

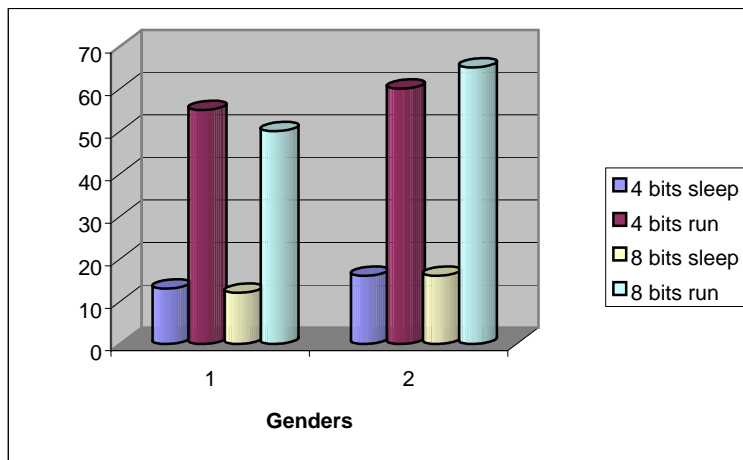
Sega ASR1600/C V2 CPU Load Testresults

Here are some preliminary cpu load results for the ASR1600/C V2 on the DreamCast system.
The floating point version is faster (less load) but has a slightly bigger memory footprint.

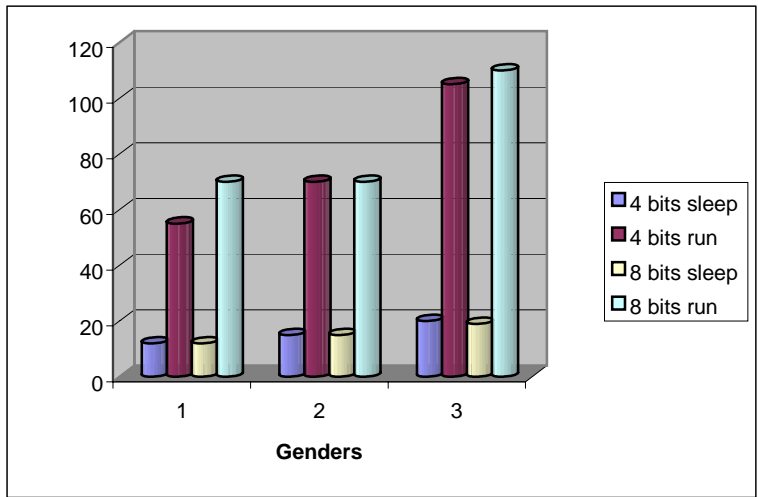
Graphs show MIPS (considering that it is a 360 MIPS system) for realtime recognition.

1. Floating point

American English floating point				
Context	CDD			
Model	4 bits		8 bits	
Genders	sleep	run	sleep	run
1	13	55	12	50
2	16	60	16	65

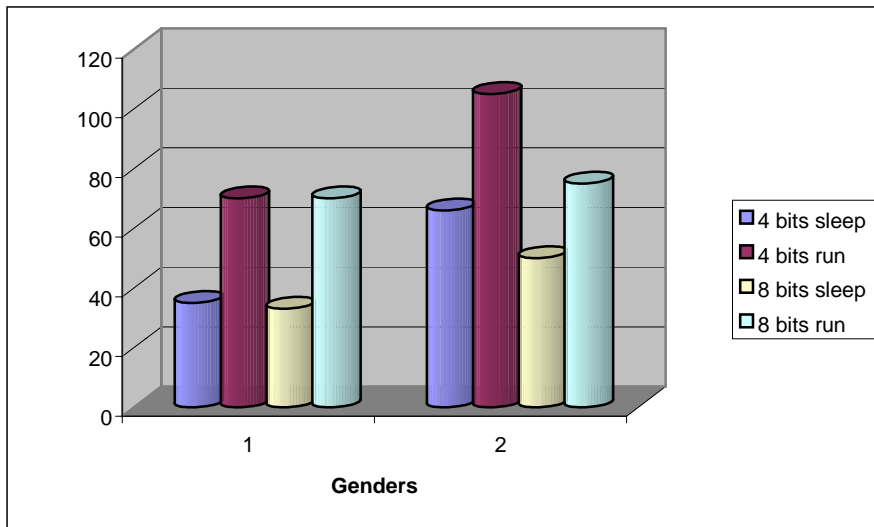


Japanese floating point				
Context	JAP_CITY			
Model	4 bits		8 bits	
Genders	sleep	run	sleep	run
1	12	55	12	70
2	15	70	15	70
3	20	105	19	110



2. Fixed point

American English fixed point				
context	IWS100T1			
model	4 bits		8 bits	
Genders	sleep	run	sleep	run
1	30	90	30	90
2	63	105	40	66



Japanese fixed point				
context	JAP_CITY			
model	4 bits		8 bits	
Genders	sleep	run	sleep	run
1	33	78	33	83
2	52	100	52	100
3	71	125	71	110

