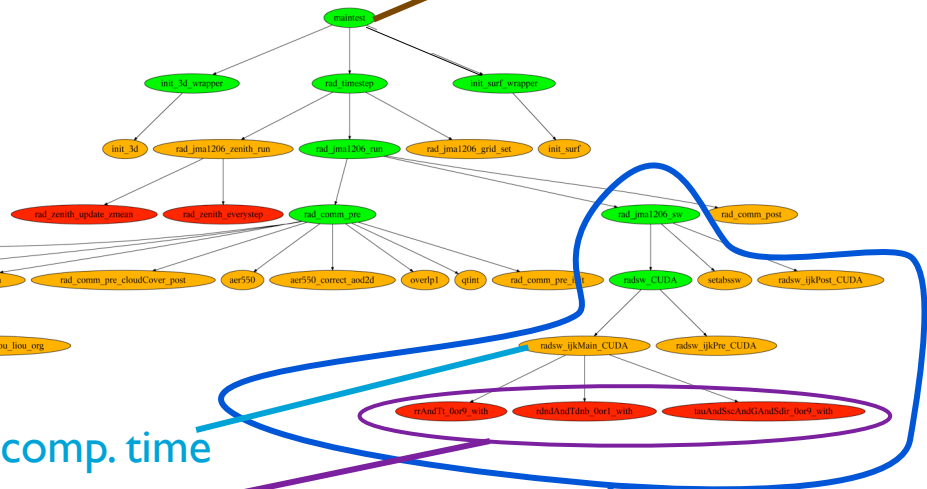
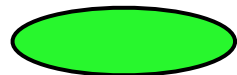


# GPU Version

main routine



legend



outside of parallel region



parallel region defined here



inside of parallel region

>91% comp. time

subprocedures for which  
inlining is critical to  
performance

shortwave radiation