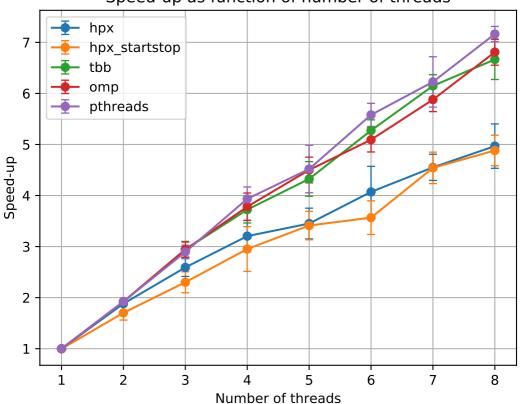
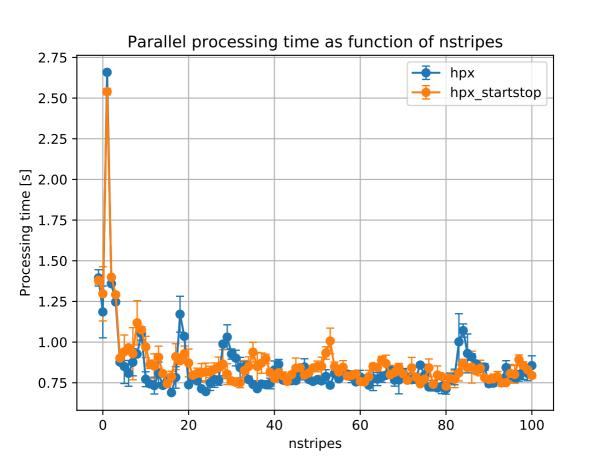


## Speed-up as function of number of threads





Parallel processing time as function of nstripes (other backends)

