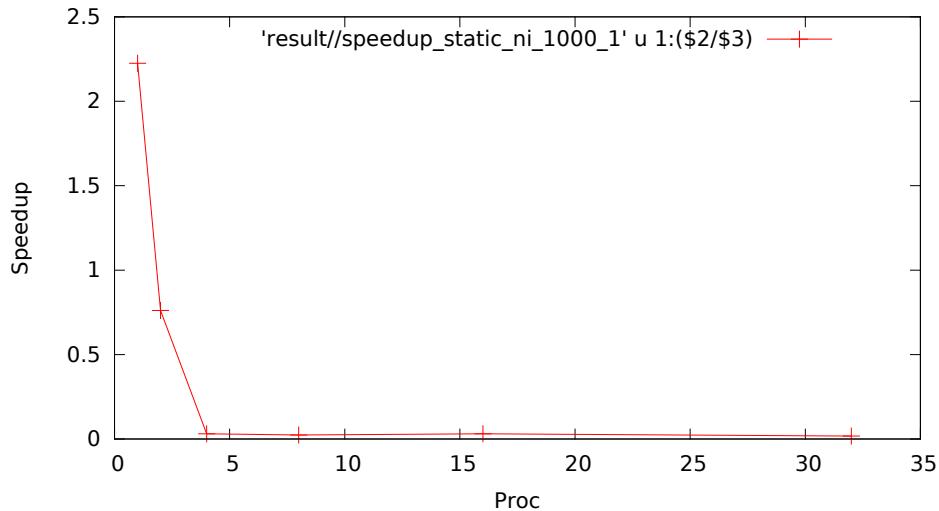


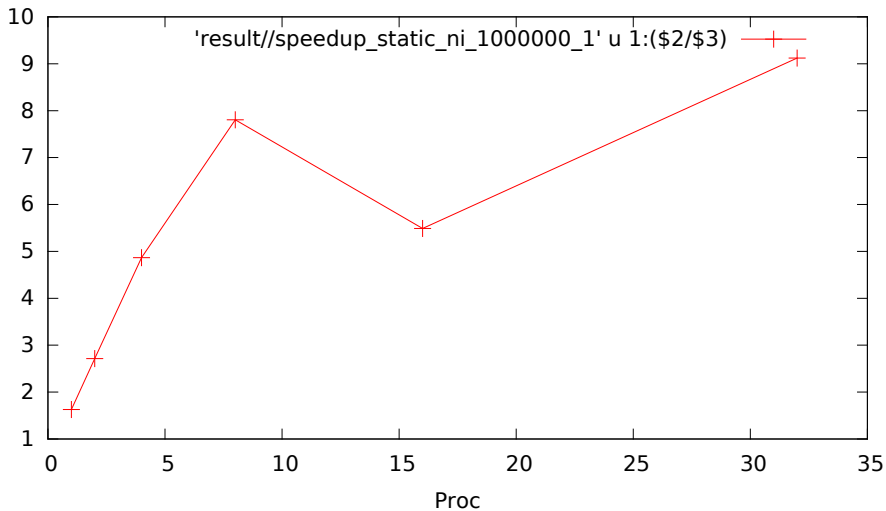
strong scaling. n=1000 i=1



strong scaling. n=1000000 i=1

'result//speedup\_static\_ni\_1000000\_1' u 1:(\$2/\$3)

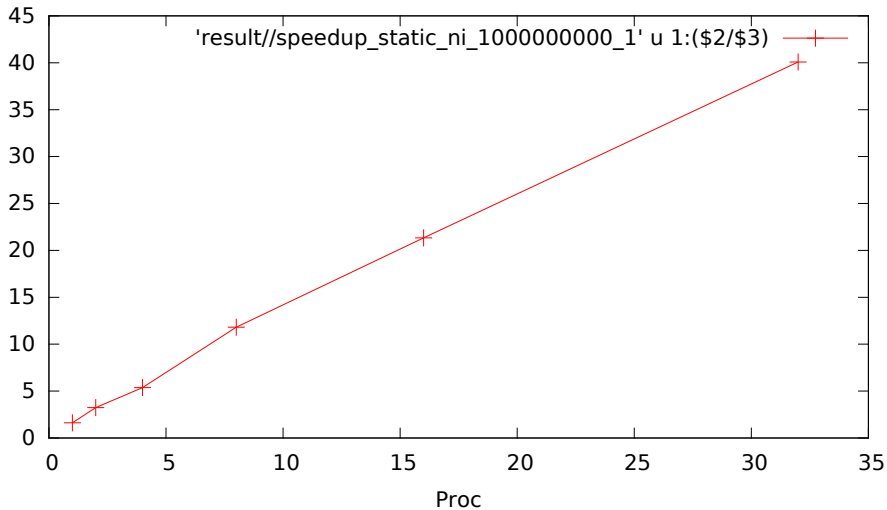
Speedup



strong scaling. n=1000000000 i=1

'result//speedup\_static\_ni\_1000000000\_1' u 1:(\$2/\$3)

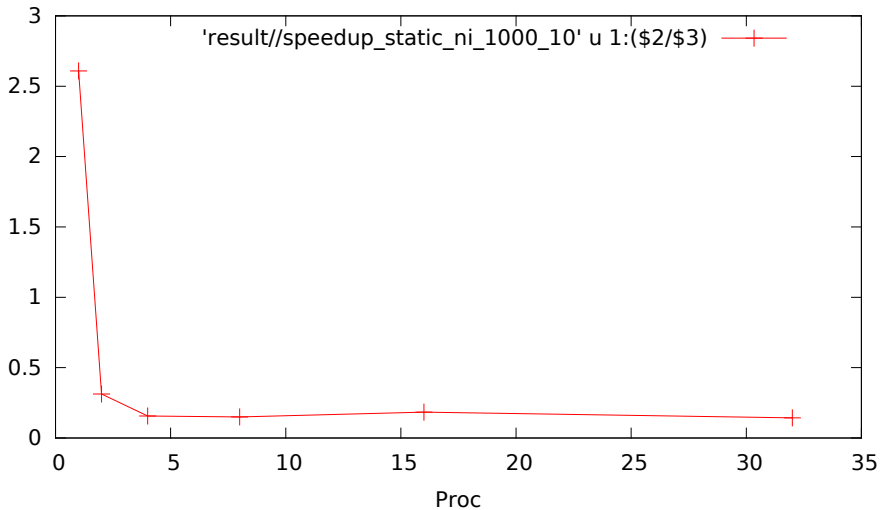
Speedup



strong scaling. n=1000 i=10

'result//speedup\_static\_ni\_1000\_10' u 1:(\$2/\$3)

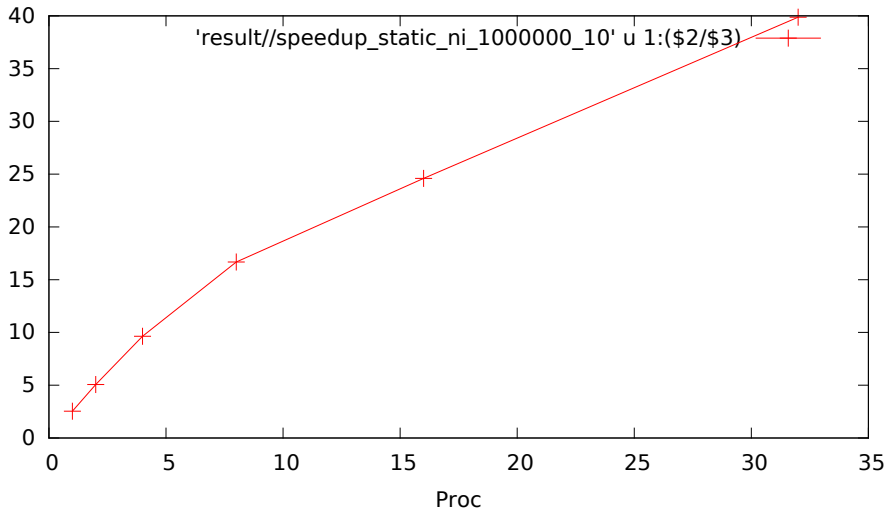
Speedup



strong scaling. n=1000000 i=10

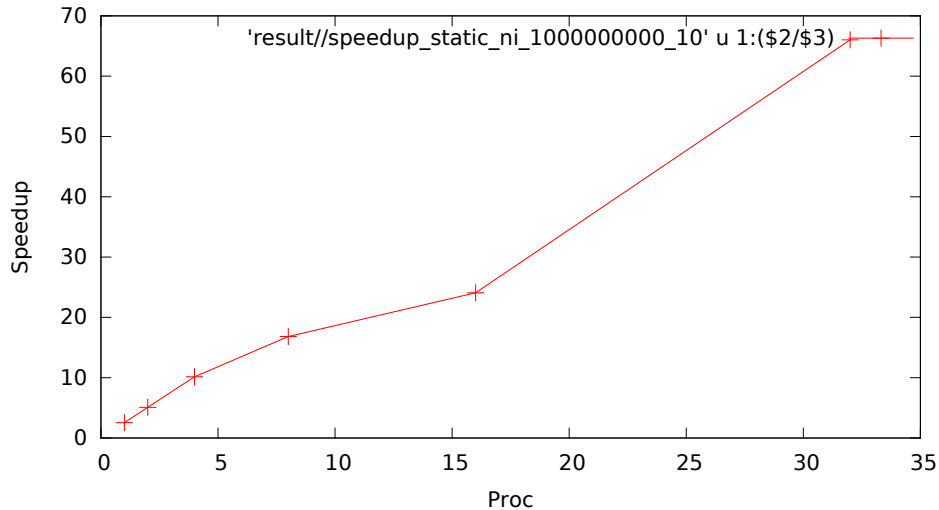
'result//speedup\_static\_ni\_1000000\_10' u 1:(\$2/\$3)

Speedup

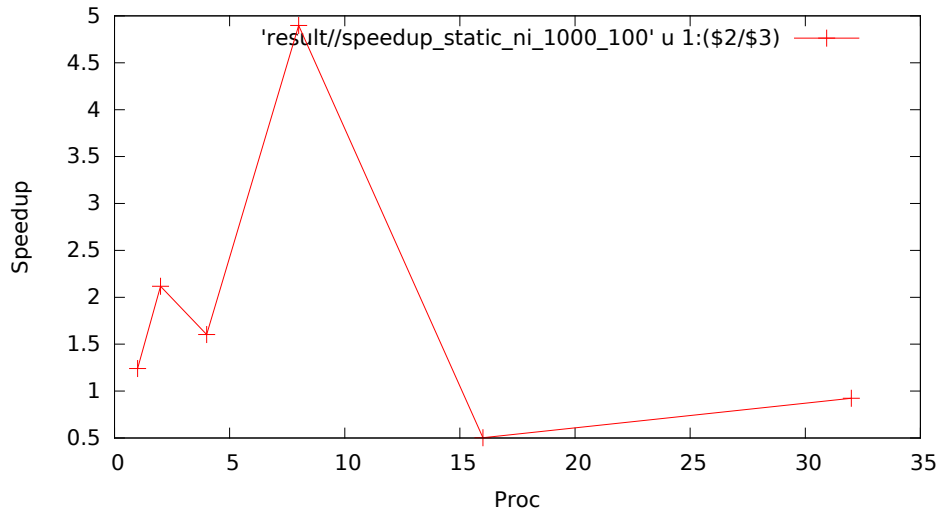


strong scaling. n=1000000000 i=10

'result//speedup\_static\_ni\_1000000000\_10' u 1:(\$2/\$3)



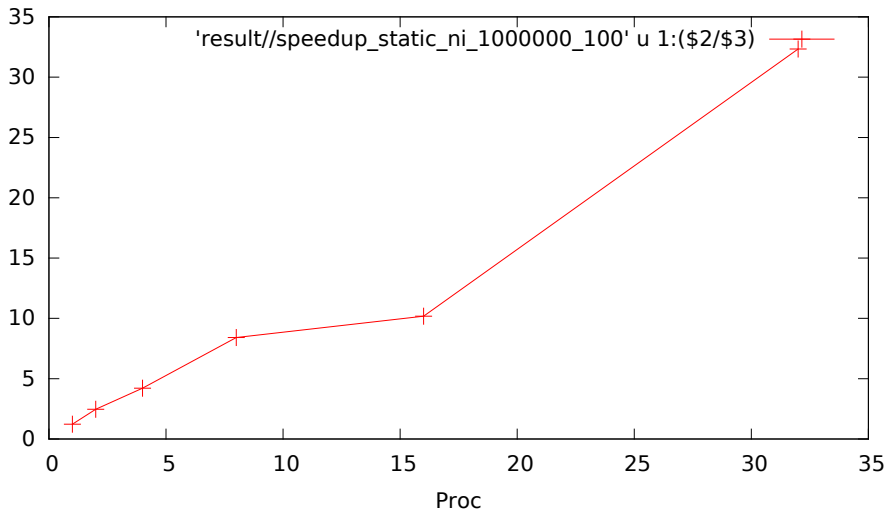
strong scaling. n=1000 i=100



strong scaling. n=1000000 i=100

'result//speedup\_static\_ni\_1000000\_100' u 1:(\$2/\$3)

Speedup

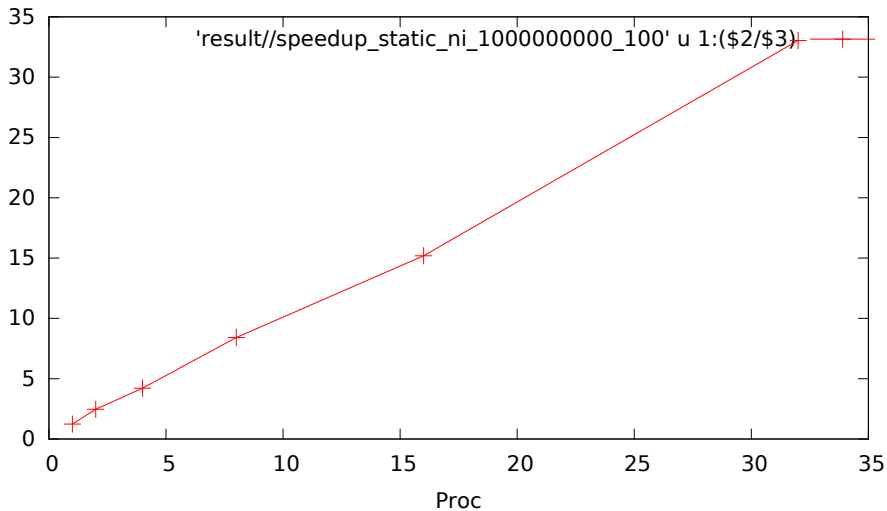




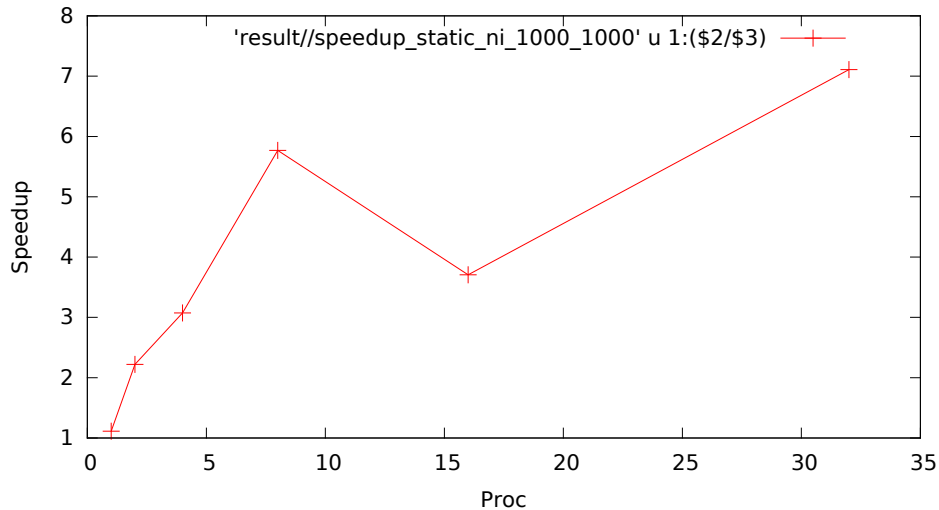
strong scaling. n=1000000000 i=100

'result//speedup\_static\_ni\_1000000000\_100' u 1:(\$2/\$3)

Speedup



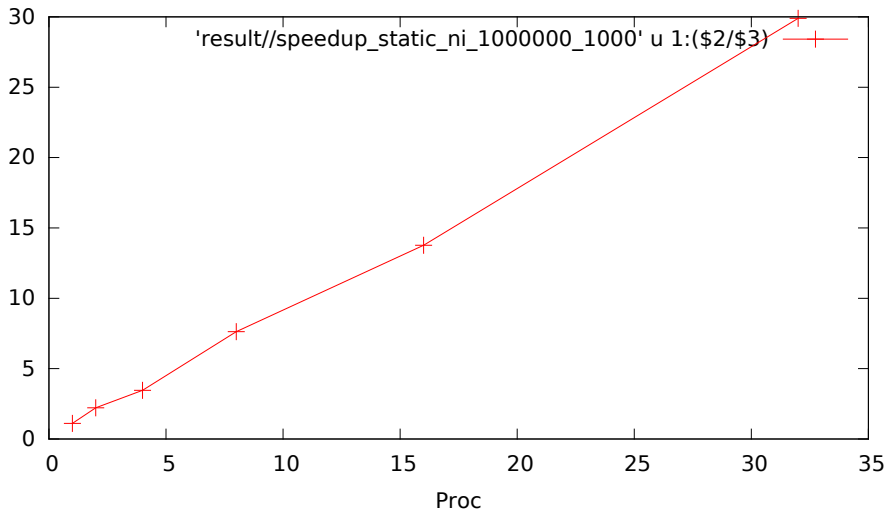
strong scaling. n=1000 i=1000



strong scaling. n=1000000 i=1000

'result//speedup\_static\_ni\_1000000\_1000' u 1:(\$2/\$3)

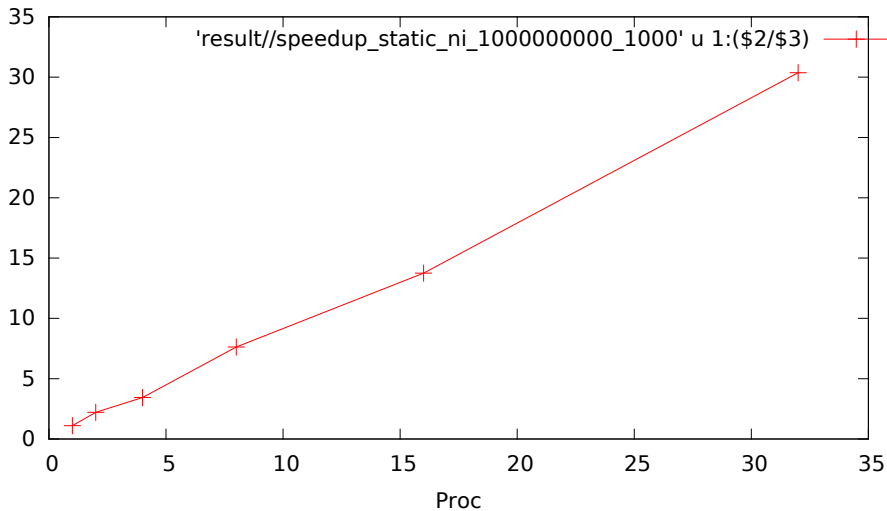
Speedup



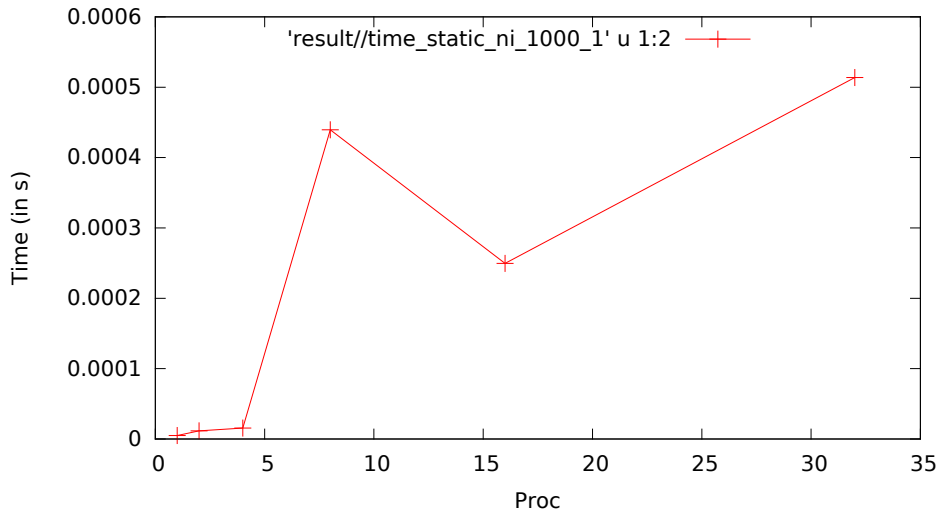
strong scaling. n=1000000000 i=1000

'result//speedup\_static\_ni\_1000000000\_1000' u 1:(\$2/\$3)

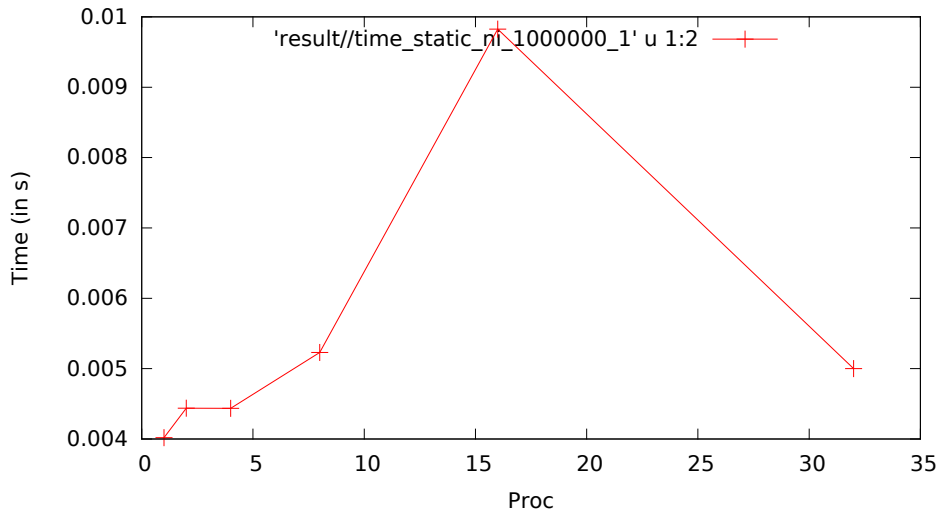
Speedup



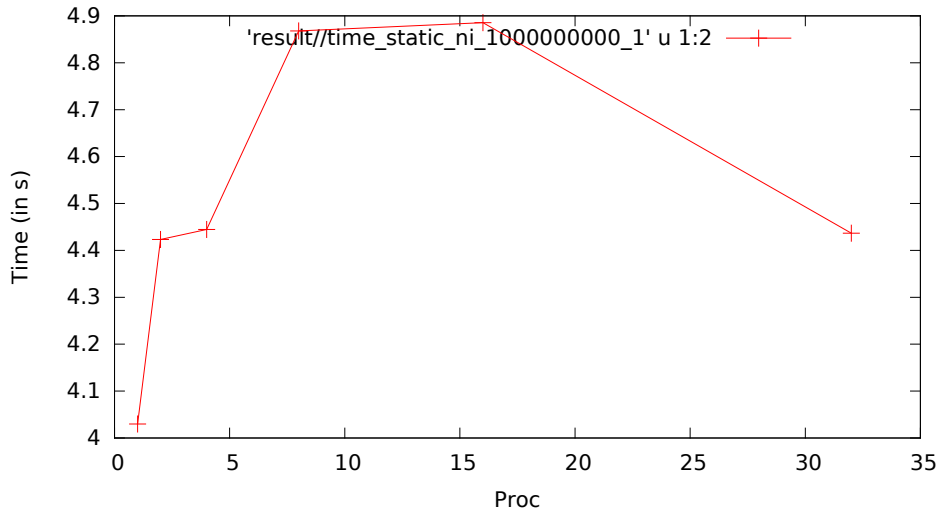
weak scaling. n=1000 i=1



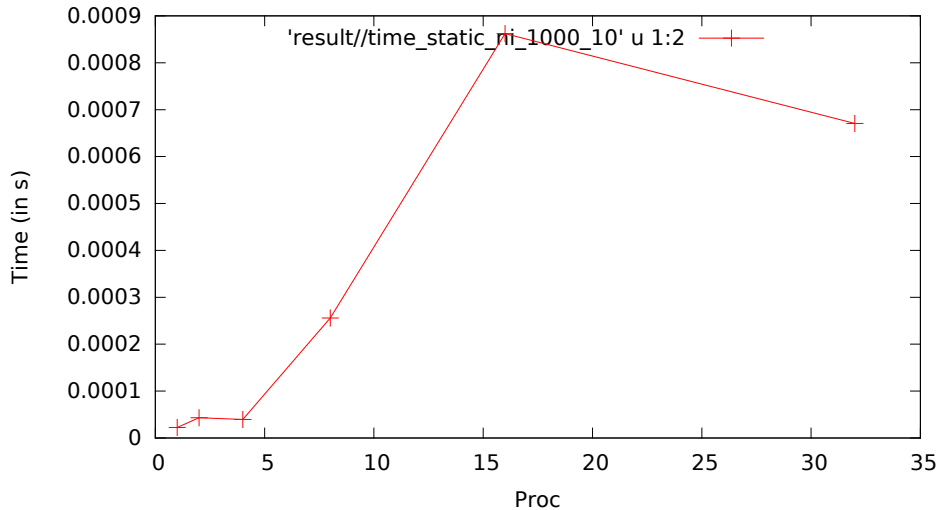
weak scaling. n=1000000 i=1



weak scaling. n=1000000000 i=1

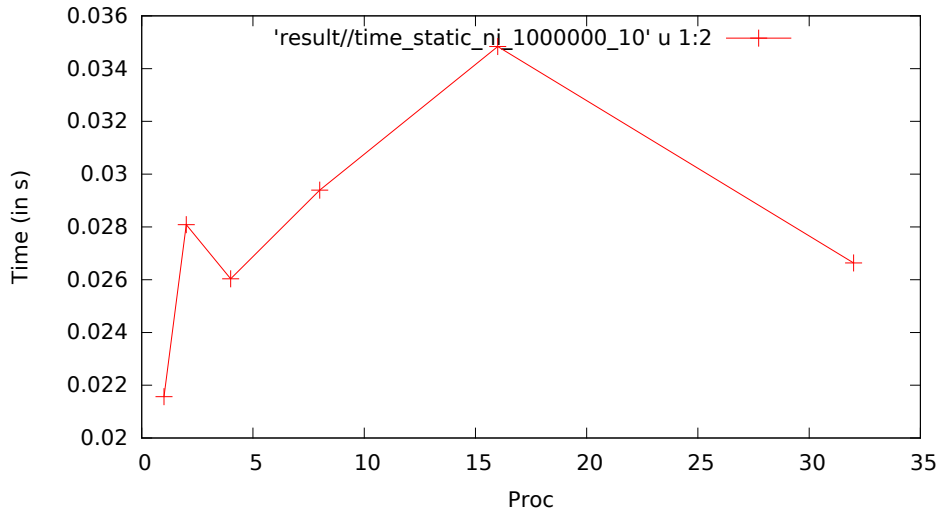


weak scaling. n=1000 i=10

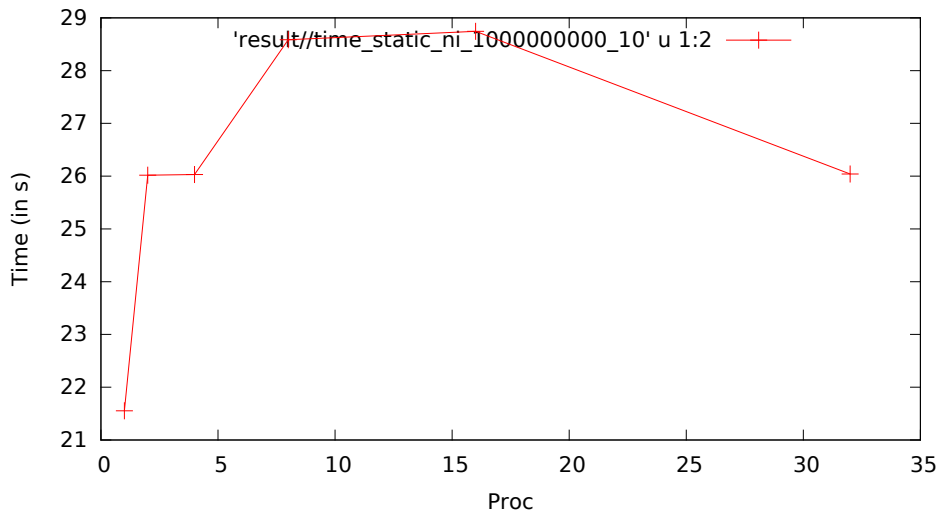




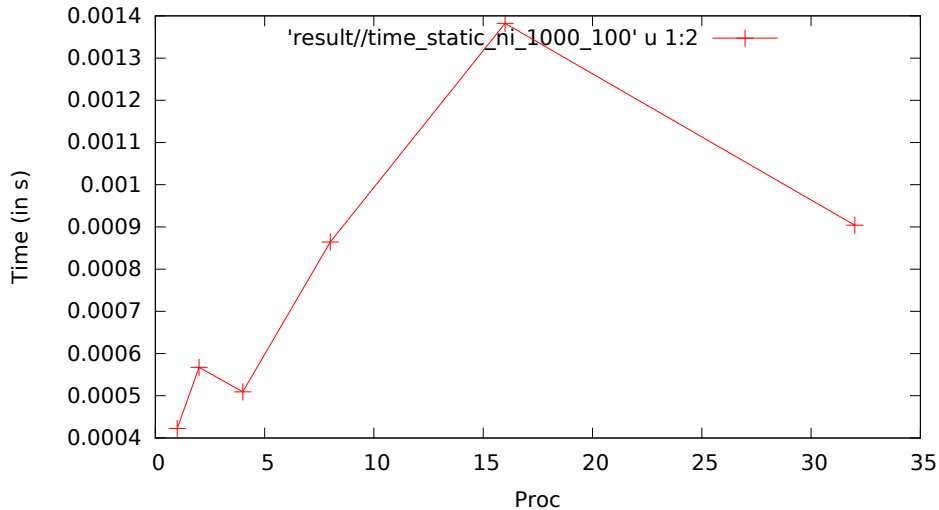
weak scaling. n=1000000 i=10



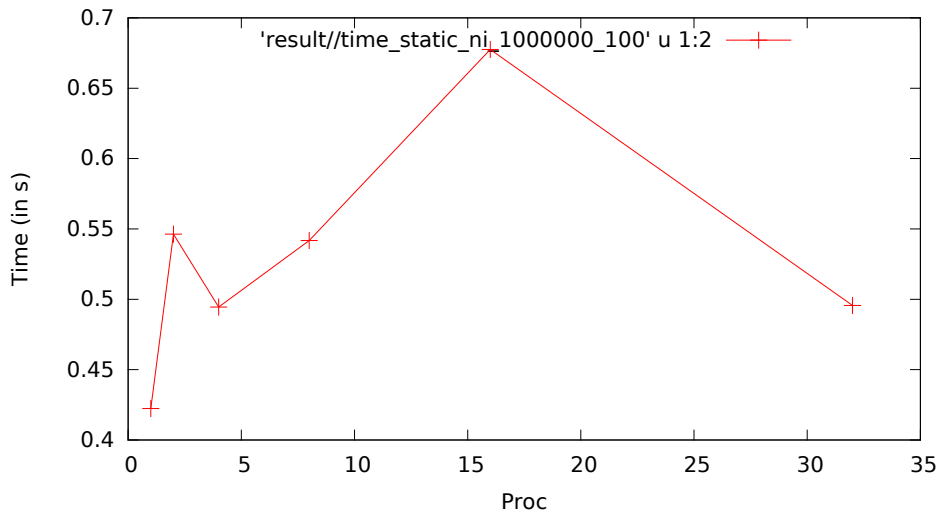
weak scaling. n=1000000000 i=10



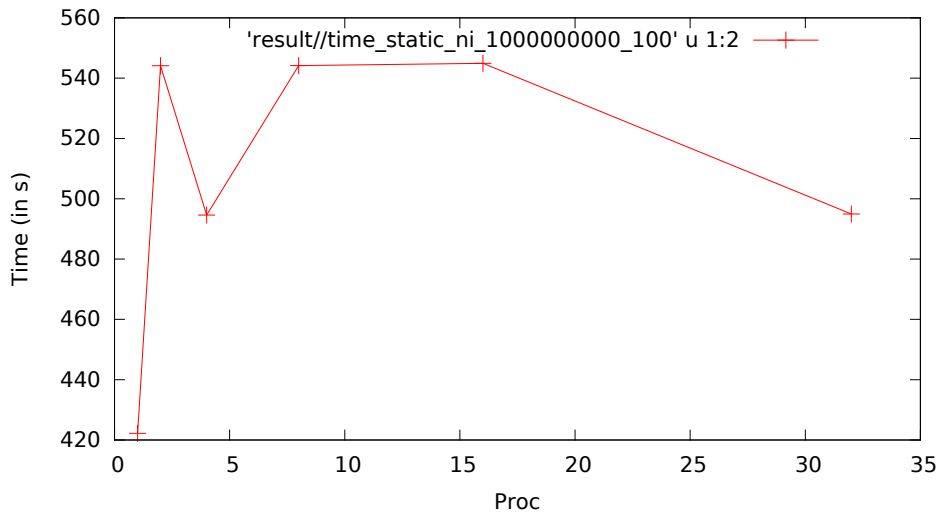
weak scaling. n=1000 i=100



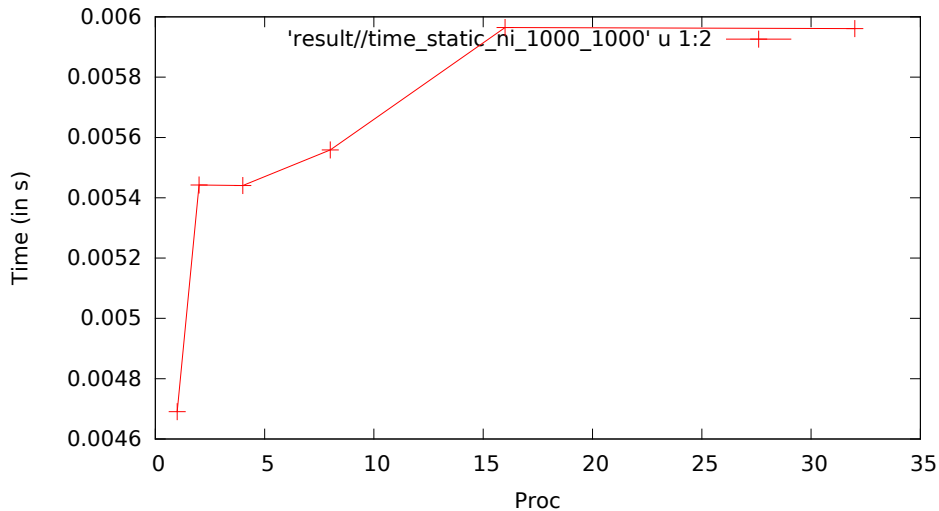
weak scaling. n=1000000 i=100



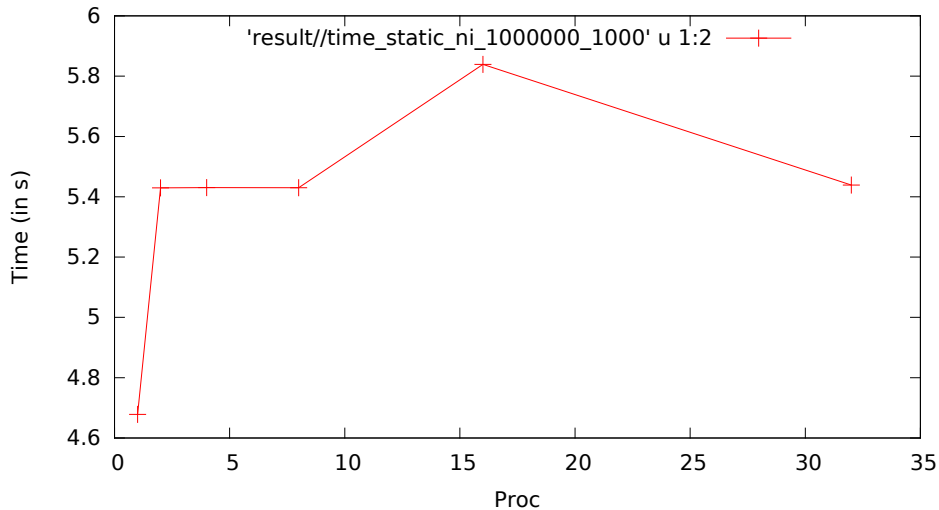
weak scaling. n=1000000000 i=100



weak scaling. n=1000 i=1000



weak scaling. n=1000000 i=1000



weak scaling. n=1000000000 i=1000

