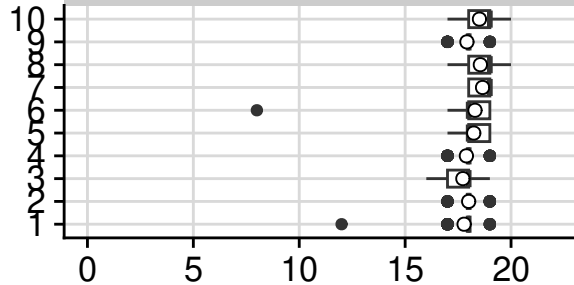
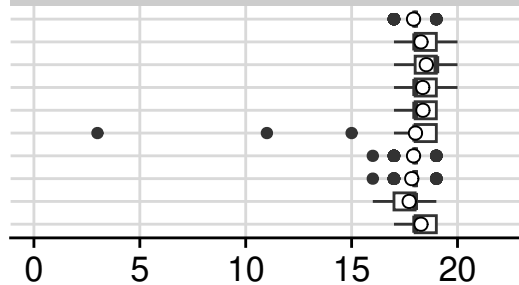


Iteration

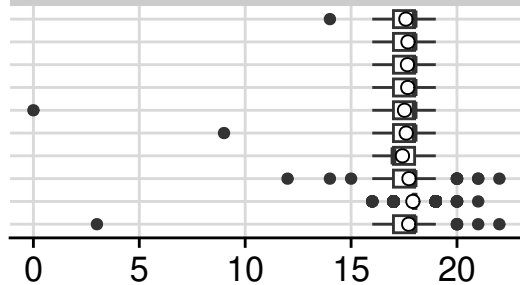
baseline



record



replay



GPU utilization [%]