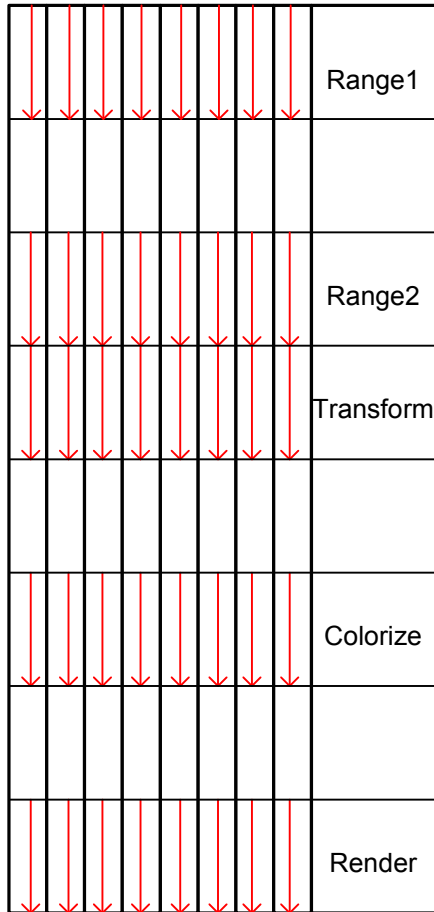
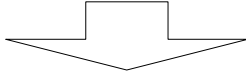
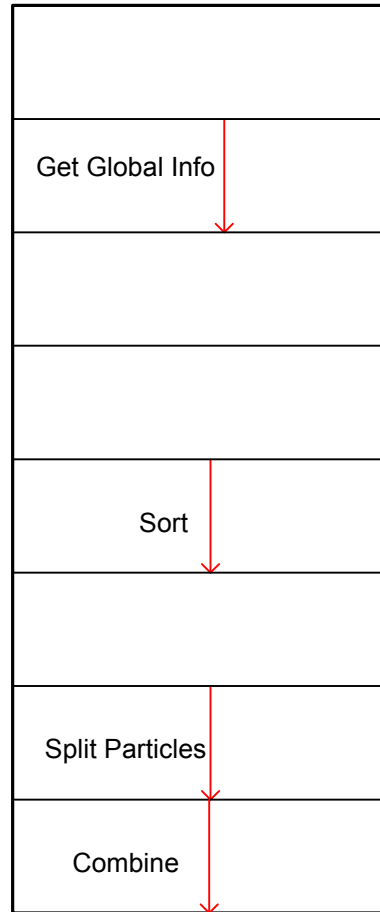


particle array



DEVICE(GPU)



HOST(CPU)