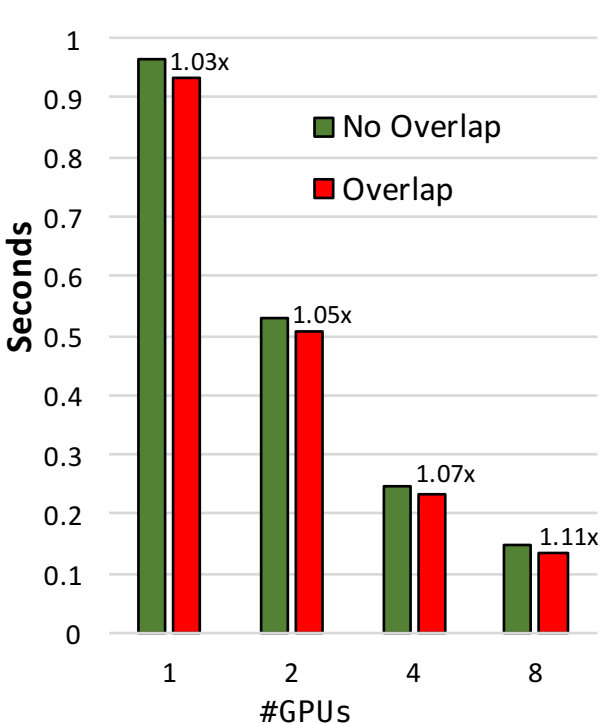
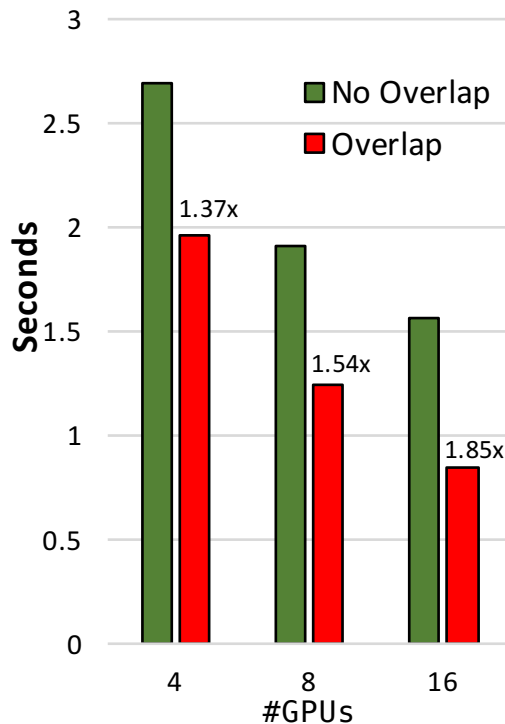


### Sparse Cholesky



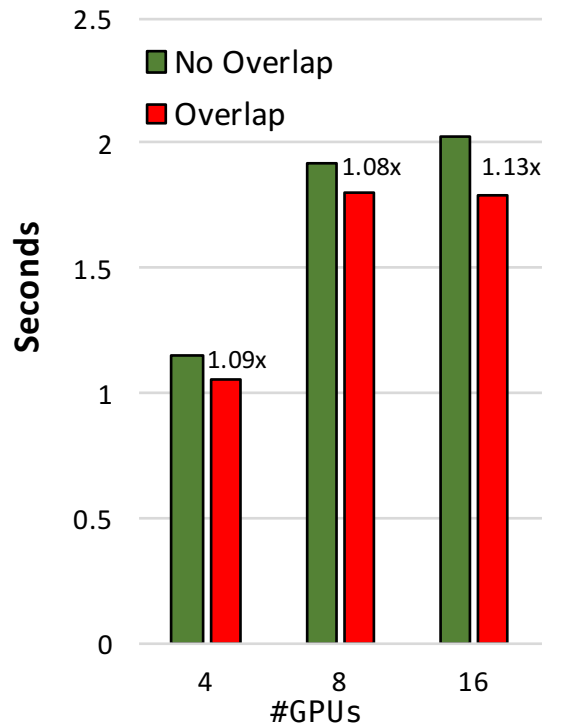
(a) Strong Scaling  
N=1024, tileSize= 32x32

### 3D Stencil



(b) Strong Scaling  
N=512, 400 iterations

### Original 2D Cannon



(c) Weak Scaling  
N=8192 x  $(\text{\#GPUs}/4)^{(1/3)}$