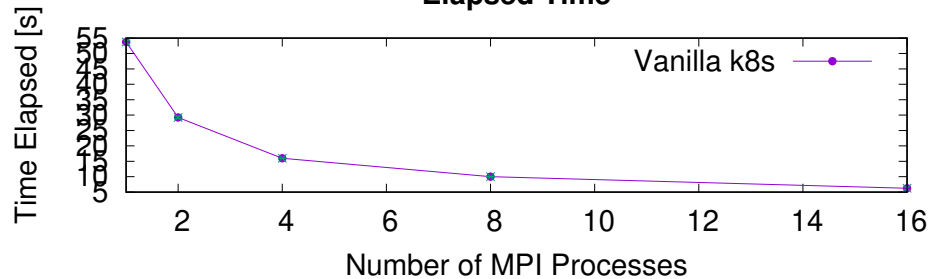


# Elapsed Time



# Speedup

