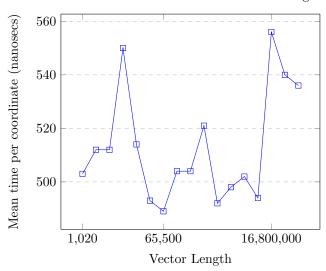
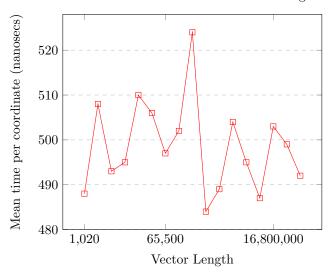
Runtime Per Coordinate Over Vector Length



Runtime Per Coordinate Over Vector Length 2 $\,$



Runtime Per Coordinate Over Vector Length 3

