

```
1: -----
-----
2: Command:          ./EDistance
3: Massif arguments: (none)
4: ms_print arguments: massif.out.4462
5: -----
-----
6:
7:
8:      GB
9: 3.455^          #
10:      |          :#
11:      |          @#
12:      |          :@#
13:      |          @@# @: ::::::::::::::::::::::::::::::::::::::
::::
14:      |          @@# @:
15:      |          :@@# @:
16:      |          :@@#:@:
17:      |          @: @@#@@:
18:      |          @: @@#@@:
19:      |          @ :@: @@#@@:
20:      |          @ :@: @@#@@:
21:      |          @@: :@: @@#@@:
22:      |          @@: :@: @@#@@:
23:      |          @@: :@: @@#@@:
24:      |          :@@: :@: @@#@@:
25:      |          ::@@: :@: @@#@@:
26:      |          :::@@: :@: @@#@@:
27:      |          @::: @@: :@: @@#@@:
28:      |          @::: @@: :@: @@#@@:
29:      0 +-----
---->Gi
30:      0
28.47
31:
32: Number of snapshots: 70
33: Detailed snapshots: [1, 2, 6, 21, 24, 34, 41, 46, 48 (peak), 56, 66]
34:
35: -----
-----
36:      n          time(i)          total (B)    useful-heap (B)  extra-heap (B)    sta
cks (B)
37: -----
-----
38:      0          0          0          0          0          0
```

```

0
39: 1      98,580,621      58,456,192      58,445,802      10,390
0
40: 99.98% (58,445,802B) (heap allocation functions) malloc/new/new[], --allo
c-fns, etc.
41: ->74.32% (43,445,760B) 0x10C0CA: allocate (new_allocator.h:114)
42: | ->74.32% (43,445,760B) 0x10C0CA: allocate (alloc_traits.h:133)
43: | ->74.32% (43,445,760B) 0x10C0CA: _M_allocate (stl_vector.h:343)
44: | ->74.32% (43,445,760B) 0x10C0CA: _M_create_storage (stl_vector.h:35
8)
45: | ->74.32% (43,445,760B) 0x10C0CA: _Vector_base (stl_vector.h:302)
46: | ->74.32% (43,445,760B) 0x10C0CA: vector (stl_vector.h:552)
47: | ->74.32% (43,445,760B) 0x10C0CA: _Construct<std::vector<int>,>
std::vector<int> > (stl_construct.h:83)
48: | ->74.32% (43,445,760B) 0x10C0CA: __uninit_copy<std::vector<
int>*, std::vector<int>*> (stl_uninitialized.h:83)
49: | ->74.32% (43,445,760B) 0x10C0CA: uninitialized_copy<std::
vector<int>*, std::vector<int>*> (stl_uninitialized.h:140)
50: | ->74.32% (43,445,760B) 0x10C0CA: __uninitialized_copy_a
<std::vector<int>*, std::vector<int>*, std::vector<int> > (stl_uninitialized.h:3
07)
51: | ->74.32% (43,445,760B) 0x10C0CA: __uninitialized_move
_if_noexcept_a<std::vector<int>*, std::vector<int>*, std::allocator<std::vector<
int> > > (stl_uninitialized.h:329)
52: | ->74.32% (43,445,760B) 0x10C0CA: std::vector<std::v
ector<int, std::allocator<int> >, std::allocator<std::vector<int, std::allocator
<int> > >::_M_realloc_insert(__gnu_cxx::__normal_iterator<std::vector<int, std
::allocator<int> >*, std::vector<std::vector<int, std::allocator<int> >, std::al
locator<std::vector<int, std::allocator<int> > > >, std::vector<int, std::allo
cator<int> > const&) (vector.tcc:474)
53: | ->74.32% (43,445,760B) 0x10BD3B: push_back (stl_v
ector.h:1195)
54: | ->74.32% (43,445,760B) 0x10BD3B: EDistance::EDi
stance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<c
har> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<
char> >) (EDistance.cpp:18)
55: | ->74.32% (43,445,760B) 0x10A8F1: main (main.c
pp:25)
56: |
57: ->24.58% (14,368,780B) 0x10BCC1: allocate (new_allocator.h:114)
58: | ->24.58% (14,368,780B) 0x10BCC1: allocate (alloc_traits.h:133)
59: | ->24.58% (14,368,780B) 0x10BCC1: _M_allocate (stl_vector.h:343)
60: | ->24.58% (14,368,780B) 0x10BCC1: _M_create_storage (stl_vector.h:35
8)
61: | ->24.58% (14,368,780B) 0x10BCC1: _Vector_base (stl_vector.h:302)
62: | ->24.58% (14,368,780B) 0x10BCC1: vector (stl_vector.h:552)
63: | ->24.58% (14,368,780B) 0x10BCC1: construct (new_allocator.h:1
59)
64: | ->24.58% (14,368,780B) 0x10BCC1: construct<std::vector<int>
> (alloc_traits.h:140)
65: | ->24.58% (14,368,780B) 0x10BCC1: push_back (stl_vector.h:
1189)
66: | ->24.58% (14,368,780B) 0x10BCC1: EDistance::EDistance(s
td::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >,
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >)
(EDistance.cpp:18)
67: | ->24.58% (14,368,780B) 0x10A8F1: main (main.cpp:25)
68: |
69: ->01.08% (631,262B) in 7 places, all below massif's threshold (1.00%)
70:
71: -----
-----
72: n      time(i)      total(B)      useful-heap(B) extra-heap(B)      sta
cks(B)
73: -----

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-----
74: 2      259,963,811      132,970,768      132,947,218      23,550
0
75: 99.98% (132,947,218B) (heap allocation functions) malloc/new/new[], --all
oc-fns, etc.
76: ->55.99% (74,446,120B) 0x10C0CA: allocate (new_allocator.h:114)
77: | ->55.99% (74,446,120B) 0x10C0CA: allocate (alloc_traits.h:133)
78: | ->55.99% (74,446,120B) 0x10C0CA: _M_allocate (stl_vector.h:343)
79: | ->55.99% (74,446,120B) 0x10C0CA: _M_create_storage (stl_vector.h:35
8)
80: | ->55.99% (74,446,120B) 0x10C0CA: _Vector_base (stl_vector.h:302)
81: | ->55.99% (74,446,120B) 0x10C0CA: vector (stl_vector.h:552)
82: | ->55.99% (74,446,120B) 0x10C0CA: _Construct<std::vector<int>,
std::vector<int> > (stl_construct.h:83)
83: | ->55.99% (74,446,120B) 0x10C0CA: __uninit_copy<std::vector<
int>*, std::vector<int>*> (stl_uninitialized.h:83)
84: | ->55.99% (74,446,120B) 0x10C0CA: uninitialized_copy<std::
vector<int>*, std::vector<int>*> (stl_uninitialized.h:140)
85: | ->55.99% (74,446,120B) 0x10C0CA: __uninitialized_copy_a
<std::vector<int>*, std::vector<int>*, std::vector<int> > (stl_uninitialized.h:3
07)
86: | ->55.99% (74,446,120B) 0x10C0CA: __uninitialized_move
_if_noexcept_a<std::vector<int>*, std::vector<int>*, std::allocator<std::vector<
int> > > (stl_uninitialized.h:329)
87: | ->55.99% (74,446,120B) 0x10C0CA: std::vector<std::v
ector<int, std::allocator<int> >, std::allocator<std::vector<int, std::allocator
<int> > >::_M_realloc_insert(__gnu_cxx::__normal_iterator<std::vector<int, std
::allocator<int> >*, std::vector<std::vector<int, std::allocator<int> >, std::al
locator<std::vector<int, std::allocator<int> > > >, std::vector<int, std::allo
cator<int> > const&) (vector.tcc:474)
88: | ->55.99% (74,446,120B) 0x10BD3B: push_back (stl_v
ector.h:1195)
89: | ->55.99% (74,446,120B) 0x10BD3B: EDistance::EDi
stance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<c
har> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<
char> >) (EDistance.cpp:18)
90: | ->55.99% (74,446,120B) 0x10A8F1: main (main.c
pp:25)
91: |
92: ->43.48% (57,814,540B) 0x10BCC1: allocate (new_allocator.h:114)
93: | ->43.48% (57,814,540B) 0x10BCC1: allocate (alloc_traits.h:133)
94: | ->43.48% (57,814,540B) 0x10BCC1: _M_allocate (stl_vector.h:343)
95: | ->43.48% (57,814,540B) 0x10BCC1: _M_create_storage (stl_vector.h:35
8)
96: | ->43.48% (57,814,540B) 0x10BCC1: _Vector_base (stl_vector.h:302)
97: | ->43.48% (57,814,540B) 0x10BCC1: vector (stl_vector.h:552)
98: | ->43.48% (57,814,540B) 0x10BCC1: construct (new_allocator.h:1
59)
99: | ->43.48% (57,814,540B) 0x10BCC1: construct<std::vector<int>
> (alloc_traits.h:140)
100: | ->43.48% (57,814,540B) 0x10BCC1: push_back (stl_vector.h:
1189)
101: | ->43.48% (57,814,540B) 0x10BCC1: EDistance::EDistance(s
td::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >,
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >)
(EDistance.cpp:18)
102: | ->43.48% (57,814,540B) 0x10A8F1: main (main.cpp:25)
103: |
104: ->00.52% (686,558B) in 1+ places, all below ms_print's threshold (01.00%)
105:
106: -----
-----
107: n      time(i)      total(B)      useful-heap(B) extra-heap(B)      sta
cks(B)
108: -----
```

```
-----
109: 3      383,306,690      140,301,584      140,276,742      24,842
0
110: 4      478,424,756      235,454,296      235,412,646      41,650
0
111: 5      570,818,804      327,792,856      327,734,886      57,970
0
112: 6      680,536,736      437,444,896      437,367,546      77,350
0
113: 99.98% (437,367,546B) (heap allocation functions) malloc/new/new[], --all
oc-fns, etc.
114: ->73.35% (320,865,040B) 0x10C0CA: allocate (new_allocator.h:114)
115: | ->73.35% (320,865,040B) 0x10C0CA: allocate (alloc_traits.h:133)
116: | ->73.35% (320,865,040B) 0x10C0CA: _M_allocate (std_vector.h:343)
117: | ->73.35% (320,865,040B) 0x10C0CA: _M_create_storage (std_vector.h:3
58)
118: | ->73.35% (320,865,040B) 0x10C0CA: _Vector_base (std_vector.h:302)
119: | ->73.35% (320,865,040B) 0x10C0CA: vector (std_vector.h:552)
120: | ->73.35% (320,865,040B) 0x10C0CA: _Construct<std::vector<int>
, std::vector<int> > (std_construct.h:83)
121: | ->73.35% (320,865,040B) 0x10C0CA: __uninit_copy<std::vector
<int>*, std::vector<int>*> (std_uninitialized.h:83)
122: | ->73.35% (320,865,040B) 0x10C0CA: uninitialized_copy<std:
:vector<int>*, std::vector<int>*> (std_uninitialized.h:140)
123: | ->73.35% (320,865,040B) 0x10C0CA: __uninitialized_copy_
a<std::vector<int>*, std::vector<int>*, std::vector<int> > (std_uninitialized.h:
307)
124: | ->73.35% (320,865,040B) 0x10C0CA: __uninitialized_mov
e_if_noexcept_a<std::vector<int>*, std::vector<int>*, std::allocator<std::vector
<int> > > (std_uninitialized.h:329)
125: | ->73.35% (320,865,040B) 0x10C0CA: std::vector<std::
vector<int, std::allocator<int> >, std::allocator<std::vector<int, std::allcator
<int> > > ::_M_realloc_insert(__gnu_cxx::__normal_iterator<std::vector<int, st
d::allocator<int> >*, std::vector<std::vector<int, std::allocator<int> >, std::a
llocator<std::vector<int, std::allocator<int> > > >, std::vector<int, std::all
ocator<int> > const&) (vector.tcc:474)
126: | ->73.35% (320,865,040B) 0x10BD3B: push_back (std_
vector.h:1195)
127: | ->73.35% (320,865,040B) 0x10BD3B: EDistance::ED
istance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<
char> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator
<char> >) (EDistance.cpp:18)
128: | ->73.35% (320,865,040B) 0x10A8F1: main (main.
cpp:25)
129: |
130: ->26.46% (115,742,220B) 0x10BCC1: allocate (new_allocator.h:114)
131: | ->26.46% (115,742,220B) 0x10BCC1: allocate (alloc_traits.h:133)
132: | ->26.46% (115,742,220B) 0x10BCC1: _M_allocate (std_vector.h:343)
133: | ->26.46% (115,742,220B) 0x10BCC1: _M_create_storage (std_vector.h:3
58)
134: | ->26.46% (115,742,220B) 0x10BCC1: _Vector_base (std_vector.h:302)
135: | ->26.46% (115,742,220B) 0x10BCC1: vector (std_vector.h:552)
136: | ->26.46% (115,742,220B) 0x10BCC1: construct (new_allocator.h:
159)
137: | ->26.46% (115,742,220B) 0x10BCC1: construct<std::vector<int
> > (alloc_traits.h:140)
138: | ->26.46% (115,742,220B) 0x10BCC1: push_back (std_vector.h
:1189)
139: | ->26.46% (115,742,220B) 0x10BCC1: EDistance::EDistance(
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >,
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >
) (EDistance.cpp:18)
140: | ->26.46% (115,742,220B) 0x10A8F1: main (main.cpp:25)
141: |
142: ->00.17% (760,286B) in 1+ places, all below ms_print's threshold (01.00%)
```

```
143:
144: -----
-----
145:  n          time(i)          total(B)    useful-heap(B)  extra-heap(B)    sta
cks(B)
146: -----
-----
147:  7      819,547,159      344,491,376      344,430,454      60,922
0
148:  8      941,841,941      466,900,792      466,818,262      82,530
0
149:  9  1,024,271,925      549,281,272      549,184,182      97,090
0
150: 10  1,106,701,909      631,661,752      631,550,102      111,650
0
151: 11  1,189,131,893      714,042,232      713,916,022      126,210
0
152: 12  1,343,121,973      867,939,832      867,786,422      153,410
0
153: 13  1,460,573,656      521,571,920      521,479,718      92,202
0
154: 14  1,613,668,728      674,564,240      674,444,998      119,242
0
155: 15  1,766,763,800      827,556,560      827,410,278      146,282
0
156: 16  1,881,584,126      942,694,024      942,527,454      166,570
0
157: 17  2,035,574,206      1,096,591,624      1,096,397,854      193,770
0
158: 18  2,131,818,006      1,192,777,624      1,192,566,854      210,770
0
159: 19  2,255,010,070      1,315,895,704      1,315,663,174      232,530
0
160: 20  2,378,202,134      1,439,013,784      1,438,759,494      254,290
0
161: 21  2,501,394,198      1,562,131,864      1,561,855,814      276,050
0
162: 99.98% (1,561,855,814B) (heap allocation functions) malloc/new/new[], --a
lloc-fns, etc.
163: ->70.25% (1,097,344,860B) 0x10C0CA: allocate (new_allocator.h:114)
164: | ->70.25% (1,097,344,860B) 0x10C0CA: allocate (alloc_traits.h:133)
165: | ->70.25% (1,097,344,860B) 0x10C0CA: _M_allocate (stl_vector.h:343)
166: | ->70.25% (1,097,344,860B) 0x10C0CA: _M_create_storage (stl_vector.h
:358)
167: | ->70.25% (1,097,344,860B) 0x10C0CA: _Vector_base (stl_vector.h:30
2)
168: | ->70.25% (1,097,344,860B) 0x10C0CA: vector (stl_vector.h:552)
169: | ->70.25% (1,097,344,860B) 0x10C0CA: _Construct<std::vector<in
t>, std::vector<int> > (stl_construct.h:83)
170: | ->70.25% (1,097,344,860B) 0x10C0CA: __uninit_copy<std::vect
or<int>*, std::vector<int>*> (stl_uninitialized.h:83)
171: | ->70.25% (1,097,344,860B) 0x10C0CA: uninitialized_copy<st
d::vector<int>*, std::vector<int>*> (stl_uninitialized.h:140)
172: | ->70.25% (1,097,344,860B) 0x10C0CA: __uninitialized_cop
y_a<std::vector<int>*, std::vector<int>*, std::vector<int> > (stl_uninitialized.
h:307)
173: | ->70.25% (1,097,344,860B) 0x10C0CA: __uninitialized_m
ove_if_noexcept_a<std::vector<int>*, std::vector<int>*, std::allocator<std::vect
or<int> > > (stl_uninitialized.h:329)
174: | ->70.25% (1,097,344,860B) 0x10C0CA: std::vector<std
::vector<int, std::allocator<int> >, std::allocator<std::vector<int, std::alloca
tor<int> > > ::_M_realloc_insert(__gnu_cxx::__normal_iterator<std::vector<int,
std::allocator<int> >*, std::vector<std::vector<int, std::allocator<int> >, std:
:allocator<std::vector<int, std::allocator<int> > > >, std::vector<int, std::a
llocator<int> > const&) (vector.tcc:474)
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175: |                                     ->70.25% (1,097,344,860B) 0x10BD3B: push_back (st
l_vector.h:1195)
176: |                                     ->70.25% (1,097,344,860B) 0x10BD3B: EDistance::
EDistance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocato
r<char> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocat
or<char> >) (EDistance.cpp:18)
177: |                                     ->70.25% (1,097,344,860B) 0x10A8F1: main (mai
n.cpp:25)
178: |
179: ->29.66% (463,308,300B) 0x10BCC1: allocate (new_allocator.h:114)
180: | ->29.66% (463,308,300B) 0x10BCC1: allocate (alloc_traits.h:133)
181: | ->29.66% (463,308,300B) 0x10BCC1: _M_allocate (stl_vector.h:343)
182: | ->29.66% (463,308,300B) 0x10BCC1: _M_create_storage (stl_vector.h:3
58)
183: | ->29.66% (463,308,300B) 0x10BCC1: _Vector_base (stl_vector.h:302)
184: | ->29.66% (463,308,300B) 0x10BCC1: vector (stl_vector.h:552)
185: | ->29.66% (463,308,300B) 0x10BCC1: construct (new_allocator.h:
159)
186: | ->29.66% (463,308,300B) 0x10BCC1: construct<std::vector<int
> > (alloc_traits.h:140)
187: | ->29.66% (463,308,300B) 0x10BCC1: push_back (stl_vector.h
:1189)
188: | ->29.66% (463,308,300B) 0x10BCC1: EDistance::EDistance(
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >,
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >
) (EDistance.cpp:18)
189: | ->29.66% (463,308,300B) 0x10A8F1: main (main.cpp:25)
190: |
191: ->00.08% (1,202,654B) in 1+ places, all below ms_print's threshold (01.00
%)
192:
193: -----
194:  n          time(i)          total(B)    useful-heap(B)  extra-heap(B)    sta
cks(B)
195: -----
196:  22  2,624,586,262    1,685,249,944    1,684,952,134    297,810
0
197:  23  2,686,182,294    1,746,808,984    1,746,500,294    308,690
0
198:  24  2,794,654,722    1,855,103,104    1,854,775,274    327,830
0
199: 99.98% (1,854,775,274B) (heap allocation functions) malloc/new/new[], --a
lloc-fns, etc.
200: ->74.94% (1,390,264,320B) 0x10C0CA: allocate (new_allocator.h:114)
201: | ->74.94% (1,390,264,320B) 0x10C0CA: allocate (alloc_traits.h:133)
202: | ->74.94% (1,390,264,320B) 0x10C0CA: _M_allocate (stl_vector.h:343)
203: | ->74.94% (1,390,264,320B) 0x10C0CA: _M_create_storage (stl_vector.h
:358)
204: | ->74.94% (1,390,264,320B) 0x10C0CA: _Vector_base (stl_vector.h:30
2)
205: | ->74.94% (1,390,264,320B) 0x10C0CA: vector (stl_vector.h:552)
206: | ->74.94% (1,390,264,320B) 0x10C0CA: _Construct<std::vector<in
t>, std::vector<int> > (stl_construct.h:83)
207: | ->74.94% (1,390,264,320B) 0x10C0CA: __uninit_copy<std::vect
or<int>*, std::vector<int>*> (stl_uninitialized.h:83)
208: | ->74.94% (1,390,264,320B) 0x10C0CA: uninitialized_copy<st
d::vector<int>*, std::vector<int>*> (stl_uninitialized.h:140)
209: | ->74.94% (1,390,264,320B) 0x10C0CA: __uninitialized_cop
y_a<std::vector<int>*, std::vector<int>*, std::vector<int> > (stl_uninitialized.
h:307)
210: | ->74.94% (1,390,264,320B) 0x10C0CA: __uninitialized_m
ove_if_noexcept_a<std::vector<int>*, std::vector<int>*, std::allocator<std::vect
or<int> > > (stl_uninitialized.h:329)

```

```

211: |                                     ->74.94% (1,390,264,320B) 0x10C0CA: std::vector<std
::vector<int, std::allocator<int> >, std::allocator<std::vector<int, std::alloca
tor<int> > >::_M_realloc_insert(__gnu_cxx::__normal_iterator<std::vector<int,
std::allocator<int> >*, std::vector<std::vector<int, std::allocator<int> >, std:
:allocator<std::vector<int, std::allocator<int> > > >, std::vector<int, std::a
llocator<int> > const&) (vector.tcc:474)
212: |                                     ->74.94% (1,390,264,320B) 0x10BD3B: push_back (st
l_vector.h:1195)
213: |                                     ->74.94% (1,390,264,320B) 0x10BD3B: EDistance::
EDistance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocato
r<char> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocat
or<char> >) (EDistance.cpp:18)
214: |                                     ->74.94% (1,390,264,320B) 0x10A8F1: main (mai
n.cpp:25)
215: |
216: ->24.97% (463,308,300B) 0x10BCC1: allocate (new_allocator.h:114)
217: ->24.97% (463,308,300B) 0x10BCC1: allocate (alloc_traits.h:133)
218: ->24.97% (463,308,300B) 0x10BCC1: _M_allocate (stl_vector.h:343)
219: ->24.97% (463,308,300B) 0x10BCC1: _M_create_storage (stl_vector.h:3
58)
220: ->24.97% (463,308,300B) 0x10BCC1: _Vector_base (stl_vector.h:302)
221: ->24.97% (463,308,300B) 0x10BCC1: vector (stl_vector.h:552)
222: ->24.97% (463,308,300B) 0x10BCC1: construct (new_allocator.h:
159)
223: ->24.97% (463,308,300B) 0x10BCC1: construct<std::vector<int
> > (alloc_traits.h:140)
224: ->24.97% (463,308,300B) 0x10BCC1: push_back (stl_vector.h
:1189)
225: ->24.97% (463,308,300B) 0x10BCC1: EDistance::EDistance(
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >,
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >
) (EDistance.cpp:18)
226: ->24.97% (463,308,300B) 0x10A8F1: main (main.cpp:25)
227: |
228: ->00.06% (1,202,654B) in 1+ places, all below ms_print's threshold (01.00
%)
229: |
230: -----
-----
231: | n          time(i)          total(B)    useful-heap(B)  extra-heap(B)    sta
cks(B)
232: |-----
-----
233: | 25  2,887,115,609    1,020,125,168    1,019,944,886    180,282
0
234: | 26  3,010,316,377    1,143,243,248    1,143,041,206    202,042
0
235: | 27  3,133,517,145    1,266,361,328    1,266,137,526    223,802
0
236: | 28  3,256,717,913    1,389,479,408    1,389,233,846    245,562
0
237: | 29  3,379,918,681    1,512,597,488    1,512,330,166    267,322
0
238: | 30  3,503,119,449    1,635,715,568    1,635,426,486    289,082
0
239: | 31  3,657,120,409    1,789,613,168    1,789,296,886    316,282
0
240: | 32  3,820,513,047    1,953,689,488    1,953,344,338    345,150
0
241: | 33  3,984,014,279    2,117,092,528    2,116,718,498    374,030
0
242: | 34  4,147,515,511    2,280,495,568    2,280,092,658    402,910
0
243: | 99.98% (2,280,092,658B) (heap allocation functions) malloc/new/new[], --a
lloc-fns, etc.

```

```

244: ->59.27% (1,351,570,440B) 0x10C0CA: allocate (new_allocator.h:114)
245: | ->59.27% (1,351,570,440B) 0x10C0CA: allocate (alloc_traits.h:133)
246: | ->59.27% (1,351,570,440B) 0x10C0CA: _M_allocate (stl_vector.h:343)
247: | ->59.27% (1,351,570,440B) 0x10C0CA: _M_create_storage (stl_vector.h:358)
248: | ->59.27% (1,351,570,440B) 0x10C0CA: _Vector_base (stl_vector.h:302)
249: | ->59.27% (1,351,570,440B) 0x10C0CA: vector (stl_vector.h:552)
250: | ->59.27% (1,351,570,440B) 0x10C0CA: _Construct<std::vector<int>, std::vector<int> > (stl_construct.h:83)
251: | ->59.27% (1,351,570,440B) 0x10C0CA: __uninit_copy<std::vector<int>*, std::vector<int>*> (stl_uninitialized.h:83)
252: | ->59.27% (1,351,570,440B) 0x10C0CA: uninitialized_copy<std::vector<int>*, std::vector<int>*> (stl_uninitialized.h:140)
253: | ->59.27% (1,351,570,440B) 0x10C0CA: __uninitialized_copy_a<std::vector<int>*, std::vector<int>*, std::vector<int> > (stl_uninitialized.h:307)
254: | ->59.27% (1,351,570,440B) 0x10C0CA: __uninitialized_move_if_noexcept_a<std::vector<int>*, std::vector<int>*, std::allocator<std::vector<int> > > (stl_uninitialized.h:329)
255: | ->59.27% (1,351,570,440B) 0x10C0CA: std::vector<std::vector<int, std::allocator<int> >, std::allocator<std::vector<int, std::allocator<int> > >::_M_realloc_insert(__gnu_cxx::__normal_iterator<std::vector<int, std::allocator<int> >*, std::vector<std::vector<int, std::allocator<int> >, std::allocator<std::vector<int, std::allocator<int> > > >, std::vector<int, std::allocator<int> > const&) (vector.tcc:474)
256: | ->59.27% (1,351,570,440B) 0x10BD3B: push_back (stl_vector.h:1195)
257: | ->59.27% (1,351,570,440B) 0x10BD3B: EDistance::EDistance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >) (EDistance.cpp:18)
258: | ->59.27% (1,351,570,440B) 0x10A8F1: main (main.cpp:25)
259: |
260: ->40.64% (926,729,740B) 0x10BCC1: allocate (new_allocator.h:114)
261: | ->40.64% (926,729,740B) 0x10BCC1: allocate (alloc_traits.h:133)
262: | ->40.64% (926,729,740B) 0x10BCC1: _M_allocate (stl_vector.h:343)
263: | ->40.64% (926,729,740B) 0x10BCC1: _M_create_storage (stl_vector.h:358)
264: | ->40.64% (926,729,740B) 0x10BCC1: _Vector_base (stl_vector.h:302)
265: | ->40.64% (926,729,740B) 0x10BCC1: vector (stl_vector.h:552)
266: | ->40.64% (926,729,740B) 0x10BCC1: construct (new_allocator.h:159)
267: | ->40.64% (926,729,740B) 0x10BCC1: construct<std::vector<int> > > (alloc_traits.h:140)
268: | ->40.64% (926,729,740B) 0x10BCC1: push_back (stl_vector.h:1189)
269: | ->40.64% (926,729,740B) 0x10BCC1: EDistance::EDistance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >) (EDistance.cpp:18)
270: | ->40.64% (926,729,740B) 0x10A8F1: main (main.cpp:25)
271: |
272: ->00.08% (1,792,478B) in 1+ places, all below ms_print's threshold (01.00%)
273:
274: -----
275:      n          time(i)          total(B)    useful-heap(B)  extra-heap(B)    stacks(B)
276: -----
277: 35  4,311,016,743    2,443,898,608    2,443,466,818    431,790
0

```



```
278: 36 4,474,517,975 2,607,301,648 2,606,840,978 460,670
0
279: 37 4,638,019,207 2,770,704,688 2,770,215,138 489,550
0
280: 38 4,719,769,823 2,852,406,208 2,851,902,218 503,990
0
281: 39 4,801,520,439 2,934,107,728 2,933,589,298 518,430
0
282: 40 4,883,271,055 3,015,809,248 3,015,276,378 532,870
0
283: 41 4,965,021,671 3,097,510,768 3,096,963,458 547,310
0
284: 99.98% (3,096,963,458B) (heap allocation functions) malloc/new/new[], --a
lloc-fns, etc.
285: ->70.01% (2,168,441,240B) 0x10C0CA: allocate (new_allocator.h:114)
286: | ->70.01% (2,168,441,240B) 0x10C0CA: allocate (alloc_traits.h:133)
287: | ->70.01% (2,168,441,240B) 0x10C0CA: _M_allocate (stl_vector.h:343)
288: | ->70.01% (2,168,441,240B) 0x10C0CA: _M_create_storage (stl_vector.h
:358)
289: | ->70.01% (2,168,441,240B) 0x10C0CA: _Vector_base (stl_vector.h:30
2)
290: | ->70.01% (2,168,441,240B) 0x10C0CA: vector (stl_vector.h:552)
291: | ->70.01% (2,168,441,240B) 0x10C0CA: _Construct<std::vector<in
t>, std::vector<int> > (stl_construct.h:83)
292: | ->70.01% (2,168,441,240B) 0x10C0CA: __uninit_copy<std::vect
or<int>*, std::vector<int>*> (stl_uninitialized.h:83)
293: | ->70.01% (2,168,441,240B) 0x10C0CA: uninitialized_copy<st
d::vector<int>*, std::vector<int>*> (stl_uninitialized.h:140)
294: | ->70.01% (2,168,441,240B) 0x10C0CA: __uninitialized_cop
y_a<std::vector<int>*, std::vector<int>*, std::vector<int> > (stl_uninitialized.
h:307)
295: | ->70.01% (2,168,441,240B) 0x10C0CA: __uninitialized_m
ove_if_noexcept_a<std::vector<int>*, std::vector<int>*, std::allocator<std::vect
or<int> > > (stl_uninitialized.h:329)
296: | ->70.01% (2,168,441,240B) 0x10C0CA: std::vector<std
::vector<int, std::allocator<int> >, std::allocator<std::vector<int, std::alloca
tor<int> > > ::_M_realloc_insert(__gnu_cxx::__normal_iterator<std::vector<int,
std::allocator<int> >*, std::vector<std::vector<int, std::allocator<int> >, std:
:allocator<std::vector<int, std::allocator<int> > > >, std::vector<int, std::a
llocator<int> > const&) (vector.tcc:474)
297: | ->70.01% (2,168,441,240B) 0x10BD3B: push_back (st
l_vector.h:1195)
298: | ->70.01% (2,168,441,240B) 0x10BD3B: EDistance::
EDistance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocato
r<char> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocat
or<char> >) (EDistance.cpp:18)
299: | ->70.01% (2,168,441,240B) 0x10A8F1: main (mai
n.cpp:25)
300: |
301: ->29.92% (926,729,740B) 0x10BCC1: allocate (new_allocator.h:114)
302: | ->29.92% (926,729,740B) 0x10BCC1: allocate (alloc_traits.h:133)
303: | ->29.92% (926,729,740B) 0x10BCC1: _M_allocate (stl_vector.h:343)
304: | ->29.92% (926,729,740B) 0x10BCC1: _M_create_storage (stl_vector.h:3
58)
305: | ->29.92% (926,729,740B) 0x10BCC1: _Vector_base (stl_vector.h:302)
306: | ->29.92% (926,729,740B) 0x10BCC1: vector (stl_vector.h:552)
307: | ->29.92% (926,729,740B) 0x10BCC1: construct (new_allocator.h:
159)
308: | ->29.92% (926,729,740B) 0x10BCC1: construct<std::vector<int
> > > (alloc_traits.h:140)
309: | ->29.92% (926,729,740B) 0x10BCC1: push_back (stl_vector.h
:1189)
310: | ->29.92% (926,729,740B) 0x10BCC1: EDistance::EDistance(
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >,
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >
```

```

) (EDistance.cpp:18)
311: |                                     ->29.92% (926,729,740B) 0x10A8F1: main (main.cpp:25)
312: |
313: ->00.06% (1,792,478B) in 1+ places, all below ms_print's threshold (01.00
%)
314:
315: -----
-----
316:      n          time(i)          total(B)    useful-heap(B) extra-heap(B)    sta
cks(B)
317: -----
-----
318: 42  5,046,772,287    3,179,212,288    3,178,650,538    561,750
0
319: 43  5,128,522,903    3,260,913,808    3,260,337,618    576,190
0
320: 44  5,210,273,519    3,342,615,328    3,342,024,698    590,630
0
321: 45  5,292,024,135    3,424,316,848    3,423,711,778    605,070
0
322: 46  5,373,774,751    3,506,018,368    3,505,398,858    619,510
0
323: 99.98% (3,505,398,858B) (heap allocation functions) malloc/new/new[], --a
lloc-fns, etc.
324: ->73.50% (2,576,876,640B) 0x10C0CA: allocate (new_allocator.h:114)
325: | ->73.50% (2,576,876,640B) 0x10C0CA: allocate (alloc_traits.h:133)
326: | ->73.50% (2,576,876,640B) 0x10C0CA: _M_allocate (stl_vector.h:343)
327: | ->73.50% (2,576,876,640B) 0x10C0CA: _M_create_storage (stl_vector.h
:358)
328: | ->73.50% (2,576,876,640B) 0x10C0CA: _Vector_base (stl_vector.h:30
2)
329: | ->73.50% (2,576,876,640B) 0x10C0CA: vector (stl_vector.h:552)
330: | ->73.50% (2,576,876,640B) 0x10C0CA: _Construct<std::vector<in
t>, std::vector<int> > (stl_construct.h:83)
331: | ->73.50% (2,576,876,640B) 0x10C0CA: __uninit_copy<std::vect
or<int>*, std::vector<int>*> (stl_uninitialized.h:83)
332: | ->73.50% (2,576,876,640B) 0x10C0CA: uninitialized_copy<st
d::vector<int>*, std::vector<int>*> (stl_uninitialized.h:140)
333: | ->73.50% (2,576,876,640B) 0x10C0CA: __uninitialized_cop
y_a<std::vector<int>*, std::vector<int>*, std::vector<int> > (stl_uninitialized.
h:307)
334: | ->73.50% (2,576,876,640B) 0x10C0CA: __uninitialized_m
ove_if_noexcept_a<std::vector<int>*, std::vector<int>*, std::allocator<std::vect
or<int> > > (stl_uninitialized.h:329)
335: | ->73.50% (2,576,876,640B) 0x10C0CA: std::vector<std
::vector<int, std::allocator<int> >, std::allocator<std::vector<int, std::alloca
tor<int> > >::_M_realloc_insert(__gnu_cxx::__normal_iterator<std::vector<int,
std::allocator<int> >*, std::vector<std::vector<int, std::allocator<int> >, std:
:allocator<std::vector<int, std::allocator<int> > > >, std::vector<int, std::a
llocator<int> > const&) (vector.tcc:474)
336: | ->73.50% (2,576,876,640B) 0x10BD3B: push_back (st
l_vector.h:1195)
337: | ->73.50% (2,576,876,640B) 0x10BD3B: EDistance::
EDistance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocato
r<char> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocat
or<char> >) (EDistance.cpp:18)
338: | ->73.50% (2,576,876,640B) 0x10A8F1: main (mai
n.cpp:25)
339: |
340: ->26.43% (926,729,740B) 0x10BCC1: allocate (new_allocator.h:114)
341: | ->26.43% (926,729,740B) 0x10BCC1: allocate (alloc_traits.h:133)
342: | ->26.43% (926,729,740B) 0x10BCC1: _M_allocate (stl_vector.h:343)
343: | ->26.43% (926,729,740B) 0x10BCC1: _M_create_storage (stl_vector.h:3
58)
344: | ->26.43% (926,729,740B) 0x10BCC1: _Vector_base (stl_vector.h:302)

```

```
345: | ->26.43% (926,729,740B) 0x10BCC1: vector (stl_vector.h:552)
346: | ->26.43% (926,729,740B) 0x10BCC1: construct (new_allocator.h:
159)
347: | ->26.43% (926,729,740B) 0x10BCC1: construct<std::vector<int
> (alloc_traits.h:140)
348: | ->26.43% (926,729,740B) 0x10BCC1: push_back (stl_vector.h
:1189)
349: | ->26.43% (926,729,740B) 0x10BCC1: EDistance::EDistance(
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >,
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >
) (EDistance.cpp:18)
350: | ->26.43% (926,729,740B) 0x10A8F1: main (main.cpp:25)
351: |
352: ->00.05% (1,792,478B) in 1+ places, all below ms_print's threshold (01.00
%)
353:
354: -----
-----
355: n          time(i)          total(B)    useful-heap(B) extra-heap(B)    sta
cks(B)
356: -----
-----
357: 47  5,455,525,367    3,587,719,888    3,587,085,938    633,950
0
358: 48  5,577,698,383    3,709,706,368    3,709,050,858    655,510
0
359: 99.98% (3,709,050,858B) (heap allocation functions) malloc/new/new[], --a
lloc-fns, etc.
360: ->74.95% (2,780,528,640B) 0x10C0CA: allocate (new_allocator.h:114)
361: | ->74.95% (2,780,528,640B) 0x10C0CA: allocate (alloc_traits.h:133)
362: | ->74.95% (2,780,528,640B) 0x10C0CA: _M_allocate (stl_vector.h:343)
363: | ->74.95% (2,780,528,640B) 0x10C0CA: _M_create_storage (stl_vector.h
:358)
364: | ->74.95% (2,780,528,640B) 0x10C0CA: _Vector_base (stl_vector.h:30
2)
365: | ->74.95% (2,780,528,640B) 0x10C0CA: vector (stl_vector.h:552)
366: | ->74.95% (2,780,528,640B) 0x10C0CA: _Construct<std::vector<in
t>, std::vector<int> > (stl_construct.h:83)
367: | ->74.95% (2,780,528,640B) 0x10C0CA: __uninit_copy<std::vect
or<int>*, std::vector<int>*> (stl_uninitialized.h:83)
368: | ->74.95% (2,780,528,640B) 0x10C0CA: uninitialized_copy<st
d::vector<int>*, std::vector<int>*> (stl_uninitialized.h:140)
369: | ->74.95% (2,780,528,640B) 0x10C0CA: __uninitialized_cop
y_a<std::vector<int>*, std::vector<int>*, std::vector<int> > (stl_uninitialized.
h:307)
370: | ->74.95% (2,780,528,640B) 0x10C0CA: __uninitialized_m
ove_if_noexcept_a<std::vector<int>*, std::vector<int>*, std::allocator<std::vect
or<int> > > (stl_uninitialized.h:329)
371: | ->74.95% (2,780,528,640B) 0x10C0CA: std::vector<std
::vector<int, std::allocator<int> >, std::allocator<std::vector<int, std::alloca
tor<int> > > ::_M_realloc_insert(__gnu_cxx::__normal_iterator<std::vector<int,
std::allocator<int> >*, std::vector<std::vector<int, std::allocator<int> >, std:
:allocator<std::vector<int, std::allocator<int> > > >, std::vector<int, std::a
llocator<int> > const&) (vector.tcc:474)
372: | ->74.95% (2,780,528,640B) 0x10BD3B: push_back (st
l_vector.h:1195)
373: | ->74.95% (2,780,528,640B) 0x10BD3B: EDistance::
EDistance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocato
r<char> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocat
or<char> >) (EDistance.cpp:18)
374: | ->74.95% (2,780,528,640B) 0x10A8F1: main (mai
n.cpp:25)
375: |
376: ->24.98% (926,729,740B) 0x10BCC1: allocate (new_allocator.h:114)
377: | ->24.98% (926,729,740B) 0x10BCC1: allocate (alloc_traits.h:133)
```

```

378: | ->24.98% (926,729,740B) 0x10BCC1: _M_allocate (stl_vector.h:343)
379: | ->24.98% (926,729,740B) 0x10BCC1: _M_create_storage (stl_vector.h:3
58)
380: | ->24.98% (926,729,740B) 0x10BCC1: _Vector_base (stl_vector.h:302)
381: | ->24.98% (926,729,740B) 0x10BCC1: vector (stl_vector.h:552)
382: | ->24.98% (926,729,740B) 0x10BCC1: construct (new_allocator.h:
159)
383: | ->24.98% (926,729,740B) 0x10BCC1: construct<std::vector<int
> > (alloc_traits.h:140)
384: | ->24.98% (926,729,740B) 0x10BCC1: push_back (stl_vector.h
:1189)
385: | ->24.98% (926,729,740B) 0x10BCC1: EDistance::EDistance(
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >,
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >
) (EDistance.cpp:18)
386: | ->24.98% (926,729,740B) 0x10A8F1: main (main.cpp:25)
387: |
388: ->00.05% (1,792,478B) in 1+ places, all below ms_print's threshold (01.00
%)
389:
390: -----
-----
391: n          time(i)          total(B)    useful-heap(B)  extra-heap(B)    sta
cks(B)
392: -----
-----
393: 49  5,700,000,586    1,977,059,864    1,976,710,522    349,342
0
394: 50  5,761,600,970    2,038,618,904    2,038,258,682    360,222
0
395: 51  5,823,201,354    2,100,177,944    2,099,806,842    371,102
0
396: 52  5,884,801,738    2,161,736,984    2,161,355,002    381,982
0
397: 53  5,946,402,122    2,223,296,024    2,222,903,162    392,862
0
398: 54  6,008,002,506    2,284,855,064    2,284,451,322    403,742
0
399: 55  6,069,602,890    2,346,414,104    2,345,999,482    414,622
0
400: 56  6,131,203,274    2,407,973,144    2,407,547,642    425,502
0
401: 99.98% (2,407,547,642B) (heap allocation functions) malloc/new/new[], --a
lloc-fns, etc.
402: ->76.98% (1,853,685,760B) 0x10C0CA: allocate (new_allocator.h:114)
403: | ->76.98% (1,853,685,760B) 0x10C0CA: allocate (alloc_traits.h:133)
404: | ->76.98% (1,853,685,760B) 0x10C0CA: _M_allocate (stl_vector.h:343)
405: | ->76.98% (1,853,685,760B) 0x10C0CA: _M_create_storage (stl_vector.h
:358)
406: | ->76.98% (1,853,685,760B) 0x10C0CA: _Vector_base (stl_vector.h:30
2)
407: | ->76.98% (1,853,685,760B) 0x10C0CA: vector (stl_vector.h:552)
408: | ->76.98% (1,853,685,760B) 0x10C0CA: _Construct<std::vector<in
t>, std::vector<int> > (stl_construct.h:83)
409: | ->76.98% (1,853,685,760B) 0x10C0CA: __uninit_copy<std::vect
or<int>*, std::vector<int>*> (stl_uninitialized.h:83)
410: | ->76.98% (1,853,685,760B) 0x10C0CA: uninitialized_copy<st
d::vector<int>*, std::vector<int>*> (stl_uninitialized.h:140)
411: | ->76.98% (1,853,685,760B) 0x10C0CA: __uninitialized_cop
y_a<std::vector<int>*, std::vector<int>*, std::vector<int> > (stl_uninitialized.
h:307)
412: | ->76.98% (1,853,685,760B) 0x10C0CA: __uninitialized_m
ove_if_noexcept_a<std::vector<int>*, std::vector<int>*, std::allocator<std::vect
or<int> > > (stl_uninitialized.h:329)
413: | ->76.98% (1,853,685,760B) 0x10C0CA: std::vector<std

```

```

::vector<int, std::allocator<int> >, std::allocator<std::vector<int, std::allocat
tor<int> > >::_M_realloc_insert(__gnu_cxx::__normal_iterator<std::vector<int,
std::allocator<int> >*, std::vector<std::vector<int, std::allocator<int> >, std:
:allocator<std::vector<int, std::allocator<int> > > >, std::vector<int, std::a
llocator<int> > const&) (vector.tcc:474)
 414: |                                     ->76.98% (1,853,685,760B) 0x10BD3B: push_back (st
l_vector.h:1195)
 415: |                                     ->76.98% (1,853,685,760B) 0x10BD3B: EDistance::
EDistance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocato
r<char> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocat
or<char> >) (EDistance.cpp:18)
 416: |                                     ->76.98% (1,853,685,760B) 0x10A8F1: main (mai
n.cpp:25)
 417: |
 418: ->22.95% (552,575,760B) 0x10BCC1: allocate (new_allocator.h:114)
 419: ->22.95% (552,575,760B) 0x10BCC1: allocate (alloc_traits.h:133)
 420: ->22.95% (552,575,760B) 0x10BCC1: _M_allocate (stl_vector.h:343)
 421: ->22.95% (552,575,760B) 0x10BCC1: _M_create_storage (stl_vector.h:3
58)
 422: ->22.95% (552,575,760B) 0x10BCC1: _Vector_base (stl_vector.h:302)
 423: ->22.95% (552,575,760B) 0x10BCC1: vector (stl_vector.h:552)
 424: ->22.95% (552,575,760B) 0x10BCC1: construct (new_allocator.h:
159)
 425: ->22.95% (552,575,760B) 0x10BCC1: construct<std::vector<int
> > (alloc_traits.h:140)
 426: ->22.95% (552,575,760B) 0x10BCC1: push_back (stl_vector.h
:1189)
 427: ->22.95% (552,575,760B) 0x10BCC1: EDistance::EDistance(
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >,
std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char> >
) (EDistance.cpp:18)
 428: ->22.95% (552,575,760B) 0x10A8F1: main (main.cpp:25)
 429: |
 430: ->00.05% (1,286,122B) in 1+ places, all below ms_print's threshold (01.00
%)
 431: |
 432: -----
-----
 433: n          time(i)          total(B)    useful-heap(B)  extra-heap(B)    sta
cks(B)
 434: -----
-----
 435: 57  6,192,803,658    2,469,532,184    2,469,095,802    436,382
0
 436: 58  6,254,404,042    2,531,091,224    2,530,643,962    447,262
0
 437: 59  6,316,004,426    2,592,650,264    2,592,192,122    458,142
0
 438: 60  6,377,604,810    2,654,209,304    2,653,740,282    469,022
0
 439: 61  6,439,205,194    2,715,768,344    2,715,288,442    479,902
0
 440: 62  6,500,805,578    2,777,327,384    2,776,836,602    490,782
0
 441: 63  6,562,405,962    2,838,886,424    2,838,384,762    501,662
0
 442: 64  6,624,006,346    2,900,445,464    2,899,932,922    512,542
0
 443: 65  6,685,606,730    2,962,004,504    2,961,481,082    523,422
0
 444: 66  6,747,207,114    3,023,563,544    3,023,029,242    534,302
0
 445: 99.98% (3,023,029,242B) (heap allocation functions) malloc/new/new[], --a
lloc-fns, etc.
 446: ->61.31% (1,853,685,760B) 0x10C0CA: allocate (new_allocator.h:114)

```

```

447: | ->61.31% (1,853,685,760B) 0x10C0CA: allocate (alloc_traits.h:133)
448: | ->61.31% (1,853,685,760B) 0x10C0CA: _M_allocate (stl_vector.h:343)
449: | ->61.31% (1,853,685,760B) 0x10C0CA: _M_create_storage (stl_vector.h
:358)
450: | ->61.31% (1,853,685,760B) 0x10C0CA: _Vector_base (stl_vector.h:30
2)
451: | ->61.31% (1,853,685,760B) 0x10C0CA: vector (stl_vector.h:552)
452: | ->61.31% (1,853,685,760B) 0x10C0CA: _Construct<std::vector<in
t>, std::vector<int> > (stl_construct.h:83)
453: | ->61.31% (1,853,685,760B) 0x10C0CA: __uninit_copy<std::vect
or<int>*, std::vector<int>*> (stl_uninitialized.h:83)
454: | ->61.31% (1,853,685,760B) 0x10C0CA: uninitialized_copy<st
d::vector<int>*, std::vector<int>*> (stl_uninitialized.h:140)
455: | ->61.31% (1,853,685,760B) 0x10C0CA: __uninitialized_cop
y_a<std::vector<int>*, std::vector<int>*, std::vector<int> > (stl_uninitialized.
h:307)
456: | ->61.31% (1,853,685,760B) 0x10C0CA: __uninitialized_m
ove_if_noexcept_a<std::vector<int>*, std::vector<int>*, std::allocator<std::vect
or<int> > > (stl_uninitialized.h:329)
457: | ->61.31% (1,853,685,760B) 0x10C0CA: std::vector<std
::vector<int, std::allocator<int> >, std::allocator<std::vector<int, std::alloca
tor<int> > >::_M_realloc_insert(__gnu_cxx::__normal_iterator<std::vector<int,
std::allocator<int> >*, std::vector<std::vector<int, std::allocator<int> >, std:
:allocator<std::vector<int, std::allocator<int> > > >, std::vector<int, std::a
lllocator<int> > const&) (vector.tcc:474)
458: | ->61.31% (1,853,685,760B) 0x10BD3B: push_back (st
l_vector.h:1195)
459: | ->61.31% (1,853,685,760B) 0x10BD3B: EDistance::
EDistance(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocato
r<char> >, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocat
or<char> >) (EDistance.cpp:18)
460: | ->61.31% (1,853,685,760B) 0x10A8F1: main (mai
n.cpp:25)
461: |
462: ->38.63% (1,168,057,360B) 0x10BCC1: allocate (new_allocator.h:114)
463: | ->38.63% (1,168,057,360B) 0x10BCC1: allocate (alloc_traits.h:133)
464: | ->38.63% (1,168,057,360B) 0x10BCC1: _M_allocate (stl_vector.h:343)
465: | ->38.63% (1,168,057,360B) 0x10BCC1: _M_create_storage (stl_vector.h
:358)
466: | ->38.63% (1,168,057,360B) 0x10BCC1: _Vector_base (stl_vector.h:30
2)
467: | ->38.63% (1,168,057,360B) 0x10BCC1: vector (stl_vector.h:552)
468: | ->38.63% (1,168,057,360B) 0x10BCC1: construct (new_allocator.
h:159)
469: | ->38.63% (1,168,057,360B) 0x10BCC1: construct<std::vector<i
nt> > (alloc_traits.h:140)
470: | ->38.63% (1,168,057,360B) 0x10BCC1: push_back (stl_vector
.h:1189)
471: | ->38.63% (1,168,057,360B) 0x10BCC1: EDistance::EDistanc
e(std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char>
>, std::__cxx11::basic_string<char, std::char_traits<char>, std::allocator<char>
>) (EDistance.cpp:18)
472: | ->38.63% (1,168,057,360B) 0x10A8F1: main (main.cpp:25
)
473: |
474: ->00.04% (1,286,122B) in 1+ places, all below ms_print's threshold (01.00
%)
475:
476: -----
-----
477: n          time(i)          total(B)    useful-heap(B)  extra-heap(B)    sta
cks(B)
478: -----
-----
479: 67    6,808,807,498    3,085,122,584    3,084,577,402    545,182

```

valgrindOutput.txt

Mon Apr 04 19:36:40 2022

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```
0
480: 68 6,870,407,882 3,146,681,624 3,146,125,562 556,062
0
481: 69 30,570,148,197 3,201,904,240 3,201,338,395 565,845
0
```