The l3benchmark package Experimental benchmarking

The LATEX3 Project* Released 2020-06-03

1 Additions to 13sys: elapsed time

\sys_gzero_timer:

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Resets the timer to zero.

\sys_timer: *

\sys_timer:

Expands to the current value of the engine's timer clock, a non-negative integer. In engines without clock support this expands to 0 after an error. In LuaTeX only the CPU time is measured, while in other engines real time is measured (including time waiting for user input).

2 Benchmark

$\g_{benchmark_duration_target_fp}$

This variable (default value: 1) controls roughly for how long \benchmark:n will repeat code to more accurately benchmark it. The actual duration of one call to \benchmark:n typically lasts between half and twice \g_benchmark_duration_target_fp seconds, unless of course running the code only once already lasts longer than this.

\benchmark_once:n

Prints to the terminal the time taken by TEX to run the $\langle code \rangle$, and an estimated number of elementary operations. The $\langle code \rangle$ is run only once so the time may be quite inaccurate for fast code.

\benchmark:n

\benchmark:n $\{\langle code \rangle\}$

Prints to the terminal the time taken by T_EX to run the $\langle code \rangle$, and an estimated number of elementary operations. The $\langle code \rangle$ may be run many times and not within a group, thus code with side-effects may cause problems.

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\benchmark_tic:
\benchmark_toc:

 $\verb|\benchmark_tic: \langle slow \ code \rangle \ \verb|\benchmark_toc: |$

When it is not possible to run \benchmark:n (e.g., the code is part of the execution of a package which cannot be looped) the tic/toc commands can be used instead to time between two points in the code. When executed, \benchmark_tic: will print a line to the terminal, and \benchmark_toc: will print a matching line with a time to indicate the duration between them in seconds. These commands can be nested.

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