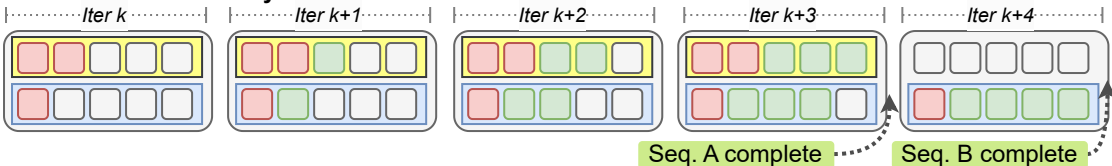
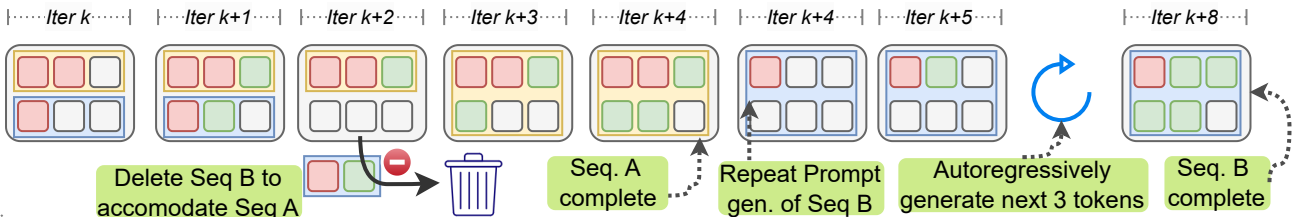


Abundant GPU Memory



Limited GPU Memory: Recompute-based Approach



Limited GPU Memory: Swap-based Approach

