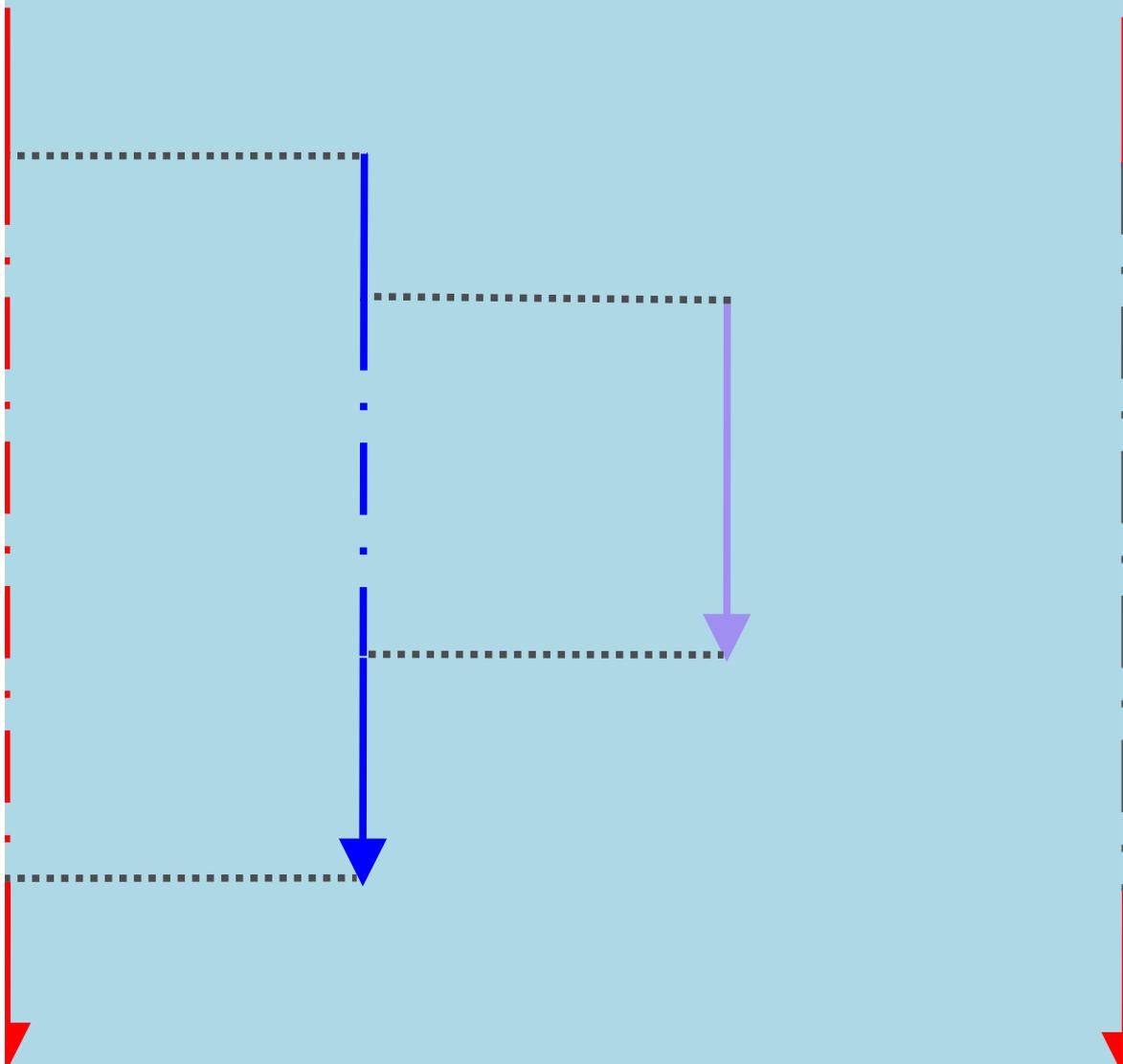


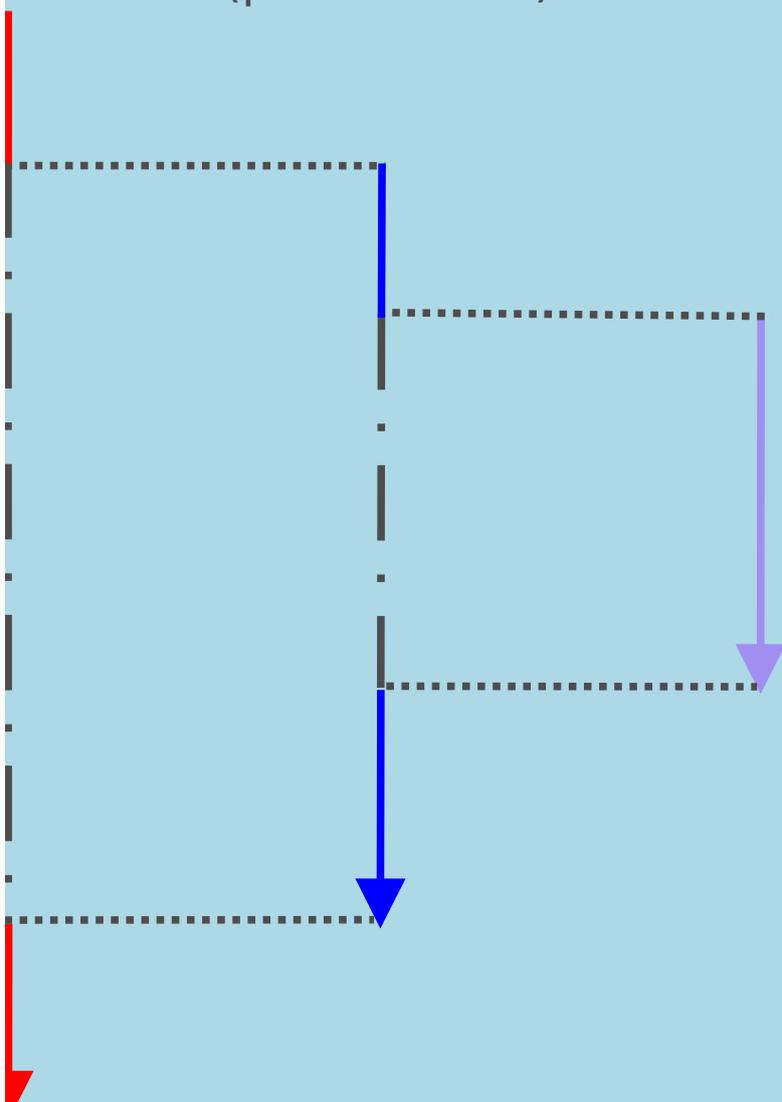


# esting behavior

Per function



Soustractive  
(per function)

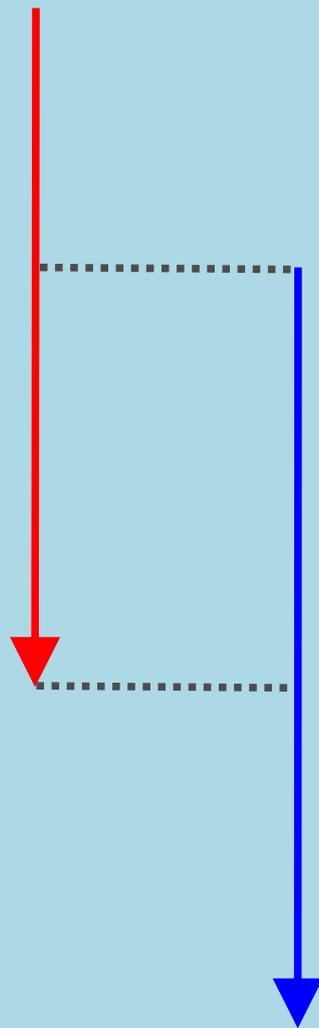
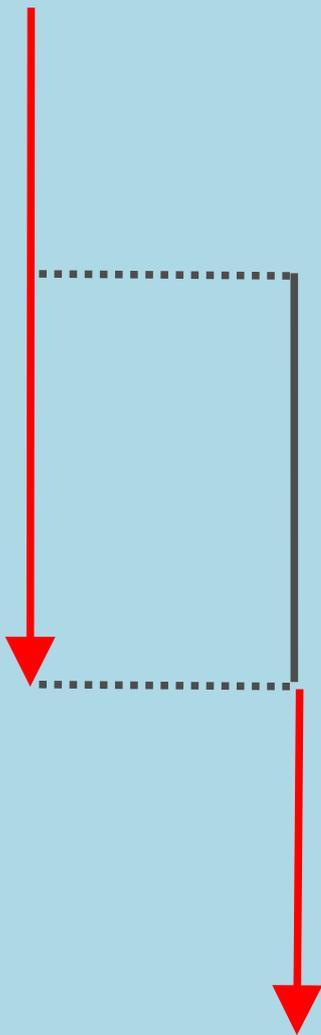


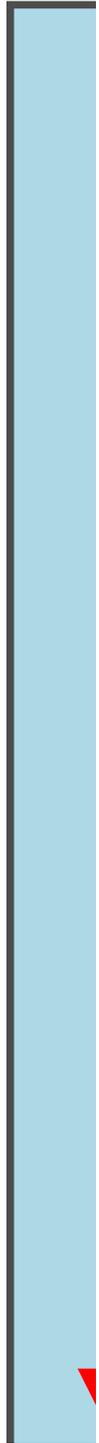
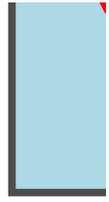
C

# Concurrent behavior

First start last stop

Per thread

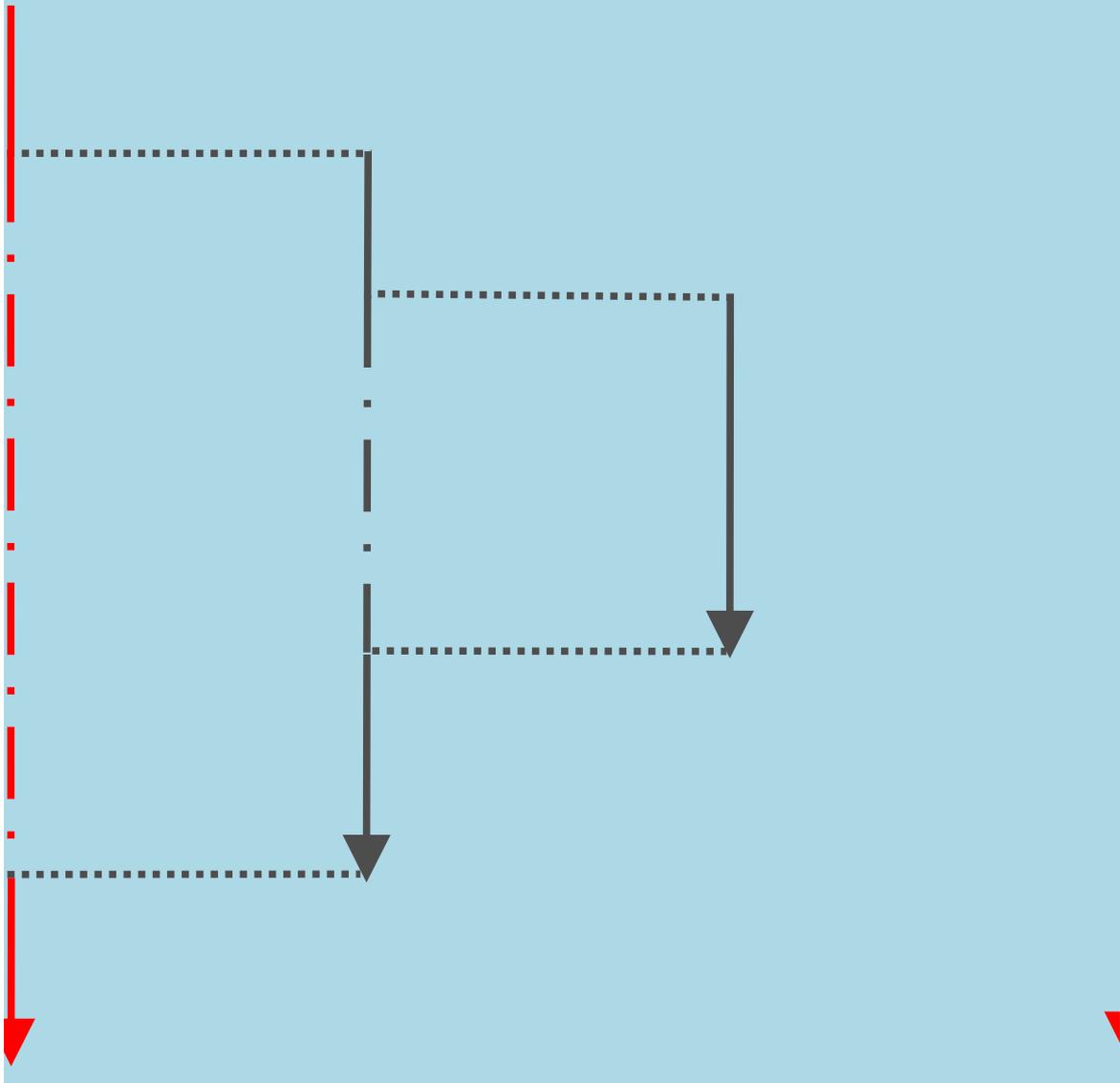






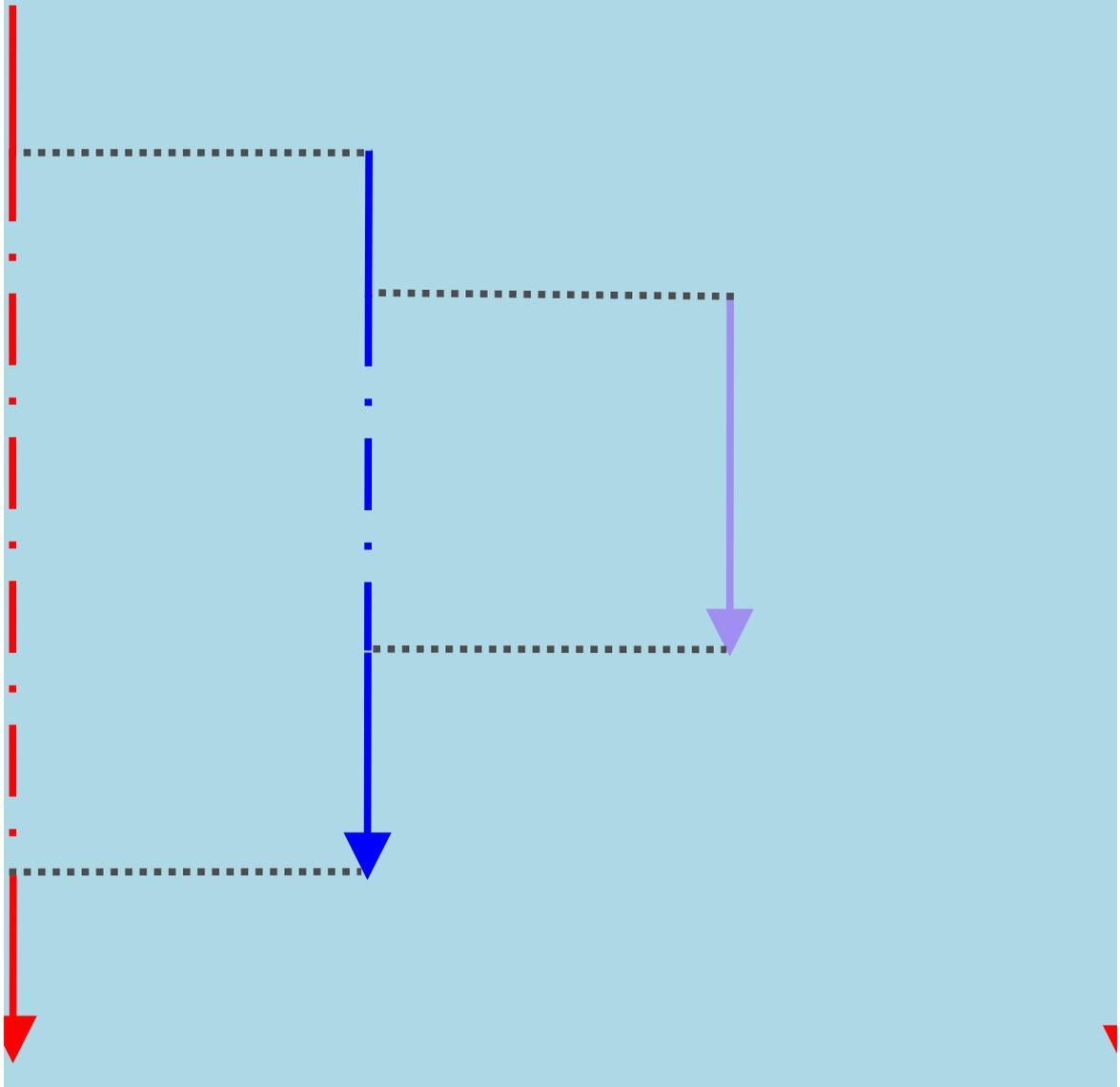
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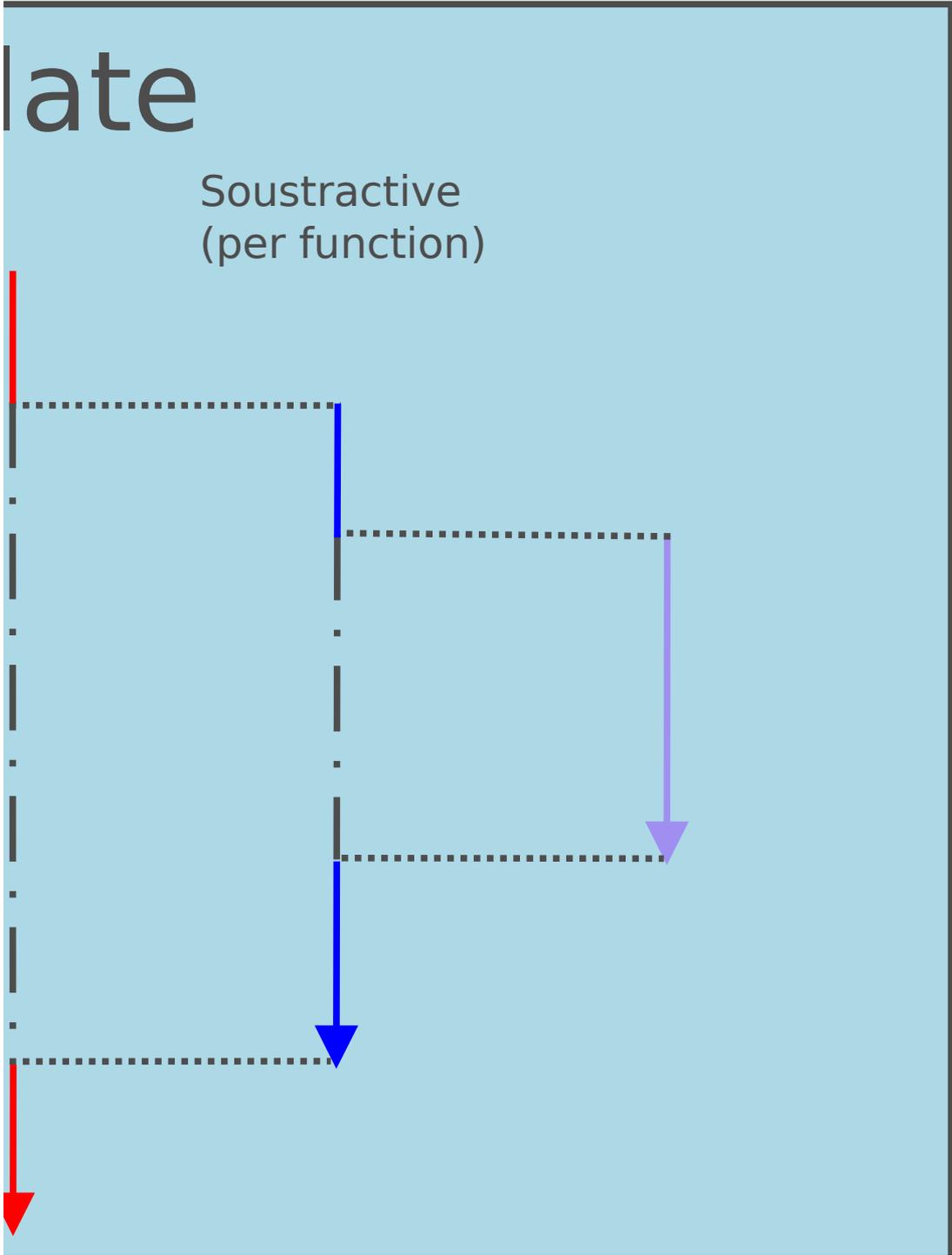
First start last stop



# Sequential: accumul

Per function











# Sequential: per profile

Per function

