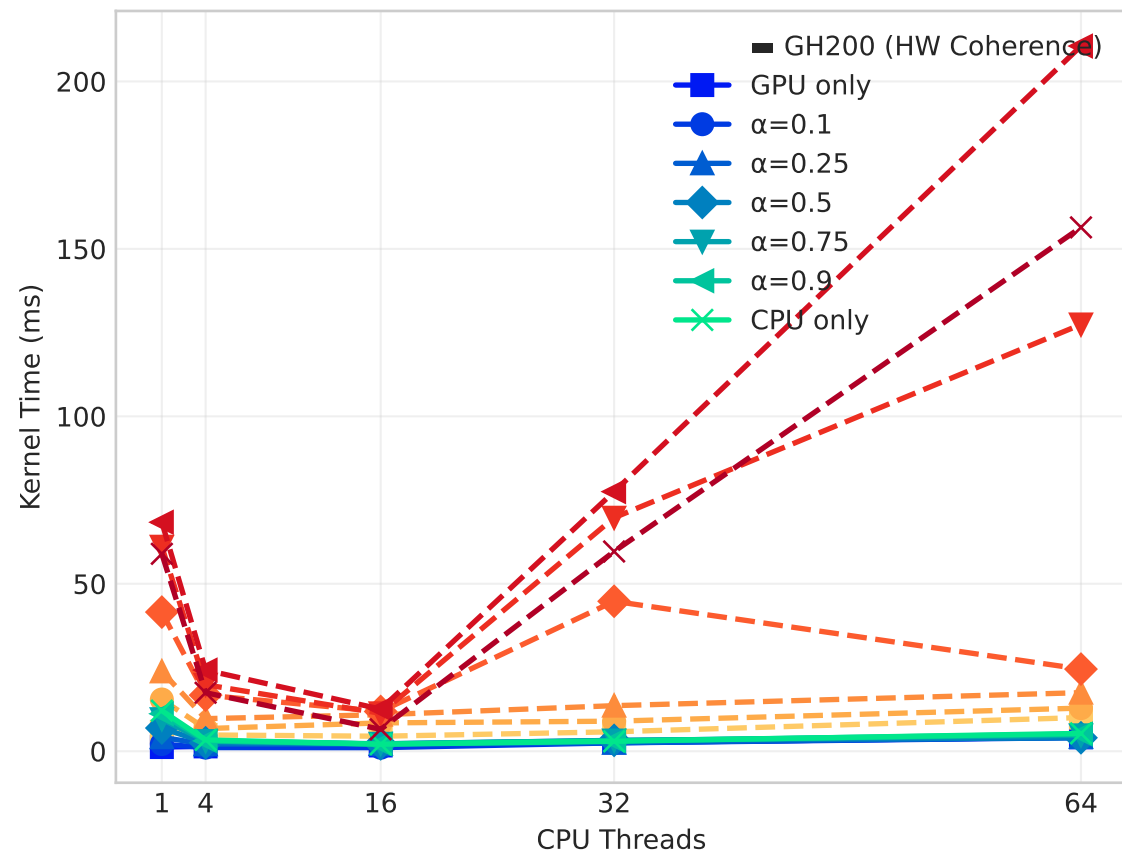
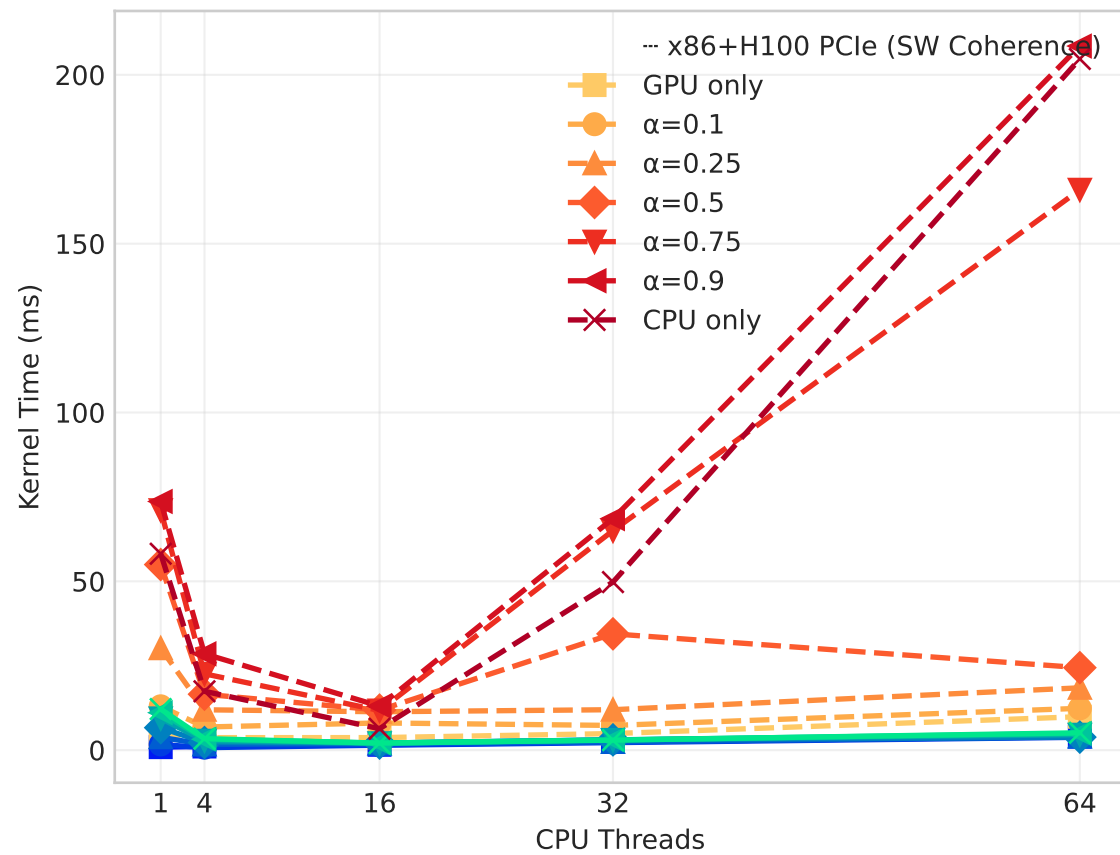


## SC

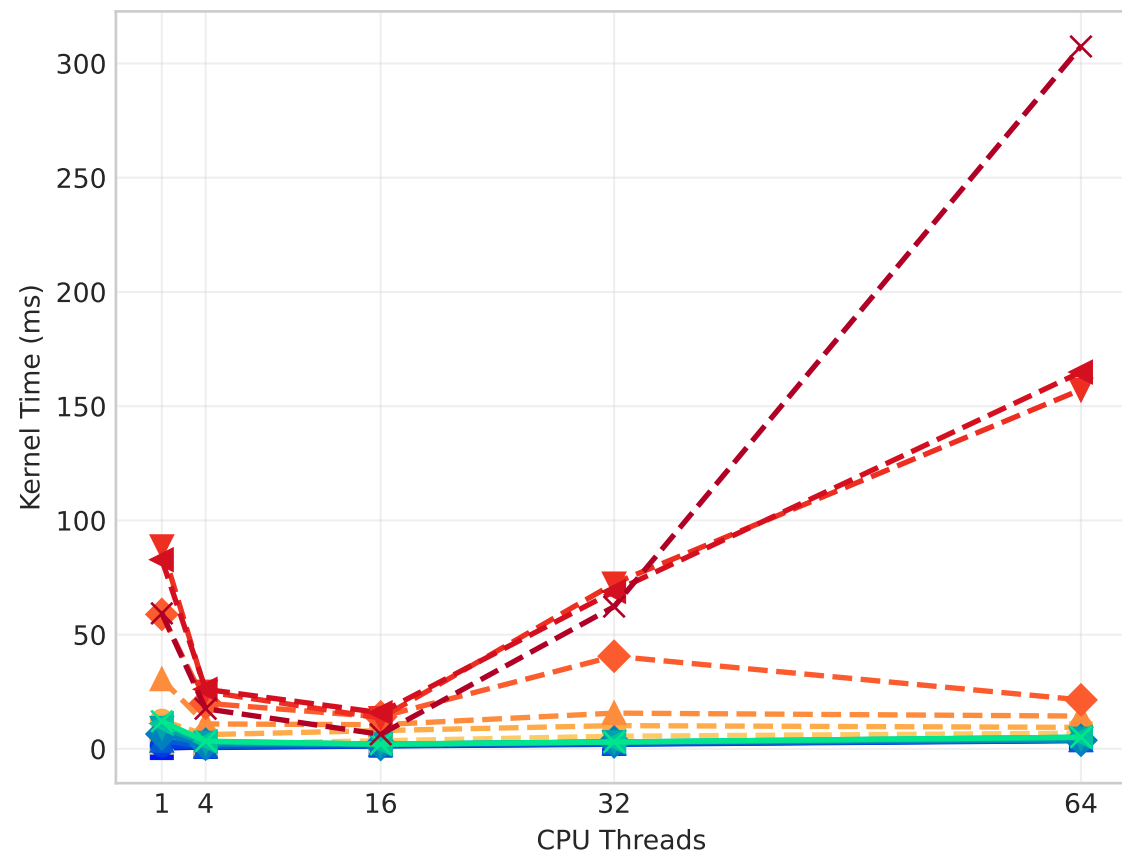
GPU Blocks = 8



GPU Blocks = 16



GPU Blocks = 32



GPU Blocks = 64

