ARM Cortex-A 프로세서 상에서의 Timing 계산

int64\_t cpucycles(void)

{ // Access system counter for benchmarking

    struct timespec time;

    clock\_gettime(**CLOCK\_MONOTONIC,** &time);

    return (int64\_t)(time.tv\_sec\*1e9 + time.tv\_nsec);

}

***For measuring elapsed time, CLOCK\_MONOTONIC is recommended.****This clock will not necessarily reflect the time of day but, unlike CLOCK\_REALTIME, it is guaranteed to always be linearly increasing (although not necessarily between reboots). CLOCK\_MONOTONIC is affected by adjustments caused by the Network Time Protocol (NTP) daemon. However, NTP adjustments will not cause this clock to jump; it's rate might be adjusted to compensate for clock drift. CLOCK\_REALTIME, on the other hand, may leap forward or even backward after a time adjustment.*