Hex: Number of Unique Constants in A vs Pseudo-FLOP/s

Legend:
- Reference LIBXSMM
- M_BLOCKING=1
- M_BLOCKING=2
- M_BLOCKING=3
- M_BLOCKING=6
- M_BLOCKING=12
- M_BLOCKING=16
- ○ sparse
- □ wide-sparse
- ▲ dense

X-axis: Number of Unique Constants

Y-axis: Pseudo-FLOP/s