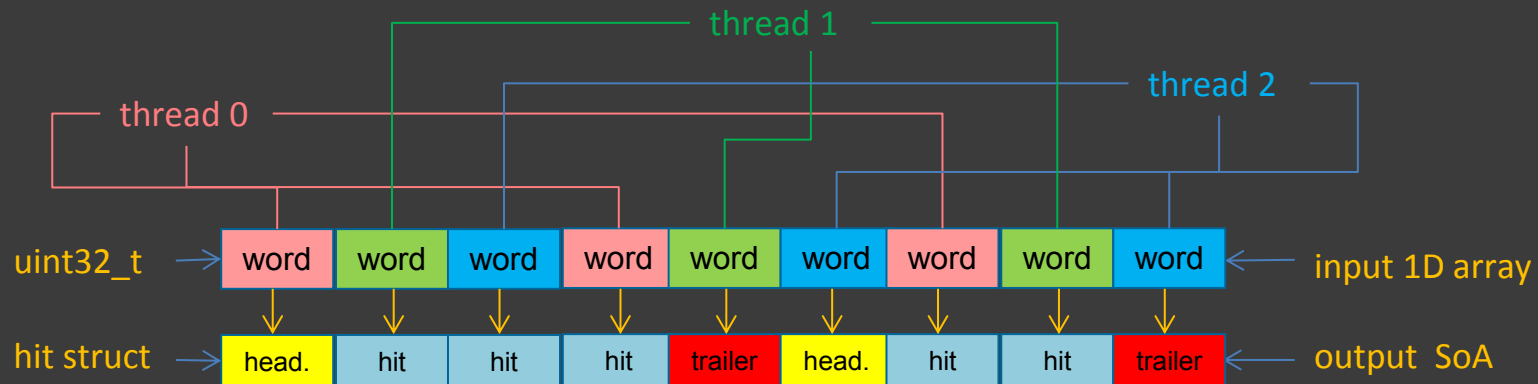


# GPU-based data preparation



- Massively parallel bytestream decoding:
  - Parsing datawords into collections of hits
  - Identification of collection header, trailer, actual hits, and hit information decoding are done in parallel by GPU threads working on global output Structure-of-Arrays (SoA)