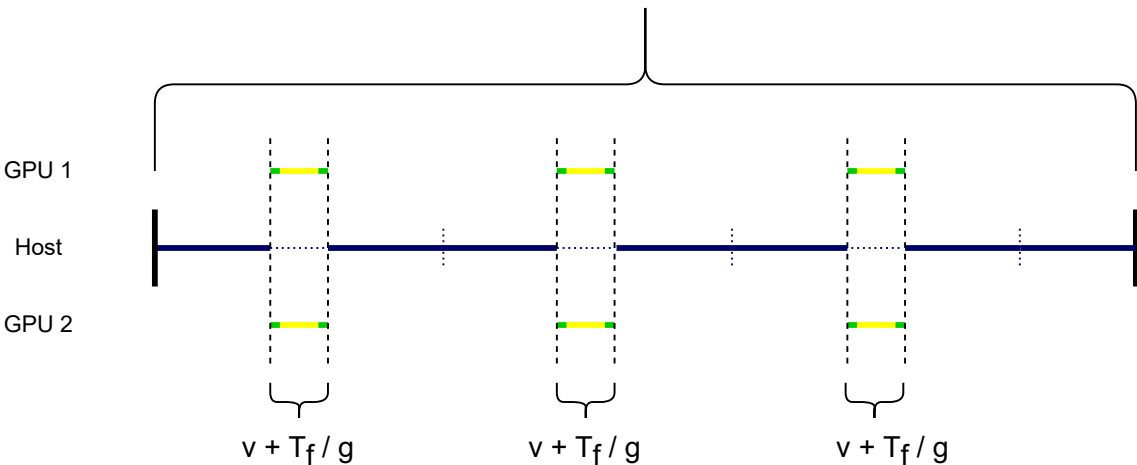



T_A - Tempo de Computação Acelerado (com overhead)



 T_f / g - Secção possível de acelerar já acelerada por 2 GPU's com overhead