## Exploration and Presentation - Assignment $3\,$

Anders Jacobsen, Dima Karaush April 13, 2021

## Contents

1	Task 1		3
	1.1	Find a point in your program that can be optimized	3
	1.2	Make a measurement of the point to optimize	3
	1.3	Make it at least 50% faster	3

## Intro

We are using the project Letter Frequencies downloaded from https://github.com/CPHBusinessSoftUFO/letterfrequencies in this paper.

## 1 Task 1

- 1. Find a point in your program that can be optimized (for speed), for example by using a profiler
- 2. Make a measurement of the point to optimize, for example by running a number of times, and calculating the mean and standard deviation (see the paper from Sestoft)
- 3. If you work on the letter frequencies program, make it at least 50% faster
- 1.1 Find a point in your program that can be optimized
- 1.2 Make a measurement of the point to optimize
- 1.3 Make it at least 50% faster