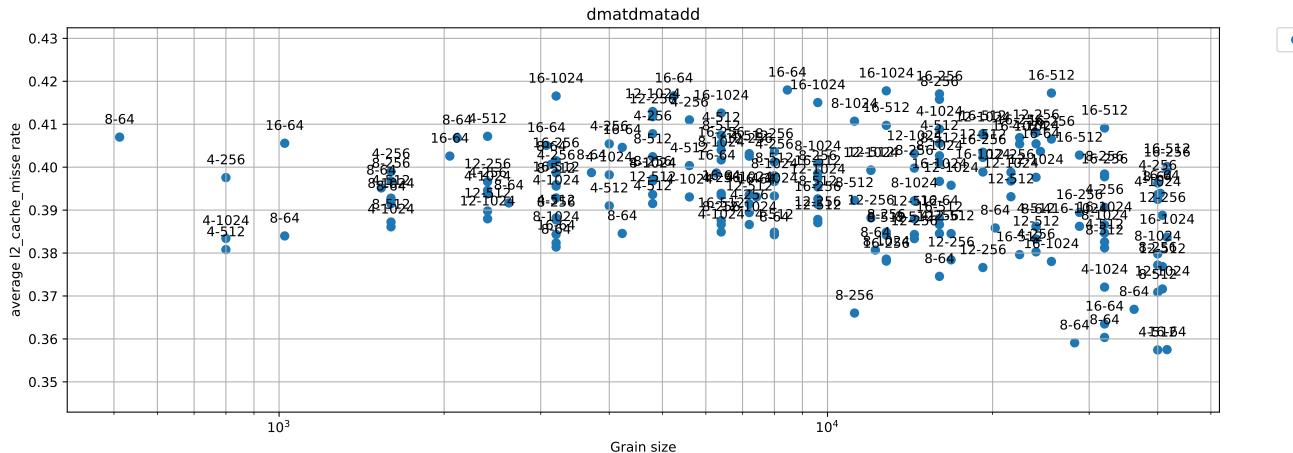
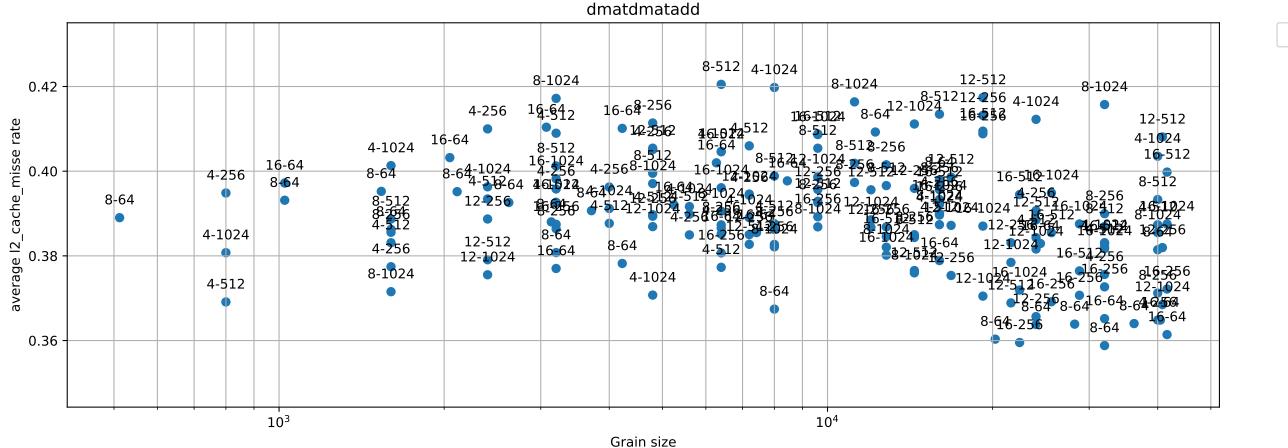


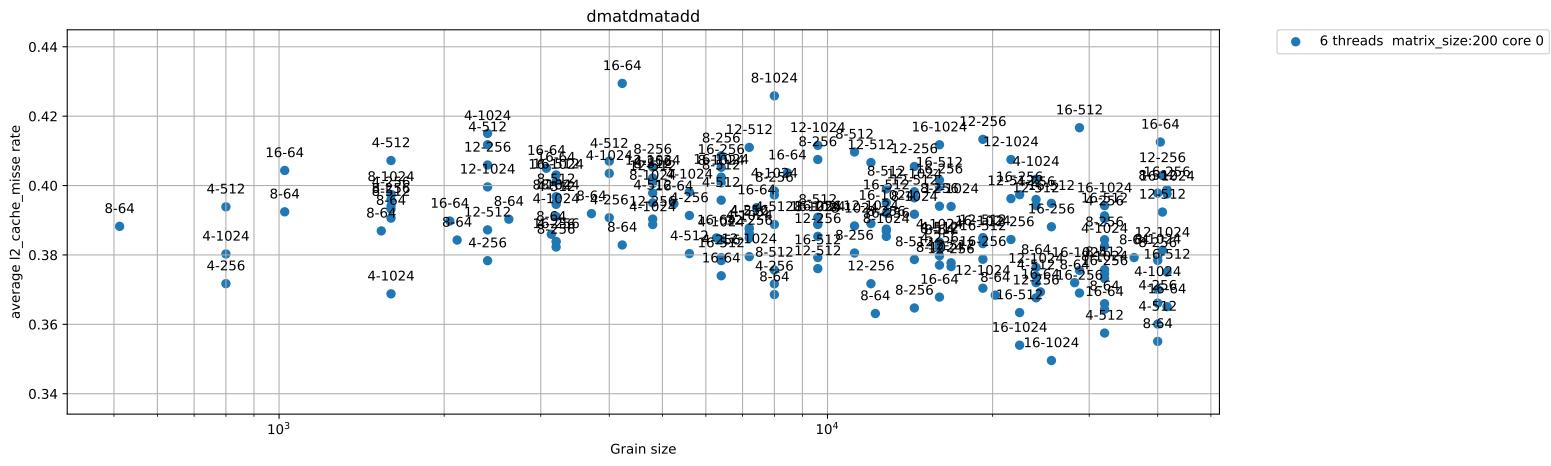
3 threads matrix_size:200 core 0

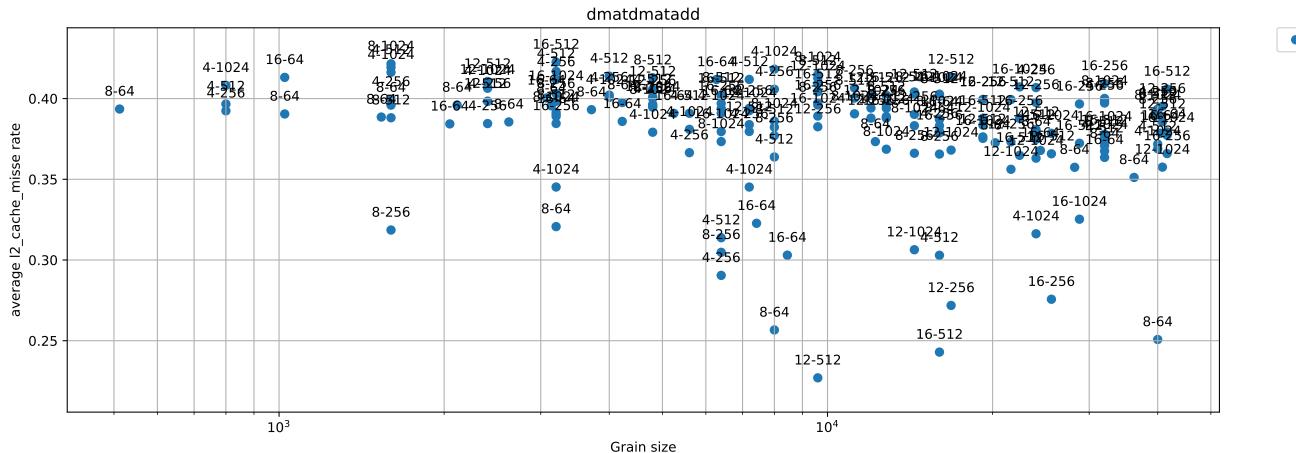


4 threads matrix_size:200 core 0



• 5 threads matrix_size:200 core 0





7 threads matrix_size:200 core 0

