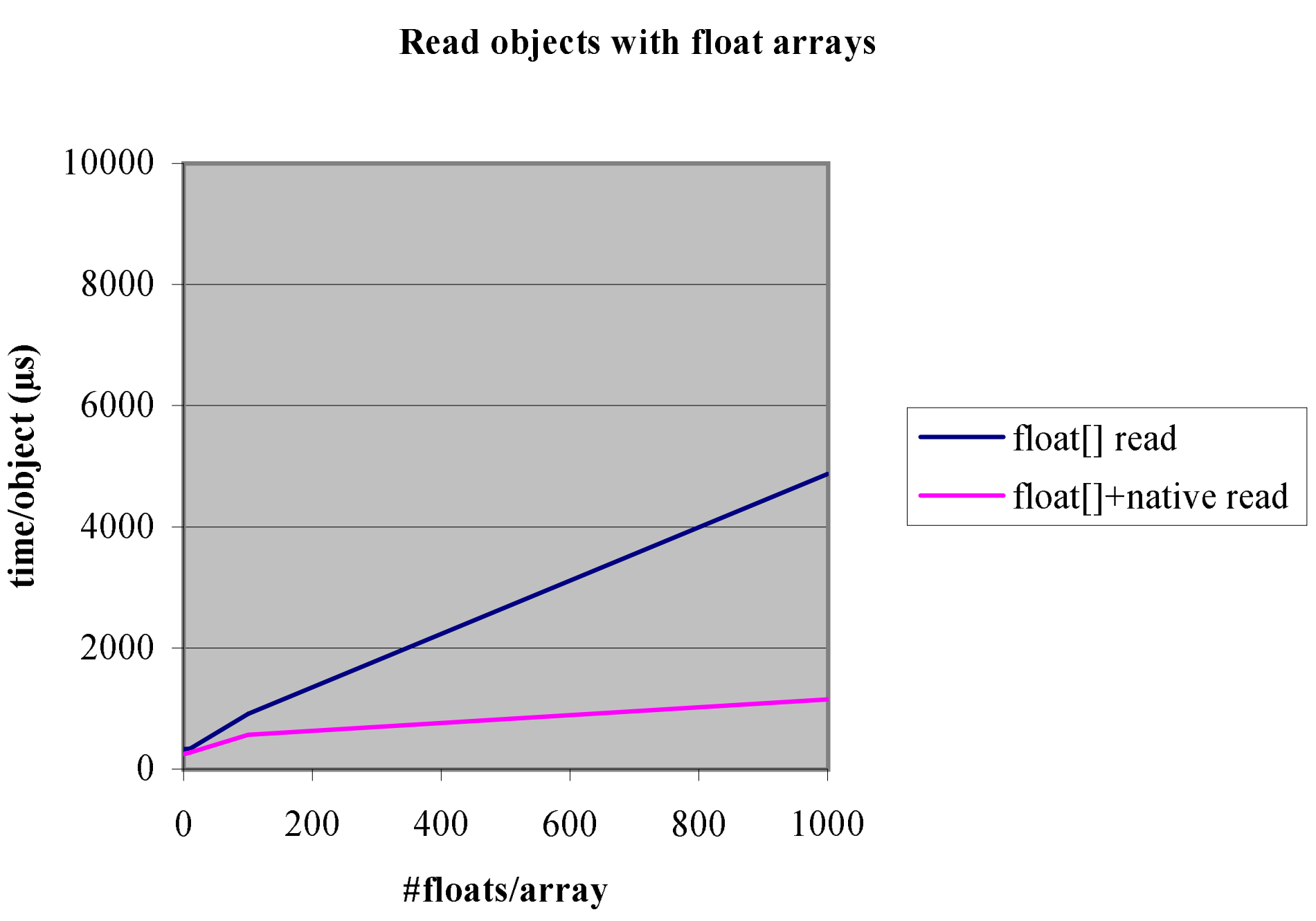
Read objects with float arrays
time/object (µs)
10000
8000
6000
4000
2000
0
0
200
400
600
800
1000
#floats/array
float[] read
float[]+native read