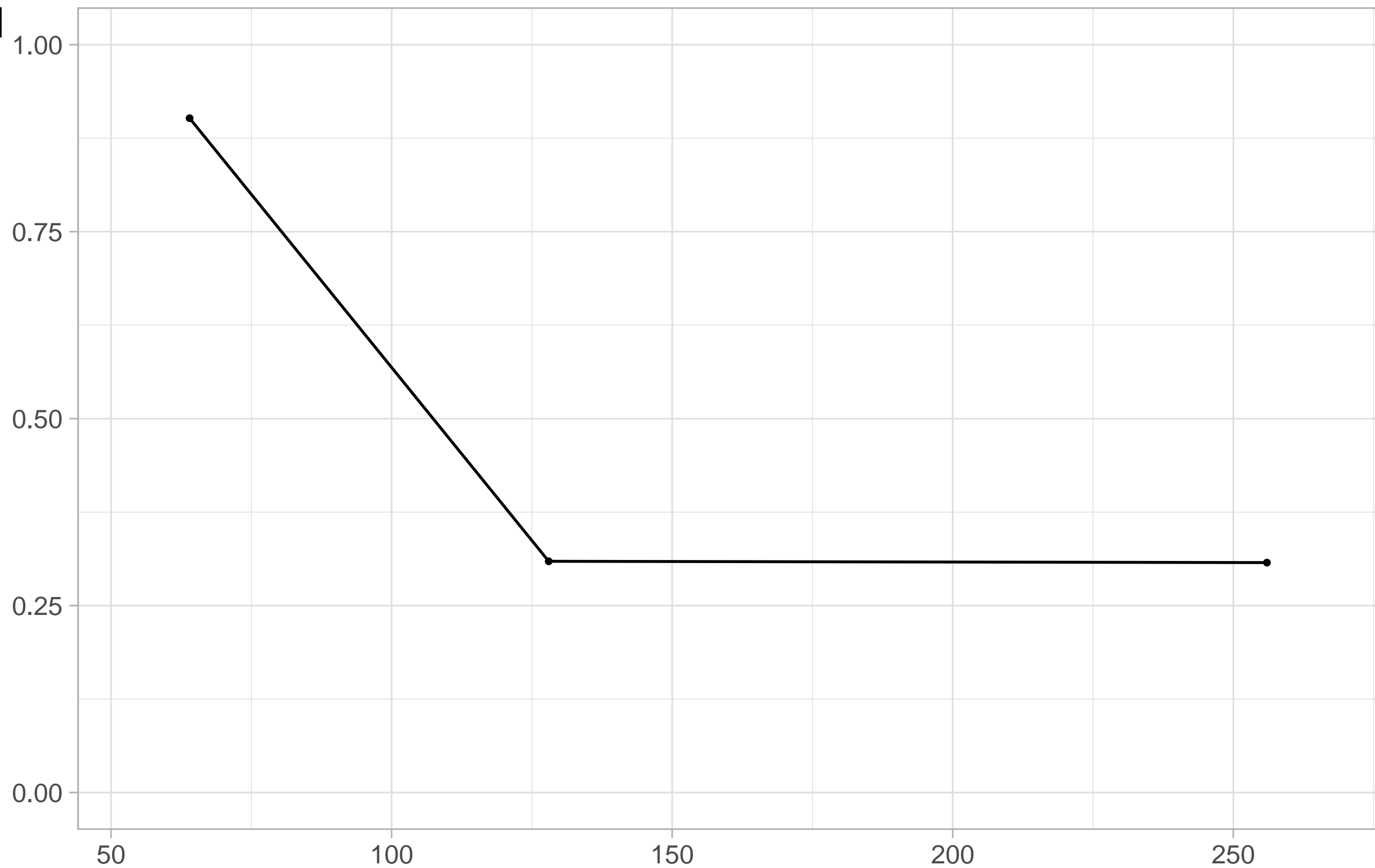


# Performance

[flops/cycle]



Input Size