The \texttt{l3benchmark} package
Experimental benchmarking

The \LaTeX\textsuperscript{3} Project\textsuperscript{*}
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1 Additions to \texttt{l3sys}: elapsed time

\begin{description}
\item[\texttt{\sys_gzero_timer}:] \texttt{\sys_gzero_timer}: Resets the timer to zero.
\item[\texttt{\sys_timer}: \texttt{*}] \texttt{\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.
\end{description}

2 Benchmark

\begin{description}
\item[\texttt{\g_benchmark_duration_target_fp}] This variable (default value: 1) controls roughly for how long \texttt{\benchmark:n} will repeat code to more accurately benchmark it. The actual duration of one call to \texttt{\benchmark:n} typically lasts between half and twice \texttt{\g_benchmark_duration_target_fp} seconds, unless of course running the code only once already lasts longer than this.
\item[\texttt{\benchmark_once:n}] \texttt{\benchmark_once:n} \{\texttt{\langle code\rangle}\} Prints to the terminal the time taken by \TeX{} to run the \texttt{\langle code\rangle}, and an estimated number of elementary operations. The \texttt{\langle code\rangle} is run only once so the time may be quite inaccurate for fast code.
\item[\texttt{\benchmark:n}] \texttt{\benchmark:n} \{\texttt{\langle code\rangle}\} Prints to the terminal the time taken by \TeX{} to run the \texttt{\langle code\rangle}, and an estimated number of elementary operations. The \texttt{\langle code\rangle} may be run many times and not within a group, thus code with side-effects may cause problems.
\end{description}

\textsuperscript{*}E-mail: latex-team@latex-project.org
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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