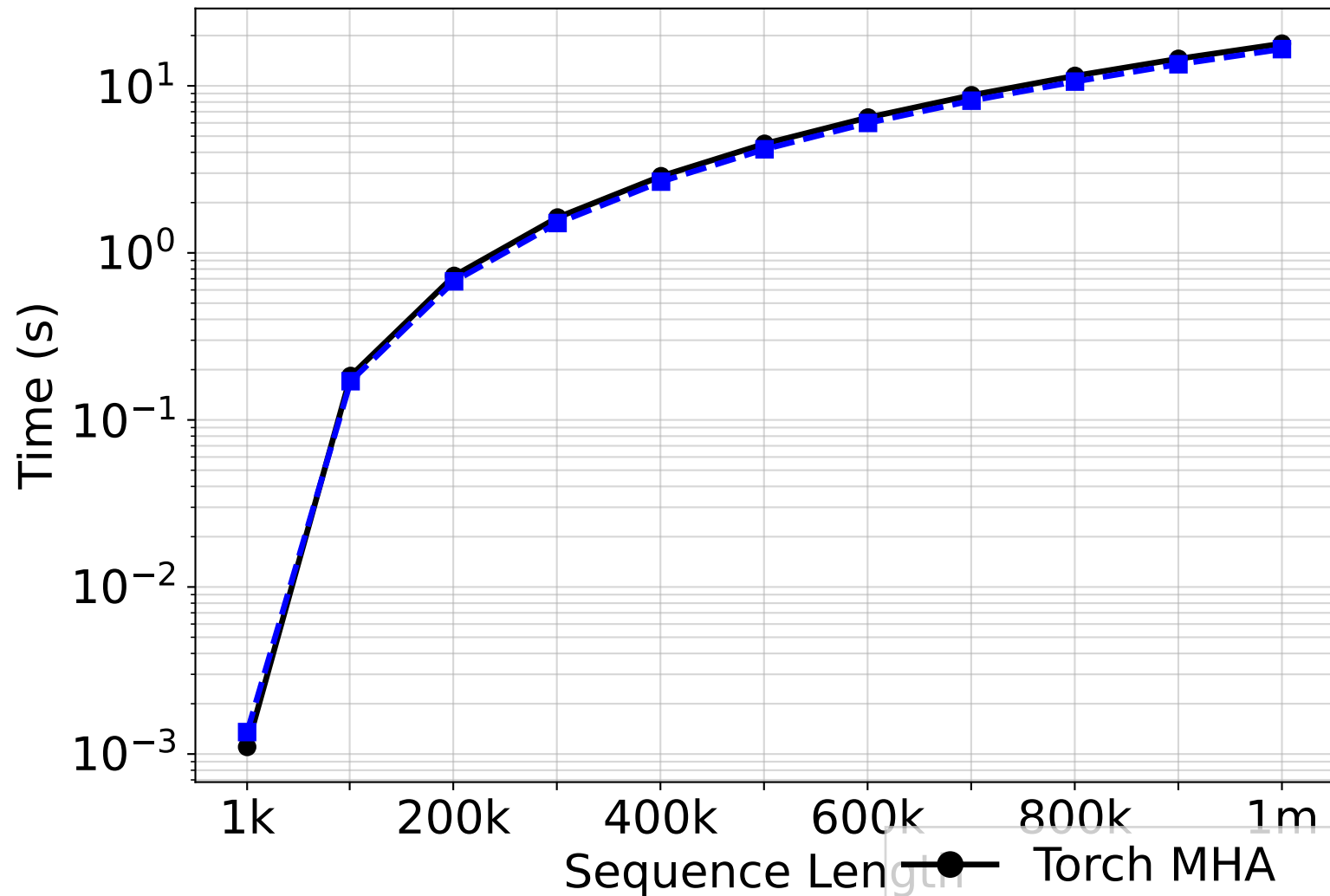


Execution Time - Forward + Backward



Memory Usage - Forward + Backward

