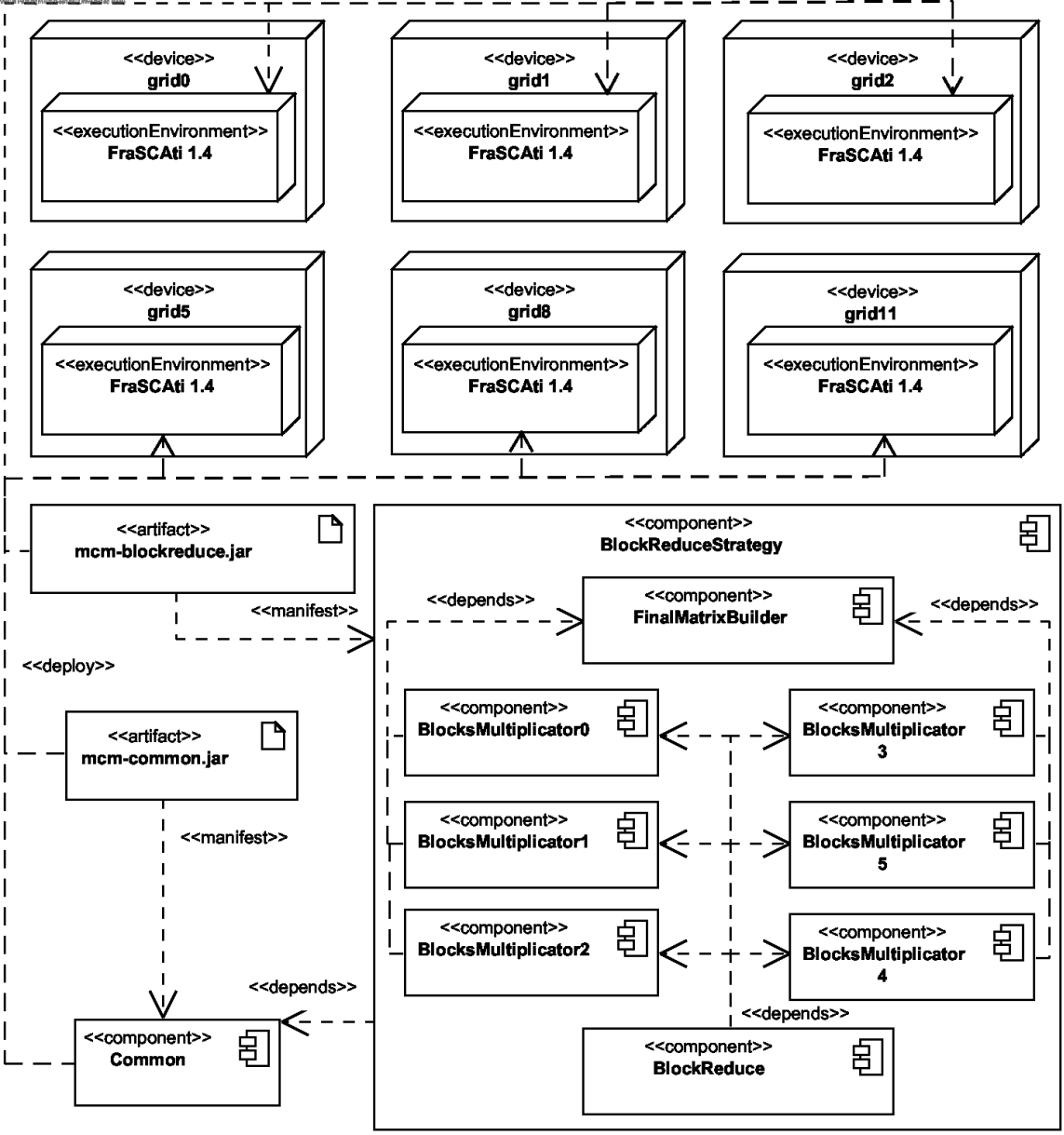

Executions per node:
grid0: BlockReduce, BlocksMultiplicator0; grid1: BlocksMultiplicator1; grid2: BlocksMultiplicator2; grid5: BlocksMultiplicator3
grid8: FinalMatrixBuilder, BlocksMultiplicator4; grid11: BlocksMultiplicator5