

10 input values:

100,00 %	CalculateStandardDeviation	• 3 ms • 1 call	Disassembler.StandardDeviation.CalculateStandardDeviation(List[Double])
9,16 %	Sum	• 0 ms • 20 calls	Disassembler.Calculator.Math.Math.Sum(Double, Double)
7,06 %	MoveNext	• 0 ms • 11 calls	System.Collections.Generic.List+Enumerator`1.MoveNext
6,98 %	Pow	• 0 ms • 11 calls	Disassembler.Calculator.Math.Math.Pow(Double, Double)
0,10 %	Root	• 0 ms • 1 call	Disassembler.Calculator.Math.Math.Root(Double, Double)
0,06 %	Pow	• 0 ms • 1 call	Disassembler.Calculator.Math.Math.Pow(Double, Double)
0,06 %	Div	• 0 ms • 2 calls	Disassembler.Calculator.Math.Math.Div(Double, Double)
0,04 %	Sub	• 0 ms • 2 calls	Disassembler.Calculator.Math.Math.Sub(Double, Double)
0,03 %	Mult	• 0 ms • 1 call	Disassembler.Calculator.Math.Math.Mult(Double, Double)

100 input values:

100,00 %	CalculateStandardDeviation	• 4 ms • 1 call	Disassembler.StandardDeviation.CalculateStandardDeviation(List[Double])
9,80 %	Sum	• 0 ms • 200 calls	Disassembler.Calculator.Math.Math.Sum(Double, Double)
8,81 %	Pow	• 0 ms • 101 calls	Disassembler.Calculator.Math.Math.Pow(Double, Double)
6,90 %	MoveNext	• 0 ms • 101 calls	System.Collections.Generic.List+Enumerator`1.MoveNext
0,08 %	Root	• 0 ms • 1 call	Disassembler.Calculator.Math.Math.Root(Double, Double)
0,04 %	Pow	• 0 ms • 1 call	Disassembler.Calculator.Math.Math.Pow(Double, Double)
0,06 %	Div	• 0 ms • 2 calls	Disassembler.Calculator.Math.Math.Div(Double, Double)
0,04 %	Sub	• 0 ms • 2 calls	Disassembler.Calculator.Math.Math.Sub(Double, Double)
0,03 %	Mult	• 0 ms • 1 call	Disassembler.Calculator.Math.Math.Mult(Double, Double)

1000 input values:

100,00 %	CalculateStandardDeviation	• 4 ms • 1 call	Disassembler.StandardDeviation.CalculateStandardDeviation(List[Double])
17,83 %	Pow	• 1 ms • 1 001 calls	Disassembler.Calculator.Math.Math.Pow(Double, Double)
14,85 %	Sum	• 1 ms • 2 000 calls	Disassembler.Calculator.Math.Math.Sum(Double, Double)
5,96 %	MoveNext	• 0 ms • 1 001 calls	System.Collections.Generic.List+Enumerator`1.MoveNext
0,07 %	Root	• 0 ms • 1 call	Disassembler.Calculator.Math.Math.Root(Double, Double)
0,04 %	Pow	• 0 ms • 1 call	Disassembler.Calculator.Math.Math.Pow(Double, Double)
0,05 %	Div	• 0 ms • 2 calls	Disassembler.Calculator.Math.Math.Div(Double, Double)
0,04 %	Sub	• 0 ms • 2 calls	Disassembler.Calculator.Math.Math.Sub(Double, Double)
0,03 %	Mult	• 0 ms • 1 call	Disassembler.Calculator.Math.Math.Mult(Double, Double)