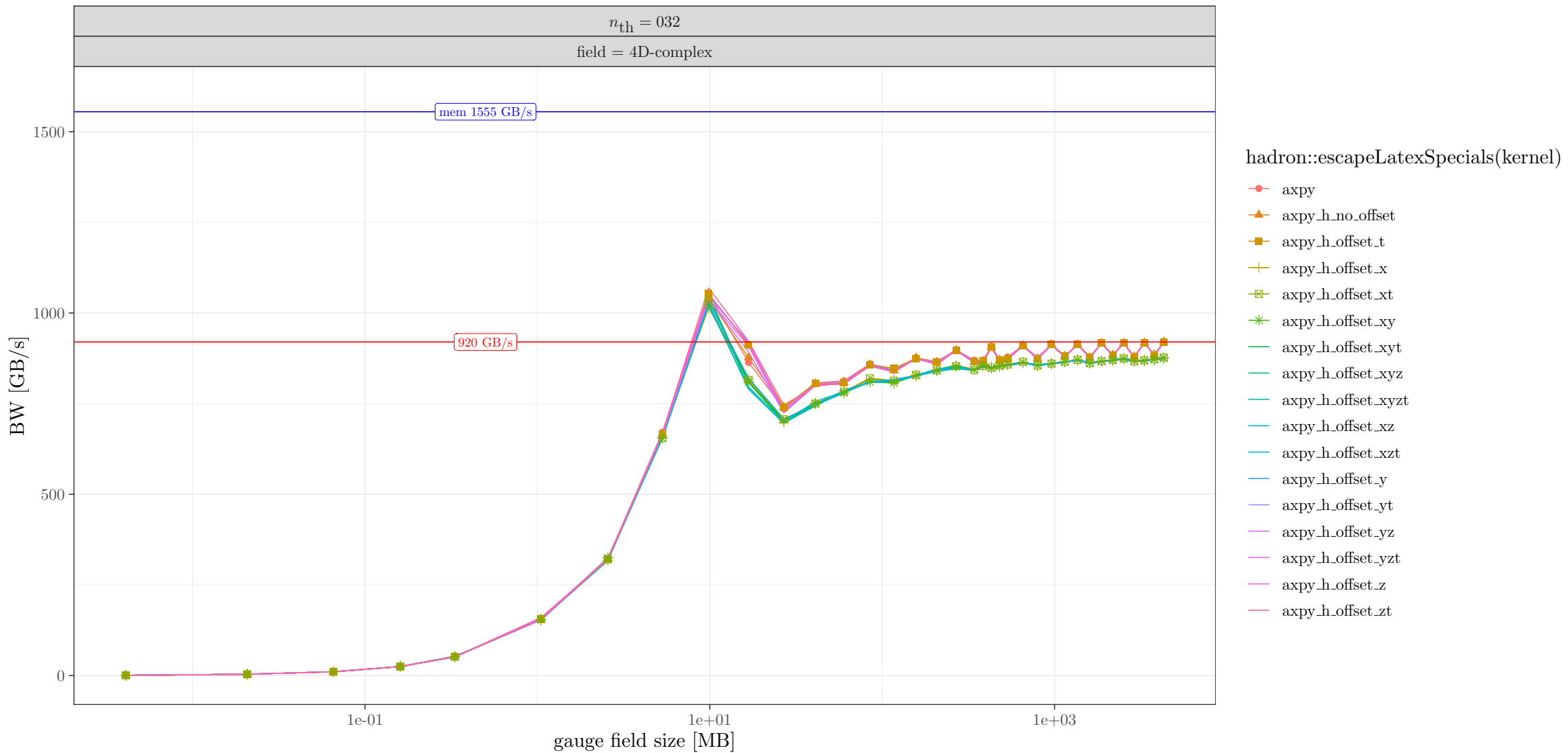


```
nvidia_a100, OMP_PROC_BIND=close, OMP_PLACES=cores
```



nvidia.a100, OMP_PROC_BIND=close, OMP_PLACES=cores

