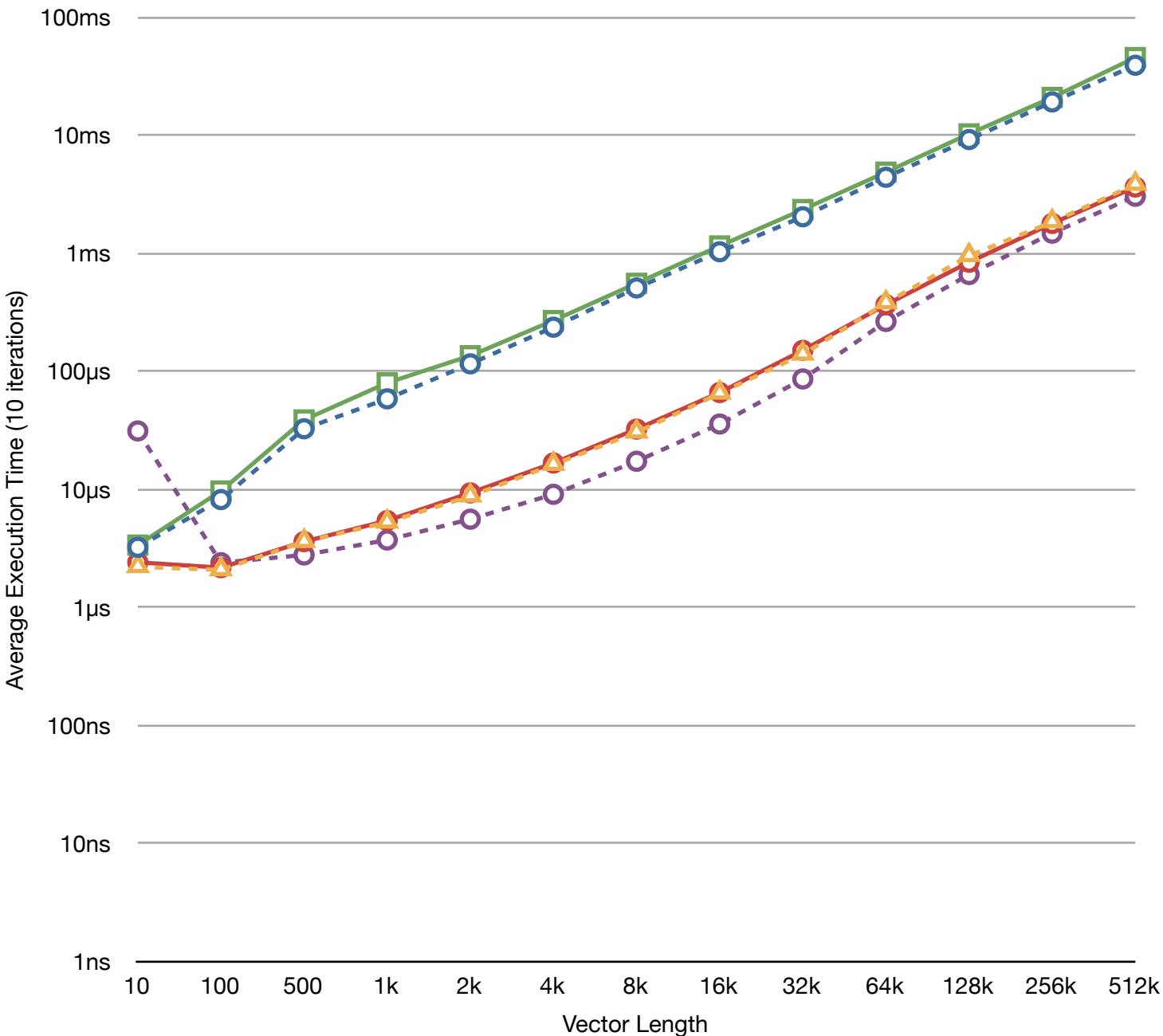


# Average Execution Time vs Vector Length



- Float Time (C)
- Float Time (asm)
- Float Time (vDSP)

- 32-bit Signed Integer Time (C)
- 32-bit Signed Integer Time (asm)