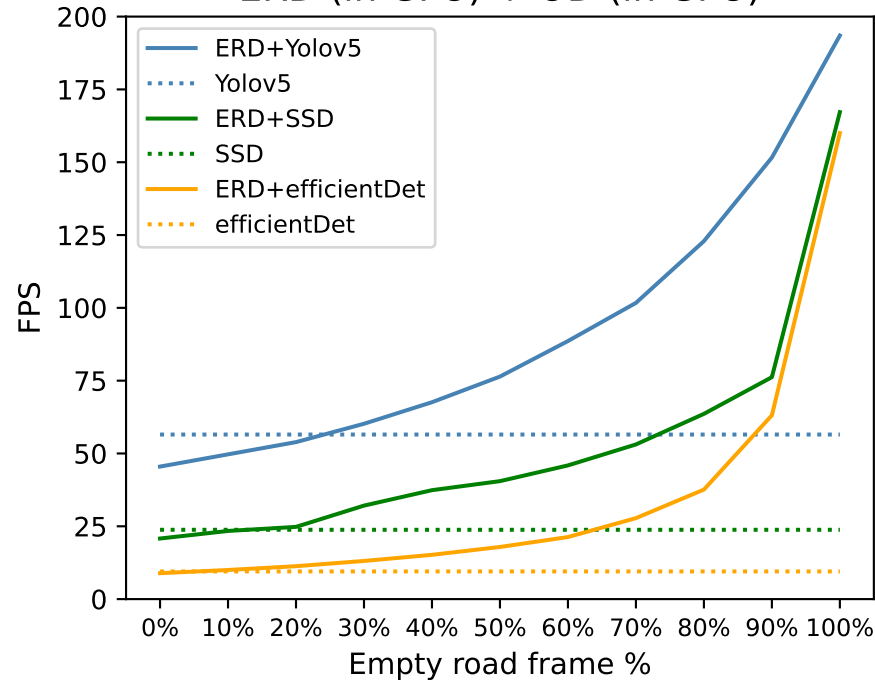
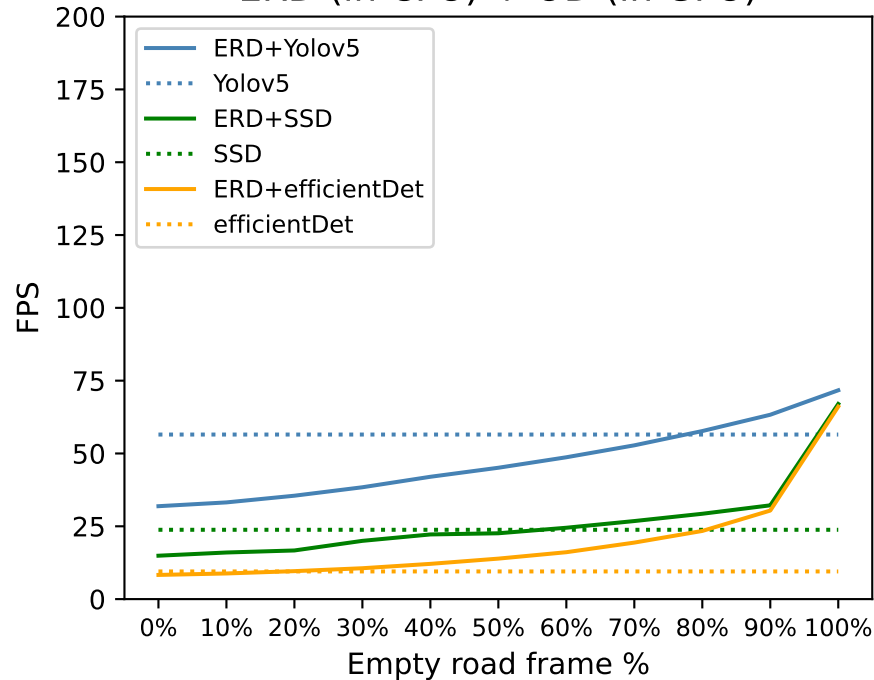


ERD (in GPU) + OD (in GPU)



ERD (in CPU) + OD (in GPU)



ERD (in CPU) + OD (in CPU)

