

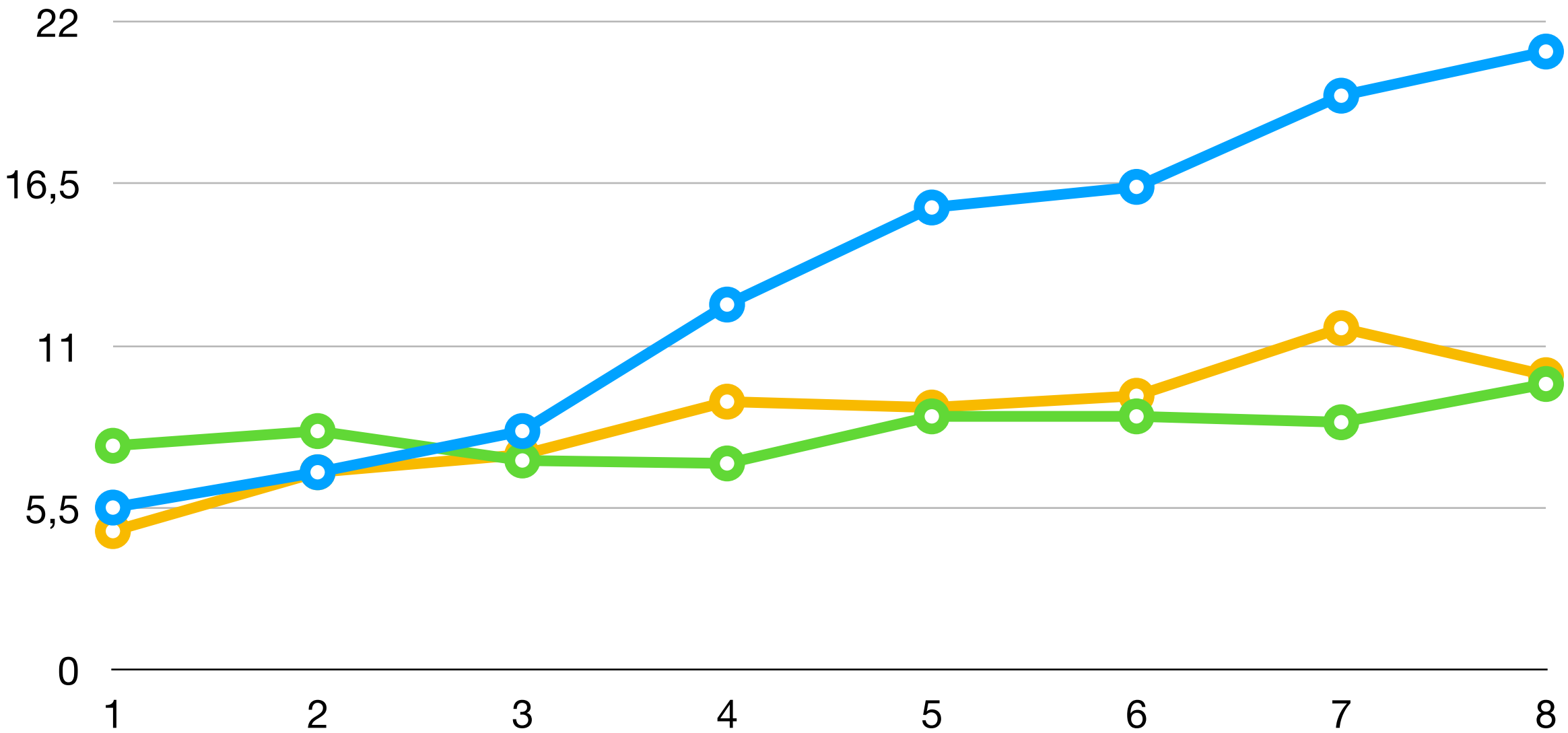
identities beneath

Sequential

Parallel

Actors

Lower=better



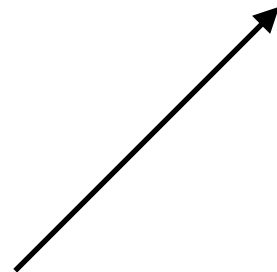
Amount of threads

seconds



Future work

- Add more complex parallelism handling
- Resolve convertation to/from binary problem
- Show qualitative results of parallelism



`(...((var)res1..)res2..)...`

Identities benchmark

