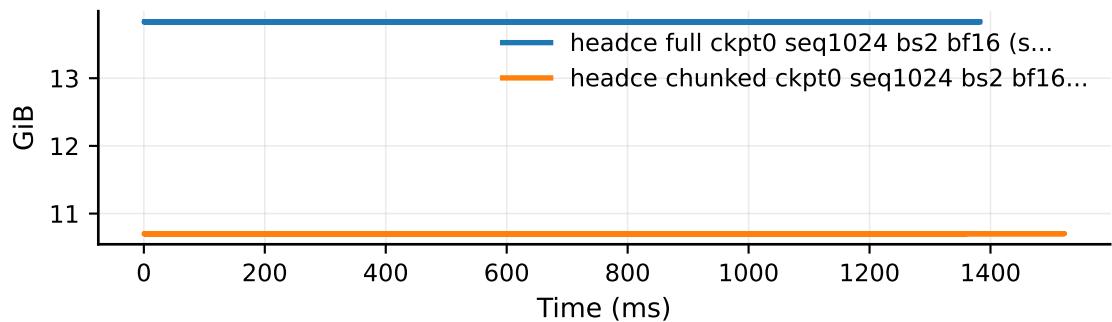


A. GPU reserved timeline



B. Peak GPU memory (max across steps)

