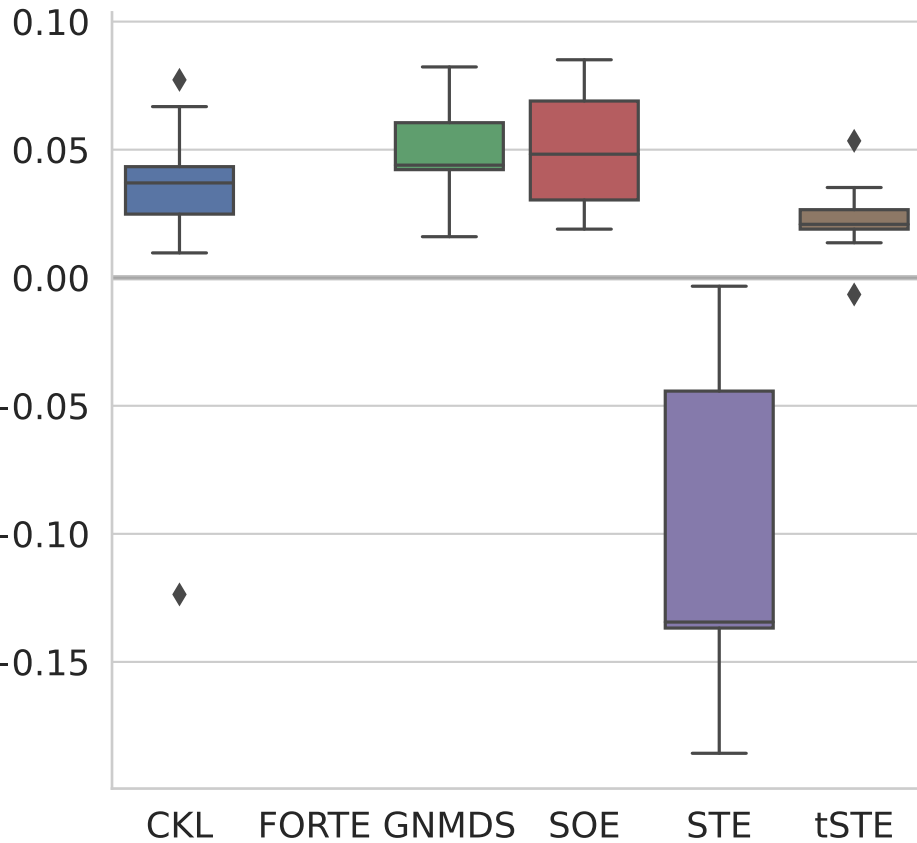


improvement over average error

GPU = False



GPU = True

