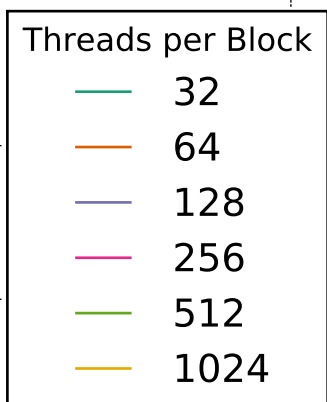


# Euler Single SweptGPU

Time per timestep (us)



Num Spatial Points

