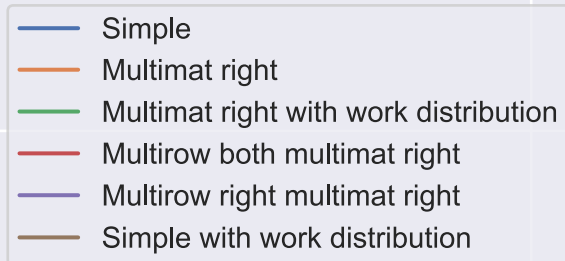


100x1000

Speedup compared to Simple implementation

3.5
3.0
2.5
2.0
1.5
1.0



Input matrix size

32x32

64x64

128x128

256x256

512x512