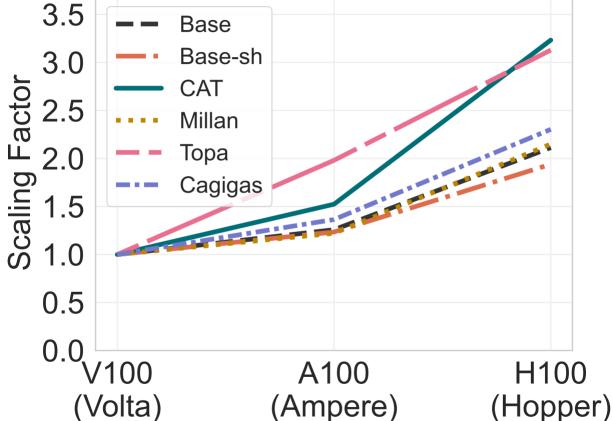
## Scaling Across GPU architectures r = 1, n=40960Base-sh



**GPU**