Número de linhas

| Função | Nº de Linhas Executáveis |
|------------------------|--------------------------|
| $mat_mult_arm.s$ | 26 |
| $mat_mult_thumb.s$ | 40 |
| mat_mult_c.c | 5 |
| mem_access_arm.s | 16 |
| $mem_access_thumb.s$ | 16 |
| mem_access_cc | 4 |

 $\rm N\tilde{a}o$ contabilizado overheads como chamada de função Thumb e push/pop iniciais e finais.

Tamanho do executável

Multiplicação de Matriz

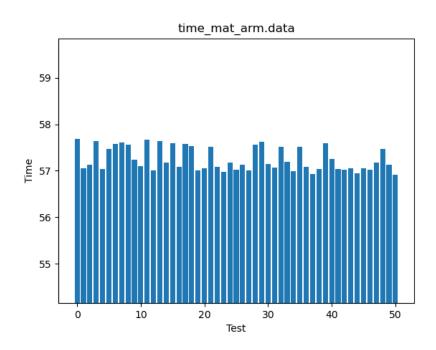
| Nome do executável | Tamanho (bits) |
|---------------------------|----------------|
| mat_arm_O0 | 9888 |
| mat_arm_O1 | 9888 |
| mat_arm_O2 | 9904 |
| mat_arm_O3 | 9904 |
| mat_arm_Os | 9904 |
| $mat_mult_c_arm_O0$ | 8592 |
| $mat_mult_c_arm_O1$ | 8592 |
| $mat_mult_c_arm_O2$ | 8608 |
| $mat_mult_c_arm_O3$ | 8608 |
| $mat_mult_c_arm_Os$ | 8656 |
| mat_mult_c_thumb_O0 | 8596 |
| $mat_mult_c_thumb_O1$ | 8596 |
| $mat_mult_c_thumb_O2$ | 8612 |
| $mat_mult_c_thumb_O3$ | 8612 |
| $mat_mult_c_thumb_Os$ | 8660 |
| mat_thumb_O0 | 9888 |
| mat_thumb_O1 | 9888 |
| mat_thumb_O2 | 9904 |
| mat_thumb_O3 | 9904 |
| mat_thumb_Os | 9904 |

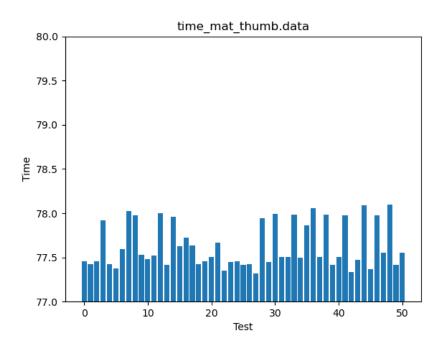
| Nome do executável | Tamanho (bits) |
|-----------------------------|----------------|
| $mem_access_arm_O0$ | 9076 |
| mem_access_arm_O1 | 9076 |
| mem_access_arm_O2 | 9092 |
| mem_access_arm_O3 | 9092 |
| $mem_access_arm_Os$ | 9092 |
| $mem_access_c_arm_O0$ | 8596 |
| $mem_access_c_arm_O1$ | 8596 |
| $mem_access_c_arm_O2$ | 8612 |
| mem_access_c_arm_O3 | 8612 |
| $mem_access_c_arm_Os$ | 8660 |
| mem_access_c_thumb_O0 | 8600 |
| $mem_access_c_thumb_O1$ | 8600 |
| $mem_access_c_thumb_O2$ | 8616 |
| $mem_access_c_thumb_O3$ | 8616 |
| $mem_access_c_thumb_Os$ | 8664 |
| $mem_access_thumb_O0$ | 9116 |
| $mem_access_thumb_O1$ | 9116 |
| $mem_access_thumb_O2$ | 9132 |
| $mem_access_thumb_O3$ | 9132 |
| $mem_access_thumb_Os$ | 9132 |

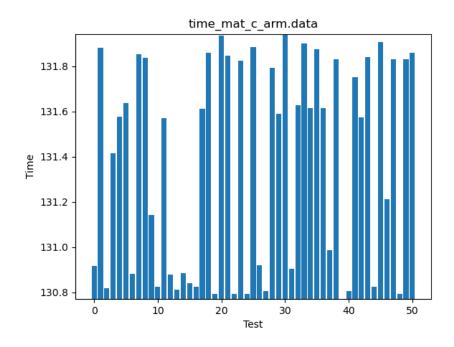
Tempos de execução

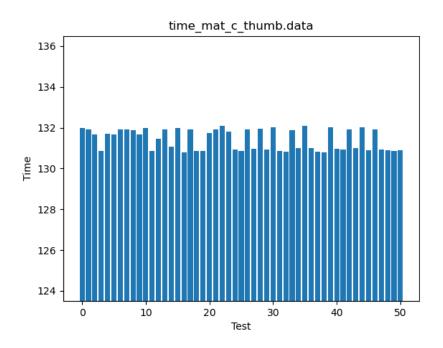
Foram medidos apenas o tempo de execução dos programas compilados com otimização padrão (O0).

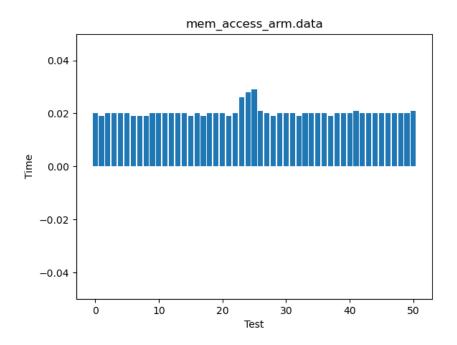
Raw Multiplicação de Matriz

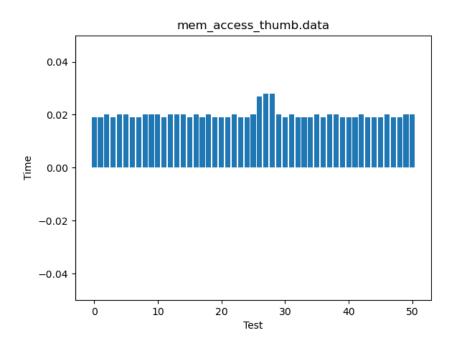


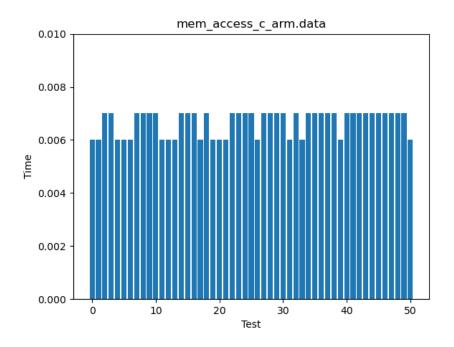


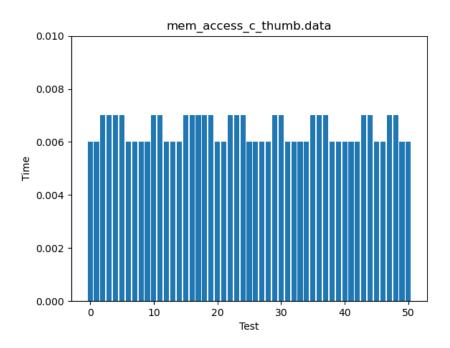




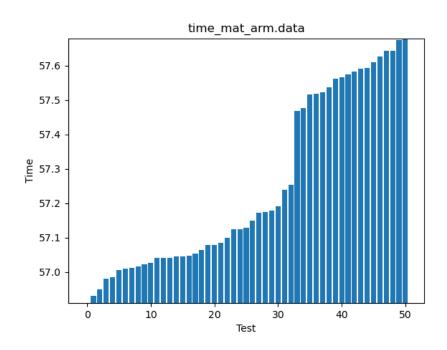


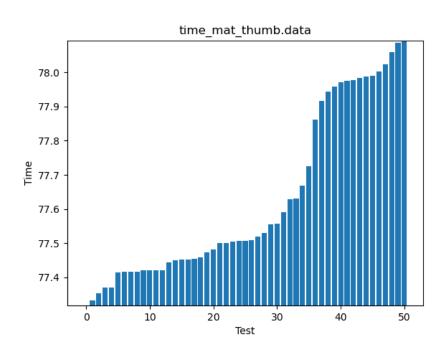


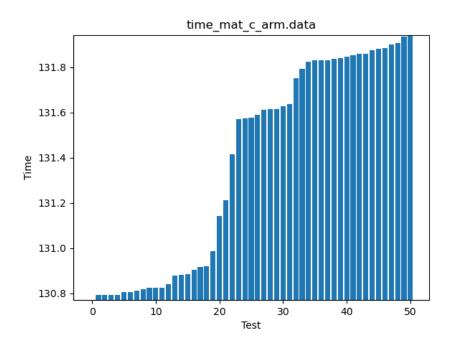


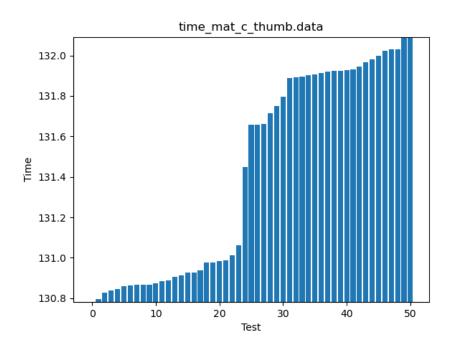


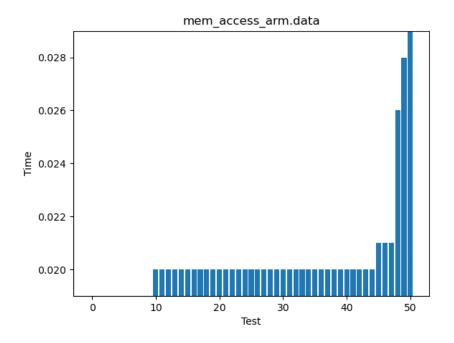
Ordenado Multiplicação de Matriz

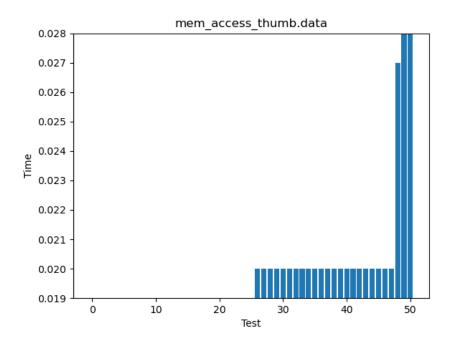


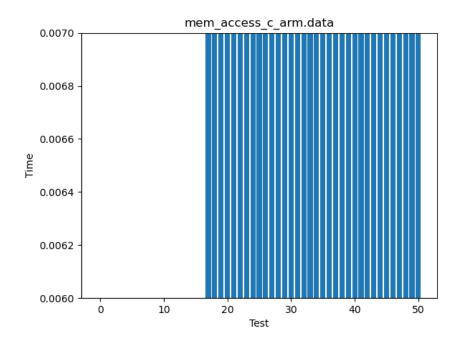


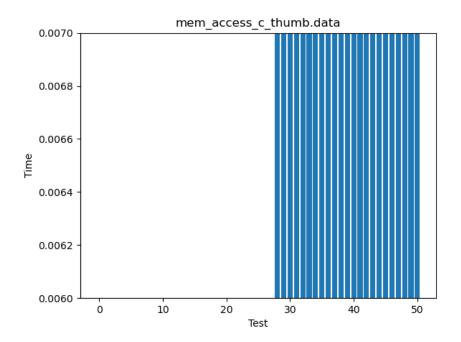












Histogramas Multiplicação de Matriz

