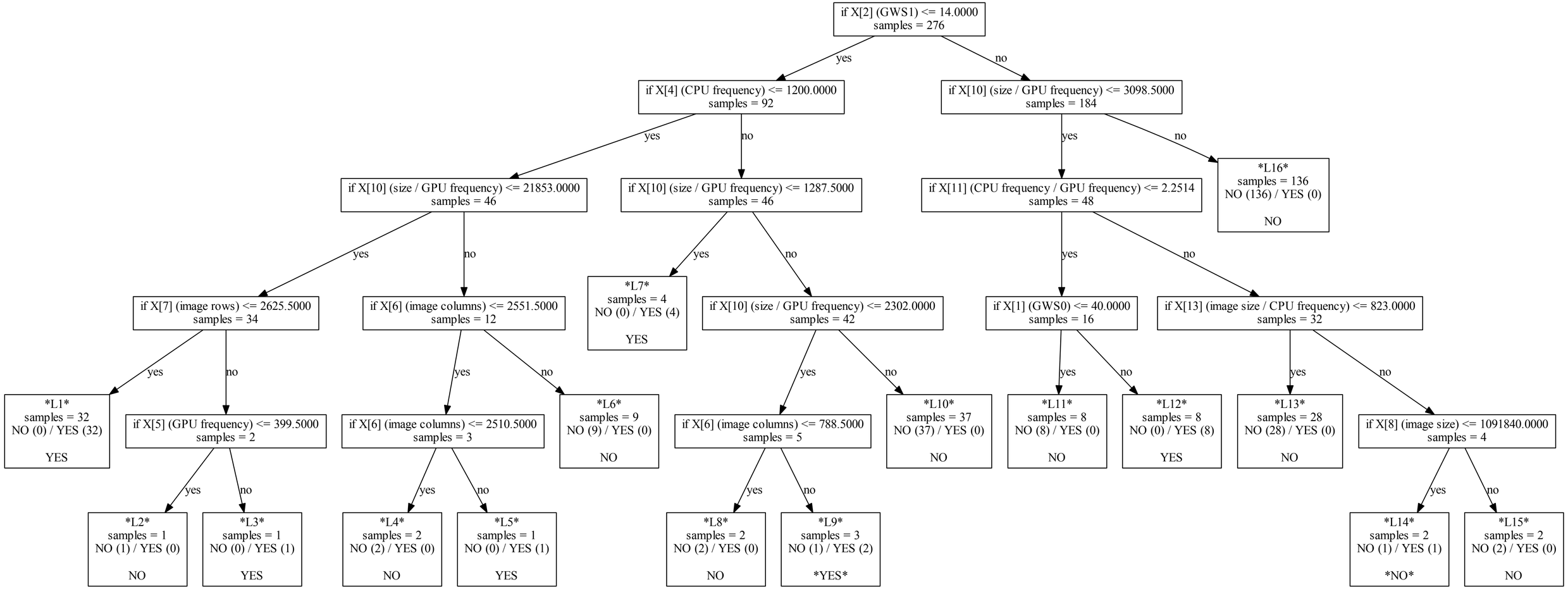
if X[2] (GWS1) <= 14.0000
samples = 276
yes
no
if X[4] (CPU frequency) <= 1200.0000
samples = 92
if X[10] (size / GPU frequency) <= 3098.5000
samples = 184
if X[10] (size / GPU frequency) <= 21853.0000
samples = 46
if X[10] (size / GPU frequency) <= 1287.5000
samples = 46
if X[11] (CPU frequency / GPU frequency) <= 2.2514
samples = 48
L16
samples = 136
NO (136) / YES (0)
NO
if X[7] (image rows) <= 2625.5000
samples = 34
if X[6] (image columns) <= 2551.5000
samples = 12
L7
samples = 4
NO (0) / YES (4)
YES
if X[10] (size / GPU frequency) <= 2302.0000
samples = 42
if X[1] (GWS0) <= 40.0000
samples = 16
if X[13] (image size / CPU frequency) <= 823.0000
samples = 32
L1
samples = 32
NO (0) / YES (32)
YES
if X[5] (GPU frequency) <= 399.5000
samples = 2
if X[6] (image columns) <= 2510.5000
samples = 3
L6
samples = 9
NO (9) / YES (0)
NO
if X[6] (image columns) <= 788.5000
samples = 5
L10
samples = 37
NO (37) / YES (0)
NO
L11
samples = 8
NO (8) / YES (0)
NO
L12
samples = 8
NO (0) / YES (8)
YES
L13
samples = 28
NO (28) / YES (0)
NO
if X[8] (image size) <= 1091840.0000
samples = 4
L2
samples = 1
NO (1) / YES (0)
NO
L3
samples = 1
NO (0) / YES (1)
YES
L4
samples = 2
NO (2) / YES (0)
NO
L5
samples = 1
NO (0) / YES (1)
YES
L8
samples = 2
NO (2) / YES (0)
NO
L9
samples = 3
NO (1) / YES (2)
YES
L14
samples = 2
NO (1) / YES (1)
NO
L15
samples = 2
NO (2) / YES (0)
NO