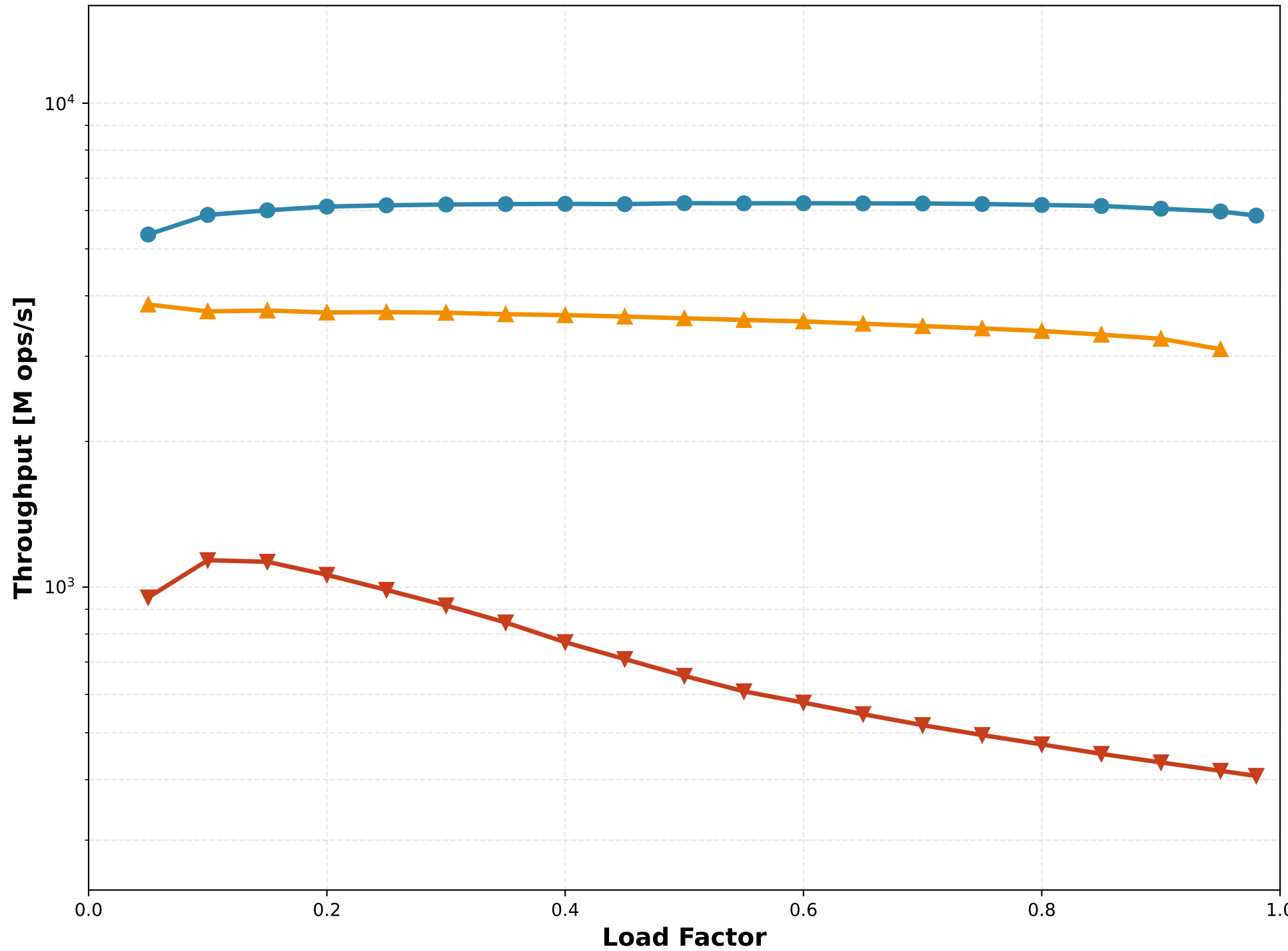


Delete Performance ($n = 2^{28}$) (GDDR7)Delete Performance ($n = 2^{28}$) (HBM3)