



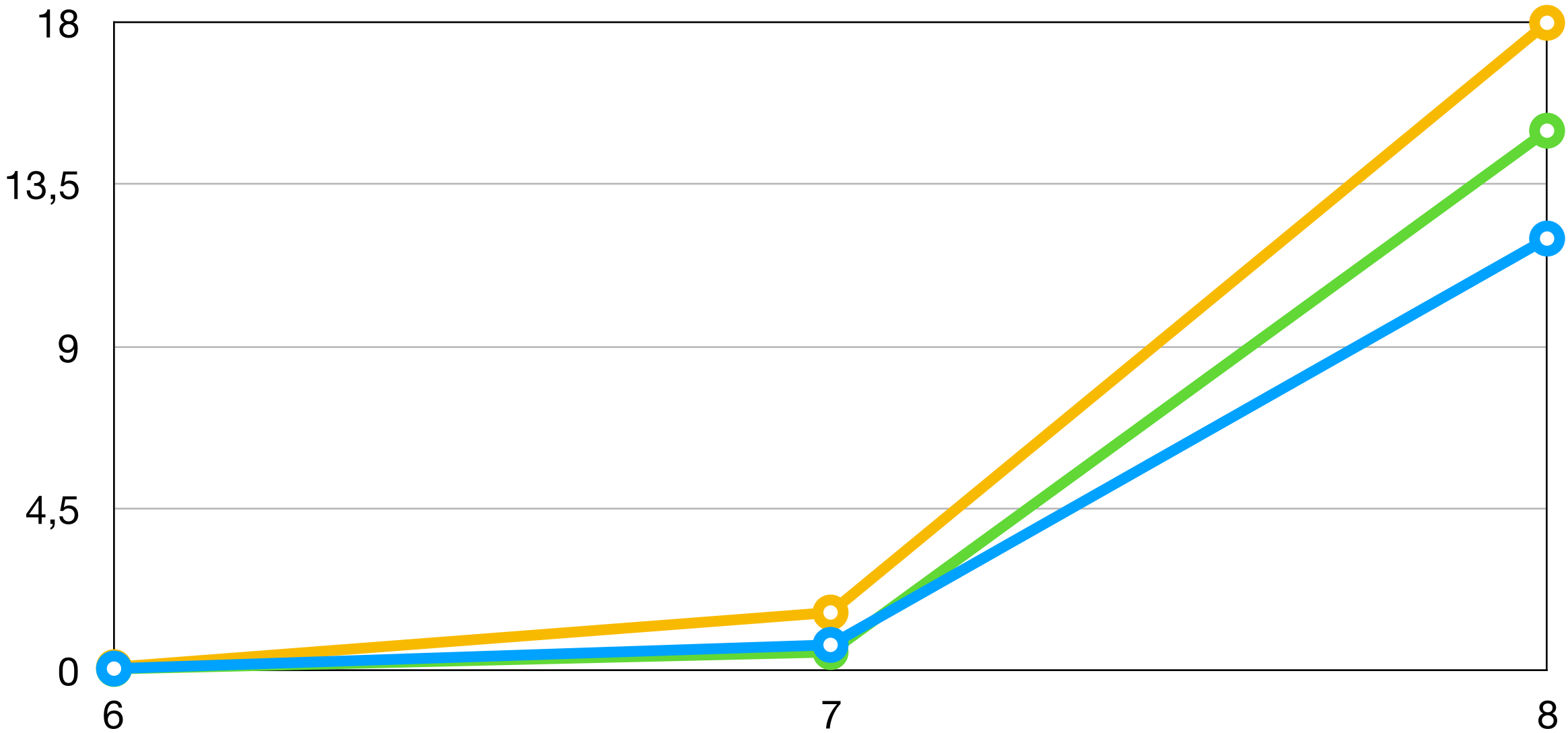
Exponential term

Sequential

Parallel

Actors

Lower = better

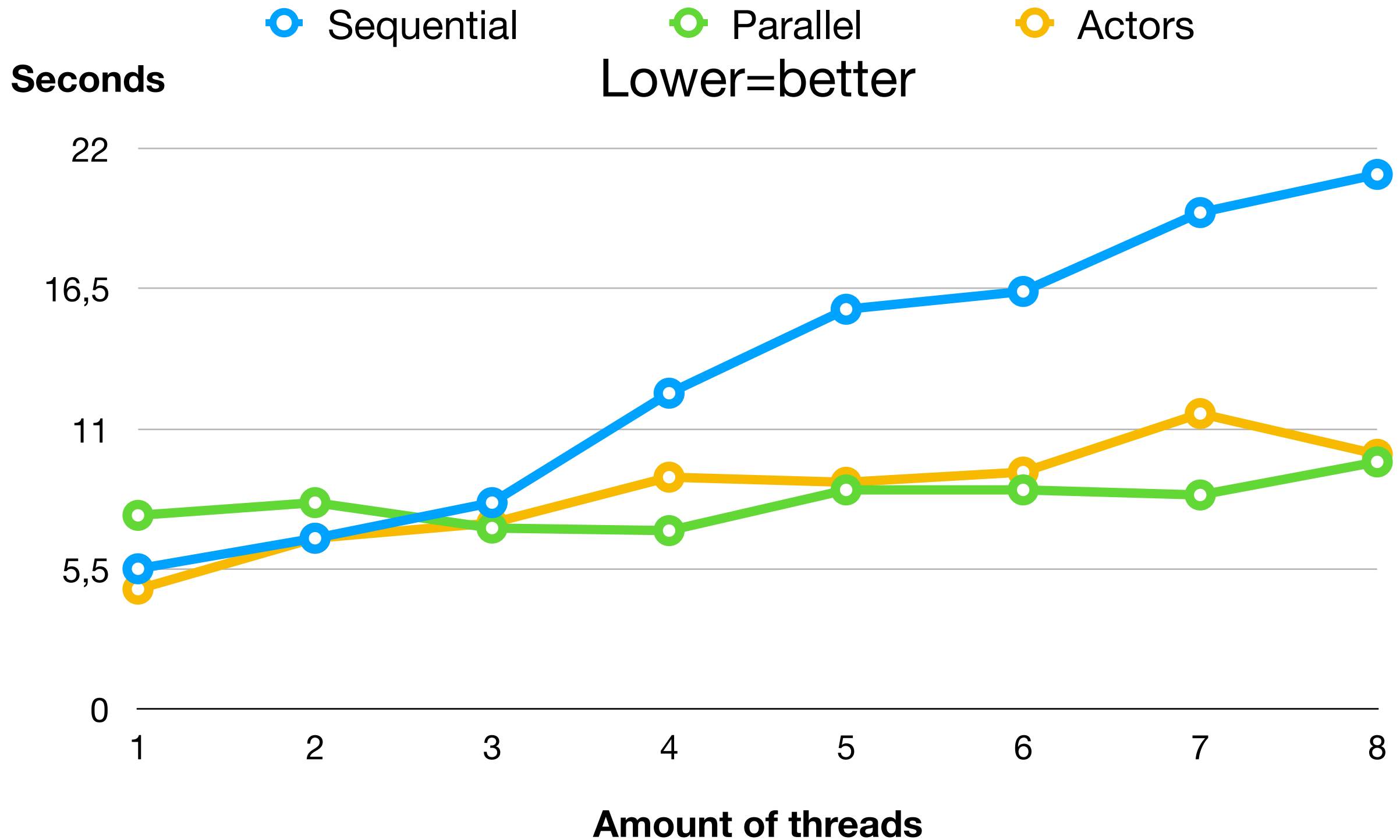




**seconds**



# Identities benchmark



# Exponential term

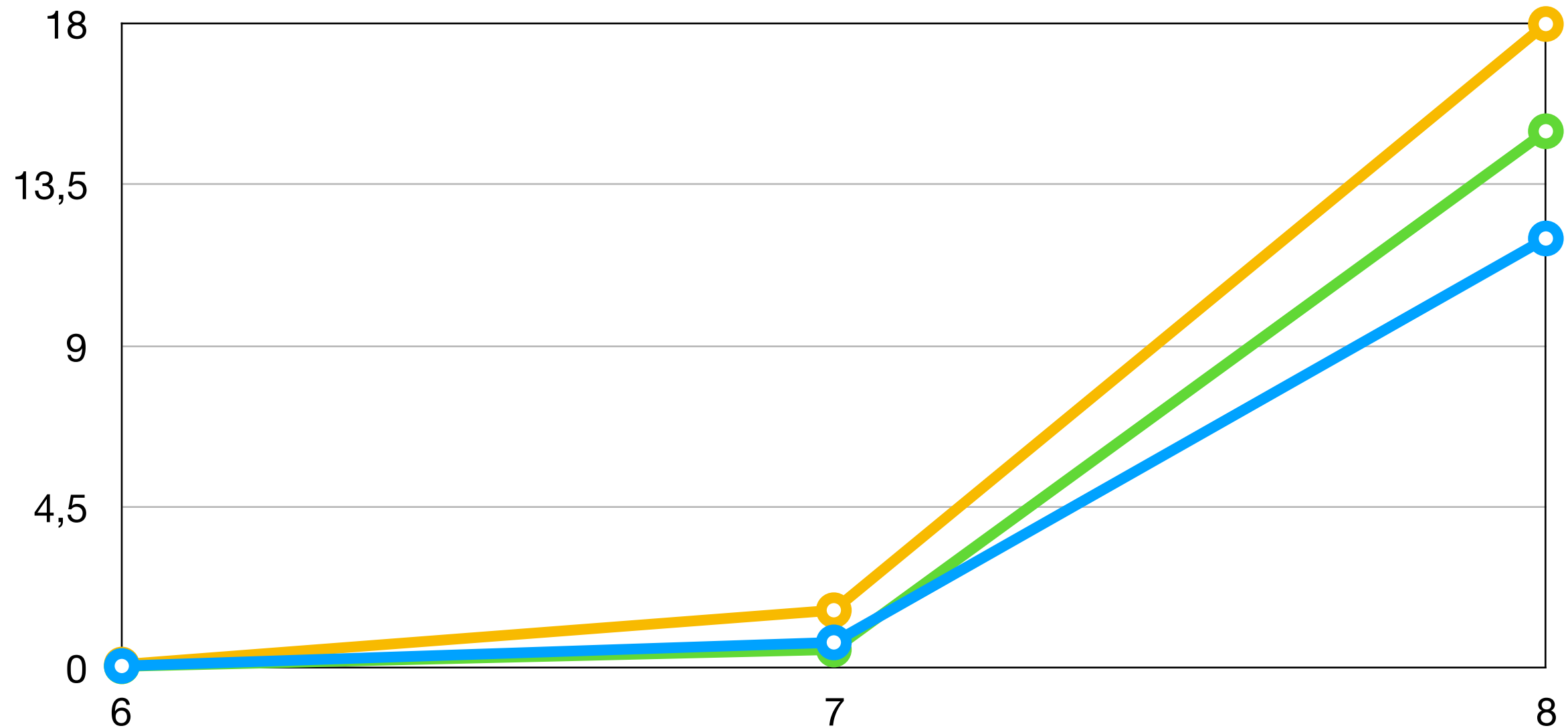
Sequential

Parallel

Actors

Seconds

Lower = better



n,m=