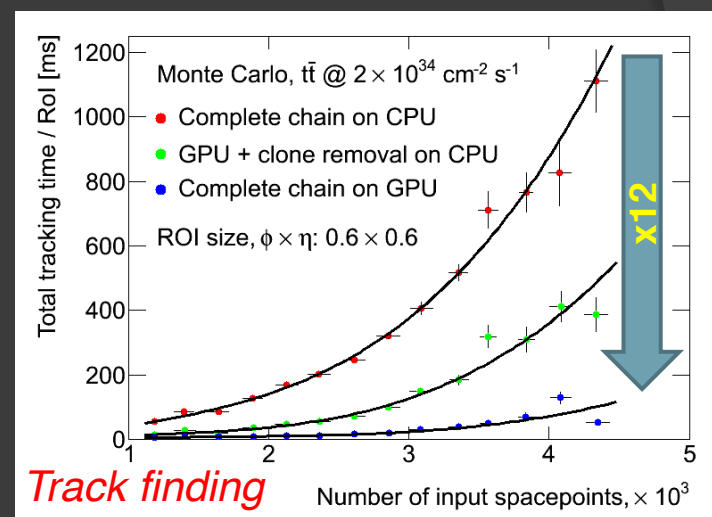
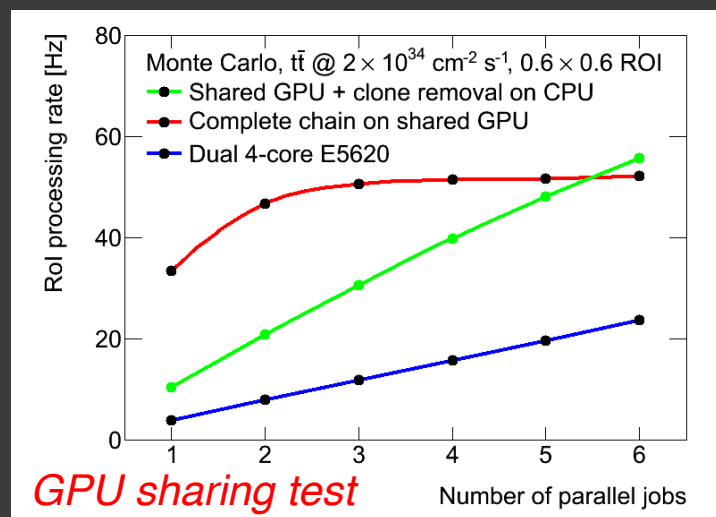


Summary of the results

GPU-based code vs. 32-bit Athena (17.1.0)

Rol type	Data prep. speed-up
Tau 0.6x0.6	9
B-physics, 1.5x1.5	12
FullScan	26



- GPU-based code vs. 32-bit Athena (17.1.0)
- x12 speed-up was obtained for the full LVL2 ID tracking chain on large Rols
- “Client-server” architecture for GPU sharing seems to be feasible