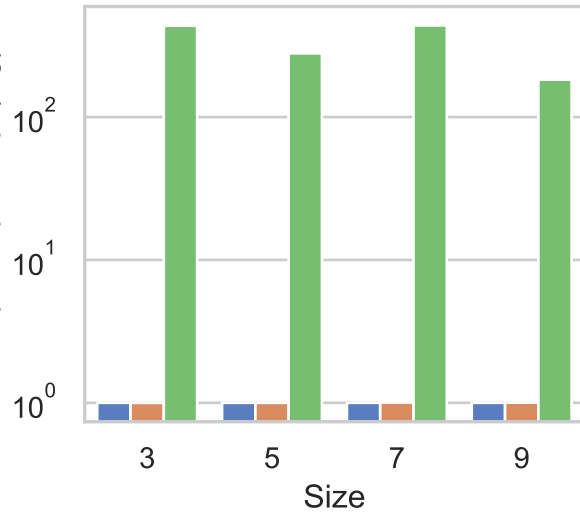
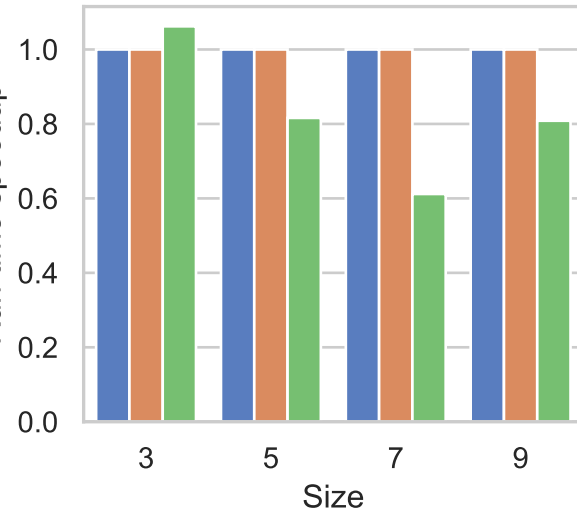


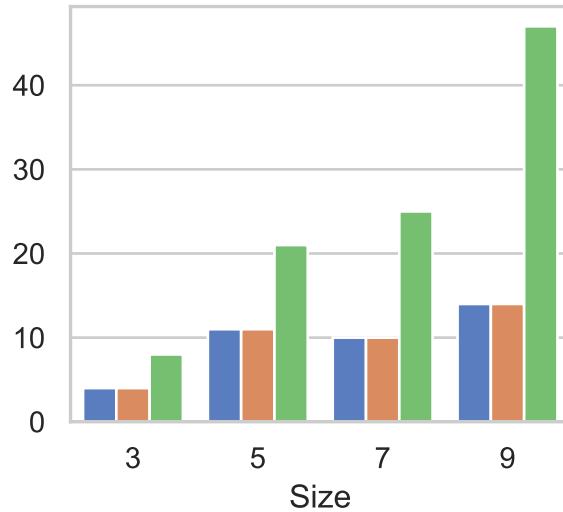
Compiler speedup (log)



Run-time speedup



LUTs used



DSPs used

