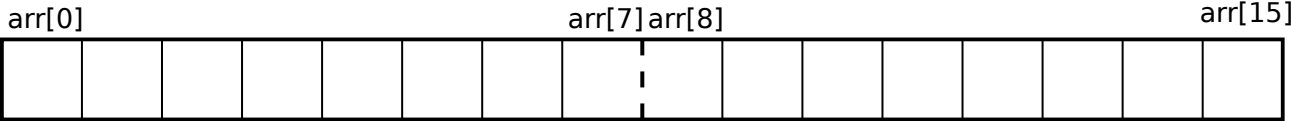


```
int64_t arr[16];
```



Thread 0

Thread 1