

#pragma simd (outer)
not vectorized

#pragma simd (inner loop)
Elapsed time = 25.00 (s)
Grind time (us/z/c) = 0.99335579 (per dom) (0.99335579 overall)
FOM = 1006.6887 (z/s)

#pragma ivdep (outer)
Elapsed time = 25.32 (s)
Grind time (us/z/c) = 1.006167 (per dom) (1.006167 overall)
FOM = 993.87077 (z/s)

#pragma ivdep (inner)
Elapsed time = 25.16 (s)
Grind time (us/z/c) = 0.99999217 (per dom) (0.99999217 overall)
FOM = 1000.0078 (z/s)

#pragma loop_count(27000) (outer)
Elapsed time = 25.23 (s)
Grind time (us/z/c) = 1.0028199 (per dom) (1.0028199 overall)
FOM = 997.18799 (z/s)

#pragma loop_count(8) (inner)
Elapsed time = 25.38 (s)
Grind time (us/z/c) = 1.0087719 (per dom) (1.0087719 overall)
FOM = 991.30442 (z/s)

#pragma vector (outer)
Elapsed time = 25.25 (s)
Grind time (us/z/c) = 1.0033652 (per dom) (1.0033652 overall)
FOM = 996.64608 (z/s)

#pragma vector (inner)
Elapsed time = 25.42 (s)
Grind time (us/z/c) = 1.0103243 (per dom) (1.0103243 overall)
FOM = 989.78119 (z/s)

#pragma inline (outer)
Elapsed time = 25.32 (s)
Grind time (us/z/c) = 1.0060745 (per dom) (1.0060745 overall)
FOM = 993.9622 (z/s)

#pragma inline (inner)
Elapsed time = 25.41 (s)
Grind time (us/z/c) = 1.0097469 (per dom) (1.0097469 overall)
FOM = 990.34715 (z/s)

#pragma noinline (outer)
Elapsed time = 34.46 (s)
Grind time (us/z/c) = 1.3694217 (per dom) (1.3694217 overall)
FOM = 730.23524 (z/s)

#pragma noline (inner)
Elapsed time = 31.15 (s)
Grind time (us/z/c) = 1.2380201 (per dom) (1.2380201 overall)
FOM = 807.7413 (z/s)

#pragma forceinline (outer)
Elapsed time = 34.19 (s)
Grind time (us/z/c) = 1.3587688 (per dom) (1.3587688 overall)
FOM = 735.96038 (z/s)

#pragma forceinline (inner)
Elapsed time = 34.32 (s)
Grind time (us/z/c) = 1.3640505 (per dom) (1.3640505 overall)
FOM = 733.11068 (z/s)

#pragma unroll(outer)
Elapsed time = 34.04 (s)
Grind time (us/z/c) = 1.3525509 (per dom) (1.3525509 overall)
FOM = 739.34373 (z/s)

#pragma unroll (inner)
Elapsed time = 34.16 (s)
Grind time (us/z/c) = 1.357482 (per dom) (1.357482 overall)
FOM = 736.65804 (z/s)

#pragma nounroll (outer) (unroll ignored, unroll_and_jam expected)
Elapsed time = 34.22 (s)
Grind time (us/z/c) = 1.3600428 (per dom) (1.3600428 overall)
FOM = 735.27098 (z/s)

#pragma nounroll (inner)
Elapsed time = 34.16 (s)
Grind time (us/z/c) = 1.3575467 (per dom) (1.3575467 overall)
FOM = 736.62293 (z/s)

#pragma unroll_and_jam (outer)
Elapsed time = 30.75 (s)
Grind time (us/z/c) = 1.2219753 (per dom) (1.2219753 overall)
FOM = 818.34713 (z/s)

#pragma unroll_and_jam (inner)
Elapsed time = 33.70 (s)
Grind time (us/z/c) = 1.3391131 (per dom) (1.3391131 overall)
FOM = 746.76289 (z/s)

#pragma nofusion (outer)
Elapsed time = 25.43 (s)
Grind time (us/z/c) = 1.0105991 (per dom) (1.0105991 overall)
FOM = 989.51209 (z/s)

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#pragma nofusion (inner)
Elapsed time      =   25.73 (s)
Grind time (us/z/c) = 1.0226352 (per dom) ( 1.0226352 overall)
FOM              = 977.86582 (z/s)
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#pragma distribute_point (outer)
Elapsed time      =   25.36 (s)
Grind time (us/z/c) = 1.0076566 (per dom) ( 1.0076566 overall)
FOM              = 992.40157 (z/s)
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```
#pragma distribute_point (inner)
Elapsed time      =   25.31 (s)
Grind time (us/z/c) = 1.0058905 (per dom) ( 1.0058905 overall)
FOM              = 994.14398 (z/s)
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