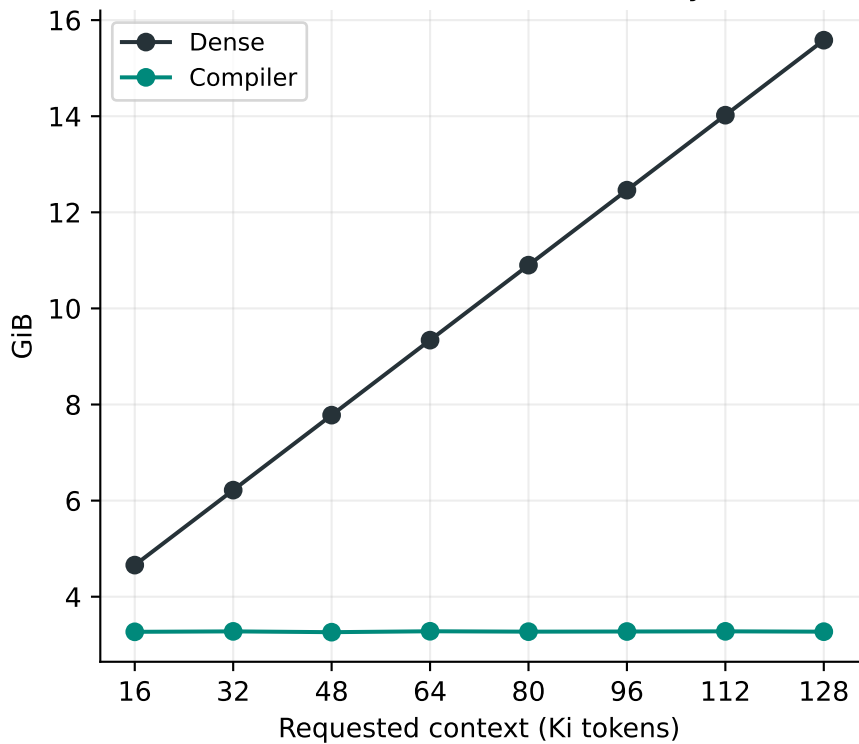


Peak allocated GPU memory



Peak reserved GPU memory

