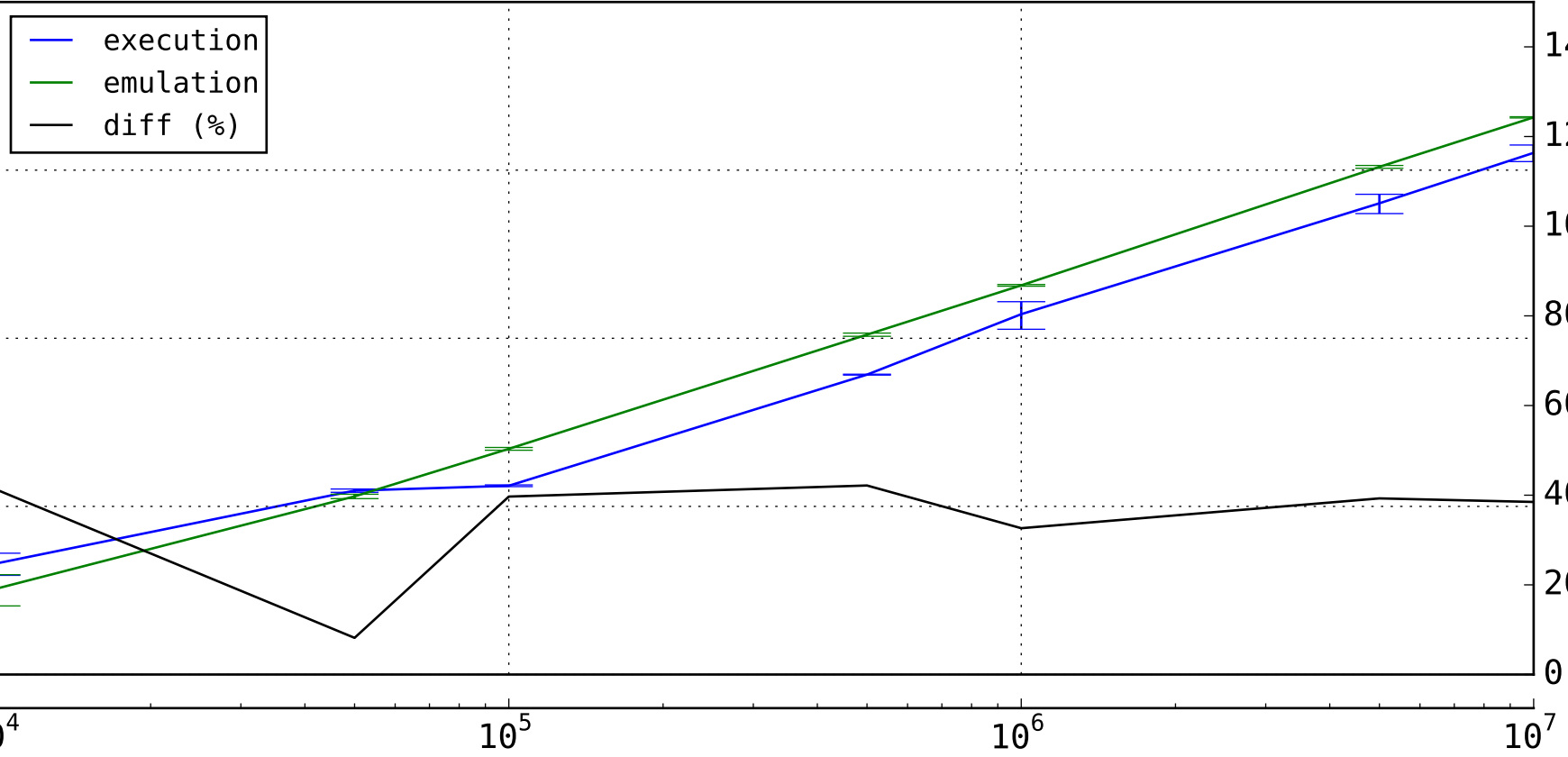


# Emulation vs. Execution (stampede)

TTC (seconds)

TTC diff (%)



tag\_step