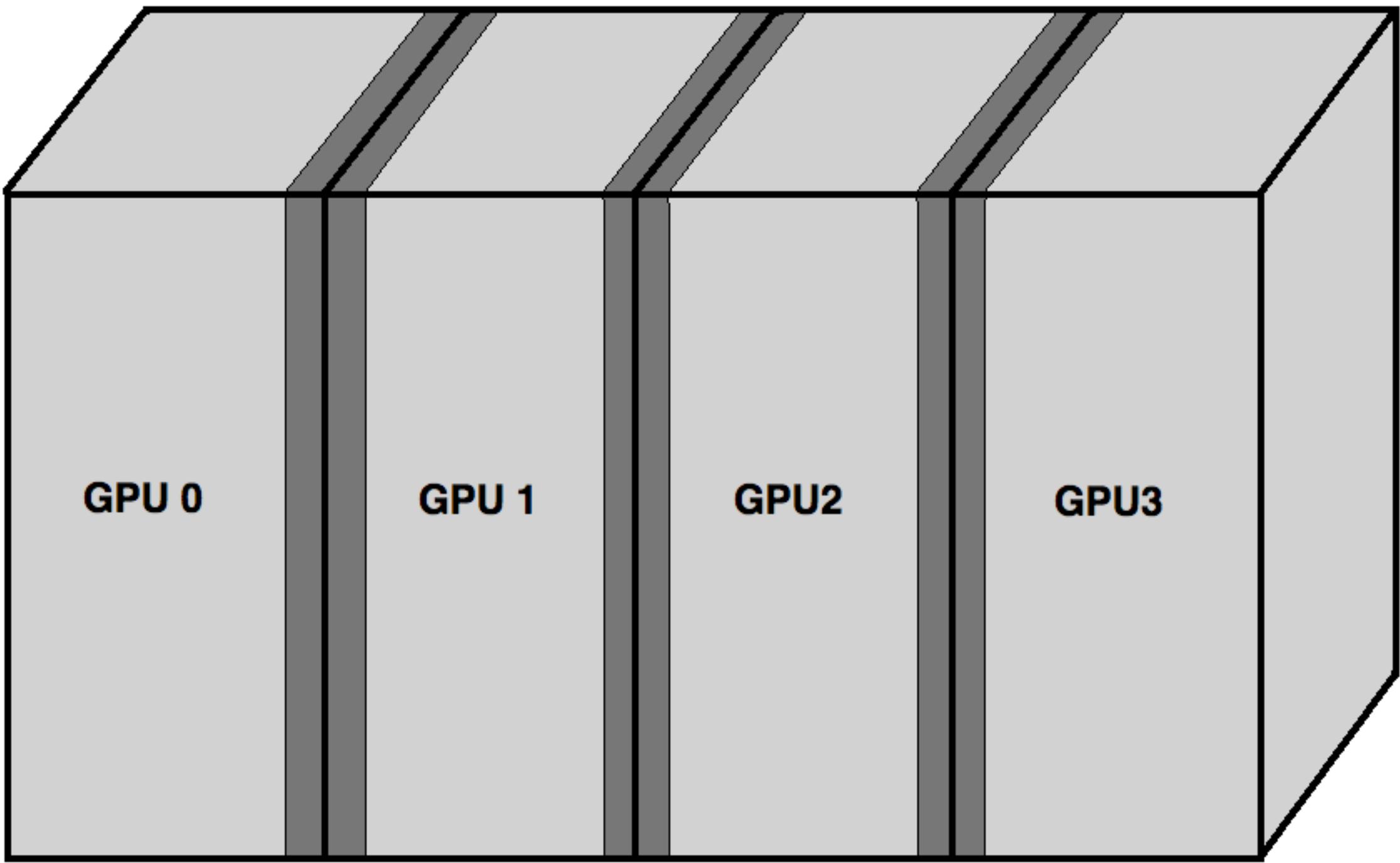


Stencil length



**GPU 0**

**GPU 1**

**GPU2**

**GPU3**