CPU Algorithm Design

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3.1 Adapting reduce and transform

3.2	Adapting	bench Transform Unroll Loop Peeling Directory and the property of the proper
tive	}	

3.3	Adapting	benchReduce	Unrol	$\operatorname{llTree} \Gamma$	Directive
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 $3.4\ Adapting\ bench Reduce Unroll Sim dX Horizontal\ and\ bench Reduce Unroll Sim dX Vertical$

3.5 Benchmarking