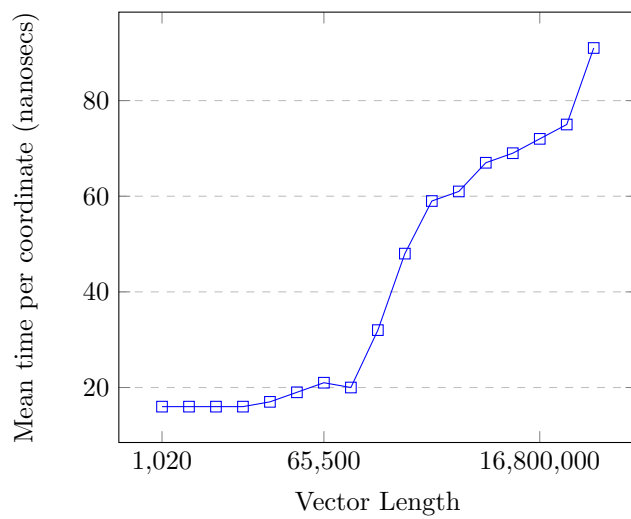
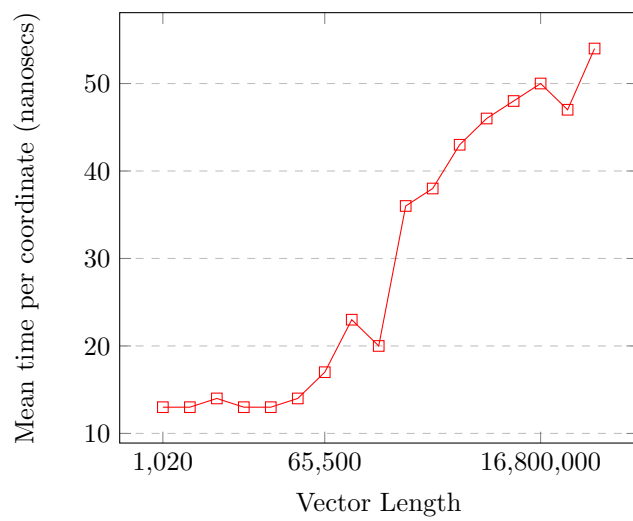


1

Runtime Per Coordinate Over Vector Length Attempt 1



Runtime Per Coordinate Over Vector Length Attempt 2



Runtime Per Coordinate Over Vector Length Attempt 3

