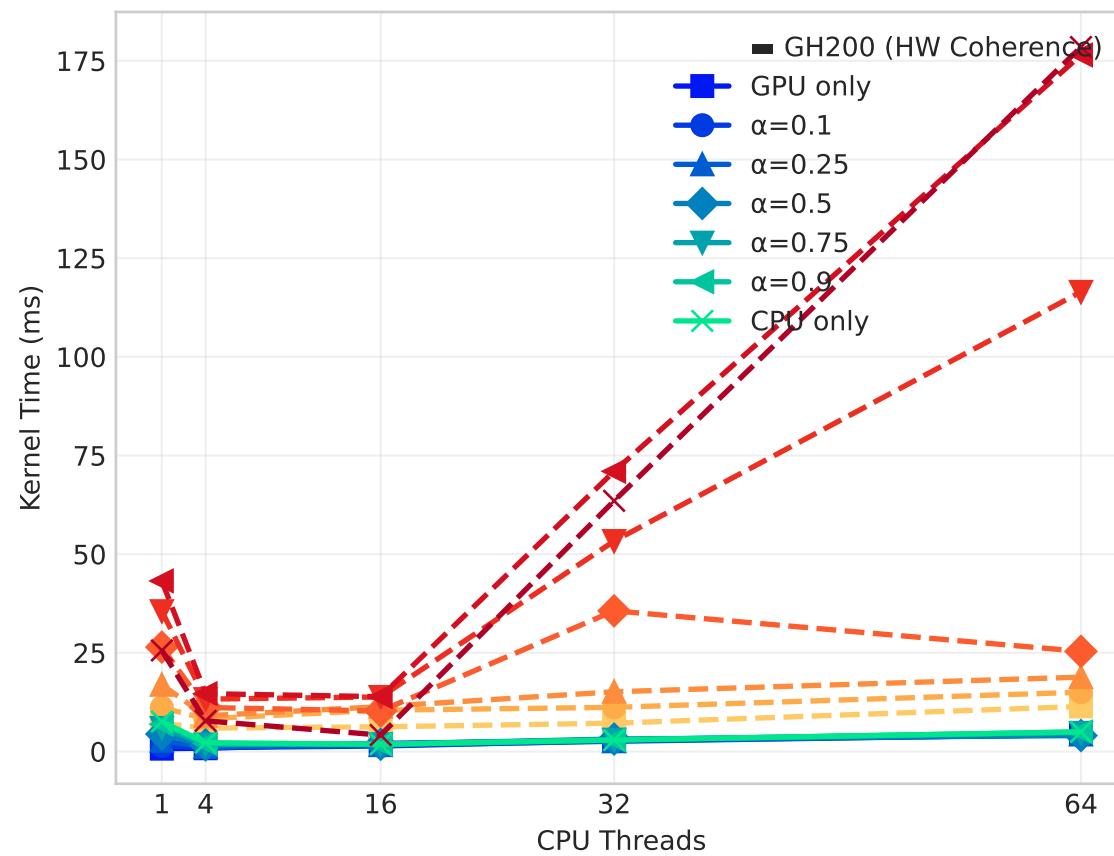
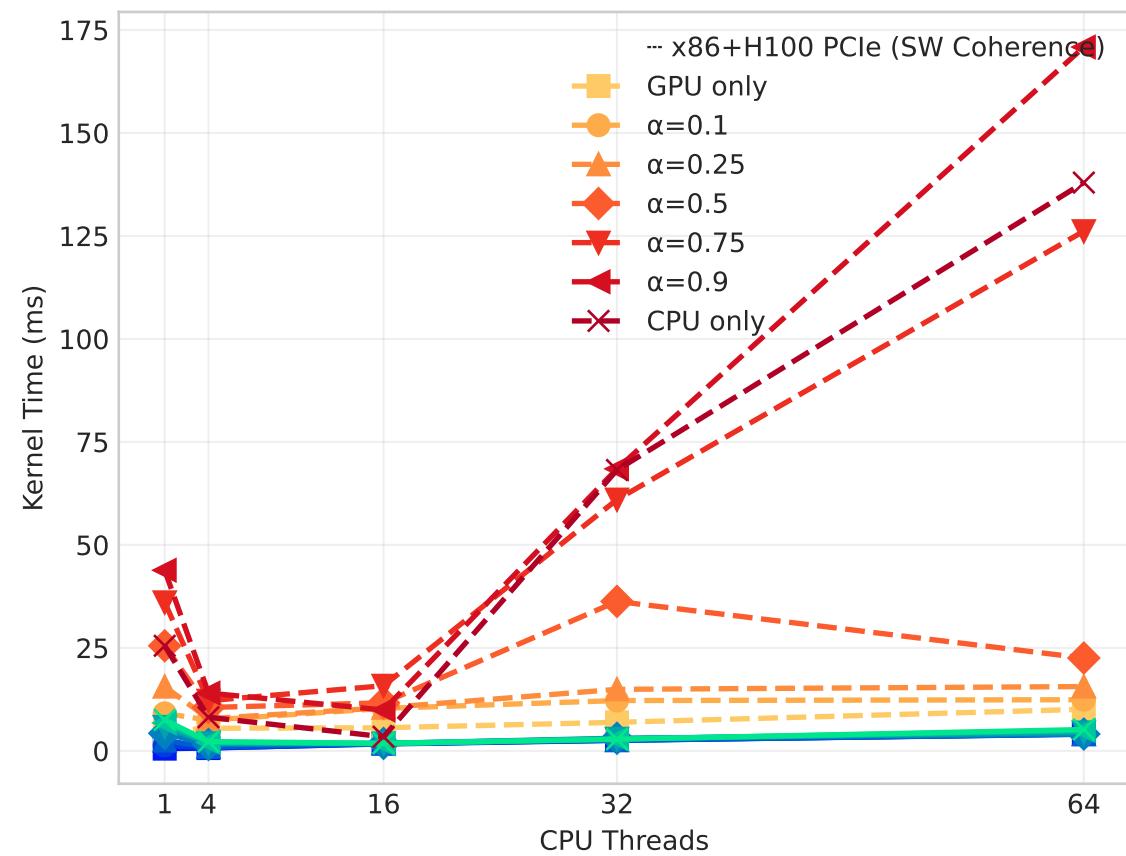


# PAD

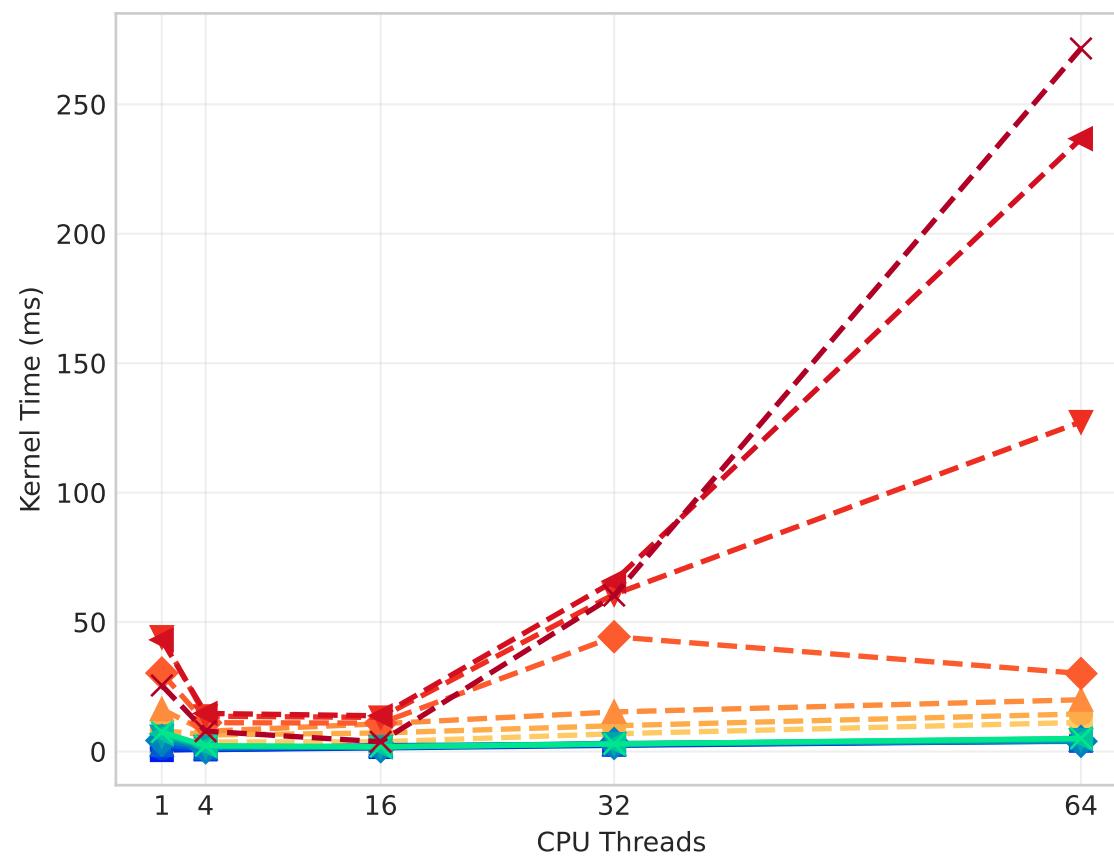
**GPU Blocks = 8**



**GPU Blocks = 16**



**GPU Blocks = 32**



**GPU Blocks = 64**

