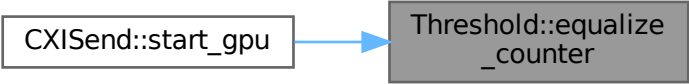


CXISend::start_gpu



```
graph LR; A[CXISend::start_gpu] --> B[Threshold::equalize_counter]
```

A diagram showing a call to the function CXISend::start_gpu. A blue arrow points from this call to a gray box containing the text Threshold::equalize_counter, indicating that the function call results in this specific operation.

Threshold::equalize
_counter