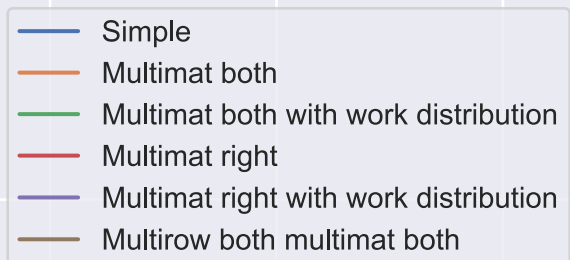


2x4

Speedup compared to Simple implementation



100x100

200x200

300x300

400x400

500x500

Input matrix size