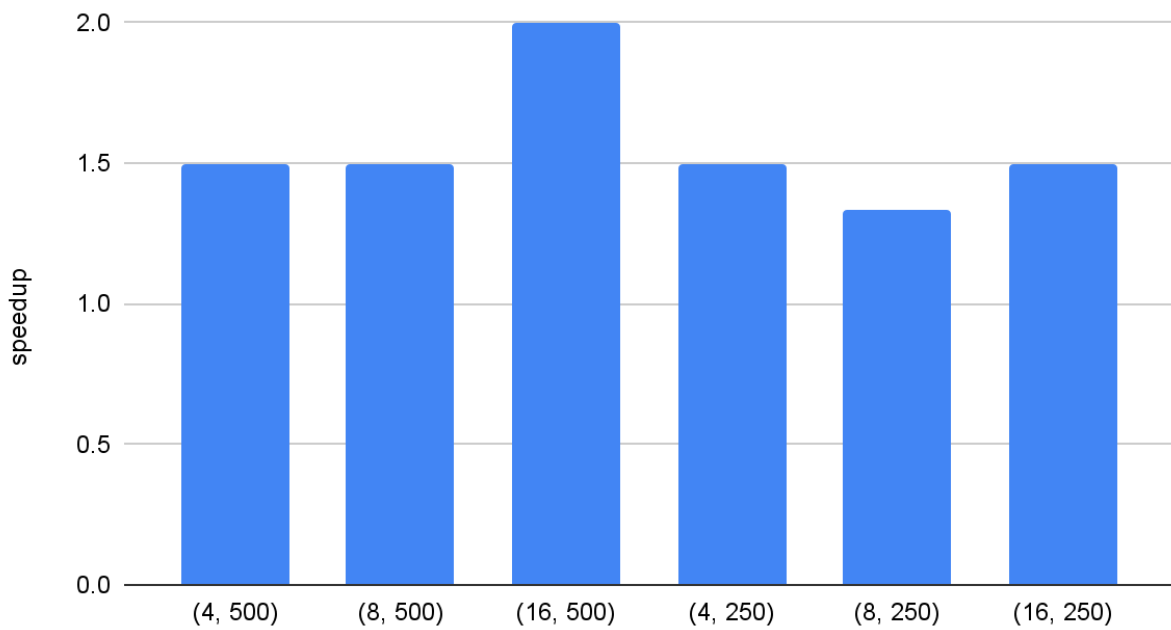


Note: Using 10 000 000 instead of 1000 000, as the latter was producing 0.00s for CPU and GPU.

with only memcpy



with malloc and free

