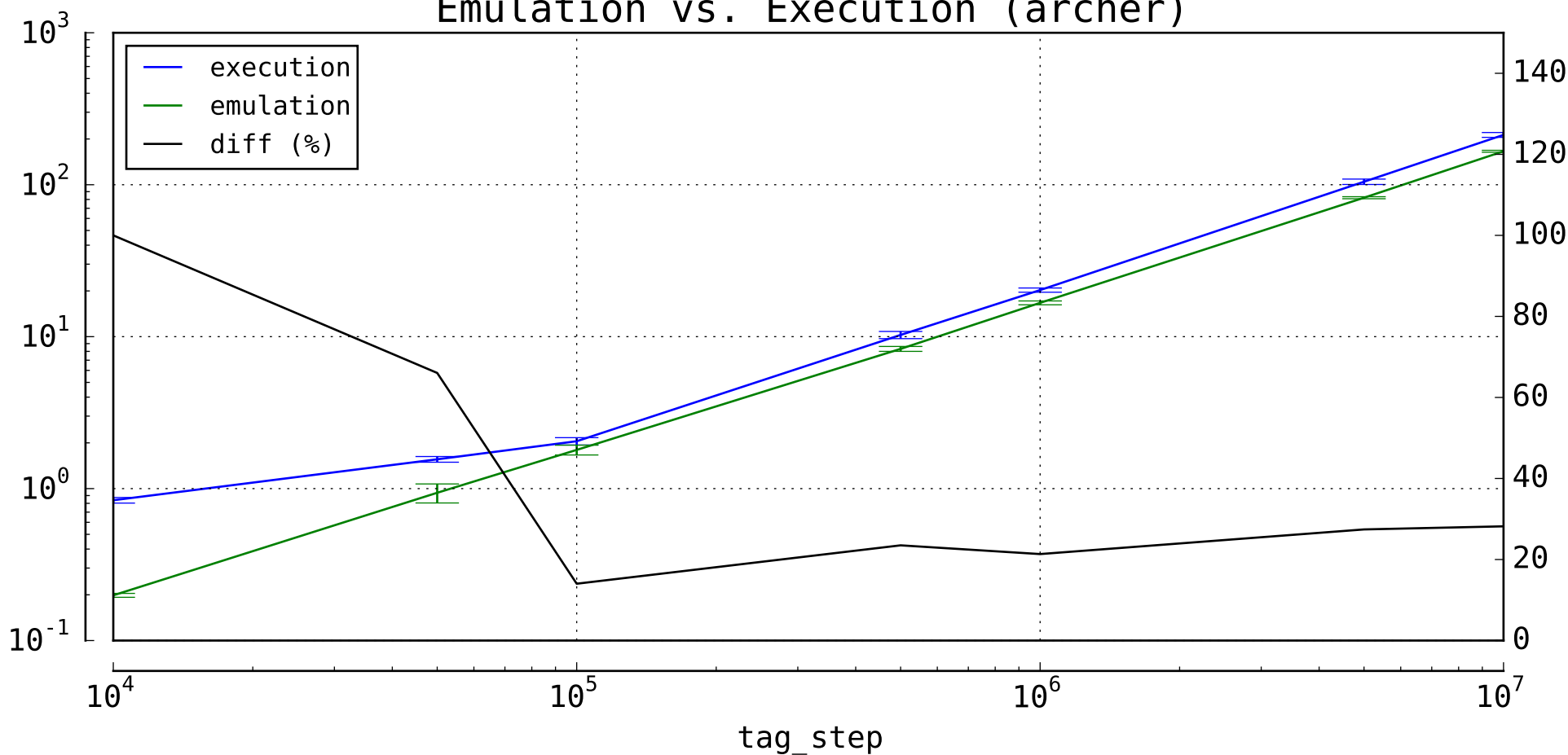
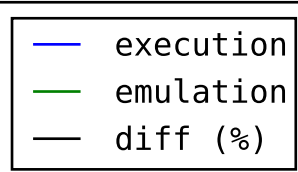


# Emulation vs. Execution (archer)

TTC (seconds)

TTC diff (%)



tag\_step