

Subset	Algorithm	Threads	Frequency	Rel. to Opt. (T.) [pp]	Time savings [%]	Rel. to Opt. (En.) [pp]	Energy savings [%]	Action	Data Type
app4	compress	3.57	(-0.28)	-12.67	(13.07)	2500(2200)	32(32)	pigz(pigz)	0.32
cr_audio1.flac	compress	3.72	(-0.71)	-8.41	(15.02)	2400(1900)	32(32)	pigz(pigz)	0.28
cr_audio1.wav	compress	10.55	(-1.37)	3.46	(5.0)	2400(2200)	32(32)	pigz(pigz)	0.28
enwik8	compress	3.16	(±0)	-6.67	(±0)	2700(2700)	32(32)	pigz(pigz)	0.30
enwik9	compress	7.68	(±0)	-5.11	(±0)	2400(2400)	32(32)	pigz(pigz)	0.28
game1	compress	4.92	(-1.34)	-10.03	(-5.84)	2400(2200)	32(32)	pigz(pigz)	0.29
app4	decompress	10.29	(±0)	-7.84	(±0)	2400(2400)	32(32)	pbzip2(pbzip2)	0.34
cr_audio1.wav	decompress	15.43	(±0)	-3.88	(±0)	2400(2400)	32(32)	pbzip2(pbzip2)	0.29
enwik8	decompress	15.21	(±0)	10.26	(±0)	2700(2700)	32(32)	pbzip2(pbzip2)	0.31
enwik9	decompress	15.36	(-0.82)	-1.64	(7.23)	2400(2200)	32(32)	pbzip2(pbzip2)	0.27
game1	decompress	10.01	(-0.57)	-8.45	(7.24)	2400(2200)	32(32)	pbzip2(pbzip2)	0.27
cr_audio1.flac	decompress	outlier							
		9.08	(-0.45)	-4.63	(4.54)	-	-	-	-