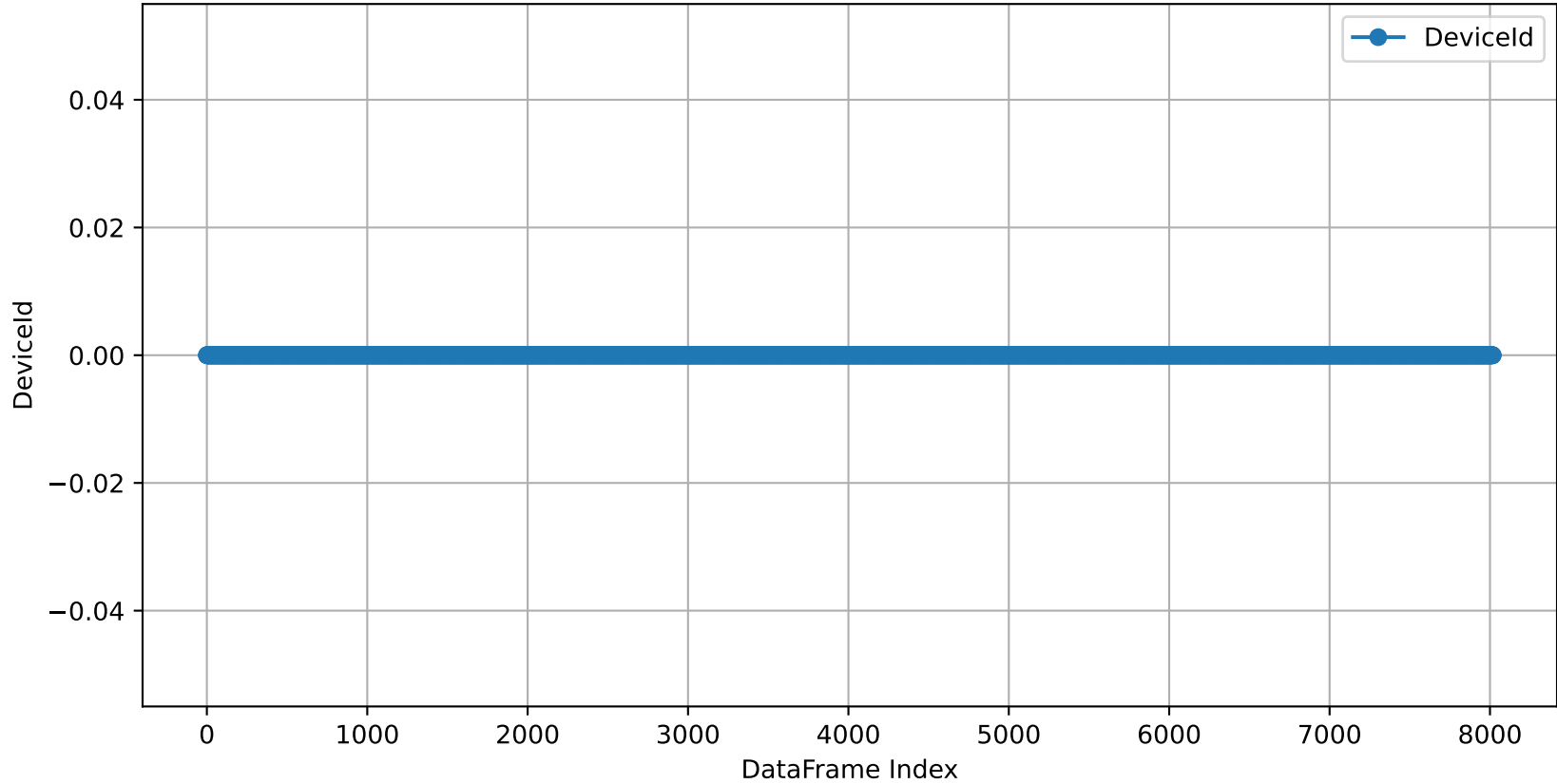
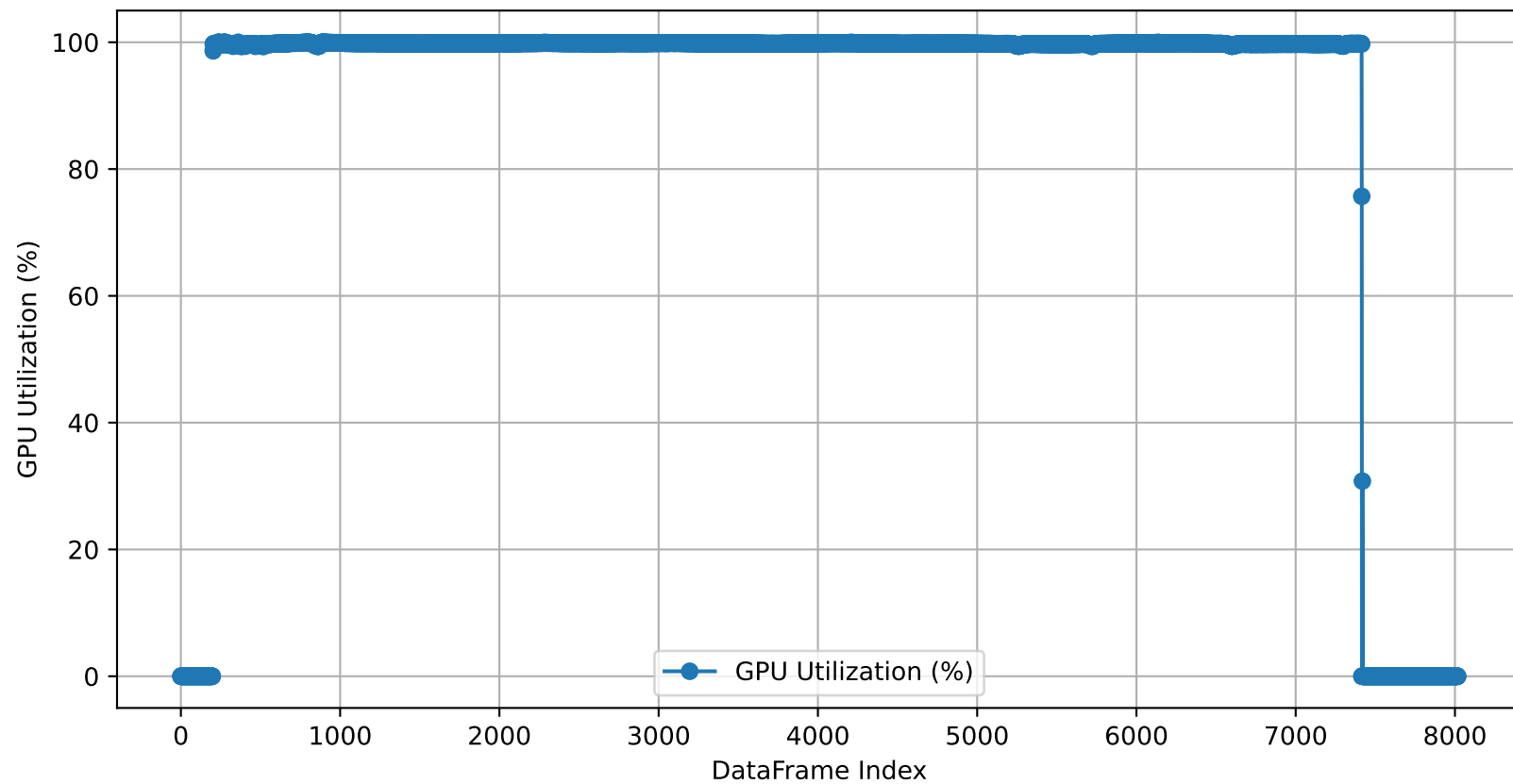


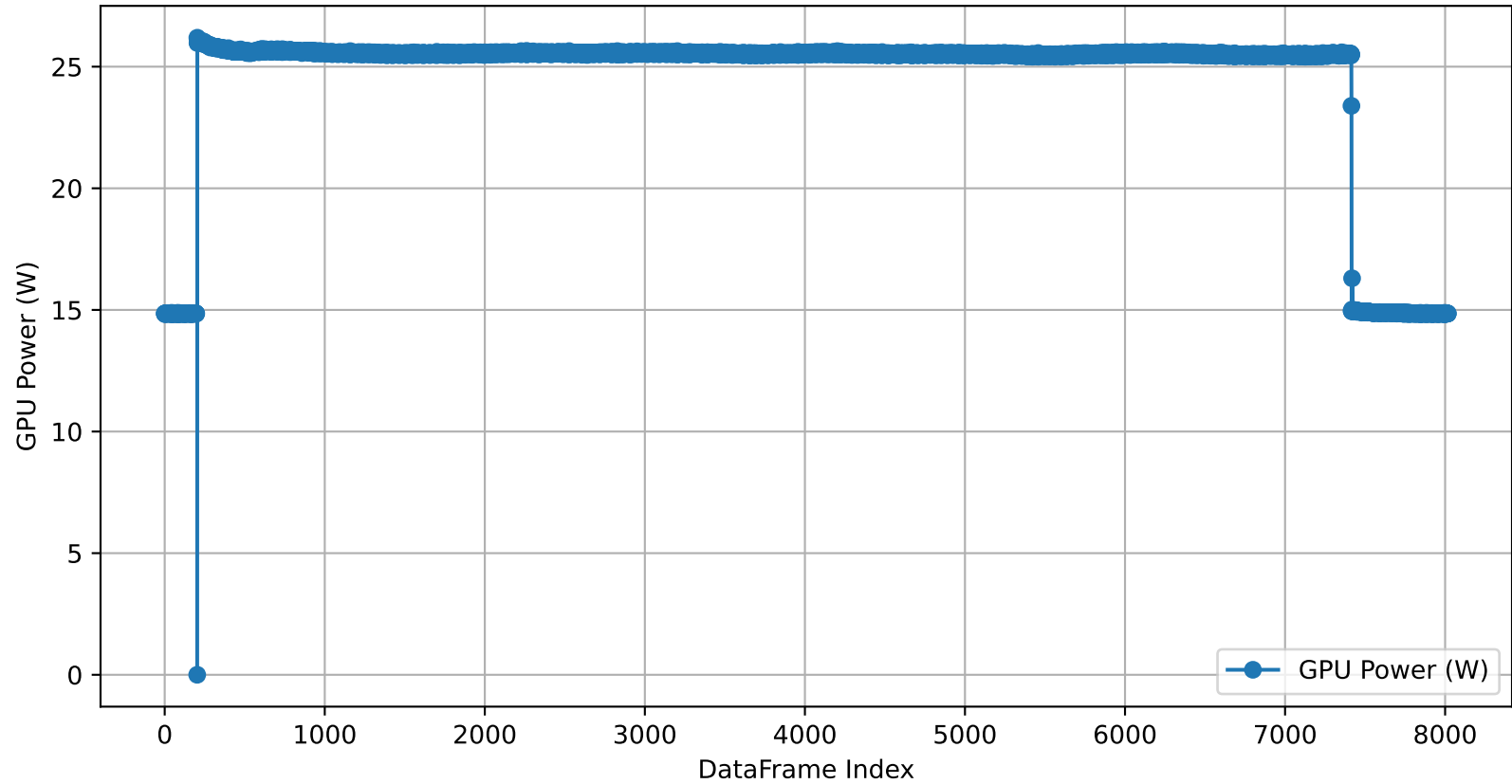
DeviceId Over Index



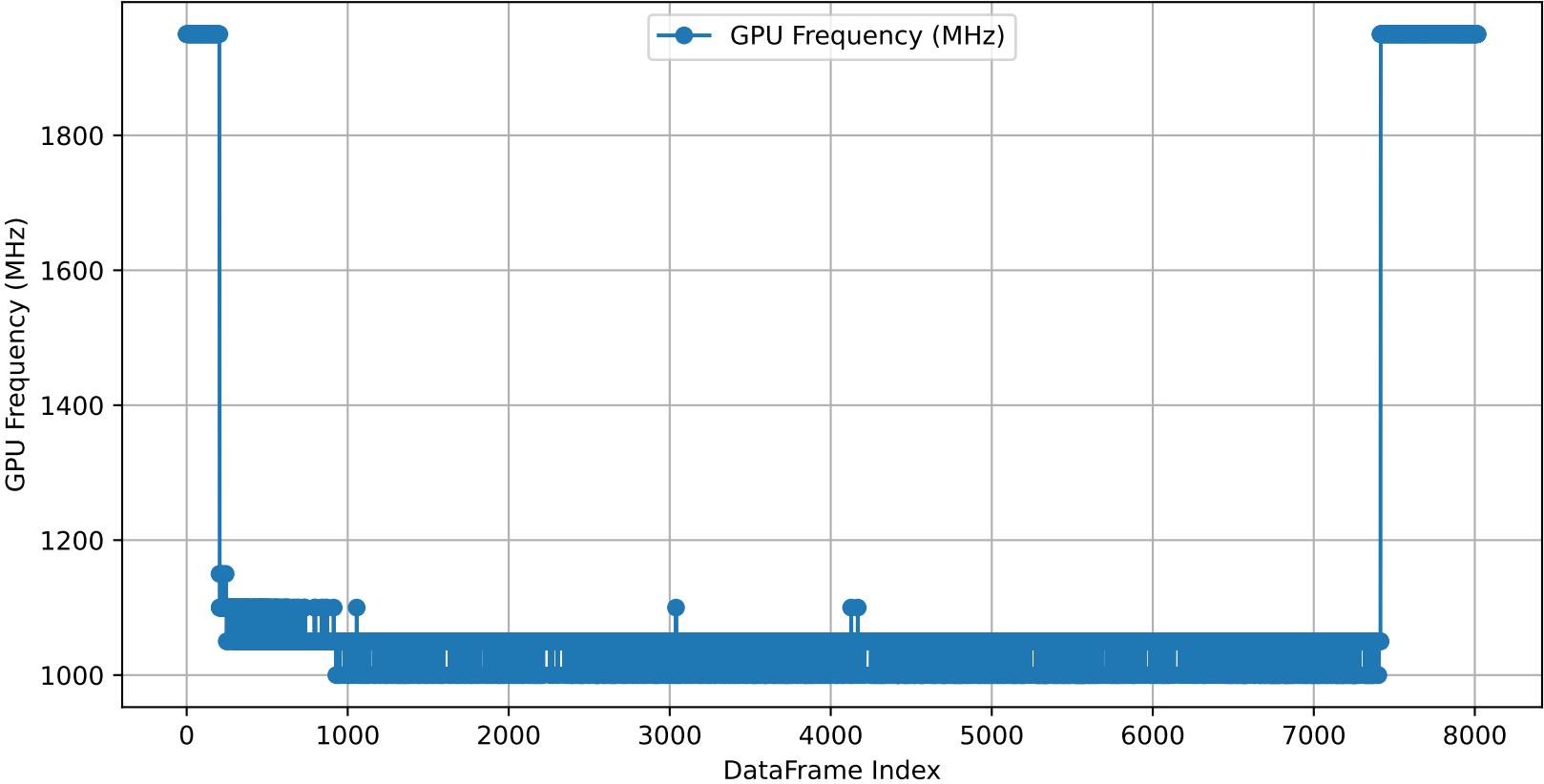
GPU Utilization (%) Over Index



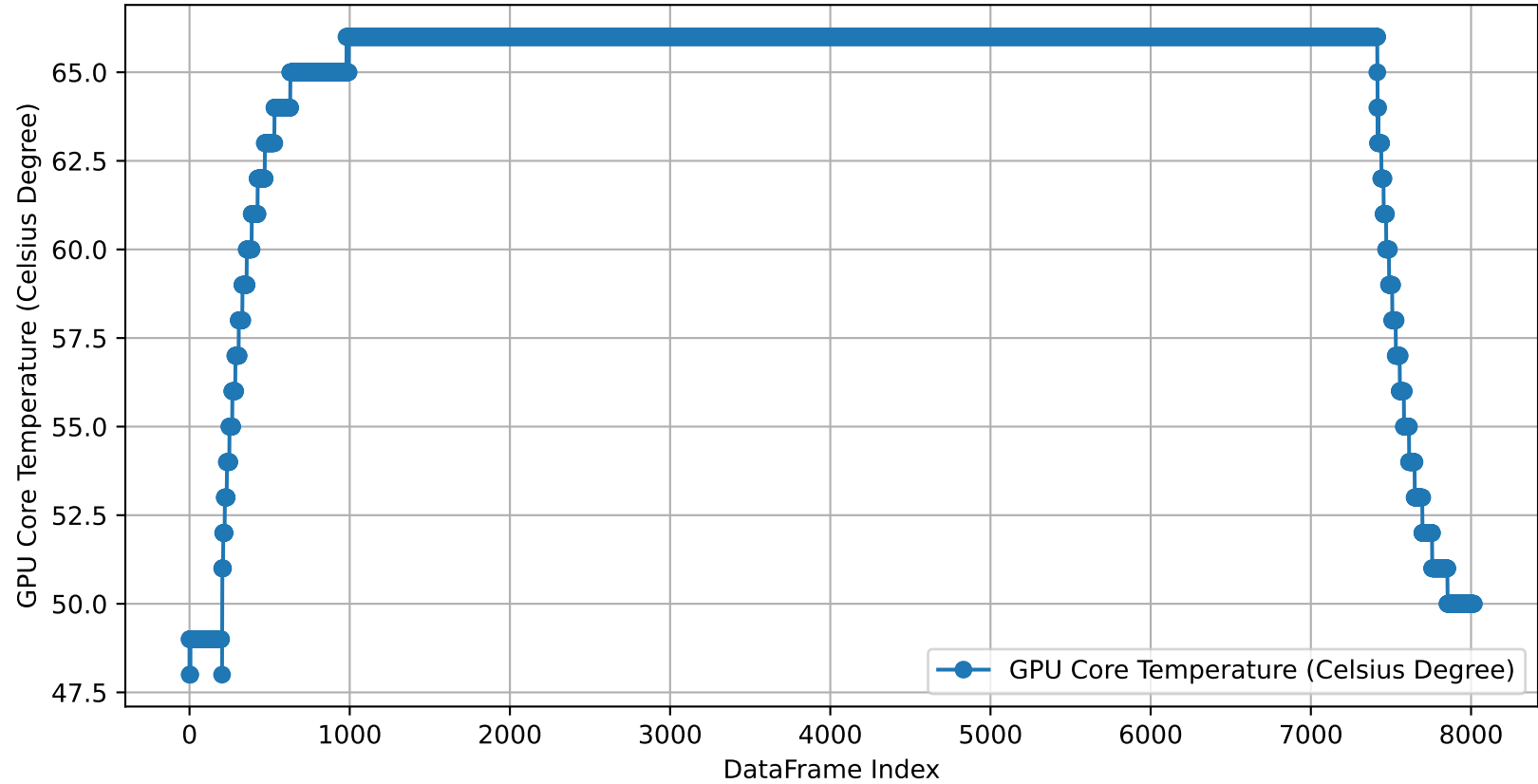
GPU Power (W) Over Index



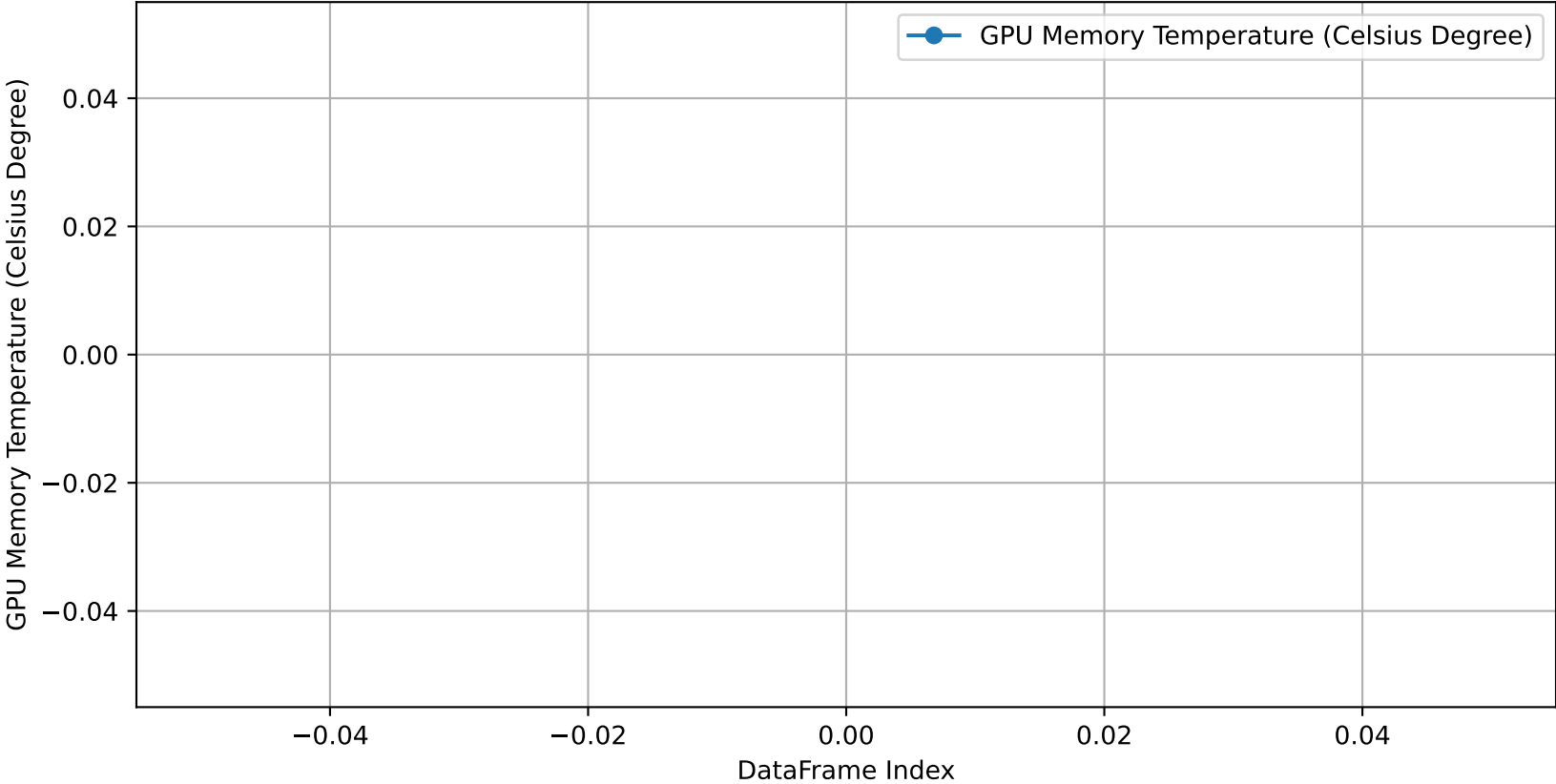
GPU Frequency (MHz) Over Index



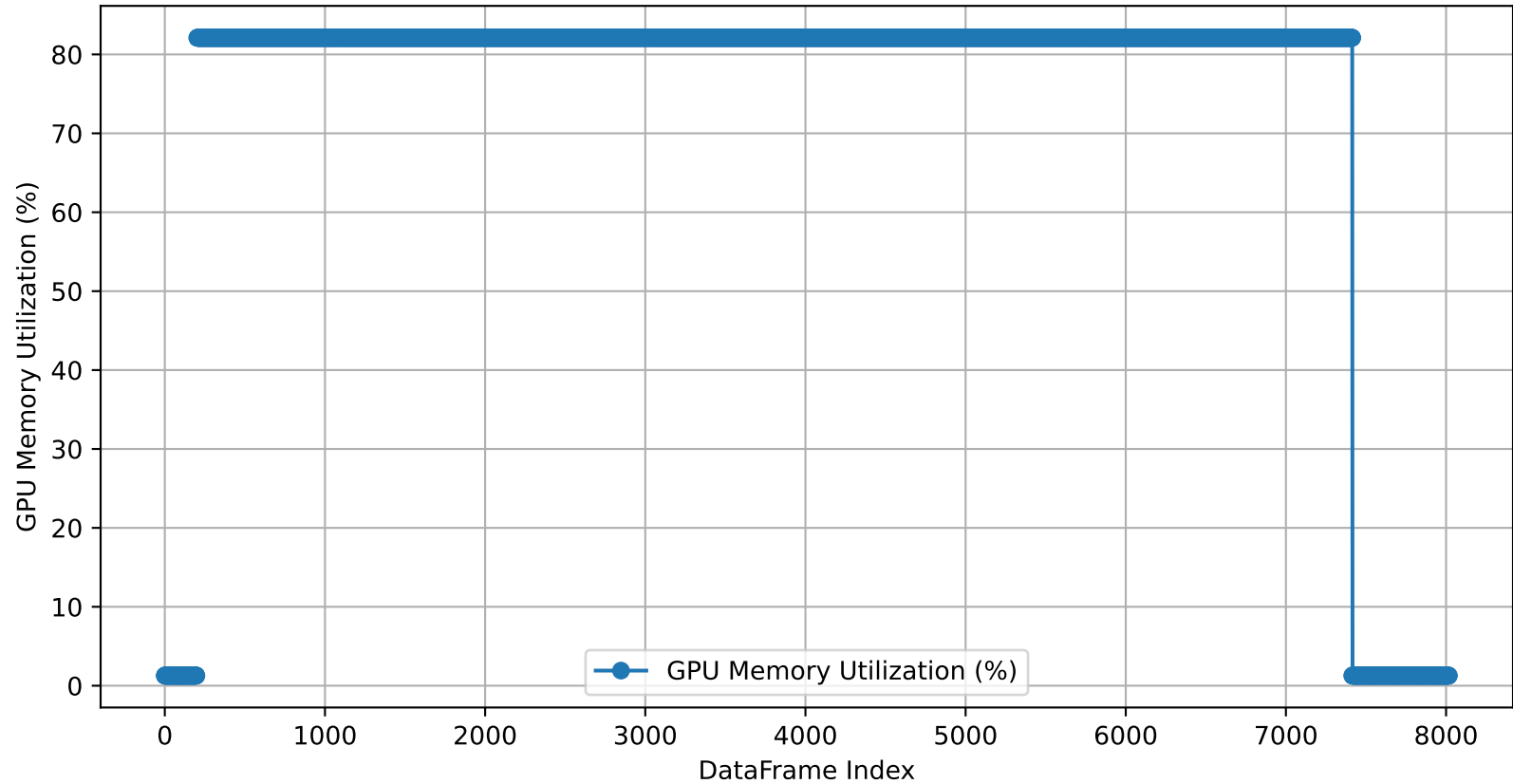
GPU Core Temperature (Celsius Degree) Over Index



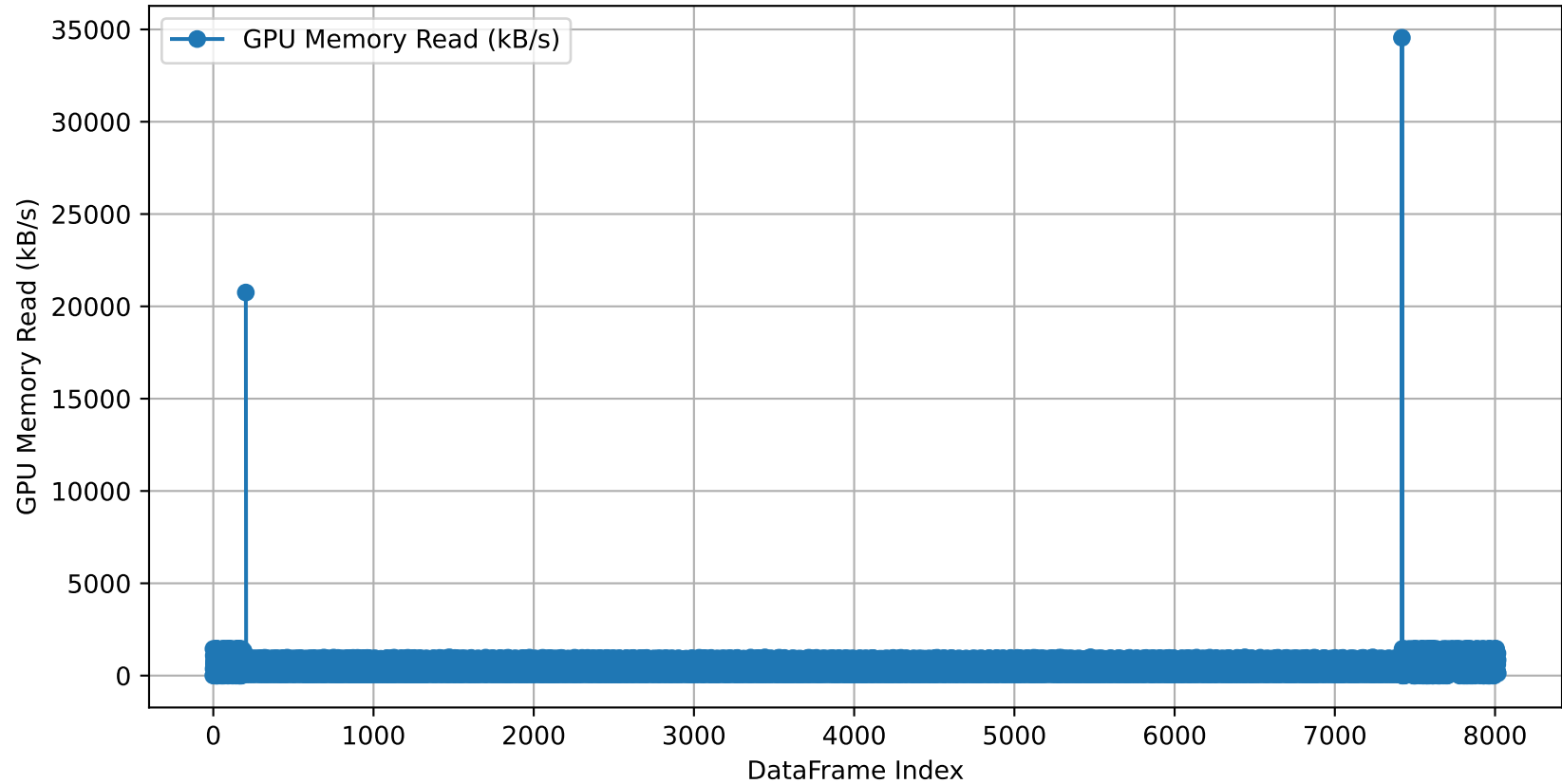
GPU Memory Temperature (Celsius Degree) Over Index



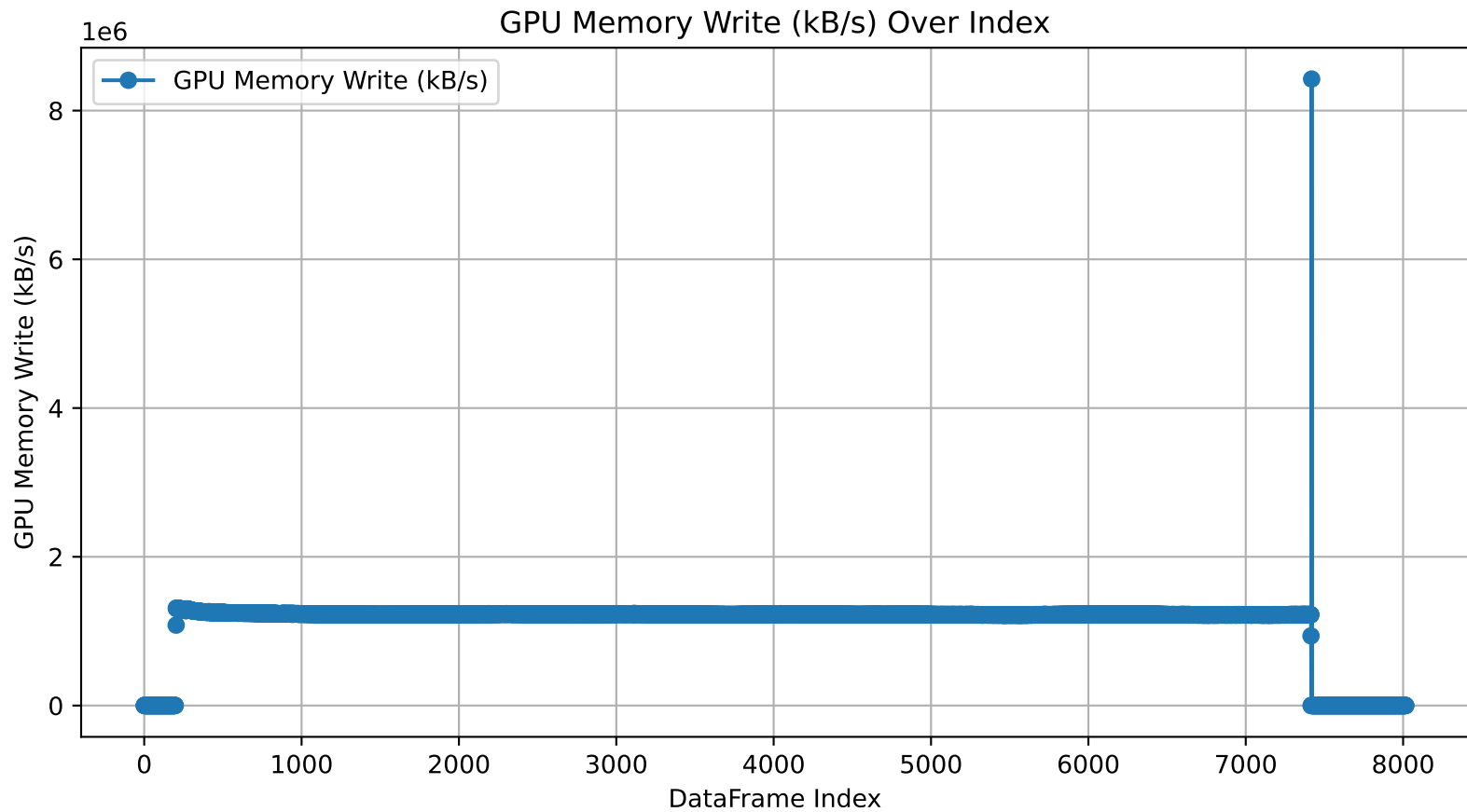
GPU Memory Utilization (%) Over Index

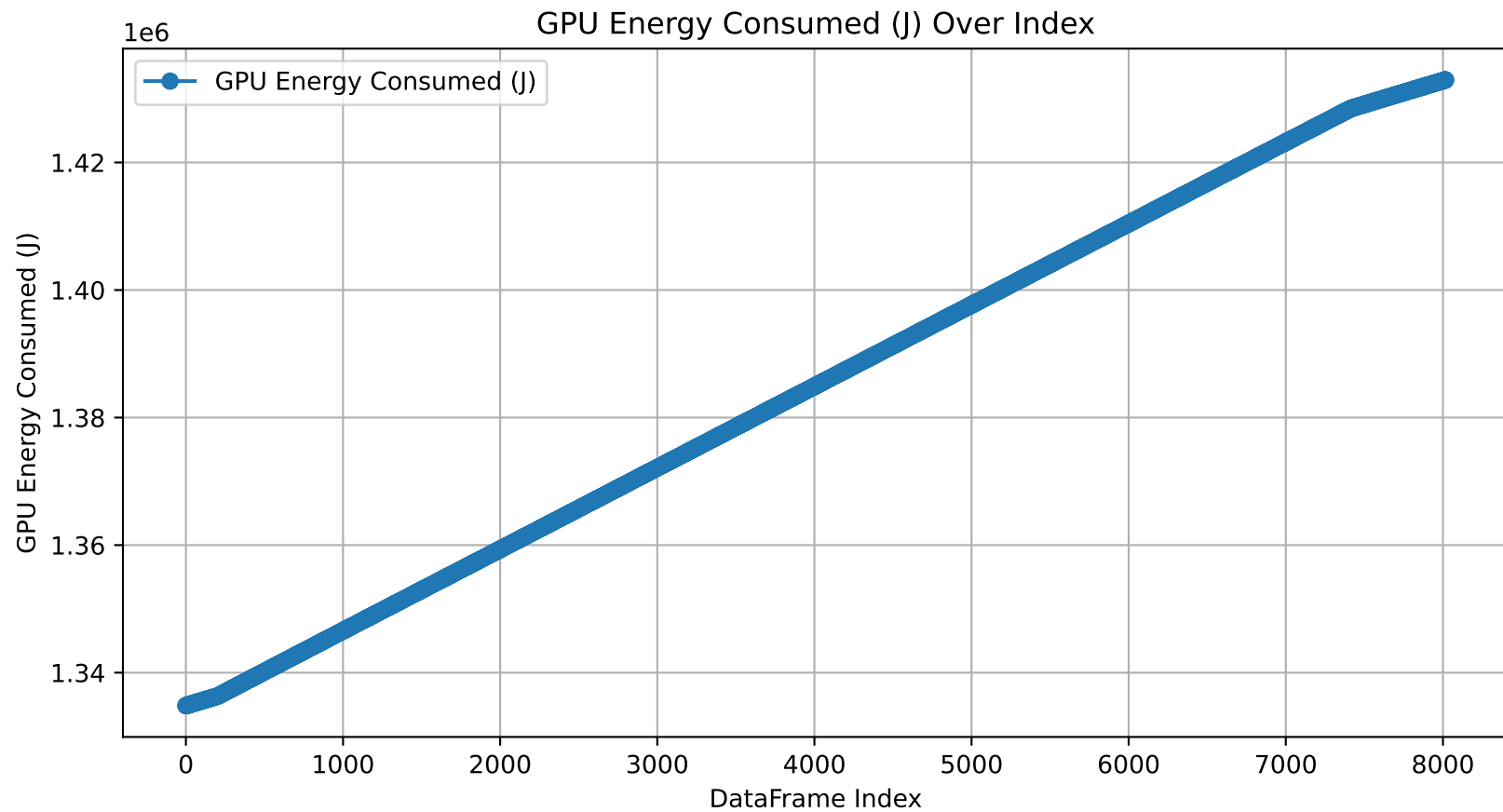


GPU Memory Read (kB/s) Over Index

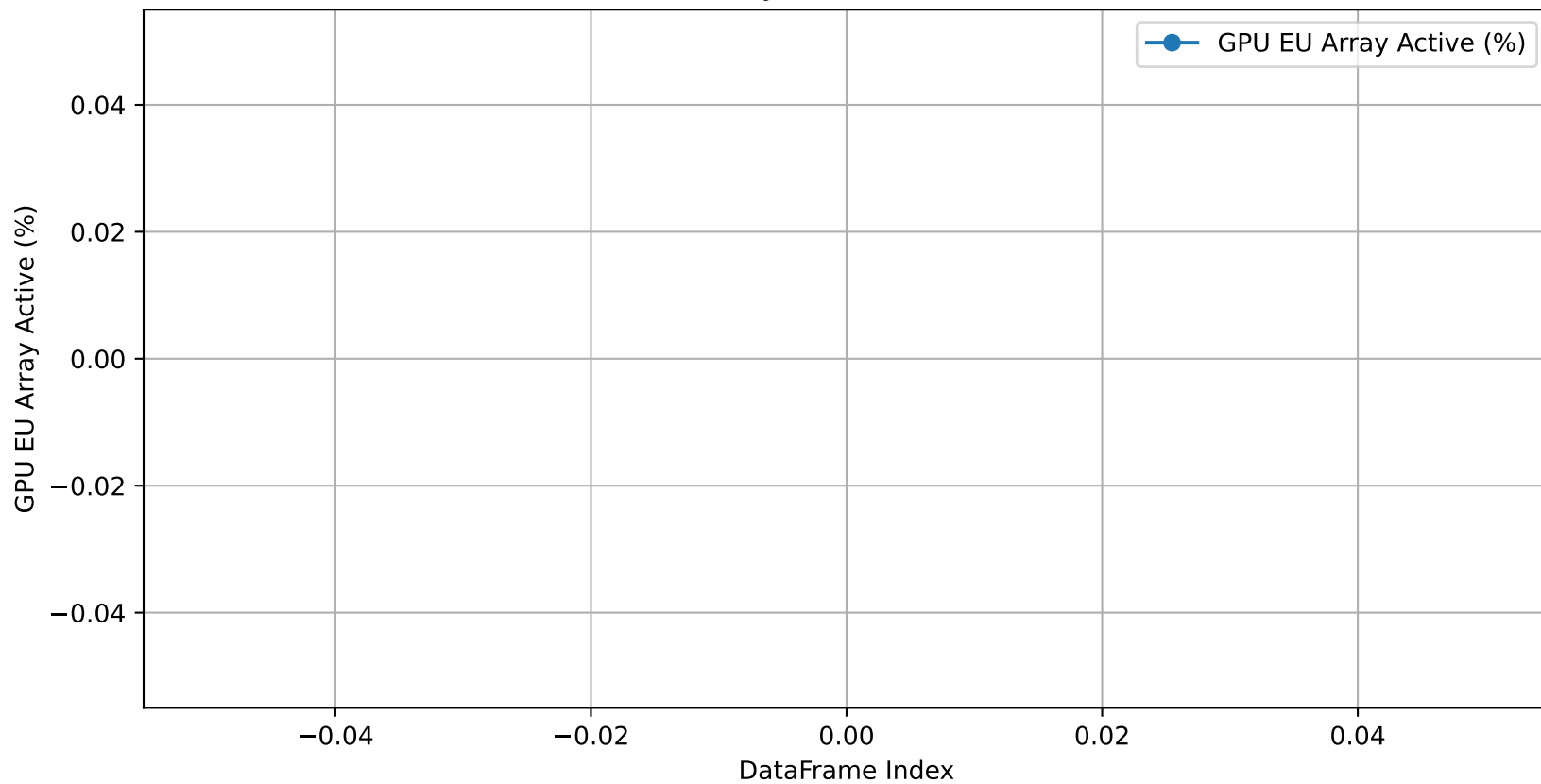




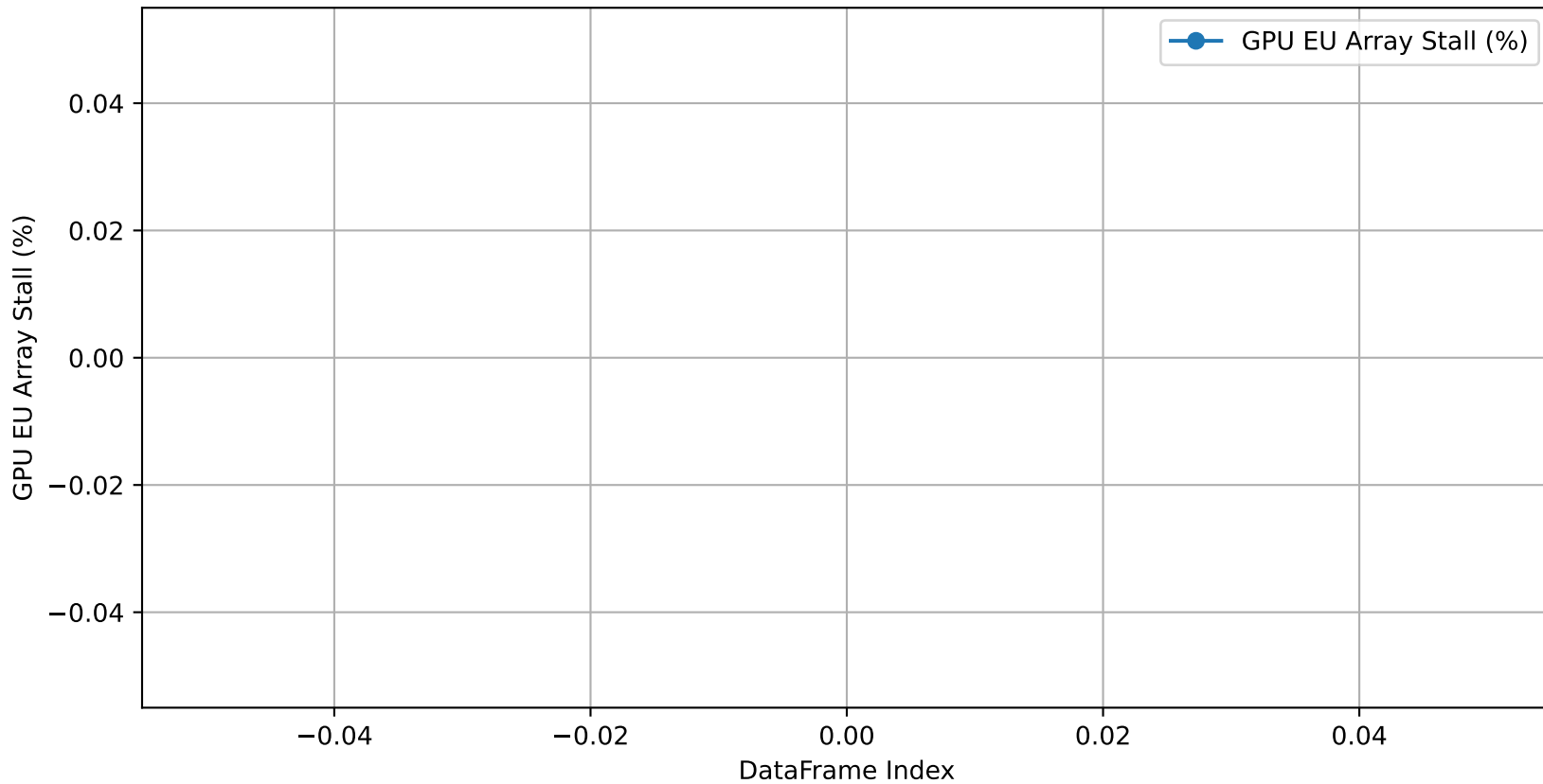




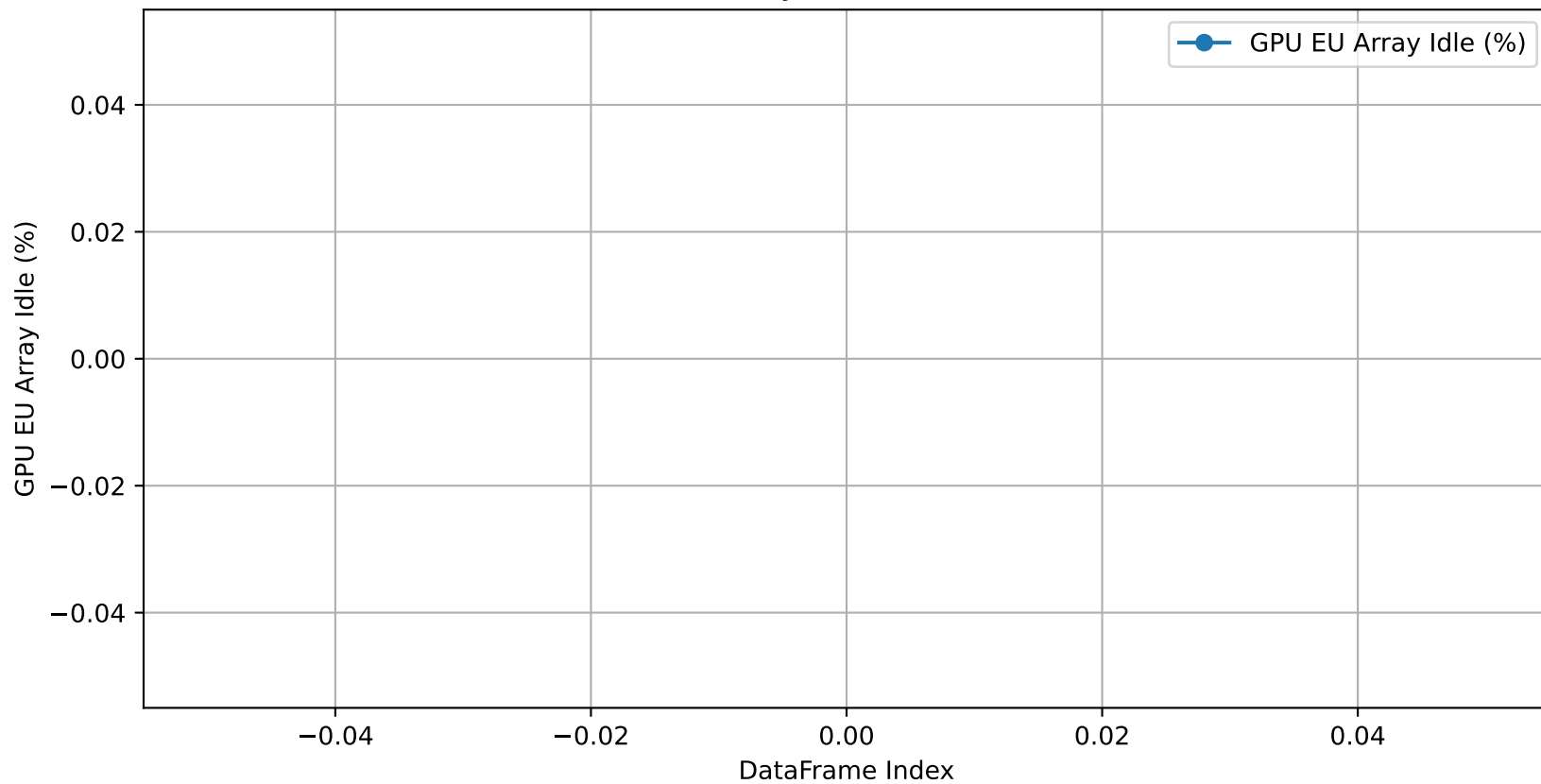
GPU EU Array Active (%) Over Index



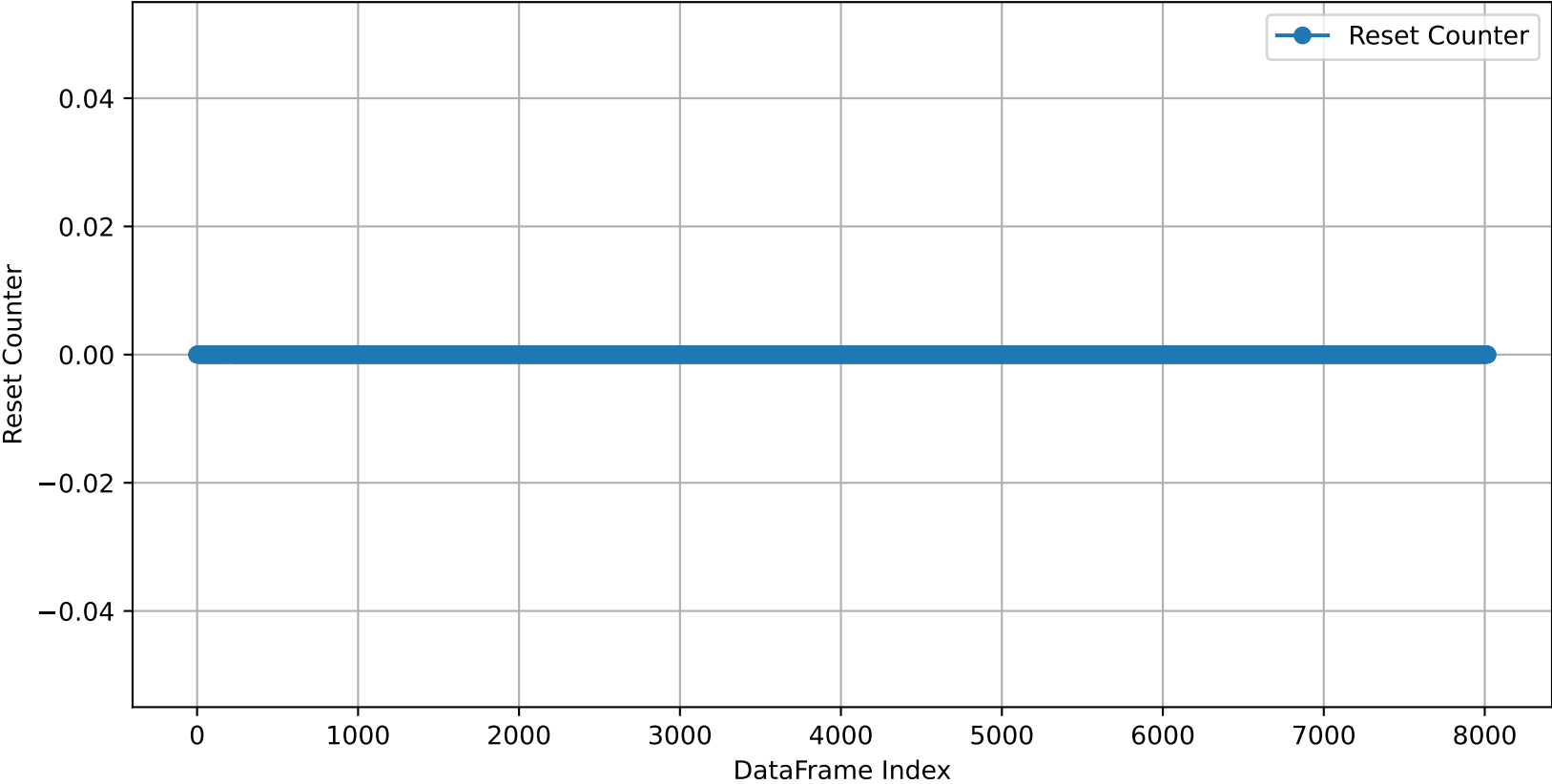
GPU EU Array Stall (%) Over Index



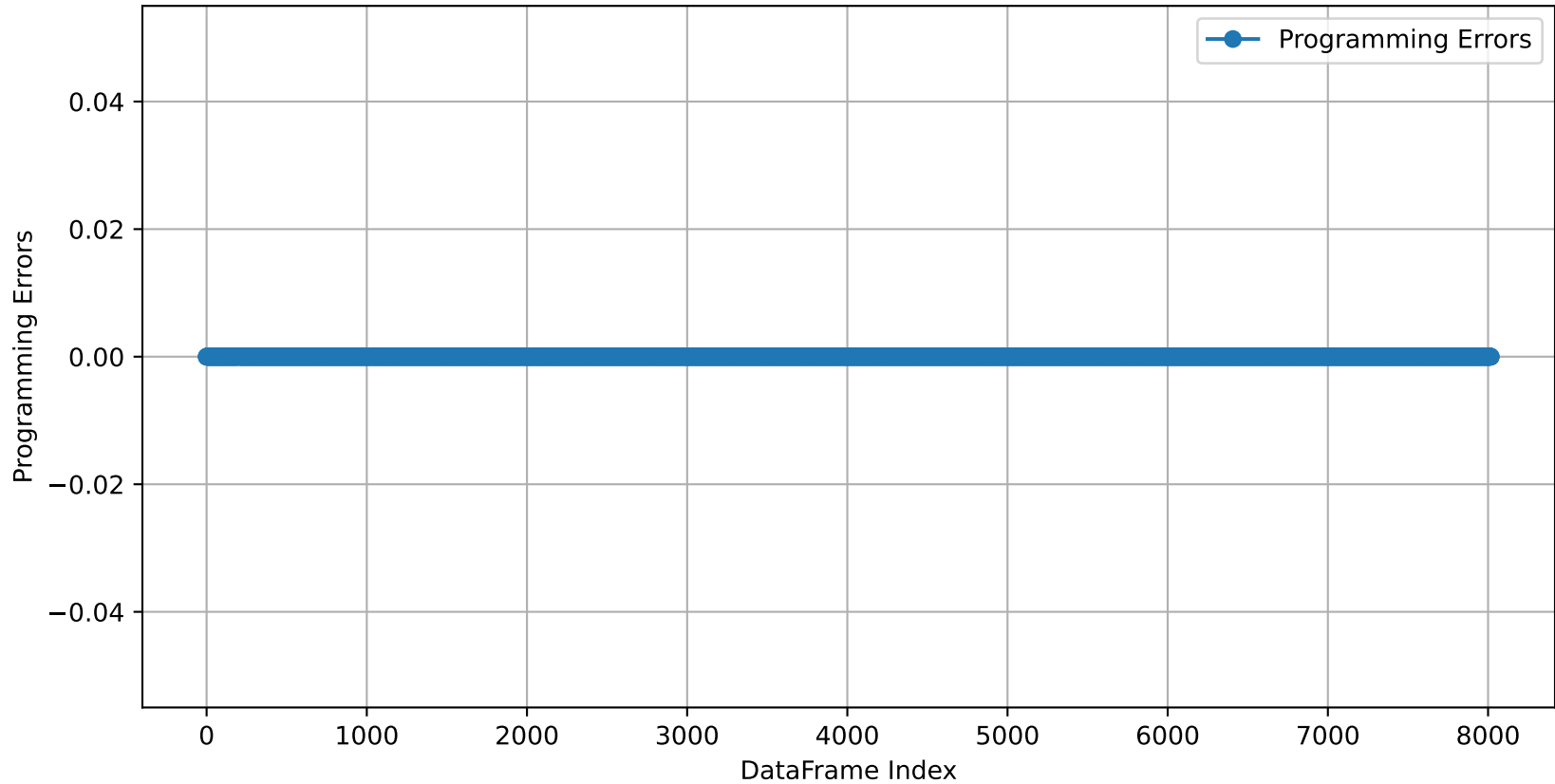
GPU EU Array Idle (%) Over Index



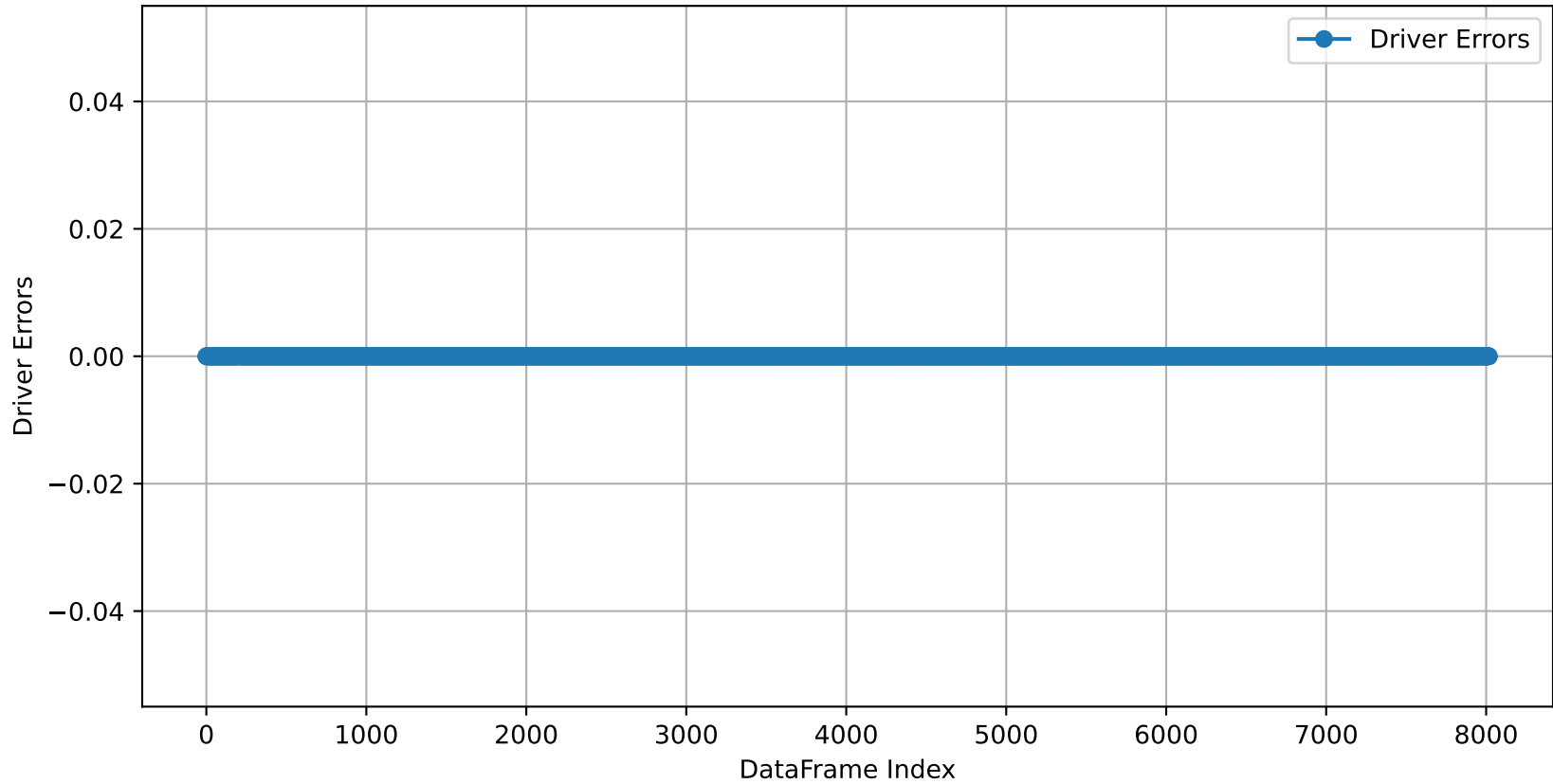
Reset Counter Over Index



Programming Errors Over Index

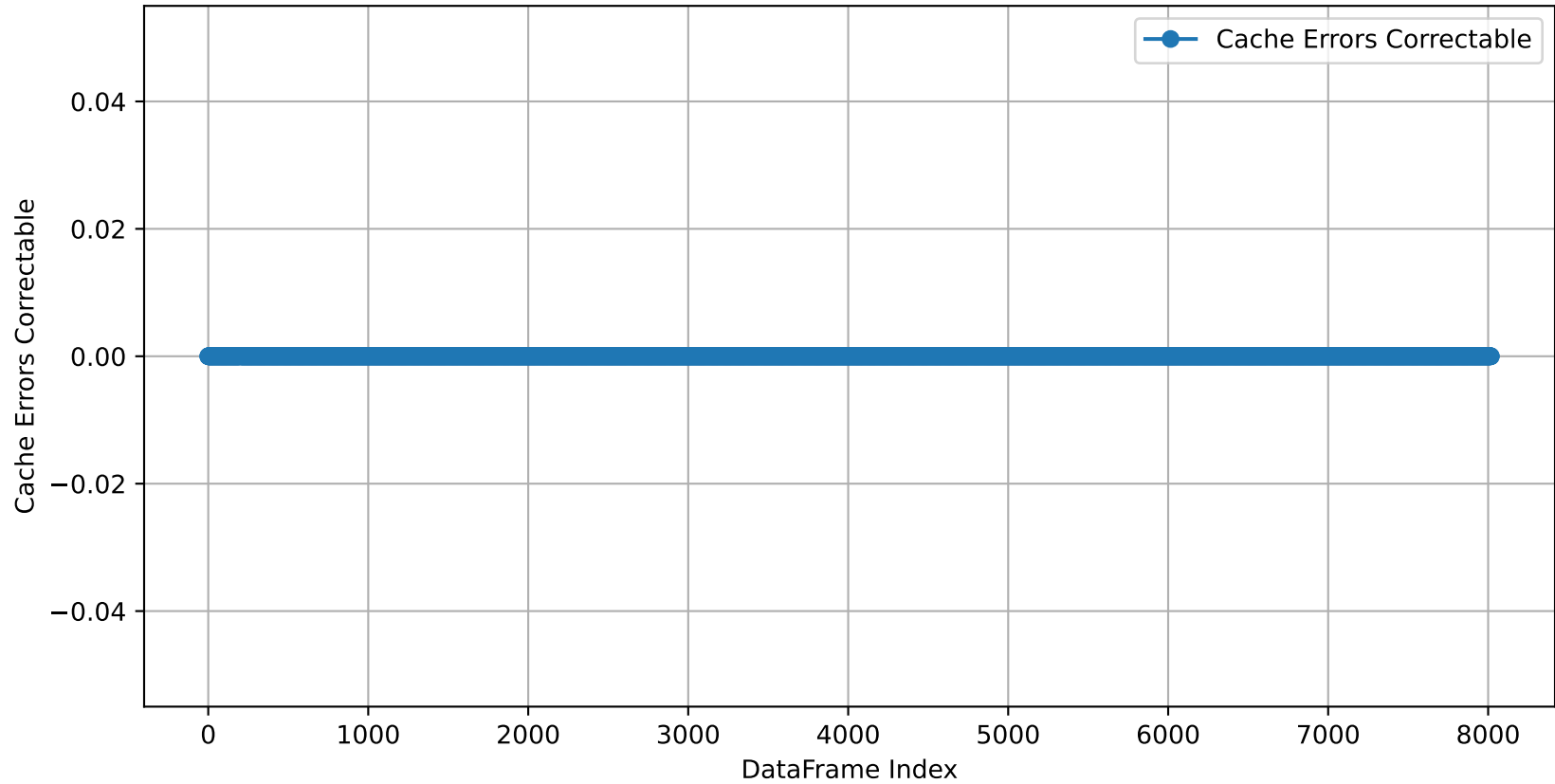


Driver Errors Over Index

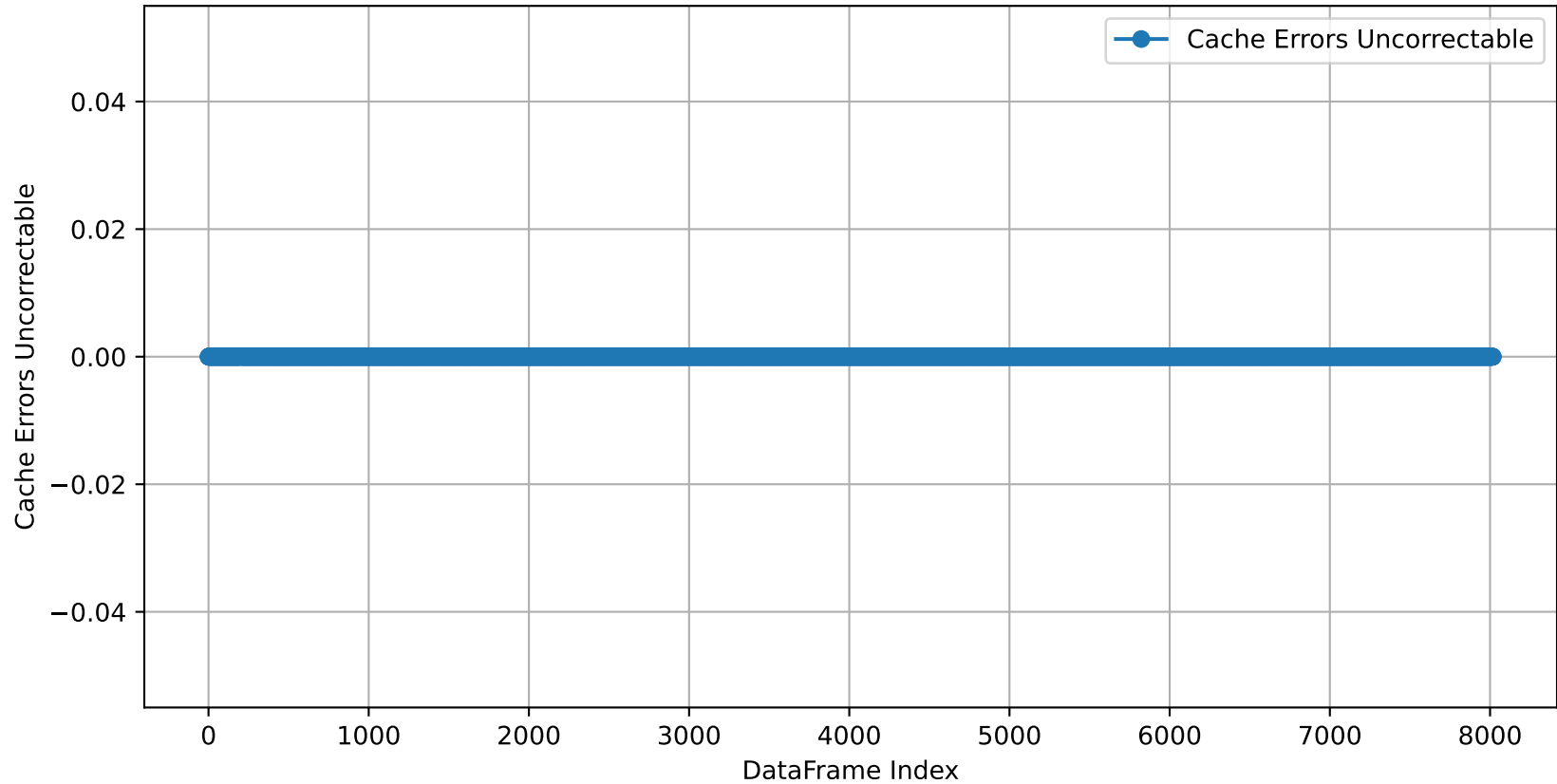




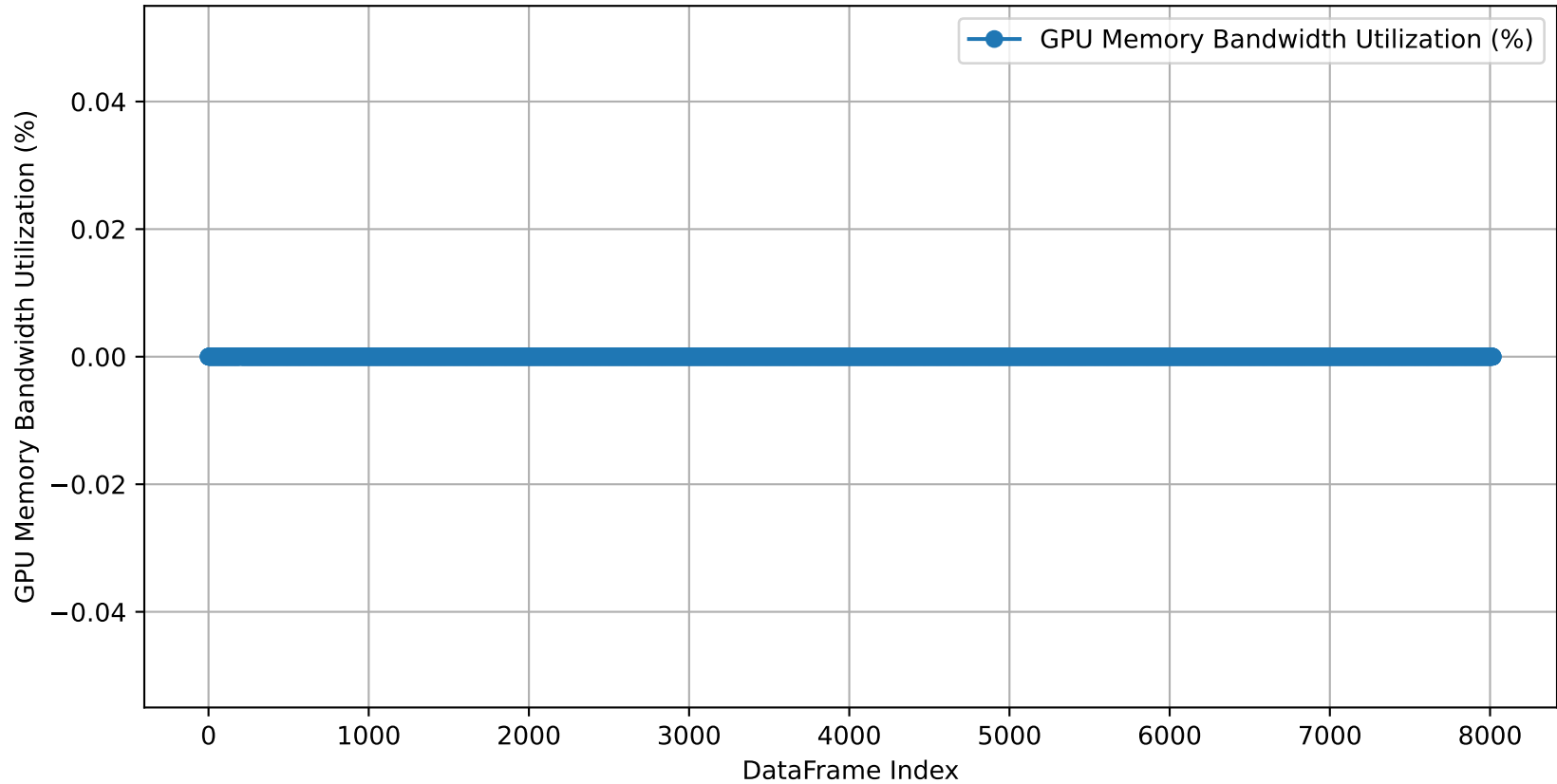
Cache Errors Correctable Over Index



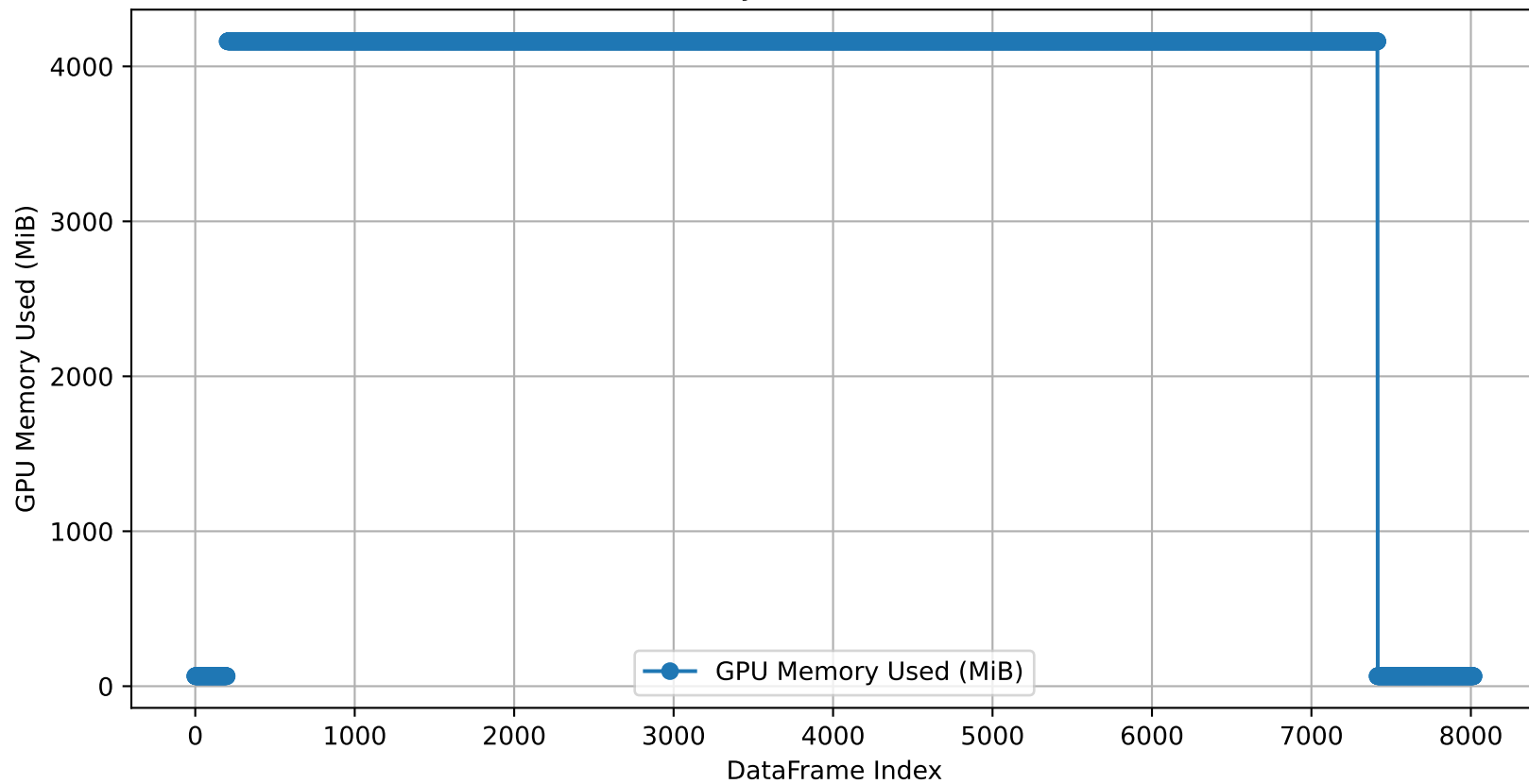
Cache Errors Uncorrectable Over Index



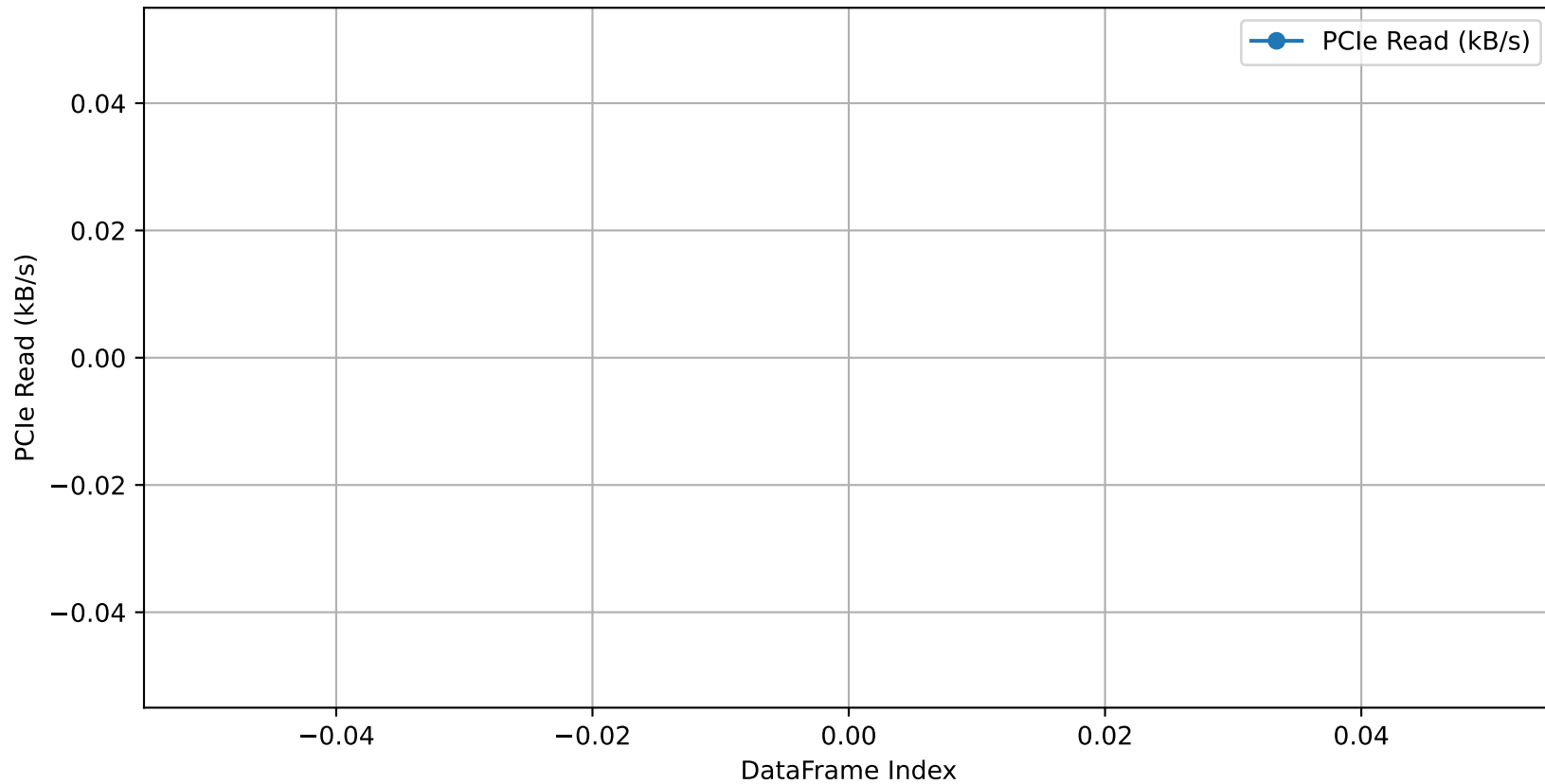
GPU Memory Bandwidth Utilization (%) Over Index



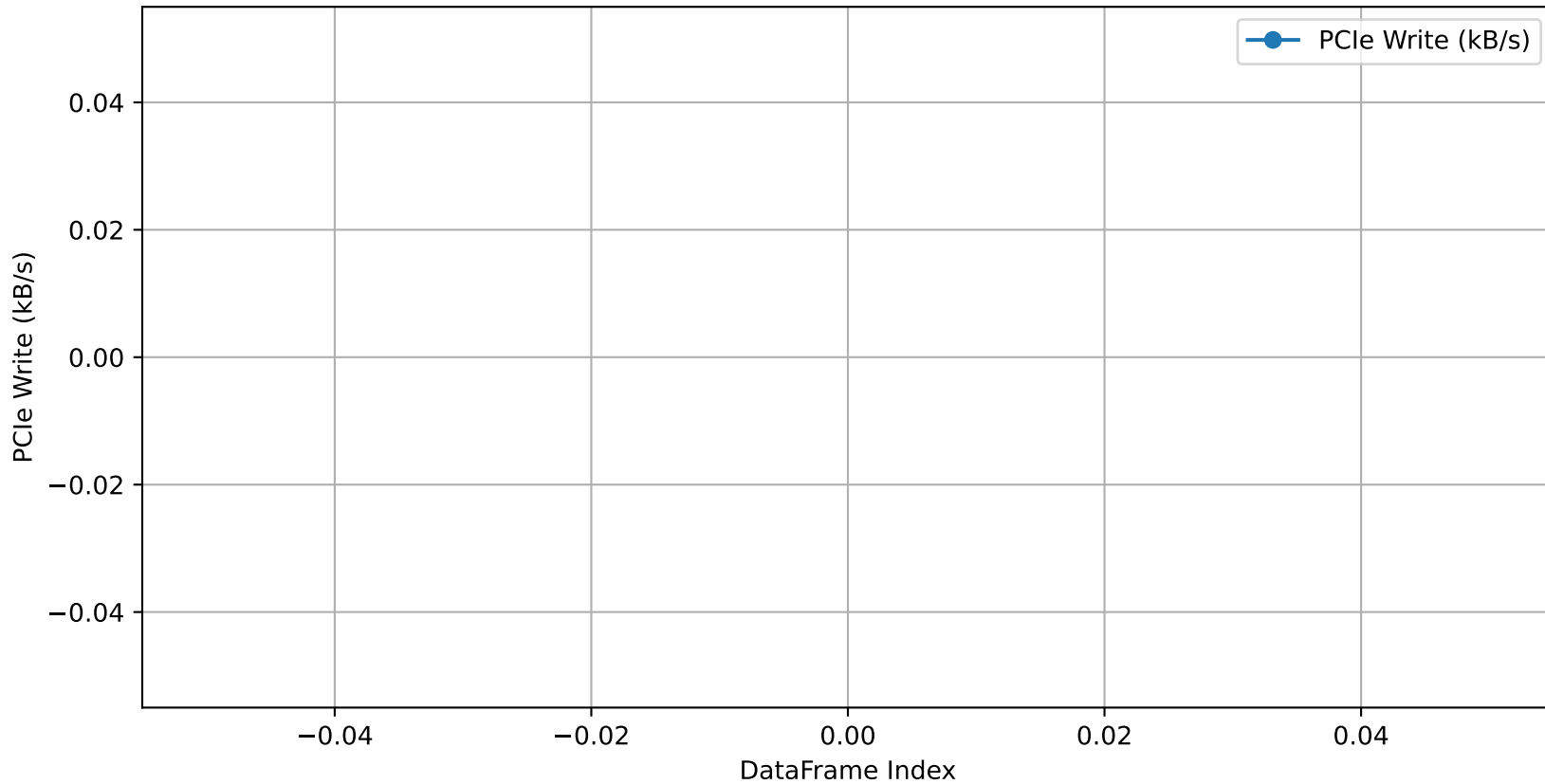
GPU Memory Used (MiB) Over Index



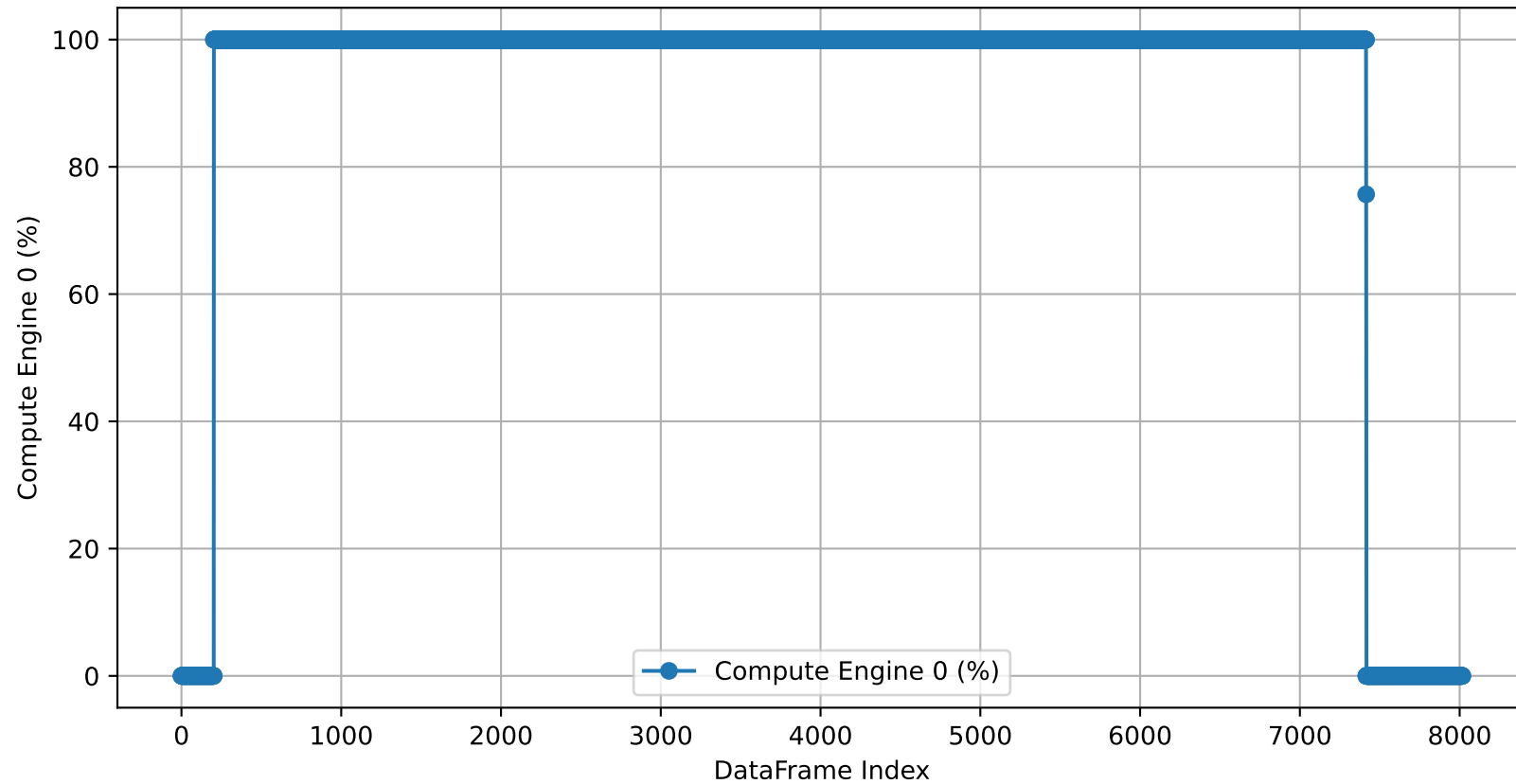
PCIe Read (kB/s) Over Index



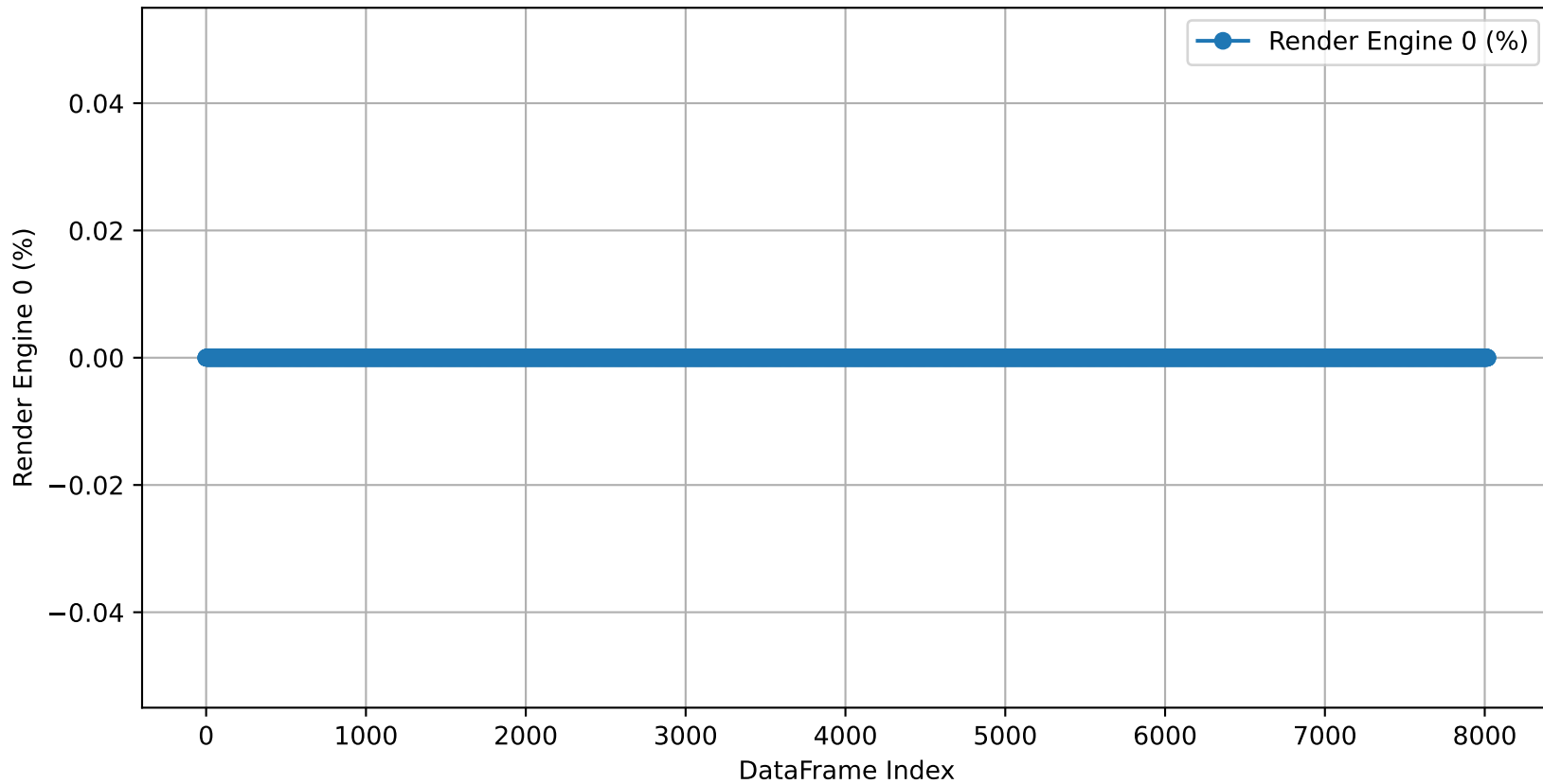
PCIe Write (kB/s) Over Index



Compute Engine 0 (%) Over Index

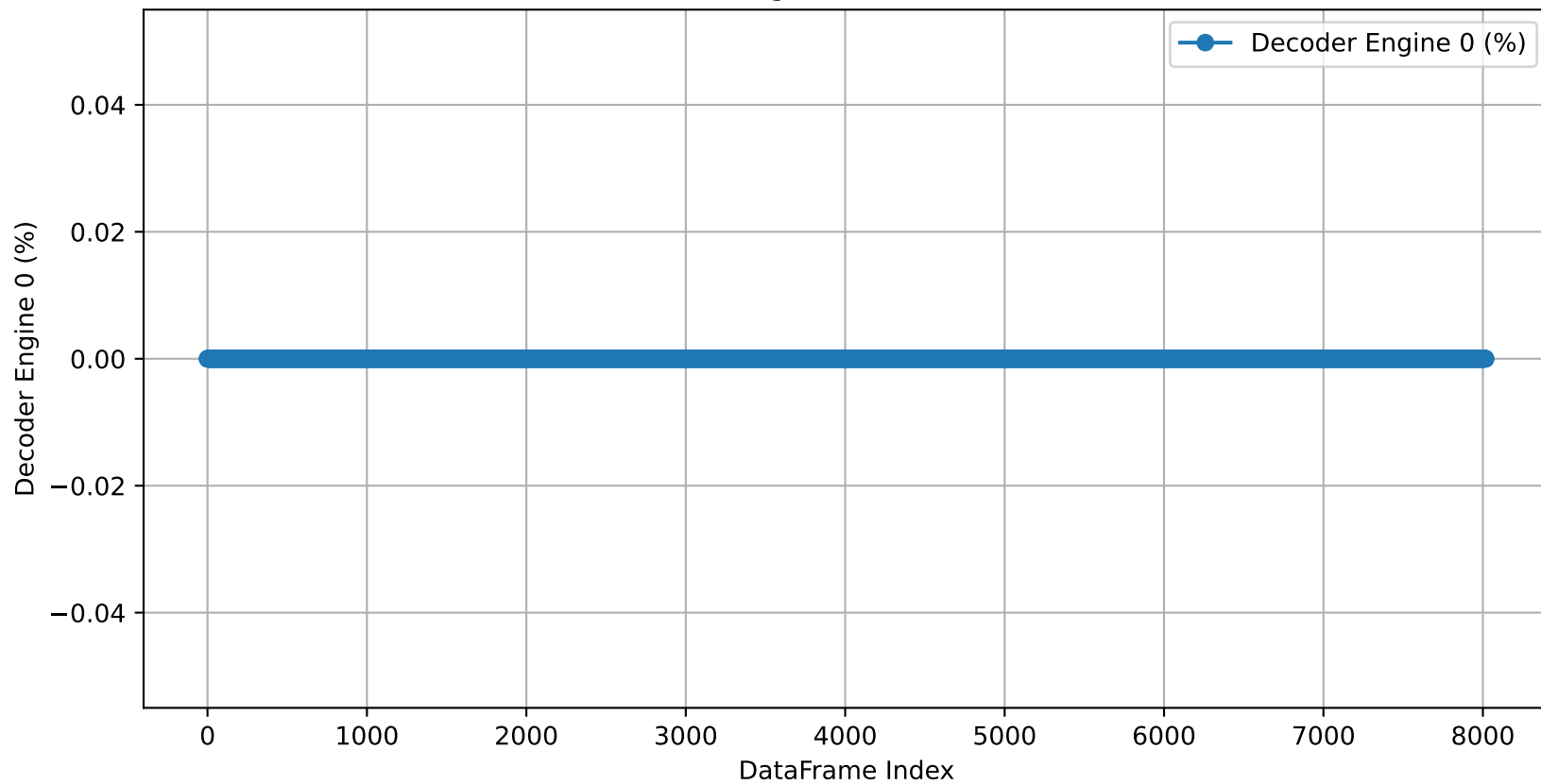


Render Engine 0 (%) Over Index

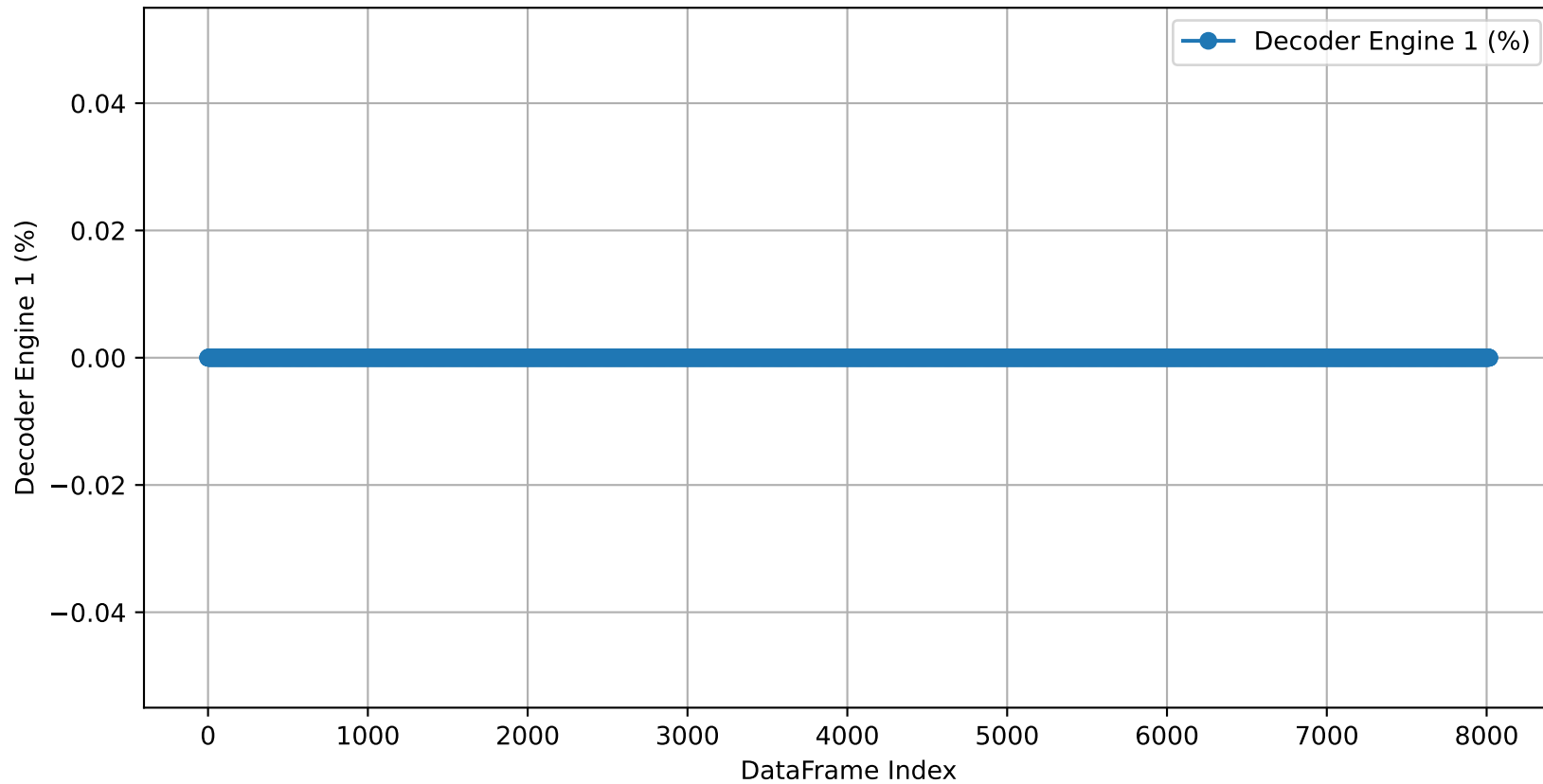




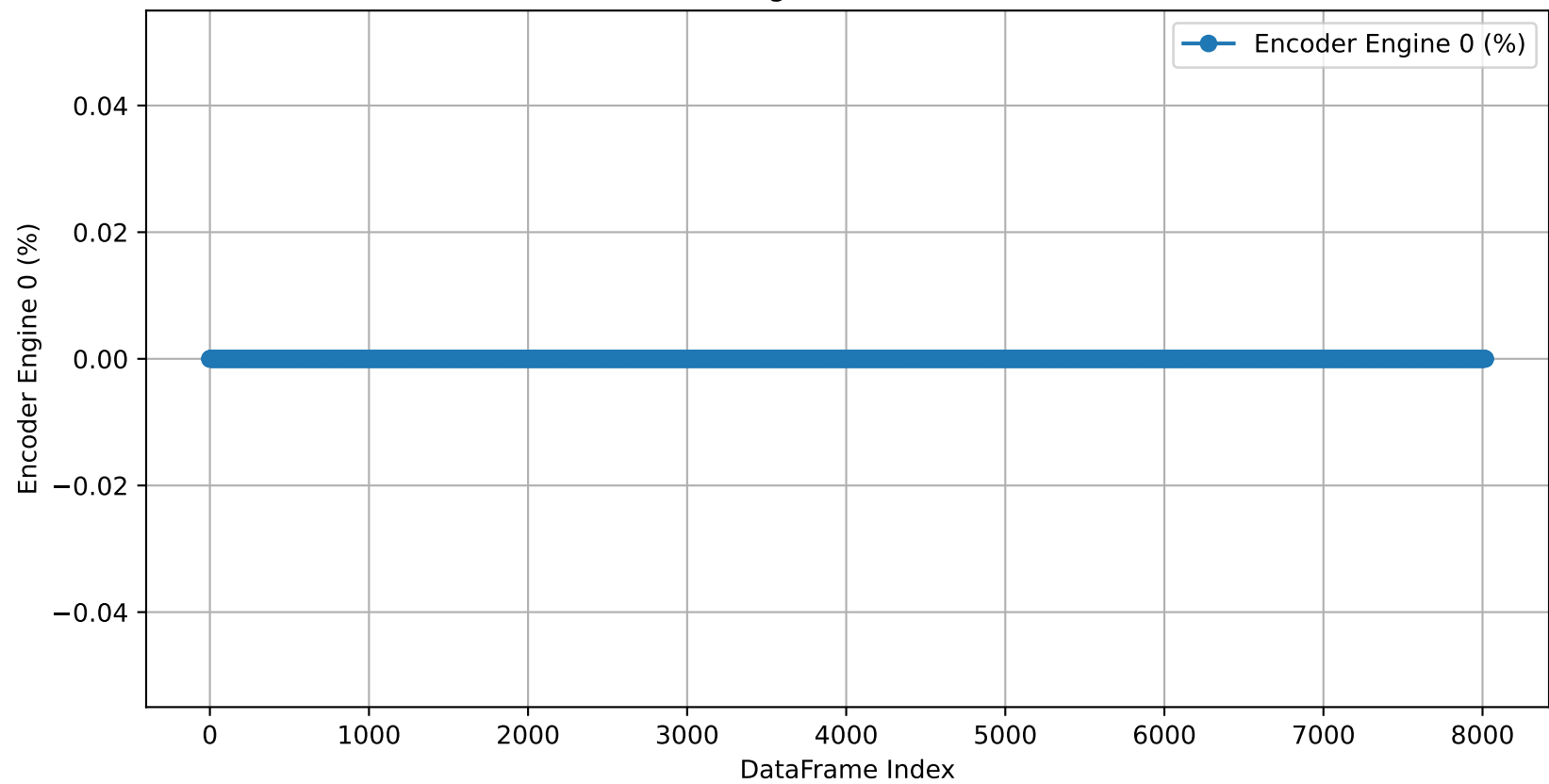
Decoder Engine 0 (%) Over Index



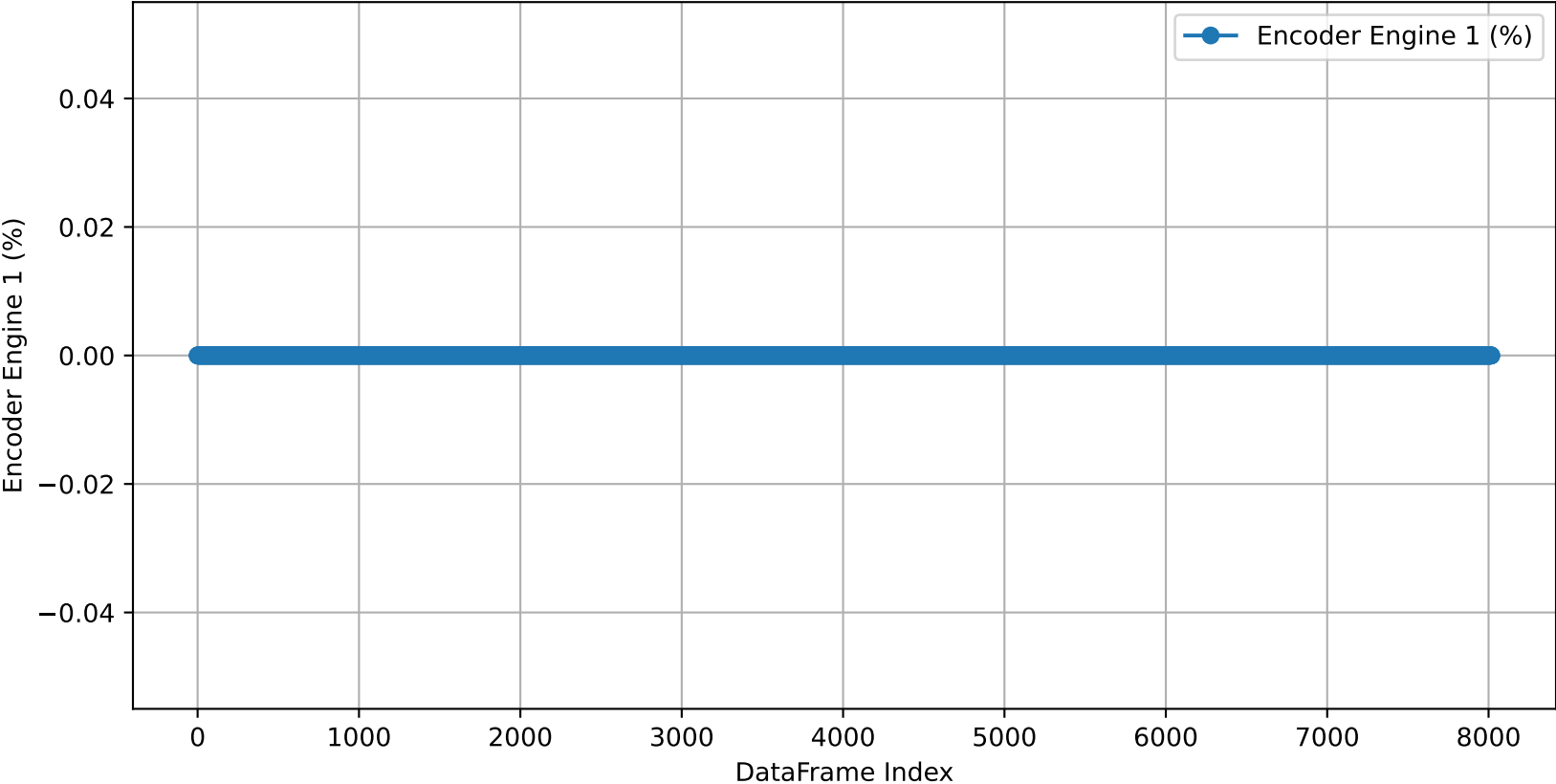
Decoder Engine 1 (%) Over Index



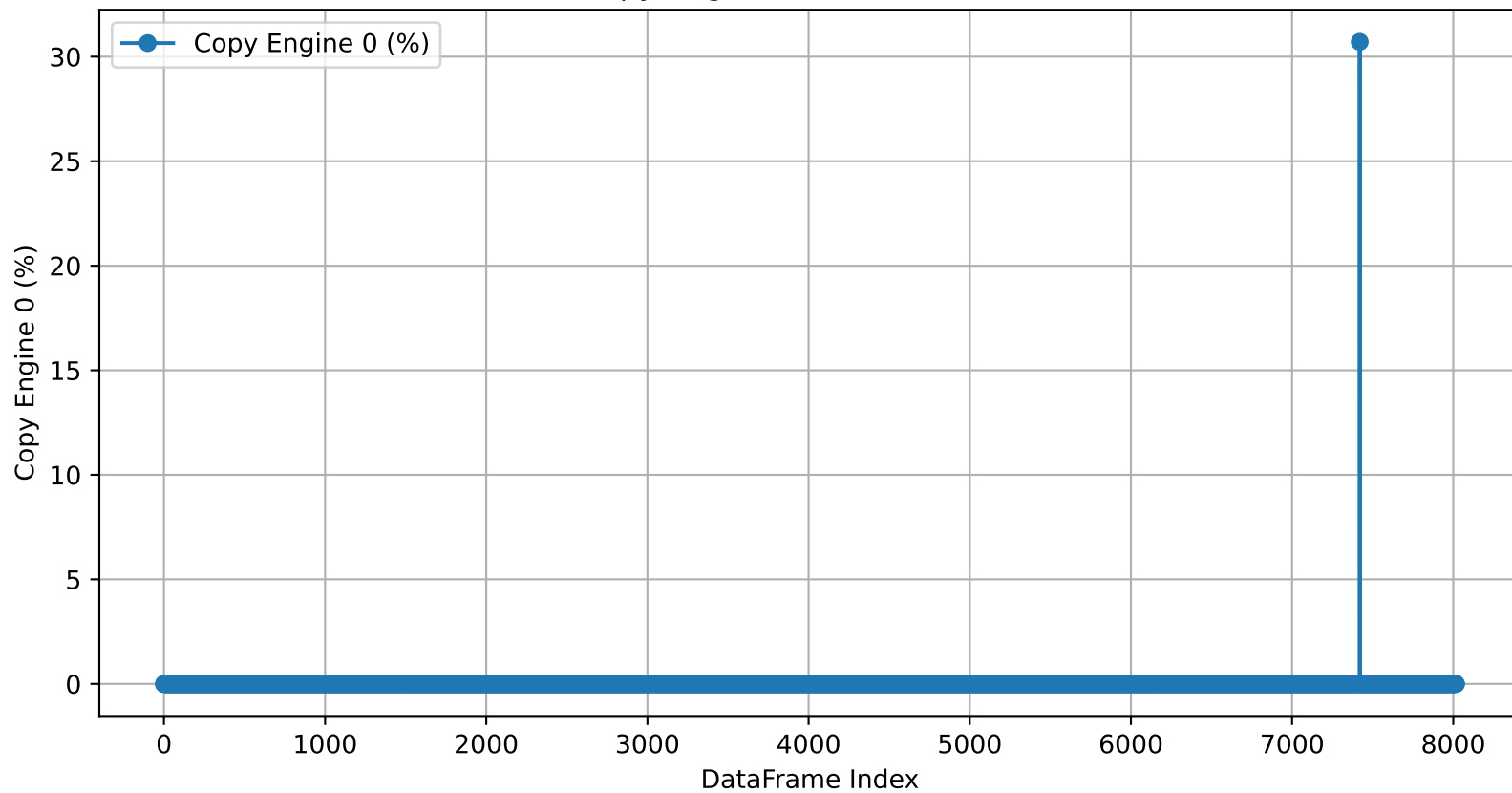
Encoder Engine 0 (%) Over Index



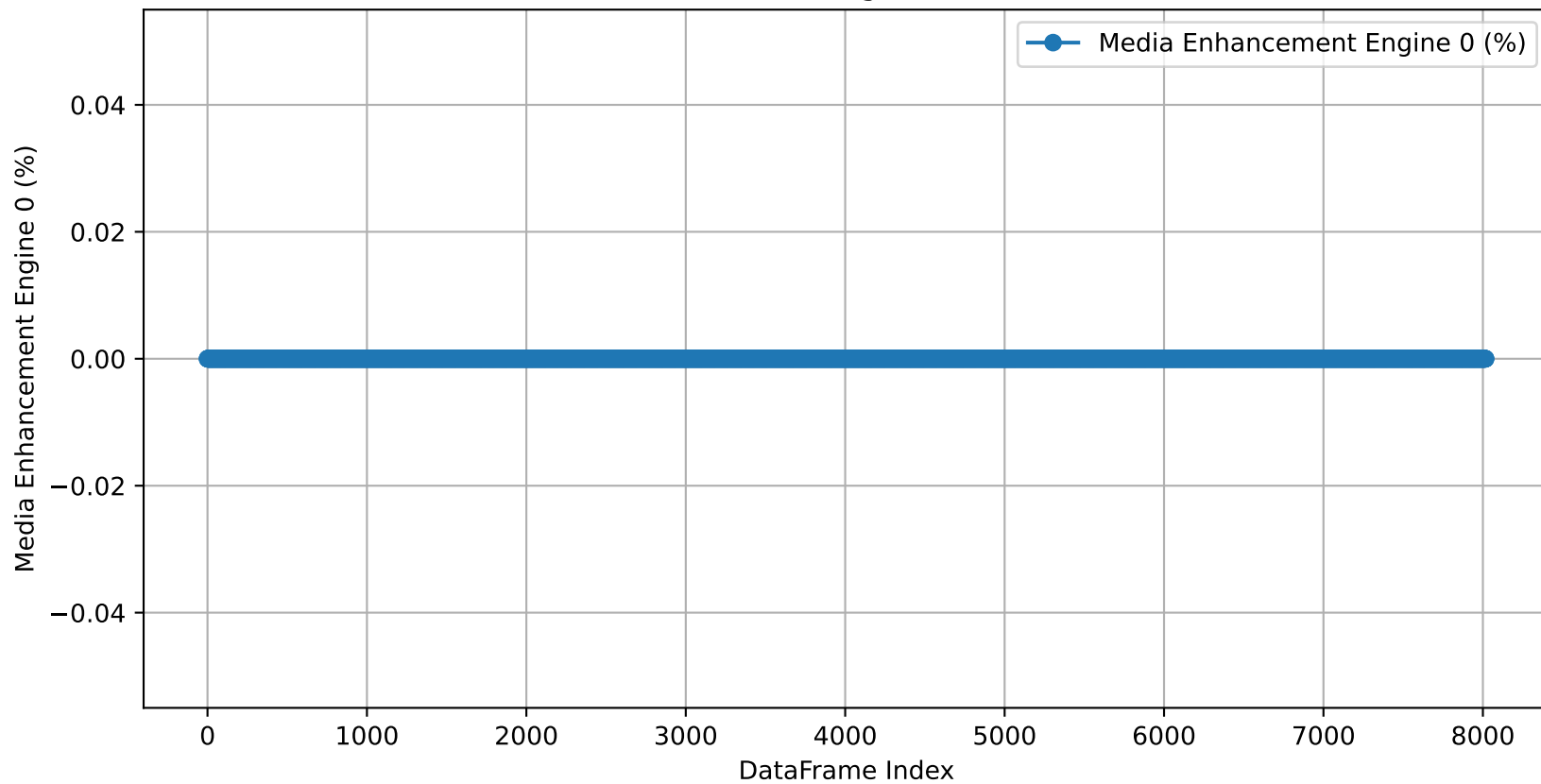
Encoder Engine 1 (%) Over Index



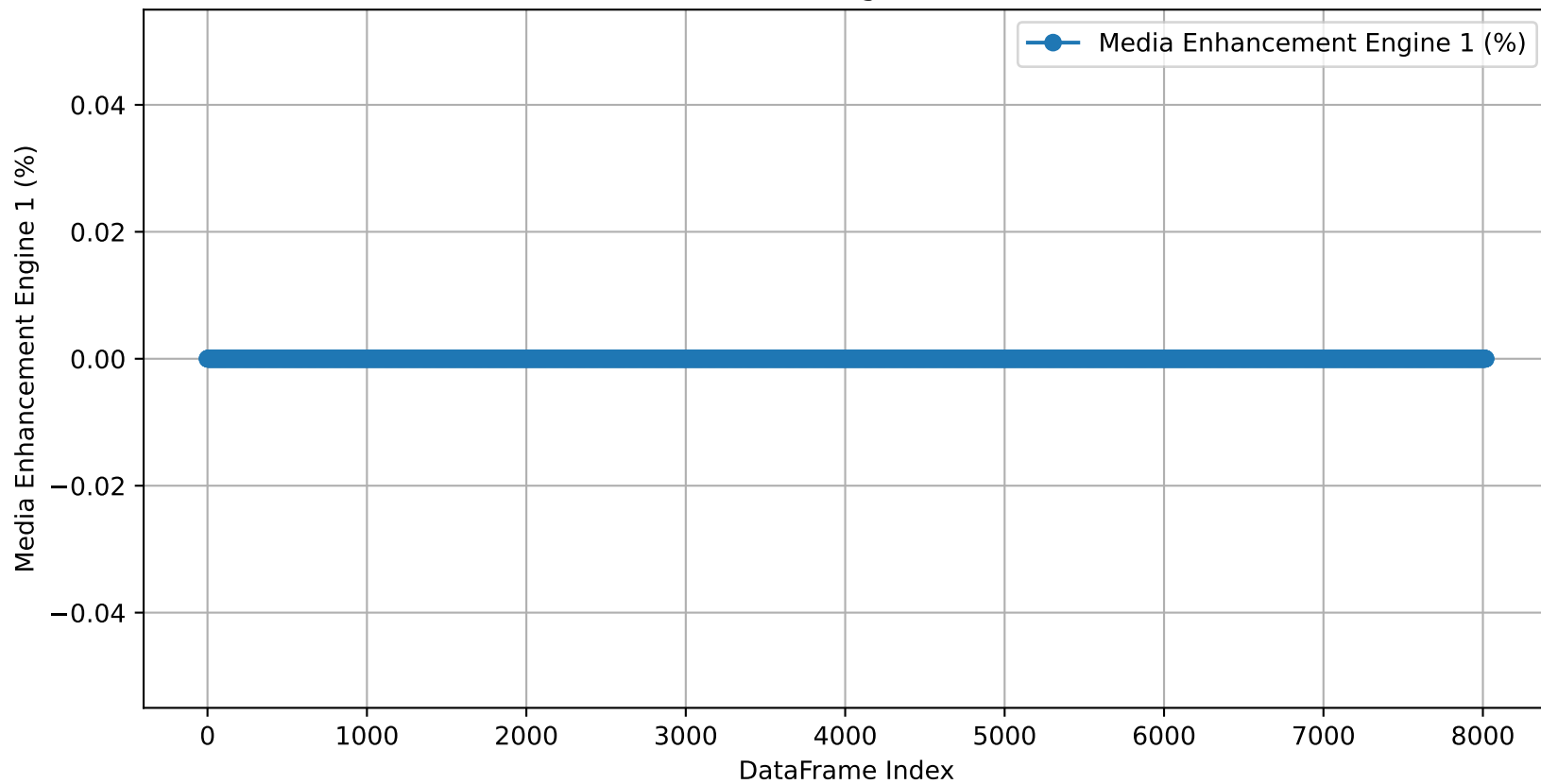
Copy Engine 0 (%) Over Index



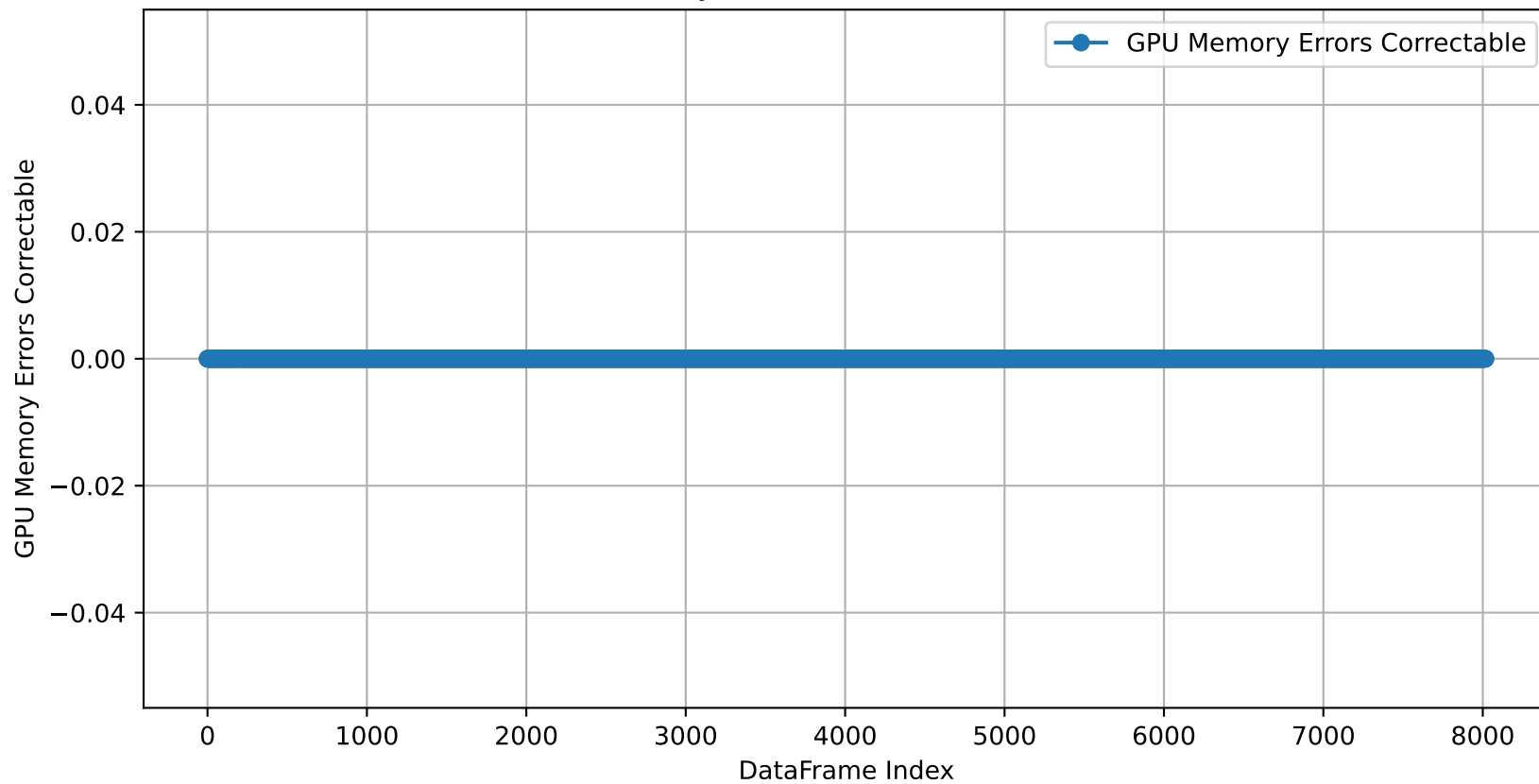
Media Enhancement Engine 0 (%) Over Index



Media Enhancement Engine 1 (%) Over Index

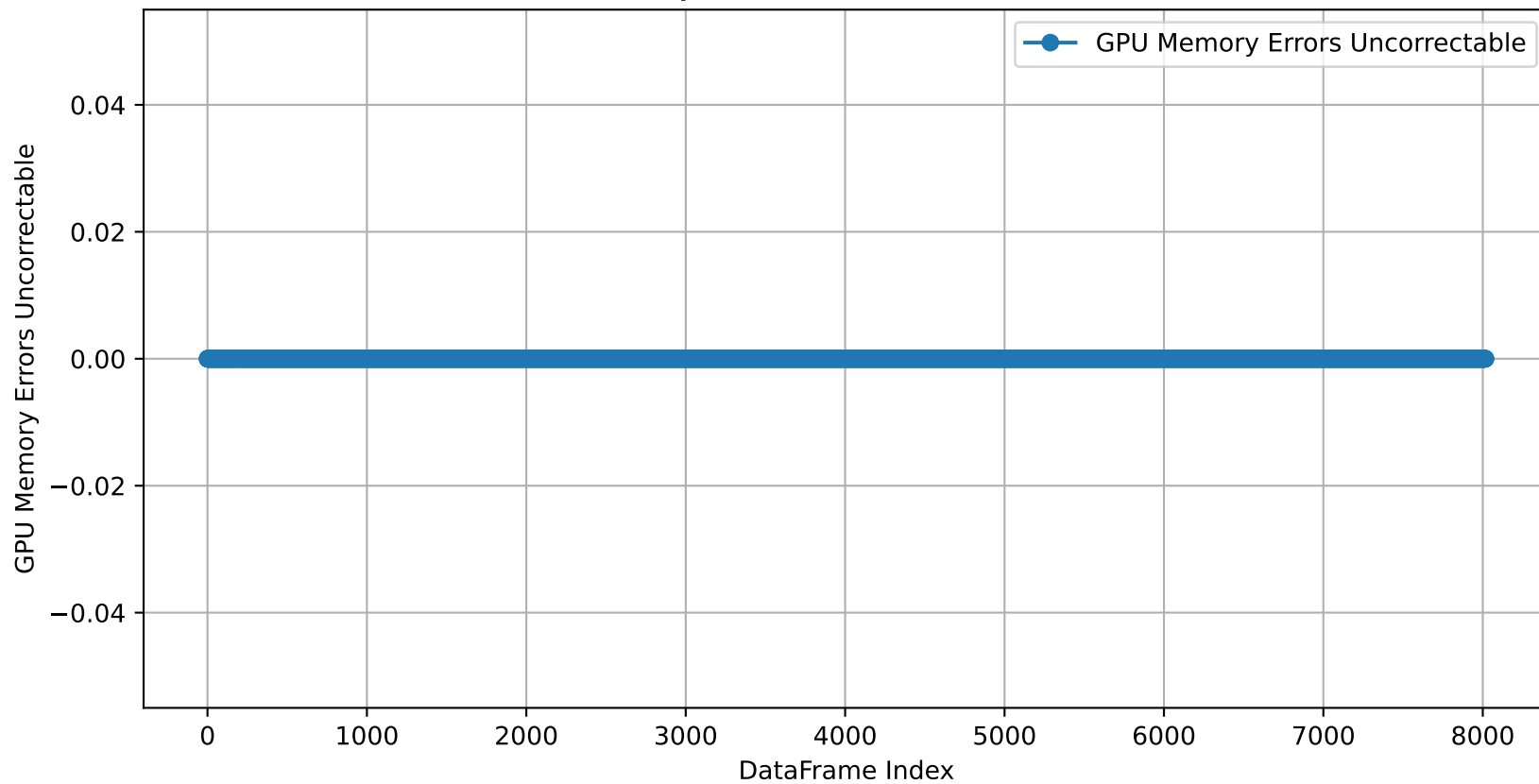


GPU Memory Errors Correctable Over Index

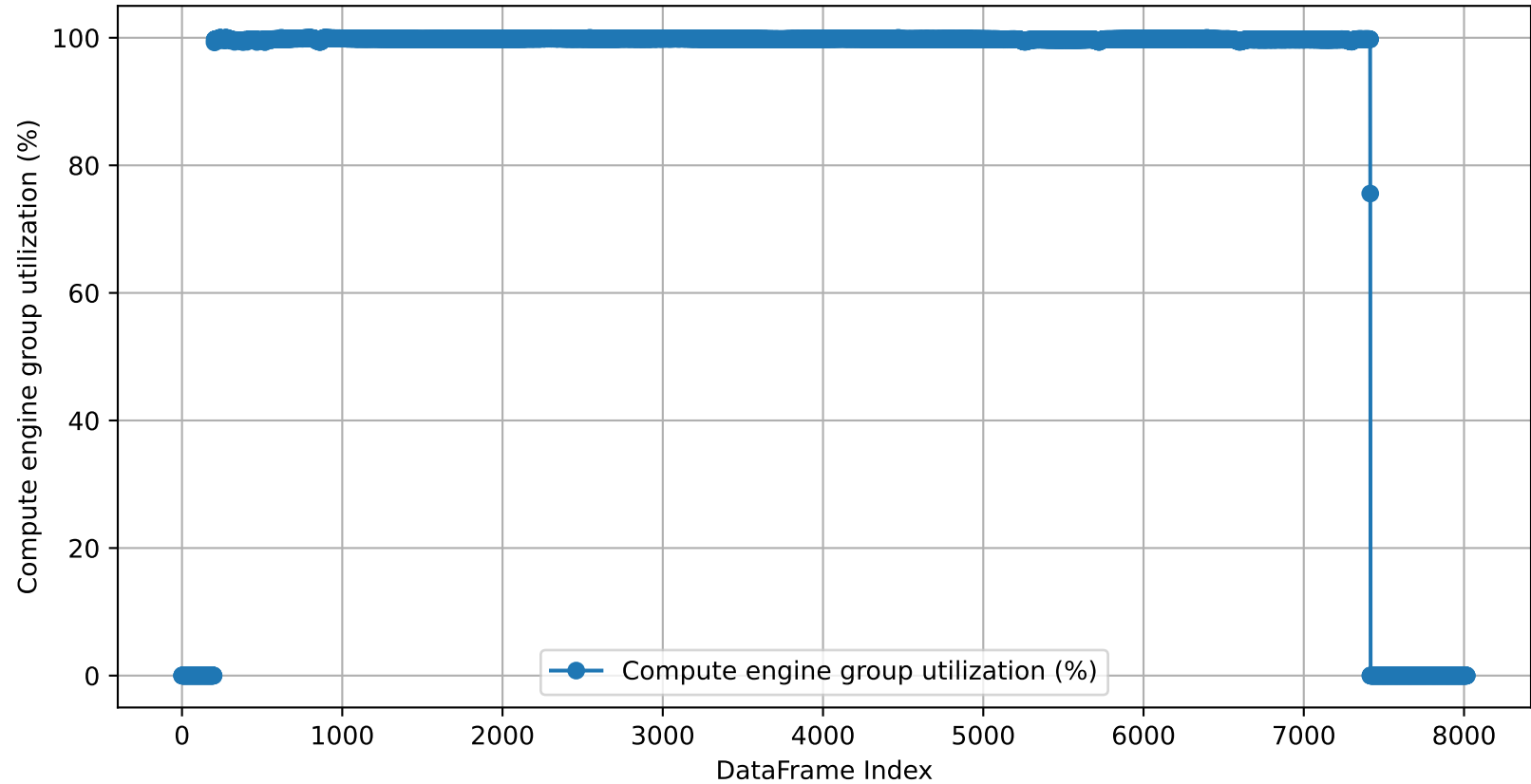




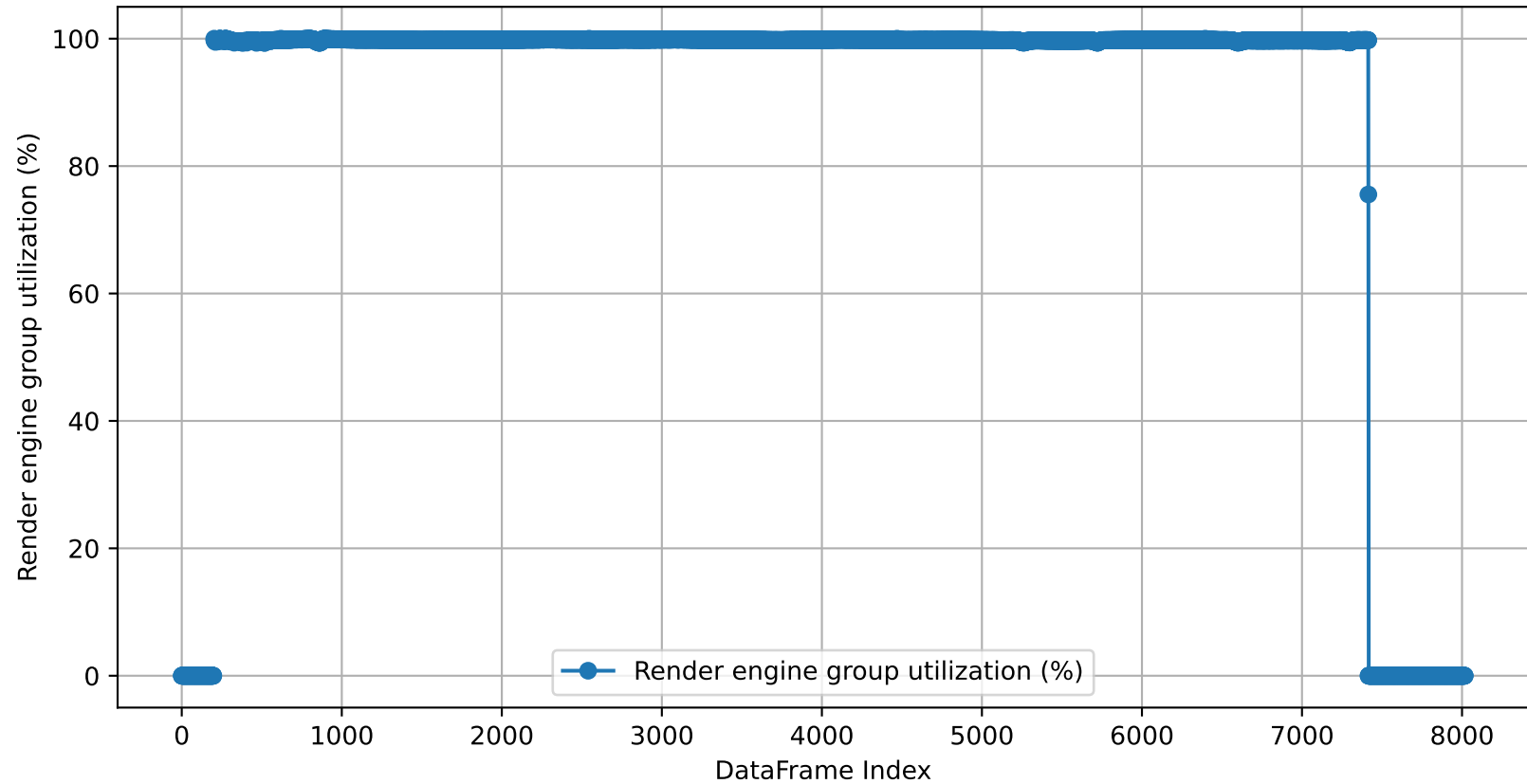
GPU Memory Errors Uncorrectable Over Index



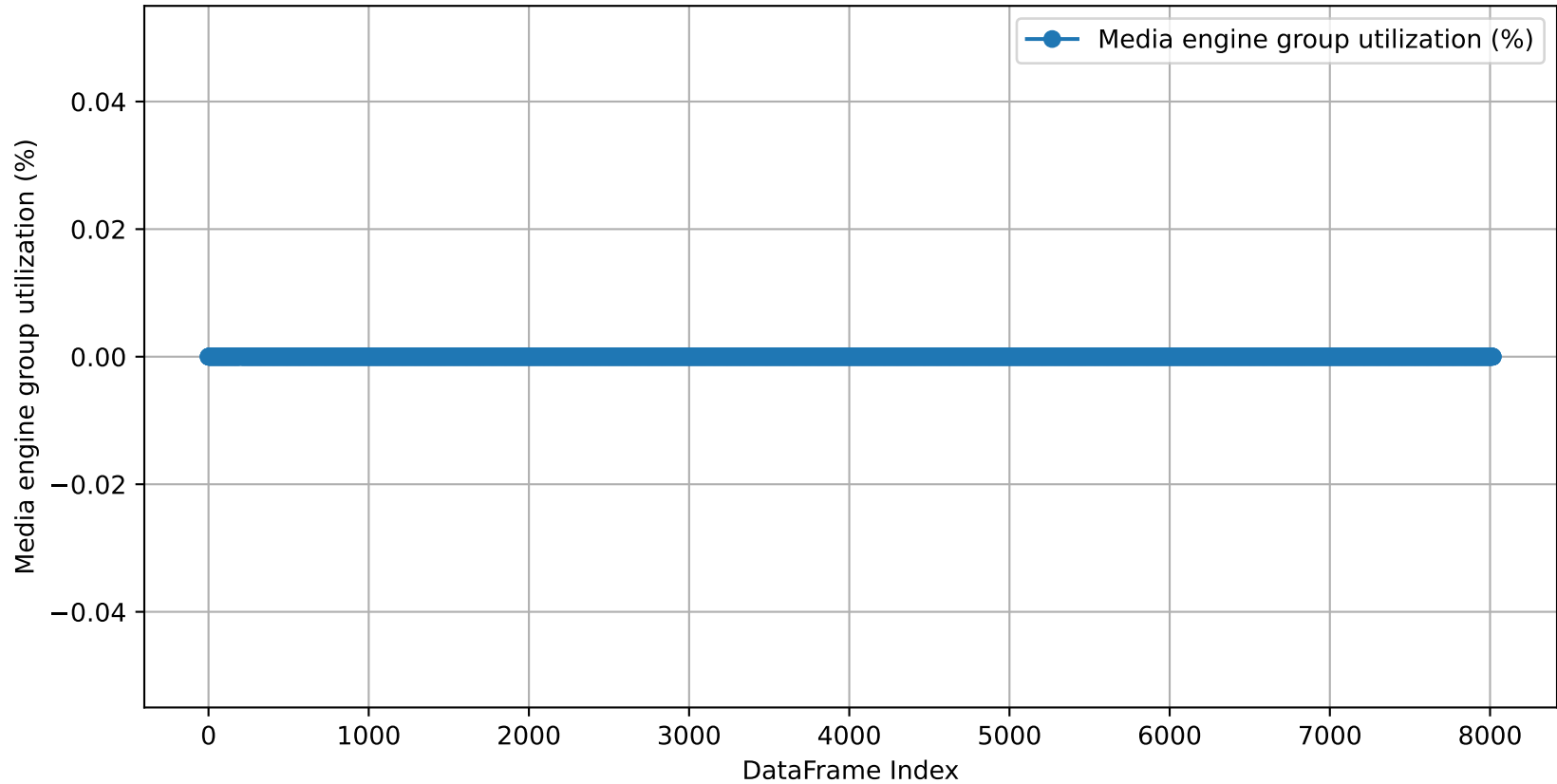
Compute engine group utilization (%) Over Index



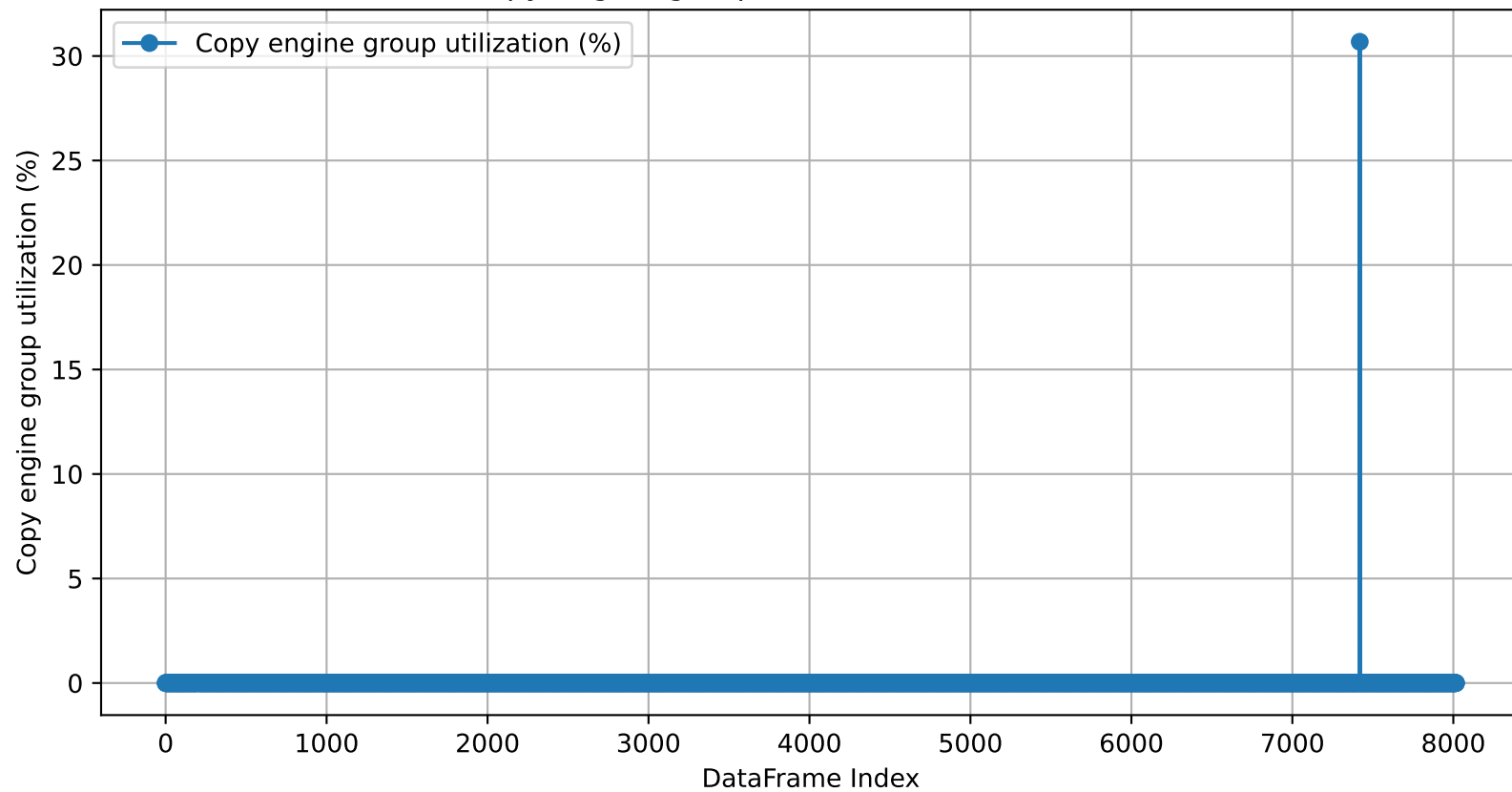
Render engine group utilization (%) Over Index

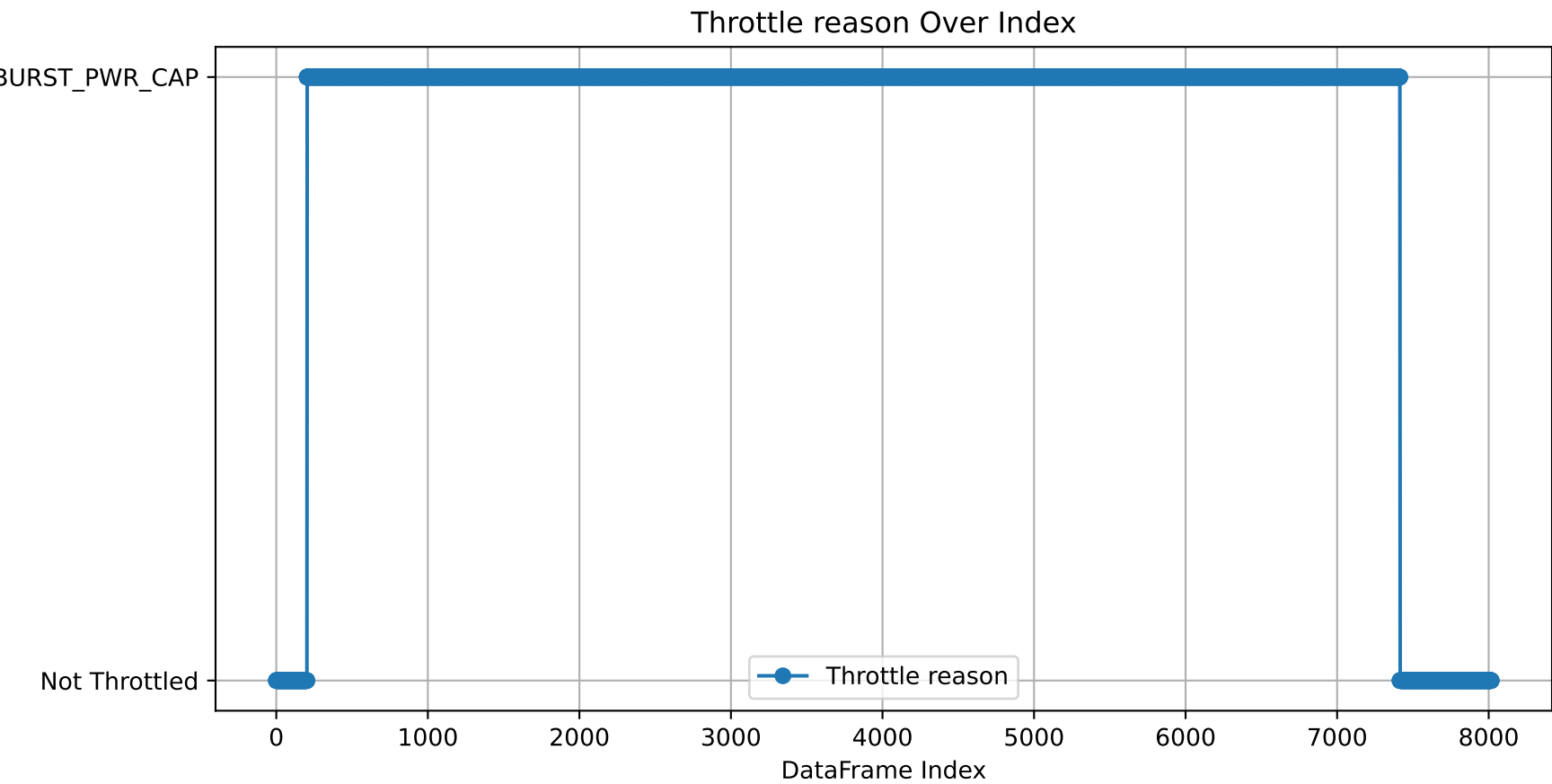


Media engine group utilization (%) Over Index



Copy engine group utilization (%) Over Index





Media Engine Frequency (MHz) Over Index

