Mit gcc -O compiliert. Ohne Optimierung sieht man den Effekt der Cache nicht. icc -O macht den Benchmark kaputt.

```
STREAM_ARRAY_SIZE 10000000
copy 10652.595965 MB/s
scale 10655.985201 MB/s
add 15981.811624 MB/s
triad 15942.855430 MB/s

STREAM_ARRAY_SIZE 1000000
copy 10770.515604 MB/s
scale 10751.653429 MB/s
add 16142.203247 MB/s
triad 16132.783881 MB/s

STREAM_ARRAY_SIZE  100000
copy 28094.304015 MB/s
scale 28121.970373 MB/s
add 42354.228973 MB/s
triad 42194.802321 MB/s
```

varying the stride is; STREAMARRAYSIZE 1000000

is	MB/s Triad
2	8087.463220
3	5238.159109
4	3919.890742
8	1925.043782
16	1311.147489
32	1169.599532
64	1282.783122

Operation	Number of Clock cycles
/	13
exp (gcc)	56
exp (intel)	29
cos (gcc)	33
cos (intel)	41