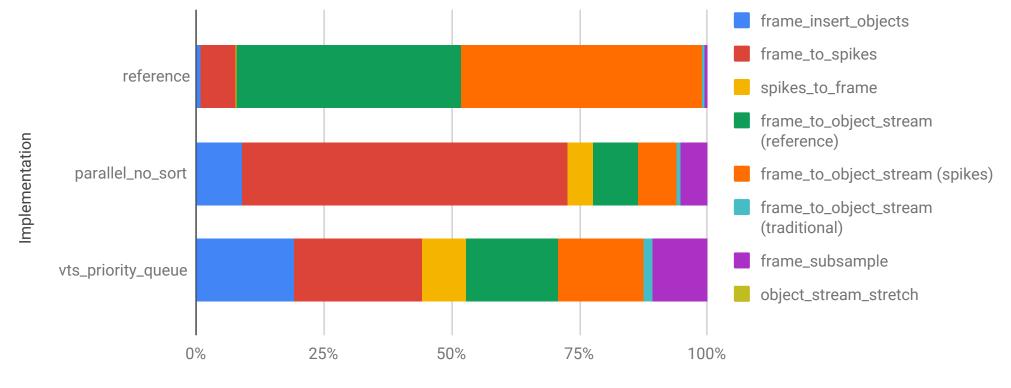# Breakdown of execution time by individual program for various implementations

Legend:
- frame_insert_objects
- frame_to_spikes
- spikes_to_frame
- frame_to_object_stream (reference)
- frame_to_object_stream (spikes)
- frame_to_object_stream (traditional)
- frame_subsample
- object_stream_stretch

Y-axis: Implementation (reference, parallel_no_sort, vts_priority_queue)

X-axis: Percentage of Execution Time (0%, 25%, 50%, 75%, 100%)