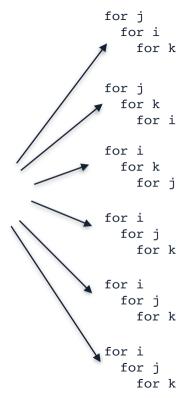
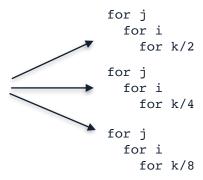
Optimization Space



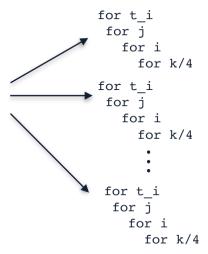
triple nested loop



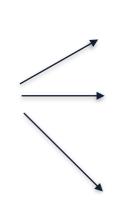








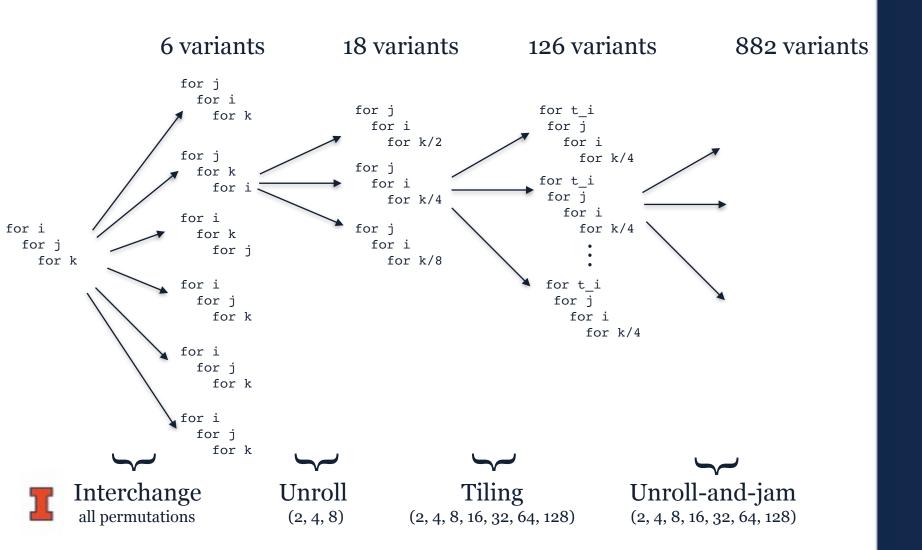
Tiling (2, 4, 8, 16, 32, 64, 128)





Optimization Space

triple nested loop



Locus

