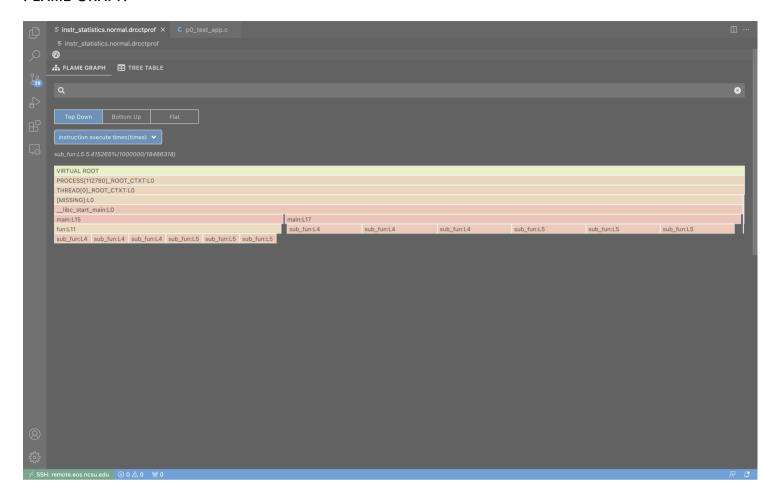
FLAME GRAPH



INTERPRETATION

- main:L15 amounts to close to $\frac{1}{3}$ (33.249725%) of the instructions, with main:L17 taking most of the rest (66.066231%). This is expected, since fun() (called in line 15) loops 10000 times, the loop in line 17ff. is executed 20000 times. The missing $\sim 0.6\%$ are overhead of the programm execution and instructions involved in the call of subroutines.
- When looking at fun(), the actual executions executed most often are found in L4 and L5. During every execution of the loop, the loop counter is incremented. In the loop itself, the static variable exe_num is incremented. These instructions show the exact same execution count, as expected.
- This effect also shows up in main:L17 (the loop in main). Here, the blocks are doubled in size, since the loop is executed twice as often.