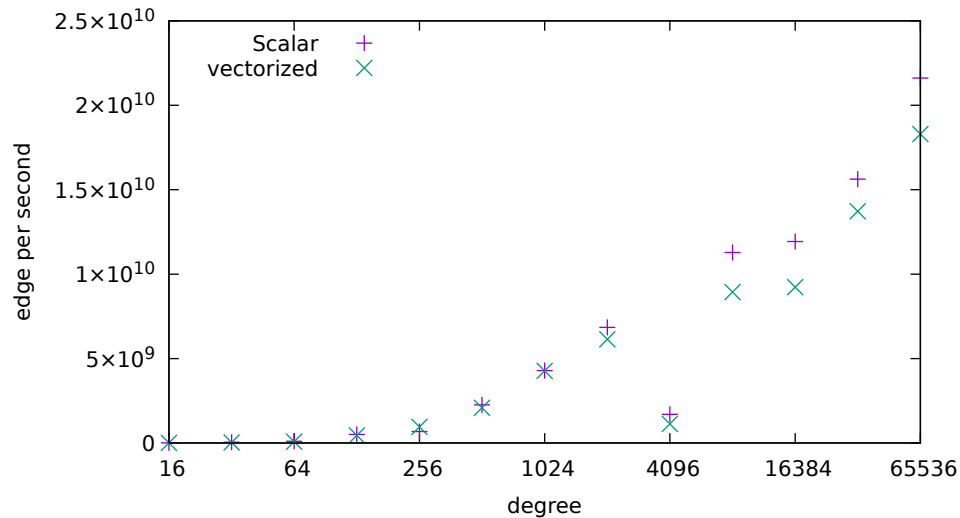
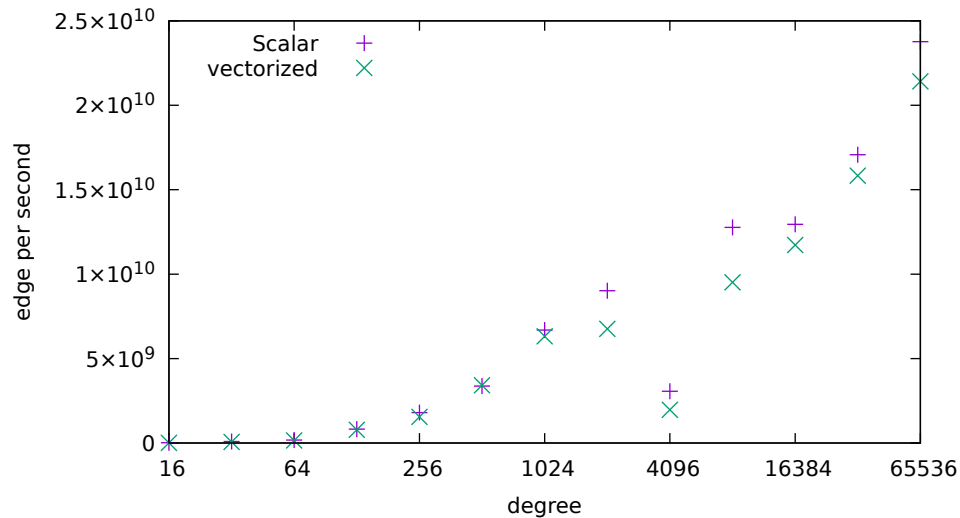


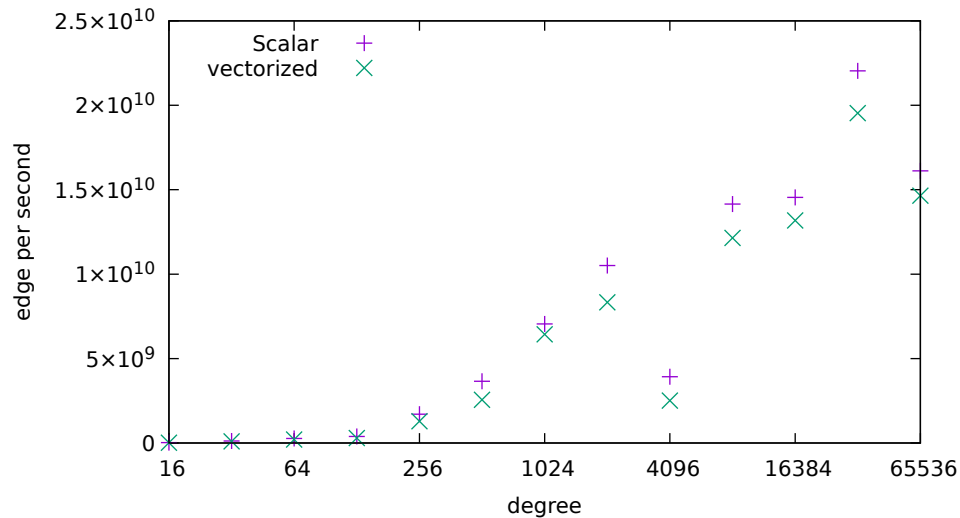
iter = 64



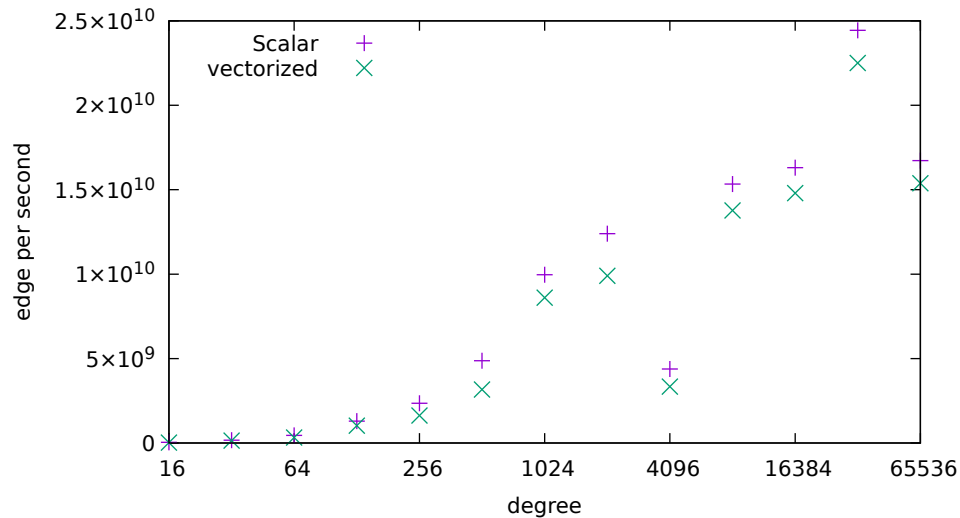
iter = 128



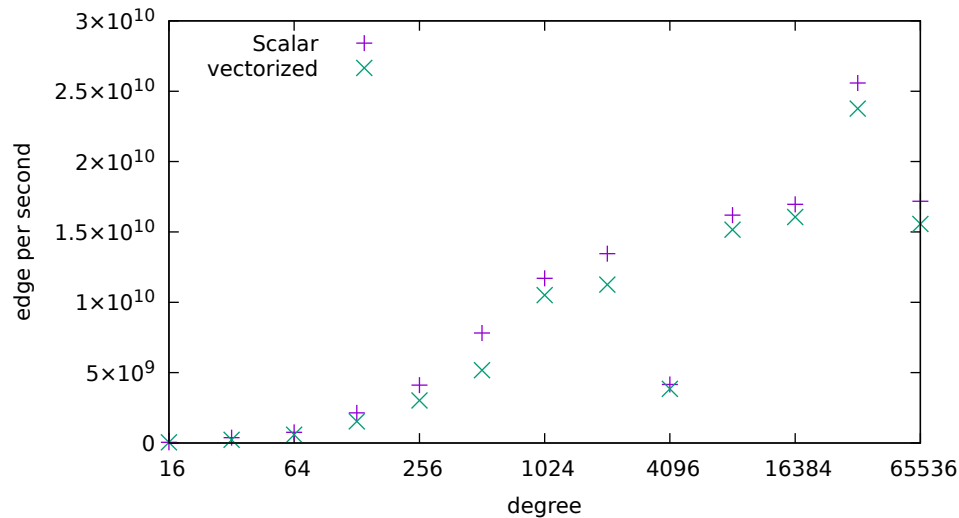
iter = 256



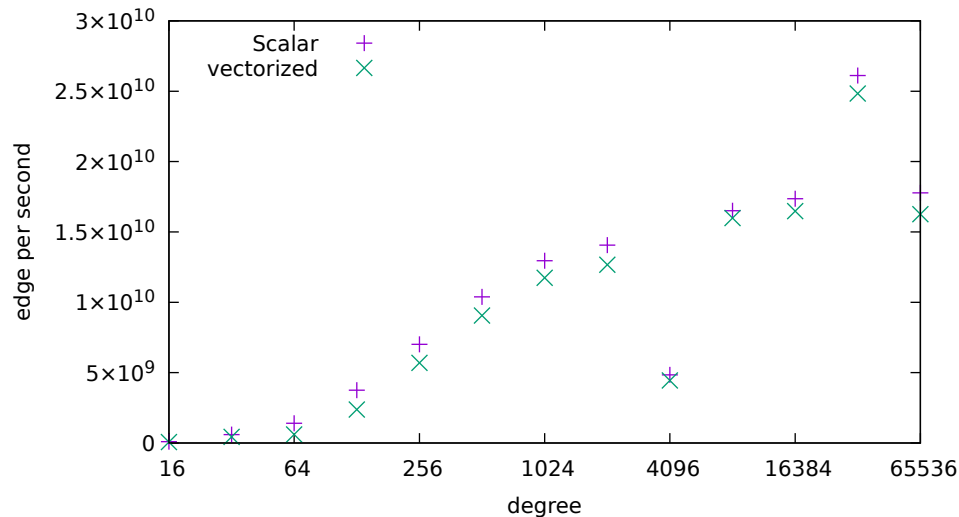
iter = 512



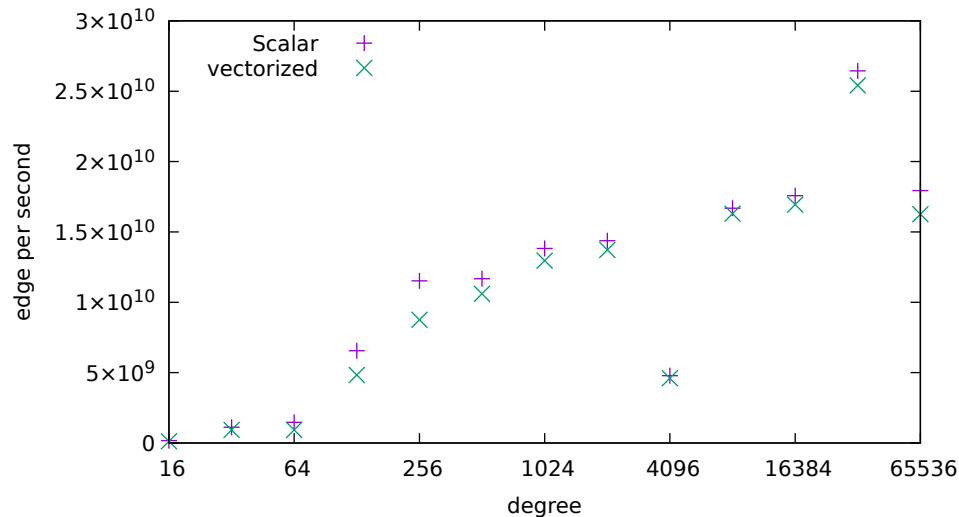
iter = 1024



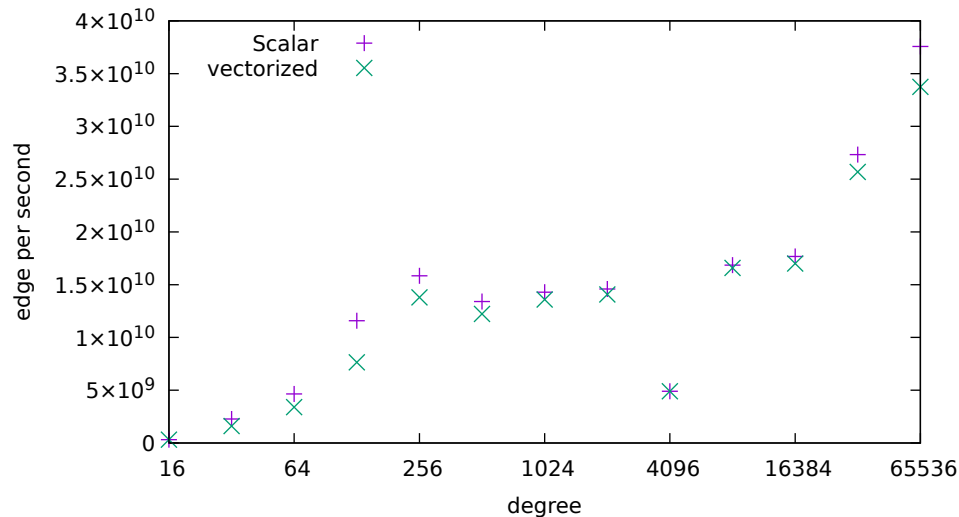
iter = 2048



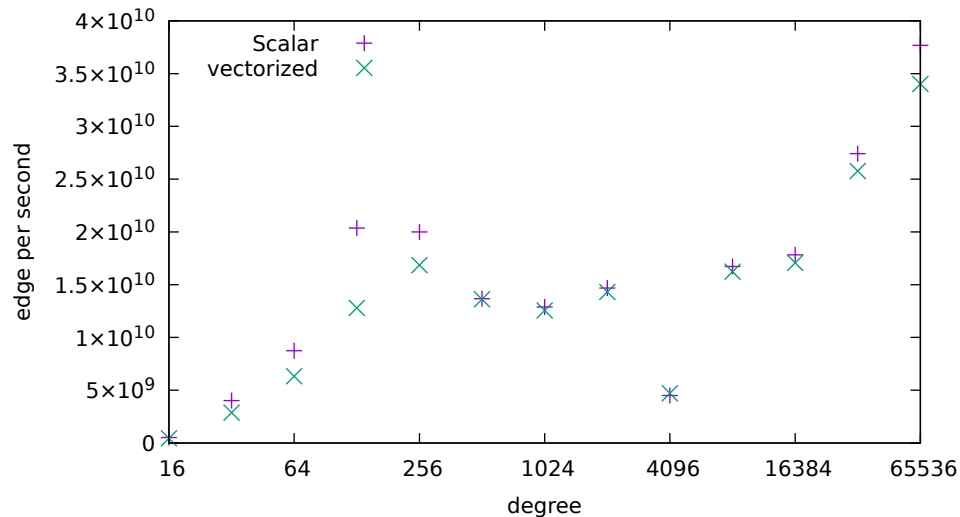
iter = 4096



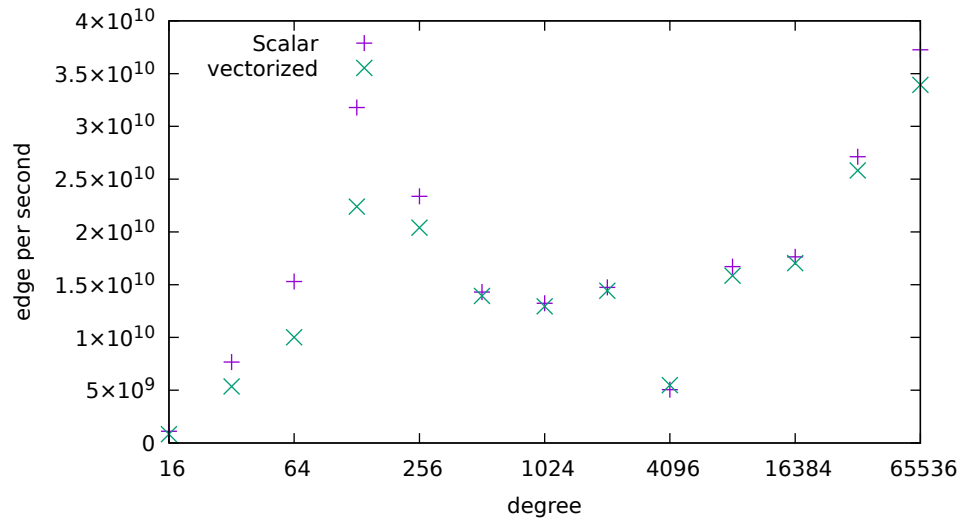
iter = 8192



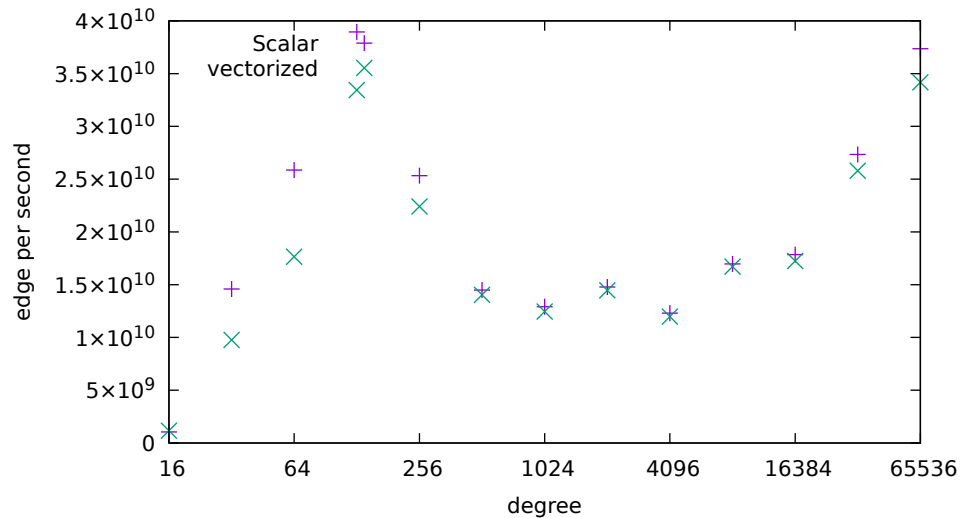
iter = 16384



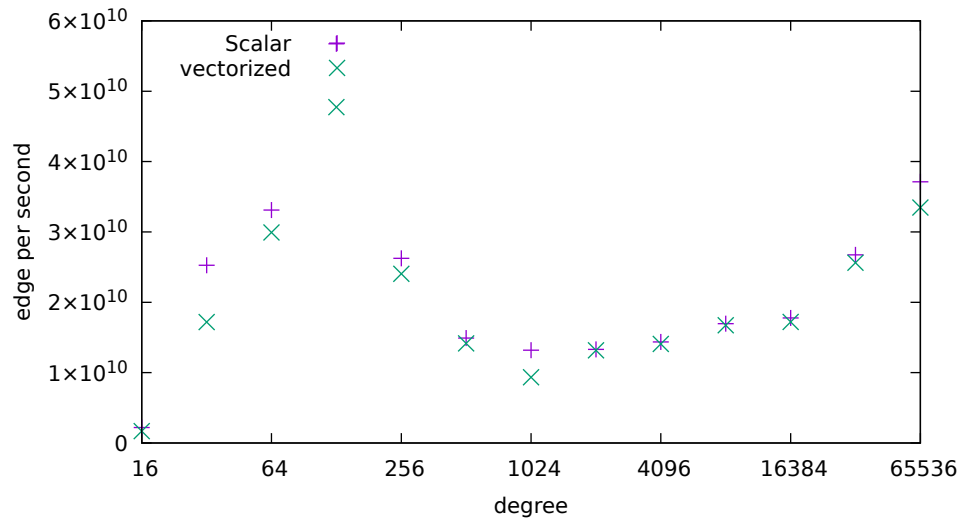
iter = 32768



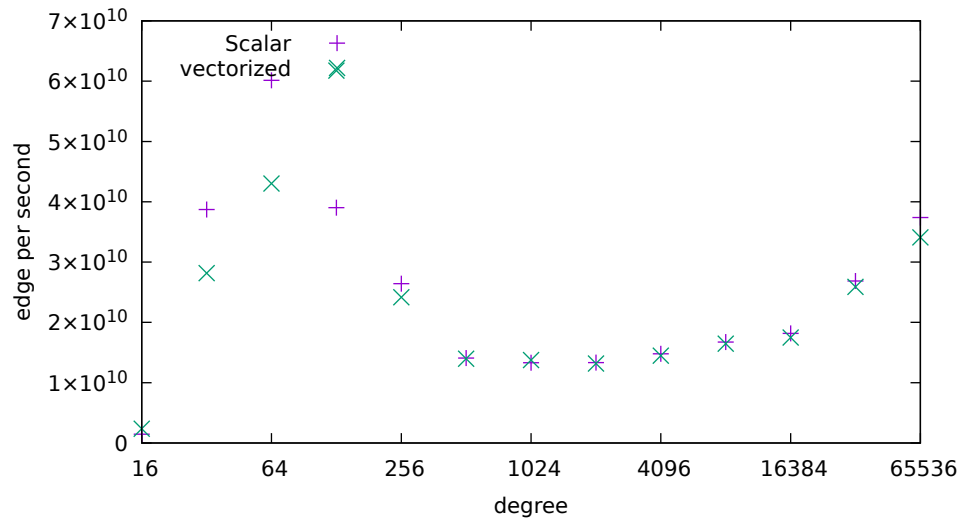
iter = 65536



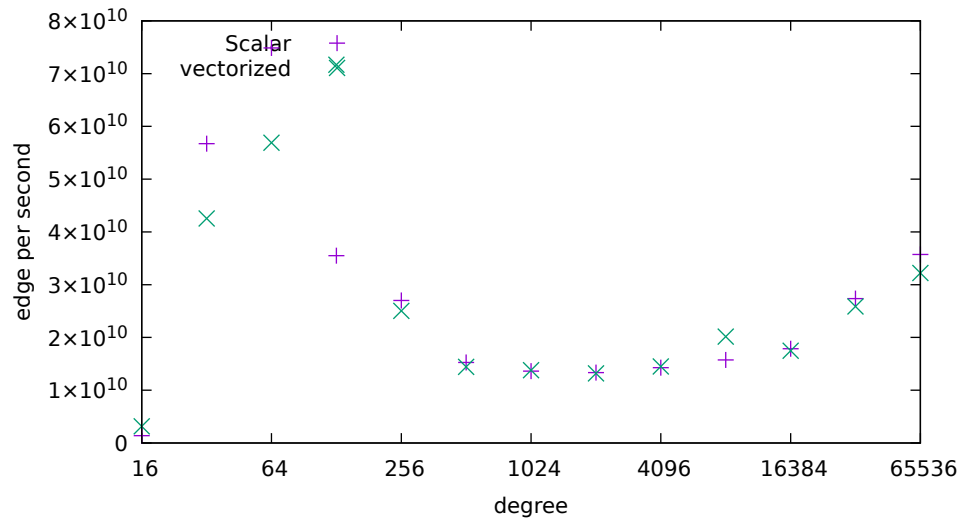
iter = 131072



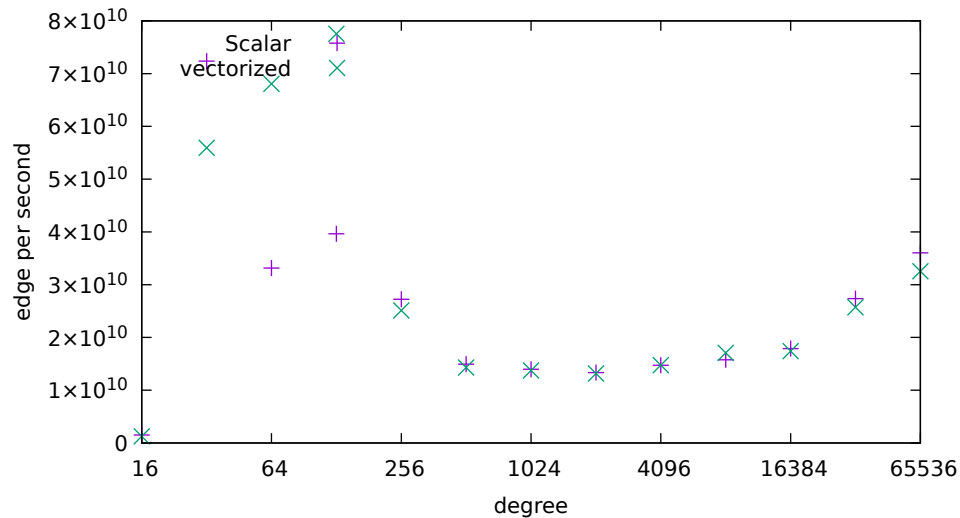
iter = 262144



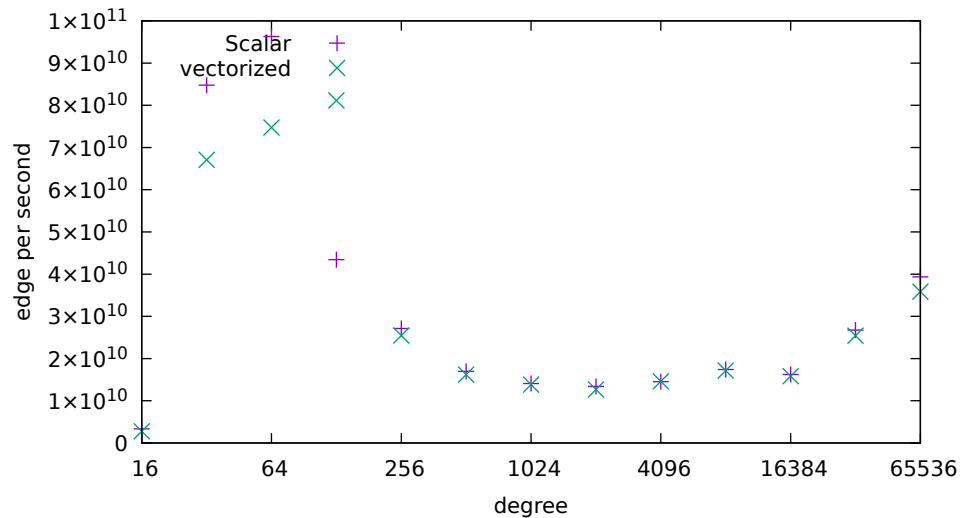
iter = 524288



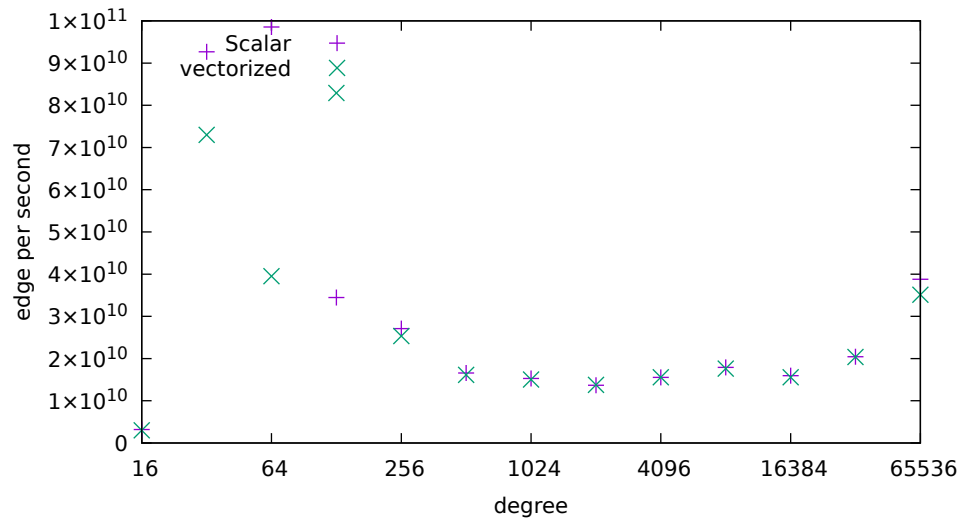
iter = 1048576



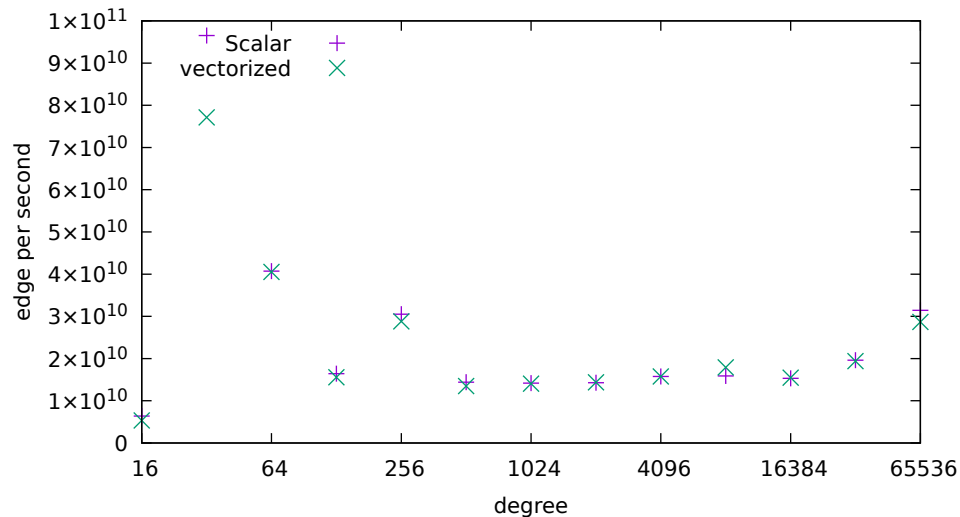
iter = 2097152



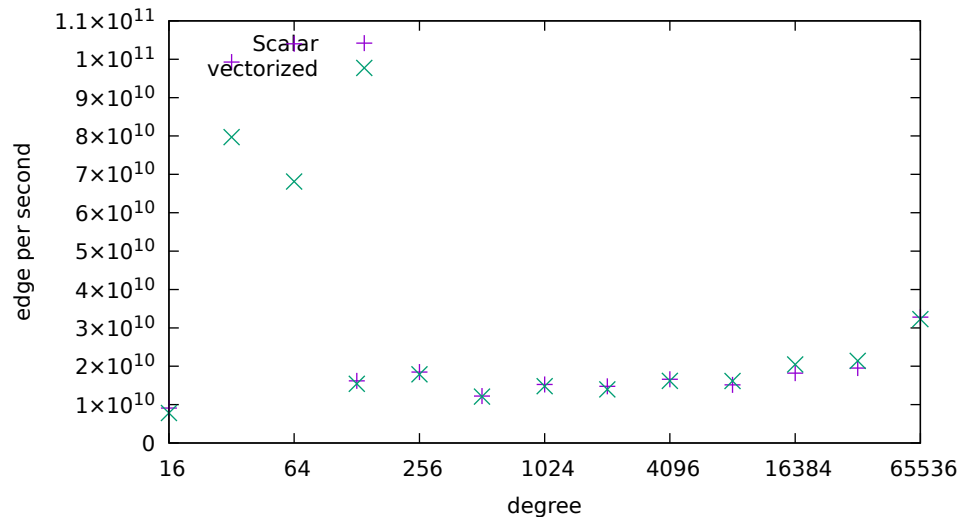
iter = 4194304



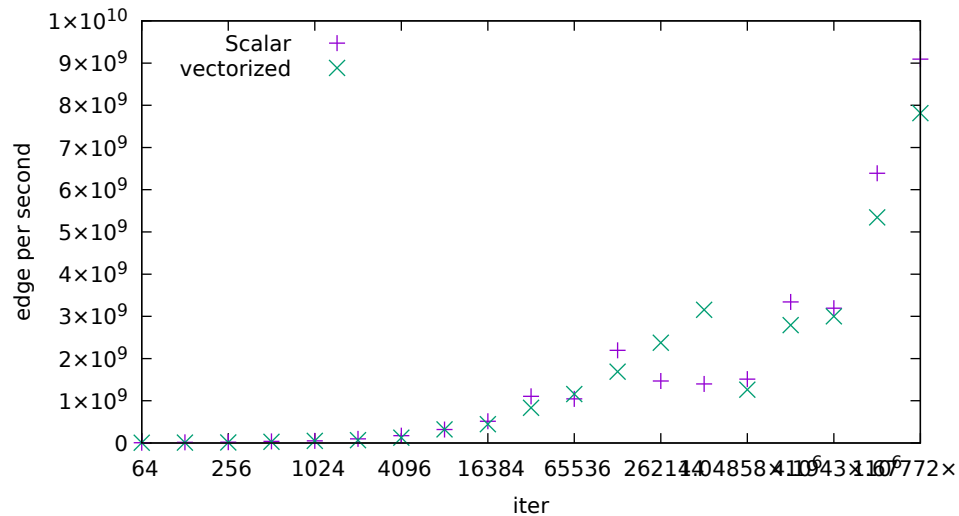
iter = 8388608



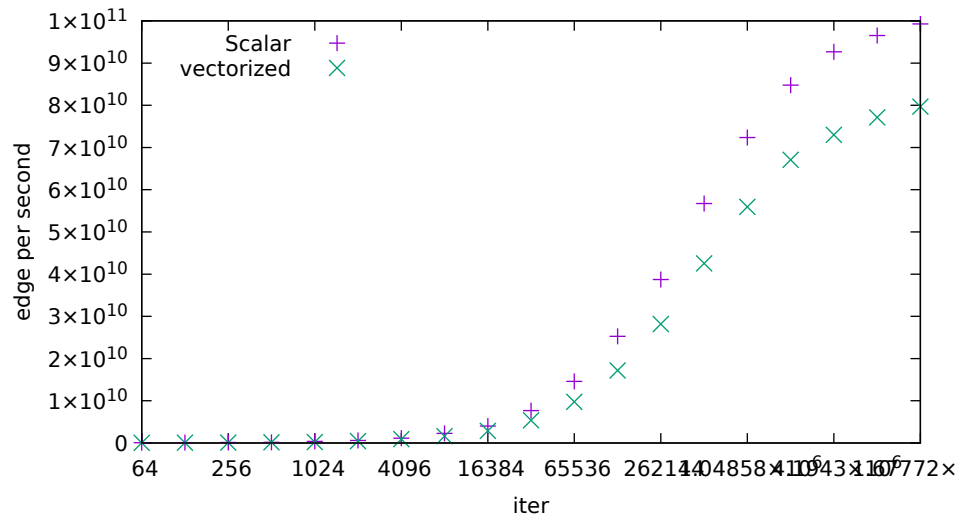
iter = 16777216



degree = 16



degree = 32



degree = 64

1.2×10^{11}

Scalar
vectorized

+

x

1×10^{11}

8×10^{10}

6×10^{10}

4×10^{10}

2×10^{10}

0

64

256

1024

4096

16384

65536

262144

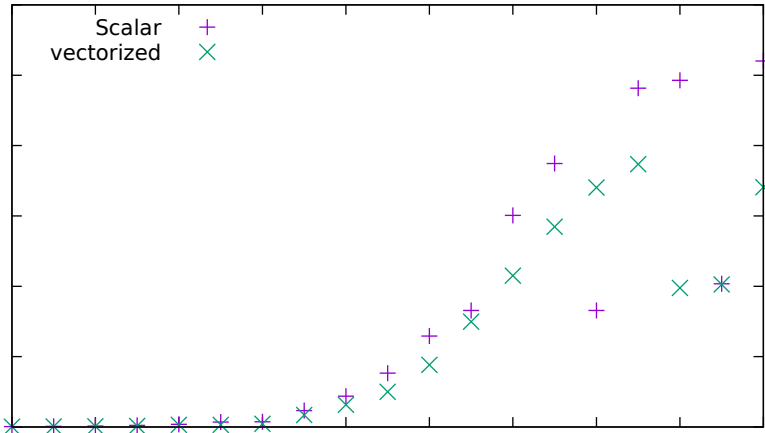
1048576

4194304

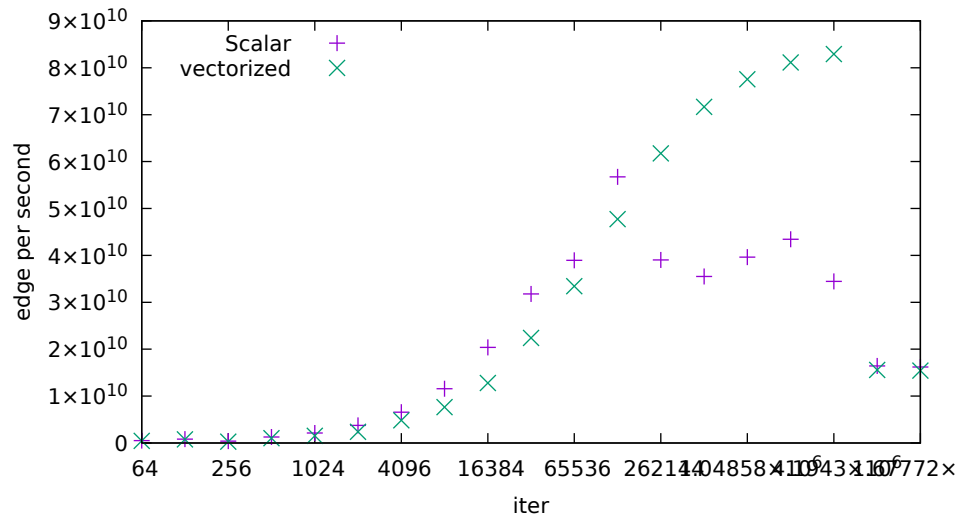
16772160

iter

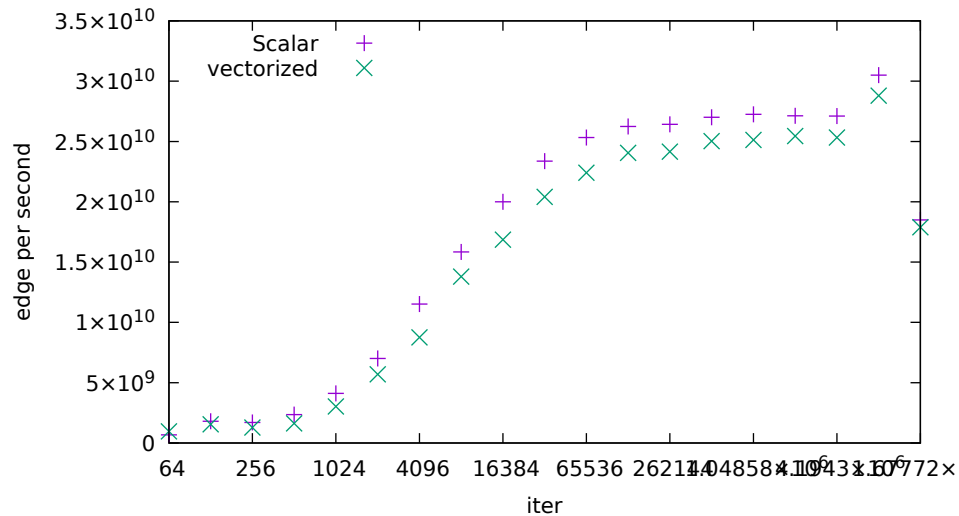
edge per second



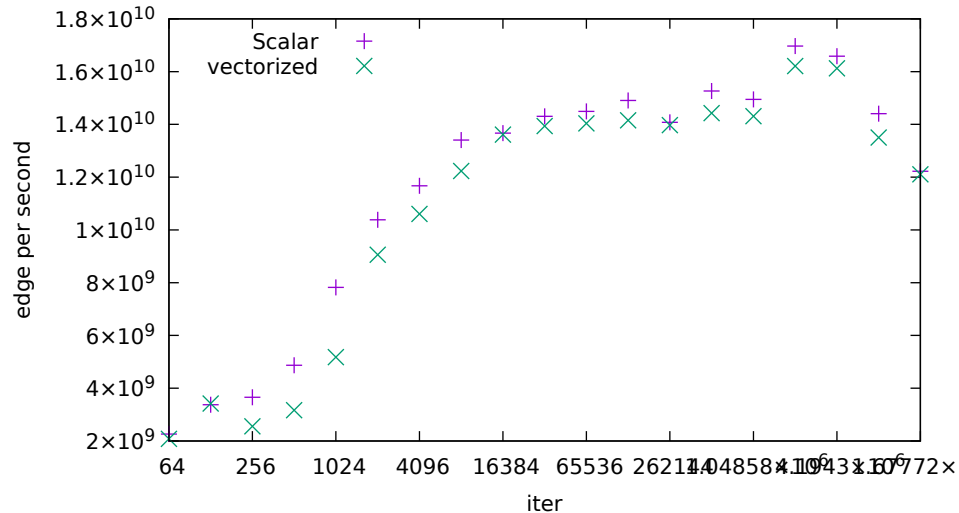
degree = 128



degree = 256



degree = 512



degree = 1024

Scalar
vectorized

edge per second

1.6×10^{10}

1.4×10^{10}

1.2×10^{10}

1×10^{10}

8×10^9

6×10^9

4×10^9

64

256

1024

4096

16384

65536

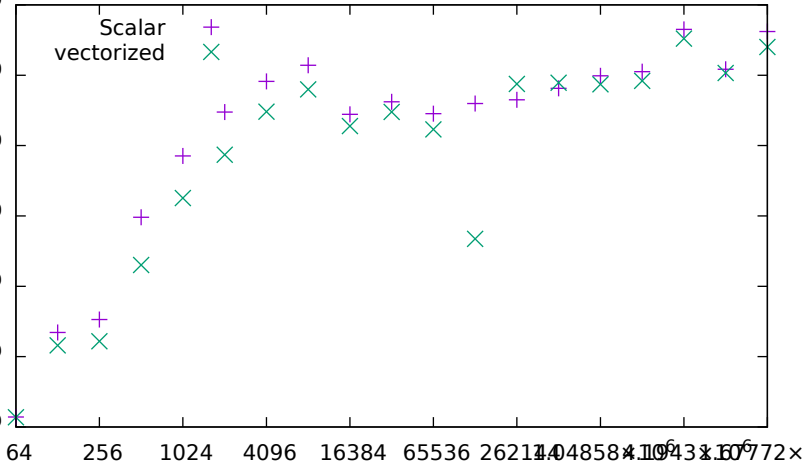
262144

1048576

4194304

16772160

iter



degree = 2048

Scalar
vectorized

edge per second

1.5×10^{10}

1.4×10^{10}

1.3×10^{10}

1.2×10^{10}

1.1×10^{10}

1×10^{10}

9×10^9

8×10^9

7×10^9

6×10^9

64

256

1024

4096

16384

65536

262144

1048576

4194304

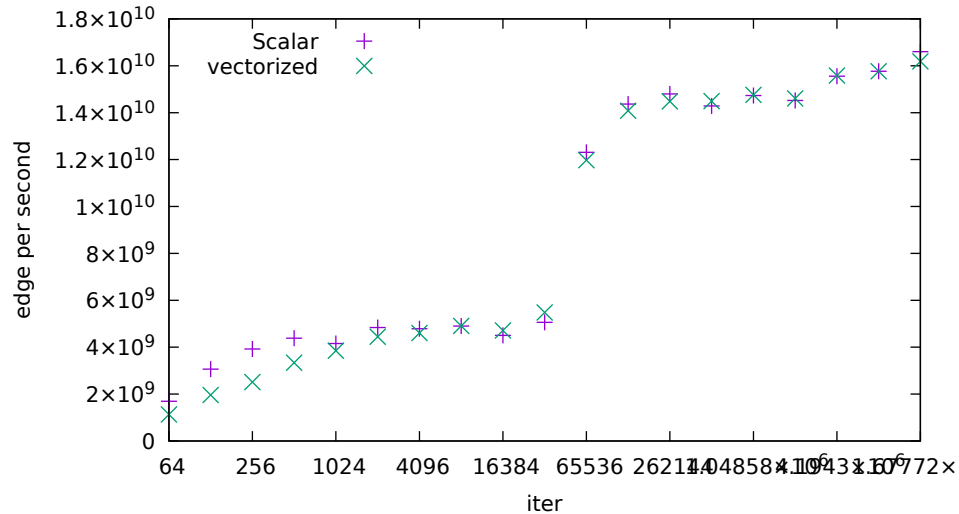
16772160

iter

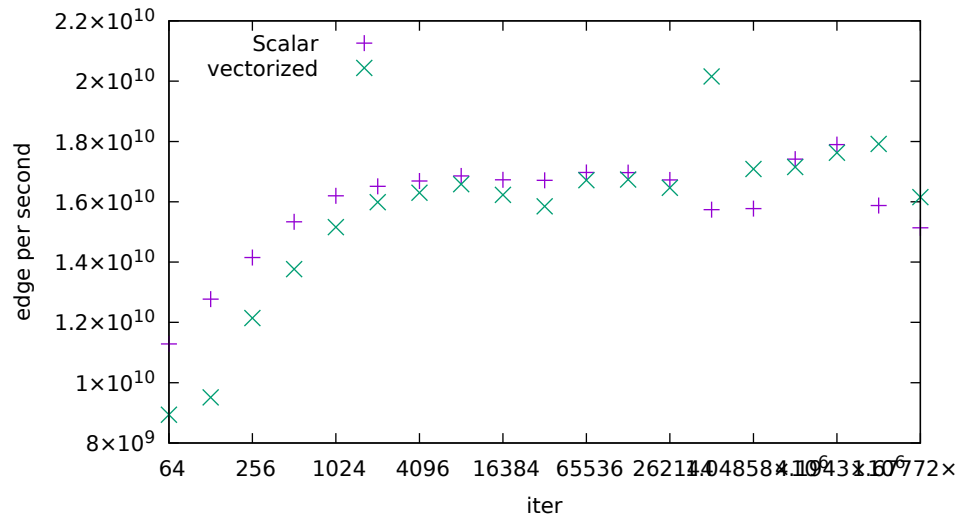
64 256 1024 4096 16384 65536 262144 1048576 4194304 16772160

64 256 1024 4096 16384 65536 262144 1048576 4194304 16772160

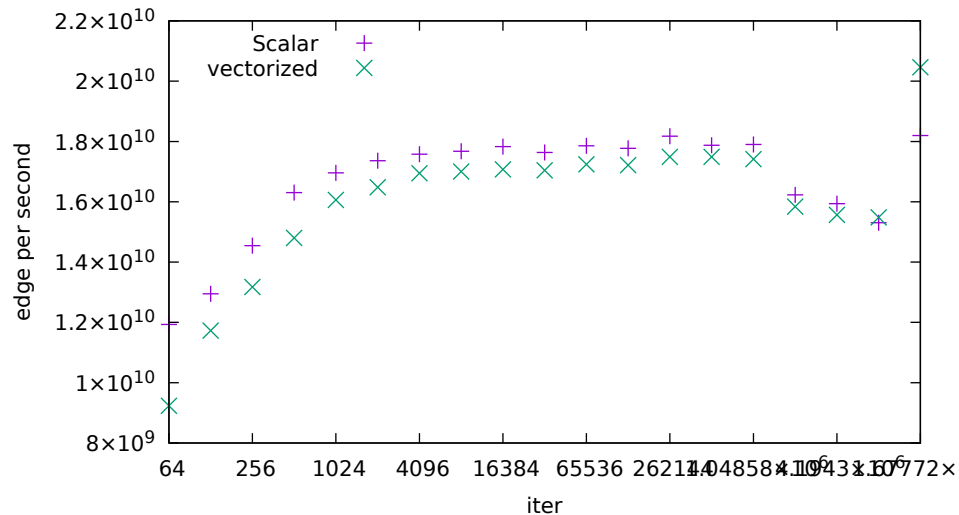
degree = 4096



degree = 8192



degree = 16384



degree = 32768

Scalar
vectorized

edge per second

2.8×10^{10}

2.6×10^{10}

2.4×10^{10}

2.2×10^{10}

2×10^{10}

1.8×10^{10}

1.6×10^{10}

1.4×10^{10}

1.2×10^{10}

64

256

1024

4096

16384

65536

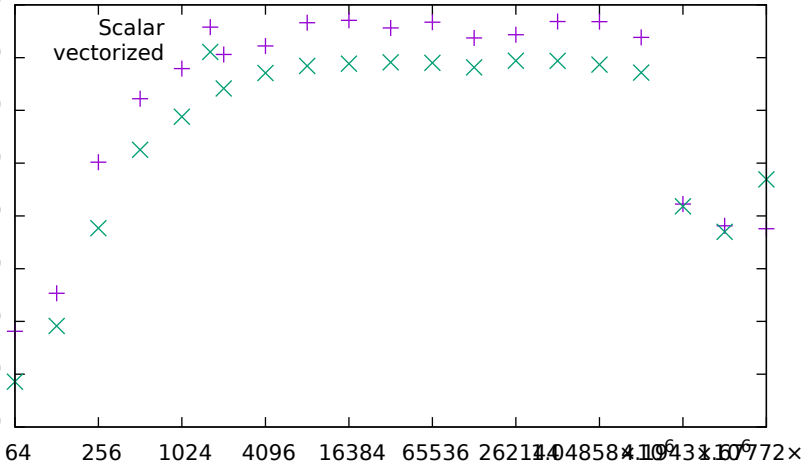
262144

1048576

4194304

iter

16772x



degree = 65536

