

1st profile: output from gprof on 800x800 all-land array on CP Lab

Each sample counts as 0.01 seconds.

%	time	cumulative seconds	self seconds	calls	self s/call	total s/call	name
47.00	58.77	58.77	58.77	1250	0.05	0.09	Landscape::Update()
24.30	89.15	30.38	4806406416		0.00	0.00	Array2D<Cell>::operator()(unsigned int, unsigned int)
10.75	102.59	13.44	511439120		0.00	0.00	std::vector<Cell, std::allocator<Cell> >::operator[]

(unsigned long)

2nd profile: after removing bounds checking from Array2D<T>::operator()

Each sample counts as 0.01 seconds.

%	time	cumulative seconds	self seconds	calls	self s/call	total s/call	name
50.30	58.25	58.25	58.25	1250	0.05	0.09	Landscape::Update()
15.18	75.83	17.58	4806406416		0.00	0.00	Array2D<Cell>::operator()(unsigned int, unsigned int)
13.72	91.71	15.89	511439120		0.00	0.00	std::vector<Cell, std::allocator<Cell> >::operator[]

(unsigned long)

3rd profile: array bounds checking disabled and iteration order swapped in Landscape::Update()

Each sample counts as 0.01 seconds.

%	time	cumulative seconds	self seconds	calls	self s/call	total s/call	name
48.54	59.65	59.65	59.65	1250	0.05	0.09	Landscape::Update()
17.45	81.10	21.45	4806406416		0.00	0.00	Array2D<Cell>::operator()(unsigned int, unsigned int)
12.34	96.27	15.17	511439120		0.00	0.00	std::vector<Cell, std::allocator<Cell> >::operator[]

(unsigned long)