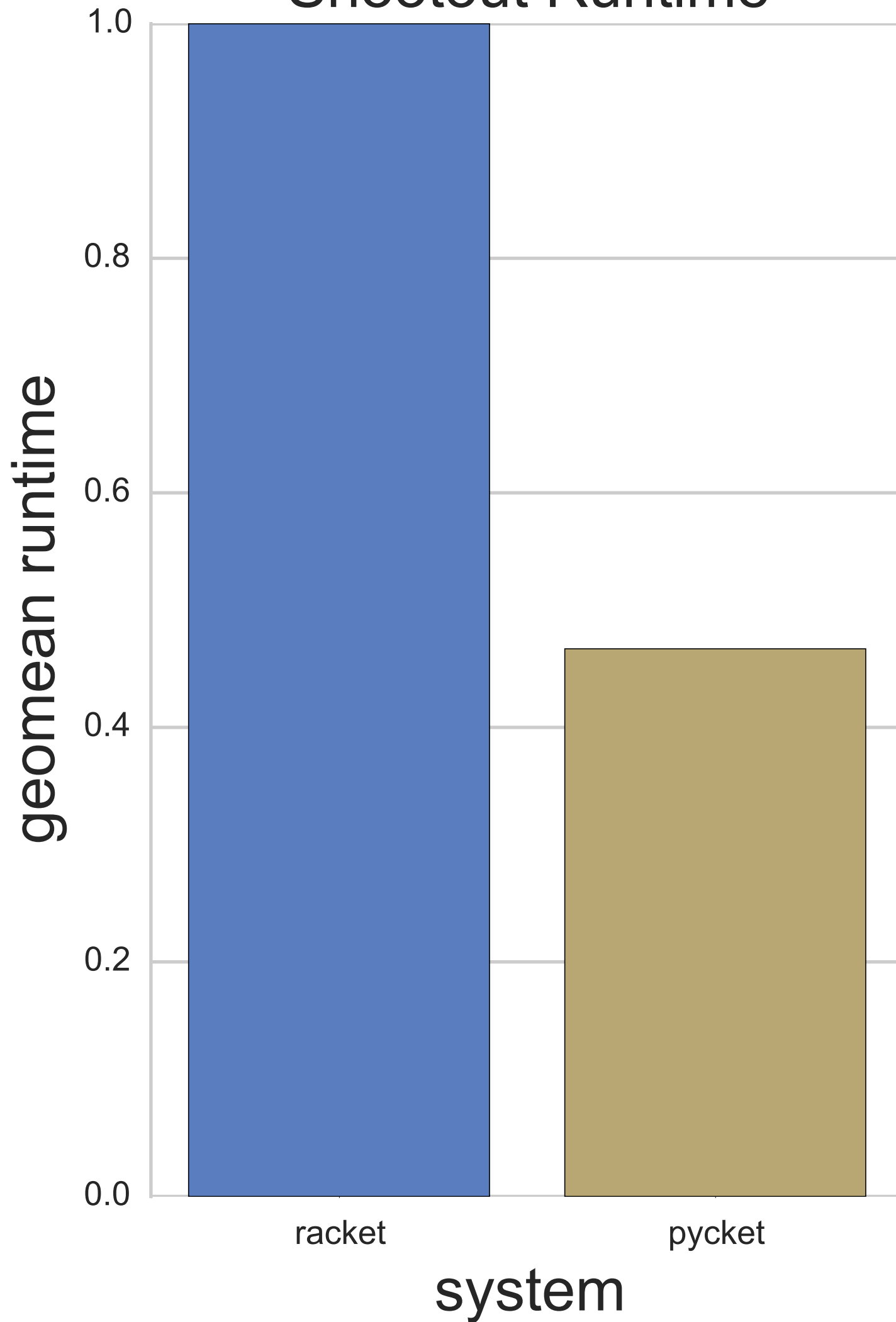


Shootout Runtime



Despecialization Slowdown

