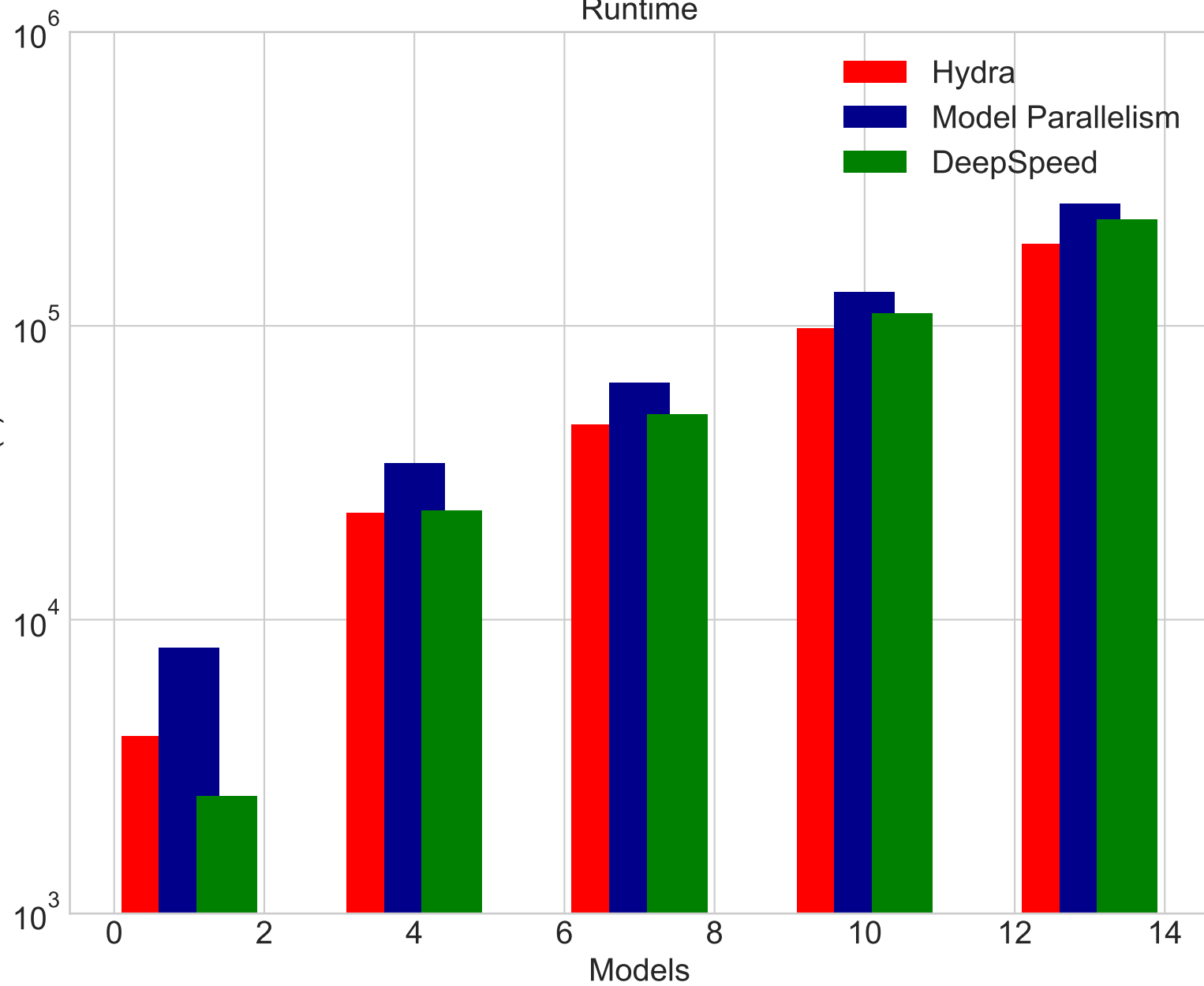


Runtime



Total GPU Utilization

