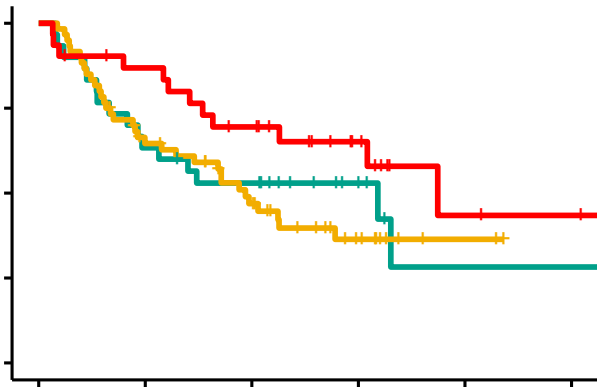


EffvsNaive.Up



MemoryvsNaive.Up

