

Summary: TotalFiles=1 Files With Improvements=1

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/home/james/Projects/LatexDocs/DesignDoc/Code/CodeUnderTestNoIgnore.cpp:6:1
Pattern: Vectorisable Function Declaration Priority: 3 Info: Function Declaration
void random_fill(float * starting_vec, size_t size);

/home/james/Projects/LatexDocs/DesignDoc/Code/CodeUnderTestNoIgnore.cpp:11:1
Pattern: Vectorisable Function Declaration Priority: 3 Info: Function Declaration
void reshape2mat(float * in_vec, float ** out_vec, size_t dim);

/home/james/Projects/LatexDocs/DesignDoc/Code/CodeUnderTestNoIgnore.cpp:17:1
Pattern: Vectorisable Function Declaration Priority: 3 Info: Function Declaration
void mmult(float ** A, float ** B, float ** C, size_t dim);

/home/james/Projects/LatexDocs/DesignDoc/Code/CodeUnderTestNoIgnore.cpp:7:5
Pattern: Vectorisable region Priority: 5 Info: Generally vectorisable region of code
for (size_t i = 0; i < size; ++i)
    starting_vec[i] = (float) rand()

/home/james/Projects/LatexDocs/DesignDoc/Code/CodeUnderTestNoIgnore.cpp:12:5
Pattern: Vectorisable region Priority: 5 Info: Generally vectorisable region of code
for (size_t i = 0; i < dim; ++i)
    for (size_t j = 0; j < dim; ++j)
        out_vec[i][j] = in_vec[i*dim + j]
```