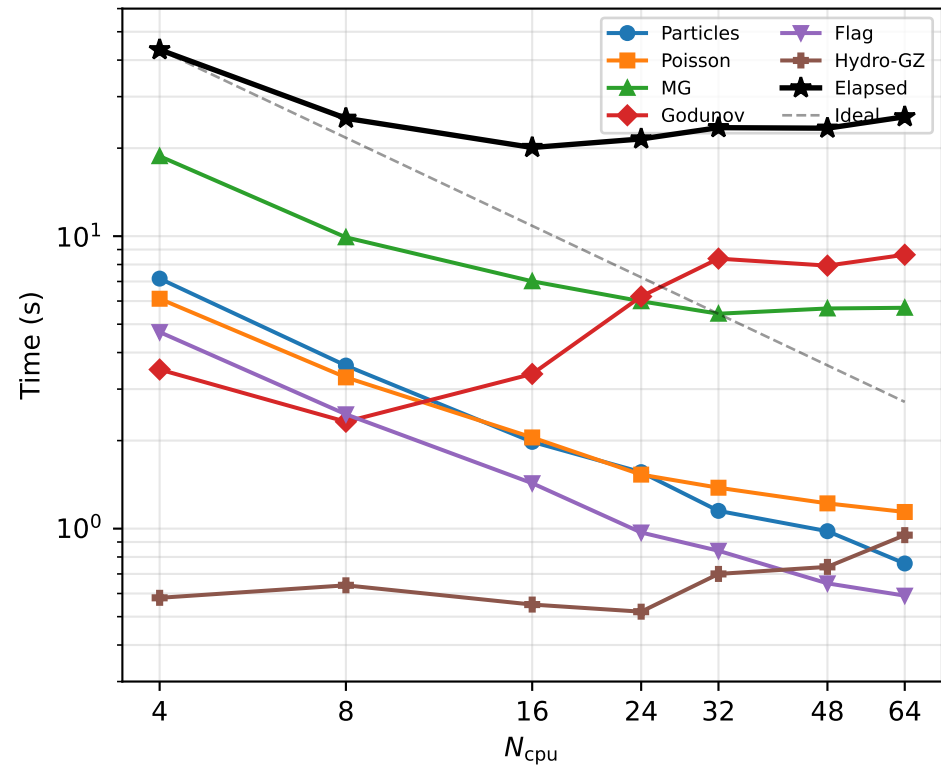


(a) Per-component timers



(b) Speedup

