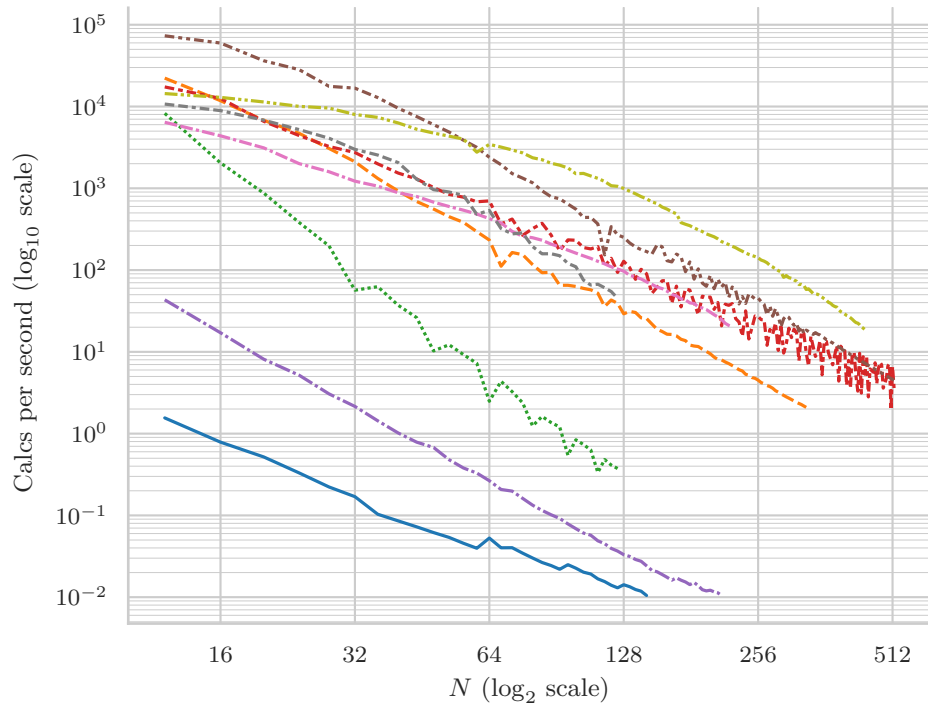











Speed of gyroaveraging vs input grid size



	Interp	Algorithm	Slope
	Bicubic	Quadrature	-1.90
	Bicubic	Sparse CPU	-2.87
	Chebyshev	Dense CPU	-4.31
	Padded FFT	FFT	-2.30
	Linear	Quadrature	-2.90
	Linear	Sparse CPU	-2.84
	Bicubic	Sparse GPU	-2.00
	Chebyshev	Dense GPU	-2.61
	Linear	Sparse GPU	-2.21