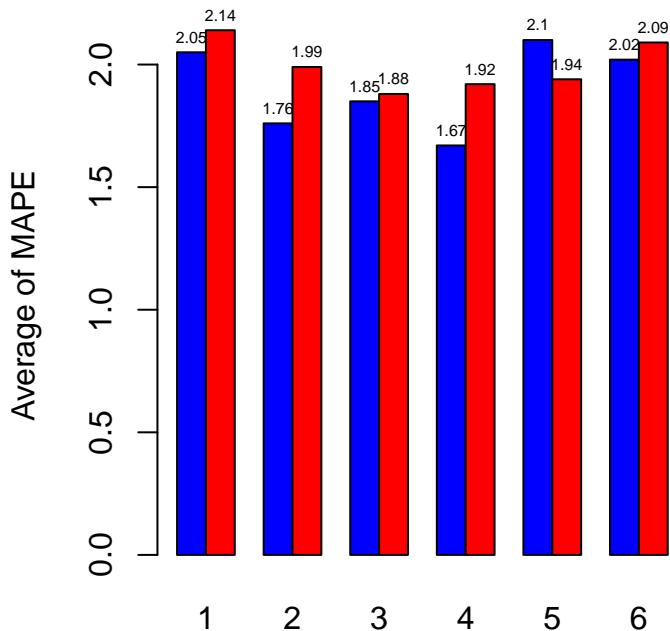


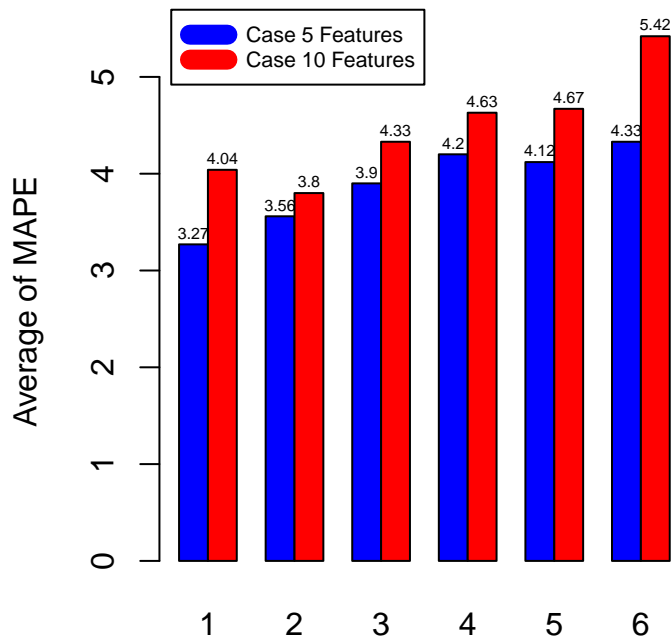
# Best number of GPU parameters in each context with Random Forests

## Context 1



Number of GPU Parameters

## Context 2



Number of GPU Parameters