

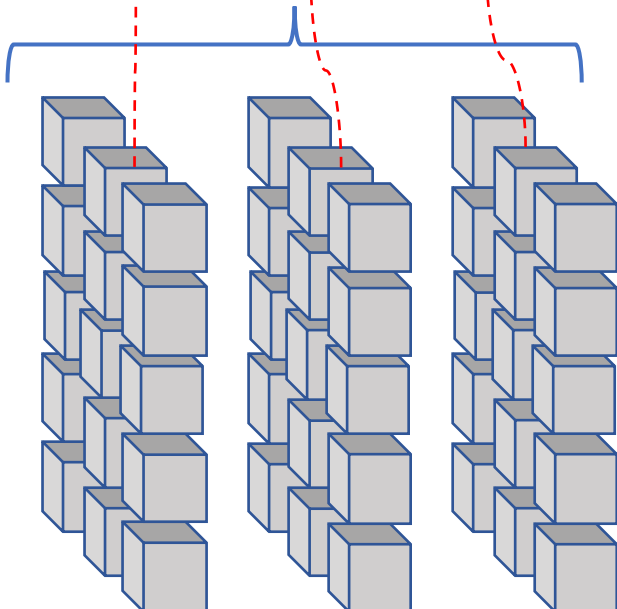
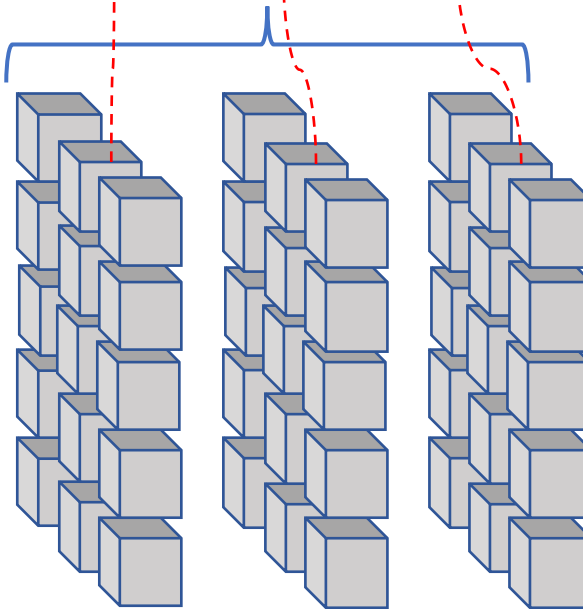
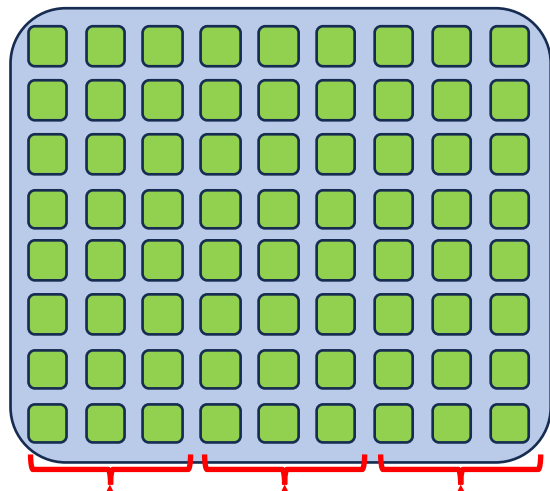
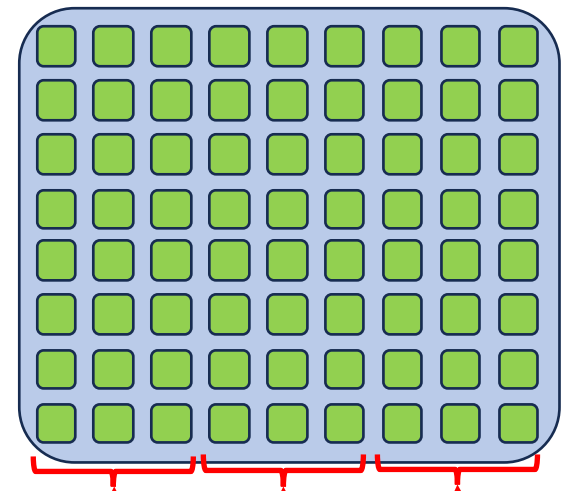
**GPU 1****GPU 2**

Global memory (DRAM)

Global memory (DRAM)

L2 Cache

L2 Cache

**Input axis over which to split computations**