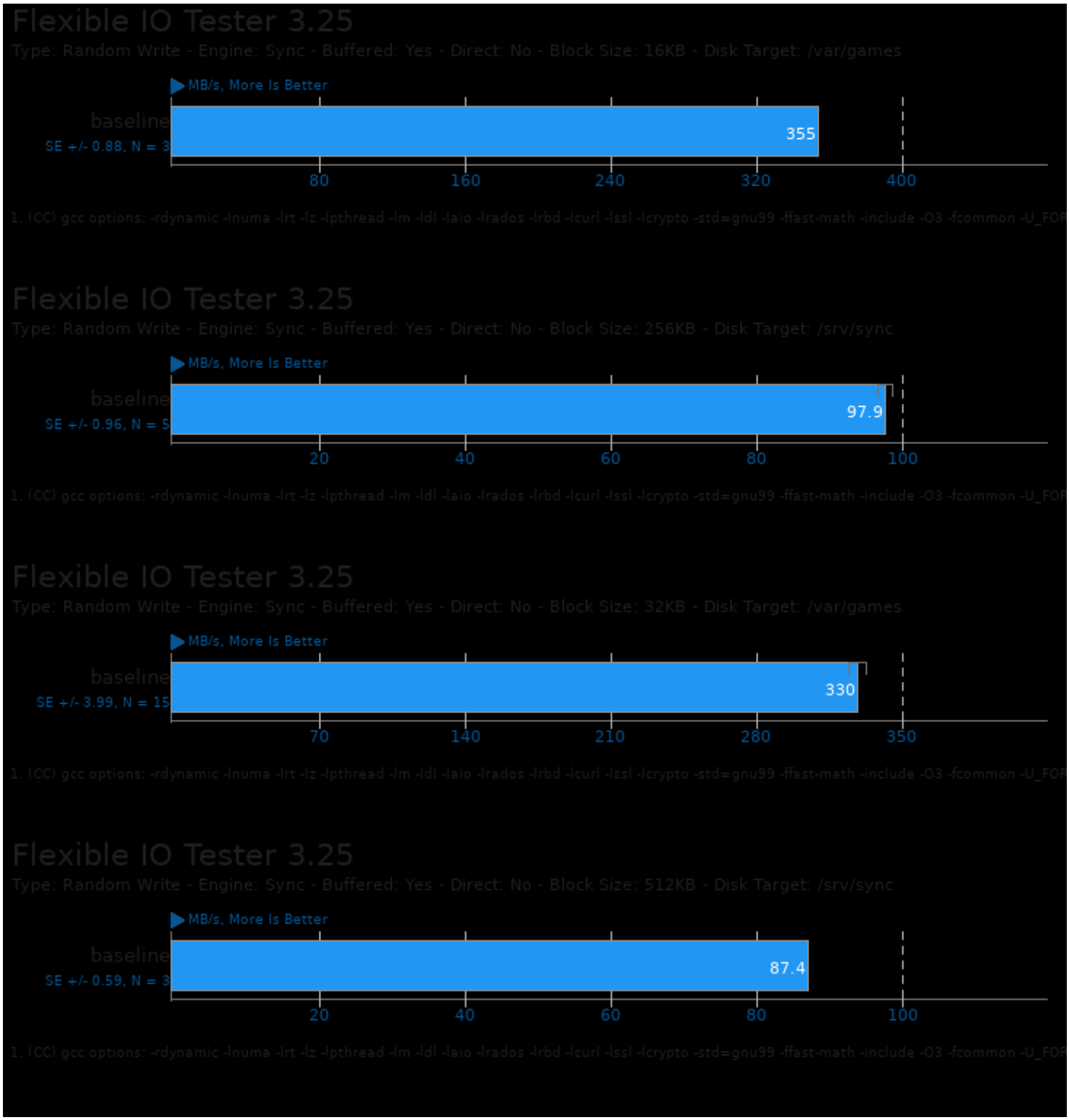

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 512KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
194
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 128KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
149
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 256KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.58, N = 3
228
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 512KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 3.18, N = 3
264
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

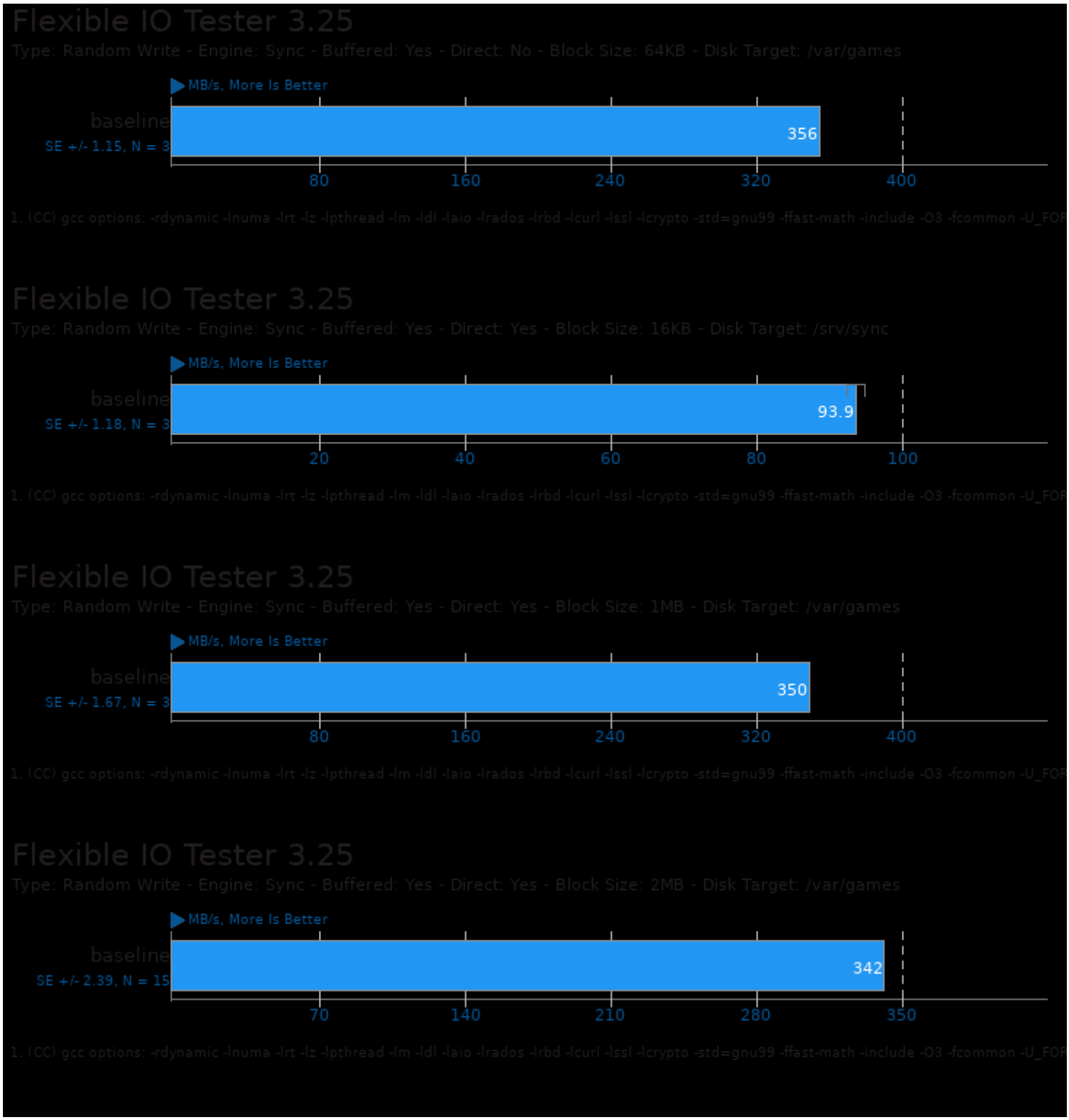

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 128KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.06, N = 3
18.7
5
10
15
20
25
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 16KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.03, N = 3
47.5
11
22
33
44
55
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 256KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.25, N = 3
32.5
8
16
24
32
40
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 32KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.70, N = 3
62.9
14
28
42
56
70
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

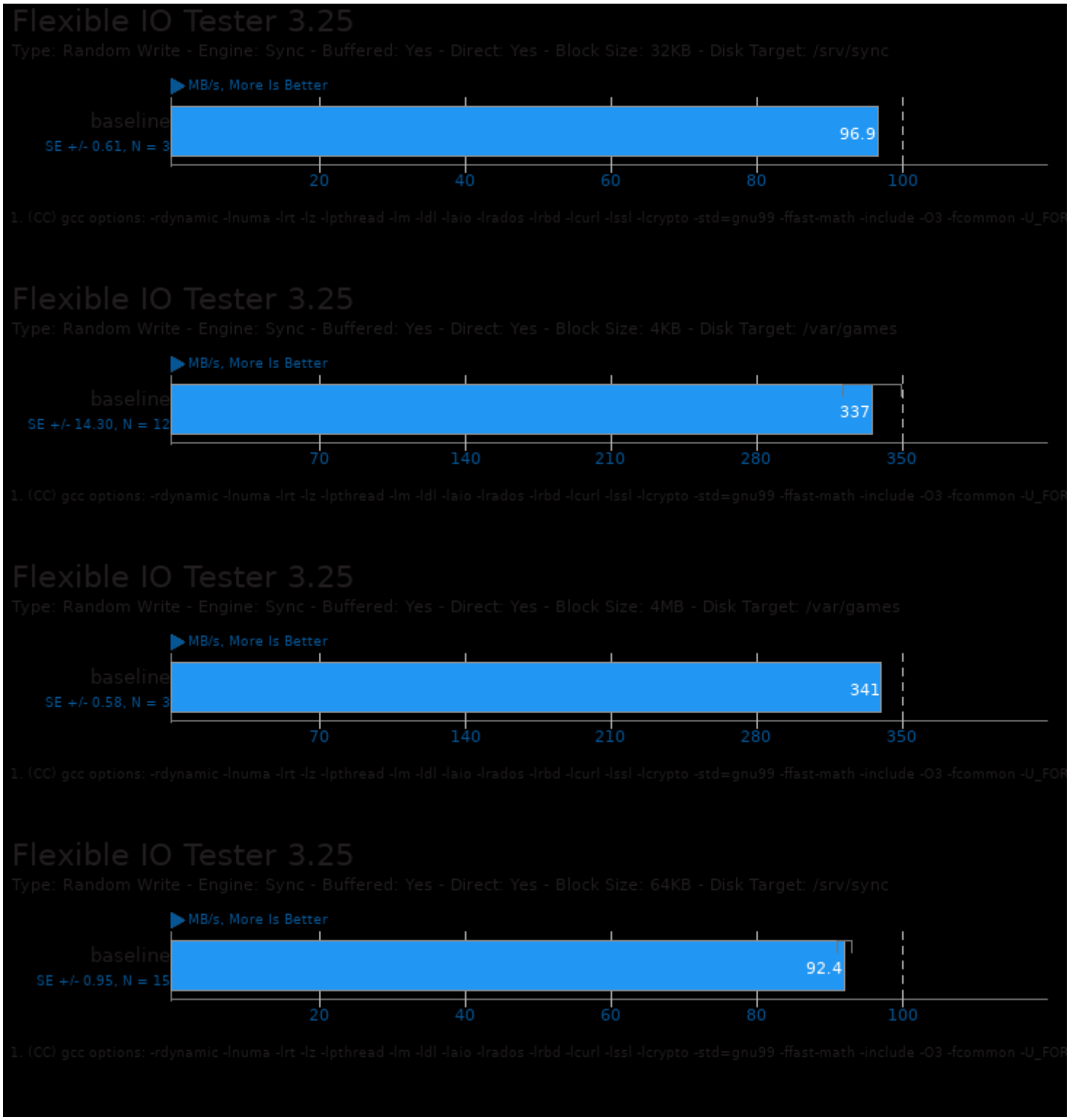

Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 512KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.13, N = 3
51.2
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 64KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
102
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 128KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.00, N = 3
287
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 256KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 3.28, N = 3
308
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

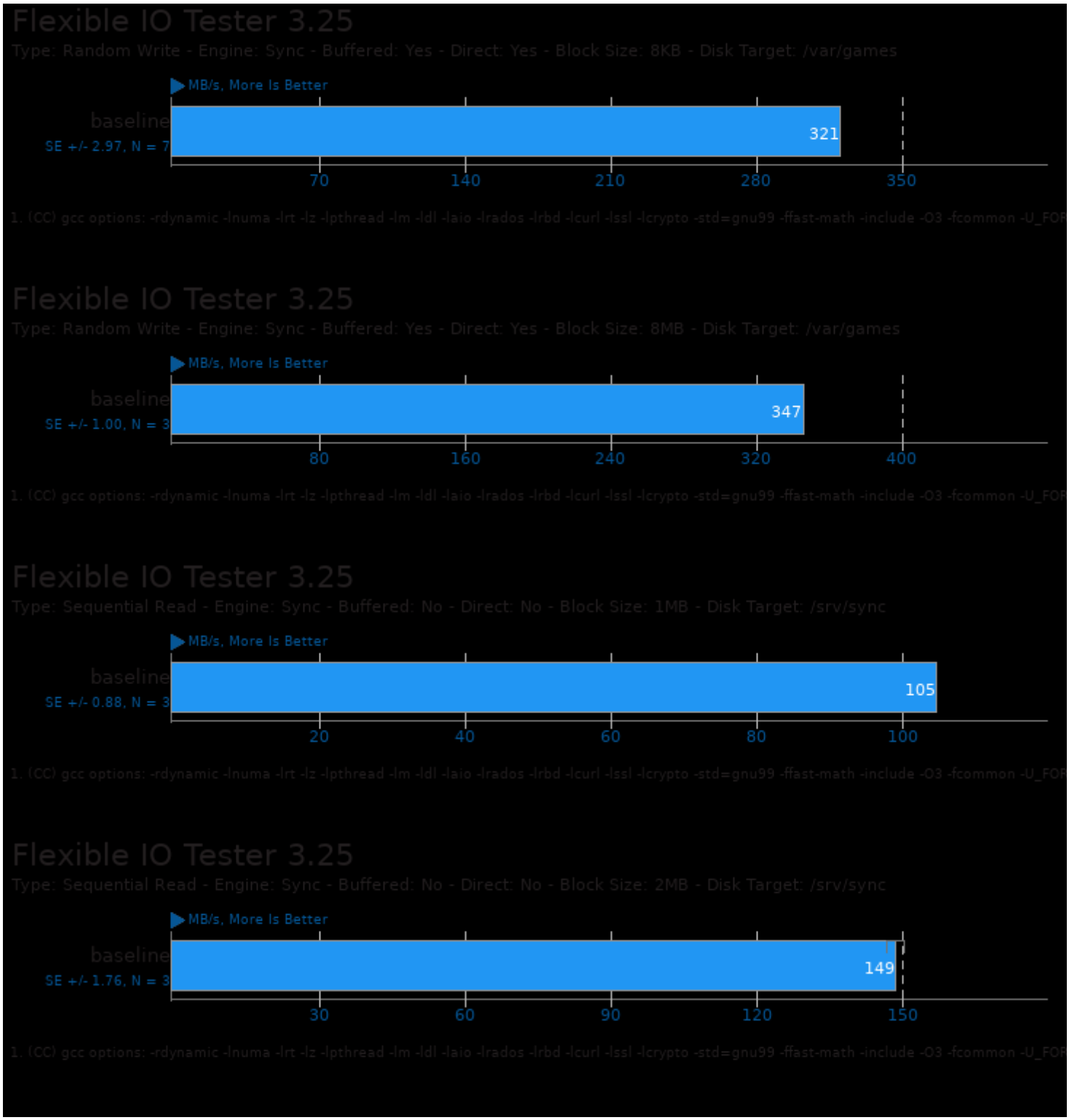

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 512KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.70, N = 9
333
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 128KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.10, N = 15
39.6
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 16KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
194
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 256KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.21, N = 15
24.3
6
12
18
24
30
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

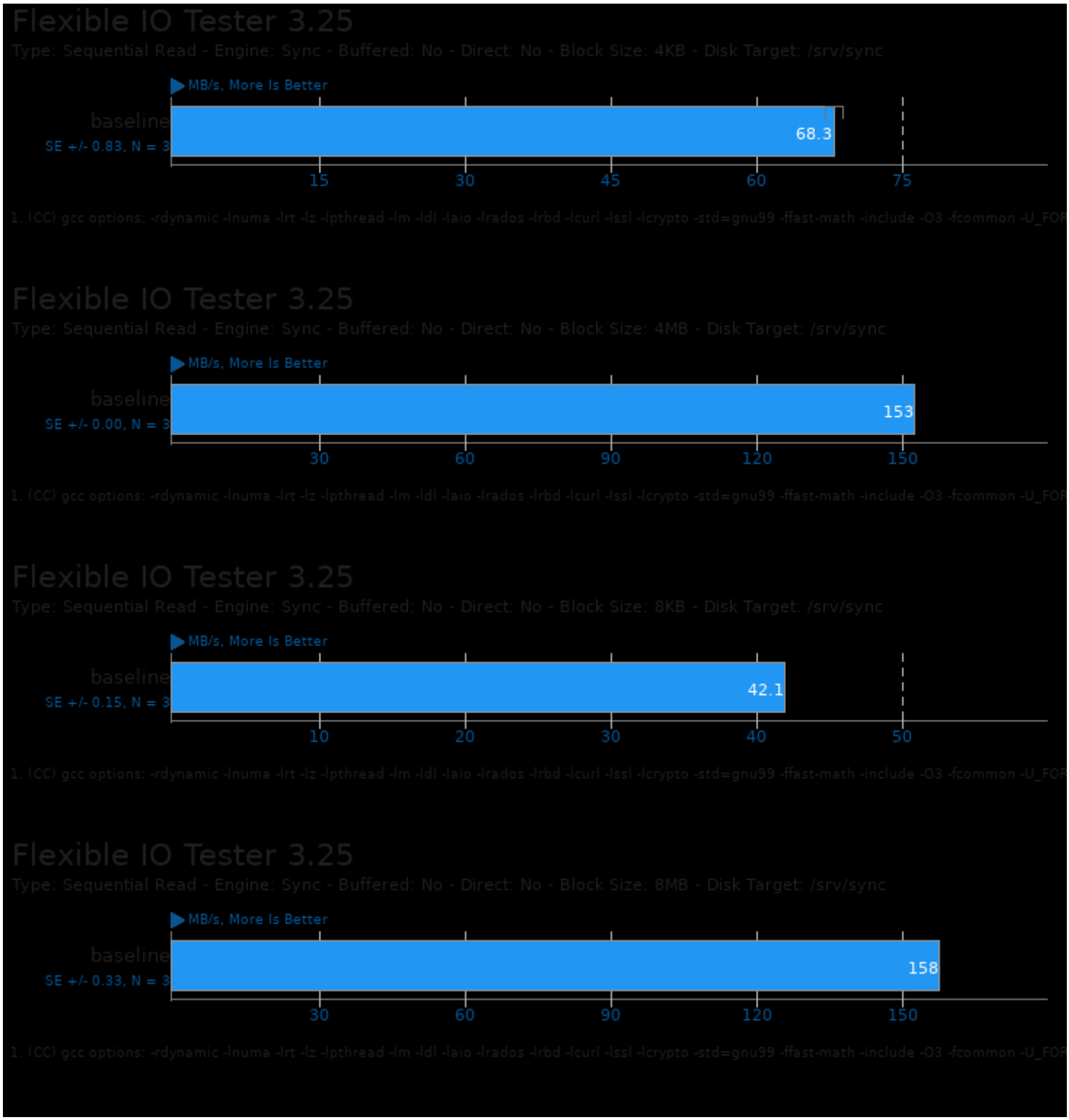

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 32KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.08, N = 3
223
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 512KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.34, N = 15
23.4
6
12
18
24
30
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 64KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.90, N = 4
254
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 128KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.88, N = 6
89.5
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

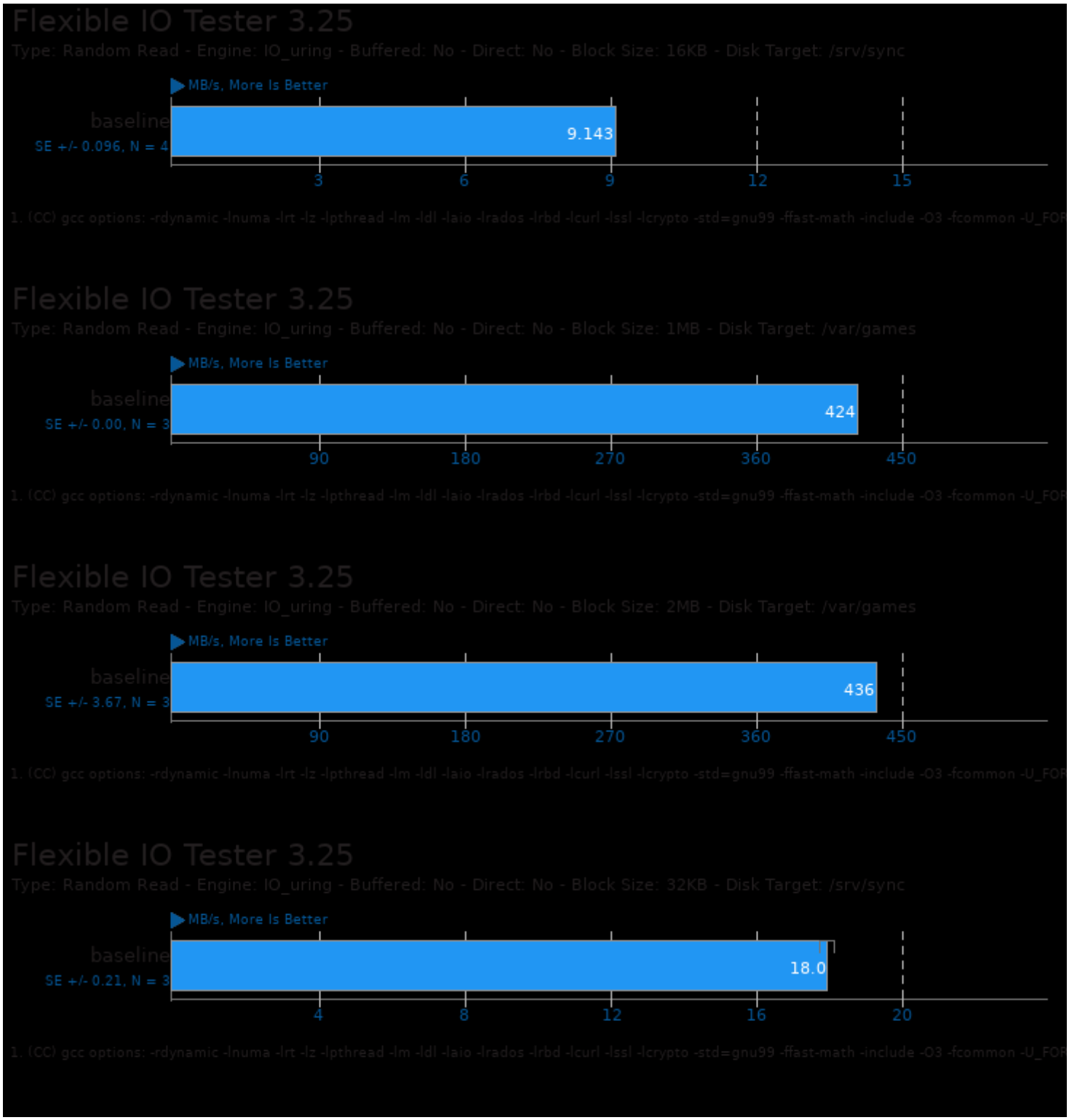

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 16KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
355
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 256KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.96, N = 5
97.9
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 32KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 3.99, N = 15
330
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 512KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.59, N = 3
87.4
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 64KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.15, N = 3
356
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.18, N = 3
93.9
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.67, N = 3
350
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.39, N = 15
342
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

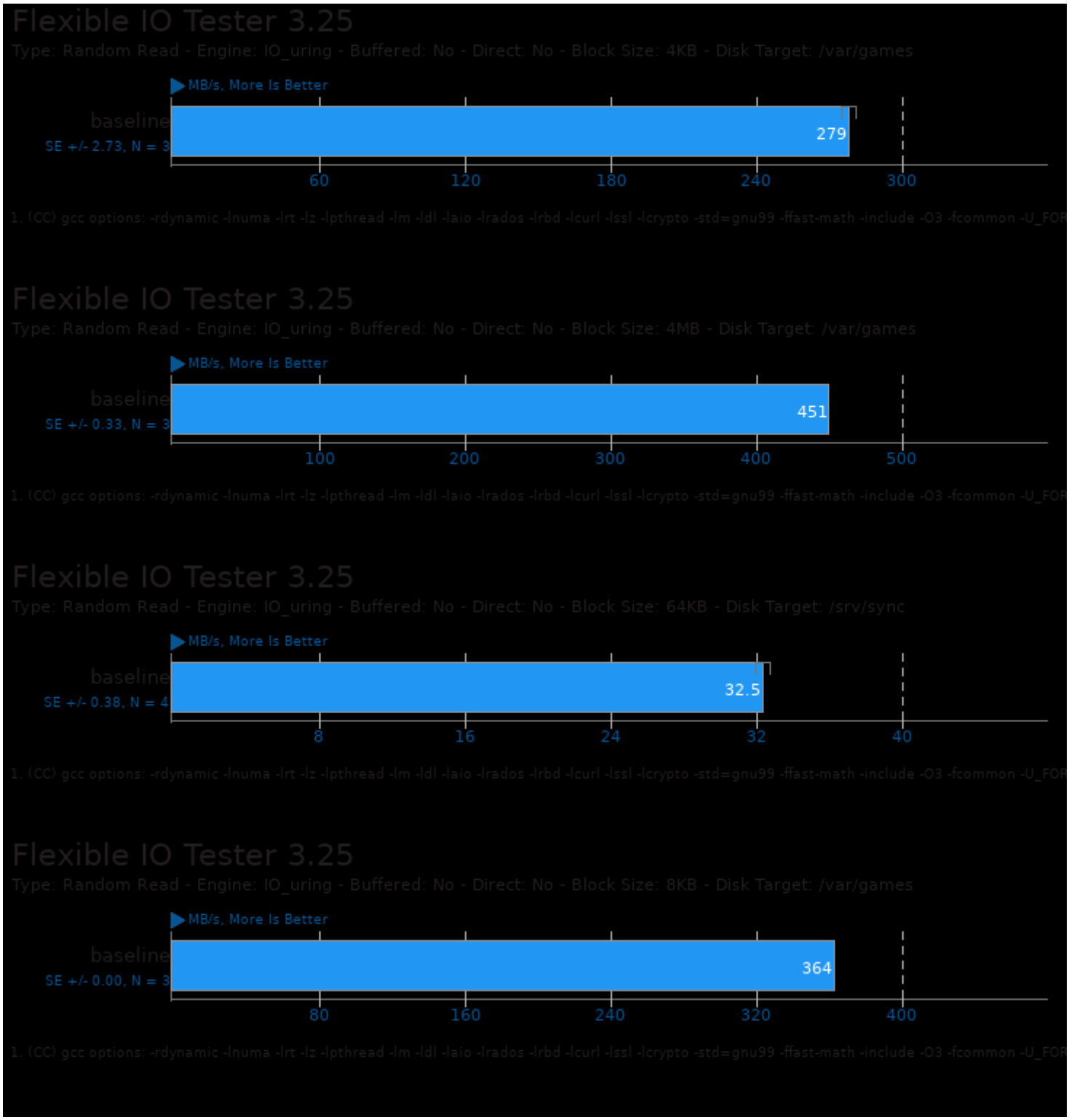

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.61, N = 3
96.9
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 14.30, N = 12
337
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.58, N = 3
341
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.95, N = 15
92.4
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

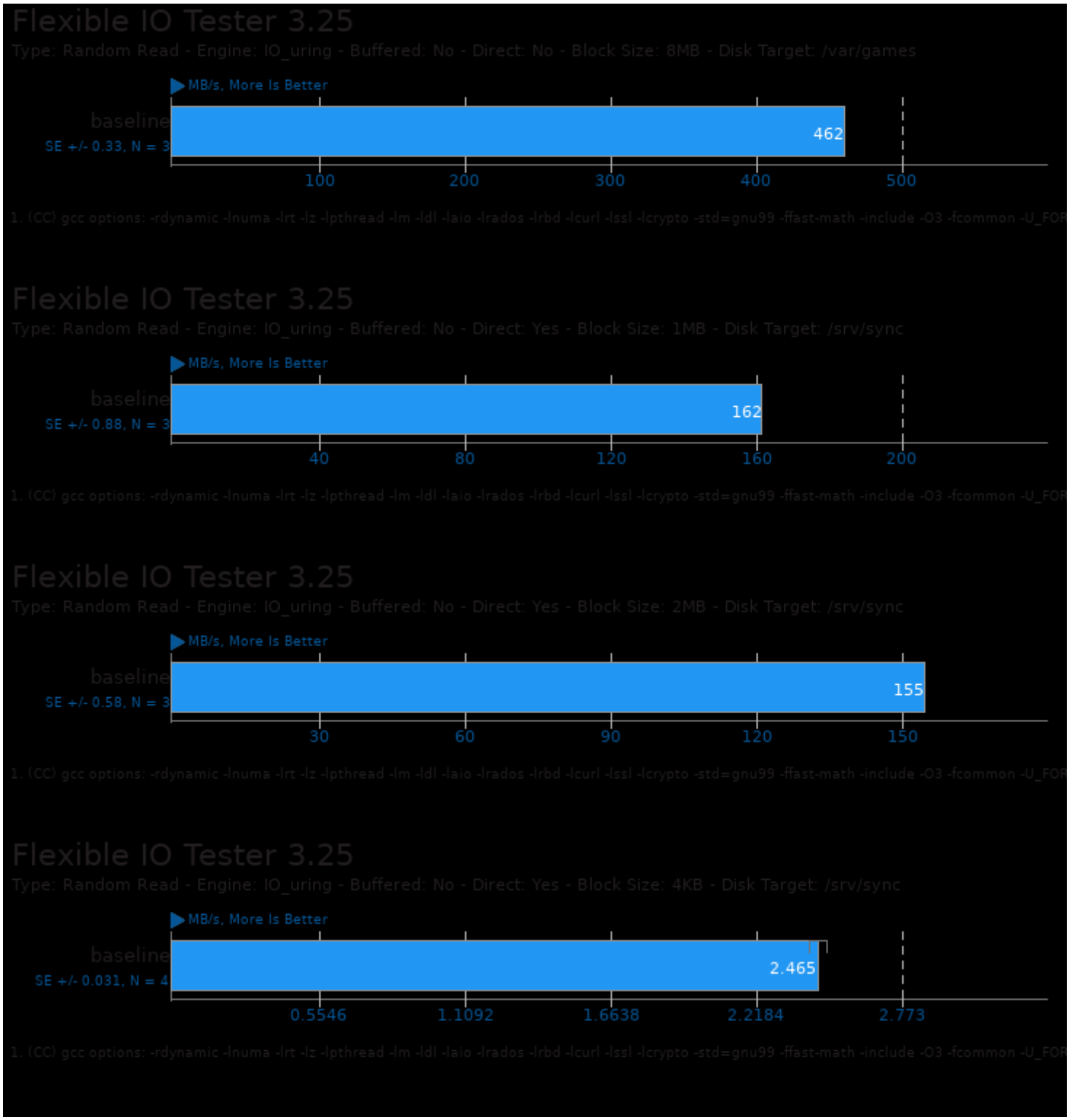

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.97, N = 7
321
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.00, N = 3
347
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
105
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.76, N = 3
149
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.83, N = 3
68.3
15
30
45
60
75
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
153
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.15, N = 3
42.1
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
158
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

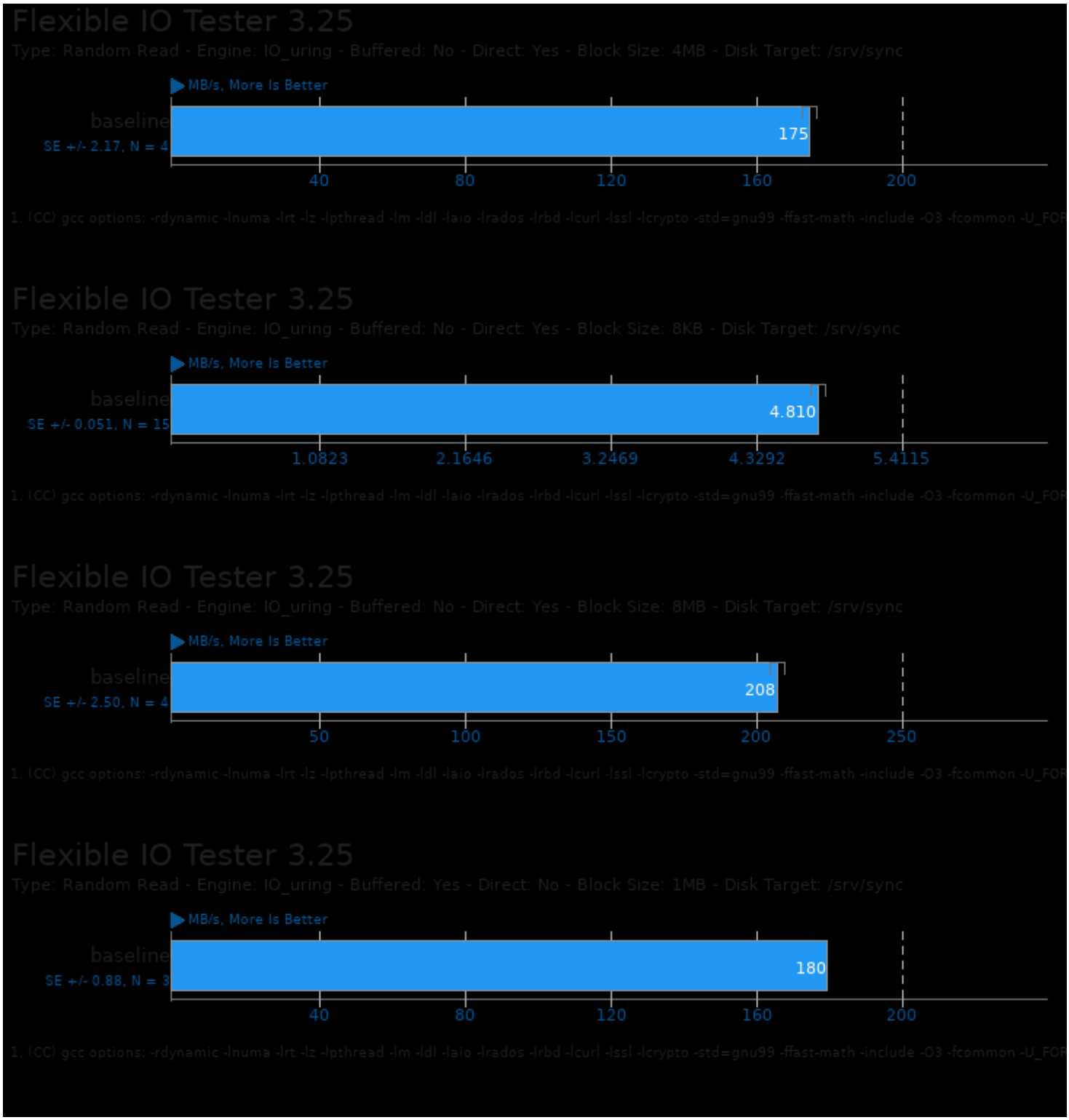

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.096, N = 4
9.143
3
6
9
12
15
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
424
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 3.67, N = 3
436
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.21, N = 3
18.0
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

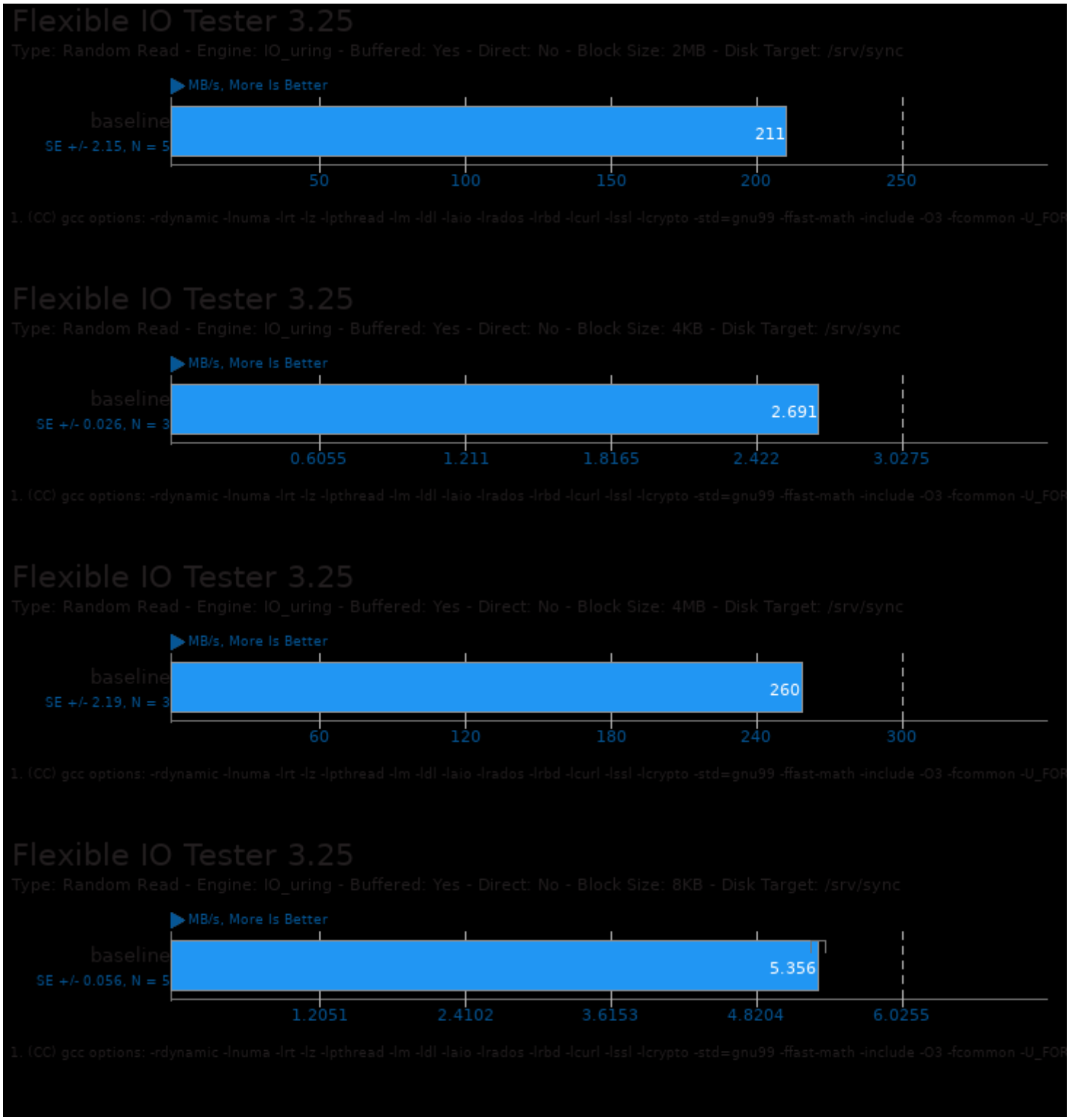
baseline

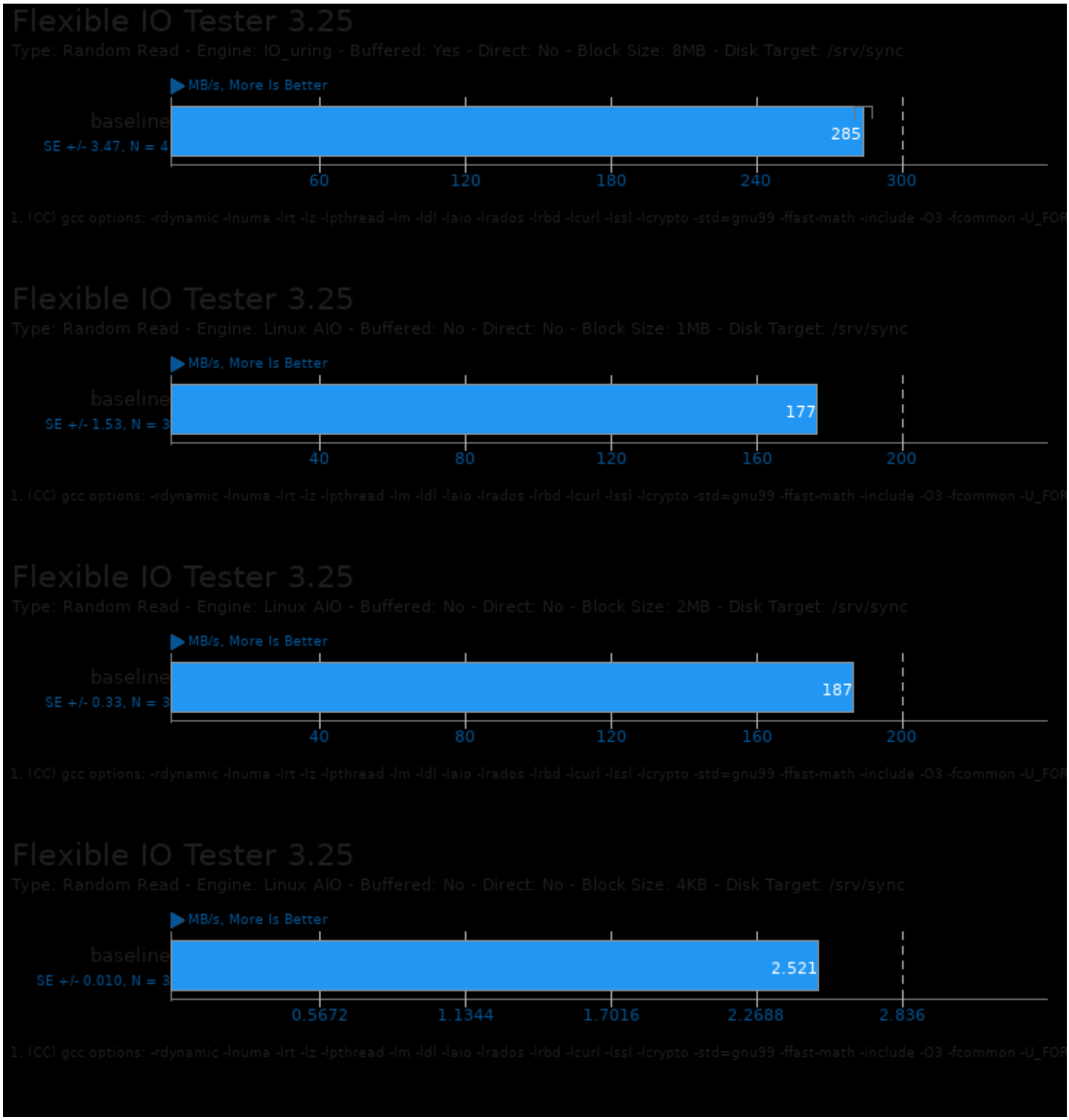

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.73, N = 3
279
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
451
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.38, N = 4
32.5
8
16
24
32
40
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
364
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

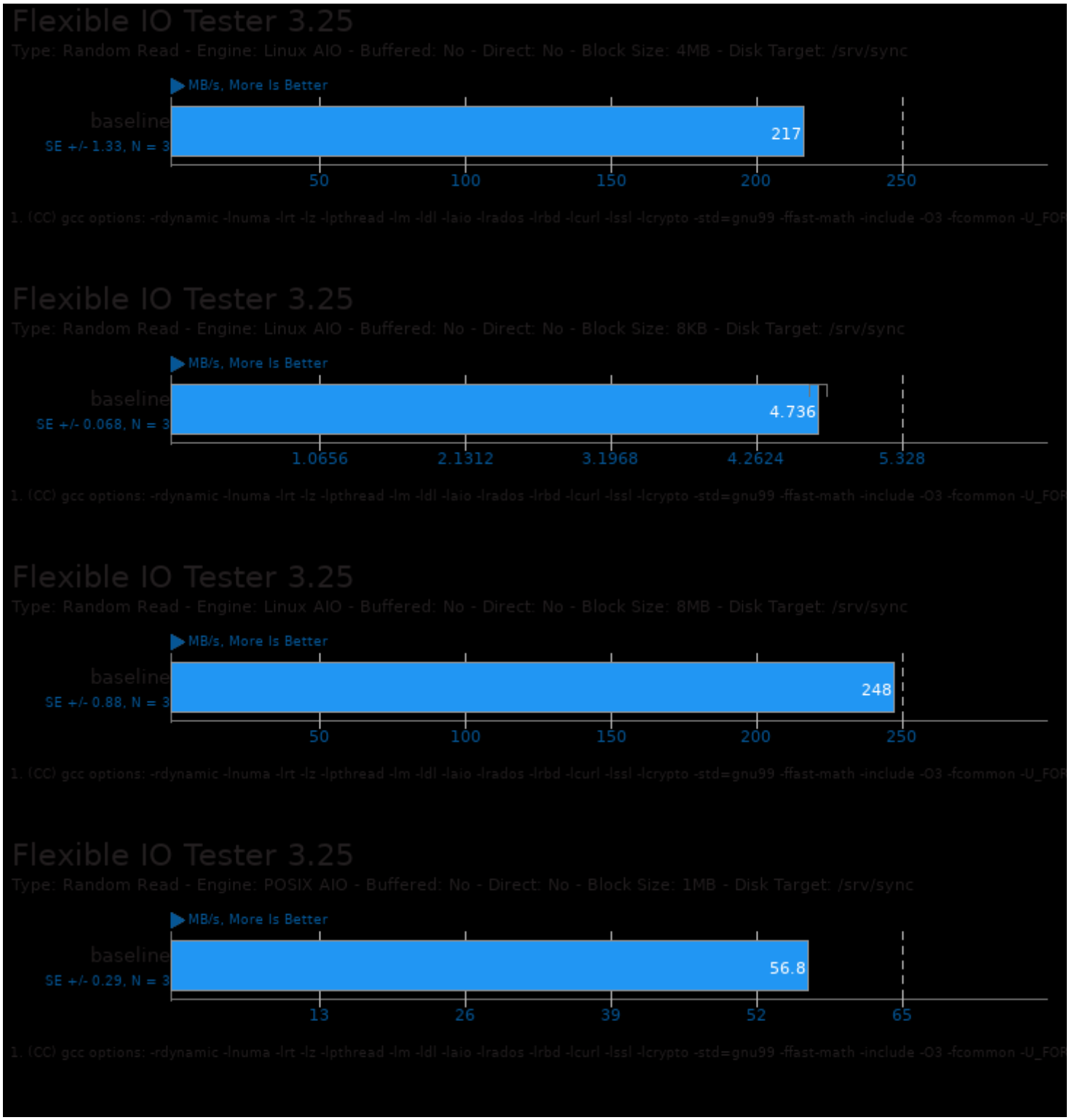

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
462
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
162
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.58, N = 3
155
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.031, N = 4
2.465
0.5546
1.1092
1.6638
2.2184
2.773
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

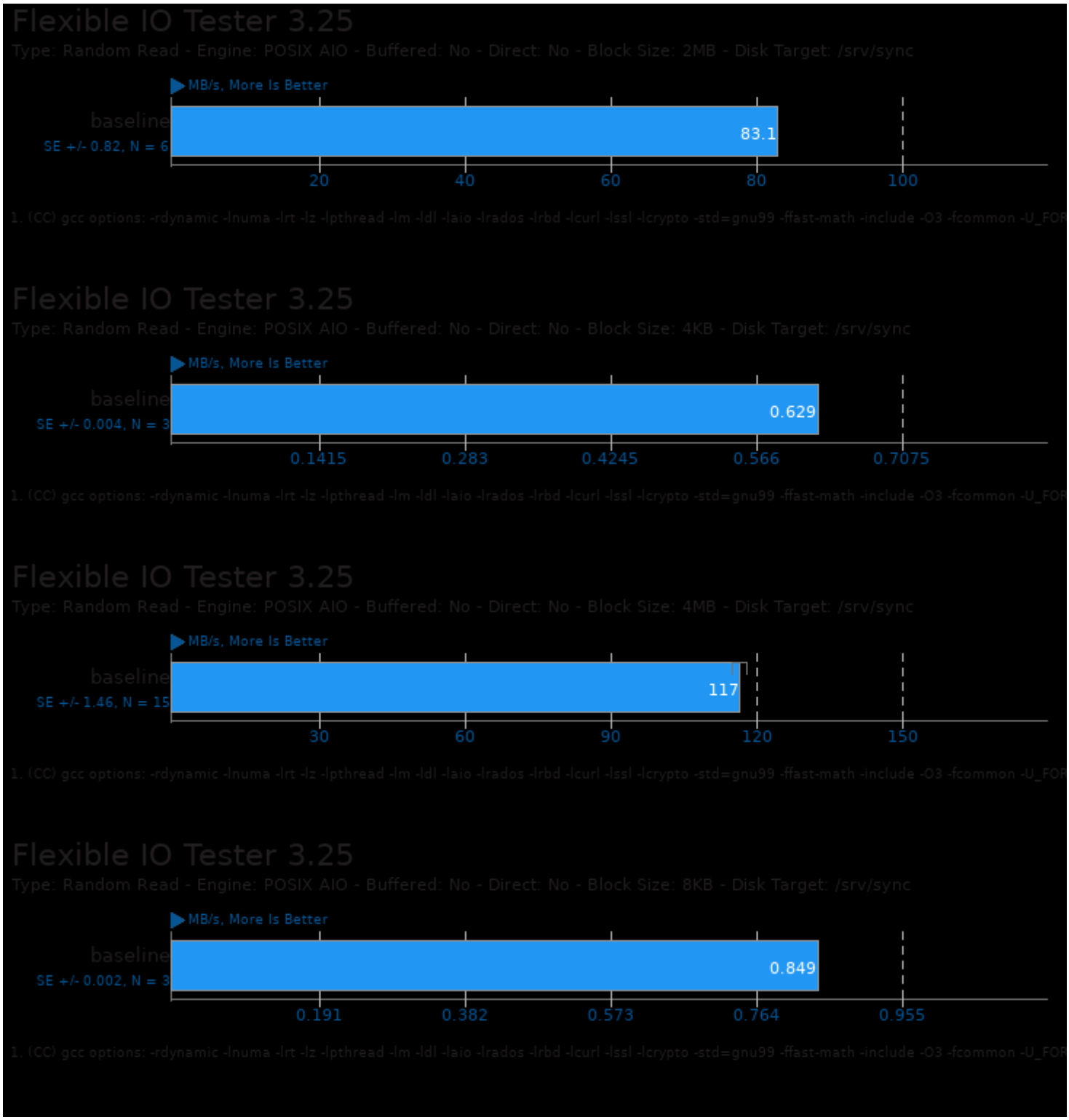
baseline

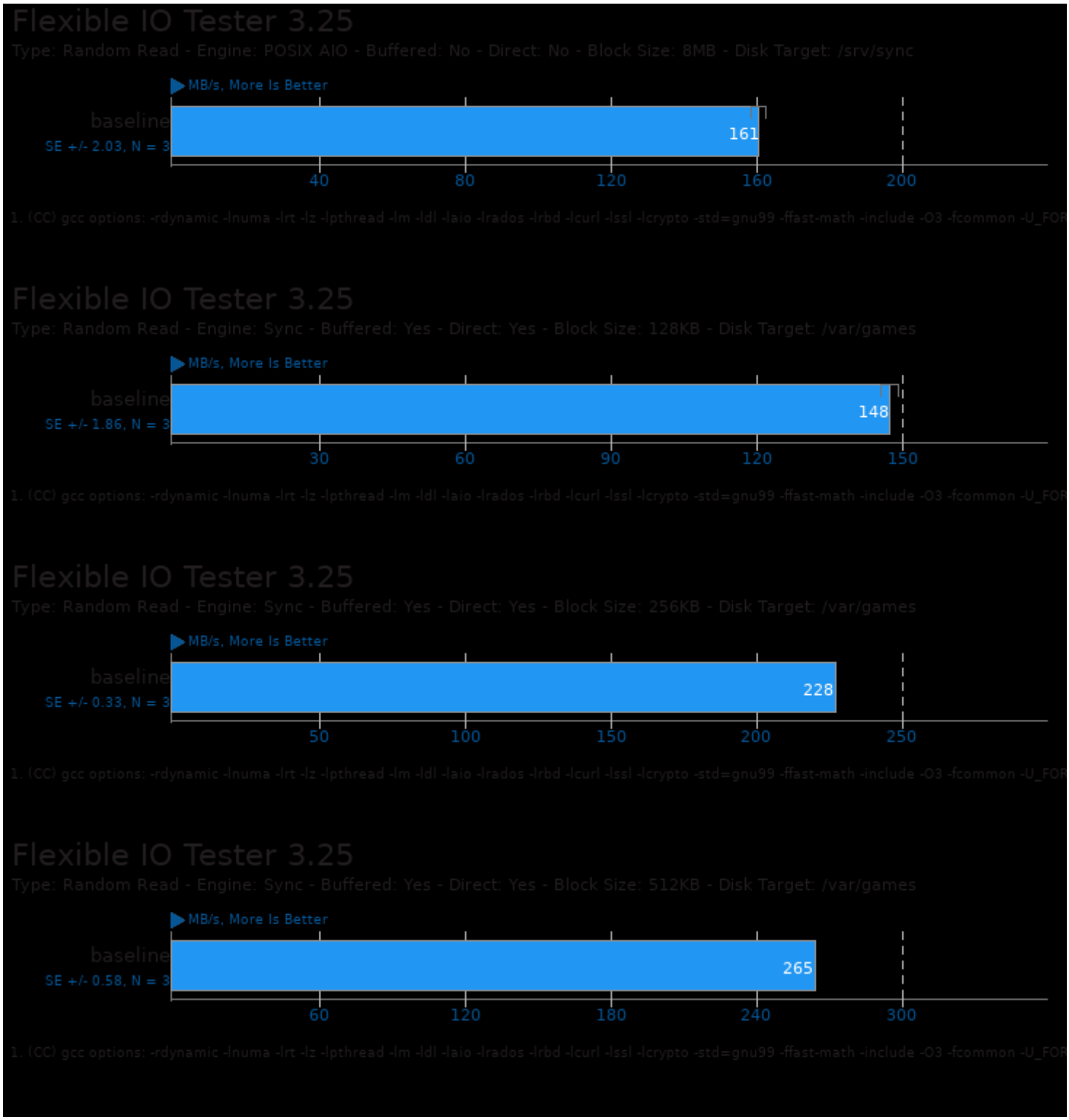

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 2.17, N = 4
175
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.051, N = 15
4.810
1.0823
2.1646
3.2469
4.3292
5.4115
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 2.50, N = 4
208
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
180
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

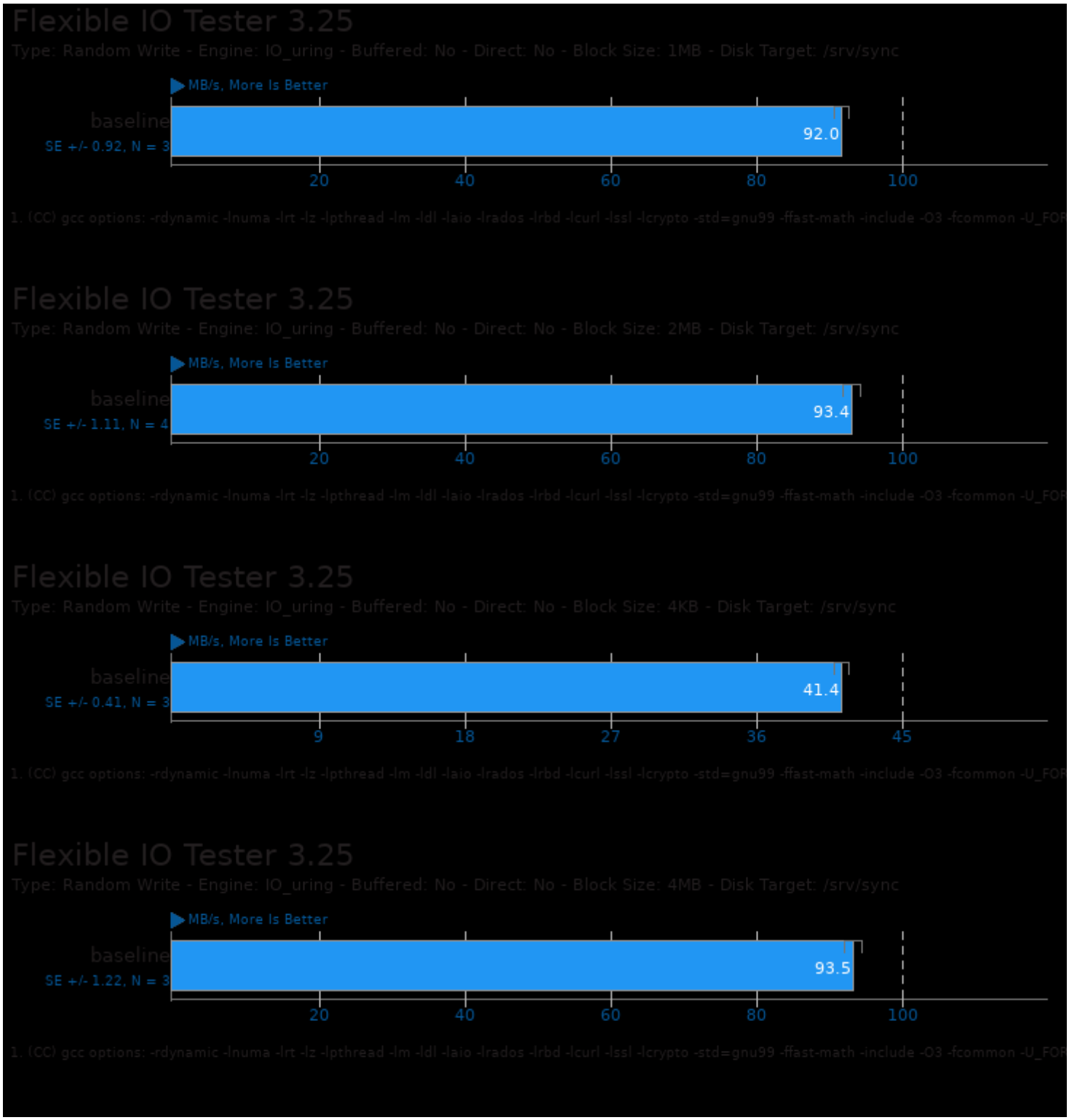

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 2.15, N = 5
211
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.026, N = 3
2.691
0.6055
1.211
1.8165
2.422
3.0275
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 2.19, N = 3
260
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.056, N = 5
5.356
1.2051
2.4102
3.6153
4.8204
6.0255
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

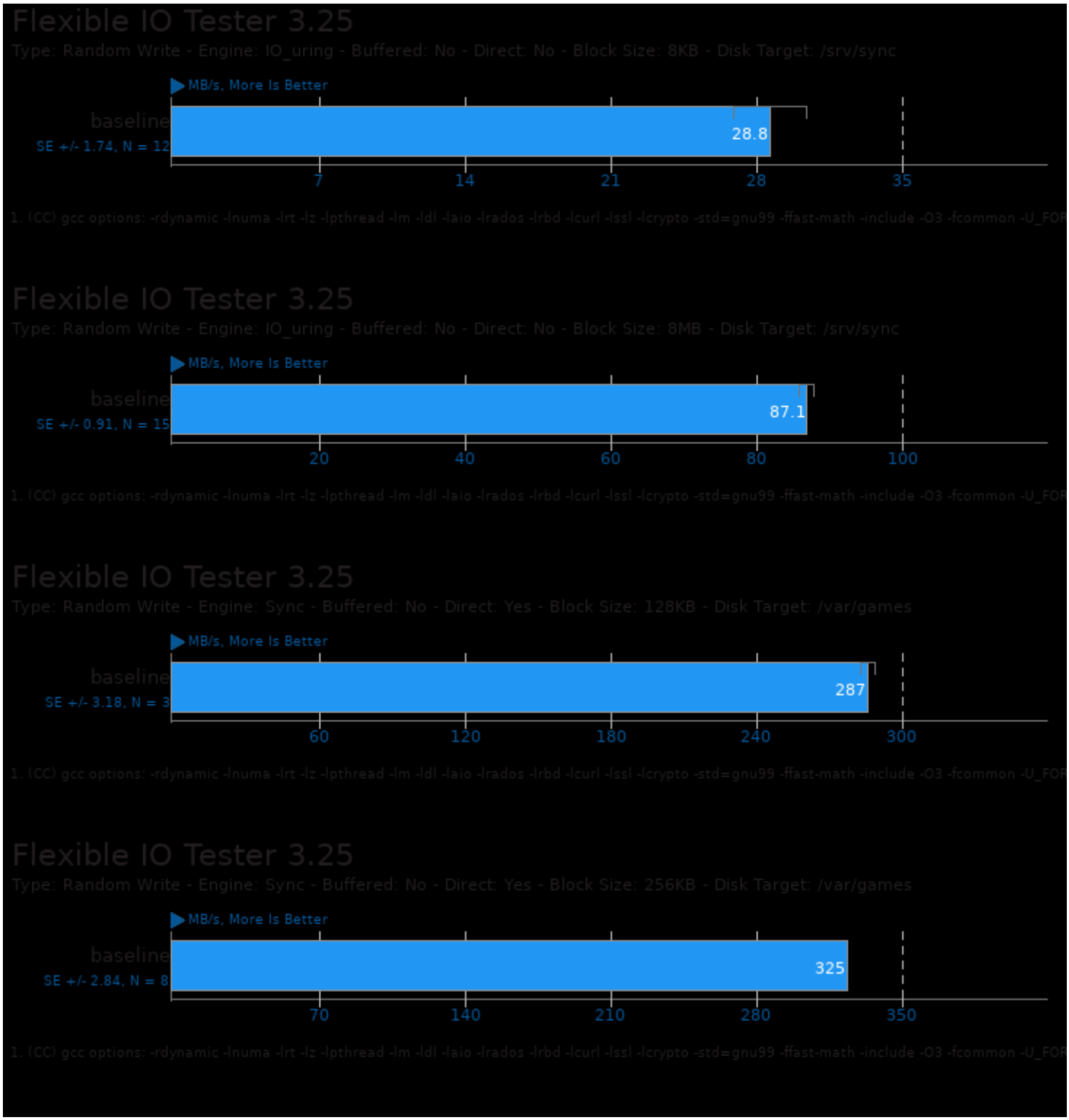

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 3.47, N = 4
285
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.53, N = 3
177
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
187
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.010, N = 3
2.521
0.5672
1.1344
1.7016
2.2688
2.836
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

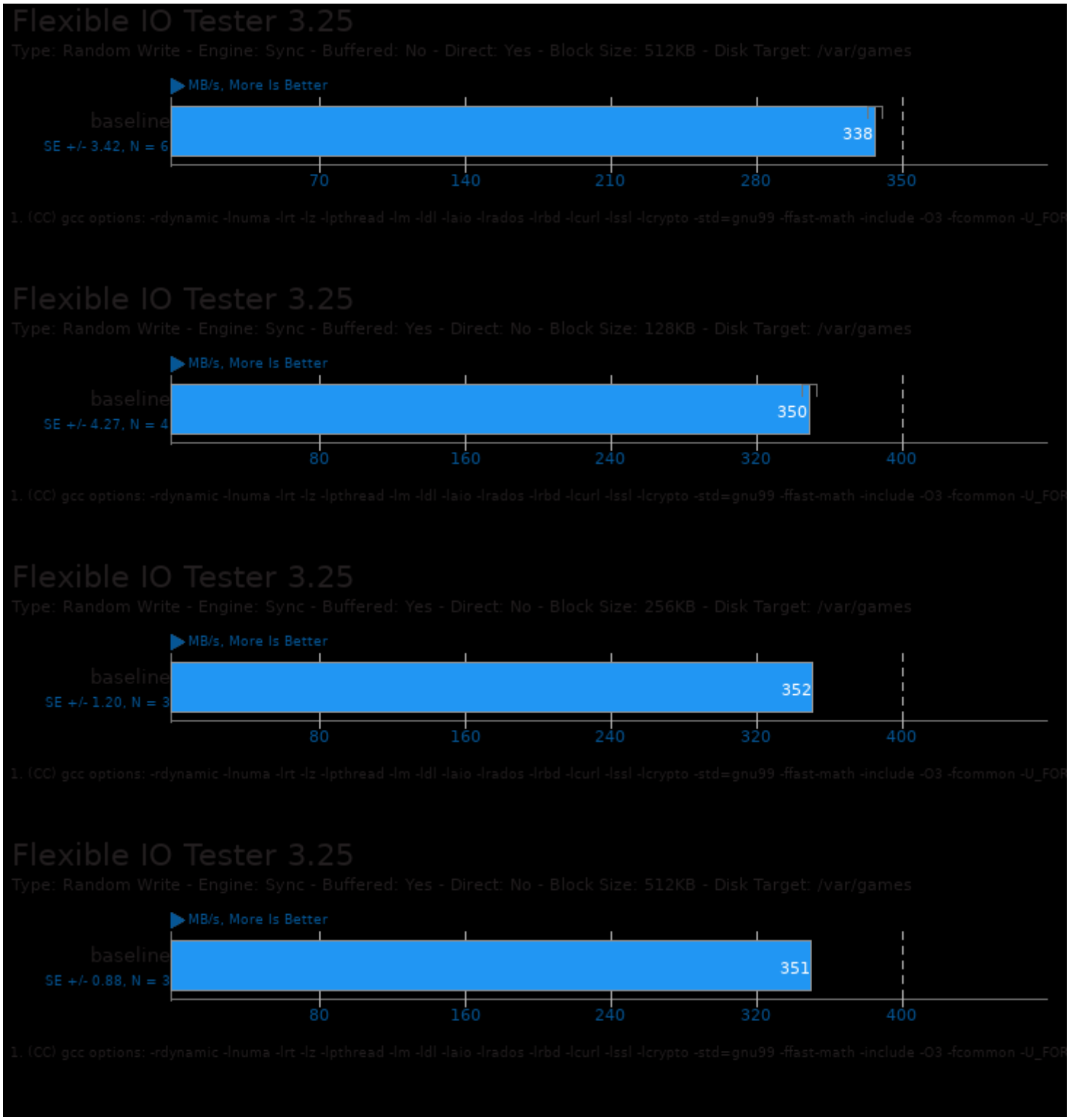

Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.33, N = 3
217
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.068, N = 3
4.736
1.0656
2.1312
3.1968
4.2624
5.328
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
248
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.29, N = 3
56.8
13
26
39
52
65
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

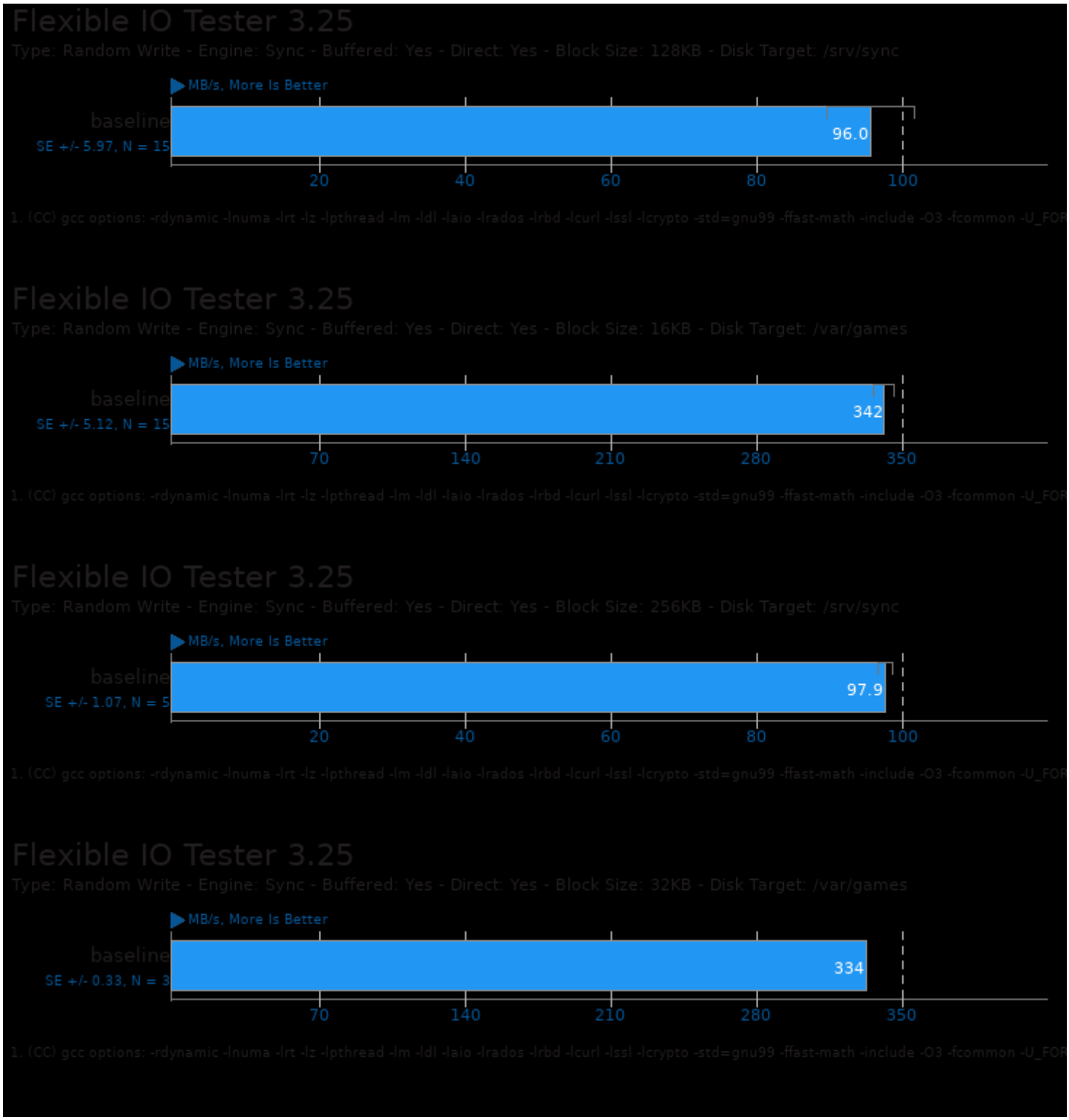

Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.82, N = 6
83.1
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.004, N = 3
0.629
0.1415
0.283
0.4245
0.566
0.7075
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.46, N = 15
117
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.002, N = 3
0.849
0.191
0.382
0.573
0.764
0.955
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Read - Engine: POSIX AIO - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 2.03, N = 3
161
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 128KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.86, N = 3
148
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 256KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
228
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 512KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.58, N = 3
265
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

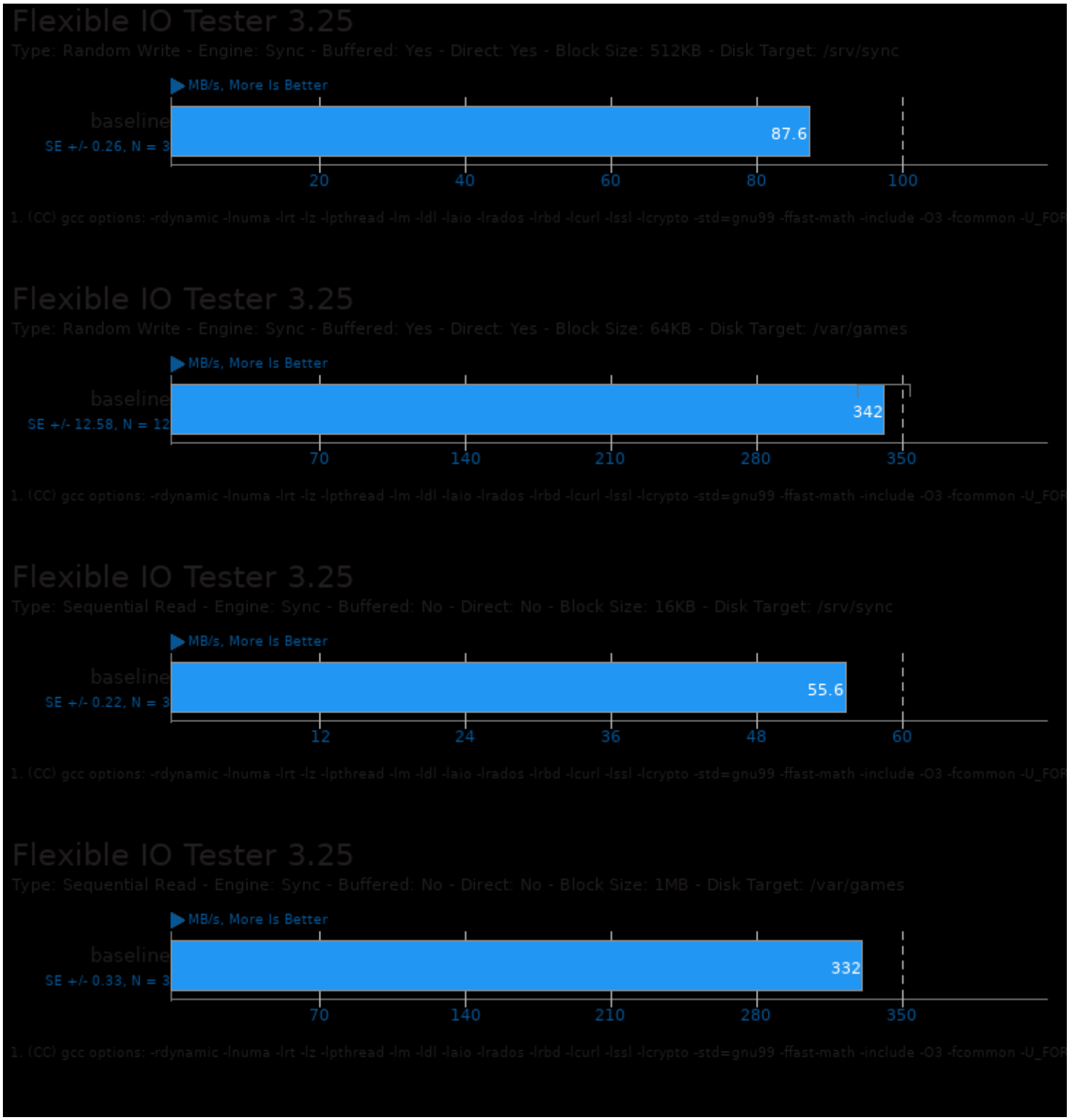

Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.92, N = 3
92.0
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.11, N = 4
93.4
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.41, N = 3
41.4
9
18
27
36
45
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.22, N = 3
93.5
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

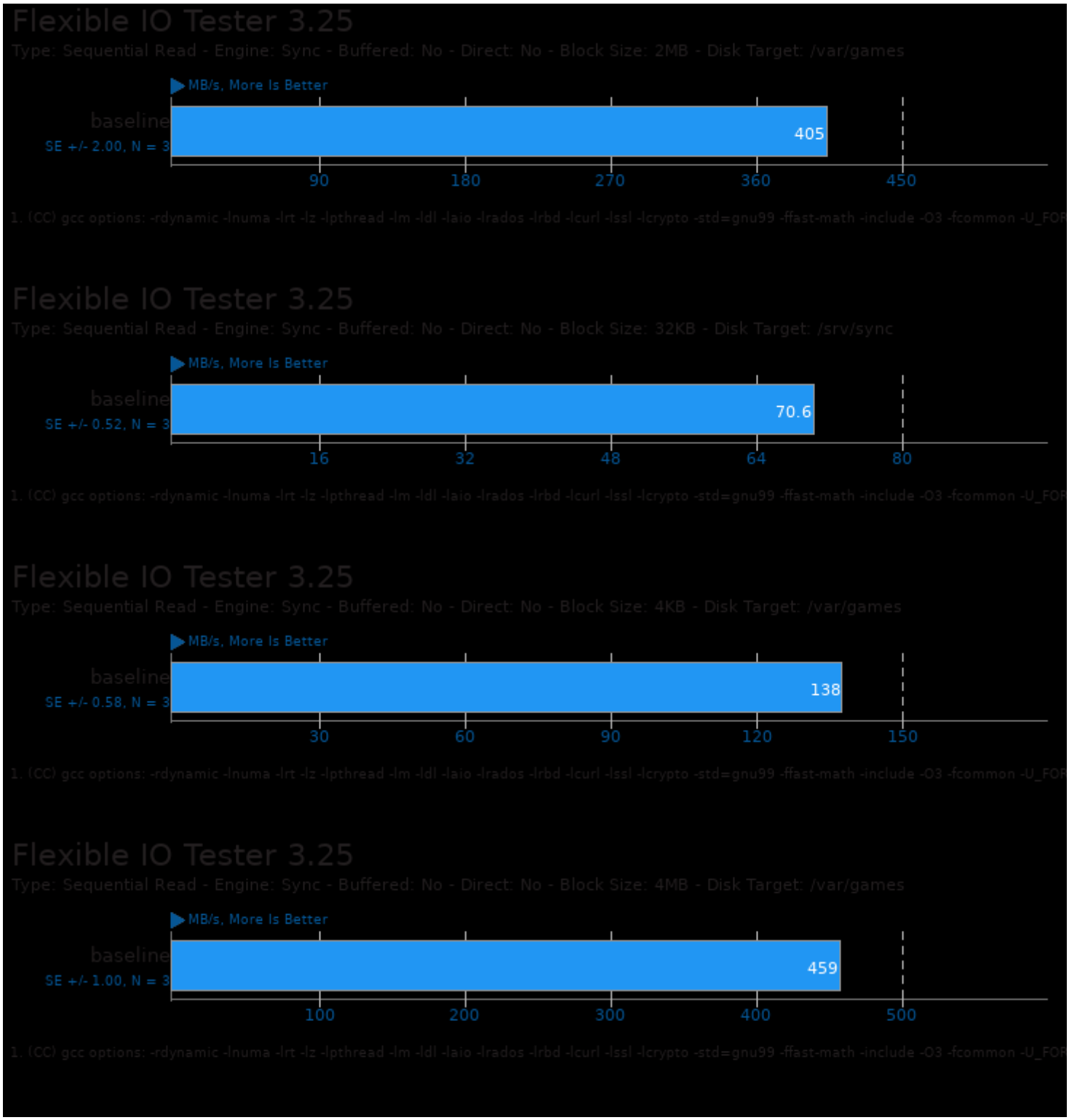

Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.74, N = 12
28.8
7
14
21
28
35
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.91, N = 15
87.1
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 128KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 3.18, N = 3
287
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 256KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.84, N = 8
325
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

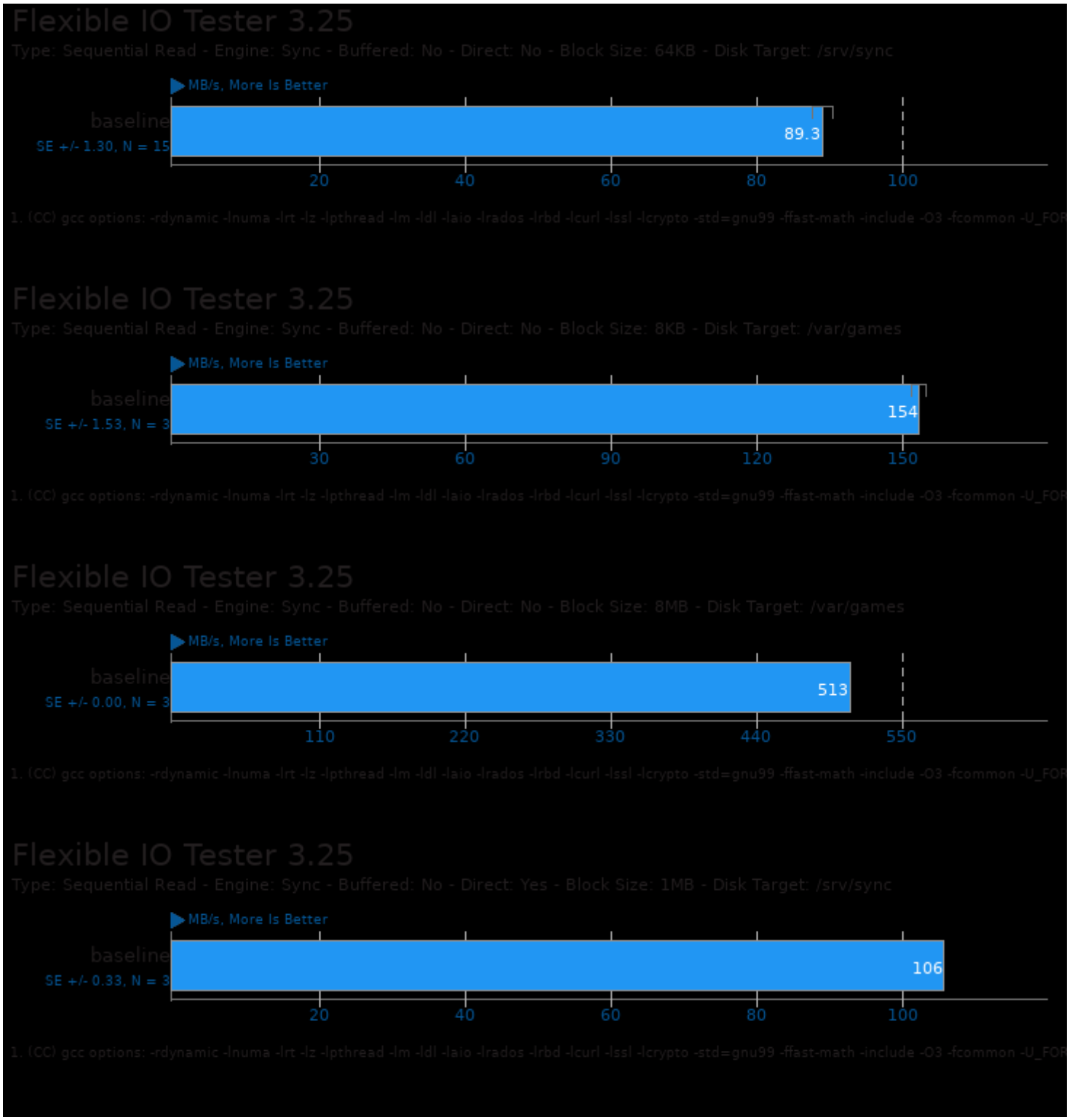

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 512KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 3.42, N = 6
338
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 128KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 4.27, N = 4
350
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 256KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.20, N = 3
352
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 512KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
351
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

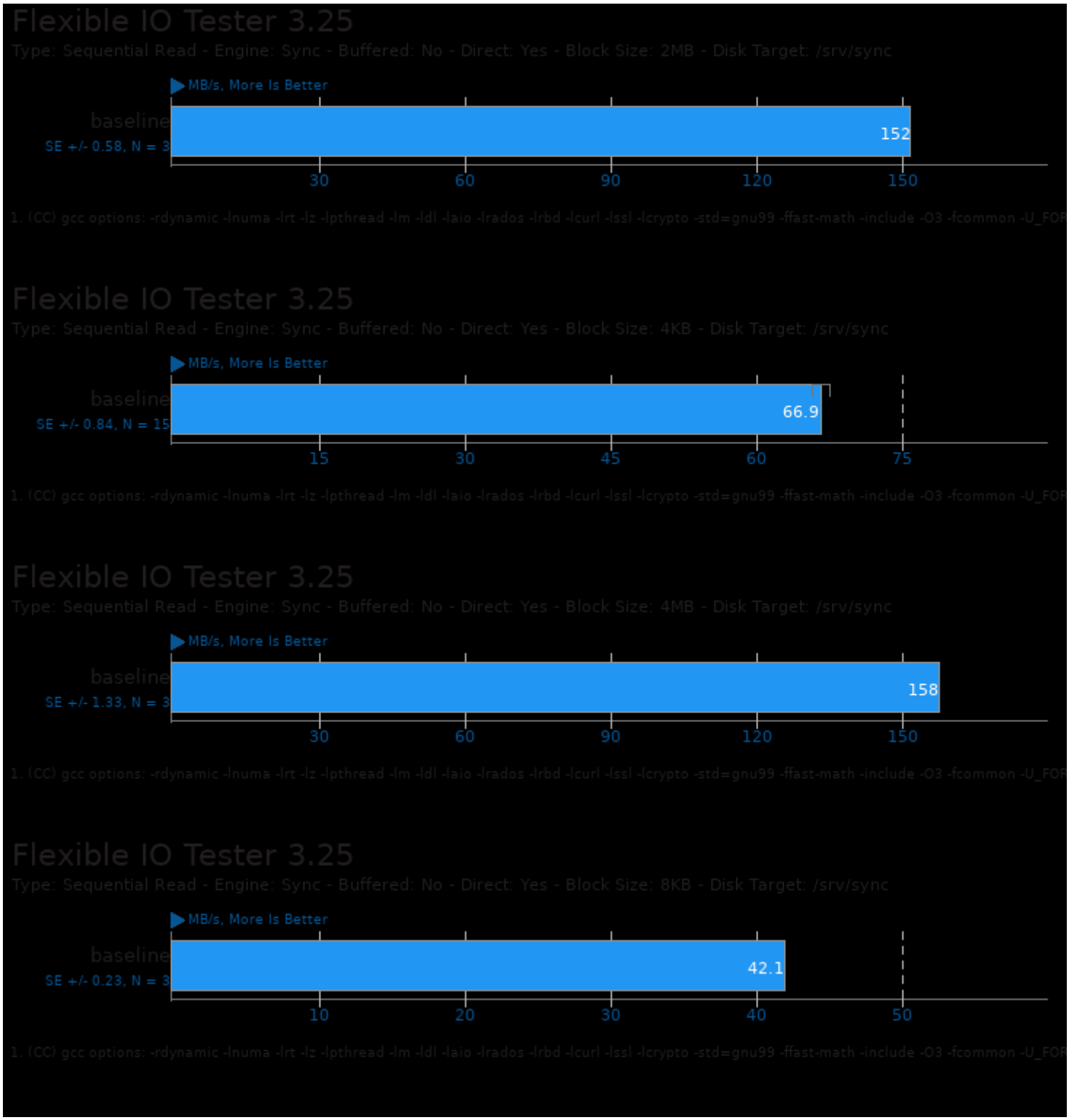

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 128KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 5.97, N = 15
96.0
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 16KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 5.12, N = 15
342
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 256KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.07, N = 5
97.9
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 32KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
334
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

baseline

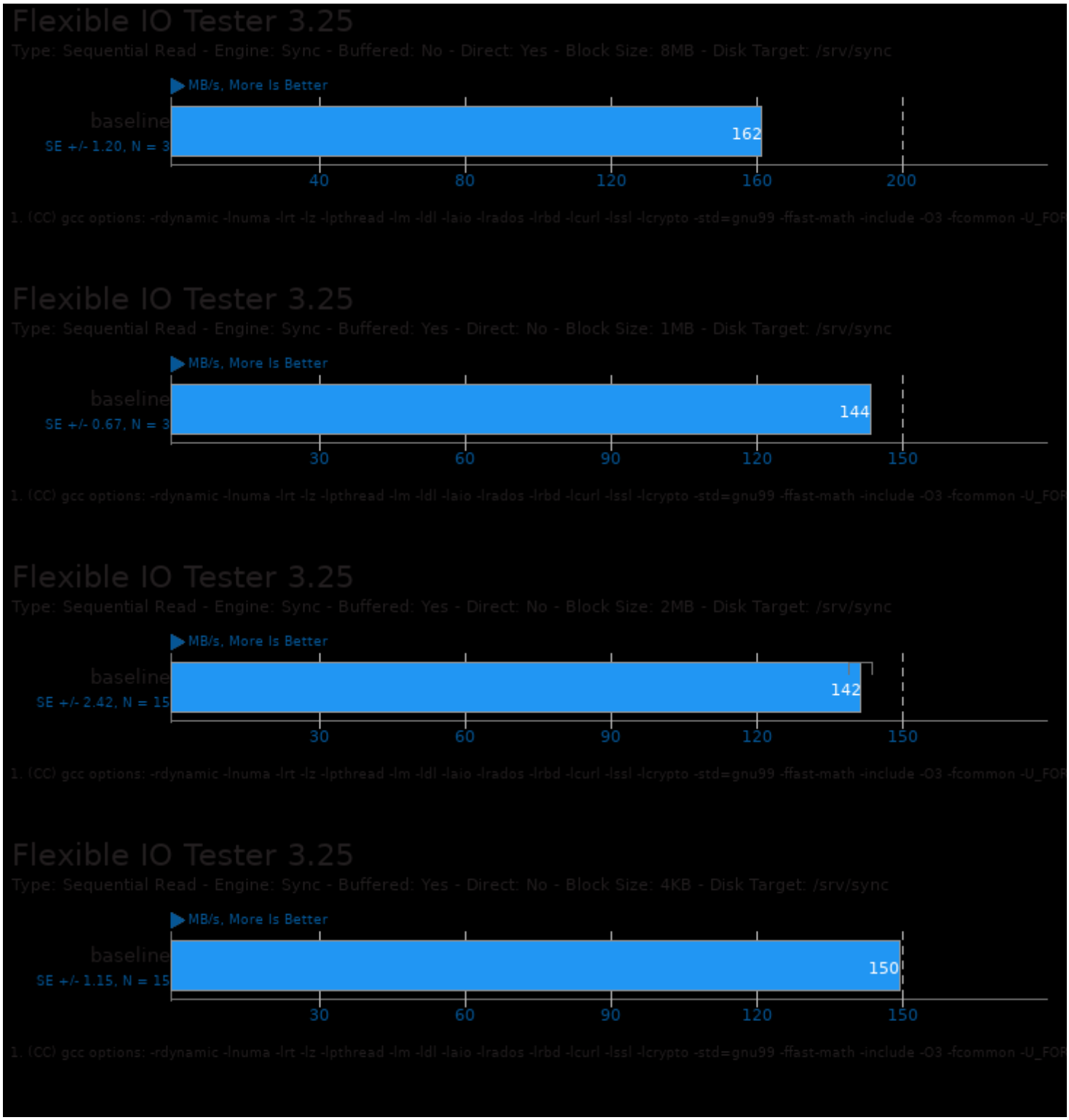

Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 512KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.26, N = 3
87.6
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Write - Engine: Sync - Buffered: Yes - Direct: Yes - Block Size: 64KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 12.58, N = 12
342
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.22, N = 3
55.6
12
24
36
48
60
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
332
70
140
210
280
350
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

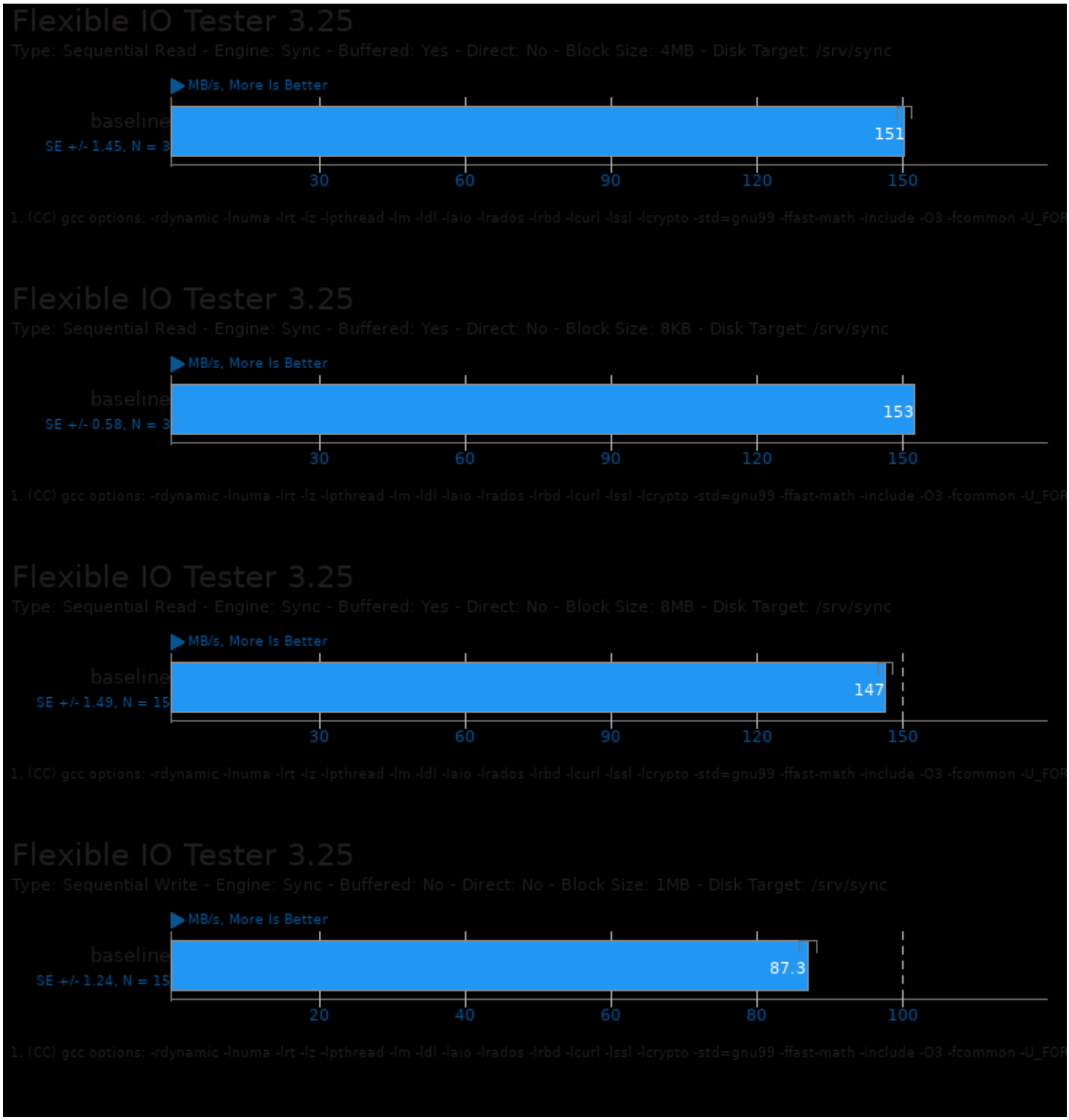

Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.00, N = 3
405
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.52, N = 3
70.6
16
32
48
64
80
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.58, N = 3
138
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.00, N = 3
459
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.30, N = 15
89.3
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.53, N = 3
154
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
513
110
220
330
440
550
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
106
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

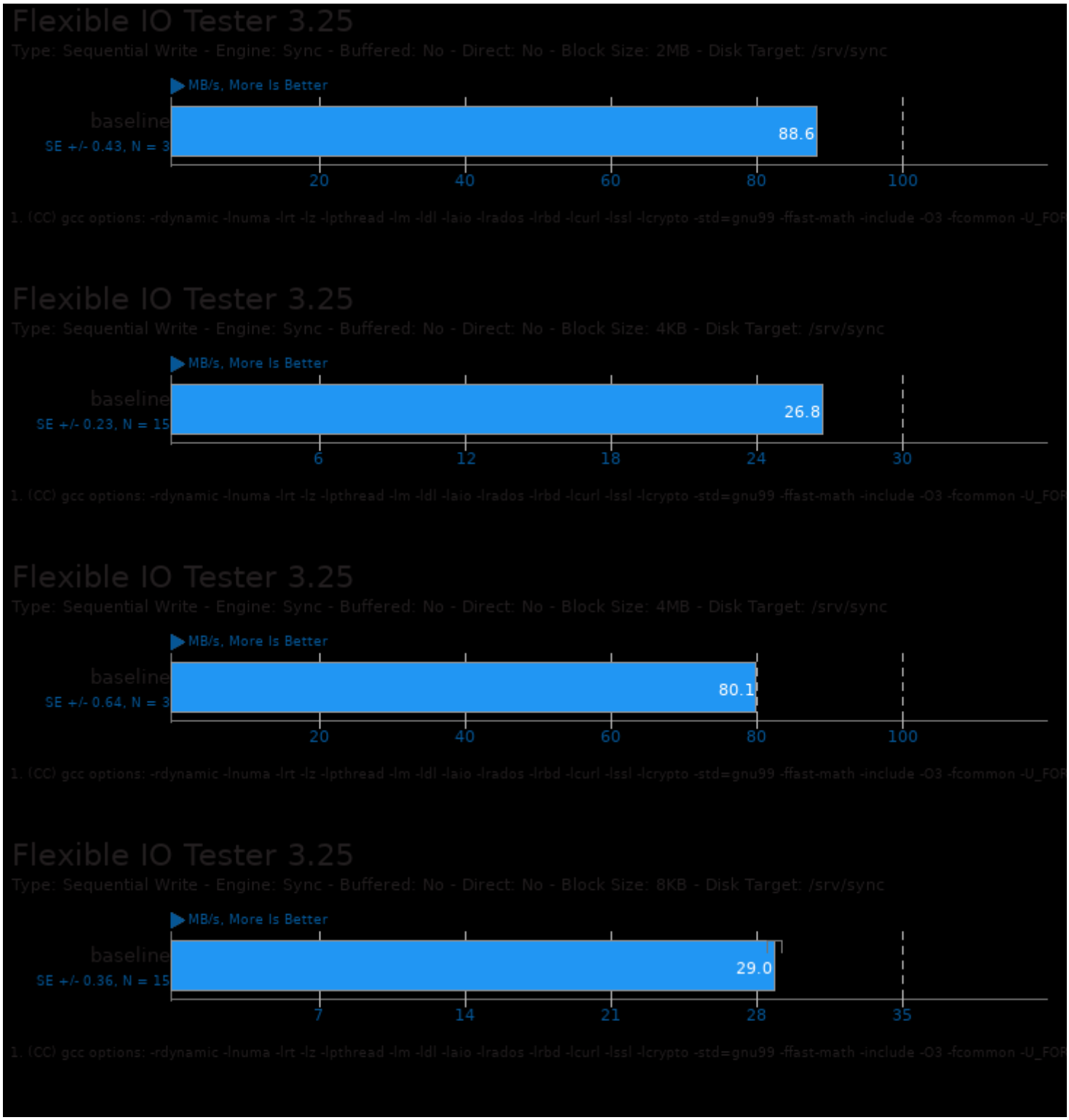

Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.58, N = 3
152
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.84, N = 15
66.9
15
30
45
60
75
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.33, N = 3
158
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.23, N = 3
42.1
10
20
30
40
50
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

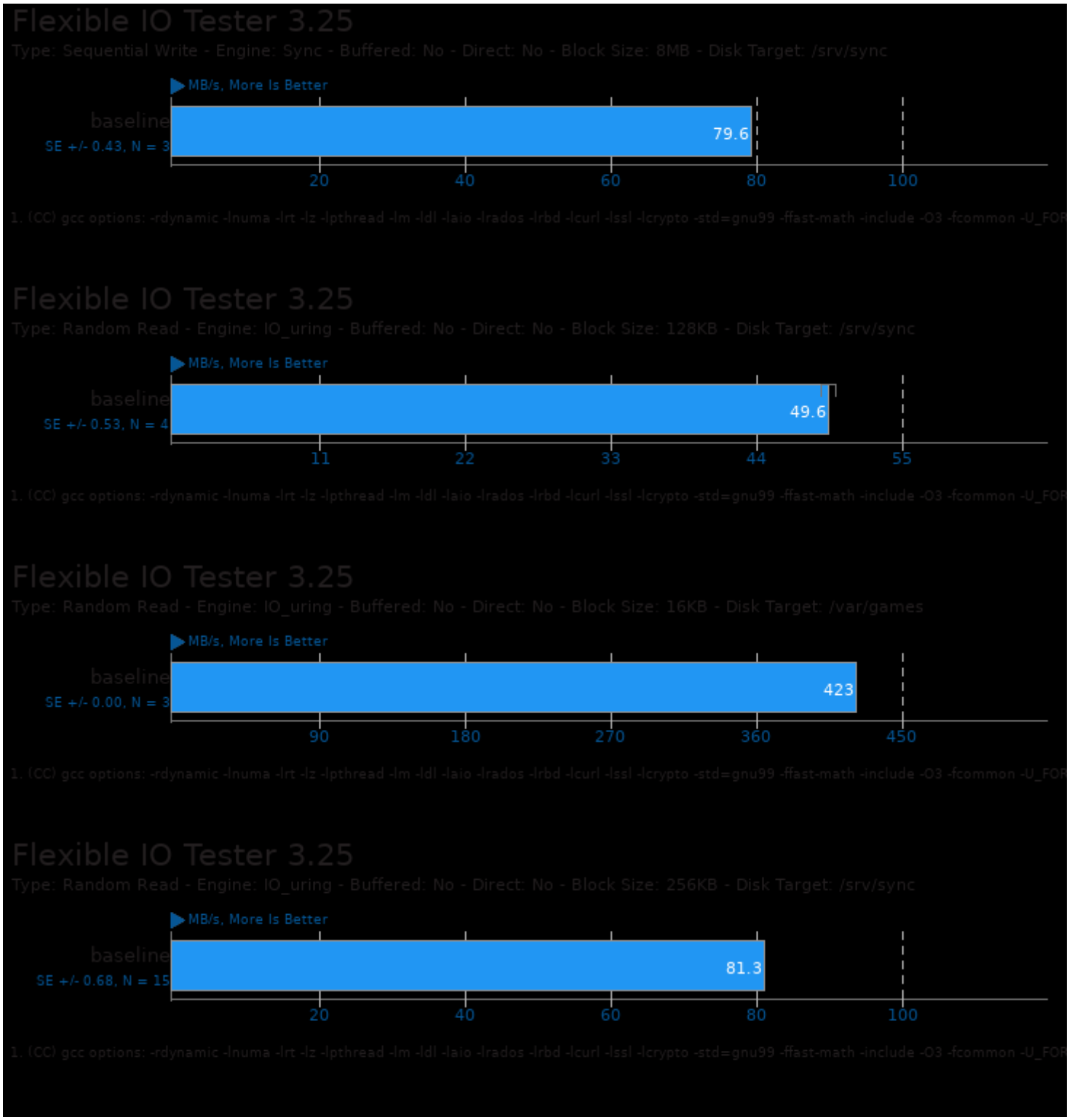
baseline


Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.20, N = 3
162
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.67, N = 3
144
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 2.42, N = 15
142
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.15, N = 15
150
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

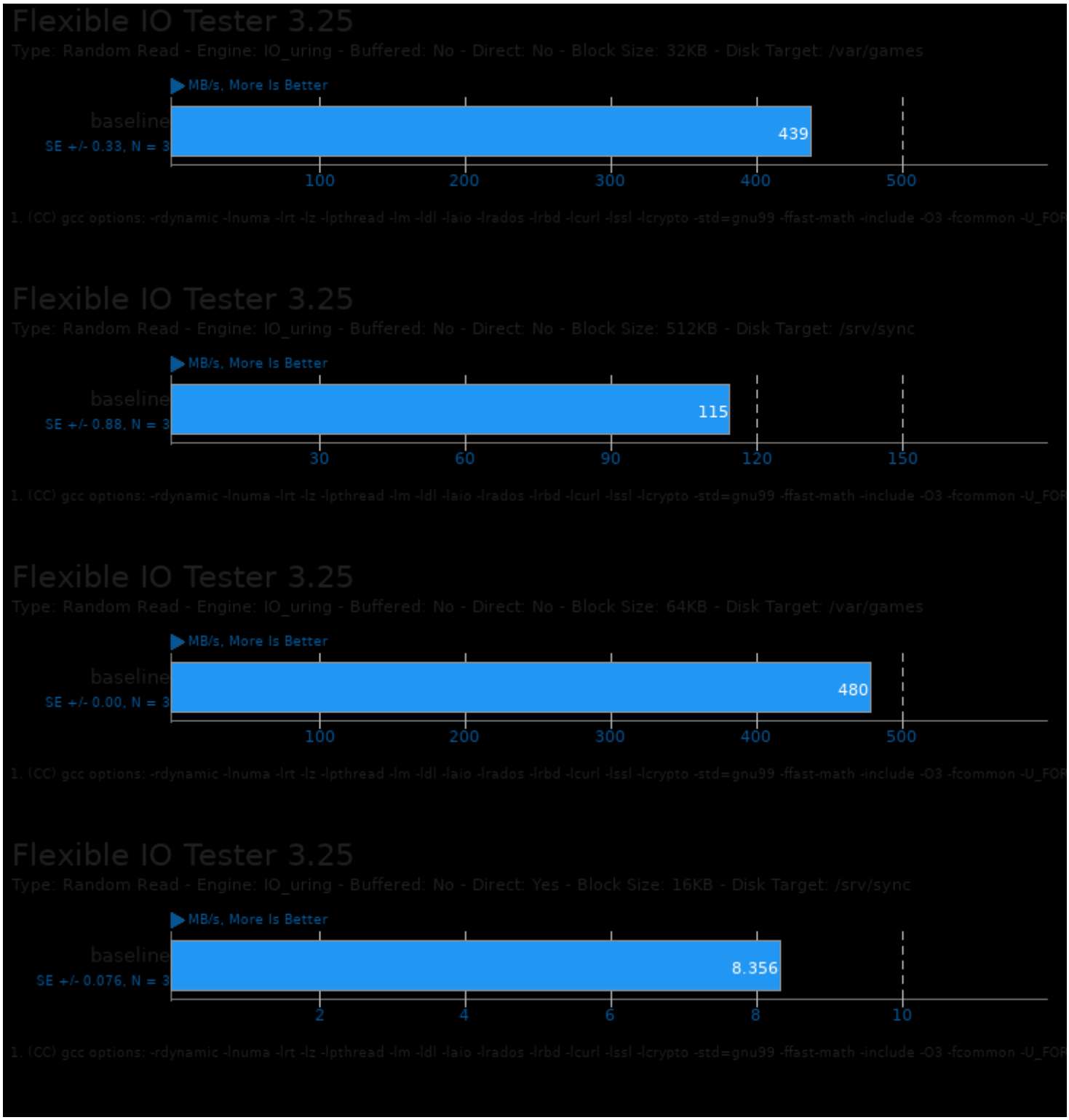

Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.45, N = 3
151
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.58, N = 3
153
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Read - Engine: Sync - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.49, N = 15
147
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.24, N = 15
87.3
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

baseline

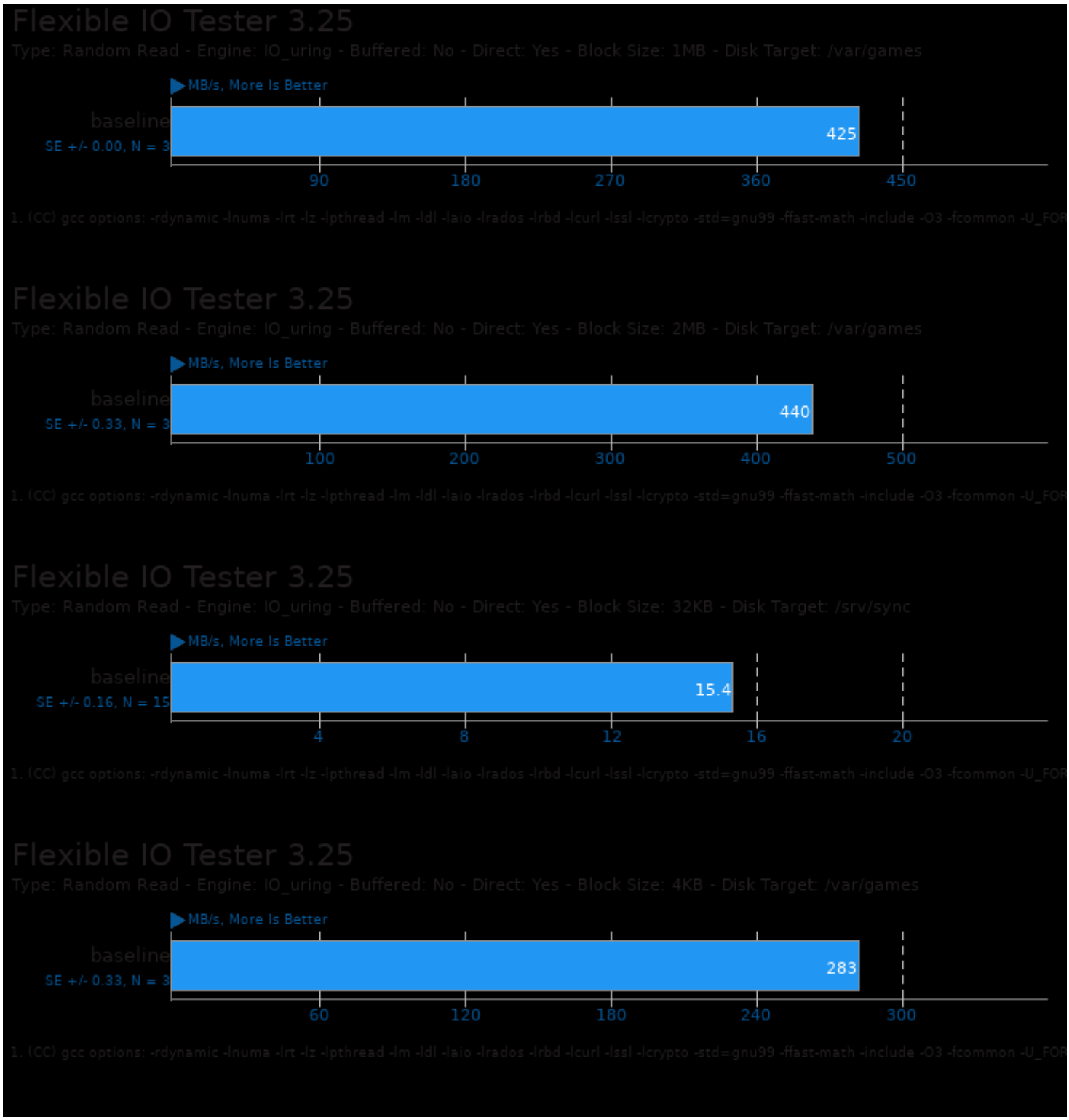

Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.43, N = 3
88.6
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.23, N = 15
26.8
6
12
18
24
30
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.64, N = 3
80.1
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.36, N = 15
29.0
7
14
21
28
35
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Sequential Write - Engine: Sync - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.43, N = 3
79.6
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 128KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.53, N = 4
49.6
11
22
33
44
55
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
423
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 256KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.68, N = 15
81.3
20
40
60
80
100
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

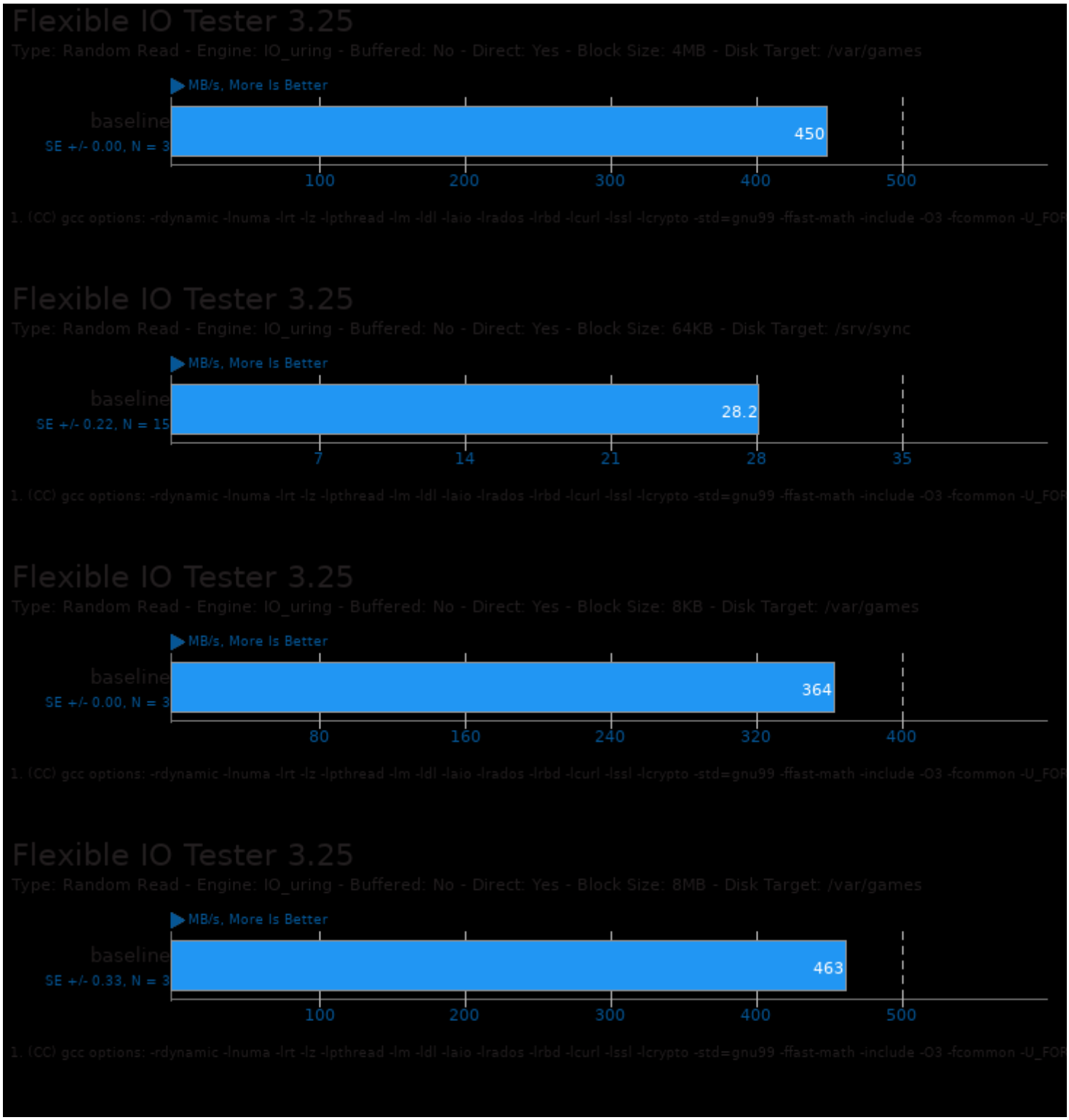
baseline

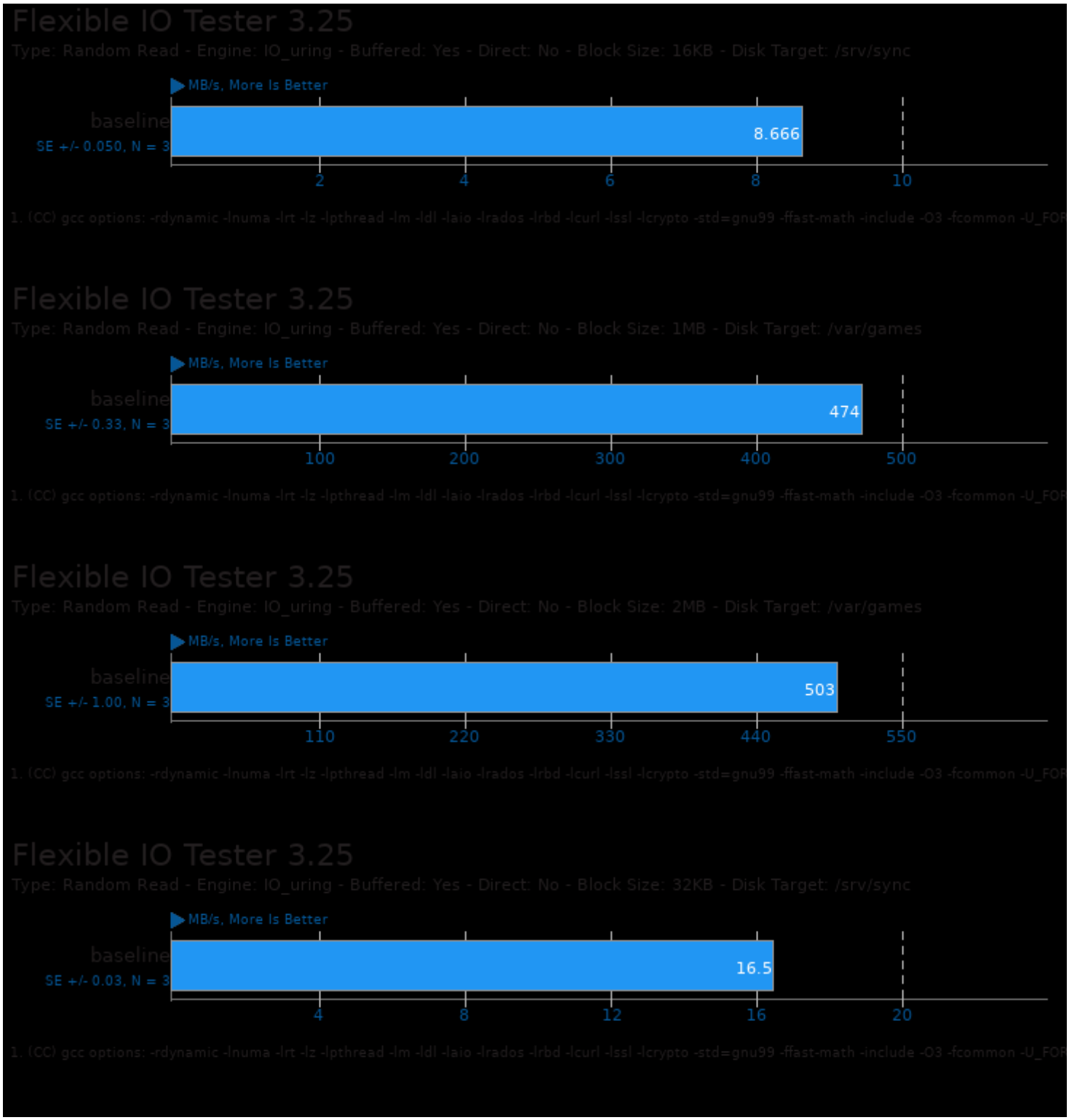

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
439
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 512KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
115
30
60
90
120
150
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
480
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.076, N = 3
8.356
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

baseline

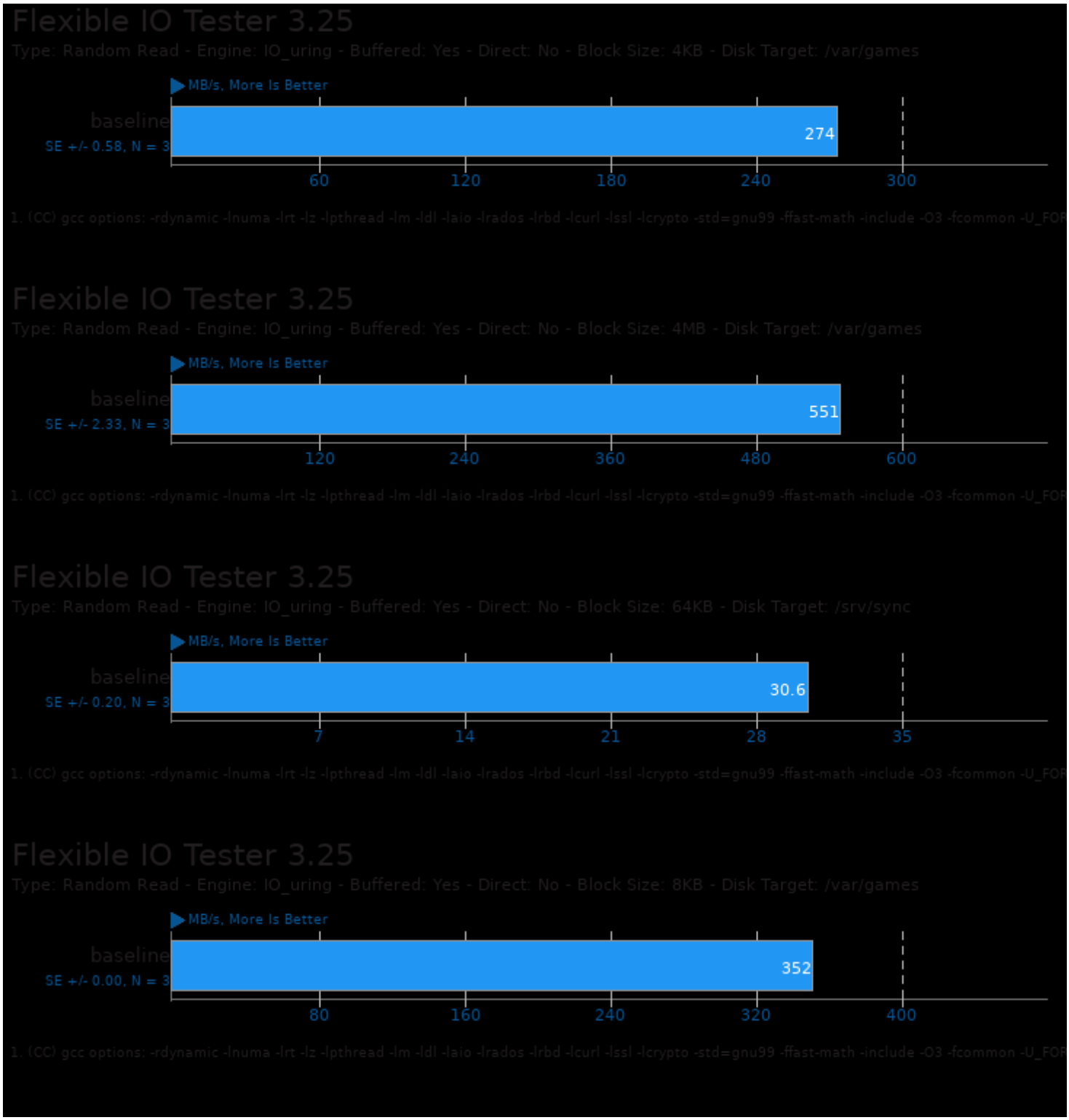

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
425
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
440
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.16, N = 15
15.4
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
283
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

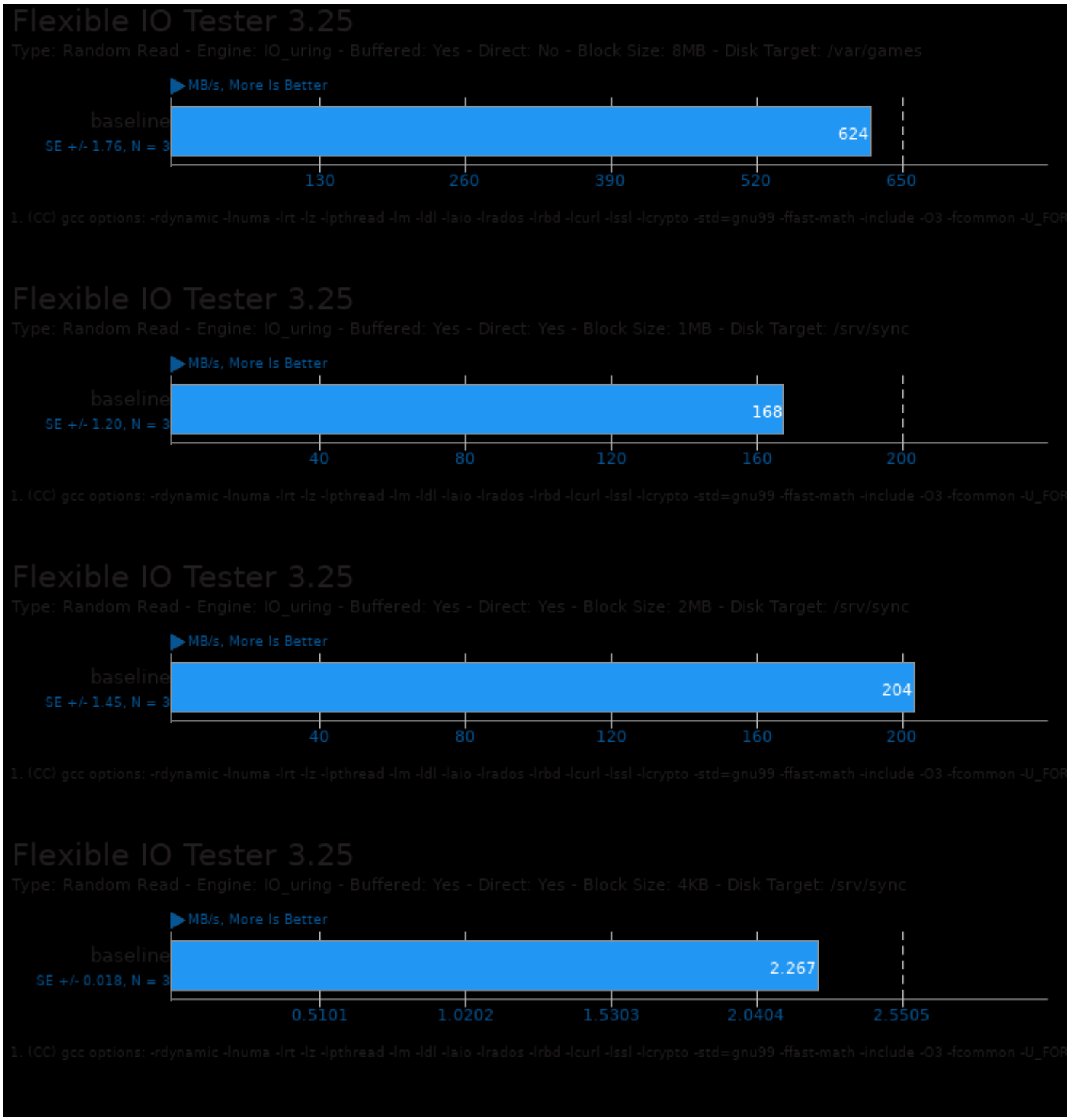
baseline

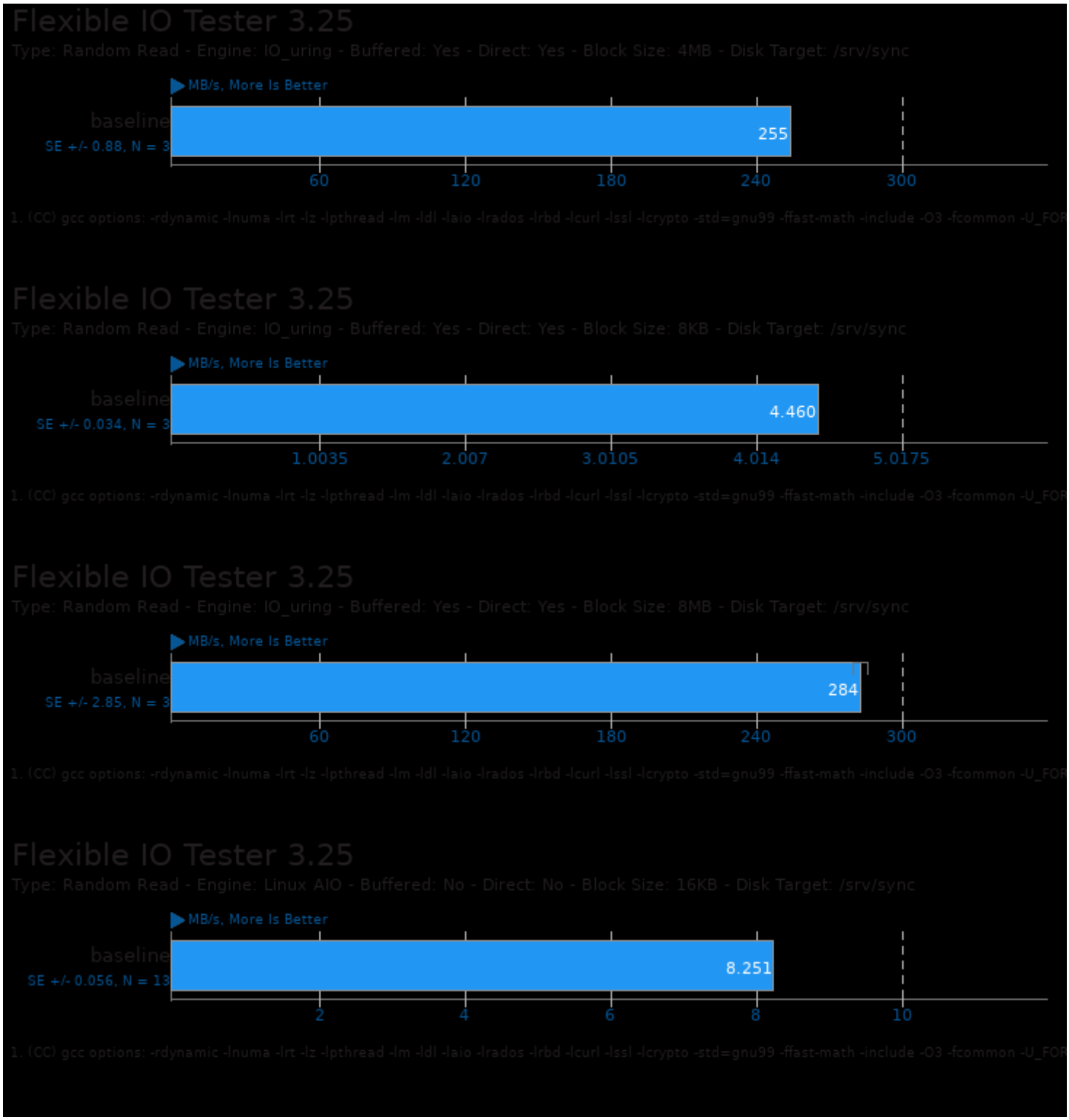

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
450
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.22, N = 15
28.2
7
14
21
28
35
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
364
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: No - Direct: Yes - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
463
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

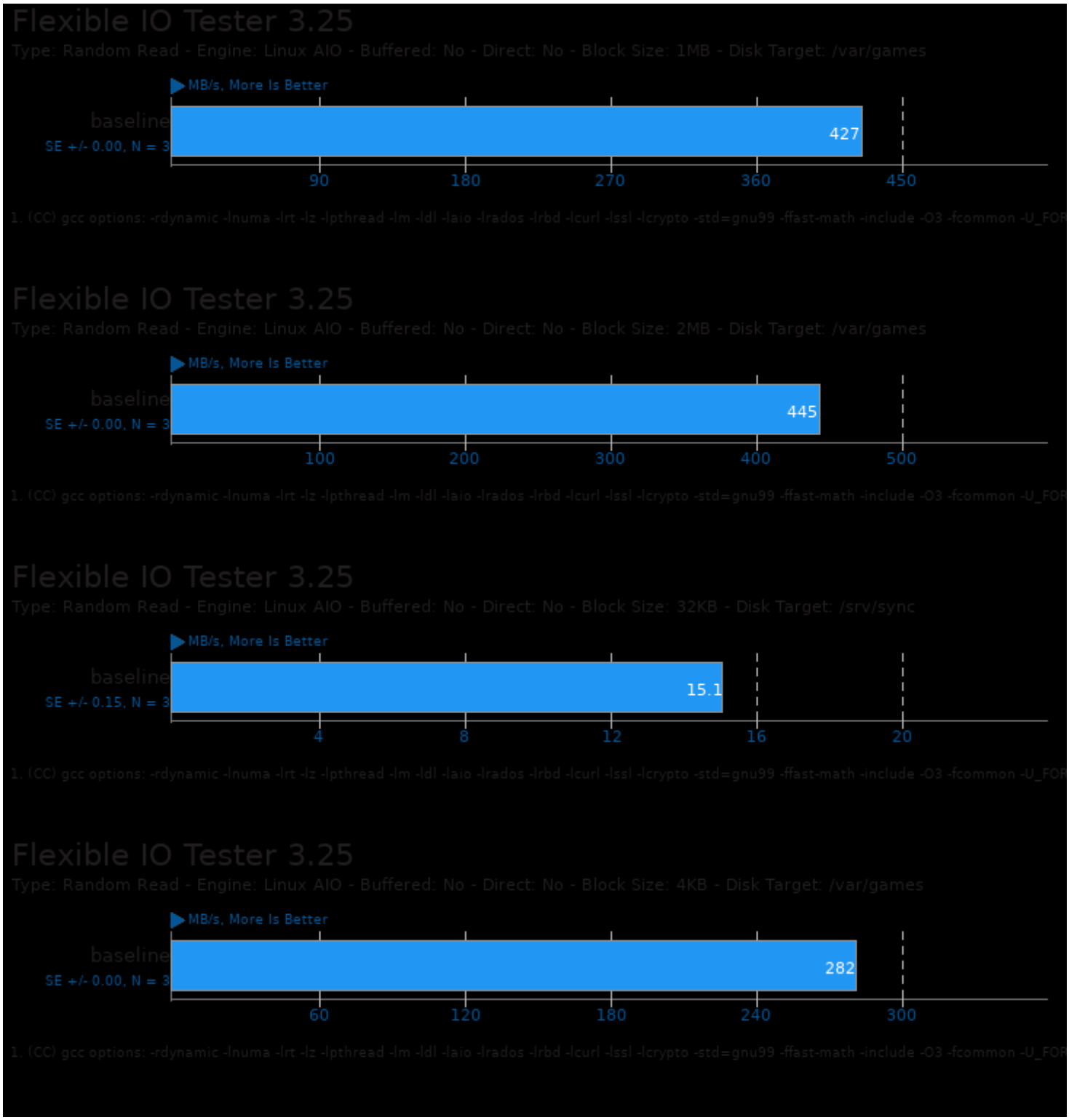

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.050, N = 3
8.666
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
474
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.00, N = 3
503
110
220
330
440
550
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.03, N = 3
16.5
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

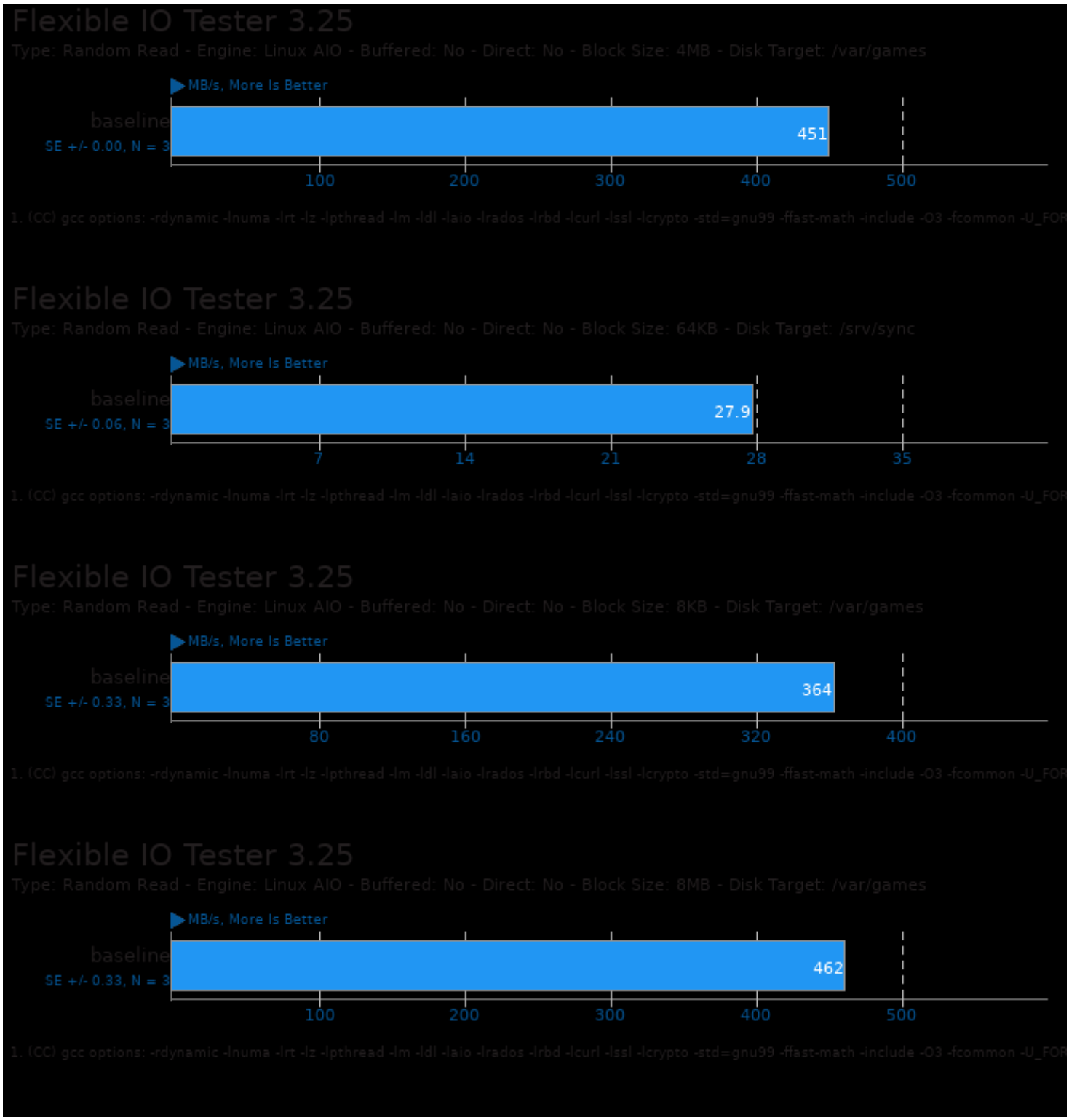
baseline

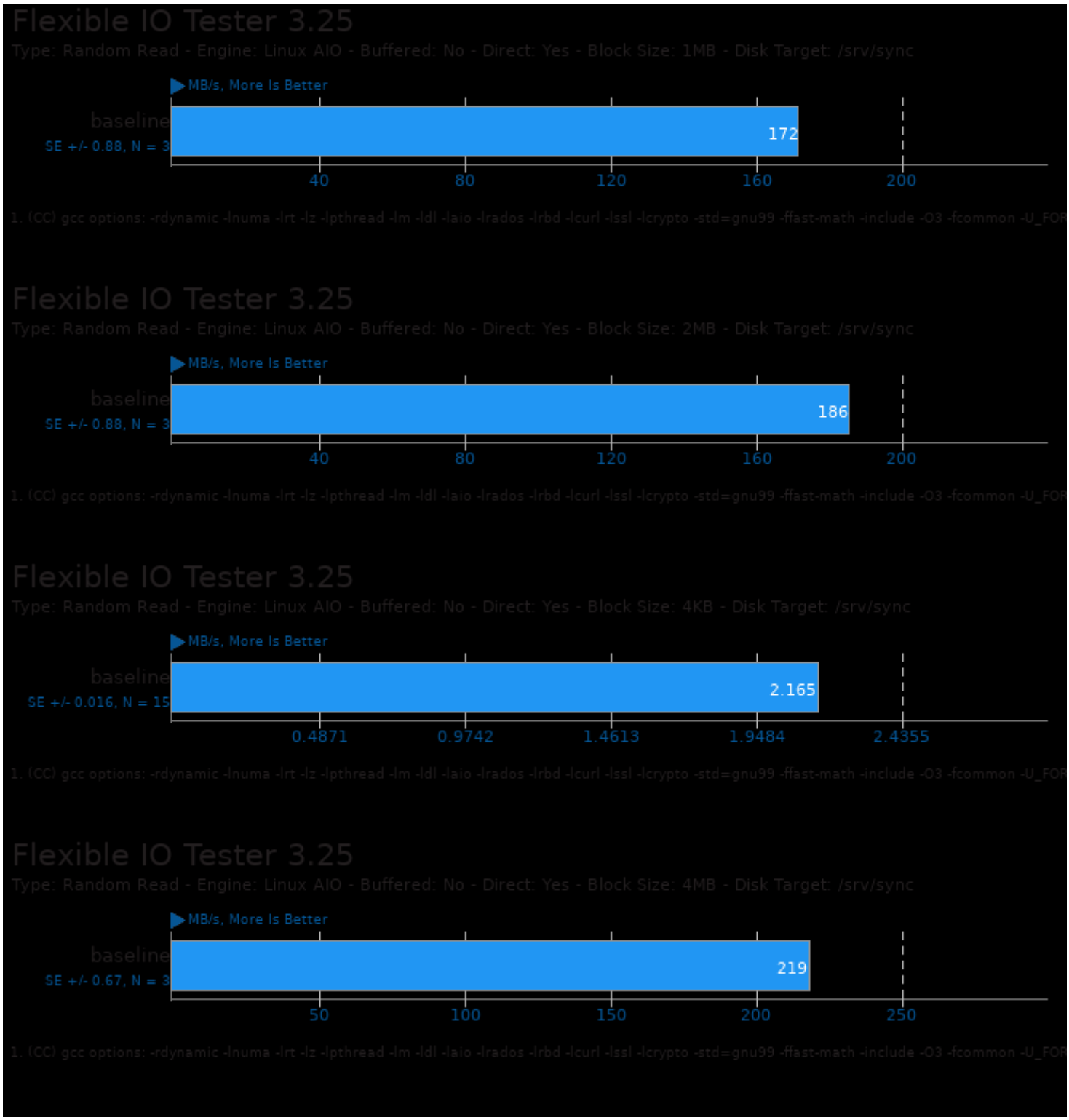

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.58, N = 3
274
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 2.33, N = 3
551
120
240
360
480
600
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.20, N = 3
30.6
7
14
21
28
35
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
352
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: No - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 1.76, N = 3
624
130
260
390
520
650
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.20, N = 3
168
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 1.45, N = 3
204
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.018, N = 3
2.267
0.5101
1.0202
1.5303
2.0404
2.5505
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

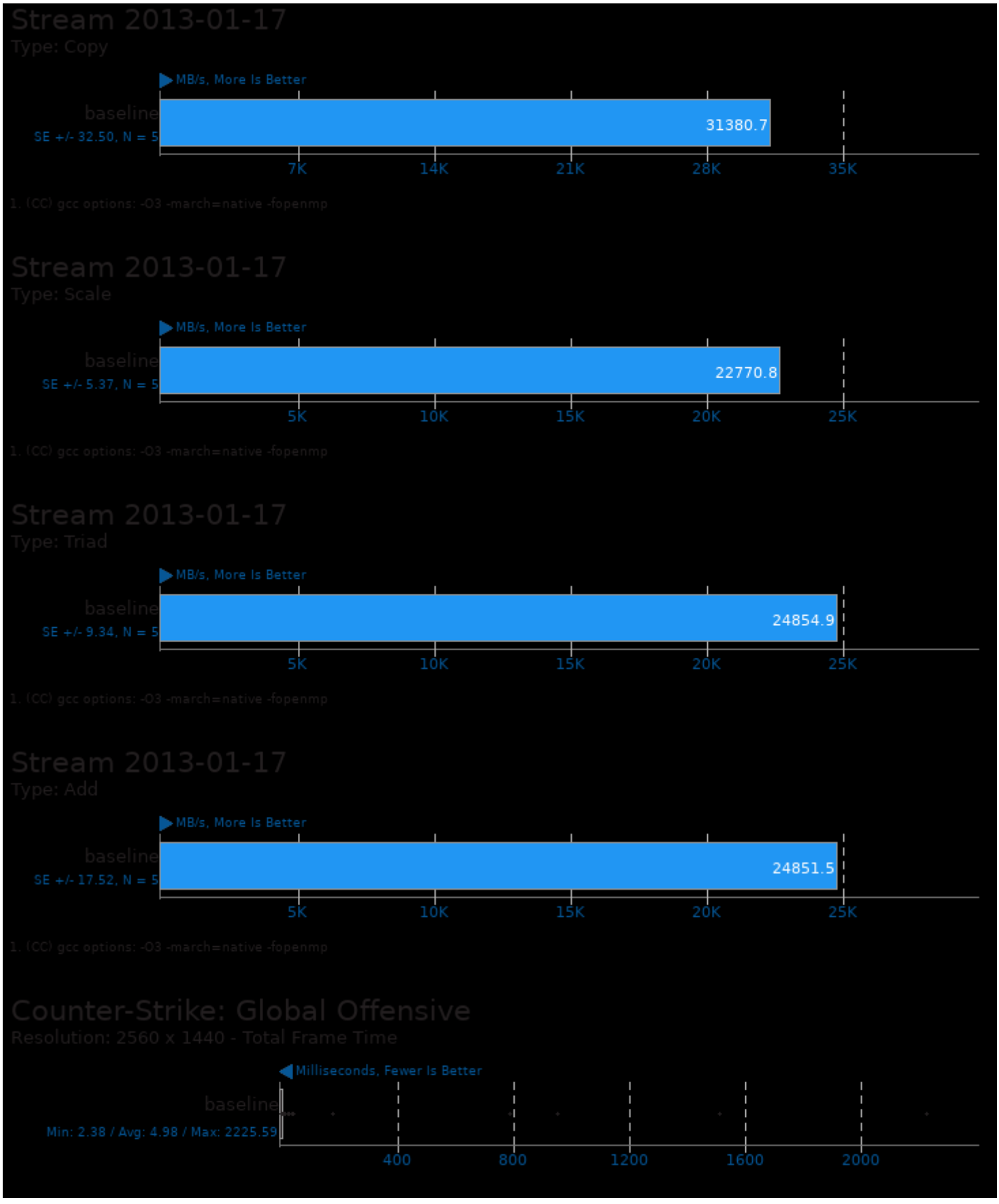

Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
255
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 8KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.034, N = 3
4.460
1.0035
2.007
3.0105
4.014
5.0175
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: IO_uring - Buffered: Yes - Direct: Yes - Block Size: 8MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 2.85, N = 3
284
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 16KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.056, N = 13
8.251
2
4
6
8
10
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO


Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 1MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
427
90
180
270
360
450
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 2MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
445
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 32KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.15, N = 3
15.1
4
8
12
16
20
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 4KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
282
60
120
180
240
300
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

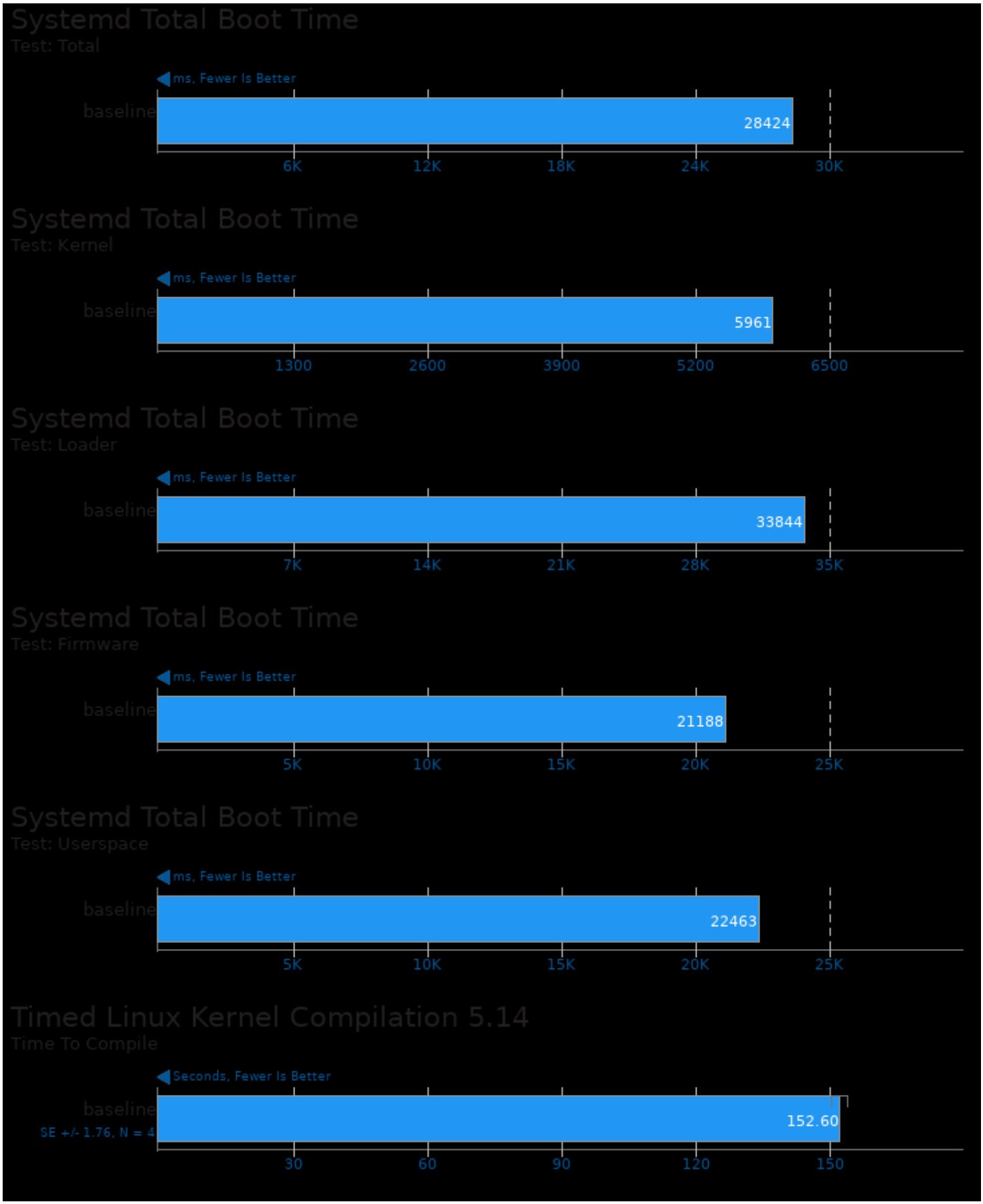

Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 4MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.00, N = 3
451
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 64KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.06, N = 3
27.9
7
14
21
28
35
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 8KB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
364
80
160
240
320
400
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: No - Block Size: 8MB - Disk Target: /var/games
MB/s, More Is Better
baseline
SE +/- 0.33, N = 3
462
100
200
300
400
500
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

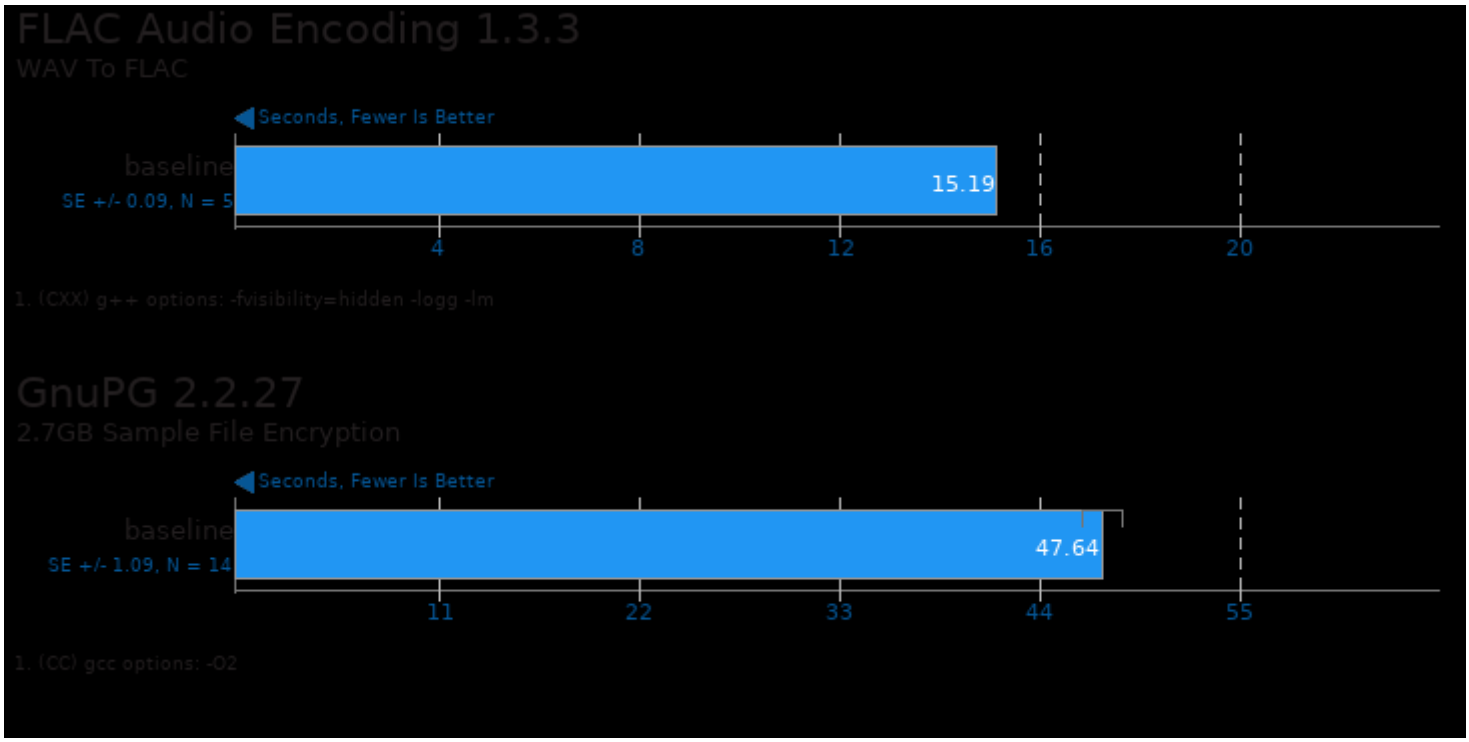

Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: Yes - Block Size: 1MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
172
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: Yes - Block Size: 2MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.88, N = 3
186
40
80
120
160
200
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: Yes - Block Size: 4KB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.016, N = 15
2.165
0.4871
0.9742
1.4613
1.9484
2.4355
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO
Flexible IO Tester 3.25
Type: Random Read - Engine: Linux AIO - Buffered: No - Direct: Yes - Block Size: 4MB - Disk Target: /srv/sync
MB/s, More Is Better
baseline
SE +/- 0.67, N = 3
219
50
100
150
200
250
1. (CC) gcc options: -rdynamic -lnuma -lrt -lz -lpthread -lm -ldl -laio -lrados -lrbd -lcurl -lssl -lcrypto -std=gnu99 -ffast-math -include -O3 -fcommon -U_FO

baseline


Stream 2013-01-17
Type: Copy
MB/s, More Is Better
baseline
SE +/- 32.50, N = 5
31380.7
7K
14K
21K
28K
35K
1. (CC) gcc options: -O3 -march=native -fopenmp
Stream 2013-01-17
Type: Scale
MB/s, More Is Better
baseline
SE +/- 5.37, N = 5
22770.8
5K
10K
15K
20K
25K
1. (CC) gcc options: -O3 -march=native -fopenmp
Stream 2013-01-17
Type: Triad
MB/s, More Is Better
baseline
SE +/- 9.34, N = 5
24854.9
5K
10K
15K
20K
25K
1. (CC) gcc options: -O3 -march=native -fopenmp
Stream 2013-01-17
Type: Add
MB/s, More Is Better
baseline
SE +/- 17.52, N = 5
24851.5
5K
10K
15K
20K
25K
1. (CC) gcc options: -O3 -march=native -fopenmp
Counter-Strike: Global Offensive
Resolution: 2560 x 1440 - Total Frame Time
Milliseconds, Fewer Is Better
baseline
Min: 2.38 / Avg: 4.98 / Max: 2225.59
400
800
1200
1600
2000

baseline


Systemd Total Boot Time
Test: Total
ms, Fewer Is Better
baseline
28424
6K
12K
18K
24K
30K
Systemd Total Boot Time
Test: Kernel
ms, Fewer Is Better
baseline
5961
1300
2600
3900
5200
6500
Systemd Total Boot Time
Test: Loader
ms, Fewer Is Better
baseline
33844
7K
14K
21K
28K
35K
Systemd Total Boot Time
Test: Firmware
ms, Fewer Is Better
baseline
21188
5K
10K
15K
20K
25K
Systemd Total Boot Time
Test: Userspace
ms, Fewer Is Better
baseline
22463
5K
10K
15K
20K
25K
Timed Linux Kernel Compilation 5.14
Time To Compile
Seconds, Fewer Is Better
baseline
SE +/- 1.76, N = 4
152.60
30
60
90
120
150



This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 07:40.