



Unroll Count:	1	4	8
Total Time(ms):	5000	5000	5000
Iteration Time(us):	5	5	5
Iterations:	1000000	1000000	1000000

1) What version of the code provided the best performance?

As you can see from the above graph, the total amount of time was the same amongst all of the versions of the code. This may have been more of a problem of iterations or complexity rather than a reflection of the difference in algorithms.

2) Did loop unrolling provide any benefit?

In our case, unrolling the loop did not prove to be very beneficial. It is likely however that given we were completing a much more complex task, that managing memory in such a way will save loads of time over the long run.

3) Why do you think that loop unrolling was or was not beneficial in this case?

I don't believe that loop unrolling was beneficial in this specific case because the computer this was tested on (the ada servers) has the hardware to do such calculations. I think however on a much smaller scale things like this are necessary to keep runtime possible.