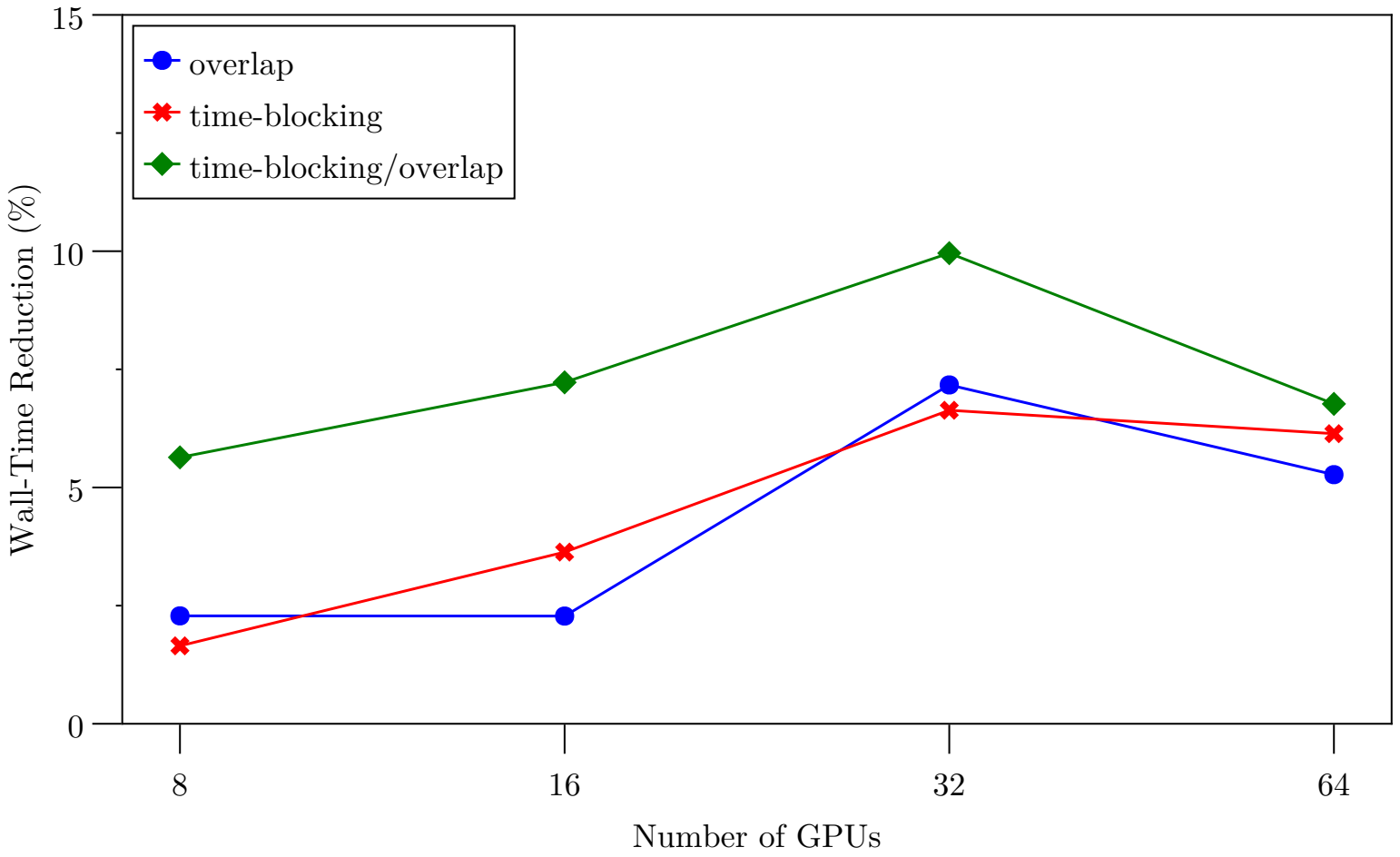

overlap
time-blocking
time-blocking/overlap
Wall-Time Reduction (%)
0
5
10
15
8
16
32
64
Number of GPUs