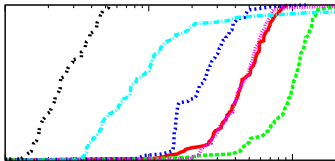


(c) Speedup(additions, real)



(d) Speedup(removals, real)