exe_unit_concurrency

stampede [execute]:	1 SA,	1 CI,	1000 cores
stampede [execute]:	1 SA,	2 CI,	1000 cores
stampede [execute]:	1 SA,	4 CI,	1000 cores
stampede [execute]:	1 SA,	8 CI,	1000 cores
stampede [execute]:	2 SA,	1 CI,	1000 cores
stampede [execute]:	2 SA,	2 CI,	1000 cores
stampede [execute]:	2 SA,	4 CI,	1000 cores
stampede [execute]:	4 SA,	1 CI,	1000 cores
stampede [execute]:	4 SA,	2 CI,	1000 cores
stampede [execute]:	4 SA,	4 CI,	1000 cores
stampede [execute]:	8 SA,	1 CI,	1000 cores
stampede [execute]:	8 SA,	2 CI,	1000 cores
stampede [execute]:	8 SA,	4 CI,	1000 cores

x-axis: time (s)

y-axis: #concurrent units