

10 vstupních hodnot:

[illegible]

1 000 vstupních hodnot:

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profile:
Each sample counts as 0.01 seconds.
no time accumulated

% cumulative self      self      total
time seconds  calls  time seconds  calls  time seconds  calls  name
-----
0.00 0.00 0.00 4000 0.00 0.00 std::list(double)
0.00 0.00 0.00 2004 0.00 0.00 _gnu_cxx::normal_iterator<double*, std::vector<double, std::allocator<double> > >::base() const
0.00 0.00 0.00 2011 0.00 0.00 double const& std::forward<double const&::std::remove_reference<double const&::std::move(const&)>::type() const
0.00 0.00 0.00 2002 0.00 0.00 std::numeric_limits<double>::max()
0.00 0.00 0.00 2002 0.00 0.00 std::numeric_limits<double>::lowest()
0.00 0.00 0.00 2001 0.00 0.00 std::double(double)
0.00 0.00 0.00 1901 0.00 0.00 pow(double, double)
0.00 0.00 0.00 1001 0.00 0.00 bool _gnu_cxx::operator<double*, std::vector<double, std::allocator<double> > >::normal_iterator<double*, std::vector<double, std::allocator<double> > > const&, _gnu_cxx::normal_iterator<double*, std::vector<double, std::allocator<double> > > > const&
0.00 0.00 0.00 1001 0.00 0.00 _gnu_cxx::normal_iterator<double*, std::vector<double, std::allocator<double> > >::operator()
0.00 0.00 0.00 1000 0.00 0.00 _gnu_cxx::normal_iterator<double*, std::vector<double, std::allocator<double> > >::operator() const
0.00 0.00 0.00 1000 0.00 0.00 std::vector<double, std::allocator<double> >::push_back(double const&)
0.00 0.00 0.00 1000 0.00 0.00 operator new(unsigned long, void*)
0.00 0.00 0.00 40 0.00 0.00 double* std::_M_allocate<double*>()
0.00 0.00 0.00 45 0.00 0.00 std::vector<double, std::allocator<double> >::size() const
0.00 0.00 0.00 45 0.00 0.00 std::numeric_limits<double>::max()
0.00 0.00 0.00 24 0.00 0.00 _gnu_cxx::normal_iterator<double*, std::vector<double, std::allocator<double> > >::normal_iterator<double*> const&
0.00 0.00 0.00 23 0.00 0.00 std::vector<double, std::allocator<double> >::M_get_Tp_allocator()
0.00 0.00 0.00 22 0.00 0.00 std::vector<double, std::allocator<double> >::M_get_Tp_allocator()
0.00 0.00 0.00 22 0.00 0.00 std::vector<double, std::allocator<double> >::max_size()
0.00 0.00 0.00 22 0.00 0.00 std::vector<double, std::allocator<double> >::5_max_size()
0.00 0.00 0.00 22 0.00 0.00 std::vector<double, std::allocator<double> >::5_relocate(double*, double*, double*, std::allocator<double*>)
0.00 0.00 0.00 22 0.00 0.00 std::vector::relocate(double*, double*, double*, std::allocator<double*>)
0.00 0.00 0.00 22 0.00 0.00 std::enable_if<std::is_bitwise_relocatable<double, value>, double*>::type std::_relocate_1(double*, double*, double*, double*, std::allocator<double*>)
0.00 0.00 0.00 22 0.00 0.00 unsigned long const& std::unassigned_long<unsigned long const&, unsigned long const&
0.00 0.00 0.00 12 0.00 0.00 std::vector<double, std::allocator<double> >::M_deallocate<double*, unsigned long>
0.00 0.00 0.00 12 0.00 0.00 std::vector<double, std::allocator<double> >::end()
0.00 0.00 0.00 12 0.00 0.00 std::vector<double, std::allocator<double> >::begin()
0.00 0.00 0.00 11 0.00 0.00 _gnu_cxx::normal_iterator<double*, std::vector<double, std::allocator<double> > >::difference_type _gnu_cxx::operator<double*, std::vector<double, std::allocator<double> > >::normal_iterator<double*, std::vector<double, std::allocator<double> > > > const&, _gnu_cxx::normal_iterator<double*, std::vector<double, std::allocator<double> > > > const&
0.00 0.00 0.00 11 0.00 0.00 std::vector<double, std::allocator<double> >::M_check_unassigned_long_char(const&) const
0.00 0.00 0.00 11 0.00 0.00 std::vector<double, std::allocator<double> >::M_allocate(unsigned long) const
0.00 0.00 0.00 11 0.00 0.00 std::_M_deallocate<double*>::deallocate<double*, unsigned long>
0.00 0.00 0.00 11 0.00 0.00 std::_M_allocate<double*>::allocate<double*, unsigned long>
0.00 0.00 0.00 11 0.00 0.00 void std::vector<double, std::allocator<double> >::M_realloc_insert<double const&(_gnu_cxx::normal_iterator<double*, std::vector<double, std::allocator<double> > > >, double const&)
0.00 0.00 0.00 2 0.00 0.00 unsigned const& std::unassigned_long<unsigned long const&, unsigned long const&
0.00 0.00 0.00 1 0.00 0.00 std::div(double, double)
0.00 0.00 0.00 1 0.00 0.00 std::multiply(double, double)
0.00 0.00 0.00 1 0.00 0.00 std::substr<double, double>
0.00 0.00 0.00 1 0.00 0.00 void std::_Destroy_mutable::destroy<double*>(&double*, &double*)
0.00 0.00 0.00 1 0.00 0.00 std::vector<double, std::allocator<double> >::Vector_impl::Vector_impl()
0.00 0.00 0.00 1 0.00 0.00 std::vector<double, std::allocator<double> >::Vector_impl::Vector_impl()
0.00 0.00 0.00 1 0.00 0.00 std::vector<double, std::allocator<double> >::Vector_impl_data::Vector_impl_data()
0.00 0.00 0.00 1 0.00 0.00 std::vector<double, std::allocator<double> >::Vector_base()
0.00 0.00 0.00 1 0.00 0.00 std::vector<double, std::allocator<double> >::Vector_base()
0.00 0.00 0.00 1 0.00 0.00 std::vector<double, std::allocator<double> >::new_allocator()
0.00 0.00 0.00 1 0.00 0.00 std::vector<double, std::allocator<double> >::vector()
0.00 0.00 0.00 1 0.00 0.00 void std::_Destroy<double*>(&double*, &double*)

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1 000 000 vstupních hodnot:

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data profile:
Each sample counts as 0.01 seconds.
  cumulative      self      total
time      seconds  counts  n/secs  n/secs  name
-----
31.33      0.02      0.02  2000002    0.00  10.00  std::numeric_limits<double>::max()
31.33      0.02      0.02  2000001    0.00  10.00  add(double, double)
16.67      0.05      0.01  4000005    2.50  2.50  std::isinf(double)
16.67      0.06      0.01  4000005    0.00  0.00
0.00      0.06      0.00  2000006    0.00  0.00  _gnu_cxx::normal_iterator<double*>::std::vector<double, std::allocator<double> >::~base() const
0.00      0.06      0.00  2000002    0.00  0.00  double const::std::forward_iterator const::std::remove_reference<double const>::type()
0.00      0.06      0.00  2000002    0.00  0.00  std::numeric_limits<double>::isfinite()
0.00      0.06      0.00  1000001    5.00  5.00  power(double, double)
0.00      0.06      0.00  1000001    0.00  0.00  bool _gnu_cxx::operator<double*>::std::allocator<double> > >= (_gnu_cxx::normal_iterator<double*> const& const&, std::vector<double, std::allocator<double> > const& const&, _gnu_cxx::normal_iterator<double*> const& const&, std::vector<double, std::allocator<double> > const& const&)
0.00      0.06      0.00  1000002    0.00  0.00  std::isinf(double)
0.00      0.06      0.00  1000001    0.00  0.00  _gnu_cxx::normal_iterator<double*>::std::vector<double, std::allocator<double> > >::operator()()
0.00      0.06      0.00  1000000    0.00  0.00  _gnu_cxx::normal_iterator<double*>::std::vector<double, std::allocator<double> > >::operator()() const
0.00      0.06      0.00  1000000    0.00  0.00  std::vector<double, std::allocator<double> >::push_back(double const& const&)
0.00      0.06      0.00  1000000    0.00  0.00  operator new(unsigned long, void*)
0.00      0.06      0.00  1200    0.00  double* std::::iter_base<double*>::double*
0.00      0.06      0.00  85    0.00  std::vector<double, std::allocator<double> >::size() const
0.00      0.06      0.00  43    0.00  _gnu_cxx::normal_iterator<double*>::std::vector<double, std::allocator<double> > >::~_1_normal_iterator<double*> const&
0.00      0.06      0.00  43    0.00  std::::Vector_base<double, std::allocator<double> >::M_get_Tp_allocator()
0.00      0.06      0.00  42    0.00  std::::Vector_base<double, std::allocator<double> >::M_get_Tp_allocator() const
0.00      0.06      0.00  42    0.00  std::vector<double, std::allocator<double> >::max_size() const
0.00      0.06      0.00  42    0.00  std::vector<double, std::allocator<double> >::5_max_size() const:std::allocator<double> const&
0.00      0.06      0.00  42    0.00  std::vector<double, std::allocator<double> >::5_relocate<double*>::double*>::double*>::std::allocator<double*>
0.00      0.06      0.00  42    0.00  double* std::::relocate<double*>::double*>::std::allocator<double*>::double*>::double*>::std::allocator<double*>
0.00      0.06      0.00  42    0.00  std::enable_if_t<1, bool>::relocate<double*>::void*>::value, double*>::type std::::relocate_relocate<double*>::double*>::double*>::std::allocator<double*>
0.00      0.06      0.00  42    0.00  unsigned long const& std::::unassigned long<unsigned long const&, unsigned long const&
0.00      0.06      0.00  42    0.00  std::numeric_limits<double>::max()
0.00      0.06      0.00  22    0.00  std::::Vector_base<double, std::allocator<double> >::M_deallocate<double*>::unsigned long
0.00      0.06      0.00  22    0.00  std::vector<double, std::allocator<double> >::end()
0.00      0.06      0.00  22    0.00  std::vector<double, std::allocator<double> >::begin()
0.00      0.06      0.00  22    0.00  std::vector<double, std::allocator<double> >::difference_type _gnu_cxx::operator<double*>::std::vector<double, std::allocator<double> > >::_1(_gnu_cxx::normal_iterator<double*> const& const&, std::vector<double, std::allocator<double> > const& const&)
0.00      0.06      0.00  21    0.00  std::vector<double, std::allocator<double> >::M_check_len(unsigned long, char const*) const
0.00      0.06      0.00  21    0.00  std::::Vector_base<double, std::allocator<double> >::M_allocate(unsigned long)
0.00      0.06      0.00  21    0.00  std::::new_allocator<double>::deallocate<double*>::unsigned long
0.00      0.06      0.00  21    0.00  std::::new_allocator<double>::allocate(unsigned long, void const*)
0.00      0.06      0.00  21    0.00  void std::vector<double, std::allocator<double> >::M_realize_inserted_elements(const _gnu_cxx::normal_iterator<double*> const& const&, std::vector<double, std::allocator<double> > >::double const& const&)
0.00      0.06      0.00  21    0.00  std::vector<double, std::allocator<double> >::unassigned long const& std::::unassigned long<unsigned long const&, unsigned long const&)
0.00      0.06      0.00  1    0.00  2.50
0.00      0.06      0.00  1    0.00  reldouble, int[]
0.00      0.06      0.00  1    0.00  39.00 multiply<double, double>
0.00      0.06      0.00  1    22.50 subtract<double, double>
0.00      0.06      0.00  1    0.00 void std::::Destroy_nostream::::Destroy_nostream(double*>::double*>::double*>
0.00      0.06      0.00  1    0.00 std::::Vector_base<double, std::allocator<double> >::Vector_impl::Vector_impl()
0.00      0.06      0.00  1    0.00 std::::Vector_base<double, std::allocator<double> >::Vector_impl::Vector_impl()
0.00      0.06      0.00  1    0.00 std::::Vector_base<double, std::allocator<double> >::Vector_impl_data::Vector_impl_data()
0.00      0.06      0.00  1    0.00 std::::Vector_base<double, std::allocator<double> >::Vector_base()
0.00      0.06      0.00  1    0.00 std::::Vector_base<double, std::allocator<double> >::Vector_base()
0.00      0.06      0.00  1    0.00 std::::new_allocator<double>::::new_allocator()
0.00      0.06      0.00  1    0.00 std::vector<double, std::allocator<double> >::vector()
0.00      0.06      0.00  1    0.00 void std::::Destroy_double<double*>::double*>

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