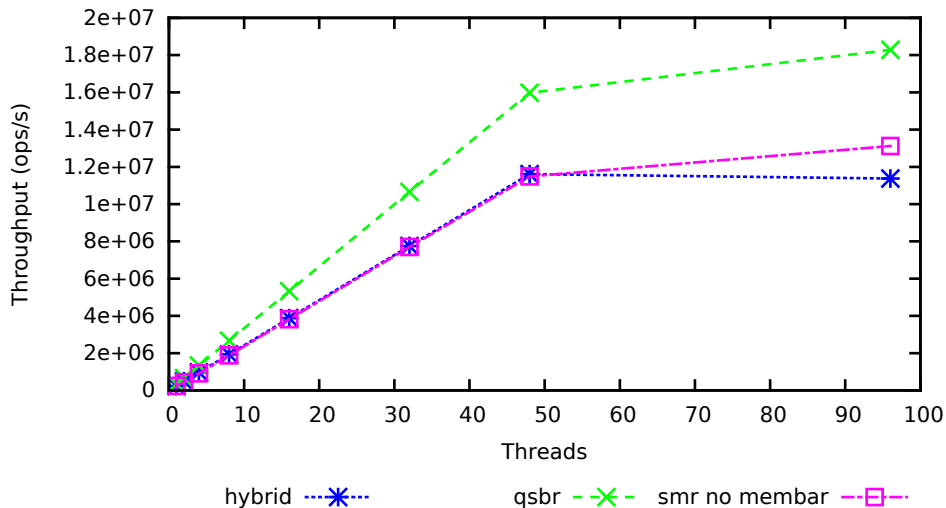
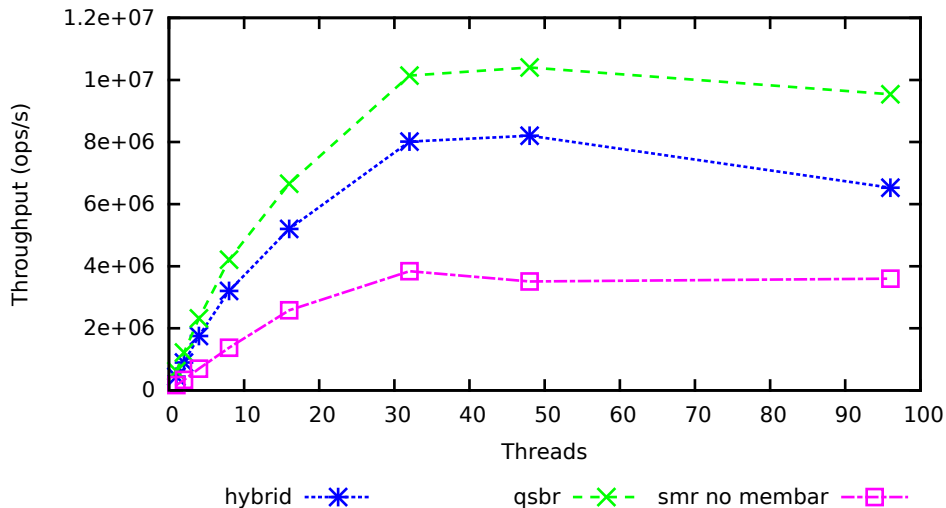


Opteron; Updates = 0%; Initial = 2048



Opteron; Updates = 10%; Initial = 2048



Opteron; Updates = 100%; Initial = 2048

