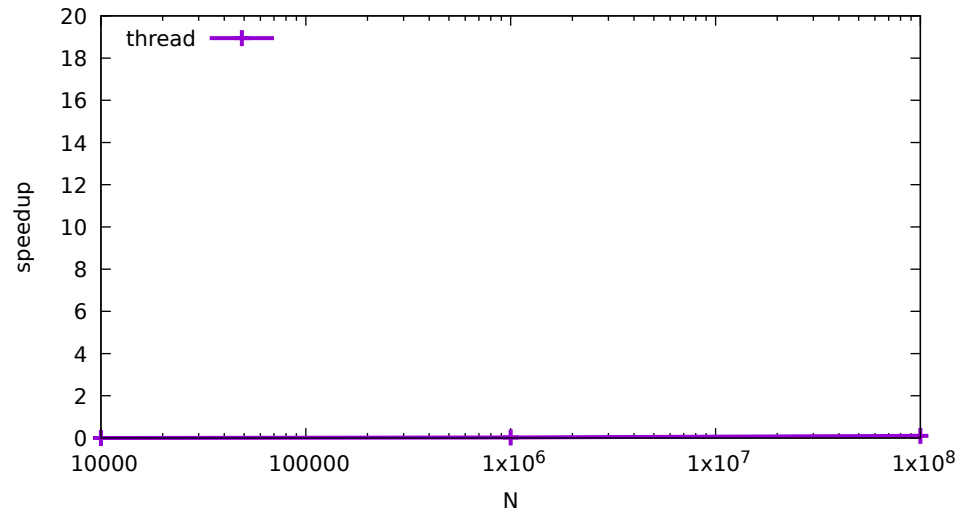
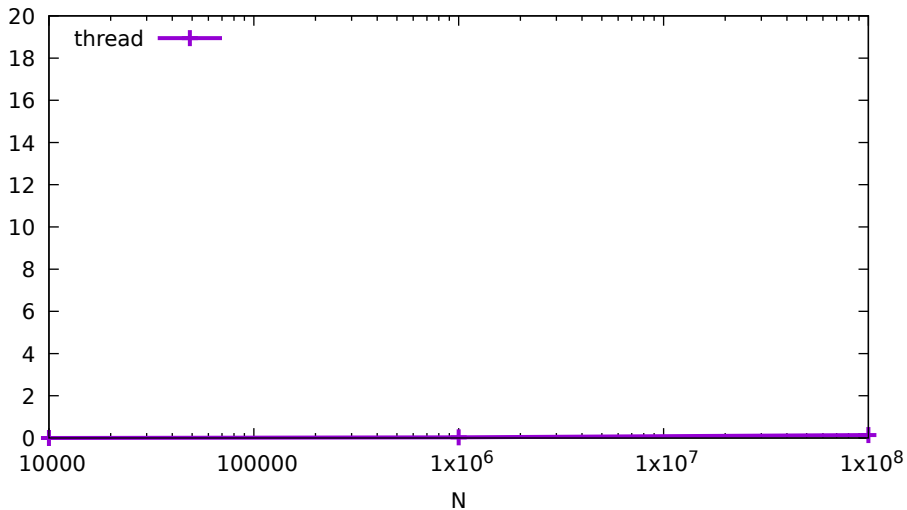


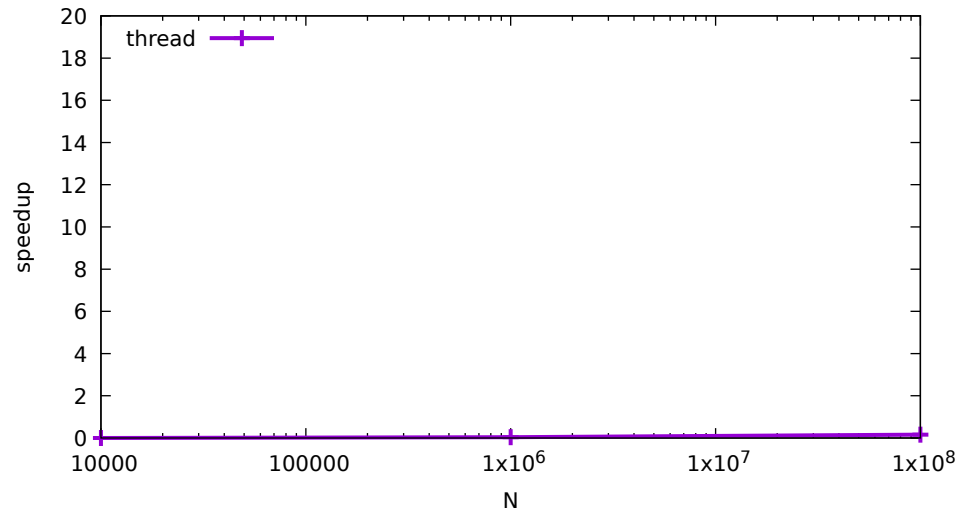
static | threads=1



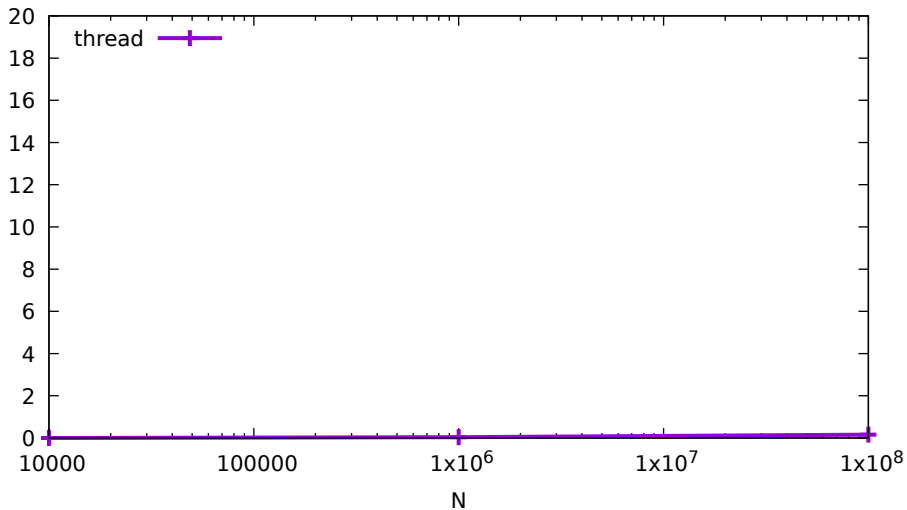
static | threads=2



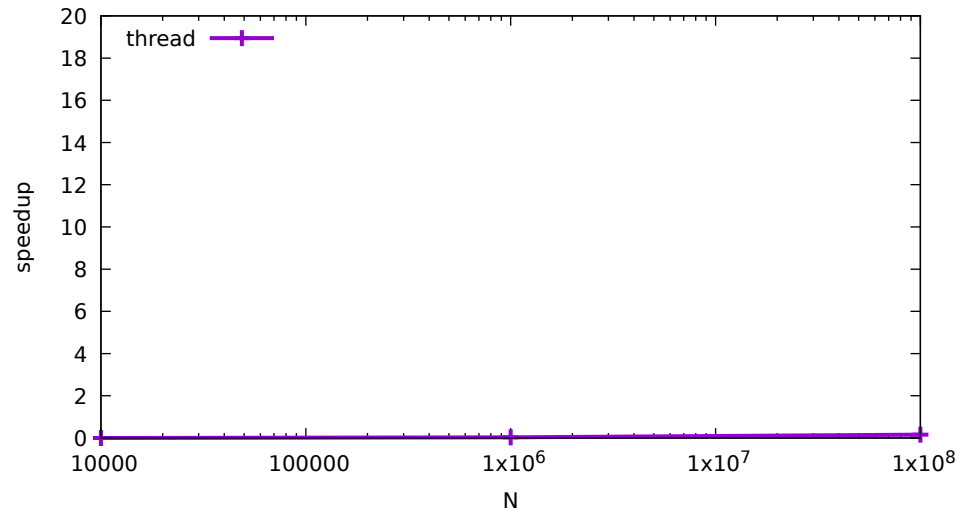
static | threads=4



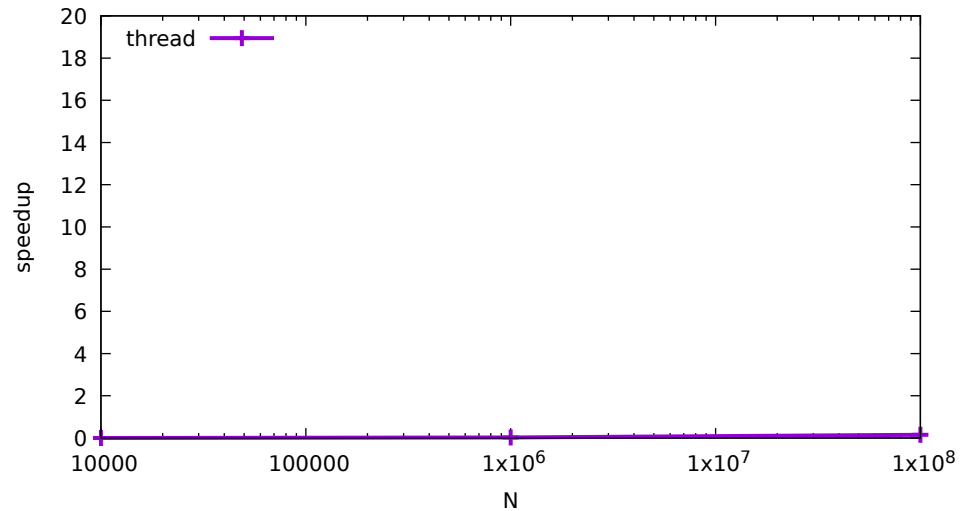
static | threads=8



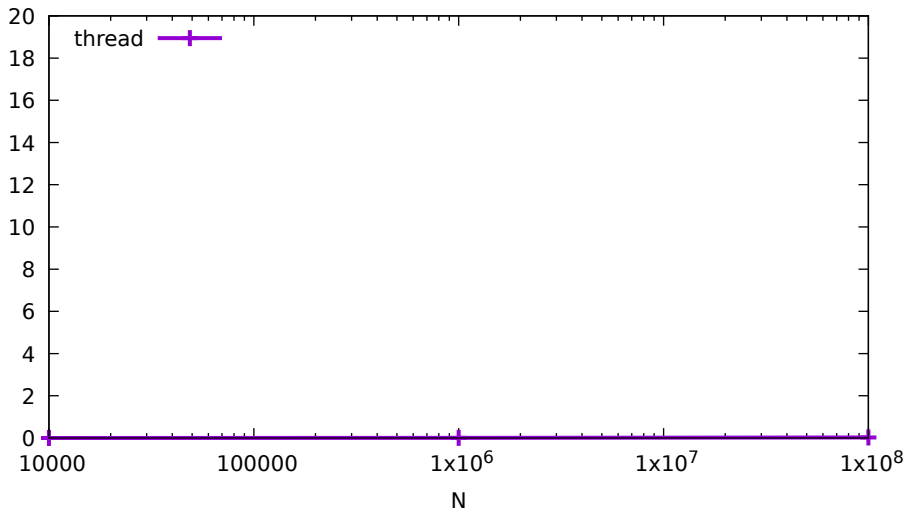
static | threads=12



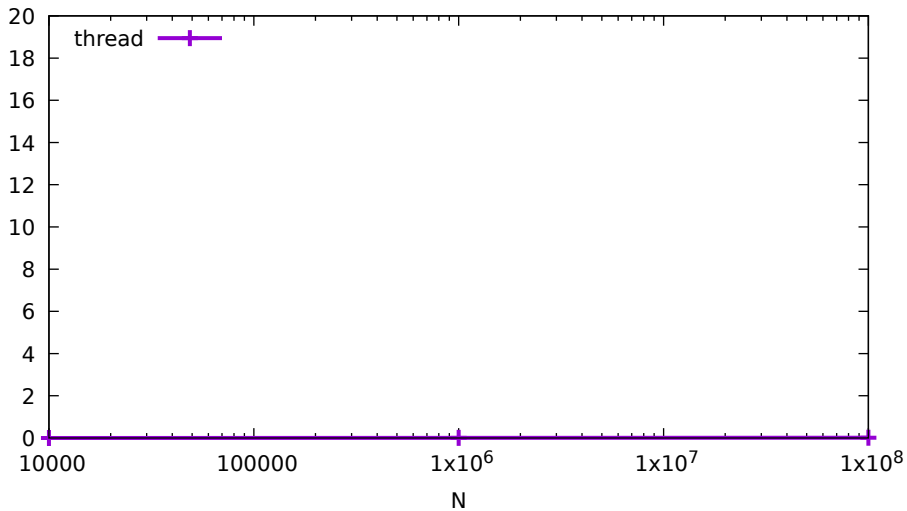
static | threads=16



dynamic | threads=1, gran=1

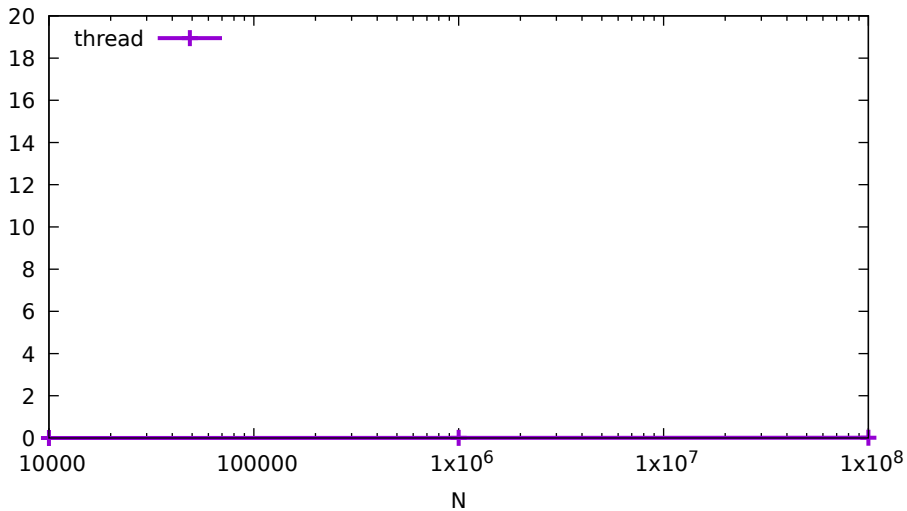


dynamic | threads=2, gran=1

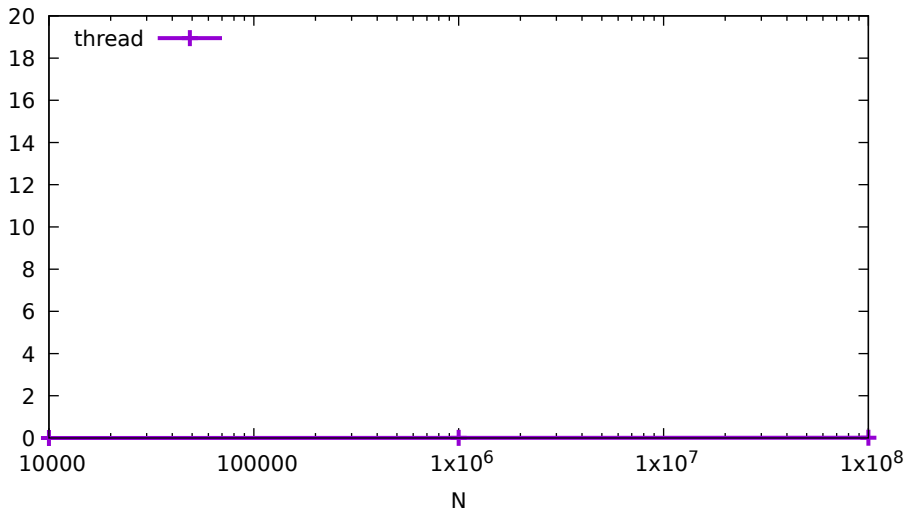




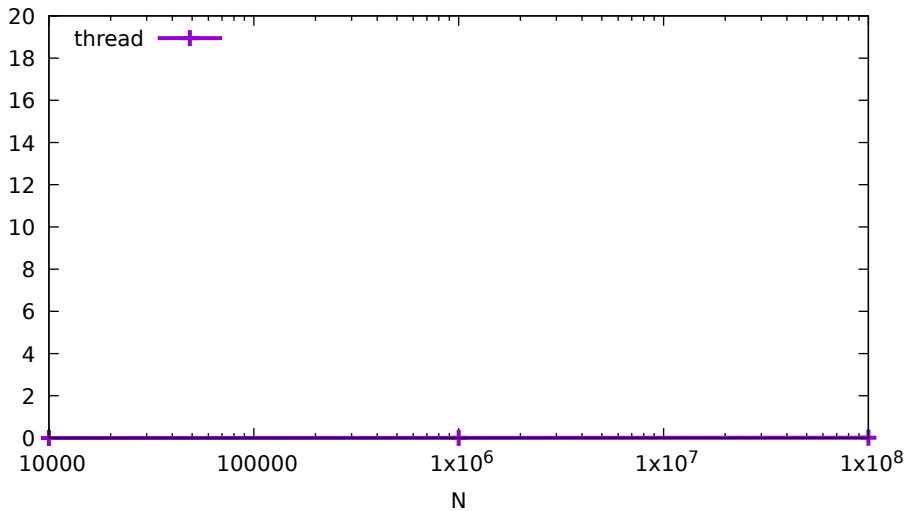
dynamic | threads=4, gran=1



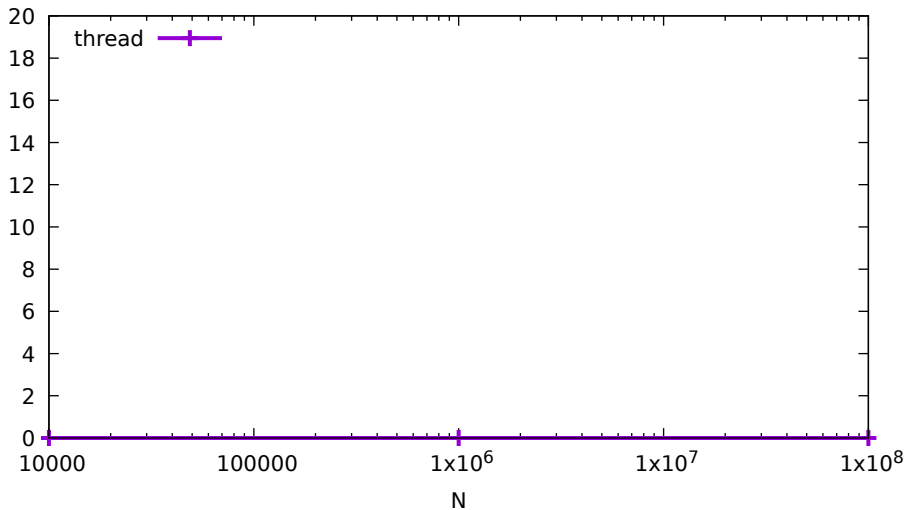
dynamic | threads=8, gran=1



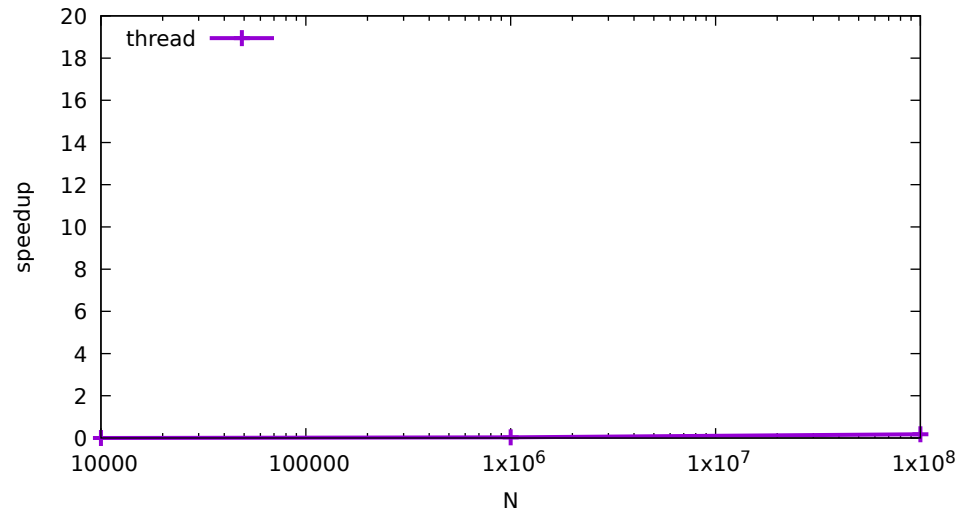
dynamic | threads=12, gran=1



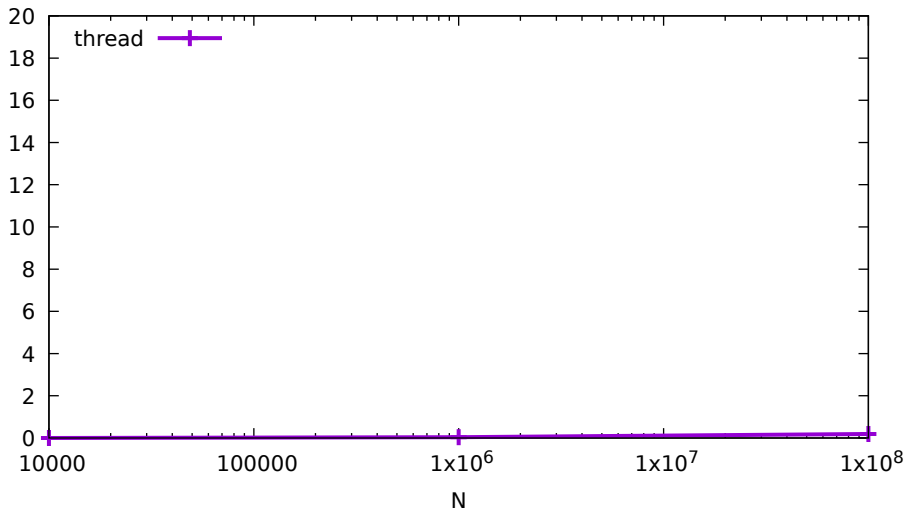
dynamic | threads=16, gran=1



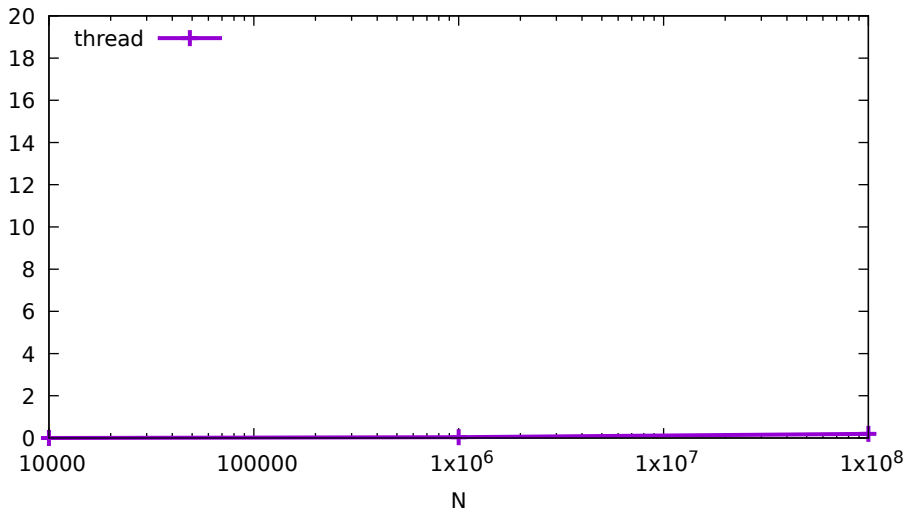
dynamic | threads=1, gran=10000



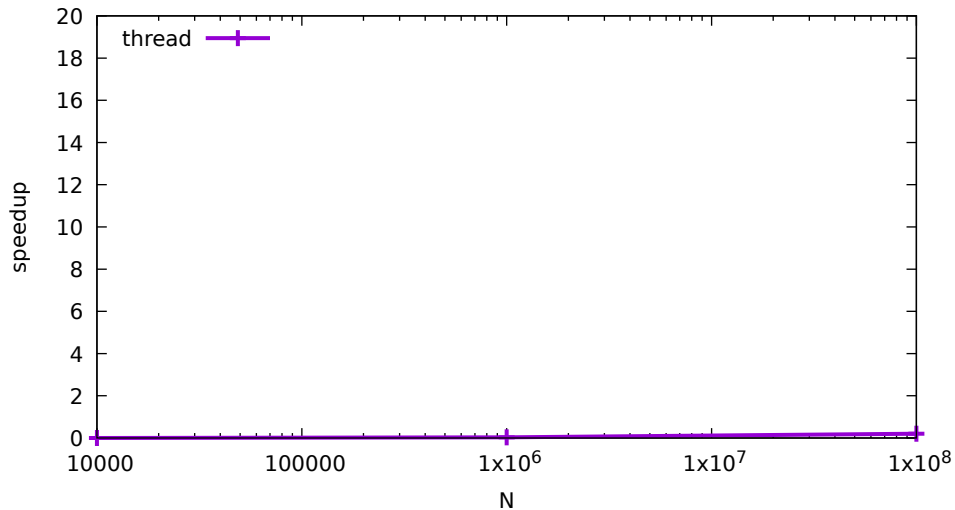
dynamic | threads=2, gran=10000



dynamic | threads=4, gran=10000

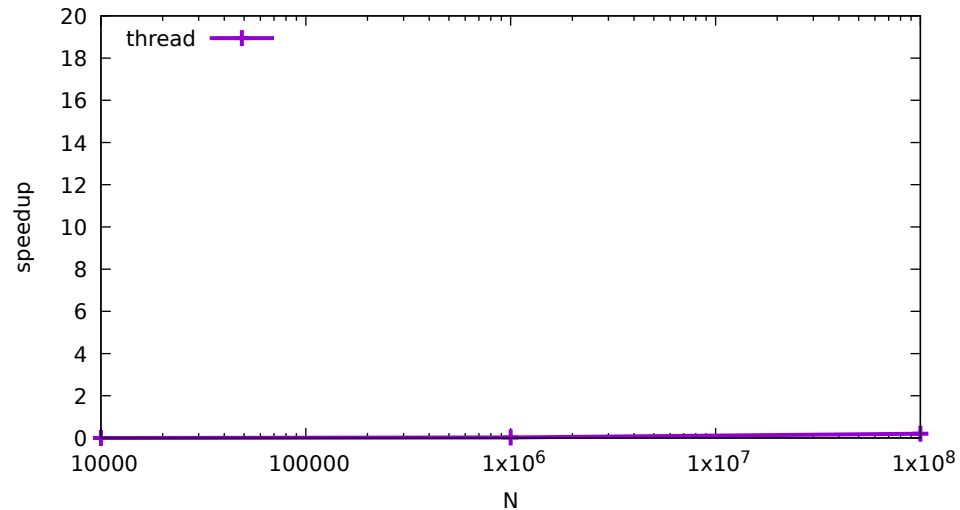


dynamic | threads=8, gran=10000

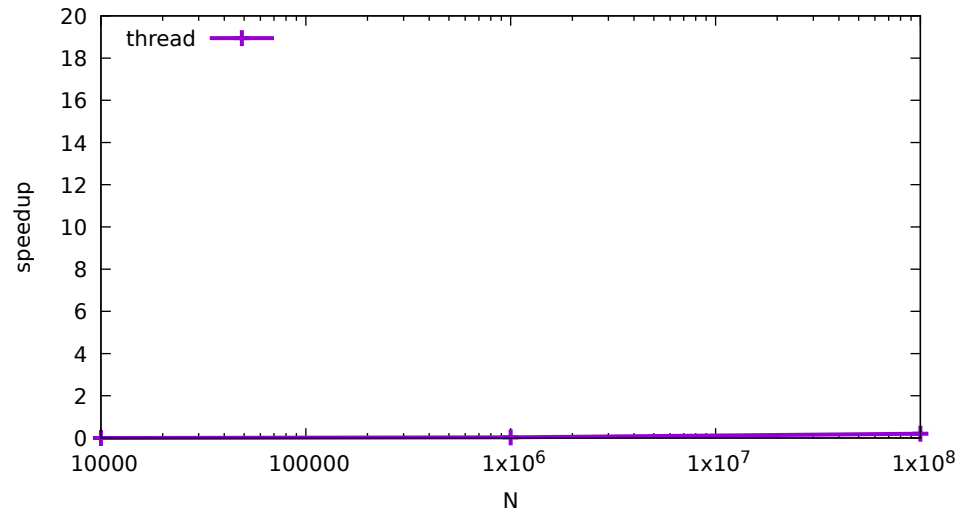




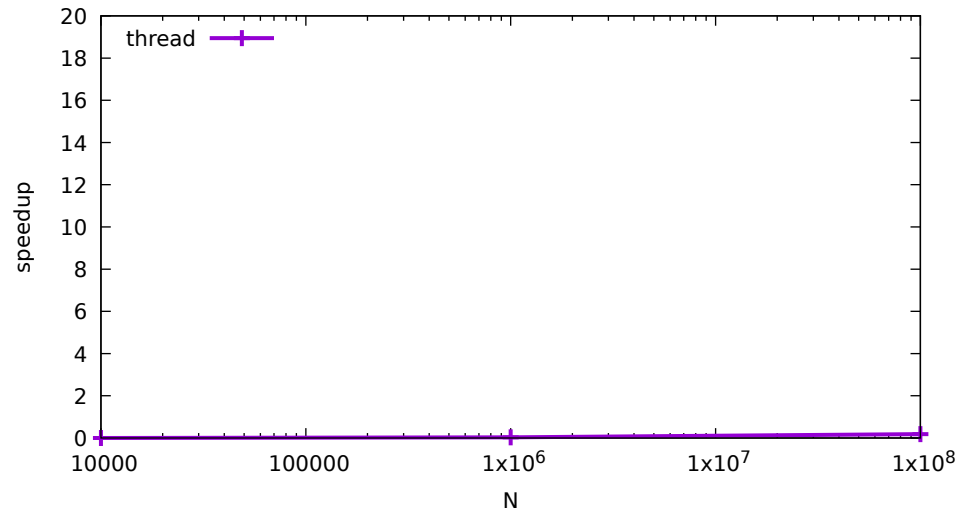
dynamic | threads=12, gran=10000



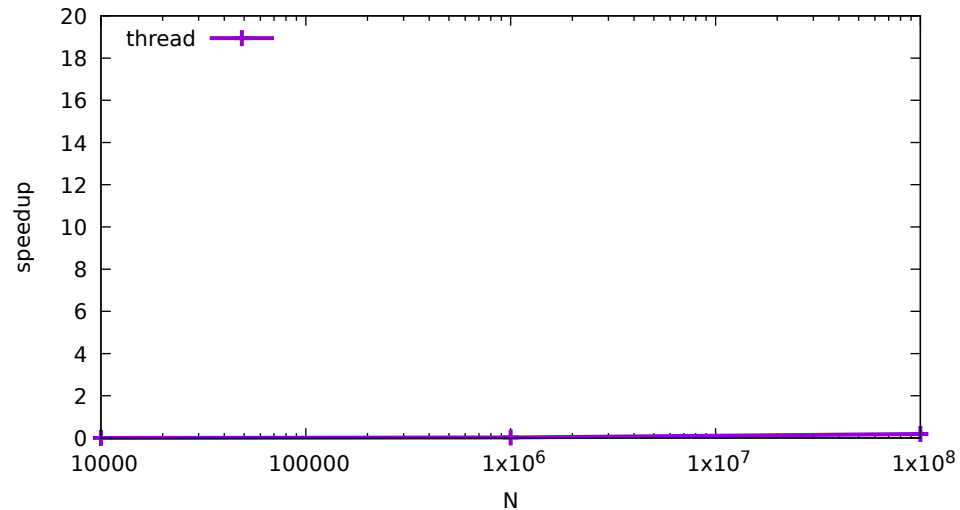
dynamic | threads=16, gran=10000



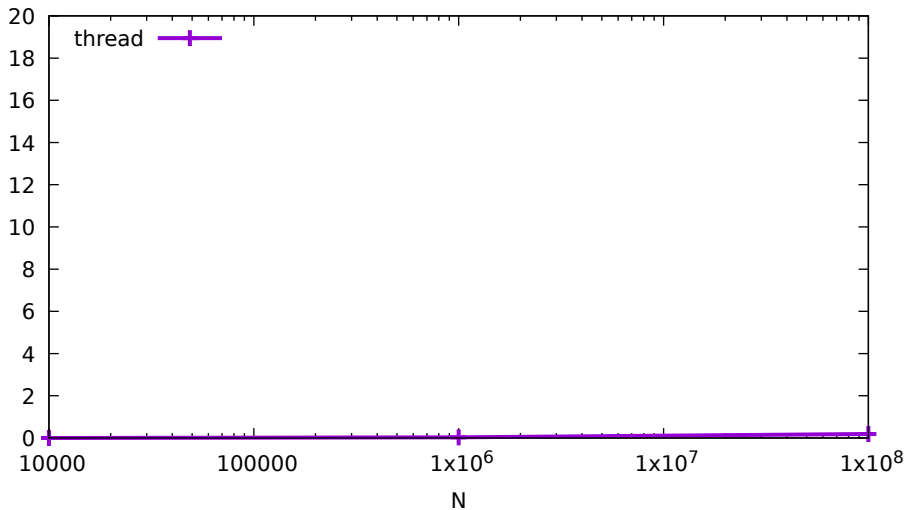
dynamic | threads=1, gran=100000



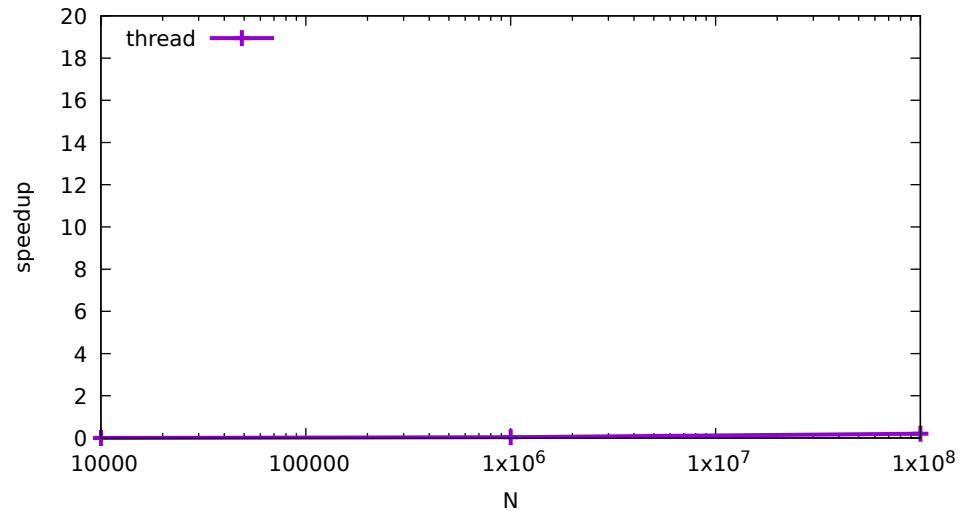
dynamic | threads=2, gran=100000



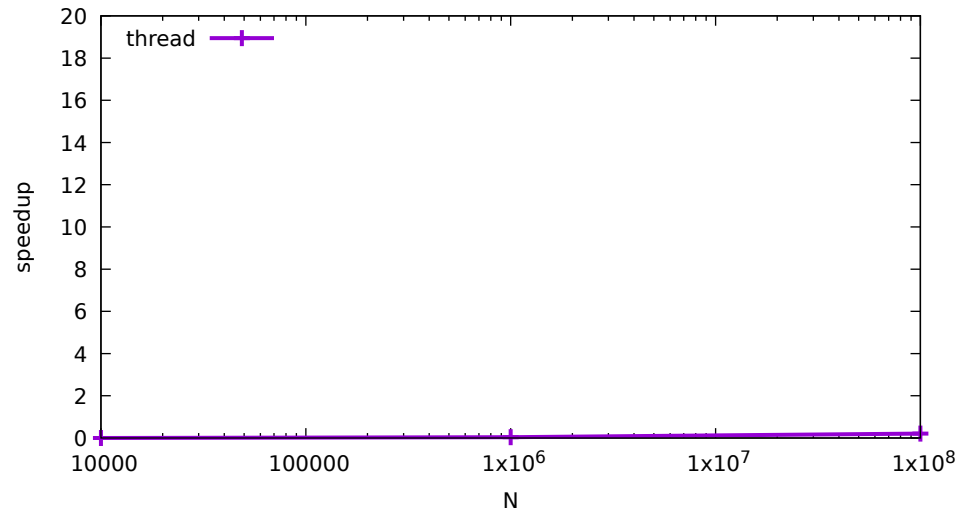
dynamic | threads=4, gran=100000



dynamic | threads=8, gran=100000



dynamic | threads=12, gran=100000



dynamic | threads=16, gran=100000

