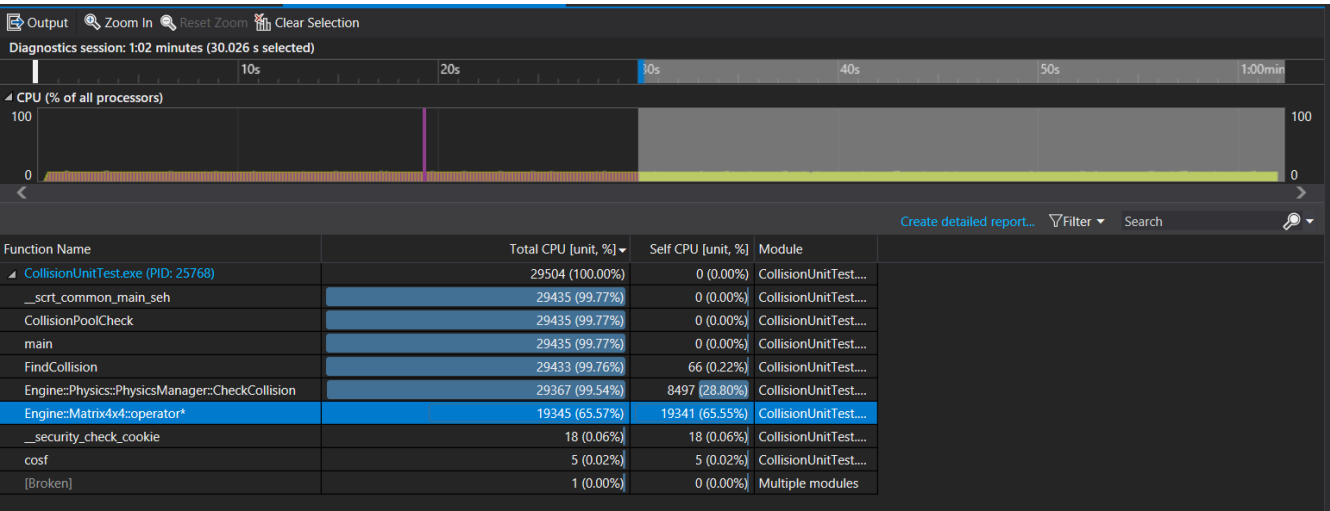


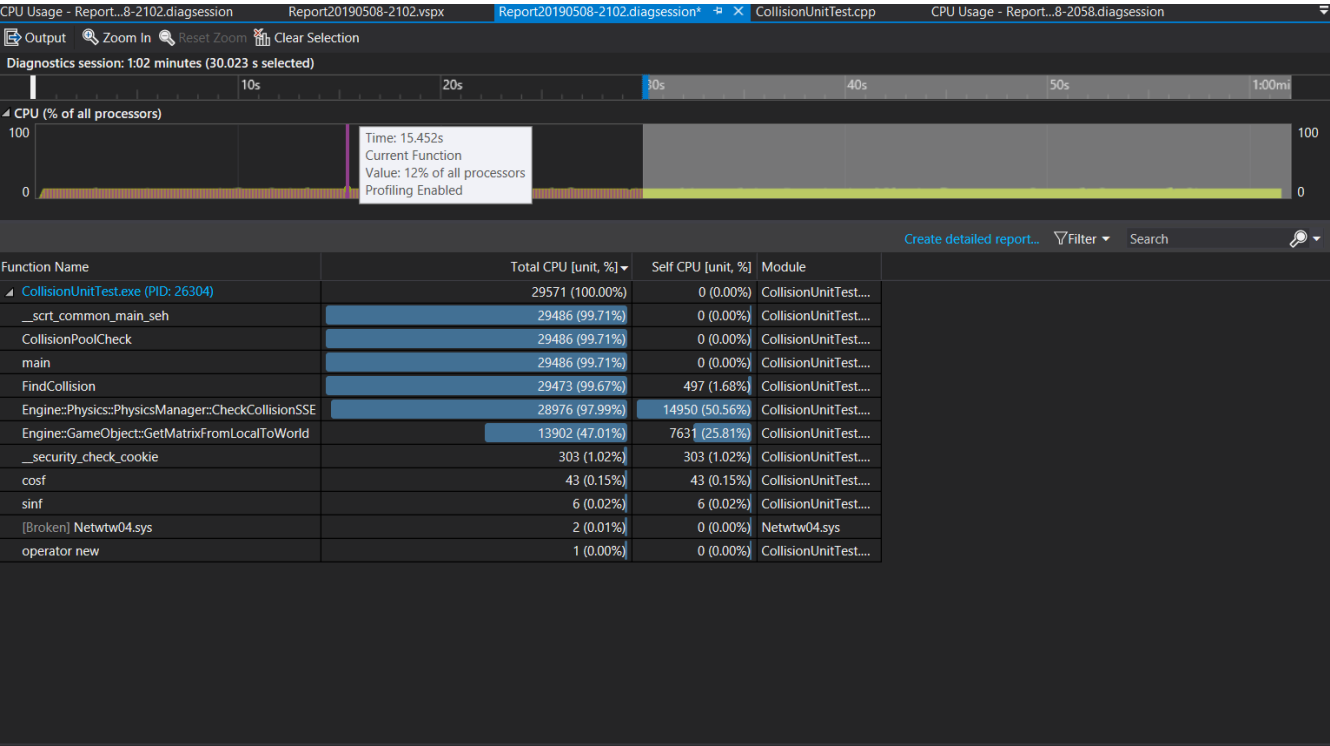
Results

To do this profiling, I used the Visual Studio `Peformance Profiler` and ran it with the config `Release x64`. I ran the diagnostics session for SSE collision unit test and Non-SSE collision unit test around 1 minute and only picked the first 30 seconds to analyze them. The following pictures are the screenshot for the results:

For Non-SSE

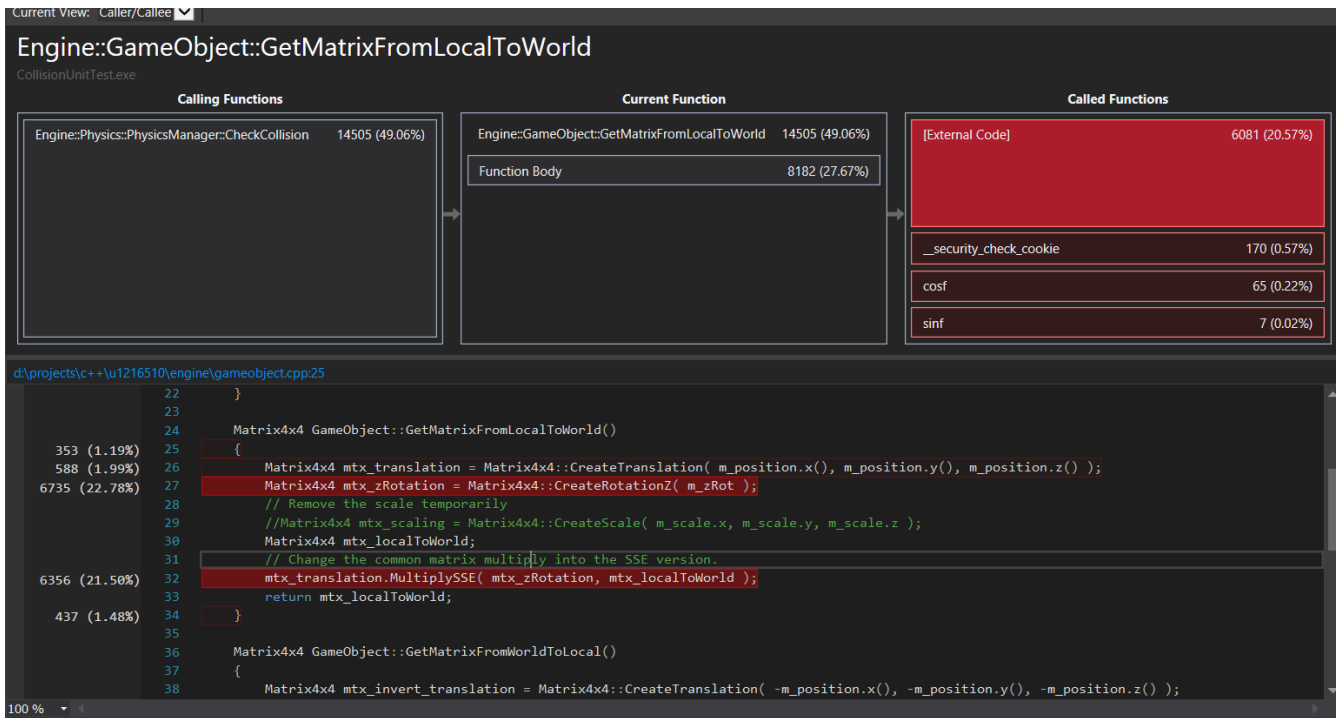


For SSE

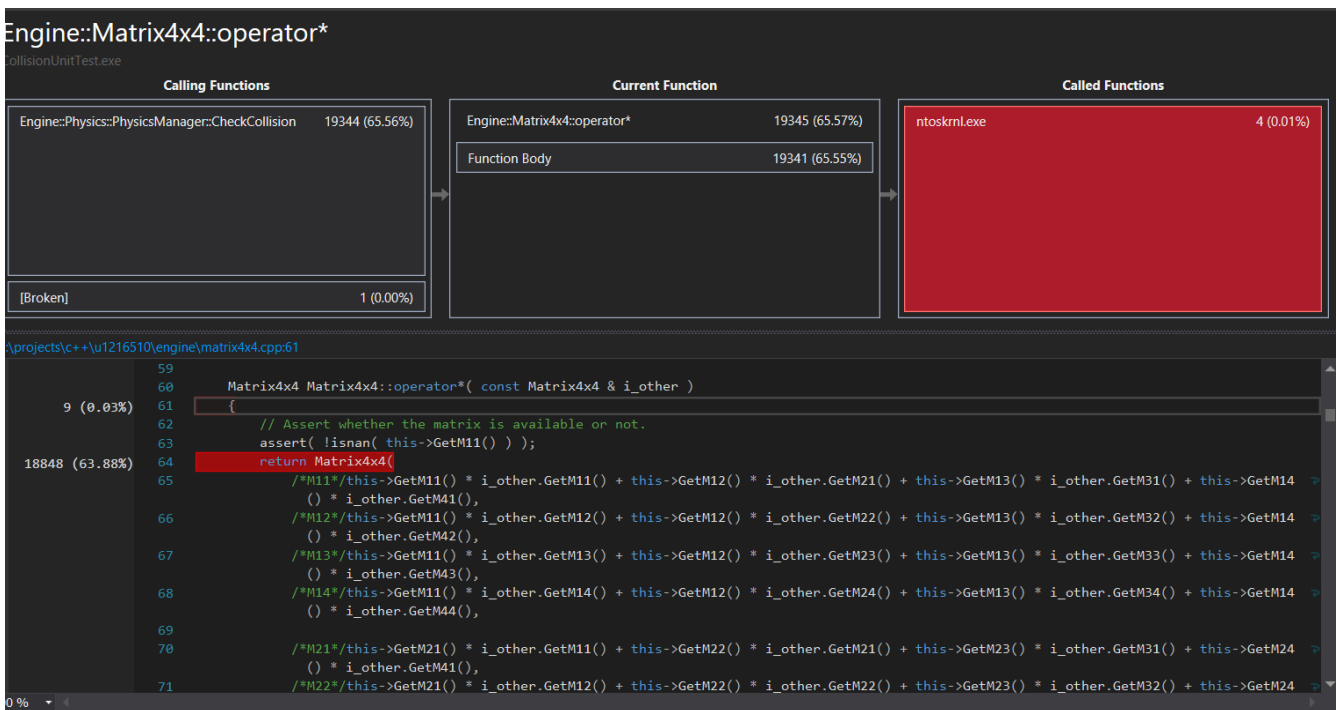


Here I found an interesting thing. Even their total cpu time is very similar with the others. However, considering about the `Matrix Multiply` time, they are very different.

For the SSE version, It takes almost 6356 cpu time.



For the Non-SSE version, It takes around 18848 cpu time, which is almost over 3 times of the SSE Version



In a word, **Use the SSE version for Matrix Multiply** will optimize the program which is matrix math intense performance a lot.