Code Tunaing

First tuning: Jamming (Fusion)

Original Code:

for(int i = 0; i < nn\_2; i++)  
{

x[i] = 0;

}

for(int i = 0; i < nn\_2; i++)

{

h[i] = 0;

}

for(int i = 0; i < nn\_2; i++)

{

y[i] = 0;

}

After jamming:

for(int i = 0; i < nn\_2; i++)

{

x[i] = 0;

h[i] = 0;

y[i] = 0;

}