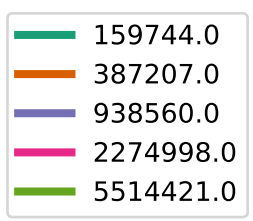
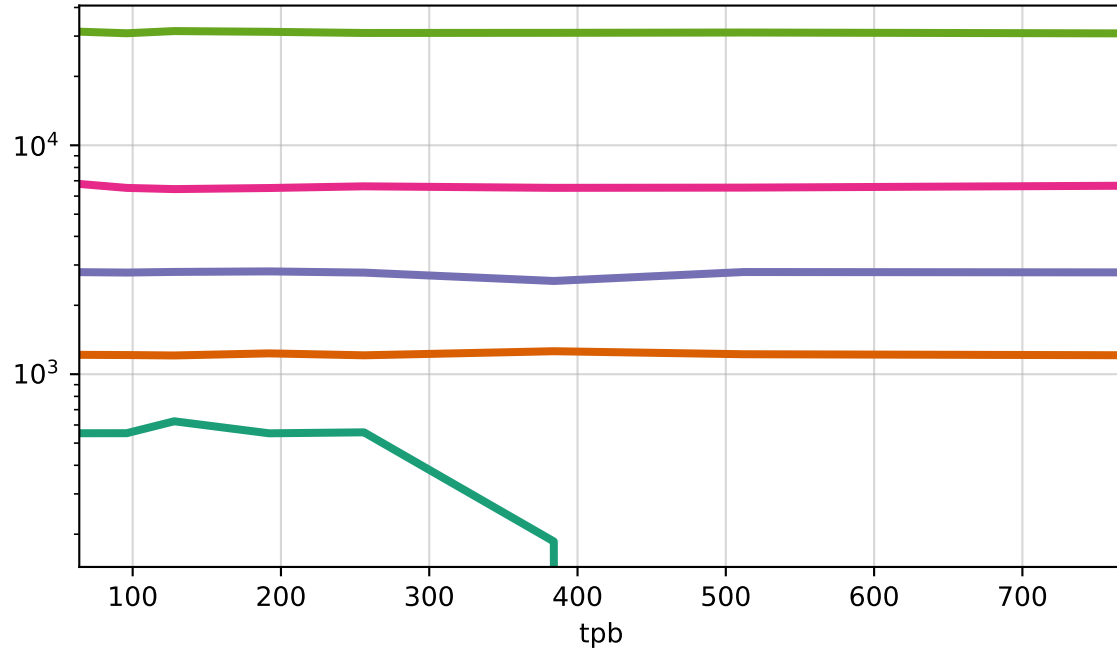


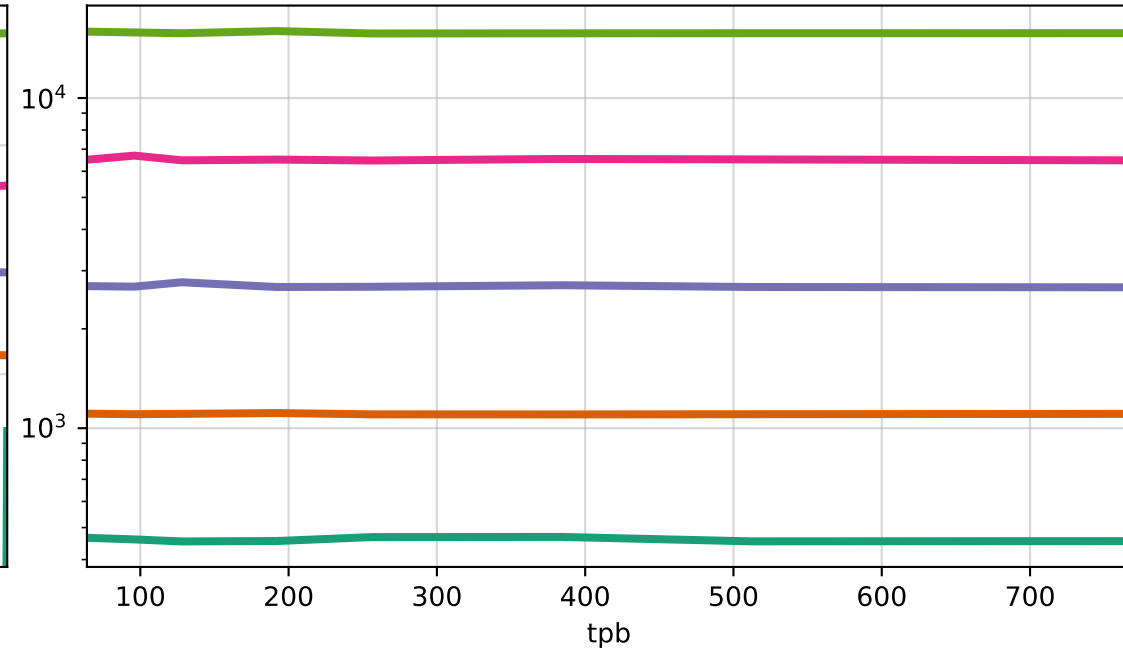
Threads per block at best Affinity



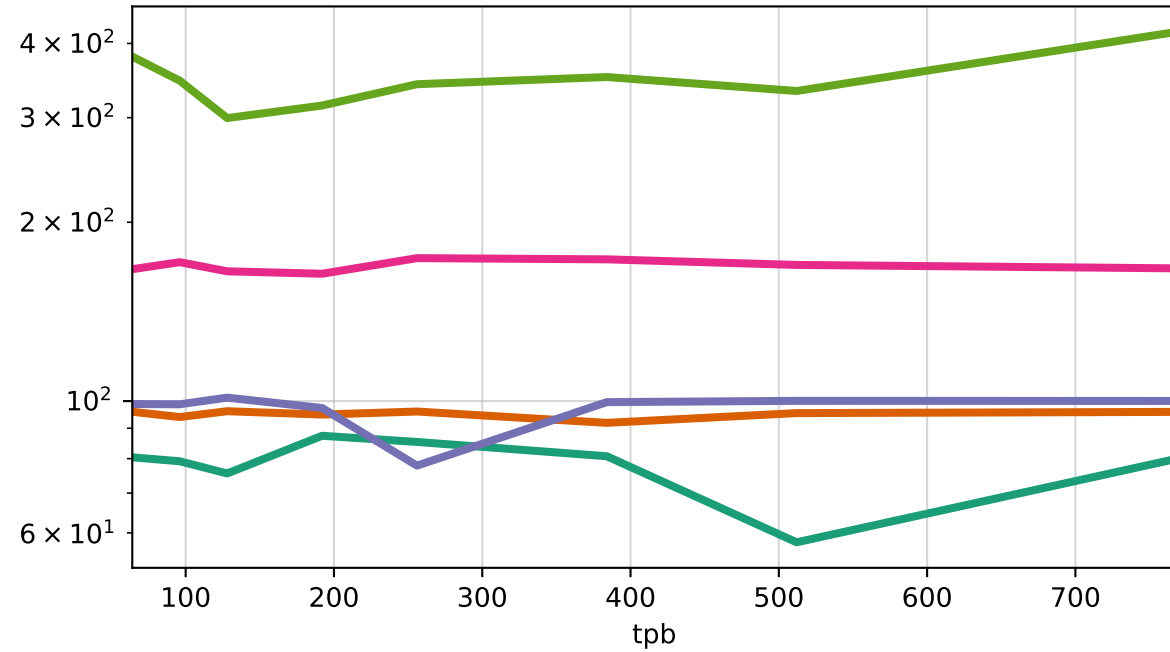
EulerClassic



EulerSwept



HeatClassic



HeatSwept

