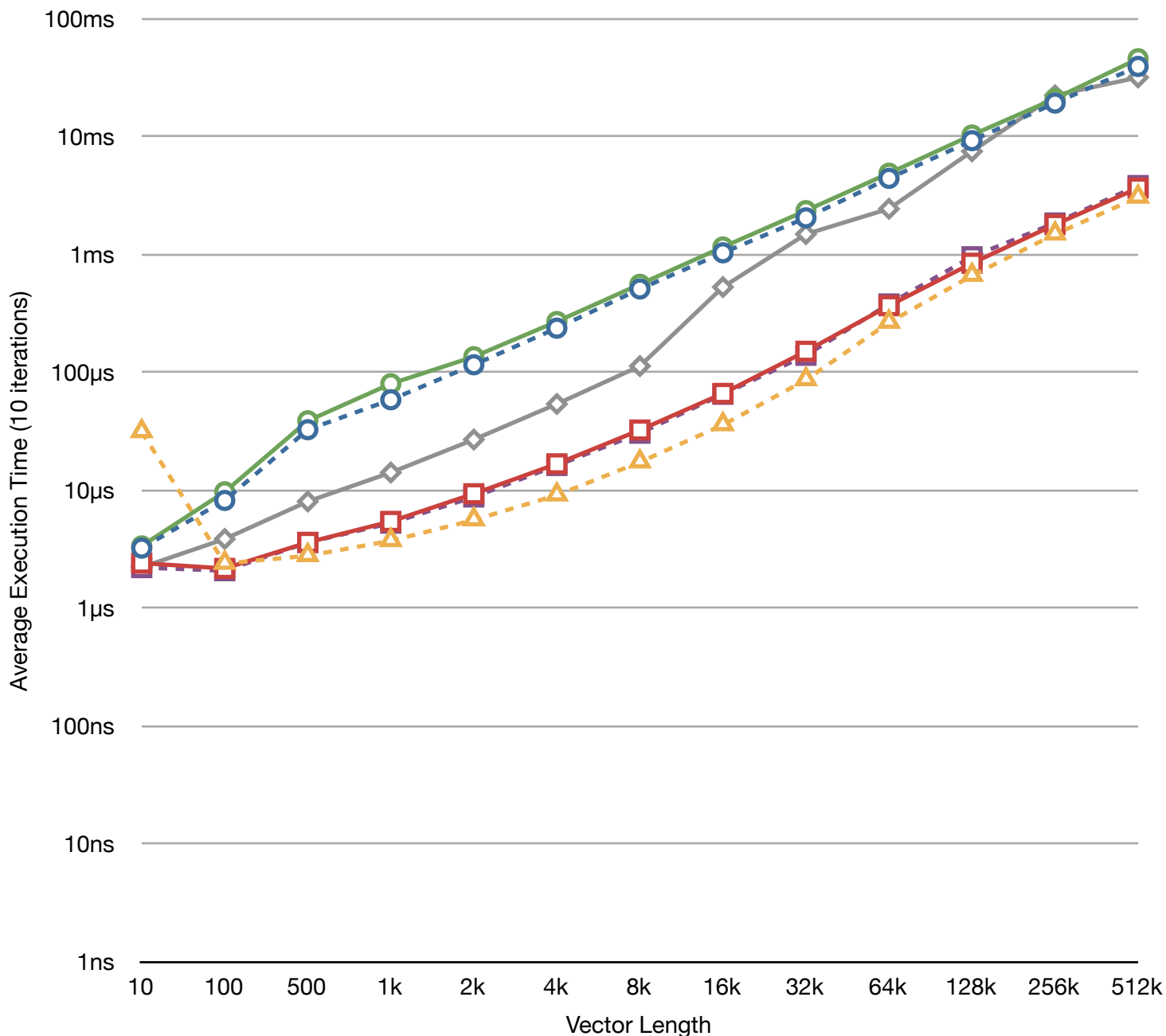


Average Execution Time vs Vector Length



- Float Time (C)
- 32-bit Signed Integer Time (C)
- Float Time (vDSP)
- 32-bit Signed Integer Time (ARM+NEON)
- Float Time (ARM+NEON)
- 32-bit Signed Integer Time (ARM)