

MFLOPS :-

It is another popular alternative to measure execution times is Million Floating-point operations per Second, or MFLOPS (Mega flops).

$$\text{MFLOPS} = \frac{\text{Number of Floating-point operations in a prog}}{\text{Execution time} \times 10^6}$$

The MFLOPS rating is dependent on the machine and on the program, and since MFLOPS are intended to measure floating point performance, they are not applicable outside that range.

For example :- Compilers have a MFLOPS rating of nearly zero no matter how fast the CPU is since compilers rarely use floating-point arithmetic. When comparing the performance of different machines, MFLOPS is not dependable b/c the set of floating-point operations is not consistent across machines.

Better Definition is "distance travelled"



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1 unit of Computation (distance) = 1 floating point operation

Millions of floating point operation per second (mflops)

Computer Science Lectures By ER. Deepak Garg

$F =$  No. of floating point instructions  
 $T_e =$  Execution Time

- Integer program = 0 MFLOPs
  - But still doing useful works
  - Sorting, Searching etc.

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