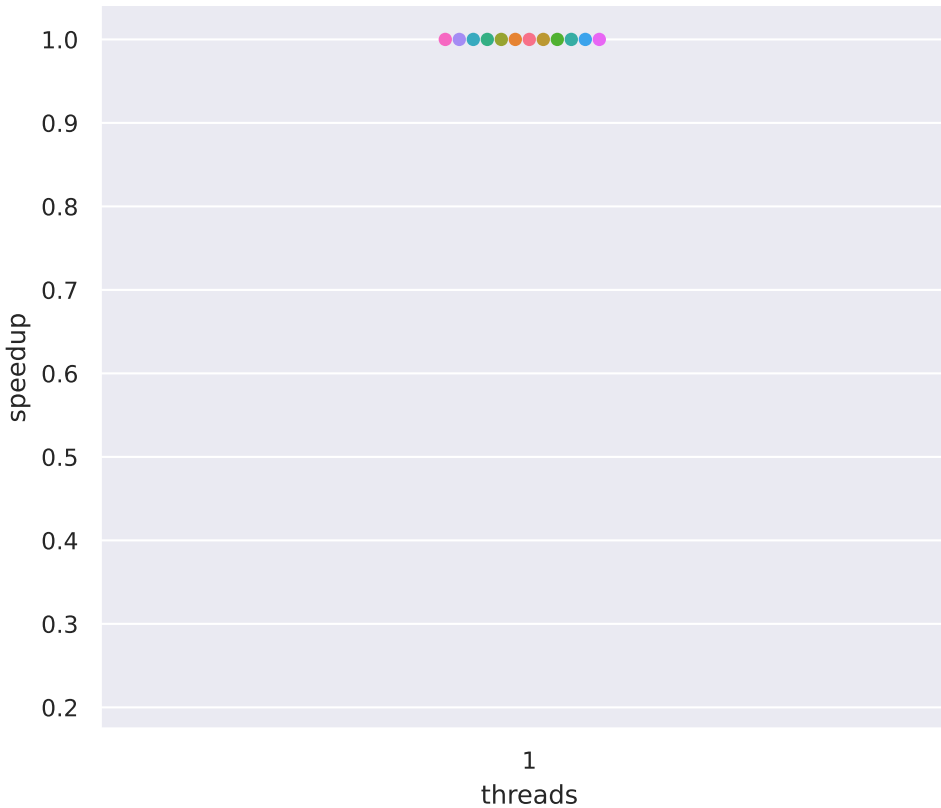
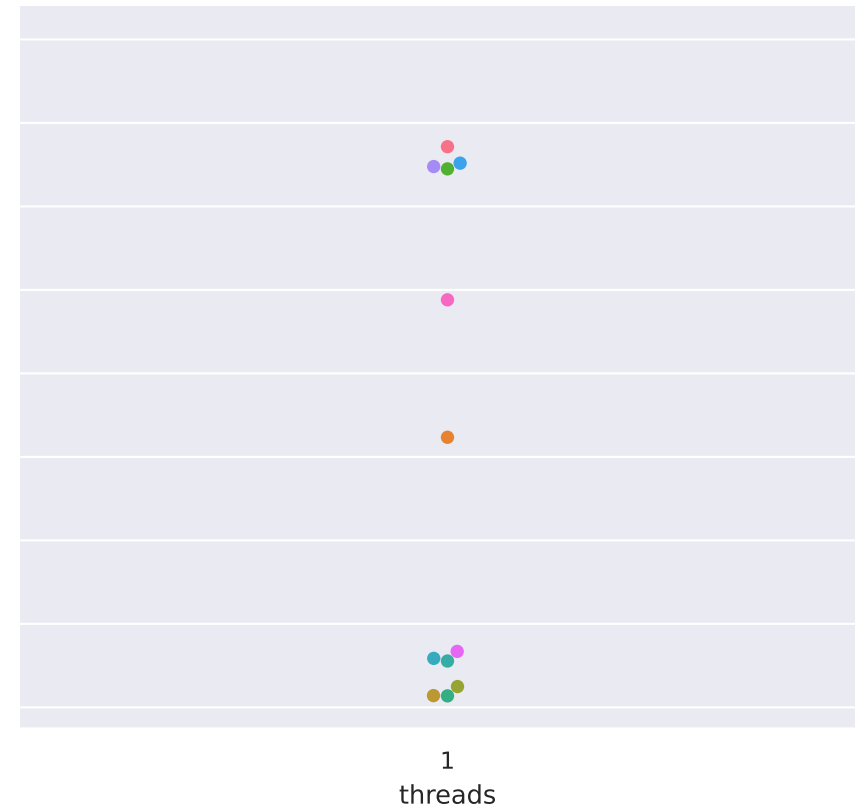


machine=renoir compiler=GCC-12 threads=1 kernel=life tiling=opt iterations=5 places=threads tile_size=16x16 (24 exp.)

variant = lazy



variant = tiled



legend

- size=512 arg=random refTime=1
- size=1024 arg=moultdiehard130 refTime=3
- size=4096 arg=clown refTime=26
- size=4096 arg=moultdiehard130 refTime=29
- size=4096 arg=random refTime=111
- size=2048 arg=clown refTime=6
- size=2048 arg=moultdiehard130 refTime=8
- size=1024 arg=clown refTime=1
- size=2048 arg=random refTime=26
- size=1024 arg=random refTime=5
- size=512 arg=clown refTime=0
- size=512 arg=moultdiehard130 refTime=1