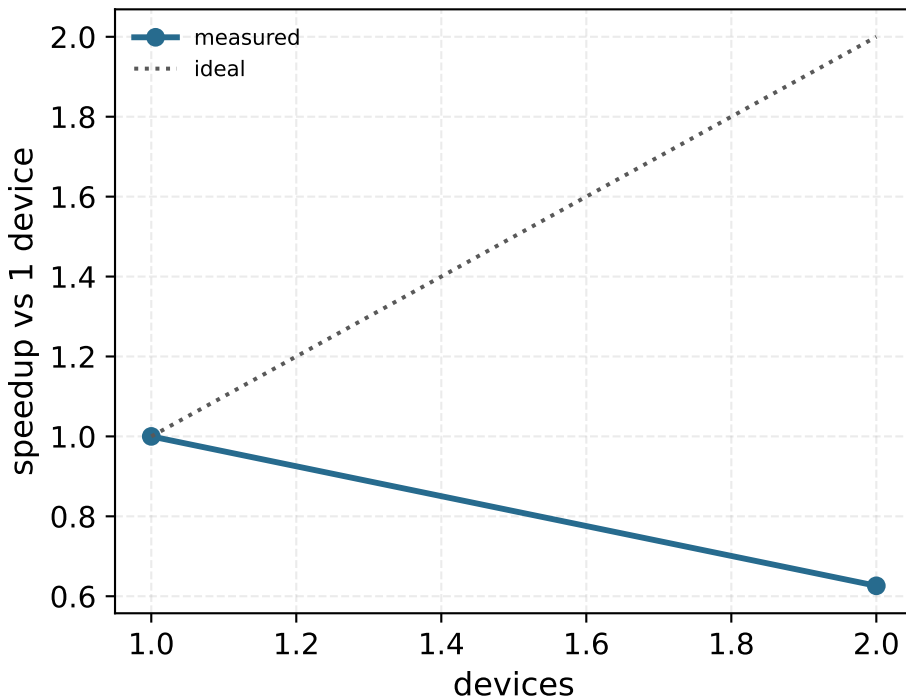


GPU nonlinear strong scaling



Timing and identity

