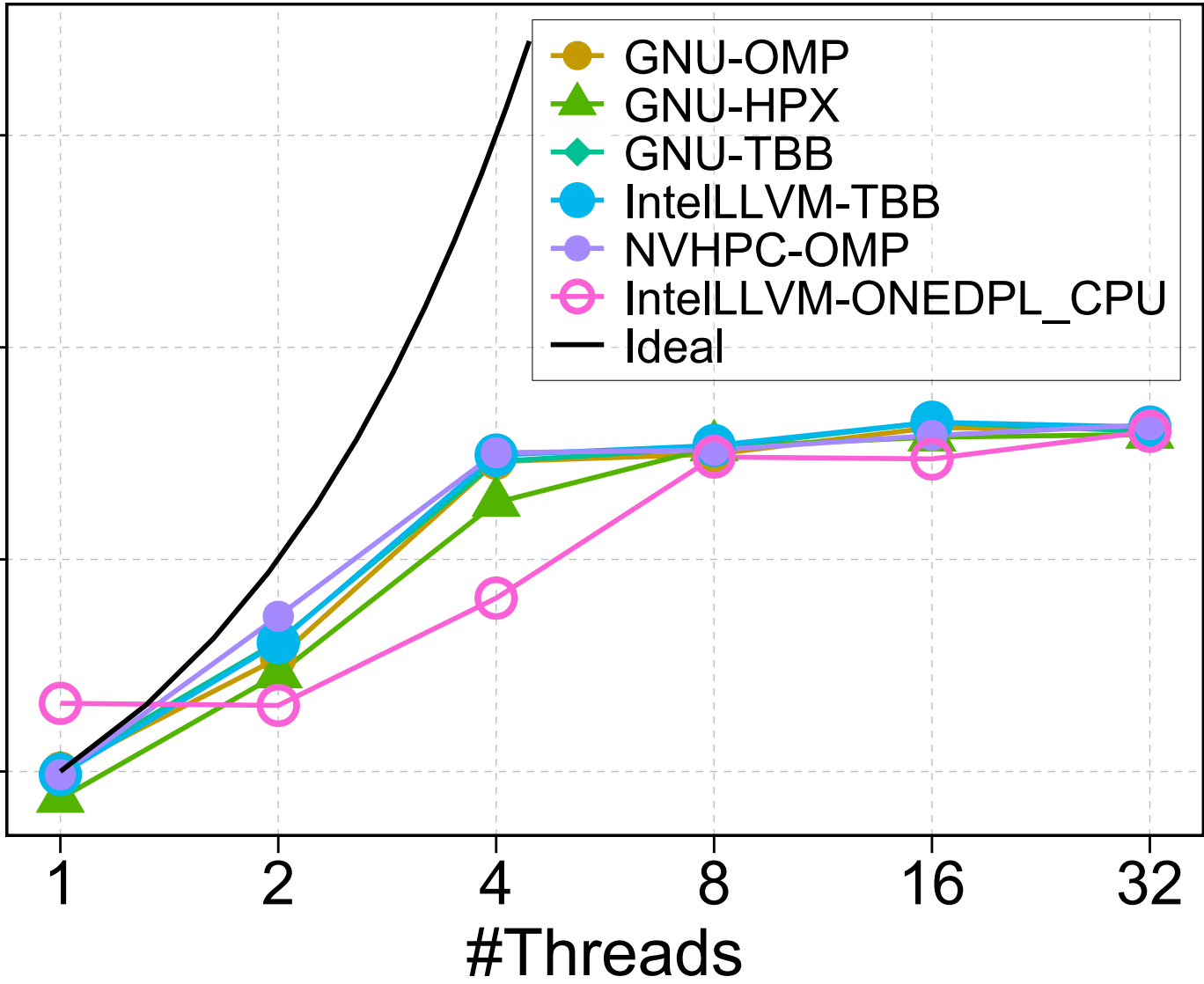
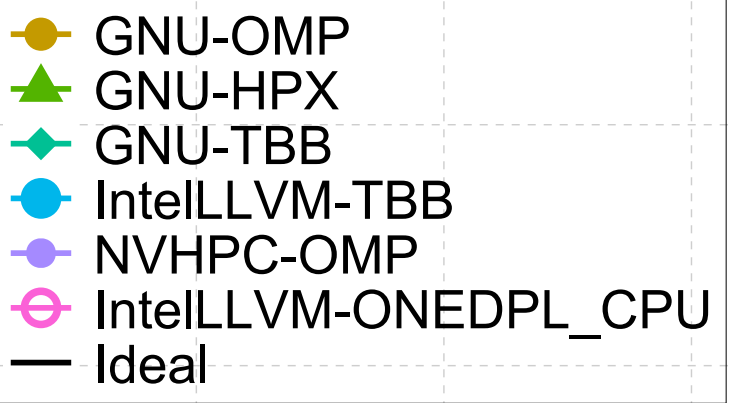


Speedup (vs GNU-SEQ)



#Threads