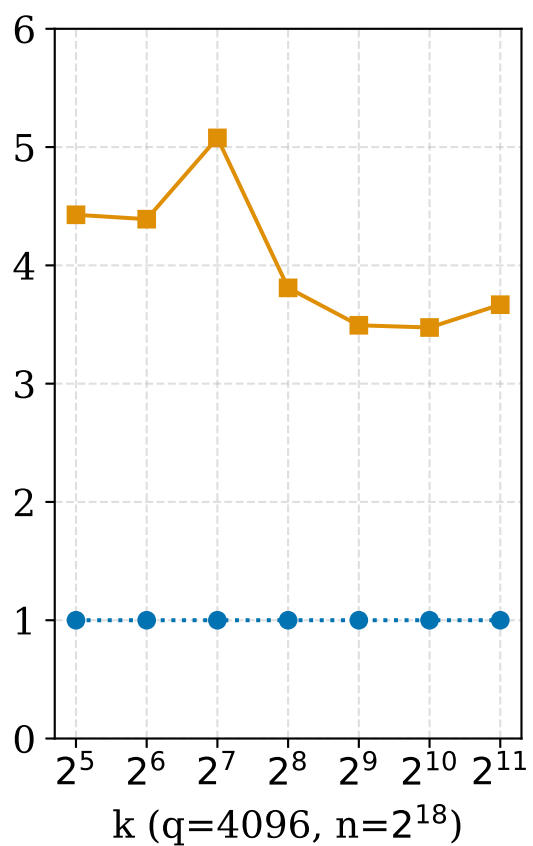
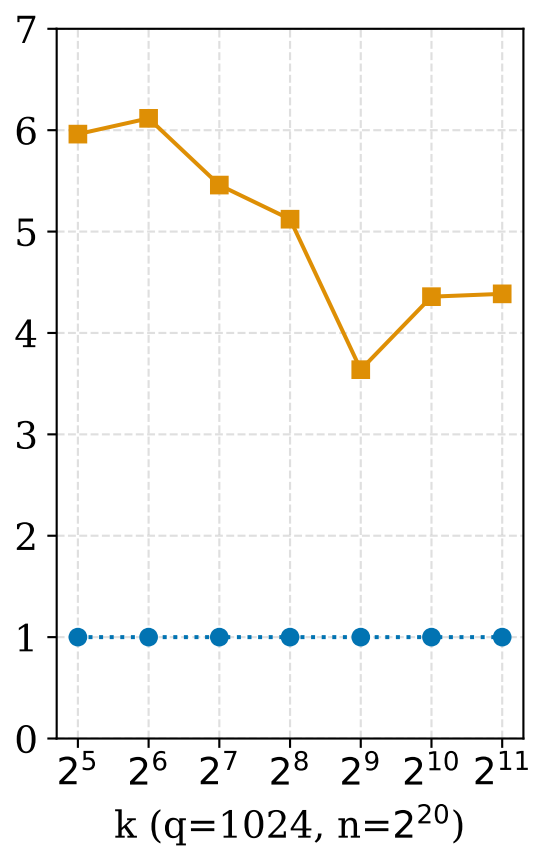
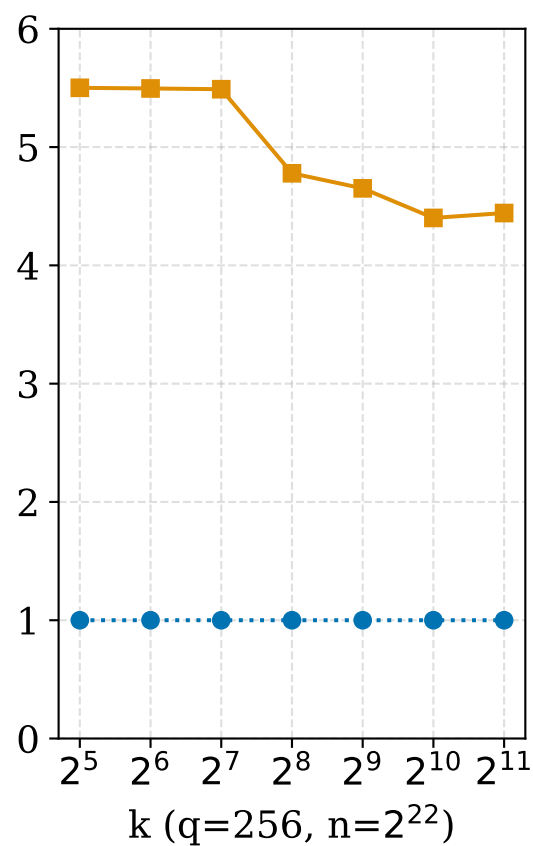
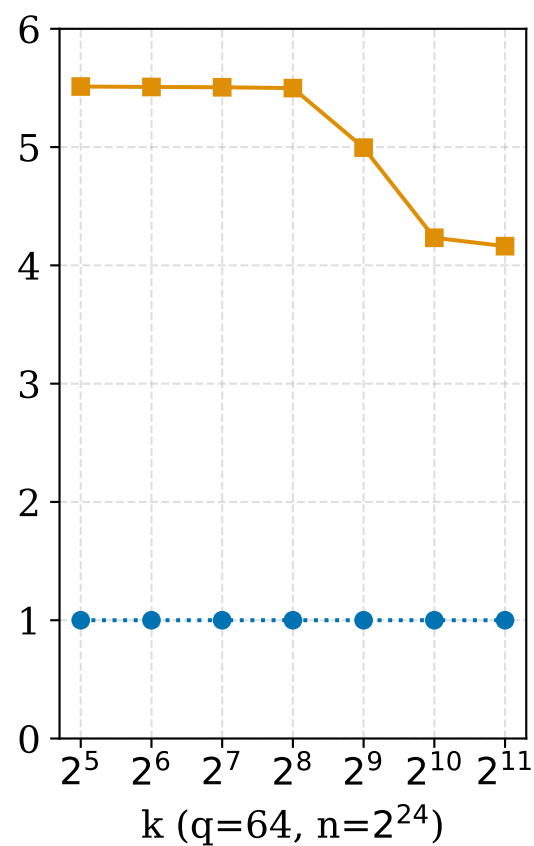


Speedup



—■— bits (sort-in-registers + buffer)    ···●··· sort-in-registers