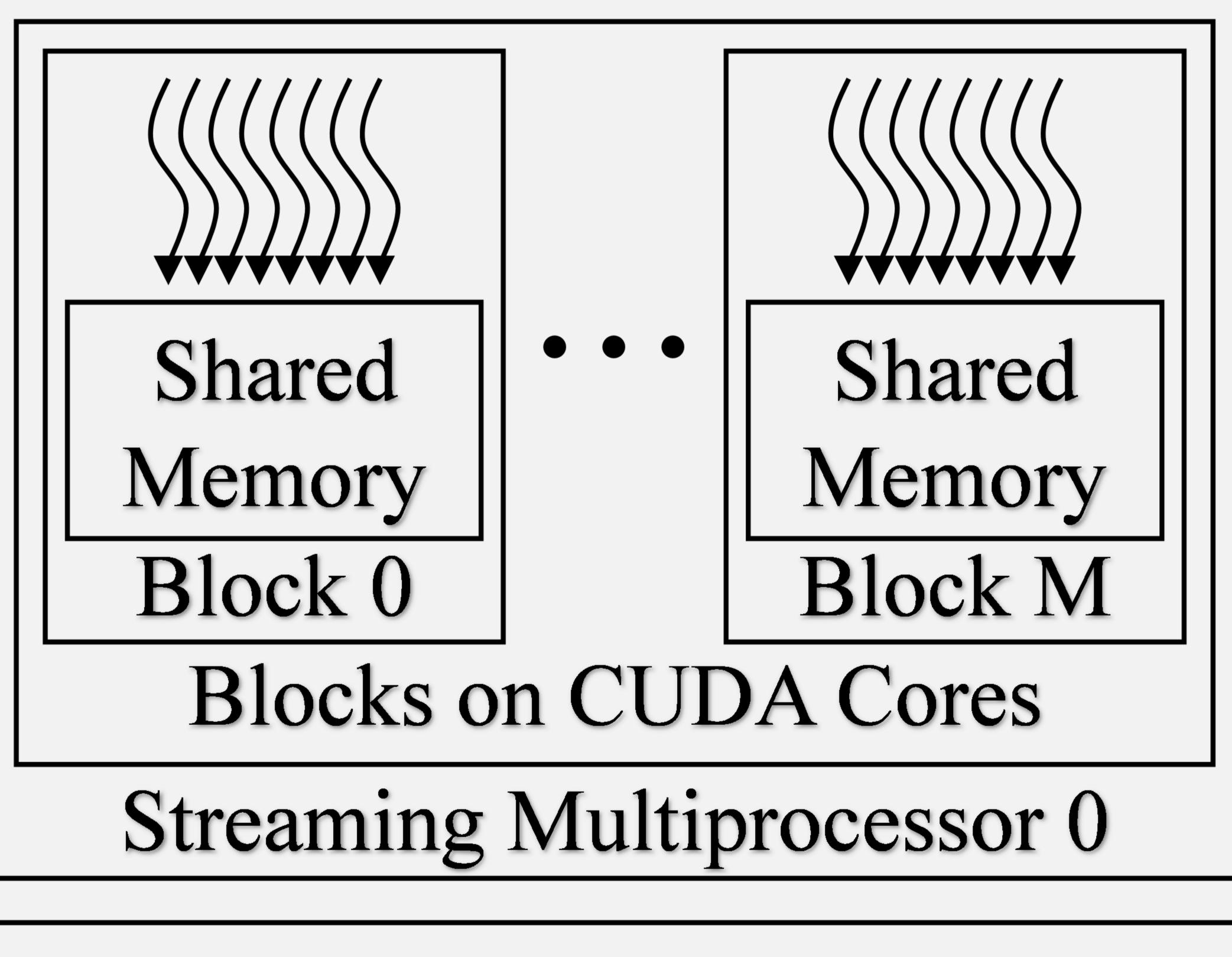
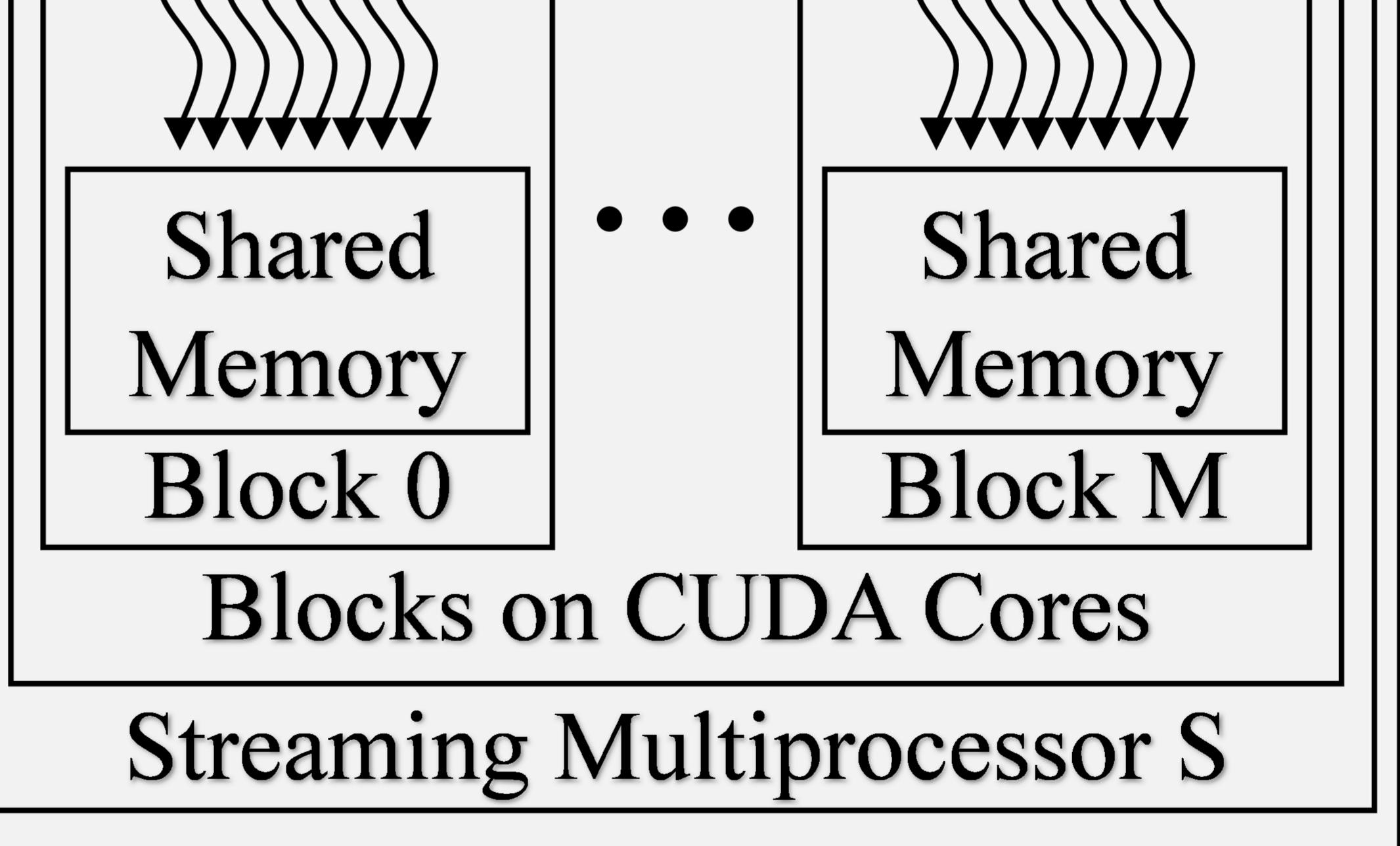


/////////





L2 & Global Memory

GPU 0

Slowest Memory

Fastest Memory